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### Background

Signal-GK was a fanzine produced in the UK, as a resource for referees of Traveller. During its four year, often irregular run, the contributors, among other things, detailed the whole of Dagudashaag Sector for the classic and rebellion period. Much of this vast library of information has been adapted and is now contained within this book.

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#### And special thanks to the "Resurrectionist Team" who revived the "fragrant bones" of Signal-GK in the 21<sup>st</sup> Century

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#### Notice

This book contains certain adult themes that may not be suitable for younger players.

#### ~Dedications~

**'To steal from one source is plagiarism, to steal from many is research...'**

This book is dedicated to all the authors who have directly or indirectly inspired and 'helped' us with our 'research'.  
Thank you. They say that imitation is the greatest form of flattery.

In particular I would like to dedicate Encyclopaedia: Dagudashaag to three people; Marc Miller for creating Traveller, Duncan Law-Green who was the first Brit' to explore the region and whose vision helped shape every aspect of the sector and author, E.C. Tubb whose 'Earl Dunarest' stories first inspired me to 'travel' the stars.

Thank you.



## Dagudashaag Sector

“The name derives from the Old High Vilani *Dakhukhuga Gulike Dushaage*, meaning *Rimward Galactic Province* - this in itself indicates just how long the sector has been settled. Systems in this sector bear the traces of many waves of settlement and occupation in the life of the Galaxy. Sites have been unearthed in Remnants subsector, which have provided artefacts dating back more than 40 million years. Although the mysterious Ancients were not as active in Dagudashaag as in the Deneb Domain, several sites have been found, including one in this very subsector - Anomaly (Dagudashaag 1633).

The S'mrii, a reptilian race native to the coreward/spinward regions of this sector, achieved spaceflight some twenty-seven thousand years ago, and despite a number of setbacks, they had a thriving interstellar federation by the time they were contacted by the Vilani ten thousand years ago.

Subsequent settlement by the Solomani has created a strong economic “axis” to the sector, roughly along a line between Mimu, Medurma and Argi, and Dagudashaag now exports a fair quantity of its output to the less-developed sectors of Gushemege and Zarushagar. The sector is the industrial centre of Vland Domain, and its GSP (Gross Sector Product) exceeds that of Vland Sector.

The picture many newcomers have of the sector is of a grey, featureless expanse of factory systems filled with grey, humourless Vilani. Nothing could be further from the truth. Dagudashaag is a sector of contrasts, from the soaring, fusion-carved mountains and glittering city-warrens of Medurma, to the floating dream worlds of Ushra, to the sulphur volcanoes of Lenashuuk, the macro-engineering of GateWay’s beanstalk, and Kaurga’s unspoilt plains.

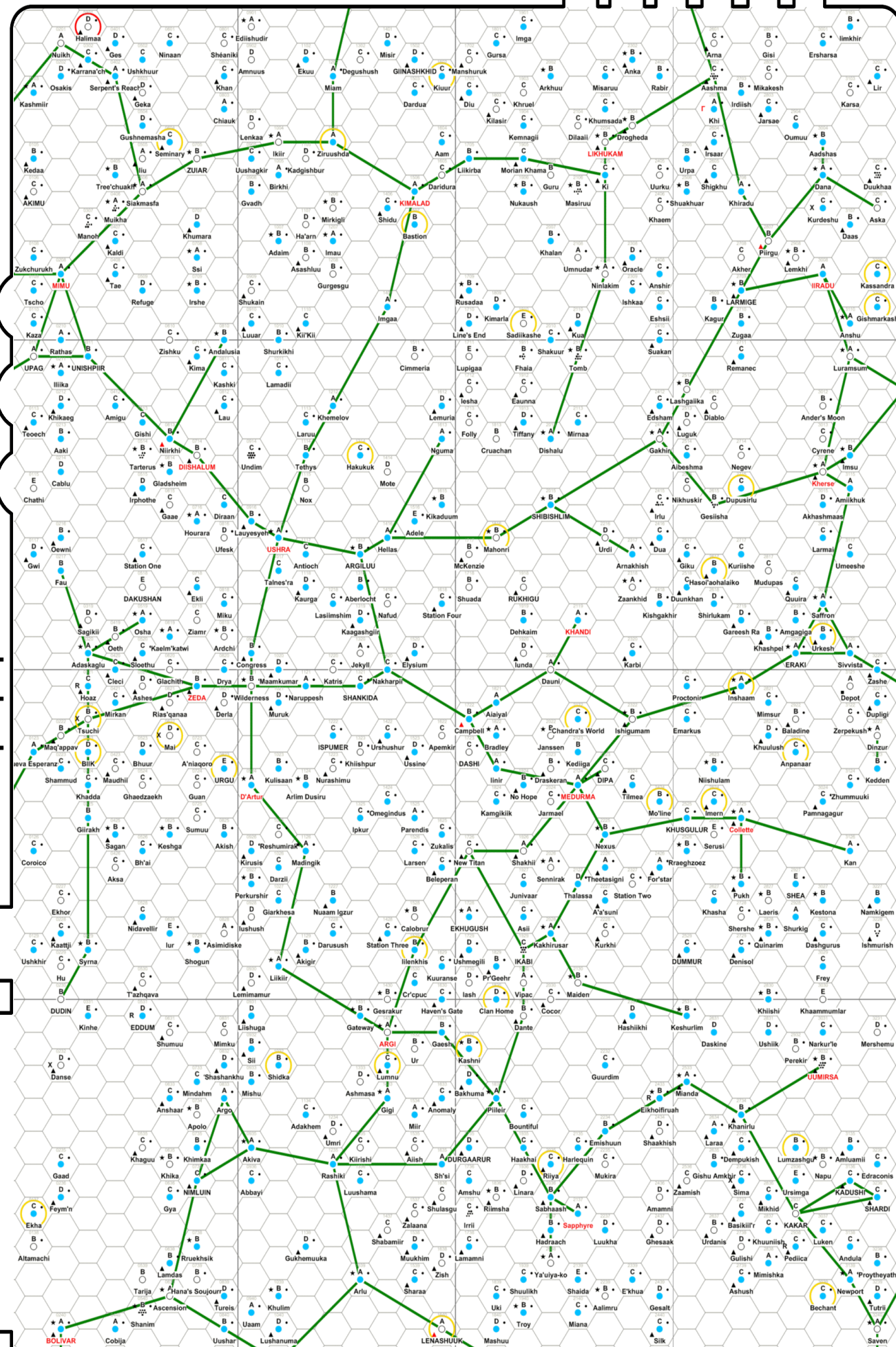
The social structure of Dagudashaag is equally varied. Arrive at any starport, and you will encounter the sibilant speech of S'mrii, the strangely striped visages of Ziadd, the penetrating gazes of Scanians, and the towering, richly-robed figures of Aslan merchants.

Ancient tensions and rivalries between these groups, dating to the Vilani Consolidation Wars and before, give this sector the complex social map it has today.”

**Duke Huan Tas Han-Ch'ing** - Duke of Argi Subsector



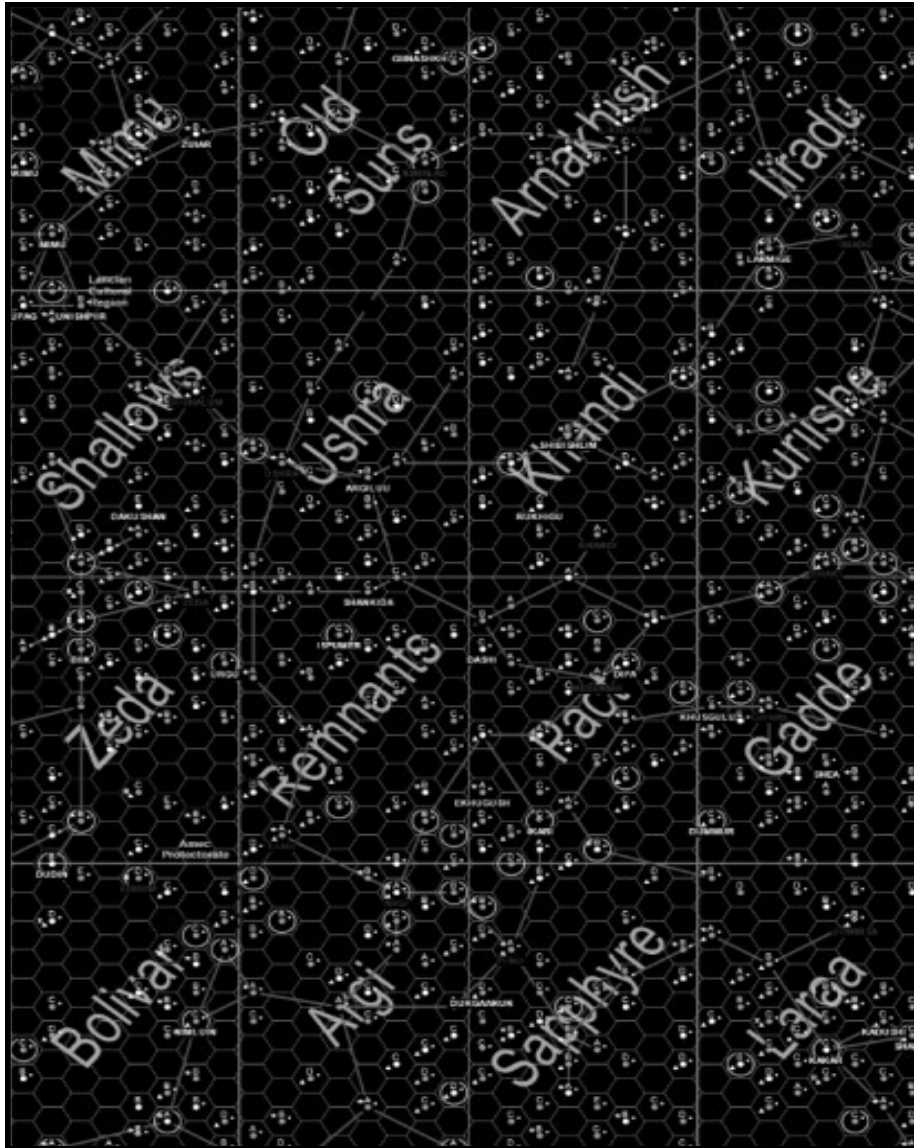




Sector Map of Dagudashaag 1114







## Subsectors

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>
<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>
<b>M</b>	<b>N</b>	<b>O</b>	<b>P</b>

A	Mimu
B	Old Suns
C	Arnakhish
D	Iiradu
E	Shallows
F	Ushra
G	Khandi
H	Kuriishe
I	Zeda
J	Remnants
K	Pact
L	Gadde
M	Bolivar
N	Argi
O	Sapphyre
P	Laraa

Unique Allegiance Codes used -

Allegiance Code: ImAp: "Third Imperium, Amec Protectorate"

Allegiance Code: ImDv: "Third Imperium, Domain of Vland"

Allegiance Code: ImLc: "Third Imperium, Lancian Cultural Region"

# ENCYCLOPÆDIA: DAGUDASHAAG

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# A

**A Subsector** - See **MIMU Subsector**.

**AAB** - See **Argushiigi Admegulasha Bilanidin**.

**Aadshas, liradu (3004)** B57187A-A He Ph Pi { 2 } (A7B+4) [AA7C] BDe N - 200 3 ImDv M2 V

First Survey Planetary Designation: *Sharpi*

Aadshas is a medium sized desert planet relying on nearby Dana for nearly all its food. The relationship is complemented by the production of much of Dana's farming equipment in the Aadshas factories.

The population thrives in the many cities scattered across the planet. All of these are linked by super-fast rail systems making movement around the planet very quick and easy. As a result (and due to the first inhabitants' nomadic tendencies) the population is highly mobile and only relatively few stay in one place for long.

Industry relies on cheap labour, which is plentiful as the nomadic subclass is always willing to work for enough to enable them to fund their next move. Those few who can show intelligence and/or dedication quite often become the commercial elite in places where continuity of existence is essential. All of the senior positions are filled by permanent staff who have settled in one city, yet they hold the lower-paid, transient workers in equal regard.

This nomadic tendency has led to the enforcement of rigid, even draconian laws. Because an offender might move on to another city within a day, the criminal justice system is very quick in its duties. Spot fines and, for serious crimes, mutilation or execution is common. Gaol is usually a punishment frowned upon by all. The civil justice system, however, is more akin to the adage 'ownership is 9/10ths of the law'. Those with property they wish to keep, employ guards; those without - and there are many - don't worry about such matters. This emphasises the divisions within the society between those who 'have' and those who wander.

There is a naval base on Aadshas. This is a major starbase, home to many large craft. Political reasons keep the base on Aadshas instead of nearby Dana. Lacking the latter's twin gas giants, the Aadshas base and orbital facility rely upon fuel 'cracked' from the world's oceans, with transports continually flying fuel up to the orbital port.

**Aakhri Empire, The** <Also known as the 'Slaver' Empire>

A pocket empire formed in the Argi Subsector during the Long Night. Argi, Argi (1431) had initially been settled by a number of lesser Vilani noble families who had established a major industrial base on-planet. Argi had survived the Solomani invasion more or less intact but most of its work force had been drafted into the Sector's defence forces during the last few years of the war and only a few ever returned.

During the Rule of Man, the Jiang Kai-Shi family was appointed Imperial Governors to Argi. Despite their cultural differences, the governing family and the Vilani nobles found they had a great deal in common – mainly avarice, greed and ambition. Together they secretly worked to create a personal stellar empire for themselves in all but name. It was the second Marquis, Chang Li who was responsible for encouraging millions of Asian immigrants to move to Argi Subsector. To aid the exodus, Marquis Chang Li used his personal fortune to build a substantial fleet of transports, which were used to bring the indentured workers from Earth. The 'colonists', many of who had been extremely poor back home travelled to Argi by low passage, packed together like cargo in their thousands. The survival rate was abysmal and the survivors found on being thawed out that their so-called 'free passage' had to be paid off by a life of indenture. Together the Vilani nobles and Clan Jiang Kai-Shi helped Argi Subsector to once more become an industrial powerbase in the region.

Then the Long Night arrived. At first, fearful of reivers, the Argian nobles kept a low profile in the region. Clan Jiang Kai-Shi and the Vilani nobles (in particular the Luii'khen family) intermarried. Over the centuries of isolation, the main language changed from Vilani and Mandarin Chinese to a hybrid language known as Aarani, which used Chinese pronunciation and characters to transcribe Vilani words.

By –477 the Argian nobility, now calling themselves Aakhri (Aarani: 'noble of spirit') had decided to use its mothballed fleet to conquer its neighbouring systems. Using the surviving stockpiled transports the Aakhri nobles and their slave bondsmen attacked Lumnu, Argi (1432).

The technologically superior Aakhri forces quickly conquered the system and enslaved its people. Thousands of Lumnu were sent back to Argi to replace the bondsmen turned soldiers. So successful had the campaign been that the Aakhri fleet (which was composed of jump-2 ships) went on to conquer a number of planets in Argi, Sapphyre and Remnants.

As the 'empire' grew and the Aakhri nobility became ever more decadent it became more and more dependent on its slaves to run its affairs. The classic image of the Aakhri Empire is of an Aakhri noble sprawled on his throne (Aakhri females were not allowed to hold positions of power) with his long hair and tattooed upper body surrounded by his body slaves.

Then in -285 the Empire had its first major setback. Using drop-tanks, the Aakhri fleet attempted to conquer the Scanians of Akiva (0935). It failed. In part this was due to Akiva's intense gravity and extreme weather conditions, but mostly it was the Scanian mind-frame which refused to be enslaved. By -283 the Aakhri had given up its futile attempts to enslave the Scanians and settled for a treaty allowing them to build a military supply base in the system. It was the beginning of the end. Although Aakhri ships had conquered as far away as Laraa Subsector, the Empire was already splintering as various noble families began to conquer distant territories not for the Empire but for themselves. Then in -155 war finally broke out with the Medurman Pact to Coreward.

Tensions had been high between the two petty states since first contact had been made about -250. Border skirmishes had been common for over a century and although Slaver ships often crossed the Pact & Ushran borders in search of slaves, the two states had somehow managed to avoid major confrontations, until now. According to Pact records, the Pact declared war on the Aakhri because Pacters felt they could no longer put up with slavery on their borders. Interestingly Aakhri records claim that war broke out because Premier (later Regent) Ivan Viirsarikaa refused to take the elderly Princess Tai'o Lui Ch'en as his second wife as part of a peace treaty.

Whatever the reason, war broke out. At first the Aakhri seemed to be gaining ground, however a number of slave revolts deep within their territory prevented them from making the most of their advantage. By -102 the war had turned and Pacter warships were attacking Aakhri colonies throughout the Empire. In -76 the first of several short truces was agreed to allow both Empires to recover ready for yet another assault on each other.

By -40 both Empires had been economically shattered by the prolonged war but they refused to lie down and die. The Aakhri Empire had begun to break up with each of the noble families' openly claiming large tracts of territory for themselves. A number of planets had been liberated by either Pacter troops or had openly rebelled against their Aakhri overlords. By -10 the Aakhri Empire had finally been forced back to the Argi system but the action had economically over-extended the Pact. In -06 Argi itself fell when the slave classes once more rebelled, this time successfully. The few Aakhri on-planet, who survived, were themselves enslaved. Only on a few scattered colonies did the Aakhri survive. Others, who had fled the rebellion on Argi, took to a life of piracy.

When the Imperium arrived in 40, there was little resistance and the region was quickly absorbed. During the pacification campaign, Argi itself was placed in the hands of Solomani *Tai'Pan* (merchant princes) who, over the next two centuries, managed to rebuild the planet back into an industrial powerhouse.

- 1,055 the term Aakhri first used in official government documentation
- 477 Aakhri Empire conquers Lumnu, Argi
- 476 Aakhri begin campaign to conquer all Jump-1 accessible systems around Argi
- 285 first attempt to conquer Akiva, Argi using drop-tanks
- c. -250 Aakhri Empire comes in contact with Pact
- 183 Aakhri finally accept that they cannot conquer Akiva and agree to a treaty
- 155 the Aakhri-Pact war finally breaks out
- 102 several Aakhri slave worlds are liberated by Pact
- 76 first of several truces agreed to allow both Empire's to recover
- 10 Aakhri in Argi Subsector are forced back to the Argi system
- 9 blockade of the system is enforced by Pact
- 6 Aakhri Empire on Argi falls to slave revolt.

**Aaki, Shallows (0213)** B434553-D Ni { 1 } (C45-2) [262A] B - - 123 9 ImDv G7 V

First Survey Planetary Designation: *Arker Ig*

The original Lancian colony on Aaki was almost completely decimated in 78 during the Vilani pacification Campaign and thousands of Makhidkarun colonists were resettled on the world.



Aaki however, failed to make an impact as an industrial base and, rather than pull out, it was finally decided by Makhidkarun to use the planet as their local financial and administrative debt collecting capital for the Sector.

Today Aaki-Makhidkarun Financial Services is the primary financial factoring agency in Dagudashaag. AMF offers consumer data analysis, finance checks and debt collection to all the major agencies throughout the sector. While AMF maintains offices at all A & B ports within Dagudashaag, Aaki is still their main data processing centre and the port is maintained primarily for servicing AMF's own jump-6 courier network.

### **Aalimru, Sapphyre (2239)** B430451-E De Ni Po { 1 } (934-3) [151A] B N - 303 13 ImDv F8 V M6 V

First Survey Planetary Designation: *Risii*

Aalimru is an Imperial Navy proving ground. The Starport and navy base is on the furthest moon of Gla, the largest gas giant in the system. Navy ships are undergoing constant manoeuvres in the system and war games are common. As a result, all ships passing through the system must be escorted by a Naval vessel to and from Aalimru and must stick extremely closely to their in-system flight plan for their own safety.

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This escort 'exercise' allows the Navy to keep a close watch on all privately owned ships that pass through here "Just as a training simulation". If there is anything else going on in this system it is extremely well hidden. CyJac '13

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### **Aam, Old Suns (1604)** C562224-9 Lo { -1 } (711-3) [1137] B - - 403 12 ImDv K9 V M0 V

First Survey Planetary Designation: *Nuunzaaind*

Aam was another Vilani settlement that was forcibly resettled by Solonani immigrants, mainly from Australia and New Zealand, during the Rule of Man. The planet was a wilderness paradise. However, the planet was lacking in mineral wealth and was not suitable for large-scale agriculture. With a great deal of hard effort, it was possible to farm enough of the rocky soil for the colony to survive.

Unfortunately civil war broke out between the Ozii and the keiwi settlements during the Rule of Man which resulted in the use of atomic weapons. Within hours both settlements were wiped out and Nuu'Zaaland was left a radioactive wasteland. Over the centuries, the background radiation level returned to acceptable levels and in 3 the Kimalad Collective annexed the planet.

Since then, a number of attempts have been made over the centuries to recolonise the planet and, although most have failed, several scattered colonies have managed to survive, scratching a living from the rocky soil.

In 1108 a research team of Hamaran Hachar Gyasö (racial archaeologists), working from ancient records, uncovered a crystal Stöpuen or funeral casket in the keiwi ruins, which contained an ancient Hamaran mummy. Although the body has not been officially identified the Gyasö believe that they might have found the remains of the 23<sup>rd</sup> Tä Gyasu (prophet). Many Hamaran believe that Tä Husa Hiä, who led the Hamaran exodus from Tethys during the Ushran war, refused to be sky buried off Tethys and demanded his followers place his mortal remains in a Stöpuen until such time as his people could return home.

The Hachar Gyasö are currently examining the casket and its remains in the hope of positively identifying its occupant, as only the holy are allowed under Hamaran law to be returned to Tethys. Many Hamaran believe that humans must have found the casket and taken it back to the keiwi settlement on Nuu'Zaaland as a souvenir after the Hamaran exodus had moved on.

### **Aarani, Language of**

Aarani is mainly spoken throughout Argi and Sapphyre Subsectors. It is related to Old High Vilani, and includes many Vilani words and phrases. Those fluent in Vilani often find that they can communicate, albeit with some difficulty, among native Aarani speakers. Aarani was the language of the Aakhri (or Slaver) Empire, and although it is still widely spoken, most people prefer to use Galanglic or Vilani when in polite company.

Aarani often used Chinese pronunciation for Vilani words, e.g. the Aakhri High Family, *Luii'khen*, became *Lui Ch'en* in Aarani. The Aarani pronunciation has survived in the way many non-Vilani Sector inhabitants pronounce (and write) Vilani words.

Example: *'I chu'shi shacukuan chula'shir asii'*

Translation (Vilani): *'Isazii shagukarun gulashbir asi'*

Translation (Galanglic): *'only inferior rulers must prove their superiority.'*

**Aashma, Iiradu (2602)** C00056A-9 As Ni Va Mr { -1 } (A43+1) [747B] B S - 703 9 ImDv M1 V G1 V

First Survey Planetary Designation: *Ashba Giga*

A small moon-sized asteroid, Aashma is a bureaucratic outpost of Arna though the two could not be more dissimilar. The Ashba'æ are extremely efficient, hardworking and officious in the extreme. This latter is partly to ensure they extract the maximum amount in port taxes from traffic along the X-boat link but mostly because they are underpaid and 'trapped' on an airless rock with nothing better to do, except for one thing - Sport.

The Aashma'æ are sports mad to the last woman and child. The only chance they get to relax is watching and gambling on sports. The huge sports domes for low-gravity events dotted all around the spaceport are a testimony to this though even the gambling is totally different to that on neighbouring Arna. The regulations are tight and the officious and logical minded Aashma'æ spend hours calculating new odds strategies. This is the side the Imperial starport authorities approve of... The flipside of this coin is the constant risk of Seaweed influx from the much more liberal Arna. The families have tried to get the drug legalised on Aashma with no success, as Imperial statutes preclude access to such drugs in the vicinity of an X-boat link starport.

However, every year a number of enterprising smugglers try and beat the Customs system. [With varying degrees of success - CJ] The punishment, though harsh, is not as extreme as usual due to the weed's legal nature on Arna and the fact that the two planets often share or exchange governors. However, the fines are usually enough to put any would-be entrepreneur out of business.

Aashma is trying to attract more tourism through its sporting interests and has annual low-g sporting contests which attract entrants from many nearby systems.

However as Aashma's popularity grows, so the drugs market also grows and the fear in the Imperial-run port is that if they let down their guard there would be a huge influx of Seaweed from Arna. [Assuming they could keep up with demand! - CJ] As a result, ship-wide searches (with corresponding delays) have become commonplace.

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Unfortunately they haven't really got the hang of treating the tourist trade differently from the goods trade, but, hey, perhaps there's a pair of zero-g handball tickets you could interest that jackbooted official in, maybe..?

CyJac '13

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**A'a'suni, Pact (2227)** C5468AD-5 Pa Ph Pi Pz (Athar) { -1 } (A76+3) [C799] BcDe S A 300 10 ImDv M2 V

First Survey Planetary Designation: *Iris*

A'a'suni and its moon, Inuirsuk, are binary planets, each spiralling around a central point of gravity once every seven days, as they orbit the central star. The planet is covered in layers of ice many kilometres thick and the local life has adapted itself to the severe cold. A'a'suni has little to recommend it other than it is the homeworld of a minor sophont species, the Athar. The pacifistic Athar are descended from six limbed carnivores. They are rarely seen off world as their ideal temperature is -130oC and they would boil to death in normal human tolerances.

The world is actually run by a bureaucracy divided into a number of Councils, all concerned with different aspects of life on A'A'Suni. Some of the most important include the Council of the Environment, the Council of Provision, and the Council of Defence. Usually a single extended family forms the core of a Council, and is headed by the leader of the family.

**Abbayi, Argi (0936)** C682343-8 Lo Va rg3 { -2 } (921-5) [1125] B - - 804 7 ImDv K2 V M0 V

First Survey Planetary Designation: *Giuuma*

With a mean surface temperature of -74oC and a gravity of 0.69g, Abbayi is a cold, dismal world. The several active volcanoes in the habitable zone provide some localised heat. Abbayi is mainly a mined-out world with little to recommend it to visitors were it not for its interdenominational religious seminary.

Abbayi is unique in that it has been recolonised, over the last 300 years, by colonists from several distinct religious and philosophical groups. These include the Scanian's, Brethren, Vargr Church of the Chosen Ones, Church of the Stellar Divinity, the Khaarkhi Cult, Church of Christ the Merchant, the Ziadd Way of Kh'ish and lately the Synod of Knowledge have established a centre for religious discussion on the planet. Each philosophy has a representative on the Council of Judgement, which together govern the planetary affairs.

Each of the churches and cultural groups have agreed to a permanent open door policy allowing visitors to study their philosophy and way of life without having to make any permanent commitment.



In addition, the Abbayi College of Philosophical Thought keeps extensive records on over two thousand religions and holds regular seminars which are attended by delegates from all over the Domain. It should be noted that many of the churches have holy sites on the planet which are off-limits to non-believers and trespassers may find themselves facing the death penalty if they are caught.

**Aberlocht, Ushra (1318)** B544357-C Lo { 1 } (921+1) [345C] B - - 704 7 ImDv M2 V

First Survey Planetary Designation: *Kuum*

Aberlocht is often described as a frozen ice ball of a planet with apparently no resources. An orbital starport is maintained for refuelling and repairs but the planet itself is considered off-limits. Originally a base was established to allow weapons testing on the surface but that was closed down in 756. The system is still classed at a high technology level and, it is rumoured, the local Ushran Navy has re-established a weapons research base on the surface. While the Ushran Navy has confirmed that a small base has been established on the surface they have denied that it is currently involved in weapons testing.

Aberlocht native flora has an unusual method of propagation; the sap is extremely flammable and regularly burst into flames causing the seed pods to be explosively scattered. These flaming seed cases generally 'set off' other nearby 'trees'. Every 'summer' the equatorial region is aflame for months until the 'trees' have been fully consumed. The new seedlings then grow through the fertile ash left behind by the destruction of the parent plant.

**Adaim, Old Suns (1007)** B427448-A Ni Sa { 1 } (734+1) [455A] B N - 601 4 ImDv M0 V M4 V

First Survey Planetary Designation: *Guui*

Adaim is a small moon with a thin, tainted atmosphere. Although settled by Vilani since the First Imperium, the planet was completely abandoned at the start of the Long Night. In -289 the Ushran Hansa set up a semi-automated depot on the surface. A few years later a settlement of Scanians, both the surface dwelling race and their aquatic cousins, the Aquan arrived to set up a colony. Between -285 and -283 over a million Scanian refugees relocated to here and Mirkigii from Aakhri space. An extremely thriving settlement was established both on and around the equatorial archipelago and deep beneath the sea. The Scanians, following the teachings of their prophet established a temple of learning and a Psionics Institute and elected to join the Guukian Federation in 1. Assimilated into the Imperium in 22, Adaim became a major psionic academy exporting psionic tutors throughout the Imperium. In 789, acting on advice from the Scanian Sanhedra moved away completely from psionics just prior to the psionic suppressions. Today, Adaim is famous primarily for its handcrafted electronics and miniaturisation.

**Adakhem, Argi (1134)** C434214-B Lo { 0 } (711-2) [1239] B - - 103 12 ImDv M1 V

First Survey Planetary Designation: *Kam*

The history of Adakhem is one of a rich Lanthanum strike back in the first Imperium. Then the Long Night struck and the miners found themselves stranded. Slowly they adapted to their new home and when the Argian's conquered them they had reverted to a tribal tech 1 culture. They were enslaved, exported throughout the Aakhri Empire and brutally exploited. The population of Adakhem went from several million inhabitants to less than five thousand in just over a hundred years. With the collapse of the Empire the Adakhemian's placed severe restrictions on visitors landing on the planet. It is only in 780 that the deep lanthanum mines were rediscovered but the Adakhemian's refused to allow exploitation. Then all contact with Adakhem stopped in 807.

The planet was visited in 831 by the I.I.S.S. who were only able to discover the dead bodies of the weak and elderly. Of the younger tribesmen nothing is known. The current theory is that the original settlers had been dying out due to inbreeding and the younger tribesmen decided to journey into the mountain regions to search for other tribes. Extensive searches have revealed no clues and in 1018 the planet was sold to SUSAG who are currently strip-mining the lanthanum.

**Adaskaglu, Shallows (0320)** A5448AE-C Pa Ph Pi Pz { 2 } (F7C+5) [CA9G] BcDe N A 923 8 ImDv K9 V M9 V

First Survey Planetary Designation: *Inkhiiam*

Adaskaglu is an important link world; a Ziadd colony originally set up by the now defunct Seraphim Trading, in direct competition with the more racially hostile trading houses of the Ushran Hansa. House Seraphim believed in racial equality and hated the superior attitude shown by the majority of Ushran's towards the Ziadd. To that end they assisted the Ziadd to colonise a number of systems throughout Shallows (for an extremely healthy profit margin).

Their downfall was when House Galois 'proved' that House Seraphim had links with the Ziadd corsairs that had been harassing Ushran shipping throughout the region known as the 'Corsair's Main'. House Seraphim were stripped of all their assets and Lord Derak McAlistaar was executed for treason against the state.

Adaskaglu managed to survive the upheaval and continued to be the Ziadd gateway to and from Zeda. Despite the wealth that this trade nexus has attracted, the planetary government and its current Prime Chancellor, Disklai Trova rule the citizens with a rod of iron.

**Adele, Ushra (1516)** E676559-8 Ag Ni { -2 } (B42-1) [6369] BC - - 104 11 ImDv M2 V M6 V M6 V

First Survey Planetary Designation: *Diim*

Adele is one of the important agricultural exporters of Ushra. The most productive areas are the temperate latitudes: in between the large desert equatorial regions and the transient polar ice caps. Adele has successfully adapted a wide variety of Terran crops to Adele's ecology though at the expense of Adele's native flora.

Another potentially rich agricultural world lies deep within the Adele system. Miagrathe orbits at 0.4 AUs around the tight pair of M-class stars that are the far companions of the central star, Agran. Miagrathe (Y556000-0) has yet to be extensively surveyed despite the attentions of the IISS looking for suitable worlds with colonisation potential. Recent speculation that Sternmetal have made overtures to the subsector government for the purchase of Miagrathe has sent a number of hopefuls off to the planet in search of valuable ores.

**AEL YAEL**

Intelligent minor race native to the world of Jaeyelya, Gushemege (0437) descended from flying arboreal hexapods. Adults stand about 1.5 metres tall, and mass approximately 50 kilograms. Their forelimbs have evolved from gliding surfaces to quite serviceable wings, spanning about 4 metres. Their pair of mid limbs is used for manipulating objects. Ael Yael eyesight is slightly better than that of a human. Their visual range extends into the infrared, giving them good night vision; while light-sensitive lens pigmentation keeps them from being dazzled by harsh sunlight, or brilliantly reflective surfaces. The combination of low gravity and dense atmosphere on their homeworld permits them to fly.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Although only a few Ael Yael 'wanderers' visits Dagudashaag, the race is extremely well known throughout the Sector. This is predominantly due to Xia, a moon orbiting Icarbus in the Ekli system, Shallows (0718) which many believe to be an Ancient site. Each of the three moons have been carved into the shape of a skull; Cranium depicts a well formed human skull, Rhas a Droyne's and the third, Xia is believed by many to be that of a mature Ael Yael, though this is strongly disputed by academics.

Their widespread 'fame' in the Sector is also in part due to the massive media attention afforded the Circus of the Stars who use a flight of Ael Yeal performers in its touring show.

**Agadua** <Also known as 'Mush' or 'Stipple'>

Flour created by grinding down the tuberous roots of the Agadua plant, which only grows in the tundra of Antioch. Agadua retains its succulent flavour indefinitely and is considered a favourite dessert throughout the Core regions of the Imperium. Agadua is often served with honey and Pearl berries.

**AHMARR** <Cultural human variant, originating on Mimu, Mimu (0208)>

The first S'mrii explorers in the Skiree Mar highlands of Mimu, one of the most lifeless and desolate of the world's High Desert regions, made a truly startling discovery. A geological formation they called the **Chee'mrskur Mikmui** — The World's Navel; a tiny cousin of Mimu's ocean basins, a sinkhole over two kilometres deep and twenty wide with sheer cliffs on all sides, and a subtropical microclimate packed with unique plant and animal species.

Chee'mrskur's sheer remoteness limited its utility to the native S'mrii, and the sinkhole was only intermittently settled before the arrival of the Solomani. In return for bilateral trade agreements, Rydell-McRae Corporation, a major Rule of Man Megacorporation, enforced a ten-thousand-year lease on Chee'mrskur for its regional headquarters.



shuttleport was constructed on the shores of the sinkhole's basal lake, and the World's Navel, for many spiritual S'mrii a symbol of Mimu's "soul", soon echoed to the roar of Solomani engines. Rydell-McRae Inc. disintegrated with the collapse of the Rule of Man. With the help of the S'mrii, a tiny subsidiary, RMR Support Services (Mimu), survived to administer the stranded human population of the port and the surrounding town of Zandervoort. Encircled by a world of enigmatic lizardoids, the tiny Human enclave soon acquired a new name - Snakepit.

Zandervoort (Snakepit) today is home to some forty million humans, a population density as high as the mountain cities of Medurma: indeed, most Medurmans would feel quite at home here, for Snakepit is a true melting pot of the Domain's peoples and cultures. The descendants of the original Rydell-McRae corporate elite are the Ahmarr who rule with a languid, seemingly disinterested hand from their gravitic garden-palace above an island reserve in the centre of Lake Rydell. Numbering less than 12,000 individuals, the Ahmarr are seldom seen in public without their bodyguards. The Ahmarr are tall, fine-featured humans who affect long, slicked hair and body tattoos in geometric, reptilian patterns, or "scale effect" skin cosmetics. With their mirrored anti-UV contact lenses, they seem a species apart from Humaniti: millennia of contact with a profoundly alien race have affected them deeply.

In 1053 the Ahmarr hired a team of gene architects of the 'romantic' school from Reshumirak, Remnants (1025) to carry out long-term genetic alteration in the hope of enabling them to better resemble their ideal.

### Ahriy Tlefuaw'aohkho Firuahko Si'aokhtyeao

<Trokh: 'the Pride of Sisters that conquered the Path to the Stars'> - See **Grey, Sisterhood of the**

### **Aiaiyl, Pact (1821)** AA572845-C He Ph Pi Asla4 { 2 } (B7C+1) [6A3A] BDe - - 710 12 ImDv K2 V

First Survey Planetary Designation: *Enikaarkuu*

Aiaiyl was settled in -877 by the Aohalai and Oakhtai'yal clans as a second-generation colony of the Aslan community on Medurma. The world is now an important exporter of high-tech electronics and computer systems and houses dry-dock and ship construction facilities for Aohalai sector-wide trading firm Aospace. It is also the primary Aslan robotics site for clan Oakhtai'yal.

Aiaiyl is a true example of peaceful, constructive co-operation between Humans and Aslan, with each group maintaining its own, distinctive culture.

Many visiting Aslan from the Hierate however, find themselves confused by Aiaiyl. On the surface the society appears to mirror 'true' Aslan ideals, yet many leave feeling that they have encountered the ultimate Akyafteirleao - a society capable of altering Aslan philosophy so insidiously that you are unaware that you have transcended the code of honour. So deep is this feeling, that the Hierate has given the planet its equivalent of a philosophical 'quarantine' to try and prevent the spread of its ideas.

Aiaiyl is the only planet in Dagudashaag that has managed to successfully cultivate Shifaowoi, a cooking spice from the Aslan homeworld, Kusyu that is extremely popular amongst Aslan. The flavour has been described by humans as a blend of cinnamon and pepper. The spice is processed and transported to every other Aslan site in the Sector. So popular is Shifaowoi, that the air around the capital city of Ekhoao is flooded with its pungent odour.

### **Aibeshma, Kuriishe (2514)** C437585-B Ni { 0 } (944-2) [3539] B - - 202 9 ImDv M0 V M7 V

First Survey Planetary Designation: *Aasem Arna*

In most respects, Aibeshma is a fairly typical main world, in a fairly typical system, except for one thing. Both stars in the system (it's a binary system) are subdwarfs, one acting as the central star, while the other is some distance away, in an outer zone orbit. Aibeshma is very close in to the central star (orbit 0 in fact) and is thus just within what is deemed to be its habitable zone. Scientists are split as to how this situation could have come about. Aibeshma would certainly have been destroyed had it been that close when the central star was in its main sequence, so there are three possibilities, either it survived the metamorphosis and shifted orbit to its new position, was captured, or was formed after the central star became a subdwarf. At the moment, scientific opinion favours the last option, but much more data is needed before scientists come to any firm conclusions.

The close proximity of Aibeshma to the central star, along with the star's reasonable luminosity and the presence of a considerable amount of water, has meant that life has flourished there. Again while the average temperatures are quite high, they are easily tolerable in the more temperate latitudes and that's where the population has mainly concentrated itself.

Possessing a very thin atmosphere (and thus atmospheric pressure is only some 0.4 atmospheres) means that while it is easy enough to breath at sea level, it gets very difficult without the aid of technology, quite quickly as one ascends in height. Oxygen masks have to be worn above 4000 feet, or it will become extremely difficult for the body to process enough oxygen, until the body can increase the red blood cell counts, and even then, this only suffices for another 1000 feet.

Fortunately, Aibeshma has never been terribly active geologically, despite having one satellite of 500 kilometres diameter at a close 18 planetary diameters distance. Mountains are therefore fairly uncommon, although there is a line of volcanoes around where the two major tectonic plates meet, called the 'Wall of Fire' locally.

**Aiish, Argi (1535)** C201458-C Ic Ni Va Sa { 0 } (A33+1) [445C] B S - 604 7 ImDv K3 V

First Survey Planetary Designation: *Enkarmi*

Distant satellite of the colourfully striped gas giant Khadhu, the planet is controlled by the Technocratic 'Rulers of the Eye' who govern the city life support systems. The mining and city complexes are completely automated and the Master Computer (MC) controls the system. Naasirka owns the crystal mines through a local subsidiary. The crystal is used throughout the Sector in the manufacture of computer components. Naasirka has made it quite clear that they would prefer Aiish to be completely uninhabited and has stated that they would like to be rid of Aiish's resident 'parasites'.

The Aiish, however, have grown used to their lives of permanent leisure and their primary reason for living is intellectual stimulation. As a result, status is determined by one's ability to successfully compete in the monthly robotic games in which contestants program warbots and try and defeat the MC's army. Gaining a draw is rewarded by entry into the Ruling class, which service the MC. To date, only one person has successfully defeated the MC in the games and the local population regards her as almost a god.

**Aiteh** <NeoTrokh: 'Oracle'>

Semi-mythical electronic oracles or 'tribal spirits' believed to belong to each of the major Alikasch tribes. Apparently some form of ROM-Construct, which is capable of absorbing the personality imprint of the tribe's leaders and heroes and amalgamating them into a single 'godlike' personality. The Aiteh is supposed to advise Alikasch tribe's people in their decision making.

Imperium Scientists have cast doubt on the existence of Aiteh because Alikasch technicians have claimed that the oracles continue to mature and progress in real-time as though the personality gestalt was stable. S'mrii ROM-Constructs, considered by many the most advanced form of computerised personality currently known, are incapable of real-time learning as the computer-generated personality will go 'insane' coping with the paradox of existing both as a 'person' and as a software programme.

**Akhashmaas, Kuriishe (3015)** D786498-7 Ni Ga Pa { -3 } (631-3) [4157] Bc - - 423 8 ImDv G1 V

First Survey Planetary Designation: *Uushkhaa*

Originally designated Station Seven by the Imperium to enable them to covertly spy on the Kuriishe Eraki, the planet was abandoned by 40. Despite abundant natural resources it wasn't heavily exploited, probably as a result of the easier profits to be made investing in the previously settled systems in the cluster, or on the Main.

The first serious investment came during the Second Imperium, when a mining facility was built to support limited operations in the two asteroid belts which dominate the second and third orbits out. However, extensive operations were never developed, and the facility was closed down some hundred years before the onset of the Long Night. Initial surveys by the IISS showed that the two belts had limited deposits of some rare earth materials, and a colonisation programme was instigated during the late 200s.

Akhashmaas was subsequently settled by a team lead by a retired Vilani scout under an Imperial Charter, who named the world after one of the legendary heroes who fought against the Ancient's war machines on Vland. Following many years of service, Irka Laparkikumiin was looking for a world to settle down away from the pressures of the Imperial expansion, and the almost constant warfare of the early Third Imperium. The world is the first satellite of the double ringed small gas giant Aakaii, the second planet of the star system. There are a further two gas giants further out from the Aakaii. The only other notable astrographic feature is a small rocky planet in the inner orbit, a baked, barren world with little to recommend it to the traveller.



Akhashmaas is some 150 million kilometres out from the G1 V star, but is surprisingly earthlike. The sky is dominated by Aakaii, visible even in the daylight. Perhaps the only reason that this planet has not been settled extensively (only having a population of 45,000) is that the atmospheric pressure is twice Terran normal.

**Akher, Iiradu (2708)** C420797-7 De He Na Po Pi { -1 } (967-1) [7657] BD - - 620 12 ImDv G3 I V

First Survey Planetary Designation: *Armi*

Human presence on Akher is mainly due to this system's location. As an integral part of the main J1 trading link between the industrial worlds of Iiradu and Larmige, Akher was settled as a fuelling/staging post early in the first Imperium's expansion through this subsector. Since the system lacks a gas giant and the small planet of Akher contains no standing water, fuel for vessels is brought to the Starport at some considerable cost by diverting icy components of the system's distant asteroid belt into low planetary orbit. Once here, these bodies are broken up into 50m chunks, are sprayed with ablative heat shields and then de-orbited through the thin atmosphere to the planetary surface. These chunks are targeted into a concrete lined 1 km crater some 10 km from the Starport, and arrive hourly with energy equal to a small atomic weapon! Between 'hits' as the local population calls them (and their impact can certainly be disturbing to visitors wary of seismic activity) the fragments are collected, melted and pumped to the C-class starport where further processing takes place.

The planetary atmosphere cannot support life, but does provide enough protection from cosmic and solar radiation for humans to work outside in normal cold weather clothing, using only oxygen tanks connected to simple face masks. Within Akher's cities, a full pressure atmosphere is maintained under several thin but tough transparent tents. All locals carry short duration oxygen masks in the event of a tent blowout, but are confident that the risks are slim. The tent fabric is held in place by lightweight vacuum-sponged aluminium extrusions; a technology which the locals have developed to a high degree and for which a ready market exists in other low tech, low pressure environments.

It is interesting to note that the large amount of evaporated water caused by 'hits' creates a sizeable foggy haze for some km around the crater site. Some algae and simple plant forms, brought here accidentally by the inhabitants, have begun to flourish in this environment.

**Akigir, The Remnants (1129)** B664747-A Ag Ri { 4 } (E6D+4) [7B5A] BCf S - 405 11 ImDv G4 V M6 V

First Survey Planetary Designation: *Endgaiish*

Akigir is considered by many to be the 'jewel' of Remnants. An agricultural gold mine and haven of the wealthy, this world has become the subsector's primary centre of attention. Its favourable climate and productive soils has attracted all the local rich and large-scale farmers. Most of the productive land has been bought up by large companies, which then lease it out at highly exorbitant rates. This has slowed down the recent influx of colonists, as many cannot afford the rents. This has led Akigir to take on an exclusive air where importance is now equated to the area of land that one can afford to rent or even buy.

Perhaps the most unusual location on the continent of EndGame is the city of Chess. Built by Duke Jian Viisarikaa after his abdication, the city centre consists of 32 grav-towers designed by architect, Lord Connell Kafa-Foxx, which are located on a 'chessboard' grid in the city centre. Each tower is capable of moving location within the grid, slowly. The slowest is Red Queen Towers, which takes about 10 standard days to move a single square (White Queen Towers takes about 8 days to move the same distance). The latest game, between Duke Jian and his true-son, Saul has been going on for over five years and only twelve towers are still located on the grid; all other 'pieces' rotate the grid in a continuous procession.

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Expect to be hassled by the local police if you don't look rich. Style can get your foot in places on Akigir, even if you have no substance.

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CyJac'13

**AKIMU, Mimu (0106)** C9B69CC-9 FI Hi In Pz S'mr8 Kiak1 { 2 } (E8C+5) [CB8C] BE S A 303 8 ImLc K9 V

Akimu has a high gravity, retains a hot atmosphere consisting of nitrogen, chlorine and carbon dioxide and is covered in oceans that are a noxious chemical brew closely related to the atmosphere. The vast majority of the population are S'mrii, although there are Human and Guy-Troy enclaves in most of the tunnel-cities. The Miak'sh (the Grand Senate) is made up of S'mrii Elders who serve as the government. New members are chosen for their abilities and wield considerable powers.

On Akimu self-sufficiency is stressed above all else. Hydroponic farms that grow the world's food cover vast areas of the uplands (which receive more sunlight).

The lowlands are the sites of chemical synthesis plants where complex compounds are extracted from the oceans and converted into plastics and fabrics. All rubbish must by law be recycled and it is a criminal offence to waste or litter. The Kira, the local Police force, rigidly enforce what offworlders call the Garbage Laws.

Under the laws, Guy-Troy excretions, which are mildly toxic and are unable to be recycled, must be completely removed from the planet. The current disposal method is to transport it to a satellite in orbit around the system's innermost planet where it is catapulted into the star, An extremely expensive operation. As a result, only the most truly affluent of Guy-Troy are able to afford to stay on Akimu and a residence on the planet has become a major status symbol as a result.

**Akish, Zeda (0825)** B57577C-8 Ag Pi { 1 } (E69+4) [A88B] BCD - - 105 10 ImDv M0 V M0 V

First Survey Planetary Designation: *Gian*

Akish is an attractive and verdant green world. Its atmospheric pressure is pleasantly high for its small size but unfortunately is tainted with a mixture of mildly carcinogenic gases from the continuous volcanic activity found around its equator. Filter masks counter the effects but the long dormancy period (before cancer occurs) means many people do not bother to wear masks. The other unfortunate factor is the roughly equal division of the 10 million inhabitants between the two states of Tangher and Zordin. The former is an open bureaucracy with law level 6 and tech level 9. The latter is a religious dictatorship run by the 'Holy Innocents', an extremist splinter group of the zealous Ziadd Dominican branch of the Universal Church with law level C and tech level 8.

Zordin was formerly the larger state and a representative democracy. 12 years ago the charismatic politician Ziadd/human half-breed Chanak'ra Vura took control of the 'Holy Innocents' and dramatically enlarged the following. Soon after she was elected leader of the state and began introducing increasingly oppressive laws, which eventually caused many people to emigrate to Tangher or off world. The starport, originally a popular centre for trade and travellers, has also lost much of its traffic as customs checks have cut the goods brought onto the planet. Chanak'ra and her subordinates have become increasingly paranoid and have initiated extensive espionage missions into Tangher. Covert operations have included executing major religious figures and emigrants from Zordin.

**Akiva, Argi (0935)** A98A879-D Ri Wa Ph (Scanian)6 (Aquan)3 { 3 } (F7E+4) [9B6E] BCe N - 105 16 ImDv G8 V M2 V

First Survey Planetary Designation: *Nigiamush*

Akiva is famous throughout the Domain as home to the human adaptations known as the Scanian and Aquan sub-races, as well as the birthplace of the Scanian philosophy. Akiva is a water world that remained virtually uncolonised until the -1,950's when it was apparently used by an unknown Solomani company as a breeding ground for a number of genetic experiments on humans. The end result was two distinct human sub-species; the surface-dwelling Scanians and the amphibious Aquans.

This mythical company apparently abandoned the planet in the -1,790's forcing the abandoned experiments to survive as best they could. During the Long Night the surface dwellers fell into barbarianism which threatened to eradicate the surface-dwellers completely. This threat ended in -831 when the Prophet Benjamin Ra' Scania united the surface dwellers under a single all-encompassing philosophy of life. This helped unite the surface-dwelling Scanians with their aquatic cousins and led the way to the Scanian teachings on psionics, which many claim were, partially, if indirectly, responsible for the PsionicSuppressions. The planet suffered a great deal of persecution during this period due to its open teaching of psionic abilities and its political ties to the Zhodani. This led to the planet being isolated from the rest of the Imperium until psionic teachings were completely eradicated from the Scanian culture and in 1021 the planet were welcomed back into the Imperium.

The Scanian's adaptation of their philosophy has resulted in the majority of Scanians being totally honest in all their dealings. This coupled with the Scanian ability to read body language has meant that visitors to the planet are assured of never being cheated. It should be noted that Akiva has the lowest crime rate of any planet in Dagudashaag and is one of only a few planets in the Imperium, which does not have a black market.

Akiva is today equally famous for its sights and its exotic culinary arts as it is for its people.

**Aksa, Zeda (0426)** C8C3403-9 FI Ni { -1 } (832-4) [1326] B - - 102 17 ImDv K1 V

First Survey Planetary Designation: *Shamma*

Aksa was a pleasant agricultural colony during the First Imperium and the Rule of Man, supporting a population of more than seventy million people. During the Long Night the government fragmented into competitive, militant feudal states that had an average tech level of six.

The civilisation on Aksa was wiped out by a nuclear-biological-chemical conflict around -1000. Today the world is still seriously radioactive and has large quantities of toxins and pathogens in the atmosphere. There are extensive ruins on the surface. Most have been mapped from orbit, but there have been few proper expeditions to the surface.

Prime, a cylindrical shaped, million ton orbital habitat, is home to Aksa's entire population. It is the site of the class C starport and serves as a fuelling stop for vessels unwilling to make the journey out to the system's gas giants. A fleet of six locally constructed five-kiloton fuel tankers complete the return journey every few weeks.

Prime has no formal government, although a 'Steering Committee' makes decisions concerning the maintenance and upkeep of the habitat. Within the chambers and corridors local councils or gangs run day-to-day affairs, and their rule is enforced by thugs and paramilitary 'Do-ers'. Vested interests help prevent large-scale violence. Travellers are advised to engage the services of a reputable local guide and to avoid districts away from the port facilities.

## Akuaeuhrekhyeh

Aslan rite of passage, that all Aslan undergo at age 16 (Aslan years) and is intended to test the individual's fitness to enter Aslan society. It also has an impact on the service, which may be selected by the individual.

Males and females are known to undergo different rites; however the exact details are shrouded in secrecy.

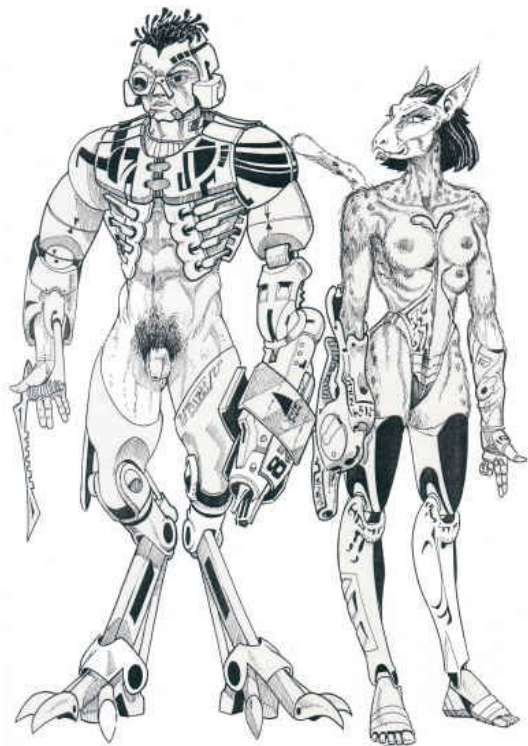
**ALIKASCH** <Cultural variant, originating on Medurma, Pact (2124)>

The derivation of the word is uncertain - possibly the Solomani Anglic '*alleycat*', or the Trokh '*ayloi kh'esh*' '*Those Who Fight With Metal Dewclaws*'.

Alikasch is a hybrid society made up of Aslan and humans often portrayed as roving street gangs, terrorising the downcit inhabitants of Medurman cities, the Alikasch are far more than that. They are Humans and Aslan who have learned, through centuries of bloodshed, to understand each other, and to live together in peace. The resulting hybrid culture shows many fascinating features from both 'parent' cultures, but also has truly unique aspects, little known or understood by the outsider.

Although there are no truly accurate demographic data, it is believed that their overall racial composition is 60% Aslan and 40% Human.

The Aslan 'Alikasch' are primarily from the Tei'suwao sub-race and are somewhat shorter and stockier than most Hierate Aslan, with males averaging 1.96cm and females 1.78cm in height. Fur colour commonly ranges from amber to gold, though melanistic Aslan ('chokkats') make up 1% of the population. Most Hierate Aslan regard Aslan Alikasch as 'Tahiwihteakhtau' (Barbarians) without 'Aokhaor' (honour) and regard their continued presence as a racial insult that should be completely and utterly eliminated. Human 'Alikasch' are mostly descended from Solomani stock. All major sub-races of Solomani Humaniti are represented within the clans.



The Alikasch society is typically broken up into groups or tribes with anything from 50 to 2,000 or more members. A tribe will lay claim to a particular area of territory, which may extend over several tunnel levels and even to holdings on the planet's surface. Each tribe is ruled over by the Core which consists of an Aslan Male and female and a human male and female who jointly decide overall tribal policy and administer justice. They are assisted in their task by the 'Aiteh' a semi-mystical electronic oracle.

Discrimination between the sexes has largely evaporated among the Alikasch. Gender is no longer a significant deciding factor in determining an individual's career: both male and female Aslans may become technicians, for example, without fear of prejudice. The only real exception is the Warrior, which, among Aslans, is always male-oriented.

Although in the past Alikasch have been portrayed as squatters, petty thugs and mercenaries, human attitudes are changing. In recent years, a number of holofilms have been made portraying Alikasch as heroic figures and many of the (human) Sector nobility have taken to employing an Alikasch driver or bodyguard.

### **Aliskhandar VIII** Tlacatecatl Tlaxca Ixtilcatl-Khidhir, Arch-Pope of the Universalist Church

(b.1063 – d. 1105)

Arch-Pope Aliskhandar was first and foremost a warrior, born to the privileged position of an official heir-apparent (as the second recognised son to the Tlatoani of the Amec Trade Protectorate), he'd always assumed that as the more aggressive son that he would be the one to inherit the Amec "throne" so it came as a great surprise when his brother, Cozcatezcatl managed through diplomatic means to acquire Coroico (0126) as a member of the Protectorate and was subsequently named by his father as his heir-elect.

Realising that the Amec "Throne" had slipped through his hands, Tlaxca elected to enter holy orders within the Universalist Church, was immediately ordained a Bishop and drafted into the Church Secretariat of State without a single day's pastoral experience. Born and bred a soldier, he turned his impressive energies into becoming an effective bureaucrat. He bought a seat as Dean of College of St. Simeon of Theological Advocates and his analytical skills was of such repute that he was the only non-academic theologian to work on the Papal code of law regarding artificial races. Within three years he was called to Bolivar to work on a new translation of the Interpretations of St. Lucius, where he was subsequently appointed an Arch-Cardinal and Secretary of State to the then Arch-Pope, Emmanuel II.

When Arch-Pope Emmanuel died in 1102 suddenly (and under mysterious circumstances that still have not been fully explained), it is rumoured that Alex's election came as a complete surprise even to the Concave of Arch-Cardinals. (It has even been rumoured that his brother 'bought' him the papacy). He elected to take the name of Aliskhandar VIII and set about returning the faithful to what he viewed as the "true path". His passion was actively proselyting to the "artificial races" such as Lancians and the Ziadd even though he frequently declared such races both sub-human and soulless (classing Lancians as having sold their souls to cybernetics). 211-1105, Aliskhandar VIII was assassinated by a single laser shot through the head while preaching on Mimku, Bolivar to a class of Qualimala. Although Olivar Henrei Sawyer, a Pact merchant and recent convert with a long history of psychiatric illness was subsequently blamed and executed for the crime, many have questioned whether a man with no previous history of violence or military experience could have carried out the assassination and some outside the Church have claimed that the Opus Dei must have carried out the assassination in order to prevent the Church from being dragged into another racial crusade.

### **Alkhalikoi, Emperor Strephon Aella of the Imperium**

(b. 1049 - )

Strephon Aella Alkhalikoi was crowned the 43rd Emperor of the Third Imperium on Capital, Core (Core 2118) on the fourteenth day of 1071. Strephon has distinguished himself as a popular Emperor across the Sector.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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### **Alkhalikoi, Grand Princess Ciencia Iphegenia of the Imperium**

Ciencia Iphegenia Alkhalikoi is the daughter of Strephon and Iolanthe. Ciencia was born in 1088. As Grand Princess, she is the designated heir to the Iridium Throne. Princess Ciencia has visited Dagudashaag several times passing through on visits to her mother's estates in Gushemege.

### **Alkhalikoi, Prince Lucan Martin III of the Imperium**

The youngest twin nephew of the Emperor Strephon, and the son of Duke Dresden and Princess Lydia. Lucan was born in 1094, five minutes after his brother, Prince Varian. He is third in line to the Iridium Throne. Lucan has lived in the Imperial Palace on Capital, Core (Core 2118) since his parent's death in 1108.

MMSL has recently honoured the twin Princes by naming their latest two S'mrii-designed modular cruise liners which were launched in 1115. The Prince Lucan liner is intended to constantly travel a constant grand tour from Saven, Laraa to Mimmu, Mimmu while the Prince Varian travels in the opposite direction. Both ships have been described as the ultimate in decadent luxury.



## Alkhalikoi, Varian Prince of the Imperium

Duke of Arnakhish Subsector

The oldest twin nephew of the Emperor Strephon, and the son of Duke Dresden and Princess Lydia, Varian was born in 1094, five minutes before his brother, Prince Lucan. He is second in line to the Iridium Throne, after the Grand Princess Ciencia Iphegina. Varian has lived in the Imperial Palace on Capital, Core (Core 2118) since his parent's death in 1108.

The death of Duchess Colrāna Quasotii of Arnakhish in 1107 left no direct heir, Duke Raegis Viisarikaa IV elected to remove the fiefdom from the House of Quasot as over the last 350 years, House Quasot had shown excessive incompetence and been plagued throughout the centuries by rumours of corruption.

Duke Viisarikaa eventually decided, in an apparent desire to further cement relations with the Royal Family, to ask the Emperor if he would be willing to award the Dukedom to a member of his family. With Zarushagar also having a Subsector fiefdom to offer (Ibaru), Emperor Strephon elected to honour his nephews and in 1110 at a ceremony held on Capital, Prince Varian was made Duke of Arnakhish and Prince Lucan, Duke of Ibaru.

The decision has proved extremely popular with the people of Dagudashaag in particular given the twin's attendance at the Chamberlain Preparatory College on Perkurshir, Remnants (0927) in 1105.

Prince Varian has yet to visit the Subsector, but has elected two nobles to oversee the running of the Subsector in his absence. He has sent his personal advisor, Lord Mazun Kasii (32) and has asked his friend, Duke Simalr of Ushra to select a local noble to act as a shadow advisor. Duke Simalr had no hesitation in recommending Lord Marcus Haiakha. Since their appointment as Joint Wardens, Kasii and Haiakha have proved to be extremely competent and very well-liked by the Subsectors populous.

### Alpac Lic.

Alpac is a firm of Interstellar Freight Forwarders and subsidiary of Tukera Lines. Alpac have offices at most A and B class starports and many C class facilities in the Sector. The service they offer is this - any shipment, of any size, can be sent through them to a world where they have an office.

This allows small firms' access to interstellar markets even if they cannot get a shipment together that is large enough to interest normal merchant ships. Alpac consolidate shipments for the appropriate world and send them by Tukera lines' own shipping either direct to the destination world or to a transshipment point where they can be forwarded on to the correct world.

**Al-Qurān** - Holy Scripture.

See **Baraka Muslim**

**Altamachi, Bolivar (0138)** B201240-D Ic Lo Va { 1 } (711-3) [1318] B - - 112 16 ImDv K0 V

First Survey Planetary Designation: *lidshias*

Altamachi is a vacuum world. In 868 the monks of Chalmatchi were 'called to cease their great journey' and build a monastery on this previously uninhabited planet. For a 100 years they flourished, producing handmade space suits and high-tech hand-to-hand weapons of the highest quality (including power gloves). These items were viewed as blessed by many travellers, and much of the equipment is still in use today, which is a tribute to the quality of their workmanship.

In 1000 for simple economic reasons the monastery all but failed. There are still a handful of monks maintaining the monastery, which is located some distance from the starport. They keep the sacred flame burning and gladly share what little they have with any visiting travellers. Despite many of their arts being apparently lost, they will still fill out special orders for vacc-suits, customised PLSS's, etc. Despite the quality of their equipment, few visit. Over the centuries the monks have earned for themselves a reputation as 'techno-mages', greatly to be feared. Rumours about cybernetically-enhanced Monks or psionic practices have tended over the centuries to isolate the system. The IISS have dismissed the claims of psionics being practised though they have admitted that the Monks level of technology appear to be unique and enable them to perform acts that to many would appear to be magical in origin.

A few Chalmatchi wanderers are still believed to travel the stars, some apparently disguised as Mekhas.

**Amamni, Sapphyre (2436)** D430300-A De Lo Po { -1 } (721-5) [1215] B - - 411 8 ImDv M5 V

First Survey Planetary Designation: *Kagirvlish*

Amamni is a small frozen world with an extremely high degree of volcanic activity, and almost no mineral wealth. It was originally colonised for the sole purpose of acting as a secret Pacter-maintained supply base for Privateers during the Aakhri Wars. The planet was evacuated shortly afterwards and remained abandoned until 198 when the base was reopened to act as a quarantine hospice for sufferers of the parasitical organism Charonaei VSR.

Initially it was thought that stranding the infected here would help speed up their deterioration while maintaining the facade of medical care. Much to everyone's surprise, the widely mutating organism stabilised on Amamni. By placing infected people on the planet, the actual disease was slowed down to such an extent that it could take up to thirty years before it killed its host.

It achieved this through the hardening of the fungus infection on the skin into a hard, coral-like substance, which eventually resulted in death through skin suffocation. The second surprise was that the VSR (Violent Schizophrenic Response) phase was found to pass within a month of arriving. Initially survivors were also thought to be sterile but those who survived the VSR phase discovered that this was only a temporary effect and in fact they could have children. These offspring, while initially immune to the disease, were nonetheless highly infectious and faced activation of the parasite when they reached adolescence.

To begin with, the medical teams sterilised new patients to prevent the spread of genetic Charonaei but, after the press got hold of the story in 234, patients were allowed to decide for themselves whether to have and raise children. Today Charonaei VSR is almost extinct outside of the Amamni and Ghesaak systems. The descendants of the original hospice continue to inhabit the planet, maintaining contact with the uncontaminated through sophisticated droids who run the port. Reoccurring VSR outbreaks have prevented the formation of any permanent government structure outside the family unit. There is little or no communication between these units and extreme mistrust exists.

No Amamni will try to leave the planet, since to do so may activate the dormant disease, which would kill them within a week. Indeed all Amamni and Ghesaak are required by law to have Identi-chips inserted into their cranium at birth to identify them should they attempt to enter a starport or ship. The Orbital Station deals with all traffic through these systems so there is little reason for travellers to visit the planetary surfaces.

**Amban Burrower** - Ferrosolven species.

See **Maudhii, Zeda (0423)**

## **AMEC**

A citizen (generally of Solomani / South American or African descent) born within the Amec Trade Protectorate. Most Amec's fall within two broad categories of citizen:

- (a) The Sun-born which consist of the Amec nobility, their families, Auianime (courtesans) and Cuaupilli, those who have successfully undertaken the Test of Worth and,
- (b) The Amtlan, which includes the Maceualli (Tribute or protected ones) who toil on behalf of their lord and the Pochteca or independent merchants.

Amec nobility follows a feudal system with the Tlatoani, at the head of the military and directly under him the Cihuacoatl with responsibility for overseeing the civilian and judicial affairs of the Protectorate. Beneath them are the Imperial and Amec nobility, the military Tlacatecatl and the Nauhyotl bureaucrats that form the planetary governments, which oversee the commands of the Tlatoani and Cihuacoatl, and directly govern the Amtlan.

## **Amec Trade Protectorate**

<Imperial Protectorate>

A expansionistic, military and mechantile league of worlds covering 20 worlds within Zeda, Bolivar and Remnants Subsectors. The Protectorate is classed as a cultural region within the Imperium and must acknowledge Imperial sovereignty and military policy. Many of the South American and African descendants that had colonised the Bolivar Subsector rebelled against the Imperial culture and mentality and in the process rediscovered their ancestral roots. Through fashion and art these people sought to create a separate cultural identity for themselves by identifying with their ancient history. This period of 'cultural awareness' known historically as the Mexicatl Cultural Revolution was used by Ixtlilpopoca Sanchez to bind the people together by giving them a 'cultural' identity. The various Civil War factions had drained many Subsectors in Dagudashaag, including Bolivar, of resources.

Ixtlilpopca instigated a bloodless revolution on Eddum (0531) and Shumuu (0631) in 605, and used them as bases to build up the Amec War Machine. Over the next three years, he managed to capture Kinhe (0331), Anshaar (0633) and Mimku (0831).

It was only due to Duke Ghani Bolivar's masterful use of the limited military resources left to him that the Amec's failed to 'liberate' the Subsector completely from the Imperium. For a further seven years the war raged. Finally in the treaty of Chicometli (615) Ixtlilpopca succeeded in getting the Ducal Office to recognise the cultural independence of three planets in Bolivar - Kinhe, Eddum and Shumuu providing the Protectorate remained officially allied to the Imperium. This gave Ixtlilpopca the power he needed to declare himself supreme Tlatoani of the people. The Treaty, however, was to be the House of Bolivar's undoing. Ghan Bolivar was stripped of his office for agreeing to a deal with the 'rebels' and the title passed to the house of Jalandri.

Much to Ixtlilpopca's surprise, Duke Viisarikaa honoured the agreement and even allowed the Anshaar and Mimku governments to rejoin the Protectorate on the understanding that they sign the non-aggression treaty.

Ixtlilpopca went on to consolidate his hold over the people by publicly supporting the Papal Office and by embracing Universalism as the state religion. At the same time he banned the worship of the Mexicatl gods, returning them once more to the status of cultural symbols. Despite attempts to educate the Imperial public that the old gods were now merely cultural symbols and that the state religion was Universalist Catholic, most outside the Protectorate still continue to believe that Amec's carry out human sacrifice.

Over the centuries, the Amec Trade Protectorate has continued to grow both through trade and military endeavour to encompass a major, at that time, unaligned segment of Zeda subsector. Since the Imperial rules of war prevented outright military conquest, the Protectorate became expert in using internal dissension to destabilise the existing government. At this point, the Amec-backed rebels would invite the Protectorate to come in as a peacekeeping force. Once their forces were legally on-planet the rules of war no longer apply and outright military conquest could begin in earnest. The Imperium initially tried both military intervention and trade embargoes to prevent the Protectorate's continued growth but to little avail. In addition, Shashankhu (0832), Iushush (0928) and Lemimamur (0930) have recently elected to ally themselves with the Protectorate. While most Amec worlds have elected to change the names of their planets, the Imperium has maintained the original designations on all Imperial Surveys and Navclips.

Visitors should note that on-planet the use of Nahuatl planetary designations are strongly recommended in order to avoid possible conflict.

Systems associating themselves with the Amec Trade Protectorate (*Italics denote systems that have voluntarily aligning themselves*) are:

**Bolivar Subsector**

Kinhe (0331), EDDUM (0531), Shumuu (0631), Anshaar (0633), Mimku (0831), *Shashankhu (0832)*

**The Remnants Subsector**

Gueshgii (0928), Lemimamur (0930)

**Zeda Subsector**

Coroico (0126), Ushkhir (0129), Nais (0222), Shammud (0223), Ekhorr (0227), Z'hiip'aan (0228), Hu (0229), DUDIN (0230), Uushar Kaam (0329), Nidavellir (0528), Udgi (0530), Miadnir (0628), Shogun (0729), Miirnishuu (0828)

**AMF** <Aaki-Makhidkarun Financial Services LIC. >

AMF, a wholly owned subsidiary of Makhidkarun, is the primary financial factoring agency in Dagudashaag Sector. AMF offers consumer data analysis, finance checks and debt collection to all the major agencies throughout the sector. While AMF maintains offices at all A & B ports within Dagudashaag, Aaki, Shallows (0213) is their main data processing centre.

**Amgagiga, Kuriishe (2919)** B554354-C Lo { 1 } (921-1) [143A] B - - 704 14 ImDv M2 V

First Survey Planetary Designation: Mher

Amgagiga is a small planet with a thin atmosphere and an unusually high hydrosphere. This is due to advanced techniques of water conservation, water mining and water retention, which have been tested here over the centuries. When first discovered, the planet had little free water. Now there are oceans to sail on. The original settlers were forcibly transported to the planet as a result of defeat in some long-forgotten bush war during the Pacification campaign.

Forced to leave behind an aquatic environment, they found the undeveloped Amgagiga extremely hard to adjust to. In protest, they devoted their energies to developing the water resources of their new home.

In parallel with this emphasis on water conservation, a governmental system based around giving privilege and power to those with the skills to develop and control the planetary water resources arose. Although there is now little or no stress on the planet's free water, this has persisted; to such an extent that to gain any political power you need to be qualified in, or even better to have worked in, some aspect of the water industry.

Visitors to Amgagiga are warned that water conservation is taken extremely seriously, and waste is viewed almost as a criminal offence. Any action likely to pollute water is illegal and will attract a severe punishment. The planet is a centre for expertise in virtually anything to do with water, and many desert worlds (for example) pay astronomical sums to attract Amgagigaan experts to assist them in developing their own resources.

Bottled water is regarded highly, and connoisseurs claim to be able to distinguish between various reservoirs and treatment systems etc. At a formal dinner, water rather than wine will be served, with great solemnity. There is even a religious cult based around the worship of water, although this is dying out, being held to be 'mere superstition' by the majority of Amgagigaan.

**Amigu, Shallows (0412)** C436530-B Ni { 0 } (C44-4) [1516] B - - 814 12 ImDv K0 V M9 V

First Survey Planetary Designation: *Ima*

Although bypassed by the larger corporate freighters and liners, Amigu serves as the closest departure point for the minor trader wishing to bridge the two parsec gap between the Medurma and Gushemege Mains (also known locally as the Lancian Rim). Thus the Starport has a modest 'C' classification but it is more than adequate for the small vessels that make extensive use of the facilities.

Amigu does have one major claim to fame: its CyberTech Markets. A wide variety of Lancian technologies come through the system and many of the merchant crews use Amigu as a market to sell on their personal cargo.

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Amigu's definitely worth a visit if you've got some spare cash... While not as cheap as the Lancian region, prices are reasonable and there is always the chance of picking up some special items. In particular look for dedicated software or computer interfaces as these are usually barred from being openly traded on the imperial commercial markets. It's also worth looking out for private entertainment memclips (though many are pirated copies) as these have usually not yet been commercially released in the Core. CyJac'13

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A CyJac encoded download has been found - enter code for unencryption



[Code accepted.]

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Welcome to CyJac's Hidden 'Vaults of Knowledge'.

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The following information must remain confidential. Give 'Magpie's Techno-Emporium on Third Level a visit if you want to pick up quality copies of all the latest pirate EMPs (Entertainment Memclip Patches) as well as some very 'interesting' blackware – especially keep a lookout for cybernetic lock-pick's which can occasionally be purchased if the price is right. Few electronic locks in the Imperium seem to be completely immune to their 'advances.

CyJac '13

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**Amiikhuk, Kuriishe (3115)** A555203-E Lo { 1 } (411-2) [132B] B - - 300 7 ImDv M2 V M8 V

<Also known as *Giga*>

Amiikhuk is a small world, located in a binary system. It is one of only three worlds in the subsector with the facilities to support the development of technology at the Imperial standard. It has an extremely low population of six hundred individuals, and many of the facilities on planet are automated. The Isgiirdi (Shadow Council) of Vland pays for all the facilities through the co-operation of four Vilani Megacorporations, who maintain and support a small group of the researcher caste on the planet.

There is no government structure, as the researchers manage their own projects. Possibly the most fraught job on the planet is the official who negotiates with the researchers to discover their needs for the next year, and reports back to the corporations. Research is into a variety of subjects and is dependent upon the Megacorporation sponsors.

Although there is a class A Starport present at GigaByte, any repair or manufacturing work would be reliant on personnel brought in from off-planet.



Often, patrol cruisers from Vland (nearly forty parsecs away!) and the Vilani Megacorporations are seen in-system, to fly the flag, and deliver supplies and personnel. There is little intermingling of crews with research staff, as the researchers make ordinary Vilani nervous.

The planet itself is a small world with low gravity. It isn't particularly notable, except for the fact that it has a thin atmosphere requiring compressors outside, and what amounts to a non-Imperial Research Station.

## Amisal, Language of

Amisal is the primary language of the Eliyoh. Amisal (or 'trade song') originated on Iesha, Khandi (1712) and has become the major language spoken by the majority of Eliyoh. Amisal is a songlike language where the same words mean different things according to the duration and tone in which it is expressed.

Humans transcribe the 42 characters of Amisal (five of which dictate the tone of the complete word: high, moderate, low, rising or falling. Three show the gender, while a further three show the duration, short, long or medium).

Humans generally transcribe Amisal as a tune or using a letter (a to e) after the word to show the proper tonal inclination and a specific number of dots to show the duration.

Most humans and other sentient races can learn the language, though to express it properly requires it to be sung by a trained singer with perfect pitch.

Example: '*Sechænn(c..) ciurmhèile(b.) gloics(a..) mar(c.) sælbh(c..)*'

Translation (Galanglic): '*Never confuse wisdom with luck...*'

Compare with... '*Sechænn(c..) ciurmhèile(a..) gloics(d.) mar(c.) sælbh(d..)*'

Translation (Galanglic): '*Never compare knowledge with profit...*'

## Amluamii, Laraa (3135) B425525-9 Ni { 0 } (B44-2) [3537] B S - 104 16 ImDv G0 V

First Survey Planetary Designation: *Iirgasi*

Amluamii has no native life, although the soil's rich in inorganic nutrients provide an excellent base medium for the growth of plants. Huge temperature fluctuations on the world has prevented widespread colonisation, the agricultural settlements are forced to exist in the arctic regions. During the night, the temperature worldwide can plummet to below -100oC even during the height of summer. Thus most of the farms are enclosed.

The main destinations of the agricultural exports are the high population worlds of Kadushi and Shardi, which have a huge appetite for Amluamii foodstuffs.

## Amnesty Interstellar

Amnesty Interstellar originated on Sol, prior to the second Imperium and expanded throughout the Empire with the Solomani Diaspora. Contrary to popular belief, the organisation is actually a loose federation of campaigning organisations with similar aims organised on Sector-wide basis.

All Amnesty organisations are independent, not-for-profit campaigns which share a mission "to conduct research and generate action to prevent and end grave abuses of sentient rights and to demand justice for those whose rights have been violated." Although Amnesty Interstellar (Dagudashaag) campaigns across the Sector, it is officially registered out of Ushra and owns the Benenson Tower, Athene.

All Amnesty's aim to draw attention to abuse of sentient's rights and campaigns for compliance with and changes to interstellar laws and standards. They aim to mobilise public opinion to exert pressure on any and all planetary governments and mega-corporations who perpetrate abuses.

Some of the better known key areas which Amnesty deals with are:

- Sentient's Rights,
- Ending Torture,
- Abolition of the death penalty,
- Rights of Refugees, Genas and near-sentient species ,
- Rights of Prisoners of Conscience

A smaller and slightly more militant organisation called Amnesty Intergalactic is registered out of Bolivar, Bolivar and is not officially registered with the Federation or linked in any way to Amnesty Interstellar (Dagudashaag) which has caused it some embarrassment in the past.

**Amnuus, Old Suns (0902)** DAAA745-8 FI S' mr1 Kiak0 { -2 } (B66-4) [5536] B - - 120 11 ImLc G3 V

First Survey Planetary Designation: *Guunush*

Amnuus is a large world with surface temperatures that humans find close to ideal. Almost the entire planet is covered in shallow oceans composed of water. However the planet's gravity is in excess of 1.7g. This fact alone has prevented additional colonisation since mining settlements were first established by the Vilani during the First Imperium. Although the mining guilds pulled out during the Rule of Man, a small number of survivors stayed on and successfully weathered the Long Night.

These descendants of the original Vilani miners have adapted physically to the higher gravity. The Guunu generally stand between 1.2 and 1.6 metres tall and have developed large barrel chests, short necks and powerful short, thick arms and legs. Perhaps the most unusual adaptation is in their lungs, which are extremely large and have developed the ability to filter out the small traces of ammonia that exists in the otherwise standard atmosphere. Off-worlders will find the atmosphere breathable unassisted for short periods though longer exposure may prove fatal.

The townships of Guunu are built on floating settlements and are at constant war with their neighbouring settlements however a strong code of hospitality exists whereby any stranger who lands on their raft and claims the rights of hospitality becomes (temporarily) a member of that tribe. The dominant religion, Amnuus, holds that the eldest son of a family will be blessed if named by a stranger. The stranger is then expected to contribute either financially or through the teaching of skills, towards the upkeep and education of the child. Being asked to name a child is considered a very great honour, and it would be considered a great disgrace to the family if the offer was refused. Once an outsider has left the sanctuary of the raft, they automatically discharge the claim on hospitality and become just another foe to be hunted and killed.

**Amshu, Sapphire (1736)** C674354-8 Lo { -2 } (521-4) [1136] B - - 600 9 ImDv K1 V

First Survey Planetary Designation: *Giir*

Despite its exotic landscape, the colony on Amshu has never expanded beyond the small trading enclave that surrounds the Starport. The 6,000 or so inhabitants live in the single settlement, on the equator, where Amshu Port is situated. The majority of the adult population is almost exclusively concerned with the smooth operation of the Port or its fuel purification plant. The Starport is the only source of fuel for traffic using the Main - the majority of the surface water is locked into the polar ice caps, and the extreme weather makes wilderness refuelling hazardous at the best of times.

Amshu Port is a reminder of the Civil War period; pulse laser cannons surround its parameters and missile silos though they have never been fired in anger. The majority of the civilian settlement has been carved deep beneath the blue-green ice and relies on surface mirrors to project natural sunlight into the ice caverns.

### **Anagathics**

Anagathics consists of a variety of drugs that counteract the human ageing process. A regimen of monthly doses enables an individual to ignore the debilitating effects of advancing years. Because of the rarity and demand for anagathics, they are quite expensive and are often unavailable at any price.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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### **ANCARI**

A name applied to an extinct minor sophont species that inhabited Ancarit, a world in the Hoaz system (0321). The Ancari appear to have been omnivorous, upright, bilateral, homeothermic bipeds adapted to a semi-amphibious lifestyle. An average Ancari massed around 50 kg and stood a little less than two meters in height. The heavy, elongated head sported a variety of sensory organs and sharp teeth, as well as a distinctive crest. They had two arms ending in four dextrous, mutually opposable fingers, two short legs, and a long tail.

They appear to have had three distinct sexes: males (who formed roughly 10% of the population), females (30% of the population) and neuters (60% of the population). They are known to have laid eggs, and offspring were raised and tutored in communal hatcheries. Little is known about their psychology.

The Ancari had a highly developed society, which reached an average tech level of Nine. The coastlines of their world were dotted with towns and cities and were crossed by roads and monorails. There is ample evidence of agriculture and manufacturing.

Structures were built in a 'pyramids and columns' style, and were dominated by a central 'swimming pool': all were spacious and appear to have been designed for communal living. The race was spacefaring and visited all the other worlds within their system. They terraformed Hoaz, their home world's outer moon, but apparently never settled there. Their society appeared to have been unstable; the Ancari wiped themselves out in a period of intense conventional warfare about 18,000 years ago.

## ANCIENTS

A race of non-humanoid beings that are believed to have originated in the general region of the Spinward Marches approximately 300,000 PI (Pre-Imperium). Archaeological evidence recovered from the few excavations of known Ancient cities indicates that the race died out during a 2000-year period of intense warfare - the Final War - leaving only ruined cities and shattered planets.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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The Ancients were responsible for the wide dissemination of humaniti when (for reasons currently unclear) they transplanted genetic stock from Terra, Sol (Solomani Rim 1827) to at least 40 worlds across a span of 360 parsecs including the Ziadd and the extinct Miyavine of Medurma within Dagudashaag. They were also responsible for the creation of the Vargr through genetic manipulation of Terran carnivore/chaser stock and the dissemination of the Droyne throughout the Imperium.

The Ancients were believed to have altered Anomaly, Argi (1633), built the Pavement on Chiauk, Mimu (0803) and the underground bases of Halimaa, Mimu (0301) and possibly carved the Three Moons of Icarbus within Dagudashaag. It is believed that the Sector was probably part of their main route between their unknown homeworld somewhere in Deneb and Terra, Sol.

One recent theory has credited the Droyne with being the direct descendants of the Ancients.

### **Andalusia, Mimu (0810)** B572348-B He Lo { 1 } (521+1) [345B] B N - 100 8 ImDv G4 V

First Survey Planetary Designation: *Edir*

Andalusia is a world with only one thing in its favour, it has water present on the surface, if it was not for that fact and the absence of any other sources of fuel in the system then this world would be uninhabited. The entire population lives and work at the starport leaving the rest of the world an uninhabited wasteland covered in thick jungle inhabited only by the numberless venomous animals' native to Andalusia.

Andalusia is the personal fiefdom of Sir Edwin Raymond Foxx, head of the famous Family Foxx who has established the trust headquarters of the Quick Brown Foxx LIC. at Edir. This has resulted in QBFLIC establishing an extremely advanced medical research and treatment facility on planet. What has baffled observers is why Foxx has built such a large and extensive establishment here, given the planet's relatively small population.

### **Ander's Moon, Kuriishe (3012)** B310389-D Lo { 1 } (921+2) [446E] B - - 504 9 ImDv K1 V M8 V

First Survey Planetary Designation: *Urdanpa*

Ander's Moon is named after the Terran Confederation officer who settled this inhospitable planet towards the collapse of the Second Imperium. The story goes that the personnel of one of the naval bases in the Larmai cluster decided to leave when they saw the impending collapse of interstellar society. They settled this small, almost airless, world at the farthest end of the cluster away from the main, determined to preserve their technological and cultural Solomani heritage.

Today, there are only five thousand or so inhabitants, but they maintain a high degree of independence and some of the highest technology in the cluster. Much of the income comes from operations at the starport, supporting traders travelling on the coreward route through Luramsun (3111). The military antecedents of the world can be seen in the bureaucracy, which has grown up with the government. Additional income streams are provided through the deployment of highly automated gas refineries in the four gas giants of the system, one of which the main world orbits. These refineries (or 'Rigs') process the raw elements of the gas giant to useful chemicals in support of industry. Access to the orbits of such refineries is strictly controlled.

In the early Third Imperium, the Ander's' Moon system was the site of intensive anti-piracy operations conducted by the Kherse Naval Station. Several of the gas giant moons were the home to assorted undesirables. However, this problem has since been completely resolved.

## ANDROID

An android is an artificially created organic being, technically "a synthetic man, created from biological materials." They exhibit life, in that they are biologically living; their distinction is that they were created, rather than having evolved. Androids are created from a combination of cloning and genetic engineering. At tech level 14, DNA chains can be synthetically tailored to create desired characteristics, which means androids can take any form.

Susceptibility to premature ageing and sickness at TL14 limits their life span to 10-15 years.

Androids are capable of rational human thought, feelings and behaviour to a reasonable degree. They were however incapable of reproducing - this restriction is imposed by Imperial law, not by the limitations of technology. Android populations were primarily the creation of humans who required their service in occupations involving physical labour, repetitive tasks and generally considerable hazard. Thus they were often seen as expendable and given little control over their fates.

Though commercial varieties differed considerably on the surface, virtually all had certain physiological and psychological characteristics in common. Androids were generally produced in basically human form, though there were produced in various sizes with varying skills, characteristics, coloration's etc. Most were stronger than the average human was (muscle tissue is relatively easy to construct) but with slightly poorer physical co-ordination and almost always below-average intellects (nervous and cerebral tissue is much harder to create and maintain). A high tolerance to pain and physical damage with a conversely lowered level of self-preservation was also present. Respiratory and digestive systems were generally analogous to a human, and they could survive on the same sorts of food as us, though androids required more protein supplements and generally ate more vegetable matter than meat. Initially, following decanting, androids were extremely passive and required considerable instruction and care. Most were given sufficient training to be able to follow human behavioural and thought norms but little formal education except what was required to carry out their allotted tasks. Android thought processes tended to be literal and unimaginative though there were cases of Androids, nearing the end of their life span, adopting more independent and creative personalities. Studies of such Androids showed that most were employed in military and commercial-merchant organisations which required considerable independent thought and action. Androids frequently had distinguishing physical characteristics to ensure easy recognition. None had navels, sexual organs and many had no body hair. Sense of touch, smell and taste were generally less discriminative than humans though most had good sight and hearing. Most bore discretely located company trademarks or identification numbers on their bodies and a few brands were given skin tones that were divergent from human norms such as a purple or orange tint.

Ancient fears of androids killing their human masters and rebelling in general (known as the Frankenstein Complex) have proved to be completely mythical. Though there appear to be a couple of cases where individual androids have proved themselves capable of anti-social activities in the defence of a particular master or even to prolong their own self-preservation, however, never to the extent where they would breach the Asimov Inhibition and kill or seriously injure a sentient creature other than another android.

In 17, Emperor Cleon Zhunastu single-handedly destroyed the entire Android trade when he declared that "Any sentient lifeform, within the Imperial borders, regardless of its origin, is a protected being, and thus a citizen of the Third Imperium." An android is classed as a "synthetic man, created from biological materials." Prior to this time, certain planets that had reached TL 14 had begun to flood the 'servant' market with synthetic humans. They had many obvious advantages over robots, both from the producers and the consumer's point of view. They were more versatile, intelligent, fairly high dexterity, extremely strong, cheaper to create and with a built-in consumer life span of only 15 years.

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After all you can't have a new servomotor fitted if your Android loses her arm now can you?

CyJac '13

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Androids, under Imperial Law, were now automatically classed as Imperial citizens (Android Freedoms Act, 22). At the same time, Cleon gave the robotic industry, which was obviously in direct competition with Android manufacturers, a much-needed boost. He explicitly stated that robots were not affected when he went on to say "One may argue that that an intelligent robot might be sentient, but it is definitely not a lifeform."

**Imperial Archives XVII-AAB230 (b).**

**Andros, Commodore Sal** Voice Appointed: Pilots & Astrogators Guilds of Dagudashaag  
(b. 1043 - )

Commodore Andros was born on Campbell, Pact the third son in a merchantile family of seven children. He served as a tutor at the Campbell Mechantile Academy from 1075 before becoming first Head of House and later, in 1089, Dean of Navigation at Kasiiga University. In 1110 he was called out of retirement and elected to the Ducal Board of Advisors as a Voice Appointed to the Duchess on behalf of the Pilots & Astrogators Guilds of Dagudashaag. Commodore Andros is renowned as a jovial man, large in stature (standing 2.1m tall even in his advancing years) and counts his family and his personal yacht as his personal interests.

**Andula, Laraa (3138)** C542468-8 He Ni Po O:3236 { -2 } (931-2) [4258] B - - 121 9 ImDv G4 V  
First Survey Planetary Designation: *Kirgii*

This moderately sized world has never been much more than an over-spill colony for Kakar, Proytheyath and Saven. It is a minor trading port for many independent merchants that ply the Laraa Main. Andula's primary note of importance is for the presence of the Sarsirka Library, a vast multi-storey complex housing a huge collection of books, newspapers, magazines, other publications and records from across the Imperium but with emphasis on the history and development of Dagudashaag.

Although not as large as the long-established libraries of Terra, Core and Vland it offers the user a great wealth of written and electronic information, specialising in interactive learning methods. Primarily the major universities of the sector fund the library. In addition, it receives grants from the subsector administration - indeed the world's population is often swollen by the presence of large numbers of students sent by the educational centres to help maintain the library and use its rich facilities.

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Sarsirka Library has been responsible for uncovering many of the more infamous conspiracy revelations over the last few centuries as the student body often dig up traces of political cover-ups as they work their way through the files. Perhaps the best source of up-to-date revelations is the student E-mag 'Area 51' which is broadcast as a 'pirate' comm-channel throughout the Subsector and beyond..

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CyJac '13

**A'niaqoro, Zeda (0723)** C9AA333-C Fl Lo { 0 } (921-3) [1329] B - - 104 8 ImDv M2 V K4 V  
First Survey Planetary Designation: *Aamka*

A'niaqoro is a cold, ice-capped water world with an unusually high gravity. The oceans contain an over-abundance of life, particularly aquatic plants that float on the surface. The extremely dense atmosphere is tainted with tiny organic spores: breathing is difficult in the extreme pressure without artificial assistance. It is made considerably more dangerous by the presence of the spores, which clog filters, and, if breathed, quickly fill the lungs.

Almost all of the inhabitants are ethnic Ziadd. A'niaqoro's major industry is gathering the seed pods of Hallija Weed, which can be processed to extract a compound used in the synthesis of a natural form of combat drug. There is a research institute on the world, Partly funded by the University of Ushra and by the Quick Brown Foxx LIC., which is in the process of studying the native lifeforms.

QBFLIC have shown a particular interest in studying the A'niaqoro Maskeet, a small marsupial that appears to have the ability to 'pass' trained responses to others of its species. Trained Maskeets when exposed to wild Maskeets will 'infect' them with the skills it has learnt. To date, no one has yet learned how the Maskeet achieves its skill transfer, however research has confirmed that, mysteriously, they are neither sentient nor psionic.

**Anka, Arnakhish (2302)** B546444-8 Ni Pa { 0 } (933-2) [2436] Bc N S - 103 10 ImDv M0 V M2 V  
First Survey Planetary Designation: *Inzuurkbuun* - Local Designation: *Ankh*

The community on Anka exists exclusively to support the starport and the associated navy and scout bases. The Starport city is called Anubis and offers most legal forms of entertainment, including many banned elsewhere in the Sector.

Anka itself is barren, lacking native life. There is incredible scenery, however, and wilderness tours to locations such as the Spire Mountains, the Colour Desert or the Sea of Stones are enduringly popular. The weather on Anka is violent and unpredictable, and dust storms can sweep in off the deserts with amazing speed.

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Ankh's a hedonists paradise- if one looks hard enough, you can find almost every form of entertainment known in the Imperium including the illegal and criminal - if it makes money the authorities tend to look the other way. The police force generally act more like armed tax collectors than as public protectors, and police patrols usually have an escort provided by the crime syndicates in case anyone dares to object.

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CyJac '13



**Anomaly, Argi (1633)** C9E7877-9 Ph An DroyW { 0 } (D79+1) [8859] Be S - 812 12 ImDv M2 V

First Survey Planetary Designation: *Gaishnen*

Conditions on this world are both harsh and baffling. The planet as a whole appears to have been distorted into an ellipsoidal shape in the geologically recent past. What is more puzzling is that there is no nearby moon or gas giant which could have caused the distortion, and there is no indication of a recent impact on the surface. The planetary crust has been shattered, and measurements indicate cataclysmic tremors on the surface as the planet 'relaxes' to a spherical shape through its own self-gravity. Orbital surveys also show unusual density anomalies.

Since the system is in a little-travelled side branch of the Dagudashaag Main, it is only since the mid-700's that the I.I.S.S. has made any significant effort to investigate the planet. The Scouts also provide technical support [in a somewhat half-hearted fashion] to the several Droyne Oytripin present. Some of the Droyne research the planet, whilst others undertake small-scale mining in-system. The I.I.S.S. have only just begun to realise the significance of the system.

An expedition to the planet's surface in 1112 made an astonishing discovery - an array of 'cables' some 1700 km. long, buried in the planetary crust at a depth of about 4m. The cables are composed of monadium, the same material as was found at the Ancient base on Antiquity, Ian, in Corridor Sector.

Anomaly is believed to be the oldest Droyne colony in Dagudashaag and, going by the degree of racial deviation, the species may well have been transported to the planet at the beginning of the time of the Ancients.

**Anpanaar, Gadde (2923)** C543531-7 Ni Po Da { -2 } (742-5) [1313] B - A 923 8 ImDv M1 V M3 V

First Survey Planetary Designation: *Dugaar Liivlaa*

Vast shallow seas dominate the broad equatorial lowlands of Anpanaar. The hot waters have produced a plethora of sea life, exotic plant-forms and insects, which totally dominate the coastal regions. Further from the seas the terrain gradually becomes more barren until it finally gives way to desert, badlands and extremely rugged mountain ranges. The local animal lifeforms have never evolved beyond insects and water-dwellers but there are literally thousands of folk tales of 'strange intelligent creatures' apparently encountered by individuals in the outback. The colony on Anpanaar was originally founded to provide labour for the Starport and has continued to grow since that time. The planet, which is governed by a Ruling Council consisting of representatives from each of the major Merchant families, continues to maintain Vilani traditions to this day.

The planet's main claim to fame is not the planet but the fact that the Anpai natives suffer from what IISS sophontology experts call a 'pathologically misstructured culture'. There are many things wrong with Anpai culture, but the most important is its views on the value of sentient life. Anpai believe that it is completely acceptable to 'kill sentients of equal or lower classes and slavery (of sentients) is both allowed and condoned'.

At the time the Imperial Second Survey was being compiled, the Government of Collette had had to intervene militarily in the affairs of the planet 15 years prior, to 'persuade' the planet's (all male) Ruling Council to adopt more enlightened policies. They had also replaced those members who dissented. The IISS judged the situation to be stable and designated the system Travel Zone Green.

The reforms lasted just five years. A string of assassinations in 1067 was followed by the announcement that the old order had been restored. The system is currently rated Travel Zone Amber. The events resulted in the downfall of the then ruling party on Collette and since then the Administration has decided to not sanction any further interference.

**Anshaar, Bolivar (0633)** C637334-A Lo { 0 } (B21-2) [1338] B S - 624 13 ImAp G7 V

First Survey Planetary Designation: *Uusshii A* - Local Nahuatl Designation: *Cteonanacatl*

Anshaar is a barren wilderness of a planet. Colonised by natives from the Andes near the end of the Rule of Man, the local people have physically adapted to the extremely thin atmosphere. The only native life consists of millions of different types of mosses and fungi as well as the edible worms that form the staple diet.

Most Cteonan's are experts in the preparation and use of hallucinogenic compounds made from the worm excretions and various fungi. Rumour has it that there is also a secret sect of Cteonan's, assassins who practice the art of undetectable poisoning. For most people their only contact with the botanical arts of Anshaar is when they consume the sacred fungus Nanacatl at the Festival of the Dead.

**Anshir, Arnakhish (2408)** C565876-8 Ri Pa Ph { 0 } (G78-1) [7847] BcCe - - 724 9 ImDv K0 V M6 V

First Survey Planetary Designation: *Khuurmuun*

Anshir is divided into four independent states. Three of who co-exist peacefully with only minimal boarder formalities for the traveller, and within the past decade talks on federalisation between them has been approaching fulfilment. The fourth nation Rashed has, since a military coup 30 years ago, been holding itself apart from the moves to planetary unity.

This is in part due to the problem of the Kaliffes, a group of human settlers who arrived on Anshir during the early days of the Imperium, and now inhabit part of Rashed and the two neighbouring countries. They claim parts of all three as a fifth independent land, Kalifstan. In Rashed and to a lesser extent the two other states this takes the form of the Kaliffe Freedom Party, (KFP) who are staging an armed insurrection against the military rulers of Rashed.

**Anshu, liradu (3110)** A56769A-B Ag Ni Ri { 3 } (E57+5) [897D] BC N - 224 12 ImDv G3 V M4 V

First Survey Planetary Designation: *Gin*

Anshu system combines a Naval base, modest shipyard and Class A Starport with an R&R facility without par in the Subsector - some would say in the whole sector. The climate is pleasant, there are many island chains and small continents offering a variety of conditions and facilities, and the local produce is excellent. Civilian visitors are welcome at all tourist facilities.

However, the system government acts as if it was a civilian wing of the Fleet, and the high law-level reflects restrictions on civilians: certain areas are restricted to military access, and civilians may not bear arms. Locals do not object as they get rich pickings from running the R&R grounds. Indeed, the high Law Level has let Anshu boast that it is one of the most peaceful worlds in the sector. The government of Anshu is at pains to stress that the system is not under martial law; the Ruling Council merely takes appropriate counselling from the Navy.

Visitors considering skimming at the system gas giants are advised that Anshu III and Anshu IV are under Naval restriction, and that the brown dwarf Anshu V is categorised 'Hazardous (Red)'. Skimming is permitted at Anshu VII, but as this lies over 1200 AU out, beyond the orbit of the companion red dwarf, it is uneconomical for commercial visitors who should consider purchasing fuel at Anshu Main.

The massive combine-farms which dot the planet's surface are run almost totally automatically and, by tradition, are run quite separately from the main government by the Searn Board (Searn is a seed harvested for its oils, and a major export from Anshu). A wide variety of produce is exported throughout the subsector, with the delicacies (particularly fruits) most often shipped to the rich of liradu.

**Antebellum**

Literally, "before the war". Generally, a historical term referring to the period within the Imperium prior to the Civil War. Specifically, the years 210 to 604, Imperial calendar.

See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

**Antioch, Ushra (1117)** C545741-8 Ag Pi { 0 } (968-4) [3714] BCD - - 700 9 ImDv K3 V M8 V

First Survey Planetary Designation: *Kaaruumuug*

Much of this world is extremely cold. This has made gathering of the Agadua crop extremely difficult. Most are gathered using remotely piloted vehicles or (occasionally) by robots. Antioch is also a rich source of raw materials for several Ushran industries and corporations who are the main employers on the planet. The mining is done within environmentally controlled domes.

During the First Imperium an artist's enclave was established here. Although wiped out during the Long Night, the tradition has continued and Antioch ice sculptures (which are generally transported sealed within a fully transparent, heat-reflective skinfield) are exhibited as far away as Terra. Antioch is also one of only two signatory worlds in Dagudashaag to sign the Robotic Emancipation Charter.

**Aohalai**

Aohalai are one of two minor Aslan clans that moved to Dagudashaag during the period known as the Long Night. Legend records that they were led on their travels by the 'Ahriy Tleftuaw'aohkho Firuahko Si'aokhtyeao' <Trokh: 'the Pride of Sisters that Conquered the Path to the Stars'> in search of 'Tlasoistsea', the bounty of new lands...

Historically, they were responsible for re-introducing jump technology to the Medurman Pact and the Ushran Empire and went on to form close links with the humans in Pact.

The Aohalai has tried to walk the knife-edge between following Aslan traditions and yet attempting to embrace those portions of human culture necessary for prosperity. For the most part, Clan Aohalai has succeeded and has managed to retain a strong and robust cultural and social relationship with the Hierate though it was felt necessary to create an underclass of Aslan 'Fiyfyalrya'uist' <Trokh: 'untouchables'> who work alongside and maintain direct contact with humans.

### **AoSpace S.H.**

An Aslan sector-wide merchant line wholly owned by the Aohalai. It mainly serves the Dagudashaag Main. The firm owns over 105 ships of 1,000 tonnes or under, all of which are armed.

It supplies the Aslan communities as well as many of the feeder routes. In addition to transporting a wide variety of cargos, it provides the only 'Aokhaor' <Trokh: 'honourable - literally spirit of strength'> approved passenger transport in the Sector.

### **Apemkir, The Remnants (1622)** C8A8456-A FI Ni { 0 } (633-1) [3449] B - - 700 8 ImDv K3 V

First Survey Planetary Designation: *Linusnakuu*

Apemkir is a minor trade point of the 'Mainbridge' linking The Remnants with Pact subsector. The University of Medurma maintains a small research team studying the unusual, rich life in the exotic oceans. Oceanic life varies from the microscopic larvae of many of the resident life-forms, to the twenty metre, ten tonne, Umono. The Umono is a filter feeder that congregates in schools of between twenty and fifty individuals. The University is currently investigating claims that one of the native life forms; the 'Ghost Fish', an extremely rare deep sea predator that can grow up to 300 kg and over 2m in length, which is apparently capable of teleporting itself. To date, although a few fish have been found, no-one has succeeded in trapping one long enough to tag it. The fish is proving as elusive as its name.

### **Aphrodite, Scanian - See Ursimga, Laraa (2936)**

### **ap-Natas family, The**

The ap-Natas family have ruled the system of Argiluu, Ushra (1317) continuously for over 700 years. The first ruler, Haiatu ap-Natas was reputed to have been both an imperial-appointed tax collector and a blood-thirsty pirate. Local legends state that he even attacked his own tax collections while en-route to Capital in order to defraud his Imperial masters.

Lord Harlin ap-Natas III is the current Baron, having ruled the system since 1107 and is renowned throughout the Imperium for his expertise in sub-sentient xenobiology. He was divorced in 1109 from Lady Meredith hap-Simalr and his heir remains his son, Matimuu ap-Natas (b. 1092). The Marquess Matimuu was a close friend of Prince Lucan during his time at the Chamberlain Preparatory College for Ladies and Gentlebeings of Distinction.

### **Apolo, Bolivar (0734)** B9AA887-D FI Ph { 2 } (C7D+2) [8A5D] Be N - 620 8 ImDv M0 V

First Survey Planetary Designation: *Arishri*

Over eighty per cent of this world's population lives in massive orbital cities, floating on the upper reaches of the dense chemical soup that is Apolo's atmosphere. The remaining twenty per cent live in huge factory-ships extracting and processing valuable mineral and organic compounds from the oceans and the atmosphere. The planet is in a very close orbit of the systems primary, and is subject to great gravitational stresses, leading to a tectonically very active world.

There are a variety of native lifeforms that may be encountered on Apolo, but most notable is the Chraenta. These are large bat-like creatures that spend their entire life on the wing due to the fact there are no landmasses at all. There are occasional pockets of super-dense gas that rise from the lower reaches of the atmosphere, following seaquakes. The Chraenta's virtually 'float on' these clouds and use them as temporary resting places and mating 'grounds'. It should be noted that the Chraenta's use a form of radar to locate their food supply and as a consequence the use of certain common radio bandwidths are banned.

## Aqoiad'iin, The

A religious group from Guurdim, Sapphyre (2232) that practice various religious rites to increase personal communion with Alss, the local 'spirit' of nature. Most of the Aqoiad'iin are nomadic and have little or no contact with the Starport personnel who are officially Guurdim's only legal inhabitants.

## AQUAN <Geneered Human Variant>

Aquan's are a sub-species of the Scanian racial type that have been fully adapted for amphibious living in oxygen-bearing oceans. They are (apparently) descended from an early geneering experiment carried out before -1,793 and are considered by many almost a race apart.

Aquan's are similar in appearance to the surface-dwelling Scanian's apart from having a blow-hole at the rear of the neck and elongated, webbed toes and feet. The Aquan is able to breathe air on the surface.

When they submerge they close the airway to the lungs using an organic valve in the throat which also uncovers their gill which is located at the rear of their throat. This enables them to extract oxygen from the water as they swim. The de-oxygenated water is then expelled through the blowhole.

These adaptations have resulted in a complete loss of speech. To compensate the Aquan's have evolved a complex sign language, known to surface-dwellers as 'Na'. See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

## Ardchi, Shallows (0819) B100541-B Ni Va Ziad9 Sa { 1 } (B45-3) [1617] B N - 304 9 ImDv M3 V

First Survey Planetary Designation: *Gash*

Ardchi is the second satellite of Klathzu, a small gas giant. It is the site of Dlak, a mining base that produces high-grade ferrous ores. Most of the population are ethnic Ziadd, although there are small numbers of Imperial humans, a few Lancians, and a small S'mrii phylum engaged in secretive research. Ardchi has gained a reputation as a 'vile den of villainy, sin and debauchery'. The entertainment on offer is reputed to be 'the very best within ten parsecs', and just about everything (from quality alcohol, Lancian StimSim, sexual liaisons, guided tours through the mining tunnels, sports facilities, drugs, and even the latest holomovie releases) are available, for a price.

Ardchi recognises Imperial laws, and the government has issued a set of 'basic principles concerning personal conduct'. Other than that there are no laws, and no restrictions of any kind on trade. If Imperial law doesn't ban a commodity, it's probably available. If it is banned, it's probably available anyway, but at an inflated price. Enforcement of Imperial laws is difficult, and in the past security troops from the Scout base have acted as a police force.

During one raid in 1103 a team recovered three nuclear missiles stolen from an ex-Imperial Navy starship and a large quantity of nerve gas, apparently destined for the Rebels on Ziamr.

## Area 51 eZine

A popular conspiracy-focused eZine often packaged as a NewsFAX (and usually broadcast on 'pirate' comm-channels) Area 51 is both anonymous and freely distributed. Editions are circulated through a number of underground sources across Dagudashaag but most usually found in the Laraa, Sapphyre, Gadde and Pact subsectors.

The eZine claims to have investigated and uncovered the truth about a number of local conspiracy theories within Dagudashaag. What is true is that the eZine does seem to have tapped into the public mistrust of governments and large institutions across the sector and is a popular read. The editors refuse to reveal themselves publically claiming that government assassins had previously tried to execute them.

The most current editions are generally distributed first from Saven, Pact and Nukaush but the original material is believed to originate from the student halls of Sarsirka Library on Andula, Laraa (3138). It has been responsible for uncovering a number of official secrets as well as generating slanderous and unsubstantiated rumours over the last twelve years and as a result downloading the eZine or receiving the NewsFAX has been banned in a number of systems.

## ARGI, Argi (1431) A430ACC-F De Hi Na Po Cp Pz Sa { 4 } (G9G+5) [DE8J] BEF N S A 904 9 ImDv G0 V M1 V

Subsector Capital of Argi, the Ducal Palace is located in Jiang Kai-Shi and the Imperial Subsector Administrative Headquarters are located in Pellucidar Down.

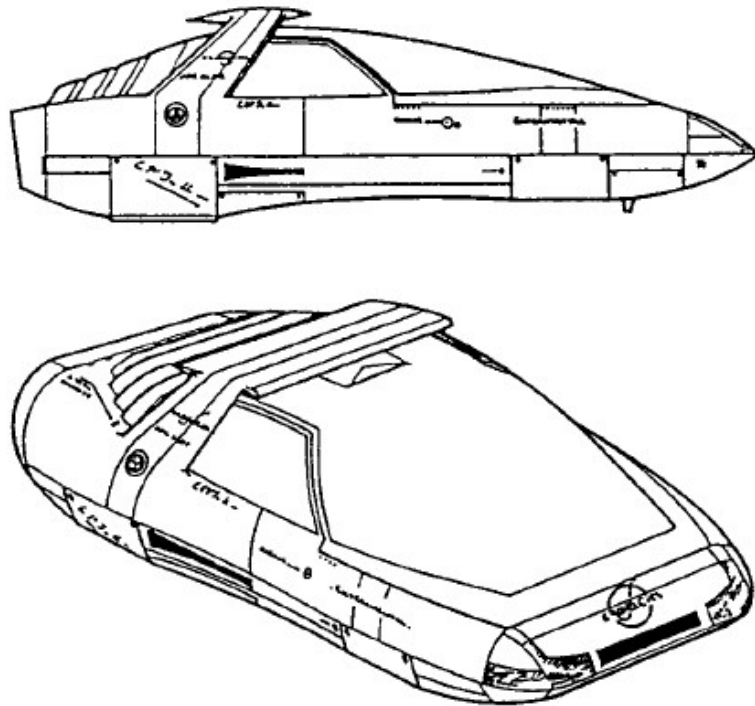
Argi is a gas giant satellite which is extensively colonised with vast underground city complexes (The interlinked cavern cities are generally known collectively as Pellucidar).

The planet was originally colonised by Vilani nobles during the First Imperium and retained much of their technology during the period known as the Long Night. This gradually evolved into the Aakhri Empire, which perverted the Vilani caste system into a slave-based economy.

The Empire used its technology to enslave much of Argi and Sapphyre subsectors. Over the centuries they became utterly dependent on their slaves for every aspect of their life, including military service. At the time of their collapse, the planetary population was composed mainly of slaves ruled over by a small, decadent master class. The revolt, when it occurred, was quick and bloody.

The few surviving Aakhri families were forbidden from ever again owning property or position. Most modern day Argian's are descendants of the freed slaves and the few remaining Aakhri are only to be found in menial positions or acting as 'Servicians' - prostitutes. Aakhri can only leave Argi if they can each supply a MCr. 1 bond to 'repay' the Argian people for their historical suffering. Most Argian's (except Aakhri) wear silver torcs, encoded with their clan, occupation and status using an eight-band colour code, as a reminder of their origins. Within fifty years of the Aakhri revolt the Argian economy was on the edge of collapse. At this point several clans of Solomani merchants (of Chinese descent) arrived and over the next two hundred years succeeded in revitalising the Argian economy.

Today Argi has become one of the largest manufacturer of technical equipment in the sector. These Merchant Princes (known as Tai-pan) have become the financial and economic rulers of Argi.

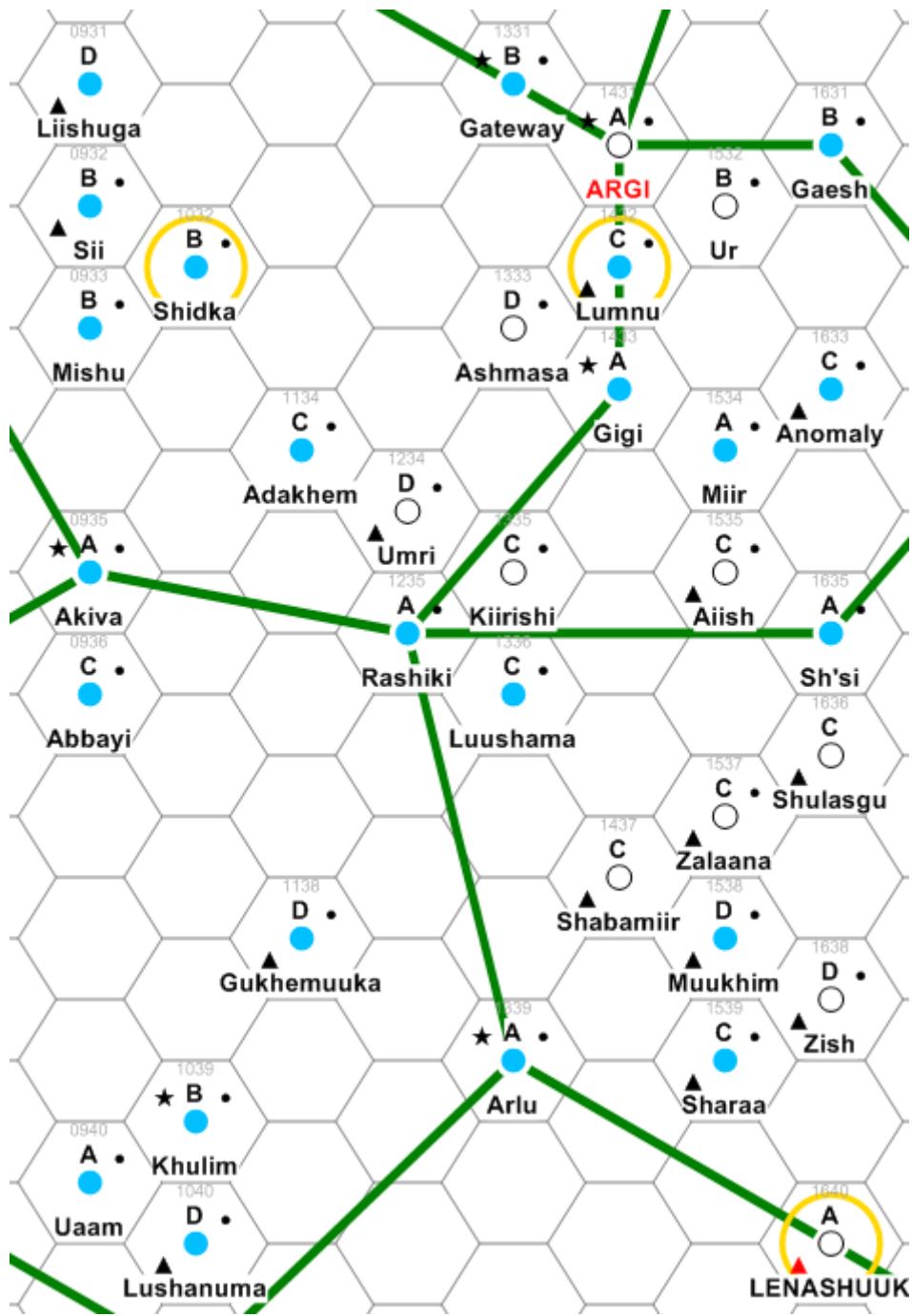


### **ARGI Subsector** - Subsector N

Duchy Capital: Argi (1431 A330ACC-F)

Argi subsector is an important industrial centre, and communications link - the Dagudashaag Main covers the trailward half of the region, and the way-station at Lenashuuk, Argi handles a great deal of traffic between Dagudashaag and Zarushagar. All of the more highly populated systems in the trailward region were settled during the rule of the First Imperium.

The Dagudashaag Main, having been heavily settled for such a long time, is a technologically advanced region - most of the systems between GateWay, Argi and Durgaruur, Sapphyre are at or above TL13. The highest tech level is F at Argi and Lenashuuki. The coreward tip of the Nimluin cluster, part of which falls in Argi subsector, is a rich agricultural region. The Argi subsector contains 34 worlds with a population of 131.6 billion. The highest population is 90 billion, at Argi.



**MAIN SYSTEMS IN SUBSECTOR**

• Liishuga	0931	D66388C-6	Ri Ph Pz { -1 } (A76+2) [B789]	BCe	S A	200 4	ImDv	K1 V
• Sii	0932	B888540-A	Ag Ni Pr { 2 } (A46-2) [1715]	BcC	S	312 12	ImDv	M1 V
• Mishu	0933	BAD5348-A	Lo { 1 } (821+1) [345A]	B		603 14	ImDv	G7 V
• Akiva	0935	A98A879-D	Ri Wa Ph Sca6 Aq3 { 3 } (F7E+4) [9B6E]	BCe N		105 16	ImDv	G8 V M2 V
• Abbayi	0936	C682343-8	Lo Varg3 { -2 } (921-5) [1125]	B		804 7	ImDv	K2 V M0 V
• Uaam	0940	A579546-E	Ni (Jala'Lak) { 1 } (C45+1) [464D]	B		814 8	ImDv	M2 V
• Shidka	1032	B564688-8	Ag Ni Ri Da { 1 } (955+1) [6758]	BC	A	901 14	ImDv	F3 V
• Khulim	1039	B554410-B	Ni Pa { 1 } (C34-3) [1516]	Bc	N	824 10	ImDv	M1 V M8 V
• Lushanuma	1040	D425545-7	Ni { -3 } (741-5) [3235]	B	S	613 11	ImDv	M3 V
• Adakhem	1134	C434214-B	Lo { 0 } (711-2) [1239]	B		103 12	ImDv	M1 V
• Gukhemuuka	1138	D564268-7	Lo Mr { -3 } (411-3) [2157]	B	S	904 13	ImDv	K4 V
• Umri	1234	D9C4869-9	Fl Ph BuruW Mr { -1 } (B78+1) [976A]	Be S		501 11	ImDv	K1 V
• Rashiki	1235	A678455-C	Ni Pa Sca4 { 1 } (B34-1) [253A]	Bc		823 11	ImDv	M2 V
• GateWay	1331	B98A654-D	Ni Ri Wa { 2 } (956+1) [483B]	BC	N	701 13	ImDv	M1 V M9 V
• Ashmasa	1333	D550741-6	De Po { -2 } (965-5) [3512]	B		104 7	ImDv	M5 V
• Kiirishi	1335	C6A4223-A	Fl Lo Sa { 0 } (811-3) [1227]	B		104 9	ImDv	K7 V



## Encyclopaedia Dagudashaag

• Luushama	1336	C585504-A	Ag Ni Pr { 1 } (945-1) [3638]	BcC		102 16	ImDv	M2 V M9 V M9 V
• Arlu	1339	AA8A520-D	Ni Oc Pr BwapW { 1 } (B45-3) [1618]	Bc N		404 10	ImDv	M3 V
• ARGI	1431	A430ACC-F	De Hi Na Po Cp Pz Sa { 4 } (G9G+5) [DE8J]	BEF	NS A 904 9	ImDv	G0 V M1 V	
• Lumnu	1432	C568101-A	Lo Da { 0 } (501-4) [1116]	B	S A	711 11	ImDv	K7 V
• Gigi	1433	A693214-D	Lo { 1 } (411-1) [133B]	B	N	300 12	ImDv	M1 V
• Shabamiir	1437	C7C2442-A	Fl He Ni { 0 } (633-4) [1416]	B	S	100 8	ImDv	K5 V M2 V
• Ur	1532	B400551-E	Ni Va { 1 } (B45-3) [161A]	B		504 10	ImDv	M0 V M1 V
• Miir	1534	A65A687-E	Ni Wa Sca5 Bwap3 { 1 } (E55+1) [675E]	B		224 9	ImDv	M3 V M5 V
• Aiish	1535	C201458-C	lc Ni Va Sa { 0 } (A33+1) [445C]	B	S	604 7	ImDv	K3 V
• Zalaana	1537	C410322-B	Lo Sa { 0 } (721-4) [1317]	B	S	302 6	ImDv	M3 V M6 V
• Muukhim	1538	D97A400-A	Ni Wa { 0 } (B32-5) [1315]	B	S	923 8	ImDv	K4 V M9 V
• Sharaa	1539	C432563-9	Ni Po Mr Sa { -1 } (A43-4) [2426]	B	S	303 7	ImDv	K0 IV M4 V
• Gaesh	1631	B5946AB-8	Ag Ni Da { 0 } (C54+2) [867A]	BC	A	204 12	ImDv	M1 V
• Anomaly	1633	C9E7877-9	Ph An DroyW { 0 } (D79+1) [8859]	Be	S	812 12	ImDv	M2 V
• Sh'si	1635	A554476-D	Ni Pa { 1 } (A34+1) [354C]	Bc		413 9	ImDv	M3 V M6 V
• Shulasgu	1636	C430327-B	De Lo Po Sa { 0 } (621+1) [335B]	B	S	610 10	ImDv	M0 V M1 V M7 V
• Zish	1638	D3106B9-8	Na Ni Da { -3 } (C51-2) [7369]	B	S A	413 10	ImDv	G3 V
• LENASHUUK	1640	A7A8A76-F	Fl Hi In Pz { 5 } (C9H+4) [9F4E]	BEF	W A	400 12	ImDv	K7 III

### Argian Bhair

Genuine Argian Bhair is made using Sii Hops, Flauk and Wvefruit mixed with Gaesh Grain on Sii, Argi where it's allowed to mature in dark caverns for up to three years before being exported to Argi where the secret ingredient is added, it is then bottled, ready for sale. Unfortunately several other planets also now produce their own brand Argian Bhair. These brands often use inferior produce or substitutes and lack the secret Argian ingredient or process to ensure the same quality as genuine Argian Bhair.

### ARGILUU, Ushra (1317) B68A997-C Hi Wa Pr Sa { 3 } (G8E+3) [9C5C] BcE N - 114 10 ImDv K8 V

The world of Argiluu is literally a 'molten snowball': the crust, and much of the mantle of this formerly icy outer gas giant satellite melted when its primary star evolved off the main sequence. Argiluu's world-ocean is at least 60 kilometres deep, according to current estimates, its depths beyond the range of the most advanced densitometers. Terraforming has converted the original ammonia-water vapour atmosphere into a breathable nitrogen-oxygen mix.

The world has no landmasses as such - major settlements are tunnelled into huge naturally occurring rafts of foamed carbonaceous material known as 'tarballs'. Valuable organic chemicals are extracted from the tar, and the seawater is also rich in dissolved minerals.

Argiluu derives from the Old High Vilani for 'no sound ocean' - the primitive sonar systems used in the earliest Vilani surveys produced no returns in many areas of the world-ocean.

### Argo, Bolivar (0833) A55369B-C Ni Po Da { 1 } (D55+3) [877E] B - A 223 14 ImDv M0 V M3 V

First Survey Planetary Designation: *Daar Duumar*

Considering Argo's government and law level it has a very content populace. Every adult is expected to leave the world at least once in their lifetime, to "see how the other half live". Although not all return, the vast majority do. Those that return are considered to be enlightened civilians, a position that brings certain benefits such as tax breaks and preferential treatment. This system usually assures that any troublesome elements are given every chance to get out of the government's way. It is not unknown for people to emigrate to Argo from the nearby lawless worlds, who are attracted by the idea of being taken care of and not having to think for oneself however the local government denies this is an accurate representation of citizenship.

Suggestions of a "Stockholm Syndrome" effect (where the captives start to identify with their persecutors) have brought fierce denials from Argo's government. Applications for research visits by Imperial psychology teams have been denied.

### Argushiigi Admegulash Bilanidin <AAB>

The Argushiigi Admegulasha Bilanidin is perhaps the most respected scientific and research body in known space. A literal translation of the name is "Vilani Repository of All Knowledge".

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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AAB publishes an abridged 15-holocystal encyclopaedia set of its extensive data files. Known simply as "The Encyclopædia", the set contains the equivalent of 7500 fully illustrated volumes, yet it can easily fit into a large pocket. A much-abbreviated version of the AAB is also available on MemClip for personal use.

The personnel and resources of the AAB also form the backbone of the facility and learning materials of Kasiiga University.

### **Arkayne Lic.**

Originally founded as a joint venture between the Vilani industrialist Kugmika Arkuukhumlar, and the gifted gravitics researcher Dr. William Kayne in 412, Arkayne has since grown to become one of the largest gravitic technology suppliers in the Imperial Core. Arkayne is a major supplier of reactionless thrusters and inertial compensator systems to the Imperial Navy. Gravitic vehicle manufacture forms only a small part of Arkayne's turnover. The company's designs are advanced, though generally considered uncompetitively priced as compared with rival vehicles from GTL (Argi) and IGI. Arkayne's president Daan Corey has however expressed an interest in expanding this division of the company. A tradewar seems imminent.

Stock Ownership:

*Arkuukhumlar family 17%, Kayne-Weston Investments LIC 25%, Zirunkariish 18%, Skuissa'mr-S'mak SIA 9%, Simalr family 2%, Viisarikaa family 4%, other Imperial nobility 7%, private ownership 28%*

### **Arkhuu, Arnakhish (2002)** B54966A-B Ni Mr { 1 } (A55+3) [877D] B N - 420 10 ImDv KO V

First Survey Planetary Designation: *Shar*

Arkhuu is a terraformed world on the brink of collapse. The world was terraformed into an agricultural paradise during the Rule of Man but over the last two hundred years the planet has begun to revert. All but a few crops have failed. Arkhuu has a single continent, which had originally been reclaimed, from the sea. The land is now gradually returning to the sea and much of the land consists of deep mud covered with a sun-baked crust. Arkhuu has appealed for financial help to reclaim the planet but to date without success. The colony is gradually dwindling and retreating further and further inland, leaving their coastal cities to fall into the sea.

Every year a substantial number of people fall prey to the mud as they fall through the algae covered crusts and drown in the lakes of liquid mud beneath the surface.

### **Arlim Dusiru, The Remnants (1124)** B552556-B Ni Po { 1 } (745+1) [464A] B N - 600 5 ImDv M1 V M8 V

First Survey Planetary Designation: *Kuudip*

Arlim Dusiru despite its small size has a breathable atmosphere, which has encouraged a recent wave of colonisation. The majority of the population consists of a new generation of smallholders, mixed with the naval personnel. The small, but modern and well-equipped Starport of Lundevkam rests besides the only the only major body of water on the planet, the Sea of Desire.

The primary settlement is Khudi whose name is an Anglic corruption of the Vilani "Khuudip", meaning - as near as can be translated - "pearl", taken from the planets' original name, Khuudip Uushiip which translated in its entirety means "small pearl". The multiple domes that make up the city of Khudi surrounded by the hundreds of agricultural domed greenhouses does appear like a cluster of pearls from the starport. The planet has a reputation for working hard and its citizens once held a referendum to remove all public holidays from the annual calendar. Whilst holidays were subsequently reduced, an outright ban was overturned on the grounds that ignoring the Emperor's birthday might be viewed by the rest of the Sector as an insult.

Arlim Dusiru's primary claim to fame in recent years is that it is the birthplace of G. 'Jester' Graham, the notorious dilettante and con man. He was responsible for defrauding Imperial Bank and Sharusharid to the tune of MCr.200. Finally apprehended in 1098, Graham was convicted on Upag and sentenced to twenty years imprisonment, but died in a freak accident in prison in 1102.

### **Arlu, Argi (1339)** AA8A520-D Ni Oc Pr BwapW { 1 } (B45-3) [1618] Bc N - 404 10 ImDv M3 V

First Survey Planetary Designation: *Sakhi*

Arlu is a Bwap colony specialising in crystal production. Most of the cities (pods) are built upon floating island of a coral-like substance and a symbiotic relationship has developed between the Bwap's and the island ecology. The Bwap's provide fertiliser for the many plants that intertwine and grow in the coral and provide protection from the large ocean predators that like to eat the island soft coral underside.

In return, the ecology supplies food and protection for the inhabitants. Each city dweller rubs itself in the islands sap thereby identifying themselves to the various natural island defences so they remain inert while they pass through.

Although each Bwap community is generally classed as a Religious Dictatorship, Arlu itself has been classified differently because each city or pod sends a chosen representative to a General Council who then make all planetary decisions. In addition the planetary law level refers to the openly accessible areas of the planet and not the extremely high law levels of the pods which are off-limits to any but those born there.

**Arna, liradu (2601)** C8B8574-A FI Ni { 0 } (A44-2) [3538] B S - 703 15 ImDv M0 V M8 V

First Survey Planetary Designation: *Dagaduu*

Arna is a world of sulphurous seas lashed by irregular sulphuric acid storms. The inhabitants live in a series of huge domed 'towns' each governed by separate families - descendants of the original colonists. Surprisingly, the system is extremely relaxed for such a harsh environment. The planet is relatively wealthy because of Aashma's reliance on it for a number of staples including water, oxygen and minerals extracted from ice layers trapped deep beneath the planet's crust. This is Arna's reason for being - the Jump Station at Aashma needs its supplies and it knows that. The families also control the running of the Aashma recreation facilities as a single governing body making them more profit from the deal as Aashma attracts more traffic along the X-boat link.

There are two more reasons for Arna's overly relaxed attitude towards life. The surface may be harsh but there is rarely a need to go outside the domes and all the pump workings are automated to a large degree. The people have a lot of spare time and are very recreationally based so a huge gambling sports and drug culture has emerged. This is the second reason for Arna's relaxed 'state of mind' - the Seaweed. Seaweed is the colloquial term for one of the plants that seems to somehow thrive in the oceans of the planet which when dried and then eaten, acts as a mild euphoric. The drug is less addictive than alcohol and is, in fact, a boon in the enclosed spaces of the domes since it also has the side effect of reducing claustrophobic emotions caused by long-term living inside. The drug is perfectly legal on Arna and very common.

All this does however have side effects on the population's general attitude that can annoy visitors hugely. The repairs that would be done tomorrow may be delayed while the work crew go to the Casino or on an all night and day drinking and/or Seaweed session ('Seaing' in local banter). Costs are high but so are the salaries - some visitors come for the gambling, others to earn the high wages but all are surprised by the cost of the journey back to Aashma when the Port taxes are applied.

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Local Port taxes have been known to rise astronomically overnight if the take-off has been delayed a week or three by a slack workforce with nothing to do but spend money... Cyjac '13

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**Arnakhish, Khandi (2317)** A75A552-D Ni Wa { 1 } (B45-3) [1619] B - - 104 7 ImDv G3 V M0 V

First Survey Planetary Designation: *Kankii*

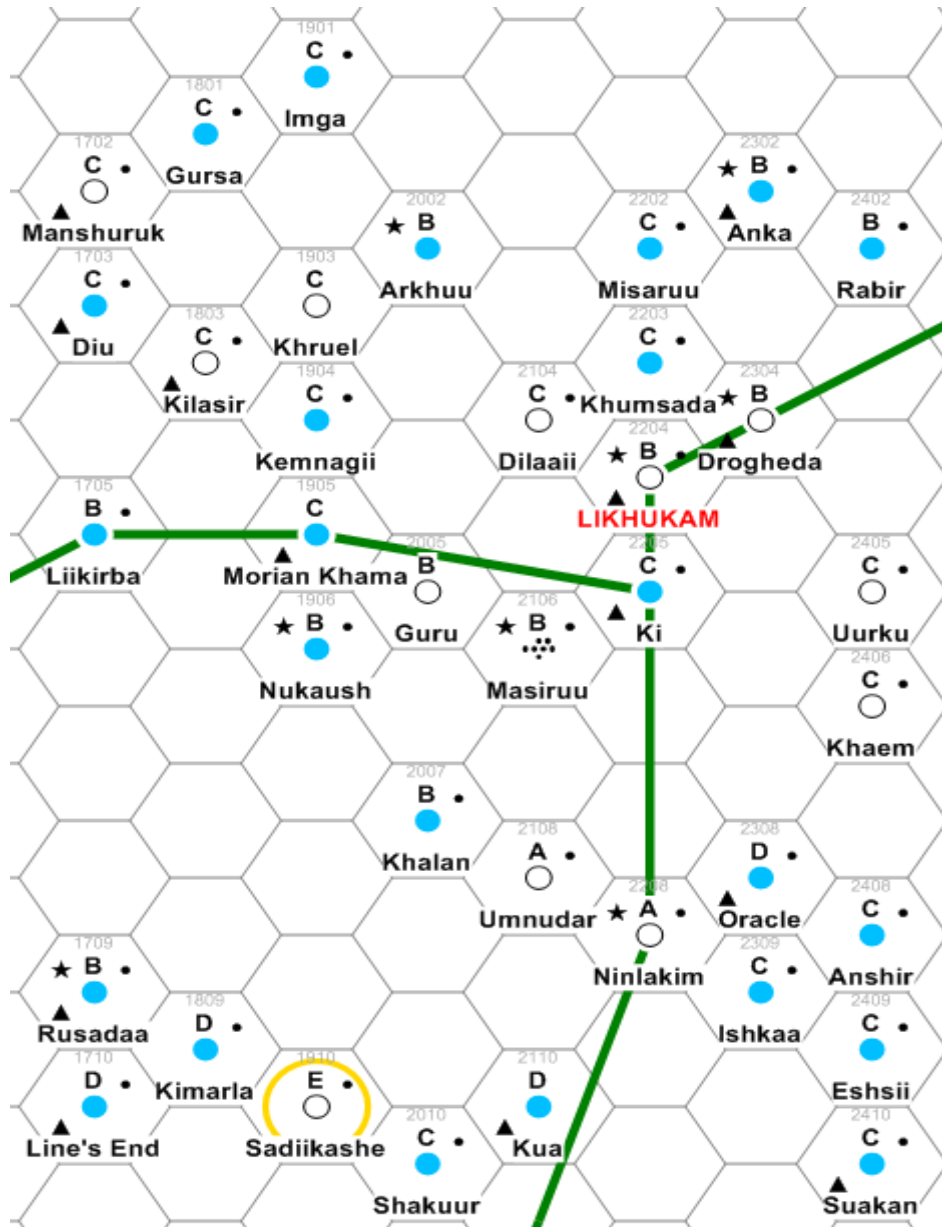
The government of the water world of Arnakhish licenses several off-world food corporations to harvest marine life in order to provide protein supplements for the densely populated world of Khandi. In addition, the giant hoopfish and in particular hoopfish eggs, have long been considered delicacies by the people of that system. However, local scientists maintain that the harvesting has done great damage to the planetary ecosystem, and that the hoopfish is nearing extinction.

The extremist Free Seas League has been carrying out a campaign of violence against the corporations, who, in response, have hired to protect their operations a number of aqua-mercenary units, among them The Family of Flesh, which is made up of members of the more militant Khandan meat cults. However, despite the mercenary forces, the League, whose primary source of funding is unknown, has over the last fifty years steadily increased the scope and sophistication of its activities.

**ARNAKHISH Subsector** - Subsector C

Duchy Capital: Likhukam (2204 B200953-F)

Heavily Vilani in nature, this subsector was first colonised by the Ziru Sirka at about -8,490 - the Palaeotechnological Department of the University of Mimu has investigated First Imperium sites on Kemnagii (1904) and Rabir (2402). The Arnakhish subsector contains 37 star systems, and has a population of 7.4 billion sophonts. The highest population is five billion, at Likhukam, and the highest tech level is F, at Likhukam, Ninlakim and Umnudar.



MAIN SYSTEMS IN SUBSECTOR

• Manshuruk	1702	C6A47BA-8	Fl Pz	{ -1 } (E67+1) [967A]	B	SA	905 10	ImDv	M2 V M3 V
• Diu	1703	C835442-A	Ni	{ 0 } (933-4) [1416]	B	S	603 7	ImDv	M2 V M3 V
• Liikirba	1705	B687200-9	Lo Ga Sa	{ 0 } (811-4) [1214]	B		604 11	ImDv	M3 V M0 V
• Rusadaa	1709	B555555-C	Ag Ni	{ 3 } (B47+1) [383A]	BC	NS	504 8	ImDv	M1 V
• Line's End	1710	D557353-8	Lo	{ -3 } (A21-5) [1125]	B	S	514 13	ImDv	K5 IV
• Gursa	1801	C54737B-9	Lo	{ -1 } (821+1) [527B]	B		203 12	ImDv	K2 V
• Kilasir	1803	C200755-8	Na Va Pi	{ -1 } (D67-3) [5636]	BD	S	604 14	ImDv	K1 V M6 V
• Kimaria	1809	D543210-5	Lo Po	{ -3 } (411-5) [1111]	B		614 8	ImDv	M2 IV M1 V M9 V
• Imga	1901	C663320-8	Lo	{ -2 } (721-5) [1113]	B		602 12	ImDv	M1 V
• Khruel	1903	C9B4331-9	Fl Lo	{ -1 } (721-5) [1215]	B		420 13	ImDv	M9 III D
• Kemnagii	1904	C55359A-9	Ni Po Chir2 Sa	{ -1 } (A43+1) [747B]	B		412 10	ImDv	K9 V
• Morian Khama	1905	C77A777-A	Wa Pi (Neikhi)	{ 1 } (96A+1) [785A]	BD	S	800 11	ImDv	M0 V
• Nukaush	1906	B684400-9	Ni Pa HamaW	{ 0 } (B33-4) [1414]	Bc	N	923 8	ImDv	M2 V
• Sadiikashe	1910	E7C48BE-9	Fl Ph Pz	{ -1 } (F78+3) [C79D]	Be	A	323 8	ImDv	K3 V M9 V
• Arkhuu	2002	B54966A-B	Ni Mr	{ 1 } (A55+3) [877D]	B	N	420 10	ImDv	K0 V
• Guru	2005	B51077B-9	Na Pi	{ 1 } (96A+3) [987B]	BD		600 12	ImDv	M1 V
• Khalan	2007	B677525-B	Ag Ni	{ 2 } (A46+1) [3739]	BC		821 9	ImDv	G1 V
• Shakuur	2010	C523565-8	Ni Po O:2208	{ -2 } (B42-4) [3336]	B		104 8	ImDv	M1 V M2 V
• Dilaaii	2104	C420853-8	De He Na Po Ph Pi	{ -1 } (E77-4) [5725]	BDe		213 14	ImDv	K5 V
• Masiruu	2106	B0006B7-A	As Na Ni Va	{ 1 } (A55+1) [675A]	B	N	411 14	ImDv	K4 V M9 V
• Umnudar	2108	A430643-E	De Na Ni Po	{ 1 } (C55-2) [372B]	B		713 10	ImDv	K2 V

## Encyclopaedia Dagudashaag

• Kua	2110	D572359-7	He Lo { -3 } (521-2) [4168]	B	S	720 16	ImDv	M1 V
• Misaruu	2202	C527747-7	Pi (Feime)? Re Sa { -1 } (967-1) [7657]	BD		413 11	ImDv	M1 V
• Khumsada	2203	C769888-7	Ri Ph { 0 } (A78+1) [8857]	BCe		221 6	ImDv	G1 V M3 V
• LIKHUKAM	2204	B200953-F	Hi In Na Va Cp Sa { 5 } (C8H+2) [6E2C]	BEF	NS	501 9	ImDv	M5 III
• Ki	2205	C627556-A	Ni { 0 } (B44-1) [4549]	B	S	304 10	ImDv	M0 V
• Ninlakim	2208	A100866-F	Na Va Ph Pi Mr { 2 } (B7E+1) [7A4E]	BDe	N	601 11	ImDv	K3 V M8 V
• Anka	2302	B546444-8	Ni Pa { 0 } (933-2) [2436]	Bc	NS	103 10	ImDv	M0 V M2 V
• Drogheda	2304	B8A879A-B	Fl { 3 } (A6D+5) [9A7D]	B	NS	410 10	ImDv	M3 V
• Oracle	2308	D551645-4	Ni Po Chir2 { -3 } (851-5) [4332]	B	S	511 12	ImDv	M1 V M6 V
• Ishkaa	2309	C43346A-B	Ni Po O:2208 { 0 } (733+2) [647D]	B		401 10	ImDv	M1 V
• Rabir	2402	C540777-8	De He Po Pi { -1 } (B67-1) [7658]	BD		402 10	ImDv	K3 V
• Uurku	2405	B986445-9	Ni Pa (Ashdak Meshukiiba) Sa { 0 } (A33-2) [2437]	Bc		222 8	ImDv	K1 V
• Khaem	2406	C300777-A	Na Va Pi { 1 } (D6A+1) [785A]	BD		104 7	ImDv	K2 V M2 V
• Anshir	2408	C565876-8	Ri Pa Ph { 0 } (G78-1) [7847]	BcCe		724 9	ImDv	K0 V M6 V
• Eshsii	2409	C56267A-8	Ni Ri { -1 } (E53+1) [857A]	BC		924 11	ImDv	M1 V
• Suakan	2410	C591423-8	He Ni { -2 } (931-5) [1225]	B	S	112 11	ImDv	M0 V

### Arubu Wood - See Shigkhu, liradu (2605)

### Asashluu, Old Suns (1108) B8B6534-B Fl Ni { 1 } (945-1) [3639] B S - 102 9 ImDv M3 V

First Survey Planetary Designation: *Gaas*

Considered the most important of the cluster of Scout bases in the Subsector, Asashluu acts as the primary administration and co-ordination centre. The base, which is the size of a town with a population of over 50,000 staff and their families is completely sealed and built with the majority of its residential areas underground. The archives house a large number of records on IISS activities in the Domain and are secondary only to the Scout Way Station at Lenashuuk.

In the past, Asashluu was a major manufacturing site and testing ground of equipment designed to cope with corrosive atmospheres during the Rule of Man. When Makhidkarun began to pull back to Vilani space their base was left virtually intact.

The Gaaki Federation, a small, pre-Imperium pocket empire discovered the hidden underground shipyards in -6. Asashluu had five starships in its bays, portable generators and a complete range of tools as well as some spare parts. Although none were currently jumpworthy, the potential was overwhelming. Over the next few years the Makhenzii clan were able to overhaul the cluster's only functional starship. The Guukians were also able to apply the knowledge found in the vaults on Imau towards making more starships using parts cannibalised from the other ships. Although their jump drives had to be down rated to Jump-1's, they succeeded in making two more ships functional. In 3 the Federation opened the planet for colonisation in the hope that a viable colony could be established. Instead most of the colonists turned to scavenging and a number of rival townships sprung up, each fighting to lay claim to the technology being salvaged from the ruins. When the Federation was absorbed into the Third Imperium, Asashluu was subsequently abandoned until 782 when IISS set up its base.

Although not on the official X-boat route, the IISS maintains a relatively large pool of vessels of all types here in space dock and MMSL visits the system regularly.

### Asayn

The Asayn is a hermaphroditic insect native to Chandra's World, Pact. The Asayn is a twelve-legged pseudo-insect that can grow up to 10cm in size and can eat 18 times its own weight every twelve-hour cycle. Each insect can produce in excess of 1,000 eggs every 128 planetary cycles. Asayn are known to attack in swarms, which will attack and eat anything organic. These insects are so voracious that they will continue to eat until literally nothing organic remains.

**Official Notice** – All ships leaving Chandra's World, Pact must undergo full fumigation to prevent the spread of Asayn off-world. Failure to undergo full fumigation procedures will result in the revoking of all licenses. Transportation of Asayn off world, either knowingly or unknowingly, will result in fines of up to Cr. 10,000 and/or a prison term of up to 10 years.

**Imperial Shipping Commission: Dagudashaag**

**Ascension, Bolivar (0639)** A4206AC-E De He Na Ni Po Da { 1 } (955+4) [978H] B N A 810 13 ImDv M2 V

First Survey Planetary Designation: *Islin*

Lying at the centre of the Illelish Rimworlds, Ascension has become the hub of the communication network, linking Dagudashaag with Zarushagar. It has little in the way of natural resources to offer the mainworld is just a small ball of rock. It is poor in most valuable minerals and there are no gas giants. Yet here, in 172, the Imperial Navy decided to establish one of its largest bases in the region, to protect its spinward borders. The security of the naval station attracted many merchants looking for a safe and stable frontier base of operations, during the early years of the Imperium. The naval base was expanded at the time of the Illelish Revolt, in line with the other naval facilities in the region.

The mainworld capital of St.Julianna is now a thriving commercial centre, with a wide range of goods from all over the Imperium, as well as imports from Aslan space.

**ASHDAK MESHUKIIBA**

<Vilani: 'bovine arthropod' or 'Cow-Ant'> <Also known as 'Easy Prey'>

Cow-Ants, a species native to Rabir, Arnakhish (2402) is unique in Dagudashaag as they are officially classified as both sentient and non-sentient. Saloika Bremiar who was investigating the reproduction cycle of Spence's Dracaena Marginata Shrimp in 1102, was the first to officially document and study their sentient phase.

Most Ashdak Meshukiiba are non-sentient. They are large, bilaterally symmetrical, cunning insect which when upright stand up to 2.2m tall. They are quasi-bipedal, omnivorous arthropods. The Cow-Ants body is segmented into five main sections; the head, thorax, shoulder, hip and abdomen. It is one of only a few species ever discovered with 20 joined appendages, 18 are used for manipulation or locomotion and none for reproduction.

It has an opaque, dark coloured exo-skeleton and is capable of assuming either a bipedal or quadrupedal stance - the latter is used when it wishes to move at speed (up to 30Kmph) or when burdened.

Cow-Ants communicate using the beaters behind the legs, which drum very quickly on the lung casing, making a low vibrating hum. Variations in the pitch, frequency and volume of the hum are used to convey meaningful communication. The language is capable of being reproduced through a translator.

Cow-Ants reproduction is unique with Dagudashaag. When a Spence's Shrimp has a full egg sack, it involuntarily produces excess gases, which causes the shrimp to float to the surface. At this point either the shrimp dies and the egg sack involuntarily releases its eggs or it attracts the attention of the scavenging Cow-Ant. Now it may eat the shrimp immediately (releasing the egg sack as it is not 'tasty' by Cow-Ant standards) or it may elect to take it back to its social group. In the latter case, it will generally carry the shrimp using its upper pincers behind its head. The shrimp will then insert an RNA siphon under the base of the chitinous skull until it connects with the Cow-Ant's brain. RNA strands are transferred into the egg sack, which will eventually fall away when it is submerged. Those eggs that do not receive the RNA (about a thousand) will mature into shrimps while the rest (almost 10,000,000) will become aphids. The attachment of a shrimp both provides an immense sense of well-being and through the combination of the two brains actually achieves sentience. After a period of two years, the shrimp husk becomes a chrysalis containing a baby Cow-Ant and will fall off, returning the host Cow-Ant to non-sentientcy.

Cow-Ant societies form around sentients and may be as small as ten members with only one sentient or as large as two million with a 40% sentience level. Generally sentients are gregarious with other sentients while regarding non-sentient Cow-Ants as nothing more than tools. Non-sentients are often 'traded' between settlements and even sold off planet as 'slaves'.

It is interesting to note that Cow-Ants are rare in that they do not have a collective name for its species. Even individuals do not have individual names but are named for their social group, office and job - when in contact with humans many Cow-Ants will temporarily take on a Galanglic or Vilani name as a matter of courtesy.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

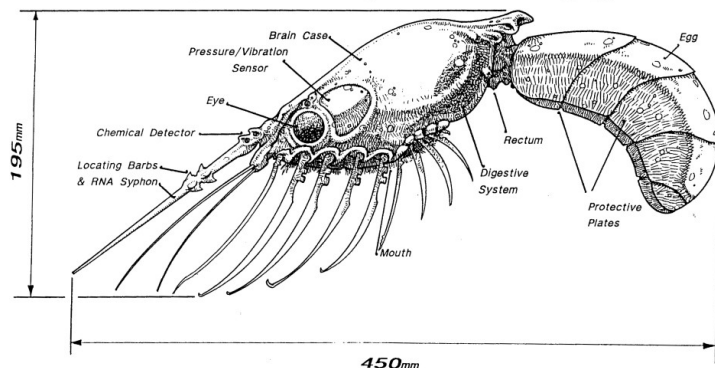
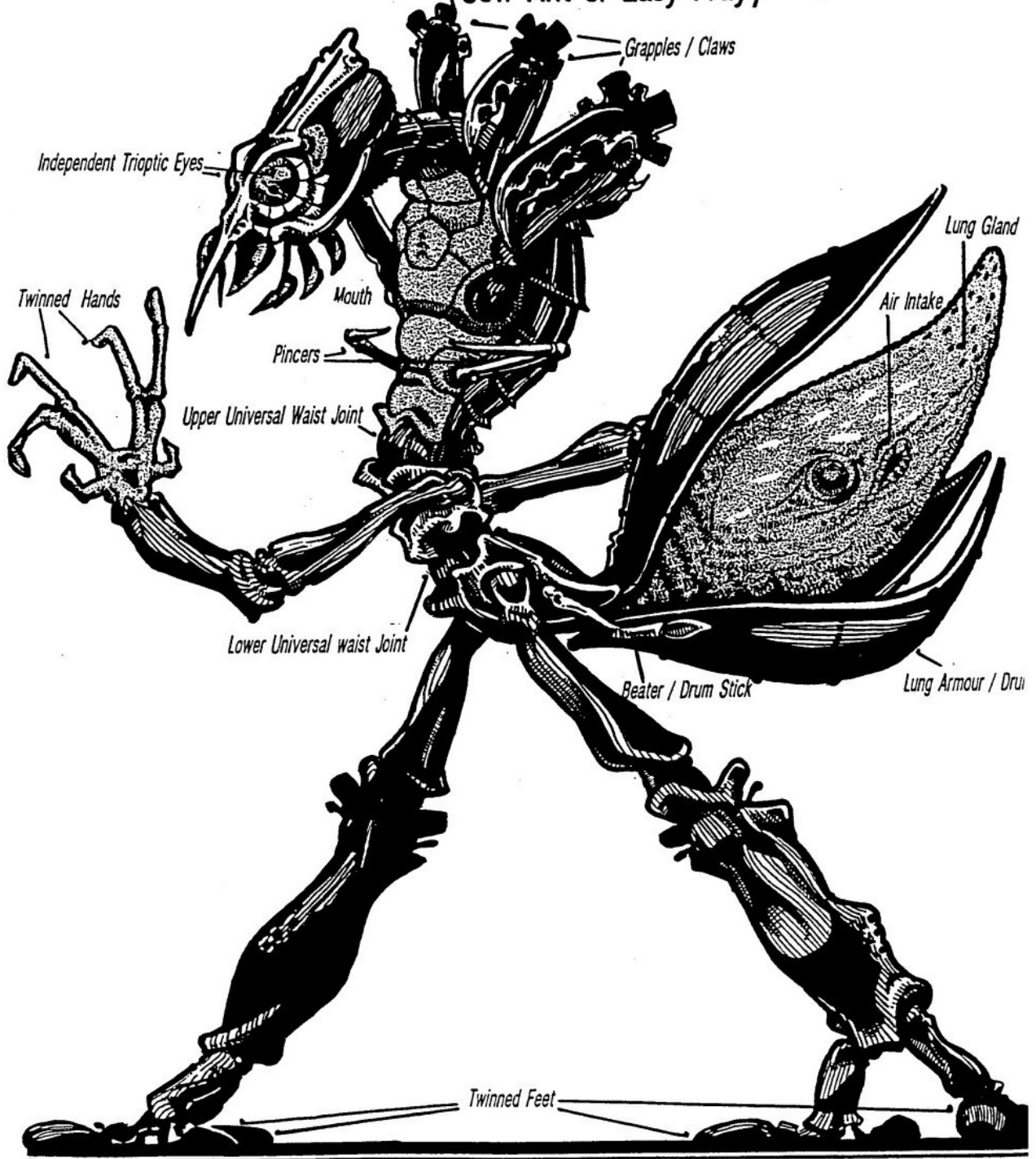
**Ashes, Zeda (0521)** D5405AE-7 De He Ni Po Da { -3 } (741+1) [929B] B S A 903 11 ImDv M2 V

First Survey Planetary Designation: *Irnuu Dip*

The aptly named Ashes is virtually dead, an almost sterile world. There is little in the way of natural native life existing on the planet. A solar flare in -789 boiled away its seas, stripped the world of most of its atmosphere and scorched the land.



(Cow Ant or Easy Pray)



SPENCES' DRACAENA MARGINATA SHRIMP  
( DRAGON TREE SHRIMP ) DANGER PARASITIC LIFE FORM

Today the planet has hardly recovered. Small nomadic groups travel the warmer regions of the equator, harvesting the few remaining 'oases' for food and drink. Despite their apparent poverty, the natives, known as the Marîd, have managed to retain a technically advanced life-style. Solar stills and portable power plants are possessed by almost every family, as are grav-carts, which are commonly used to transport the clan's belongings. What is truly surprising is the age of many of these artefacts. Some are almost a thousand years old, maintained, repaired and recalibrated by the natives themselves who seem to have an almost mystical ability for getting the best out of their equipment.

So skilled are the native Marîd that those few who, each generation, elect to leave the planet generally find employment as engineers, very quickly despite their lack of schooling and education.

**Ashmasa, Argi (1333)** D550741-6 De Po { -2 } (965-5) [3512] B - - 104 7 ImDv M5 V

First Survey Planetary Designation: *Misa*

Ashmasa is a harsh, wind-swept world ruled by a strict matriarchal society, which restricts all males to the role of possessions. Off-worlders are generally considered free of these restrictions providing they do not interfere in local affairs and only females carry out all negotiations with the local females. Attempting to challenge the status quo or for a male to enter into any form of negotiations with a female directly is punishable with a total and permanent loss of galactic privileges reducing all males involved to the status of property belonging to the offended party, completely disenfranchised and treated as little better than the female's property, able to be openly bought and sold.

Planetary affairs are decided by The Council of Majestrix which in turn is guided in its decisions by the Majestrix Omni who is considered to have absolute control of life and death over the planet's male population. The current Majestrix Omni is the Contessa Charmaine Lehmkuhl who is gradually trying to uplift the status of males on-world, though so far without much success.

**Ashush, Laraa (2739)** C645441-9 Ni Pa { -1 } (932-5) [1315] Bc S - 803 16 ImDv K3 V M2 V

First Survey Planetary Designation: *Zir*

Ashush is a world on the brink of apparent ecological collapse. The Scout base here is studying the ongoing meteorological changes, as Ashush seems poised to enter a new Ice age. Vast areas of what was once dense rain forest is becoming a drought burdened dust bowl as the polar ice caps expand. The scout service says that their observations should be finished within the decade and then it should be possible to artificially reverse the process which is affecting the world.

**Asii, Pact (1928)** C435894-7 Ph { -1 } (A77-3) [6735] Be - - 205 10 ImDv G0 V

First Survey Planetary Designation: *Muukhiir*

Home to almost 25,000,000 sentients, mostly humans of mixed Vilani/Solomani descent though there is a small colony of Guy-Troy in the depth-cit of Lister. Due to the bitter cold and the thin atmosphere most of the population spend their entire lives within the sealed underground cities each of which are connected by overland monorail links.

The world is governed by a surprisingly efficient series of regional councils. Although the attitude is essentially uncaring, each council is observed by 'watchdog' committees with the power to disband any that fail to treat the populace properly.

Asii has gained a reputation for natural beauty. Among the better known tourist spots are the vast ice seas, the spectacular Tubewood forests and of course, the aptly named singing caves of the Enishi Desert. Many claim that the winds whistling through the caves call the names of those doomed to die soon.

**Asimisque, Zeda (0828)** A100757-E Na Va Pi (Calipha) Sa { 2 } (C6D+2) [795E] BD - - 912 15 ImAp M0 V M0 V

First Survey Planetary Designation: *Miirnishuu* - (Nahuatl - Chalchihuitl)

Asimisque is a small moon, one of several that orbits the gas giant Cuauhtemoc. Initially set up early on in the Second Imperium as a fuel refinery station the population exploded in size in 304 when the semi-intelligent Calipha (or skimmers as they are sometimes known) were discovered a mile down in Cuauhtemoc's atmosphere.

Due to extreme difficulties in establishing contact within a gas giant atmosphere several research bases were set up in mined out craters on the moon's surface. It was during the excavations that the construction teams discovered that Asimisque had massive deposits of Chalchihuitl or Glow Jade. Suddenly the moon was swarming with miners and researchers swamping the original refinery crew.

Today the planet has a population in excess of 10 million, mostly the descendants of miners.

Both House of Yeipanitl and House of Xiumac maintain large refinery platforms on the planet as well as extensive mining facilities which together almost rival House of Aymara, which manages the largest Chalchihuitl mining facilities in the Protectorate. In addition, Asimiske is home to Tlatocan University and has several large research stations dedicated to studying the Calipha which are funded by non-Protectorate academic foundations.

In 1033 the Domination finally admitted that the Calipha were one of their geneered sub-races that had lost their intelligence for reasons they refused to explain. Attempts to persuade the Domination to recontact the Calipha have so far been ignored.

**Aska, liradu (3206)** C201752-8 Ic Na Va Pi { -1 } (C67-5) [3614] BD - - 603 13 ImDv M3 V M7 V M1 V

First Survey Planetary Designation: *Vlisis*

Due to a mispronunciation of the original Vilani planetary designation 'Vlisis', the system was renamed during the Rule of Man to Aska, a tribal term belonging to the Afghanistan settlers meaning 'Bliss'. The Aska main world is the only planetary body in this system. The twin stars of Stumifok and Bedic occupy pride of place with three small gas giants orbiting them. The third star, Trehin, lies in orbit 14 and round this in far orbit is the Aska main world.

This vacuum, ice capped world boasts a surprising population of over 60 million people who live in a number of large underground cities. Aska has to rely heavily on technology from other worlds, and regular shipments to keep the large-scale life support systems operational. There are daily shipments arriving from Uundliir Ka, the contract for which lies with the Sharushid Megacorporation.

Much of the population spends their time in the sizeable employment complexes that house, feed, entertain and provide jobs for the populace. Space is at a premium in the cities, and as a result it is only the wealthy (or criminal/unlucky element) who live outside of the employment 'communes'.

The low level of self-control exercised by the population complicates life on Aska. Blissians are very unstable, with severe mood swings and personality shifts being commonplace. The largest single employer on the planet is, surprisingly for such a low law level planet, the law enforcement agency that is constantly looking for people with more self-control than the average person to join their ranks. However, their duties are generally quite limited and tend to involve policing residential areas to keep petty squabbles to a minimum.

Within the last year the Blissian government initiated a global computer business network designed to link businesses and provide a number of useful services.

Enthusiasm for the 'Businet' was far greater than the government imagined (even for the highly unpredictable Blissians). Many management level staff wanted terminals installed in their accommodation as well as at the office. As the popularity of the 'Businet' spread, it became a status symbol; people had two, three or even four terminals in one living area.

Many trading houses recognised the sales potential and started to flood the market with a vast range of products. This effectively took the control of the 'Businet' away from the government, a fact they did not like one bit. Initial attempts to curb the flow of terminals and other peripheral devices into Aska failed, resulting in the introduction of a heavy tax on the sale of hardware. The 'Net Tax' was introduced, and over a few months was increased to 150%, such was the government's desire to control the technological imports.

Their tactics finally paid off, many small merchant houses ceased to trade computer goods with Aska, leaving only traders with a large stake in the Businet - most notably Makhidkarun.

Each city has its share of rundown, depressed areas. It is here that most of the action on Aska occurs, however there is the constant threat of the poorly maintained life support system failing. People who live outside of the communes are forced to scratch a living as temporary labourers, or take illegal work for local gang leaders (or perhaps even scab work for the employment companies).

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The last couple of years have seen an upsurge in the availability of black-market net goods as many usually honest businesses have found the 'Net Tax' too crippling to purchase Businet hardware legally. CyJac '13

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## ASLAN

Intelligent major race evolved from carnivore/pouncers on the world Kusyu, Kilrai' (Dark Nebula 1919), situated 135 parsecs from Capital. Physically, the typical adult Aslan masses 100 kg, stands upright to a height of 2 m, and is similar in physical needs and preferences to humaniti. They have good night vision and a heightened sense of smell.

The Aslan hand has three fingers opposing on centrally placed thumb, and all digits have retractable claws. Under the thumb is a single, highly specialised dewclaw which folds back jackknife fashion into a horny covering in the base of the thumb and palm

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Aslan represent about 4% of the Sector Population and have colonied Aaiyal, Pact (1821), Clan Home, Pact (1830), Eikhoifiruah, Sapphyre (2433), Ya'uiya-ko, Sapphyre (2038), Hasoi'aohalaiko, Kuriishe (2617) and Lauyesyeh, Ushra (0916) and have substantial representation on others such as on Medurma where they make up 12.7% of the system population.

### **ASP's** <Annual Sector Popularity Poll Award - INDISS>

Trophy presented each year by a member of the Viisarikaa family to people in the public eye. The Poll is carried out throughout the year by INDISS from its viewers in over fifty systems. The results are collated and the winners are presented with their trophies at a special award ceremony held on Medurma every year. The winners receive a platinum figurine of a Medurman Stormsinger (known in show business as an ASP).

There are over a hundred categories including Most Popular Male (human), Most Popular Female (human), Most Popular Sentient, Best Music Group etc. ASP's are considered to be a extremely high accolade since its recipients are chosen directly by the people of the Sector.

### **Assica Corporation SA**

A large company mainly concerned with mineral extraction and refining, operating within Sapphyre Subsector. Its headquarters are on Piileir, Sapphyre (1833). It also owns a number of subsidiary companies, most notably Galdarean Frontier Exploration. It has frequently come into competition with the Megacorporation Sternmetal, which also operates within the area.

Assica has been accused of sharp practices on a number of occasions and has a reputation for underhand dealings and utter ruthlessness, practices that the Board of Directors has tried to eradicate. There is an intense rivalry between Assica and Astex, which goes well beyond mere competition, and it is rumoured that both sides have hired fleets of privateers in an ever-escalating trade war.

Stock Ownership:

*Assica Family 62%, Hortalez et Cie 17%, Viisarikaa Family 10%, Other Noble Families 6%, Private Ownership 5%.*

### **Astex Lic.**

This company (established in 1003) has the sole rights to exploit the mineral wealth of the asteroid belt at Irrii, Sapphyre (1737) which it does with scant regard for the workers safety. Although several complaints have been made no action has been taken as of this time. Since the 1100's, Astex has expanded its operation to include belter-mining operations throughout the Sector.

Stock Ownership:

*House of Zaiben 58%, Hortalez et Cie 12%, House of Han-Ch'ing 20%, Other Noble Families 5%, Private Ownership 5%.*

### **ATHAR**

Athar are six limbed pacifistic carnivores Native to A'a'suni. They are adapted to the severe planetary temperatures and as a result are seldom found off-planet. They are variously described as being conservative, aloof, and proud: they are, but there are deeper reasons for their behaviour. Perhaps the biggest single drive within the Athar is the urge to feed. Feeding is the main focus of the day, and a meal is preceded by a series of rituals culminating in the capture and killing of live prey. There are good reasons why the Athar place such value on feeding.

A long-term failure to feed causes an Athar to enter a short period of dormancy, followed by what can only be described as a reversion to pure animal. Most humans find Athar feeding habits at best unsavoury and at worst sickening.



### **Au'alrealko**

Ancient Aslan philosopher who formulated the concepts of honour as they are known today among most Aslan. So important was this achievement that her name is written with the 'ko' particle usually reserved for clan heads. This remarkable token of respect indicates that all Aslan, in one sense, could be considered her clansmen and descendants, since they follow her teachings.

### **Avatar**

Common Imperial slang for a personalised computer 'search and interface' program designed to browse datanets. Most Avatar programs can be altered using 'skins' to provide the user with an individual appearance while online. Avatar programs can be set up to run on automatic or to be controlled directly ('possessed') by its operator.

**Ayau** - See **Chandra's World, Pact (2122)**

### **AzTec Trading Co.**

An official trading house created by the Amec government to facilitate the sale of tithed goods outside Amec space. Each planet and trading house within the Protectorate must pay the Tlatoani a tribute (originally it was a proper tithe of 10%, but over the years it has increased to 12%) of overall production. The local bureaucracy retains 6% while the other 6% are sold under the AzTec label to help maintain the court and pay for the Navy.

Since the tribute is generally paid in merchandise, the first Tlatoani established the Qualimala or merchant-scouts to ensure the continued expansion of trade with the rest of the Imperium and to ensure the government's share of the profit was maintained.

In recent years a number of products sold under the AzTec label have become extremely popular and demand has exceeded the amount available as tribute. However, attempts to sell the same product by the originating trading house has failed, as they did not have the popularity of the AzTec label. Eventually a deal was agreed whereby the trading houses could use the AzTec brand name in return for an additional 1% of the profit. As the popularity of goods sold under the franchised AzTec label has increased production, the tribute due to the Government has also grown accordingly.

## **B**

**B Subsector** - See **OLD SUNS Subsector**.

### **Babel Suite**

Generic name given to a computer program that utilises a suite of language MemClips to provide near-instantaneous translation between the various languages that are accessible through the computer's storage or multi-sheath attached to a hand-computer/communicator. The speed of translation is dependent on the amount of processing memory available and processor speed.

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Although most manufacturers claim that their language MemClips are about 98% accurate, compatibility is an issue few will openly discuss. Most manufacturers deliberately program their MemClips so that they will not work properly if used with other brands. You also need to be cautious about which languages you try and interface into the suite – Aslan is a perfect example of a language, with its gender-specific sub-languages, that should never be used on automatic translation.

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**Bakhuma, Sapphyre (1733)** D5367A5-6 {-2} (965-4) [5534] B S - 203 11 ImDv M1 V M4 V M9 V

First Survey Planetary Designation: *Kikhi Li*

A relative backwater, the planet is a harsh, windswept environment, which is almost totally incompatible with humans. The plant and wildlife are inedible and the soil lacks the appropriate nutrients to support imported crops. The only item of interest on Bakhuma is the IISS base, which runs a surveillance operation on the indigenous aquatic lifeforms. The endless varieties of aquatic lifeforms reveal a planetary evolution run wild. The IISS have identified at least three unrelated species that they claim show potential for developing sentience. The BUI recently petitioned the regional IISS office and the Ducal Court of Justice for permission to independently study and commence uplift on these races - a request that was unconditionally denied by both the IISS and the Ducal Office. The substantial human population is dispersed along the equator where they are solely concerned with their low-tech subsistence hydroponics farms.

**Baladine, Gadde (2922)** B303420-D Ic Ni Va Sa { 1 } (934-3) [1518] B S - 203 7 ImDv M3 V

First Survey Planetary Designation: *Mem*

A tiny Gas Giant moon, Baladine is an airless ball of rock with large methane icecaps at the poles. The planet is the site of a major scout base and is home to one of only three official Scout Service Vacuum Training Colleges in the Domain. Scout personnel from across the Imperium (as well as private citizens who can afford the fees) gain experience in low-gravity environments and are taught a variety of vacuum-related skills.

Military and Scout vessels are common within the system and training ships are regularly encountered amongst the three gas giants. A sizeable community has grown up around the Starport, serving the needs of the students. Please note that many areas of the system have been classified as off-limits to casual visitors.

**Banque de Dagudashaag Lic.**

Originally set up as a sector-wide banking facility by the Viisarikaa family in 833. By 1077 the banking facility had managed to attract 32% of the sector's population as clients but had grown too fast. Hortalez et Cie LIC. Realised that this was too good an opportunity to miss and successfully carried out a hostile take-over. Although its popularity initially declined, it has again managed to attract in excess of 28% of the population and is steadily growing.

Although wholly owned by Hortalez et Cie, they have allowed the bank to be run locally and mainly employs native staff from within Dagudashaag which accounts in part for its phenomenal success.

**Baraka Muslim**

One of several Islamic interpretations that migrated to the stars during the Rule of Man. Baraka Muslims are followers of the Prophet Mohammed and follow the Rule of Sharia as interpreted by the Qadii or 'Judges of Moral Behaviour'.

Baraka are generally extremely tolerant of other faiths as they admire devotion to religion in any form.

The Shrine of Aadha on Biik is sacred to Baraka Muslims, as it is the only planet in Dagudashaag to have a splinter of the holy stone of Abram.

The fifth pillar of the 'true' faith demands that every Muslim undertakes the Hajj or pilgrimage to Mecca on ancient Terra. With the Diaspora, it was no longer possible for the faithful to undertake the Hajj. The Baraka sect solved the problem by taking a shard of the black stone given to Abram by the Angel Jibreel. This was shattered into a number of splinters, which were then sent, with each migration of the faithful to enable them to create a local Kaaba. Under the Al-Qurân, all faithful who are capable must undertake the Hajj to the Shrine of Aadha at least once during their lifetime.

**Barbardak**

Barbardak is an extremely violent Lancia art movement with ties to the Ultra's art movement. Whilst the Tariil Guilds are responsible for the development and maintenance of the 'technical' aspects of the arts, the aesthetics are developed through various movements, some enshrined in clubs or associations and others are unofficial groupings or critical labels.

Ultras believe in experimental and subjective art. While working mainly in simstim or the physical senses, they deliberately make the audience the target for their work.

As an example, whereas a Traditionalist might paint an impressionistic painting of a howling head to represent the pain and anguish that is felt by a survivor of a meson strike, the Ultra would put the audience through a surreal simstim of the meson attack. Highlighting and emphasising the desired senses and emotional reactions. Many feel that the Ultra's work borders on the sadistic, masochistic and psycho-erotic and several worlds have taken steps to prevent the growth of the movement. In turn this has led to the rise of the Barbardak - an extremely violent subset who use actual violence and destruction to 'deconstructively create desolation'.

Perhaps the most well-known example of Barbardak in Dagudashaag was when a gang took over the Viisarikaa Museum of Fine Art on Medurma in 1114. The attack took place during an exhibition by the famous Ultra artist, Dafyd Burdiien and the gang proceeded to recreate his simstim experience, 'Alikasch; the Fight for Life' for real. The Barbardak used over two hundred gang members to recreate down to the smallest degree the bloodbath portrayed by Burdiien in his simstim.

Over 74 people lost their life during the attack, before the gang switched off their chameleon skinfields and successfully vanished into the crowd. To date, no one has ever been captured.

**Basikiil'r, Laraa (2737)** C894553-A Ag Ni { 1 } (745-2) [2627] BC S - 200 10 ImDv G2 V K1 V

First Survey Planetary Designation: *Uumkhushkuu*

Basikiil'r is famous for its northern 'grass'lands and as the home of the Mimsliy beast, huge slow moving colonies made up of many thousands of 50 kg creatures which eat or will attempt to eat anything that they can catch. Mimsliy beast meat is almost a balanced diet on its own as it only requires a small number of additives to prevent deficiency diseases in humans and the processed meat is shipped in bulk across the sector and beyond.

Mimsliy have never been domesticated as they require to be surrounded by others of its own kind or else they will suffer a type of seizure probably brought on by agoraphobia and a sense of 'social' isolation. Even herds of over a 100 beasts have proved insufficient and every attempt to date, to cultivate the creature has resulted in the death of all the animals in the herd within days. Mimsliy drive their old and diseased to the rim of the herd forming a wall of flesh between the herd and the open. Completely omnivorous, the herd will eat almost anything: 'grass', worms, birds and the flesh of their own dying.

**Bastion, Old Suns (1507)** B957553-A Ag Ni Da { 2 } (746-1) [2727] BC - A 200 12 ImDv M2 V M2 V

First Survey Planetary Designation: *Uumin Duu*

Bastion is a near idyllic world, which orbits a close binary pair of identical stars. Originally a large mining colony during the First Imperium, the system's name was changed after its conquest during the Nth Interstellar Wars. During the Rule of Man the subsector administration forcibly resettled the existing Vilani population and replaced them with families and allies from nearby systems. A number of Terran livestock were introduced and the world renamed 'Bastion' to emphasis the resilience of the Solomani. However, Bastion failed to live up to its name shortly after the start of the Long Night when Vilani pirates wiped out the entire colony in an attack. The Kimalad Empire temporarily resettled the world, but had insufficient natural resources left to maintain a permanent population.

Between the period 180 and 875, Bastion served as an Imperial exile world for political prisoners. It was eventually closed down as uneconomic to administer and became the personal fiefdom of the Viisarikaa family. Today, Bastion serves as a wilderness retreat for the Duchess and her friends. It has a permanent population of only two, the caretaker and his daughter, the warden.

**Baëlim**

A Hamaran name (initially recorded in Kirihamaää, a precursor to Kiriani) given to a mythological demonic scorpion-like creature mentioned in the earliest Böru sculptures and believed to have almost destroyed the Hamaran in their pre-history. Although no fossils or physical evidence has ever been found to substantiate their existence, the Hamaran Authorities remain convinced that the Baëlim did physically exist and did at one time threaten the continued existence of their species.

**Bechant, Laraa (3039)** C571367-9 He Lo Da (M'nengi) O:Zaru-3101 { -1 } (721-1) [3259] B - A 211 11 ImDv K1 V

First Survey Planetary Designation: *Khiigep* <Also known as *Chaa'egi M'da* - M'nengi for 'First Crop'>

Bechant had been colonised by German-speaking Solomani during the Rule of Man but, sometime during the Long Night, the colonists were completely massacred by M'nengi from their newly arrived Colony ship. The M'nengi took over the remnants of the colony as their 'City of Kings' while the rest of the M'nengi hordes had to build their own, primitive cities amidst the dunes.

Today their asteroid ship is in permanent orbit around the planet as its moon 'Giaani M'n'. After the last uprising the M'nengi were forced out of the ruins of the human settlement which was rebuilt as an Imperial Marine stronghold and this is now an active freeport though visitors are reminded that visits outside to the M'nengi are extremely dangerous given their violent and cannibalistic nature.

**Beleperan, The Remnants (1626)** C788676-8 Ag Ni Ri { 0 } (D54-1) [5647] BC S - 805 15 ImDv M2 V M2 V M9 V

First Survey Planetary Designation: *Kaiin*

Beleperan, like many planets in Remnants, is a mining colony. Initially set up by IPP, the original colony was established to drill for oil. However, within a few years the colony discovered Ambalite, a unique crystal produced from the fossilised sap of certain native plants. Due to its unique transparent structure, Ambalite is ideal for use in the manufacture of holographic projector lenses particularly skin-fields. IPP did not have the resources to cope with mining for Ambalite and subsequently sold large tracts of land to mining guilds on the understanding that IPP had first refusal on the purchase of all raw materials.



Beleperan is possibly best known for the gas giant, Bhecarus. This gas giant, on the edge of the system, was a Domination colony. In 876 a small group of local Domination decided to 'help themselves' to shipments of IPP's Ambalite and in the process accidentally destroyed an IPP transport, the 'Pocahontas'. The Subsector Navy, led by Admiral Karl Ghenas III, Earl of Shankida, elected to take the matter into his own hands and immediately decided to teach the 'xeno's' a lesson they would never forget. He unleashed his entire arsenal of nuclear weapons at the Domination settlement; deep within the atmosphere of Bhecarus only to have his entire fleet destroyed minutes later in the resulting pressure wave that also completely destroyed all traces of the Domination settlement.

The Domination have refused to recolonize the system, and have avoided any further conflict with the Imperium as they have assumed that this act of total devastation, was the Empire's planned response to any acts of aggression that might be perpetuated by the Domination.

### **Benedict XVIII** - Pere Fransisca de Monalto

(b. 1027 - )

Pere de Monalto was renowned as a quiet scholar and theologian and was elected a Cardinal in 1078. Throughout his life he had avoided the politics of the Church and was known to be a hardworking and conscientious priest of the people. When Arch-Pope Aliskhandar VIII died, he was 78 and believed to be terminally ill and semi-retired. He had been briefly considered for the Papal Throne when Arch-Pope Emmanuel II died in 1102 and after Aliskhandar the Concave of Arch-Cardinals wanted a safe pair of hands. It is said that Pere de Monalto sat quietly outside the Concave, hollow-checked, dull-eyed his voice barely audible. It was evident to all of the cardinal-electors that voting for de Monalto would be to elect a safe pair (and dying) of hands.

To everyone's surprise, as soon as he was elected, he stood up straight for the first time in many years and in a strong, powerful voice intoned the Te Deum hymn of praise. Taking the name of Arch-Pope Benedict XVIII, de Monalto has proved to be a strong and capable (if some feel, egotistical) pair of hands and has subsequently proved to be a remarkable man, a fine statesman and a good leader of the faithful.

In the last ten years whilst building up the number of Cathedrals throughout Dagudashaag, he has also issued a number of papal bulls including one in which he confirmed the Church's position remains that the use of contraceptives is morally and spiritually wrong and users of such should be handed to the House of Correction for penance, while those who sell contraceptives to the faithful should be charged with infanticide.

### **Bey, Zaiben Abu**

(b. 917 - )

Zaiben Bey is the power behind the Sector-wide holding company, House of Zaiben. Rising from virtual obscurity on Nukaush, Zaiben went on to make his fortune in personal finances. Zaiben went on to corner most of the market throughout the Sector, using methods that bordered, some say, on the criminal.

House of Zaiben has succeeded in obtaining a substantial share in a number of sector-wide enterprises, including Astex LIC. and MacKhan Entertainments Consortium. In addition, they own outright a number of smaller enterprises, specialising in personal services primarily located in startowns, throughout the Coreward Subsectors.

Zaiben Bey is a devout Baraka Muslim who has established a number of Medersa (colleges of theology) throughout the Sector. He is extremely sincere in his beliefs and follows the teachings and obligations of the Al-Qurân faithfully. In 1112, Duke Raegis Viisarikaa IV publicly accused Bey of being 'the unacceptable face of economic expansionism...'

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For personal Finance, read loan sharking! 'Papa Zai' as he is known on the street, owns a substantial proportion of all the startown clubs, brothels and cook shops in Old Suns, Arnakhish, Shallows, Ushra and Kuriishe subsectors. Unlike the Burugdi, Papa doesn't get upset if traders wish to remain independent.

As long as you don't bother him, he won't bother you. He knows most independents will eventually end up working for him anyway - either because they can't pay back a loan or because of his policy of not getting personally involved in the running of the actual business, provided he gets his cut.

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### **Bh'ai, Zeda (0526)** C86A358-A Lo Wa Aqua4 Dolp5 { 0 } (921+1) [335A] B - - 704 11 ImDv M3 V M7 V

First Survey Planetary Designation: *Shaar*

Bh'ai is a beautiful water-world with a small human colony, of which there are a growing number of Aquans. In addition there are a few Dolphins. The world orbits in the centre of the systems habitable zone around the close binary pair.

There is an almost idyllic climate in most latitudes, although the oceans can be subject to extremely violent storms on occasion. There are small chains of islands on which all the non-Aquans/ Dolphins live. The largest single island, Khiandra, is home to the only down-starport on Bh'ai, and the capital city of Shimane.

The climate and scenery has led to a new boom-industry on Bh'ai, that of tourism which can account for a ten-fold rise in the population at times. The influx of money has initiated the development of a number of aquaculture projects which will hopefully lead to the financial independence of the world.

### **Bhaigri Eggs - See Namkigem, Gadde (3227)**

### **Bhuur, Zeda (0523)** D899303-9 Lo An ZiadW { -2 } (721-5) [1126] B - - 802 9 ImDv M2 V

First Survey Planetary Designation: *Ashbiim Ag*

Bhuur is a minor Ziadd outpost colony of little economic importance. The only interesting aspect of this desolate world is evidence of an early, pre-Vilani civilisation on the world. What little evidence there is, points to a 'humanoid'-like culture that apparently died out over a half a million years ago. To date, no images, remains or technology has been found. Archaeologists believe that it is extremely unlikely that the race developed on this world though, as yet, they have been unable to identify the race or its home-world. The only proof of the race's existence lies in a number of ancient ruins made from a black, glass-like substance that was apparently poured into moulds to form walls. The buildings had doorways which are approximately 0.5m wide. These buildings are clustered together to form a number of 'cities' that may have housed millions of sentient.

Unfortunately nothing else appears to have survived the ravages of time. The Ziadd of Bhuur regard the archaeological sites as quasi-religious centres and do not take kindly to 'outsiders poking around'.

### **Big Jump, The** <Also known as the '*Final Jump*'>

Spacer slang for death or the act of dying.

### **BIIK, Zeda (0323)** D557AFG-9 Hi Pz { 0 } (H9A+5) [FAAE] BE - A 523 11 ImDv K1 V M2 V

Biik is an overpopulated, insular world with a ruthless dictator, the current Al-Caliph, Hassan Abdel-Malak ben Abdul al-Sayfdallah at the helm. Originally a major Vilani settlement, the planet was subjected to a forced migration of Baraka Muslims during the Rule of Man. To everyone's surprise, both communities managed to work closely together during the Long Night and, by the time of re-contact, the ruling family was the communities hereditary Mutasib (religious monitors), the family al-Sayfdallah.

Today over 85% of the population are followers of the Prophet and all of the planetary laws are based on the Rule of Sharia as interpreted by the Qadii or 'Judges of Moral Behaviour'.

Biik laws are harsh by any standard. Trials are swift and brutal without the option of appeal. Rape, for example, is punishable either by death or by amputation of the genitalia with the nerve endings cauterised to prevent any attempts at replacement. The Baraka had been generally extremely tolerant of other faiths as they admire devotion to religion in any form. Under the current Al-Caliph however, the laws have become even tighter and are used as a means of controlling the local population. He has also recently declared all other faiths as apostate and made their worship punishable by imprisonment. This last decision has been the last straw for many of the faithful who appear ready to openly rebel.

As a result of the current political situation, the Imperial authorities have advised against Planet fall, the Starport being the only token acknowledgement of Imperial authority. Even the Megacorporations have been unable to get a foothold here. Although there are no official travel notifications, it is strongly advised that, at this point in time, the world is avoided.

Avoiding the system is easier said than done for some. You see the Shrine of Aadha on Biik is sacred to Baraka Muslims, as it is the only planet in Dagudashaag to have a splinter of the holy stone of Abram. Their faith demands that they undertake the Hajj or pilgrimage to the Shrine of Aadha at least once in their lifetime.

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The current Al-Caliph, Hassan al-Sayfdallah has elected to limit access to the shrine to those pilgrims who are willing to swear a sacred oath of loyalty to him. He has also wired the shrine with explosives to ensure the continued loyalty of 'his' people. These actions have earned him a number of dangerous enemies amongst the faithful, including Zaiben Bey.

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CyJac '13

## Bilanidin, Language of

Bilanidin, or Vilani as it is better known to non-Vilani, is the second language of the Imperium. It is also commonly heard wherever Galanglic is spoken. Unlike Galanglic it has not absorbed many foreign words. Instead new Vilani words are periodically created to describe new ideas and concepts. The root language is Old High Vilani: all the other Vilani languages, including modern spoken Vilani with its specialised sub-languages such as Superior, Inferior and intimate are derived from it.

Despite its name, Vilani does not contain the letter 'V' in its alphabet. This was the result of a transcription problem in the earliest days of Solomani/Vilani contact when the Vilani 'b' sound was misheard as a 'v' and the misinterpretation has remained ever since.

Example: 'Laashuurarir iru remiira khidenuum, murgipen iru mishugi'.

Translation (Galanglic): 'Courtesy is a man's obligation, friendship his gift'.

See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

## Birkhi, Old Suns (1005) A4378A7-C Ph { 2 } (F7C+2) [8A5C] Be - - 505 10 ImDv K1 V M0 V

First Survey Planetary Designation: *Lepuush Asshi*

The first impression a visitor sees of Birkhi is of rolling hills covered in the red and purple coloured moss that is native to the planet. Only the occasional tower protrudes to show that man lives here. Recolonised in -200 by Lancians, the entire planetary surface is apparently uninhabited except for Asshi Starport and the ventilation towers that litter the landscape of the Southern continent of Adaham. Under the surface, Adaham is a honeycomb of subterranean colonies, passages and mines.

Although currently part of the ConSentiency with a democratically elected government, Birkhi is in the middle of a vicious civil war between the current government - the Bhaital Council, and a rebel leader known only as the Ghnola. Ghnola was a title given to the leaders of Birkhi before the planet joined the ConSentiency. The Ghnola's had been absolute dictators with total control over life and death. Historically the Ghnola was chosen from amongst the wisest and on being chosen was immediately blinded. For the next ten years, the Ghnola's word was law and was expected to be carried out immediately by every citizen. At the end of ten years, the Ghnola was led to the surface and executed. Despite the capacity for abuse, the system of rule by Ghnola had been mostly benevolent.

This system of leadership had been removed when the planet had joined the ConSentiency as barbaric and cruel but in the last few years a large percentage of the people had demanded its return.

When the rebel leader, who used the title Ghnola, appeared the people flocked to him and it is extremely likely that he will be victorious in the foreseeable future.

Despite the dangers, Birkhi is a valuable place to visit as it exports exquisite crystals and provides a number of exotic foodstuffs such as the blind, cave-dwelling Kaa Crab and the string-like Ghalo Tuber.

## Black Globe <Also known as 'Globes', 'Black-out's' or Force Field Generators>

Black globes typify the incomprehensible artefacts of the Ancients. When activated, the generator projects a force field that absorbs all forms of energy (including light, hence the characteristic black colour of the field) in a sphere around the device. Applying energy expands the sphere.

See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

Legends persist that the Scanians somehow managed to build a number of ship-based Globes, which Twin Lines Shipping then used to run the Akivan Blockade (826 - 1021). Having had a few run-ins with Scanian Nehutei over the years, I can believe it. If anyone could 'obtain' the technical stats from the Imperial Navy, it would be them...

CyJac '13

## Blue Dominion LIC.

Robotics/Cybernetics Corporation based on Sapphyre, Sapphyre (2137). Blue Dominion is currently engaged in extensive research into the organometallic lifeforms of Sapphyre and their possible applicability to human robotics technology. Rumours are circulating in the robotics industry that Blue Dominion will be releasing its latest biological robot or 'Biot!' a light-duty security monitor, by the end of 1115 or shortly after.

In 988 they were the subjects of an extremely vicious hostile take-over attempt by Makhidkarun who used privateers to create a trade embargo. So successful were their methods that they managed to obtain 23% of the shares from frightened shareholders, before the embargo was finally shattered by a joint effort from Argi, House Zaiben and a number of S'mrii Phylum. Since then, Makhidkarun have been content to work towards corporate domination from within.

Blue Dominion is probably best known for its medical advances in cybernetic limb replacements.

Stock Ownership:

*Duchess (Dom') Eiyessa a'Johari yá Samawati 31%, Makhidkarun 26%, Hortalez et Cie 18%, House of Han-Ch'ing 12%, House of Zaiben 8%, Other Noble Families 3%, Private Ownership 2%.*

**BOLIVAR, Bolivar (0240)** A78699D-E Hi Ga Cp Pr Pz Asla0 {4} (G8G+5) [DD9J] BcEF N S A 814 11 ImDv K1 V M9 V  
Subsector Capital of Bolivar, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Puerto San Juan.

As the subsector capital Bolivar is the centre of attention and has all the features of a high-tech, high population world. What makes Bolivar unique is the near total Solomani-originating population in what is traditionally a Vilani-dominated region. Further to this is the fact that the people are in the majority of one cultural group, from the heavily Iberian influenced South American continent of Terra. Parallels have often been drawn between Bolivar and Silk (2440) with this in mind.

The world has a very dynamic socio-political structure, subject to many upheavals in its history especially during the Long Night - massive immigration, popular discord, commercial exploitation, terrorism, military intervention, government incompetence and assassinations. Thankfully much of that is passed thanks to the Bolivar family which has tried to secure equality, justice and bonding of the disparate social groups on the world. For the most part Bolivar is a stable, thriving and exciting world although there are still many gaps between those with and those without.

Bolivar has a very attractive and comfortable biosphere, almost ideal for human habitation. Much of the natural beauty of the world is unspoilt for the majority of the population is concentrated in large metropolitan and urban areas. Much of 'the countryside' has restricted access being owned by private companies and individuals as well as the planetary government.

Visitors to the system should note that ocean refuelling by star or spaceships is strictly forbidden.

### **Bolivar, Ramone Simon (the Second)**

(b. -1575 to d. -1493)

Born during the depth of the Long Night, Ramone Bolivar II rose to become one of the celebrated figures of the Bolivaran dynasty. Although born into one of the wealthier families on Bolivar, Ramone quickly became aware of the inequality and the large divisions in the planet's society. As the eldest son of the family he inherited the title of Duke and position as a non-executive director of Camrii-La Paz Pan American Industrial Consortium upon his father's death. This boardroom position was granted to the Bolivar family following the efforts of his ancestor Jesus Bolivar in helping colonise the world and subsector of Bolivar. Uneasy in taking the post (although largely honorary) when he was conscious of the deprivation and fragmentation of the population at large, he tried to use the boardroom to influence CLiP's business and economic policies to alleviate some of the worst affected areas.

After several years of unsuccessful negotiation Ramone took to open criticism of CLiP and eventually resigned the board position amid great acrimony and publicity (and one or two assassination attempts if it is believed). His worst fears for the world were realised as there began a steep spiral of social and financial chaos with more short-lived coups, corporate attempts at controlling the state and half-heart democratically elected governments. He continued to campaign for social justice and consensus politics but was ignored for a decade. He was even put under house arrest twice during the military 's continued quest for power.

Ramone manage however to build up a band of core followers who advocated his view, and it was these that helped to secure a chance for a vision of Bolivar's future. A Unity government was established in -1527 with Ramone as its executive head following elections. The government brought stability to Bolivar and it slowly began to halt the slide and make progress. Some of the social issues were addressed but on the whole the improvements were only slight. Frustrated at the lack of major change, still hampered by the business and military community, Ramone Bolivar II resigned as President in -1512. In his own eyes Ramone had failed and declined in spirit as a consequence.

Many people commented that shortly after giving up the presidency Ramone Bolivar looked a 'sad, old man'. His lasting fame is for the stability he provided to Bolivar, halting its drop into oblivion.

(Extracts from 'The Bolivaran Legacy' by Edouard Jimenez (3rd edition), United Free Press, Bolivar, 1076

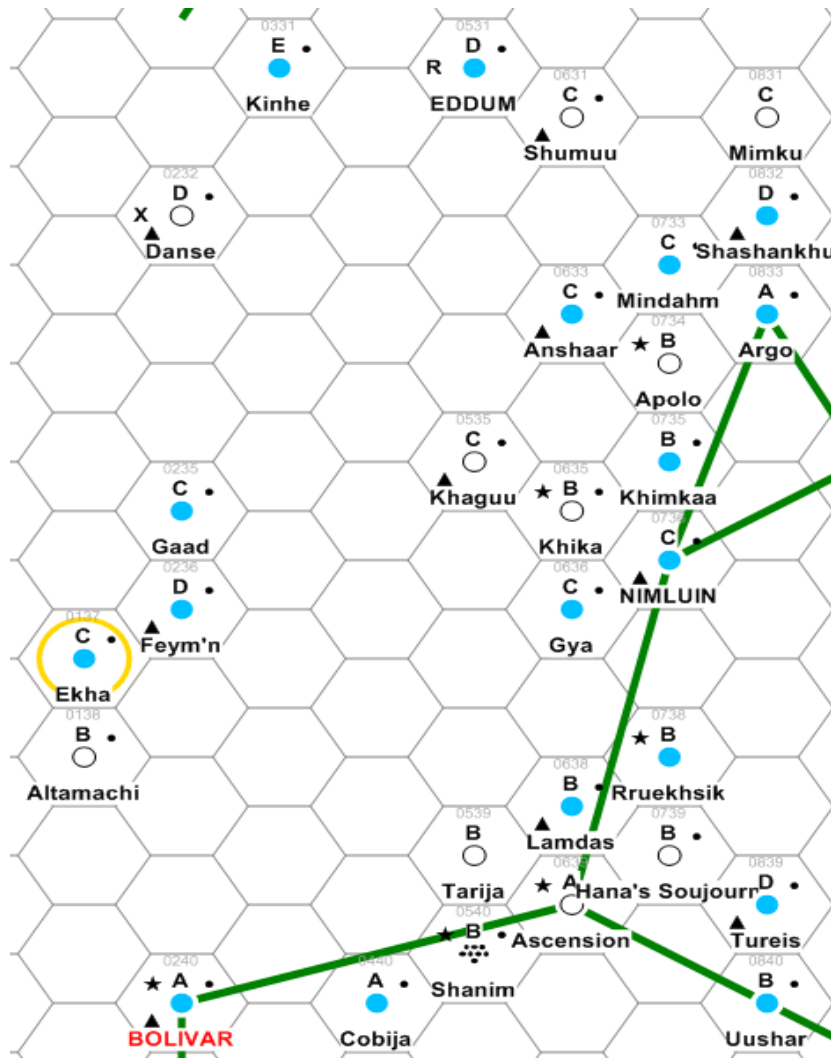
**BOLIVAR Subsector** - Subsector M

Duchy Capital: Bolivar (0240 A78699D-F)

Originally known as Eddum, the Subsector was renamed when the ducal court was transferred to Bolivar in 421. This Subsector is very sparsely populated with stars - the interior of the subsector is dominated by the Dudin-Bolivar Rift, which forces even Jump-2 craft to take a circuitous route from one system to the other, via Eddum and the Nimluin cluster. The astrographical makeup of the region heavily restricted settlement of the region during the Ziru Sirka. Solomani settled the Bolivar system itself during the first years of the Rule of Man.

Bolivar subsector is another agricultural desert - there is only one agricultural world in the subsector, at Gaad (0235). Bolivar system lies on the Gushemege Jump-1 Main, and the fact that it obtains much of its agricultural produce from Gushemege tends to make its people somewhat aloof from the internal affairs of Dagudashaag. Bolivar is regarded as rather a 'troublemaker' by the rest of the sector.

The Bolivar subsector contains 29 worlds with a population of 15.1 billion. The highest population is 8 billion, at Bolivar. The highest tech level is E at Bolivar, Ascension and Hana's Soujourn.



**MAIN SYSTEMS IN SUBSECTOR**

• Ekha	0137	C568310-7	Lo Da	{ -2 }	(521-5)	[1112]	B	A	904 17	ImDv	K2 V
• Altamachi	0138	B201240-D	Ic Lo Va	{ 1 }	(711-3)	[1318]	B		112 16	ImDv	K0 V
• Danse	0232	D9B4743-8	Fl Px	{ -2 }	(B66-5)	[4525]	B	S	802 10	ImDv	K3 V
• Gaad	0235	C778543-8	Ag Ni	{ -1 }	(A43-4)	[2425]	BC		103 16	ImDv	M0 V M1 V
• Feym'n	0236	D435875-6	Ph	{ -2 }	(A75-4)	[6634]	Be	S	224 10	ImDv	M0 V M3 V
• BOLIVAR	0240	A78699D-E	Hi Ga Cp Pr Pz Asla0	{ 4 }	(G8G+5)	[DD9J]	BcEf NS A		814 11	ImDv	K1 V M9 V

## Encyclopaedia Dagudashaag

• Kinhe	0331	E79A687-6	Ni Wa { -3 } (851-3) [6356]	B		404 11	ImAp	K2 V
• Cobija	0440	A775456-D	Ni Pa { 1 } (934+1) [354C]	Bc		503 13	ImDv	K3 V
• EDDUM	0531	D797968-6	Hi In Cp Pz Re { 0 } (B88+1) [9956]	BEF A		102 9	ImAp	M0 V M2 V
• Khaguu	0535	C310530-9	Ni { -1 } (A43-5) [1414]	B	S	712 15	ImDv	K4 V
• Tarija	0539	B20056B-C	Ni Va O:0240 { 1 } (845+3) [767E]	B		810 13	ImDv	M1 III
• Shanim	0540	B000661-C	As Na Ni Va Mr { 1 } (B55-3) [2718]	B	N	803 7	ImDv	G1 V
• Shumuu	0631	C300100-A	Lo Va { 0 } (501-4) [1115]	B	S	202 18	ImAp	M5 V
• Anshaar	0633	C637334-A	Lo { 0 } (B21-2) [1338]	B	S	624 13	ImAp	G7 V
• Khika	0635	B500321-C	Lo Va { 1 } (721-3) [1418]	B	N	602 13	ImDv	M1 V M3 V
• Gya	0636	C546110-9	Lo { -1 } (601-5) [1114]	B		412 10	ImDv	G0 V
• Lamdas	0638	B541330-9	He Lo Po { 0 } (921-4) [1314]	B	S	604 12	ImDv	K7 V M7 V
• Ascension	0639	A4206AC-E	De He Na Ni Po Da { 1 } (955+4) [978H]	B NA		810 13	ImDv	M2 V
• Mindahm	0733	C4367BA-9	Pz Sa { 0 } (D69+2) [977B]	B	A	704 12	ImDv	M1 V M6 V
• Apolo	0734	B9AA887-D	Fl Ph { 2 } (C7D+2) [8A5D]	Be	N	620 8	ImDv	M0 V
• Khimkaa	0735	B5958A6-7	Pa Ph Pi { 0 } (A78-1) [7846]	BcDe		102 12	ImDv	M0 V
• NIMLUIN	0736	C7539EH-A	Hi Po Pz { 2 } (F8C+5) [EBAF]	BE	SA	504 12	ImDv	K0 V
• Rruexhsik	0738	B866145-A	Lo Ga Varg9 { 1 } (301-1) [1238]	B	N	700 3	ImDv	G5 V
• Hana's Soujourn	0739	B100101-E	Lo Va { 1 } (501-3) [121A]	B		202 5	ImDv	M9 V
• Mimku	0831	C200441-A	Ni Va { 0 } (633-4) [1416]	B		800 11	ImAp	M3 III
• Shashankhu	0832	D424640-7	Ni { -3 } (851-5) [1312]	B	S	532 10	ImAp	G2 V
• Argo	0833	A55369B-C	Ni Po Da { 1 } (D55+3) [877E]	B	A	223 14	ImDv	M0 V M3 V
• Tureis	0839	D748369-6	Lo Mr { -3 } (521-2) [4167]	B	S	104 13	ImDv	G3 V M9 V
• Uushar	0840	B561422-B	Ni { 1 } (834-3) [1517]	B		902 13	ImDv	M2 V

### Bolivar Terraforming Initiative <BTI>

The Bolivar Terraforming Initiative is an organisation sponsored by the IISS and the Dagudashaag Development Office (with additional funding from the Imperial Bureau of Colonisation and private concerns) to develop the ecospheres of marginally habitable worlds within the subsector. The aim is to engineer more equitable environments suitable for widespread colonisation, relieving some of the population pressure on the overcrowded worlds of the sector's core.

Begun in 968, the BTI took on the terraforming of Rruexhsik (Bolivar 0738) which has recently been cleared for colonisation. The altered geophysical and biological environments have been monitored for the past thirty years and shown to be very stable. This has secured the funding for the meteorological engineering of Lamdas (0638) and the research into the possible improvements on Khimkaa (0735) and Mindahm (0733).

### Böru Philosophy

Böru is the primary Hamaran religion. It is impossible to understand the Hamaran without knowing the basic tenets of Böru and how they interpret them. Only in this way is it possible to peel away some of the layers of exotic fantasy that have built up around this race.

*Yaihäma* - The concept of reality. Hamaran believe that physical existence is both frustrating and, essentially, unsatisfying. They believe that the source of this suffering is not part of the nature of existence, nor is it due to the influence of either gods or demons. Suffering is the waste product of the inner confusion caused by the untrained mind.

*The Path of Shaihyka* - By following the teachings of the Shaihyka, the Hamaran rid themselves of this confusion. Shaihyka emphasised the need for strict moral discipline combined with charity, meditation and insight as the only true way to liberate the self from the negative inner bondage of suffering.

*Acts of Gyasö* - Hamaran believe that the greatest acts of charity are those that grant comfort to the Gyasö; the monks and nuns that serve the way by acting as examples of the Path of Shaihyka. Hamaran monks and nuns consciously adopt a way of life that is most conducive to the cultivation of the way. They are the living teachings of Böru. Hamaran charity generally consists of paying a voluntary tithe (one tenth value of their goods) in either food or money to support a particular monastery, sponsoring a monk or nun through their life or giving a pup to a particular monastery so they might grow up to become a Gyasö.

*Pämdeom* (The Wheel of Rebirth) - Hamaran believe that the attributes of the Pämdeom, if lived honestly, will lead to rebirth on a higher plane and consists of the teachings that lead to a higher state of being. The four spokes that power the wheel are; never taking life (most Hamaran are vegetarian), not stealing, celibacy and not lying about one's spiritual attainment. The Wheel itself consists of generosity, tolerance, energy, ethics, meditation and wisdom. Wisdom to a Hamaran means attempting to look beyond the fiction of life and to experience life as it truly is. To do so they must first rid themselves of conventional ideas and perceptions as to who they are and what reality is. Next they live the aspects of Pämdeom and by doing so gain insight.

For most, Böru is summed up simply as seeking the 'Three Jewels'. These are generally recognised as directing one's life towards the enlightenment and compassion personified by Tä Gyasu, the first Hamaran to walk the path to mortal godhood, by following the teachings of Shaihyka and lastly by devoting themselves to uphold and strengthen their own community.

### **Bountiful, Sapphyre (1934)** C547733-6 Ag Pi { 0 } (967-3) [4723] BCD -- 204 12 ImDv K1 V M0 V

First Survey Planetary Designation: *Uukkasi*

Despite its classification as an Ancients site, Bountiful has no ruins and has failed to reveal any technological wonders. The classification was given during the First Imperium after the discovery of semi-evolved Droyne and Vargr remains were unearthed near the Northern Pole. Numerous expeditions have been undertaken over the centuries to reveal additional evidence of occupation by Ancients, always without any success. The current viewpoint is split between those who believe that the evidence was seeded by some unscrupulous Vilani eons ago and those who believe that the Ancients merely passed through the system, using the planet to restock on food supplies and dispose of their dead before moving on.

Today, Bountiful is a pleasant agricultural world that is a major producer of fine quality exotic fruit. One of its more famous varieties is the Khaguu, which resembles the Terran melon in both taste and texture.

The hallucinogenic drug, Yahg is derived from another species, the Broadleaf. Although the possession and cultivation of this species is illegal, it plays an important role in Bountiful's ecology and is protected. Refining Broadleaf into Yahg is a fairly simple process and it is believed that many local's run cottage industries manufacturing the drug. The Government does its best to control the Yahg trade (mostly by military operations against major manufacturing sites), but corruption, shadowy off-world interests and the backward local technology hamper it.

### **Bradley, Pact (1822)** A546200-D Lo { 1 } (711-3) [1318] B N - 803 15 ImDv M3 V M3 V M9 V

First Survey Planetary Designation: *Kiim Me*

The Bradley system is the site of the Debeyer Imperial Naval Facility originally established to combat piracy on the Dagudashaag Main during the early years of the Third Imperium. Debeyer now functions as a small repair and supply base and also carries out research into new sensor and communicator systems in the 'noisy' electromagnetic environment near the far companion Basa; an M-dwarf binary.

In 993 the system's primary star began producing an unusual, extremely regular sequence of solar flares which eventually gave rise to the legend of the "Bradley Barrier".

The Ushran Corporation, TerraTech LIC has approximately 100 staff in-system conducting advanced terraforming experiments on the world itself.

### **Bradley Barrier, The**

The Bradley system is predominantly a naval facility. Its main claim to fame is the events of 993, which gave rise to the legend of the "Bradley Barrier". Late that year, the system's primary star SK-433677m, began producing an unusual, extremely regular sequence of flares. This lasted for two weeks and had no effect on station's in-system as they were adequately shielded. It did, however, affect traffic arriving.

Of the four vessels which jumped in-system during that time, one emerged into normal space with extensive thermal damage, its crew critically ill from Jump sickness; two other ships re-emerged as thousand-tonne slugs of molten metal. The only undamaged vessel was a Naval transport.

The Navy attempted to cover up the incident but media agencies rapidly picked up on the story. Speculation was rife. Some reported that the injured crew claimed to have been attacked by "monsters in Jumpspace". The most popular theory was that the Navy had been testing an Ancient hyperspatial weapon, powered by the system's primary star.

The Navy kept a wary silence but eventually released a statement pointing out that GSbAG, which had reportedly been suffering reliability problems with Jump Drive integration at that time, had manufactured all the affected ships.

In 1114, Dr. Raymond Horne, an astrophysicist at the University of Medurma-Korovall, reported that computer models showed that Bradley's primary would enter another period of instability "in the near future". Several commercial carriers suffered "mutinies" as ship crews refused to honour freight contracts for Bradley. As of yet, the strange flare sequence has not recurred.

Taken from the MemClip, "Legends and lore of Dagudashaag Sector", by Ishmaga Ershuk, published by Sherver Press, Ushra (1113). Used with permission, all rights reserved.



### **Brethren Church, The** <Also known as The Church of the Brethren>

Church descended from Solomani Roman Catholicism. The Church was formed in 2013 after the then Pope declared only humans had souls. Several Jesuit priests disagreed so violently with the decision they agreed to excommunication and proceeded to set up their own Church. The Brethren services are still full of ritual but great emphasis is placed on living the religion, especially the giving of charity to those in need. The Church teaches that all life is precious to God but that sentient life is the child of God.

The Brethren Church has amassed a large following throughout the Domain and is the second largest single religion in Dagudashaag, which is no small feat given that, unlike other religions that often count everyone baptised or born on their planets, the Church only counts active, adult participants. A Council of Cardinals oversees the Brethren Church.

### **Brethren Uplift Institute** - See **BUI Lic.**

### **Broadleaf**

A yellow bramble-like plant native to Bountiful, Sapphyre (1934), named after its broad leaves, which are covered in thin 'hairs' that contain a minor hallucinogenic. The plant is extremely versatile and is used in the manufacture of fabric, rope, and as sugary syrup. Soaking the leaves in alcohol results in a resin known as Yahg - a popular, if illegal, hallucinogenic.

### **Brueneri** <Brueneri Degushushi> <Also known as 'SkyWhales'>

Brueneri are airborne filter feeders, native to Degushush, Old Suns (1302) with an unusual reproduction cycle. The skywhale develops from the surface-dwelling Gobani, a large 3m long amphibious creature originally thought to reproduce by budding. After a period of about 25 standard years the Gobani matures into the Skywhale. Their bodies lengthens while the body 'fat' is converted into helium which leaks beneath the thick epidermis creating millions of helium-filled blisters which gives the hollow-boned Gobani its lift. Eventually, after about 4 months the Gobani has changed into a small skywhale, never again to crawl over the ground.

They will eventually grow to about 10 metres in length, though a mature Skywhale will rarely weigh in excess of 120kg. It is believed that Skywhales live for about 120 years after metamorphosis. The Gobani is a neuter while the newly transformed Skywhale has become a male that gradually will change into a female. When the Skywhale is fully mature, it produces a kind of floating sperm, which is intercepted by a receptive female. The sperm is absorbed beneath the skin where it will fertilise the female's eggs, which develop in the helium sacs. After a period of about three months the female will give 'birth' to thousands of ambulatory embryos. The embryo, or Espi, resembles a coin-sized 'spider' with wings. These eat their way through the skin, killing the mother in the process and causing her body to crash to the ground.

The embryo's then glide to the surface in search of Gobani. On finding a herd, they will burrow themselves deep beneath the skin and proceed to draw nutrients from their host's bloodstream and continue their metamorphosis. After about 15 months the embryo will resemble a Gobani 'calf' and drop off - as though budded. These then develop into the amphibious Gobani. The birthing trauma then starts the biological changes in mature Gobani hosts and so the cycle continues.

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Unfortunately the embryo-spiders are not intelligent, and tend to bury themselves into anything organic by means of a pair of highly efficient pincers and a bite that contains a powerful, natural anaesthetic. As a result, an infestation can be surprisingly painless though having an embryo burrow into your skin will result in a painful swelling as your bodies natural defences attempt to 'fight' the invading creature. Although an Espi will not burrow through a 'suit', they will lie dormant on the surface until they smell organic material. Infestation of non-Degushushian lifeforms will eventually kill the Espi naturally, and the swelling will harden and fall off along with the dead Espi 'corpse' a few days later, though the psychological effects can be extremely alarming.

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CyJac '13

### **BUI Lic.** <Brethren Uplift Institute>

Despite its name, BUI is an independent research trust set up in 410 to assist semi-intelligent races to be uplifted towards true sentience. The Daltyb Paliason Charitable Trust and the Brethren towards Sentiency Foundation fund the trust and under the Institute's constitution all members of the board of trustees must be active practising Brethren.

The Institute has two divisions, the Evaluation section whose members (often known as Consciences) travel throughout the Domain evaluating alien species for potential towards true sentience. The other section is composed of scientists and scholars who will evaluate possible methods of assisting with speeding up the evolutionary process towards sentience. They will authorise the method used and agree the budget to pay experts from throughout the Imperium who will carry out the actual uplift work. The BUI has been responsible for uplifting a number of species throughout the Domain.

### **Burgo Hellan Ice Championship Trophy**

At the triennial Hellan Ice Championships, the Burgo Trophy is the premier prize offered for the best all round performer in: downhill skiing, cross-country skiing, ski-jumping and slalom. Along with the trophy and the title as Hellan Ice Champion, goes a prize of Cr.125,000.

The current holder of the Burgo Trophy (as of 1114) is Kywa Tu of Jekyll. Kywa Tu has recently come under close scrutiny by the Championship Administrative Committee following allegations of drug use.

### **BURUGDI**

Minor alien race originating on the world of Bur'vr'di'klr, in the Theta Borealis Sector. The fully-grown 'adult' Burugdi is two metres long, amorphous creatures weighing in at about 175 kg. They have eight limb-like appendages - the forward pair is manipulatory, the rear three pairs have regressed into little more than club-like limbs barely capable of lifting and moving the Burugdi body. The 'adults' have been described as 'resembling large, bloated prostrate fowls.'

For the most part, 'adult' Burugdi needs to use artificial means of transport to get around. Most use modified grav-sleds to propel them around, only 'walking' when absolutely necessary.

Although oxygen-breathers, Burugdi need excessively high levels of carbon monoxide in the atmosphere to be comfortable. Although they can cope with standard human atmospheres for several hours at a time, most will use CO2 'bleeder' tubes as a type of filter 'mask'.

Burugdi have four sexes - all of who appear to be identical to other races - and all four are required to produce sexual reproduction. They are also capable of asexual reproduction which result in a series of genetically 'identical' clones (genetically identical to the blood parent, although they are phenotypically distinct) known as II'Burugdi.

II'Burugdi are smaller and more physically active than 'adults'. They have an upright, bipedal stance and are extremely dextrous in comparison. They are considered only semi-intelligent and most of their actions appear to be controlled psionically by their blood parent. II'Burugdi are sterile and have lifespans of only 10 to 15 years (in comparison with the 90 - 120 years enjoyed by an 'adult'). The 'adult's' psionic ability is limited to control of their own II'Burugdi and communication between known 'adults' up to a distance of about 25,000 km.

Most 'adults' will generally have about eight II'Burugdi, although they are capable of producing a new clone every 1.5 years after they reach maturity (at about 8 standard years). Few are capable of controlling more than about twenty.

Burugdi obtained their jump technology from the Zhodani in 742, which led to a massive technological advance, which has now stabilised at a comfortable TL 13. They control a militaristic empire in the Theta Borealis Sector, which has been at war with its human 'neighbours' for decades.

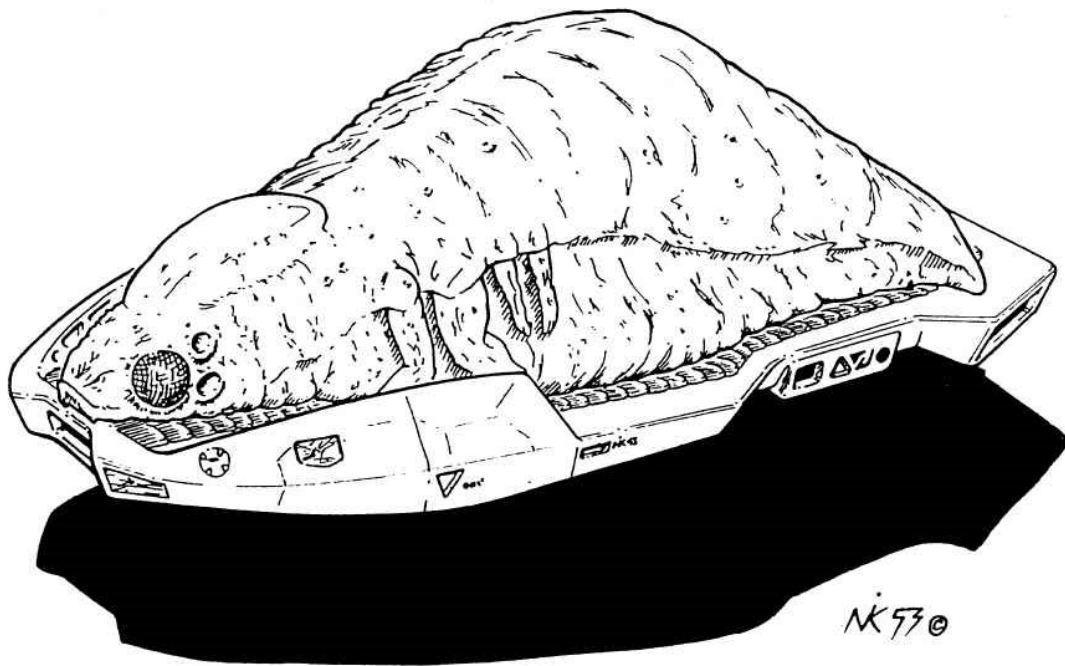
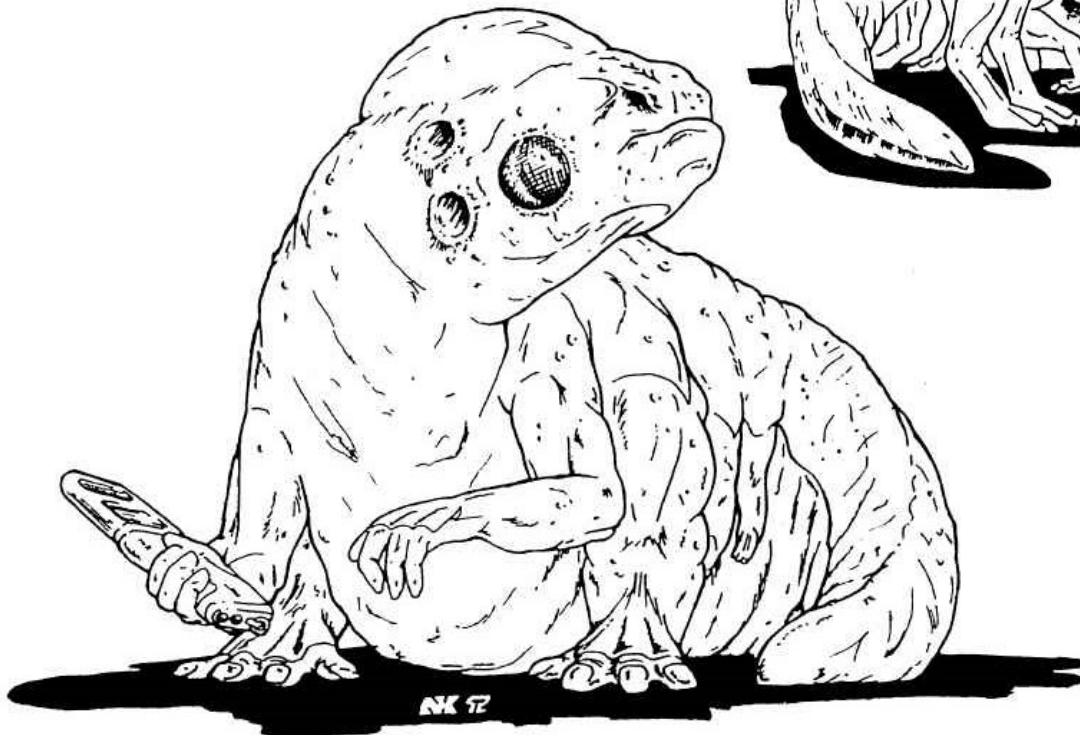
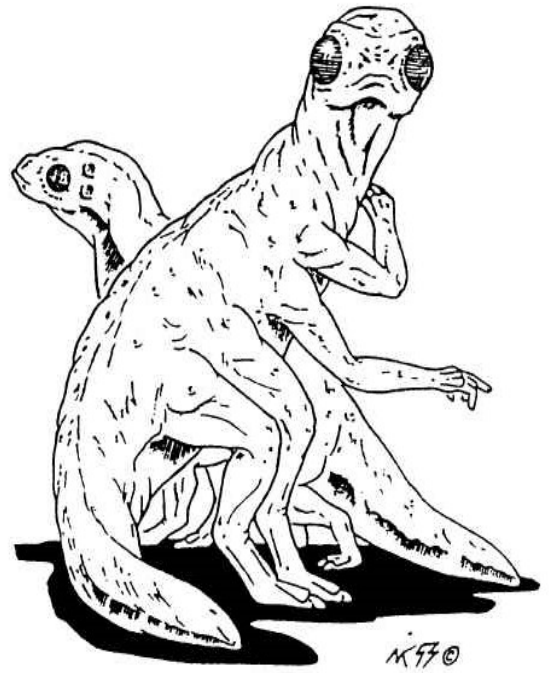
Dagudashaag is the only region in the Imperium that has a Burugdi colony. After a long drawn out war with their human neighbours, a diplomatic mission was sent to meet with the Emperor in the 1050's to 'warn' the Imperium not to intervene.

After a very frosty reception, the mission was in the process of returning when their ship misjumped. The ship re-emerged in Argi damaged beyond repair.

Lacking the resources to transport the entire mission back to Burugdi space, a decision was made to send the 'ambassador' and its cell back, and the rest of the 'diplomatic' mission would remain behind in human space and set up a colony.

Today, outnumbered, the Burugdi have turned away from military conquest, and channelled their military aggression into business, both legal and illegal - most Burugdi find it extremely difficult to differentiate between the two.

Il'Burugdi Drone-Clones—opposite,  
Burugdi Adult & Elder—shown below



Burugdi are completely amoral and have successfully managed to corner several markets, including loan sharking. Most think Burugdi as being crime lords, yet the vast majority are in fact legitimate business sentients if extremely ruthless. The problem lies in the fact that to the Burugdi, a business opportunity is a business opportunity to be exploited, regardless of its legality.

In 899, the Bur'Kln'avr Clan purchased the desolate world of Umri, Argi (1234) and began to terraform the atmosphere to make it more Bur'vr'di'klr-like. Unfortunately the attempt went seriously wrong rendering the atmosphere extremely insidious. The Burugdi were forced to live under massive domes on the surface, inside which they recreate the 'beauty' of Bur'vr'di'klr. Other clans have their own estates throughout the Sector.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

**Busnet** - See **Aska, liradu (3206)**

**BWAP** <Bawapakerwa-A-A-Awapawab>

<Also known as 'Newts', 'Wap's' or 'Towel-heads'>

Minor reptilian race that originated on Marhaban, Lentuli in the Empty Quarter. From the human point of view, the Newts are obsessed with minutiae, patterns and the order of things. Driven by this internal desire to see everything in its proper place, Newts make excellent bureaucrats, officials and the like. Newts prefer damp or wet environments.

Bwap's are uncomfortable in less than 98% humidity, as their skin must be kept moist. With special clothing, they can exist indefinitely in humidities as low as 25%, provided they have adequate water. This normally consists of a loosely fitting caftan-like garment and a hood covering the head (giving rise to another nickname, "towel-heads"). Bwap's can be found throughout the Imperium, more commonly in the region trailing and coreward of Capital.

Society is dominated by the Bwap world-view, which holds that each individual has a place in the wapawab or tree - a view stemming from their habitat, but including phratry, bloodlines, country, and place of duty.

From the human point of view, Bwap's are obsessed with minutiae, patterns, and the order of things. Driven by this internal desire to see everything in its proper place, they make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists, and historians. However, their obsession with ritual and proper conduct can make them difficult to deal with. Those who violate the rituals will be lectured to, at length, on propriety. Dealing with Bwap's takes time, but trying to speed things up only takes more time.



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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Newts; most people groan when they see that the local Customs Inspectorate are Newts. Me, I love it. I have generally found that most Newts treat their work as a religion and see custom inspections as a ritual that must be followed exactly and to the letter.

I have a 'friend' who managed to openly transport 'small packages' through Bwap customs by creating his own rituals to counter the newt officials own, and insisting that they follow his requirements to the letter. E.g. the Customs Declaration had to be countersigned only by the right hand (most Newts are left-handed) and the seal could only be attached after the blessing of 'safe passage' had been pronounced.

The crate (containing 1kg of pure Platinum grade 'Seaweed') was covered in hex signs and placed openly on another crate, which had been covered as an altar. The newt was so confused by his constant interruption of her inspection ritual and his insistence that she must respect and follow his rituals that she got completely flustered and subsequently failed to examine the crate! Isn't a little inter-species knowledge a wonderful thing? CyJac '13

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## C

**C Subsector** - See **ARNAKHISH Subsector**

**Cablu, Shallows (0214)** D548543-7 Ag Ni { -2 } (742-5) [2324] BC - - 100 13 ImDv K1 V

First Survey Planetary Designation: *Innag*

Cablu was initially part of Makhidkarun's land grant to the Universal Church but, over the centuries, there has been a peaceful blending of cultures so that today many of the Churches great artisans originate from the Lancian colonies on Cablu. Beyond its many marvellous cathedrals and monuments to the saints, Cablu is perhaps best known for its magnificent Tkighir; a native mammal carnivore which can measure up to 4 metres long from nose to tail and can weigh up to 320 kilogrammes. Armed with sharp, raking claws and canines as long as a man's forefinger, it is Cablu's ultimate predator. Until the early 900's the man-eating Tkighir was freely hunted by trigger-happy sportsmen and by smugglers who sold various parts of the creature to off-worlders as folk medicine.

In 905 the number of Tkighir's still roaming free had fallen to less than 500 and the local government established sanctuaries to protect the creature from extinction. Within a couple of decades the Tkighir's numbers had once more multiplied. Unfortunately this also meant that it had outgrown some of the smaller sanctuaries and was once more attacking and killing people from the surrounding settlements. The government is currently examining ways that man and Tkighir can co-exist peacefully. One protection that visitors can take if they wish to enter the jungle regions is to wear masks on the back of their heads. Natives claim that because the Tkighir prefers to attack from behind the masks confuse the animal sufficiently so that it will issue a challenge before attacking, allowing the guides sufficient time to prepare for any eventuality.

**Calamatchi, Brotherhood of** <Also known as 'Techno-mages'>

The Calamatchi Brotherhood of technical priests is an almost unique blend of Hamaran and Zen philosophy and technical expertise who, until the year 868 roamed the empire on a quest to find Altamachi (haven of the Pure), a fabled planet inhospitable to all but the just and righteous. During their long wanderings the Calamatchi gained a legendary reputation as peacemakers and technical wizards. Since the fall of Altamachi, lone priests can occasionally be found wondering throughout the Empire and beyond.

The Brotherhood was formed in 322 by the Hamaran Gela-Kö (untouchable), Manëi ya Calamatchi who taught a group of humans the basic tenets of Makü or 'unity' and showed them how the Hamaran incorporate this philosophy into their work. Incorporating Makü into a mixture of Zen Buddhism and practical engineering training, his follower Sampan Vertz, went on to create the Brotherhood in 331. The Brotherhood is a closed order, which does not believe in celibacy, proselytising or sexism. They are probably better known for their extraordinary equipment than for their philosophy. A great deal of mysticism has been attached to the Brotherhood over the centuries and many believe that the wandering monks are practitioners of 'magic' or psionics.

Most monks are believed to be cybernetically enhanced. Unlike the Alikasch who proudly wear their alterations for all to see, only the pale blue lines of 'force' that apparently flow under the Monk's skin are a possible indication of their enhancement. The famous stage magician, Marc Jamel claims that the legends of their 'magic' can be explained away through the clever use of holographs, cybernetics and computer-based intrusion skills. It has even been rumoured that some Monk's have integrated PATs (Proximity Access Terminals) and neuro-couplers embedded under the skin, which could possibly account for some of their so-called mystical powers.

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Techno-mages make great friends and lousy enemies. I know a Stig' who apparently upset a Calamatchi priest only to discover the next day that his identity had been mysteriously 'altered' in the planetary records to that of a Burugdi crime lord. In addition, his credit account had been 'donated' to a local orphanage and that his personal idex showed him to be a carrier of twelve highly contagious but non-life-threatening diseases. Whatever the Calamatchi had done, his 'curse' continued to follow him from world to world!

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CyJac '13

**Calipha** - See **Asimisiske, Zeda (0828)**

**CalMac Interface Lines** <Caledonian MacBraynes (Dagudashaag) Interface Plc.>

Caledonian MacBraynes were a pre-space transport company based in Scotland, Terra that moved out into space during the Rule of Man.

Several splinter companies were formed throughout the Imperium of which CalMac is only one. Initially CalMac was only involved in trading with Gushemege and the Ziadd Confederation. However with the formation of the Amec Trade Protectorate, the company elected to establish an interface line between the Protectorate and Zeda/Ushra subsectors where their Imperial credentials help smooth the transfer of Amec goods into Imperial space and vice versa.

CalMac also run many of the commercial Jump Ferries in the Sector linking the Jump-1 mains. Using modified battle-tenders to ferry jump-1 shipping (carrying ships of up to a maximum of 600 tonnes) between the various jump-1 mains. For example CalMac currently has three ferries servicing the Medurma Gate between E'khua, Sapphyre (2339) and Ghesaak, Sapphyre (2437) and another two servicing the Amec Divide between Mindahm, Bolivar (0733) and Shumuu, Bolivar (0631); the 'Sith Earrann' and the 'Cuidich Tuiteamas'.

In 1113, the 'Sith Earrann' under Captain Davyd Sonjhon, was responsible for the rescue of the MMSL liner 'Empress Arbellatra' when its manoeuvre drives malfunctioned in the Eddum system.

Stock Ownership:

*Clan McKenzie 34%, AzTec Trading 18%, Viisarika family 12%, Hias'deaaq 8%, Han-Ch'ing family 3%, private ownership 25%.*

### **Calobrur, The Remnants (1528)** B560488-B De Ni { 1 } (734+1) [455B] B N - 110 10 ImDv K0 V

First Survey Planetary Designation: *Shaarki Gak*

This world is a planetary oddity, it possesses an extremely dense metallic core and consequently it has a relatively high gravitational field. This in turn, with the cool temperatures, allows Calobrur to maintain an atmosphere classified as 'standard', even if 'standard' in this case means a bit thin.

Despite the atmosphere there are virtually no free-standing bodies of water on the planet. Indeed, much of the planet is a dry barren wasteland. There are small regions of Calobrur that have plenty of water in large complex subterranean systems. Around these underground oases are the major population centres, outside the Starport, in the form of small village-farms.

### **Campbell, Pact (1722)** B99A200-E Lo Wa { 2 } (811-2) [1419] B W - 204 7 ImDv M1 V

First Survey Planetary Designation: *Shemna Ish*

Campbell is probably best known for its orbital transport facilities, which acts as an important trade junction between Pact subsector and Ushra, but the system also serves a second vital purpose which is all but unknown. Campbell is the biggest waste disposal reclamation system in the sector. Dangerous chemicals and other materials from all over Dagudashaag are sent here for treatment, recycling and/or final disposal. Campbell itself is manned by a small family firm who use the intense cold and stable environment to store the dangerous materials until processed.

Campbell has three small moons, fragments of a much larger moon destroyed over a million years ago. One of the moons, Spruilleach, is the site of an unknown alien base, known locally as the 'Glass House'. Originally shaped like a 2 kilometre tall termite hill, the top was blown off millennia ago by some unknown weapon that fused the tower into a black glass-like material that is completely impenetrable. Deep beneath the crater, at what's left of the top of the tower, can vaguely be seen narrow tunnels and corridors leading to large octagonal rooms deep in the heart of the tower. All attempts to break through to the tunnels below have failed to even mark the surface. Despite intensive research over centuries, no one has managed to identify the race that built the Glass House. Today, MMSL runs trips to the ruins to allow tourists to wander across the face of the crater and look deep into the murky depths below.

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Welcome to CyJac's hidden 'Vaults of Knowledge'.

The following information must remain confidential. [Campbell's outer moon, Càirdeas, is in reality a major smuggler's Pit Stop. Set up less than fifty years ago to provide indentured debtors from Dashi with somewhere to hide until a suitable ship can take them out of the Subsector, it is now a major trade nexus for black goods. It still acts as a major debtor's railway for those who can afford it. Most have been transported off Dashi hidden inside chemical waste transporters (which no one ever checks) and as a result haven't a clue where the Pit Stop is. CyJac '13

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**Camrii-La Paz - See CLiP**

**Caolotl** - Amec (Nahuatl) designation for Coroico, Zeda (0126).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

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Actually, don't waste your credits on this scait. Better save up and purchase a AzTec MemClip (currently about Cr. 230) as you enter Federation space as it has a larger vocabulary and a more accurate tonal replication. CyJac '13

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## Carlsbrew Distillers

Popular commercial beer manufacturer voted No. 1 in Dagudashaag Sector by the Imperial Brewers Guild for the last 20 years. Their beer is brewed from mutated hops, malts and barleys grown only on Khikaeg (Shallows 0212). Carlsbrew Platinum, their award winning keg beer (9.5% strength) is brewed in the traditional way to the highest possible standards, however their most popular brand, Carlsbrew Xtra is exported across the Imperium in a dehydrated form and reconstructed using local water and is primarily popular for its alcoholic strength (25 – 30%) rather than its taste.

**Casia** <Also known as 'Dream-Moss'>

Plant native to Ziruushda, Old Suns (1204). Casia only grows along the top of the undersea cliff-face known as Talä, a 3-kilometre chasm deep beneath the Shaol Ocean, 50km of the Kaÿ of Ghelukhi Prime.

Casia has a sharp pungent taste and a smell similar to nutmeg spice. Scientists have been trying for centuries to analyse why everyone who consumes Casia experiences a variation on what is virtually the same hallucination.

Casia users seem to experience a deep sense of belonging and euphoria, which lasts for several hours. This is followed by an ever-growing feeling of horror brought on when they start 'seeing' a tall, organic tower crawling with horrific spider-like creatures and a large Noxian Spider-like creature which seems to sing to their minds, a song that eats at their sanity. Most users break free at this point with a feeling of relief, which seems to expand into a feeling of union with the universe. Long-term use seems to result in expanded periods of horror, which in some sort of perverted sort of way, seems addictive. Eventually most long-term users become permanently catatonic.

In 976 Dr. Enli Gahashuu discovered minute traces of Teragilchichin-Alpha, which was then a recently discovered psi booster. Whether the shared 'dream' is in some way a psychic phenomenon or an awakening of some sort of racial memory is not known. Ziruushdan authorities have placed strict penalties on the possession or consumption of dream-moss.

**Cassius, Lord Tyle** - Lord High Chamberlain to the Ducal Court, Marquis of Argiluu  
(b. 1037 - )

A conservative noble, Lord Cassius has always been highly critical of proposals for radical social change and wishes to preserve the status quo. He was a member of Duke Viisarikaa's court during the political turmoil known as the Amec Coalition (1057-62) when representatives of the Amec Federation were first invited to send representatives to sit on the Star Chamber.

Lord Cassius disagreed with the Duke Viisarikaa's attempts to cement close relations with the traitorous Amec and led a political 'rebellion' against him. Duke Vhil Simalr defeated him, though Cassius' actions gained him a great deal of support from other nobles both within the Sector and in the Moot.

In 1078, after a period in the political wilderness, Lord Cassius was appointed Chancellor of the Purse and was chosen as Prime Minister of the Grand Council in preference to Count Curzon when Lord Remo Haiakha resigned. He lost the Chancellorship in 1084 after an attempt to introduce additional tariffs but remained in the office of Prime Minister. His premiership was marked by the return throughout the Sector to the Imperial data standard and his public criticism of Duke Simalr's attempts at social legislation. He lost the 1109 election as Prime Minister, but continued to serve in the Grand Council. His ministry witnessed the Abdication Crisis when Duke Jian Viisarikaa abdicated in favour of his brother, Raegis, which he handled skilfully.

In 1105 he approved the Dagudashaag-Gushemege pact. He resigned the premiership in 1107. In 1114, he was personally invited by Duchess Karyn Viisarikaa to return to the Star Chamber as her Lord High Chamberlain.

Many believe that the appointment was a deliberate act by the newly appointed Duchess to show the more conservative nobles in her court that her 'inexperience' and radical viewpoints would not endanger the interests of her sector nobility. The appointment has been seen as an extremely wise move by nearly everyone and as a result, Duchess Karyn is being credited with having 'a wise head on her young shoulders..'

Lord Cassius lists his interests as antiques, fine wines, his memoirs and supporting his partner, Sir Henyi Valis of Cimmeria.

**'Cat' Houses** - See **Hiehas d'Ekhoao Tleftuaw**

### **Cauldron's Inferno**

Perhaps the most famous pirate 'pitstop' in the Sector, the Cauldron region of Nukaush, Arnakhish (1906) remained undiscovered for centuries, in part due to the daemonite particles that carpet the great deserts rendering sensors useless.

The Cauldron region was initially formed millennia ago, when a giant meteor passing through the system destroyed the twin moons of Ithungsi and caused a fragment of one of the moons to crash into Nukaush. Today the Cauldron is protected on three sides by high cliffs with massive waterfalls plunging over the sides to the crater floor three kilometres below. The Western edge of the crater is lower but is dominated by three active volcanoes that continually spew out black sulphuric smoke into the atmosphere. During the Rule of Man a settlement was built on the Southern coast of the lake by the crews of smugglers and pirates who used the planet as an illegal 'pitstop'. The colony survived the Long Night and was preyed upon by Reivers who apparently established a settlement of their own in the Northern territories.

The Cauldron Sea is fed by melting rivers of snow caused by the mini-greenhouse effect of the valley. Heat is trapped beneath a canopy of sulphuric smoke and water vapour. Above the valley is a vast plain of snow all year round. The magma also heats the water up making the region almost unbearably hot with extreme humidity. The Cauldron has no native life of its own, though numerous species has been transplanted. Perhaps the most unusual aspect of the Region are the Lucifer Lines; seven lines radiating out for several kilometres from the cauldron which only show up as infrared. No one knows what causes them. Sensor malfunction is not possible as the region has been swept completely bare of daemonite particles over the centuries and the fluctuating Polar field could not create this type of sustained effect. Perhaps the most surprising thing is that the thick covering of snow on the surface is totally unaffected by the lines, though the snow and ice should be melted by the excessive heat apparently given out by whatever fashioned them.

The Cauldron region is extremely dangerous and tourists are well advised to stay away. There are no laws in force regarding the preservation of life and each year in excess of 750 people die through acts of violence. There is little here to attract the casual visitor. The ruins on the Southern Coast of the crater were destroyed centuries before when the crater wall that overhung the city was partially destroyed by bombardment. This resulted in the city being flooded from above though many still live in the drier parts of the old town. On the surface of the Crater Lake lie the actual Starport, startown and several of the richer estates. Most of the city is actually underneath the lake. The true city of Port Inferno was built within ancient magma holes that honeycomb the region. Down here life is cheap and anything can be bought for the right price.

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Inferno is a dirty and uncivilised port city where almost anything goes. Since all transport has to come through Port Misha there are no customs inspections though each ship must file a list of incoming freight on which the City Elders charge a 3% duty. The system is totally corrupt, and Port Administration deliberately kept understaffed.

Shipping leaving the Port is supposed to travel first to Misha and then into orbit though most ignore this rule. This area is supposed to be under the protection of the Five Star Triad though many independent fixers also reside here, paying protection money to the right people. The markets often seem filled with junk yet the same person who is trying to sell you a worn-out translator can obtain virtually anything you could think of, for the right price.

Perhaps the most popular bordello in Port Inferno is The Mirror; the bar and 'entertainment' area is fitted with moving holographic mirrors and projections from other parts of the bar. For this reason each table has been fitted with its own autobar facility and patrons use guide sticks to find the rest rooms and exits.



Officially these projections are supposed to be random though certain patrons claim that if you pay for it the projections can give you total anonymity by cloaking your location or, in cases of emergency, shield you by projecting your image to another part of the bar.

Duelling is not only legal but also classed locally as prime entertainment. Given the problems with communication, there are no Tri-vee facilities on the planet. Instead all entertainment is by shielded chip which must be duplicated for dispersal. Most don't bother and settle instead for the real thing. Fights can start for almost no reason and there is no law within Port Inferno to punish a murderer. CyJac '13

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Welcome to CyJac's hidden 'Vaults of Knowledge'.

The following information must remain confidential. Person to avoid in Inferno – Ayir Shiv'ar. Better known as Shiv', this maladjusted son of a kreet acts as Zaiben's main enforcer as well as running his loan sharking operation. Shiv' runs a number of businesses, even some legit' such as Shiv'ar Starships and Xia Financial services. Shiv' is charming in a violent psychotic sort of way. He is always surrounded by beautiful women, but according to rumour he can only get his kicks from violent sadistic acts. His interests include gambling (and winning, he's a really bad loser), women, speeders and fast ships. Avoid like the plague and watch out for his cybernetic left hand – razor nails can do a great deal of damage. Another to avoid is Shiv's main pain-giver, Kaarl. CyJac '13

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### Cavalry Charge, Paying the

- 1) A spacer term for a bribe made to officials.
- 2) The term may have originated from a colloquial term "the Golden Cavalry of St Georg" which described "subsidies" and bribes paid in gold coins by an ancient Terran political entity known as the British government to other Terran states in order to ensure they comply with their wishes.

**Chaa'egi M'da** - M'nengi name for the planet Bechant. The term loosely translates as 'First Crop'

See **Bechant, Laraa (3039)**

### Chaiklin <Klatha'sh for 'children'>

While most Ziadd can be considered individualistic in nature, they feel strong bonds towards family and land. Over the centuries such family bonds, intermingled with the need for territory, and has resulted in the formation of Clans to whom they give allegiance first and foremost.

These clans developed from the ancient warrior tribes that roamed the plains of Zeda, millennia before. Chaiklin is Klatha'sh for 'children'. The chief was the father and the people his children. The chief led the clan in war (which was engaged in only with the consent of the whole clan.) He governed the territory for the benefit of the whole clan and ensured that everyone got sufficient for their needs. As far as possible, all the people of the clan were equal. Each was made up of D'skomr - native men and Laem'r - broken men. the native men were related to the chief and each other by blood The broken men were individuals who, for one reason or another, took the protection of the clan and became part of it. There were also Zhi (septs or branches of the clan) which were made up of clansmen who had become sufficiently powerful to found their own, smaller clans within the main.

**Chaiklin D'uvri** - See **Davrey, Adim**

### Chaiklin Khu'ch <Klatha'sh for 'children (of the) stars'>

Ever since the Ushran Empire's capture of the Zeda Cluster in -600, there have been Chaiklin or clans that have lived their entire lives in space. These Chaiklin Khu' ch have no territory, save their fleet of ships. Their ancient vessels have been continually upgraded, expanded and enhanced over the centuries. These clans are all that remain today of the Zeda Corsairs.

**Chalchihuitl** - Amec (Nahuatl) designation for Asimisiske, Zeda (0828).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

### **Chamberlain Preparatory College - See Perkurshir, Remnants (0927 )**

Set up during the first Imperium as a boarding school for the children of Makhidkarun executives, the college caters for children between 5 and 16 and has a scholastic reputation second to none. It closed down during the Long Night but was re-established in 113 by Sir Bartolemew H. Chamberlain of Medurma who worked extremely hard to make the pre-college as one of the top six private schools in the Imperium.

The school is very exclusive and was originally restricted to the nobility. Over the last 150 years however, the school has relaxed its entrance requirements, concentrating more on the applicants potential academic abilities. The school has a reputation in a number of subjects including Imperial history, mathematics, xeno-psychology, court etiquette, music and Naval Academy preparation.

Despite extremely high fees (in 1113 it costs Cr. 7,300 a term to send a child here), the school has a tough reputation for personal discipline. Even children as young as five get up at 5am, undergo a two kilometre run before returning to their dormitories to wash the floors and shower. After breakfast they are expected to participate in an hours study period before classes. After school children are expected to participate in compulsory sports for at least an hour a day, followed by a further two hours of study time and homework immediately following dinner. The school caters for both sexes though the are kept completely segregated with each attending separate colleges, only meeting at socials and military exercises.

When they reach the age of twelve, their guardians are given the choice of their children either specialising in finishing school or attending the Naval Academy. The Imperial Navy maintains a small base in the system both as a deterrent against any possible kidnapping attempts and to act as a liaison with the school with particular interest in encouraging any students interested in go on and become Naval officers. The school also maintains a fleet of decommissioned fighters which are used by the academy for in-system pilot training. The finishing school also has a number of unique facilities, not least the mock up of the Imperial throne room and holo-simulations of all important species within the Imperium which are used in its etiquette exercises. Although very different, both of the higher school chapters share a symbiotic relationship with all students expected to participate in a six-month secondment to the other chapter during their senior year three where they must maintain a B- grade or higher. Many claim that attending Chamberlain's for at least a couple of terms is usually sufficient for entry into most universities in the Domain. Even the Imperial family have used this route with both Prince Varian and Prince Lucan attending the upper college for two terms before returning to Court.

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Actually rumour has it that one of the twins was expelled within days for gross misconduct. Apparently the brother also elected to leave with him, which caused the Dean to agree to a compromise; they could both remain on the school roll for two terms with 'B' grade averages, on the understanding that they would be privately educated at home. Unfortunately the rumour does not confirm which of the twins got expelled!

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CyJac '13

### **Chanak'ra Vura - Spiritual Leader of Zordin on Gian, Zeda (0825)**

(b. 1060 - )

Chanak'ra is the 55-year old religious dictator of the state of Zordin. Of mixed Solomani/Ziadd blood, Chanak'ra was a dedicated and senior member of the Dominican 'Malaika' branch of the Universal Church on Uргу. She and her husband were involved in a vehicle crash on her way to give birth to their first child - both the husband and (unborn) child were killed. Chanak'ra was stunned and her faith in God instantly shattered. Over several months her views swung wildly between the Church and atheism until finally she resolved that she must discover whether God really existed, to determine whether her sad loss was a divine or a truly random act. To this end she created the Synod of Knowledge - now a major 'religious' force in the subsector. She has vowed not to remarry until the Synod has absolute proof one way or the other, of the existence of some guiding force in the universe.

Chanak'ra's new aims conflicted with the strong Dominican faith and she was forced into exile on Zordin. Knowing she needed substantial power to undertake her task, she used her intelligence, charisma and any under-hand methods necessary to climb the political ladder.

She was aided by the fast-growing popularity of the Synod concept, which began to provide a substantial income.

Chanak'ra commonly takes 'risks' to test whether her destiny is divinely controlled - the gradual take-over of Zordin's government is a classic example of a test she has set herself. Her background in the puritanical zealous Dominican fringe has heavily influenced her predisposition for the use of fear and subterfuge to control people.

**Chandra's World, Pact (2122)** C9966AA-7 Ag Ni Da { -1 } (853+1) [8579] BC - A 803 8 ImDv K4 V

First Survey Planetary Designation: *Paarir Uugi*

Chandra's World is the 'breadbasket' of Pact. The planet is mainly concerned with producing food for the subsector but has established a reputation for genetically enhanced basic food crops. One of the main seasonal crops is Ayau which is used as a flour substitute by humans but a certain strain, Rea Ayau, was recently found to bring on psychotic schizophrenia and act like a combat drug on Aslan. So far, no conclusive evidence has surfaced as to why this strain should affect Aslan in this particular way. The Imperial Research station is apparently studying the crop.

A hermaphroditic insect, the Asayn that attacks and eats anything organic, also plagues the planet. So far, pesticides have proved useless in controlling it.

**Official Notice** – *All ships leaving Chandra's World, Pact must undergo full fumigation to prevent the spread of Asayn off world. Failure to undergo full fumigation procedures will result in the revoking of all licenses. Transportation of Asayn off world, either knowingly or unknowingly, will result in fines of up to Cr. 10,000 and/or a prison term of up to 10 years.*

**Imperial Shipping Commission: Dagudashaag**

**Chanticotli** - Amec (Nahuatl) designation for Kinhe, Bolivar (0331).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Charonaei, Plague of**

Charonaei is a complex parasitical submicro-organism that originated on Ghesaak, Sapphyre (2437). Originally it existed in a symbiotic relationship with the native bacteria. It proved to have an unparalleled ability for adapting to any changes in its ecosystem, which it did by forming a beneficial relationship with its current host.

On Ghesaak this took the form, among others, of a thin, mould-like, transparent layer over the entire body and within the lungs, which proved capable of converting perspiration, body waste, carbon dioxide and the native ultra-violet radiation into oxygen sufficient to maintain the host, unprotected, even in the planetary near-vacuum. As a side effect, the production of pure oxygen stimulated the Septa Nuclei (pleasure centre of the brain) into a highly euphoric state causing the infected colonists of Ghesaak to be peaceful and contented.

Attempts to take altered humans off-planet resulted in the organism mutating into a highly infectious parasitical disease (known as Charonaei VSR) that attacked the host's nervous system and caused them to become both violent and extremely schizophrenic before the pain killed them within seven to thirty-two days. The disease spread through the Sapphyre Subsector like wild fire, killing hundreds of thousands, before severe quarantine procedures prevented further infection.

Patients, who were sent to the quarantine facility on Amamni, Sapphyre (2436), discovered that the disease stabilised allowing them to survive for many years and their offspring to be born with a milder variation now known as Genetic Charonaei. Today scientists studying the organism are still no closer to understanding how it functions but all forms of Charonaei are now completely contained within the Amamni and Ghesaak systems.

**Chathi, Shallows (0115)** - E8C3215-9 FI Lo { -2 } (511-4) [1137] B - - 710 15 ImDv K4 V

First Survey Planetary Designation: *Shid*

Chathi is a world with an atmosphere primarily composed of Carbon dioxide which has resulted in a runaway greenhouse effect, with base temperatures in excess of 350oC. Despite the excessive heat Chathi has an extensive, though utterly alien, flora which primarily draws its sustenance from traces of fluorine in the atmosphere and soli. The S'mrii biomedical services phylum Zia'zak have bought the extraction and agricultural rights and currently harvest several important medicines, including a wide spectrum antiseptic pad which they sell under the trade name of 'Medi-Plast' and 'Procreanil' Patches, a widely used male contraceptive. Recently the BUI (Brethren Uplift Institute) sent representatives to Chathi to study the mobile plant life known locally as 'Starspins'.

Their initial reports would seem to suggest that there is a 53% chance that this species could be uplifted towards true sentience if it were no longer 'exploited' in order to milk ODA<sup>2</sup> extract from its root systems.

This viewpoint however, has been rejected by Zia'zak SIA who have publicly stated that the reports lacks concrete proof as to the plant's potential for gaining even a limited level of sentience.

**Chiauk, Mimu (0803)** - A431557-F Ni Po An { 1 } (A45+1) [565F] B - - 403 10 ImLc M2 V M4 V

First Survey Planetary Designation: *Ashuukhuugu*

Chiauk's arid surface is a true wonder when seen from space - its desert sands are streaked with a multitude of vivid colours as deposits of rare metal salts are eroded by the relentless winds. The origin of the tenuous oxygen atmosphere is a mystery, as no life has ever been detected on the world.

The world's sole Starport and major population centre are built atop a mesa in the centre of one of the few highly saline equatorial lakes. The complex of ground-based and grav-supported buildings comprises the S'mrii ConSentience PanPhylum Research Facility, a huge multidisciplinary science centre conducting cutting-edge research into a wide range of endeavours. The infrastructure is devoted to serving S'mrii phylum researchers, but Human academics are able to use the facilities on a 'first come, first served' basis. The PPRF's facilities for physical, biological and behavioural sciences are among the best in the entire Domain, and non-S'mrii researchers often have to wait years for the privilege of testing their theories in Chiauk's laboratories.

Palaeotechnologists visiting Chiauk have a unique opportunity: in addition to the superior research facilities on planet, there is a significant archaeological site, believed by some to have been built by the Ancients, 500 kilometres north of the PanPhylum Research Facility.

The Pavement occupies almost 250 square kilometres of barren high desert. A field of ten-metre wide hexagonal columns laid out in a precise interlocking geometrical pattern, the Pavement's purpose is unknown. The passages between the columns once carried some kind of equipment, long since removed.

## CHIRPER

Chirpers are a minor semi-intelligent race, believed to be a sub-species of Droyne. Chirpers are omnivore/gatherers who have been discovered on a number of worlds scattered throughout the Imperium.

Chirpers stand about 1m tall and weigh approximately 25kg. They have vestigial wings and opposable thumbs. Their intelligence seems to vary from almost animalistic as on Kemnagii, Arnakhish (1904) to tech level 1 societies such as have developed on Madingik, Remnants (1126) where they have learnt to speak basic Galanglic. Chirpers are named for the sharp bird-like chirp which characterises their speech. Their intelligence is generally more of an instinctual cunning; Chirpers are fascinated by shiny objects or intriguing gadgets, such as shiny coins or other small metallic objects. Chirpers were finally recognised in 766 as intelligent and were granted protected status by the Imperium.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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**Choi-Li, Lady Vahdi** - 'Lord' of High Protocol to the Ducal Court, Duchess of Gadde Subsector

(b. 1072 - )

Born on Halthome (Collette 2725), Lady Vahdi was a descendant of Aakhri exiles who was brought up as a member of the Soli Sect of the Church of the Cleansing. Despite her strict upbringing within the Church, Lady Vahdi fell in love and subsequently married a young Naval lieutenant, Padma Viisarikaa, Duke Raegis Viisarikaa's first cousin in 1089.

On their return to Halthome, the now pregnant Lady Vahdi, along with her new husband Lord Padma, were targeted for assassination by militant Anur because of Padma's status as a non-believer. Her husband was killed, and Lady Vahdi was forced to take refuge in a seedy district of the capital city amongst outcast where she gave birth to her premature son while in hiding. Both were subsequently rescued by Imperial troops the following day. Her husband's assassins were never caught and Lady Vahdi subsequently abdicated as First Worshipper and asked to be publicly denounced as a heretic of the Church though she retained the planetary title of Duchess of Collette and Halthome on behalf of her son, Padma Choi-Li Ba'Viisarikaa but moved the ducal office to Collette and appointed the Revered Suma Cortez, a moderate Soli, as her advocate and Ducal Voice on Halthome.

She elected to abdicate her ducal authority to her son on his 18th birthday and decided to travel. In 1110 she agreed to marry Duke Poul Sheràc, Duke of Gadde on a temporary two year contract on the condition that her Son, Duke Padma, would inherit on his death. The contract was not renewed and it is public knowledge that the marriage was never consummated.

Lady is regarded as a sophisticated, stylish woman, noted for her good manners and impeccable taste, as well as her formidable organisational abilities. In 1114, Duchess Karyn Viisarikka appointed Lady Vahdi as 'Lord' of High Protocol to the Ducal Court and asked her to support her as her official hostess.

### **Chraenta** <Also known as Vasco's Glider>

A bat-like pseudo-marsupial lifeform native to Apolo, Bolivar (0734 B9AA887-E). These creatures are exclusively flyers, spending their entire lives riding on the dense, complex atmosphere that bathes Apolo. They are born, grow, feed, develop, mate, give birth and die on the wing.

Chraenta's have bilateral symmetry, measure two metres from nose to fan-shaped tail, and have wingspans approaching four metres. They have short, dense, silky fur covering their torso and dorsal surfaces. They possess two pairs of eyes, which are adapted for far - and infrared wavelengths. The Chraenta's are filter feeders, continually trawling the skies of Apolo for small arthropods that swarm in the mid-atmosphere. They locate the swarms by means of radio-wave echolocation, identical in principle to radar.

They give birth to a single, live, underdeveloped pup (they are sexually mature at around five years) which has a treacherous first few minutes of its life. It has to move from the birth canal opening down to the forward facing pouch. Despite assistance from the parent, up to a quarter of young do not find security in the pouch and plummet to their deaths. The young feed on the Chraenta equivalent of milk then regurgitated food from the parent, before leaving the pouch at about three standard months. At this point the Chraenta's are miniature adults and set about their life on the wing (although it is not unusual for young pups to hitch a ride on a parent).

Predation is virtually non-existent and the major causes of death are disease, and injuries sustained from courtship challenges and displays, as well as man-made devices. The average lifespan approaches forty years.

Although a protected species, many Chraenta's have made their way into private collections, but even under the best of conditions they do not survive for more than ten to fifteen years.

### **Christ the Merchant, Church of**

Jesú Cordeiro (b. 86 – d. 174), a merchant journeyman with the Ushran Hansa, was troubled by the hypocrisy of his faith which taught that salvation was only achieved either through a life of poverty or spiritual contemplation yet treated the poor as cattle and gave absolution to the rich and powerful.

At the same time, Jesú struggled with the expectations of his Hansa Master-Traders who expected him to live up to the Hansa motto of "all the traffic can bear". In 102 while travelling between Reference (Core 0140) and Saven (Dagudashaag 3240) onboard the Van Rijn freetrader, Jesú claimed he was visited whilst in jumpspace by a 'Jump Angel'. The 'Angel' granted him a series of revelations that was to lead to the formation of the Church of Christ the Merchant. Taking the name of Jesú e Salvación, he spent the rest of his life establishing the new church whilst ethically trading for his living, taking Christ the honest carpenter as his, and the churches, role model.

However, a number of religious scholars point to the many similarities between the Churches' teachings and the Eliyoh 'religion' of Thaeloi'aei and have shown that the CM 'bible' contains a number of quotes that are almost identical to scriptures in the Thaeloi'aei teachings. This they state shows that Jesú Cordeiro was influenced by Eliyoh philosophy to create his religion rather than through any form of revelation. In addition, Jesú altered a number of bible scriptures to better reflect both his own views and to reflect the Eliyoh viewpoint – i.e. in the CM version of their bible; Jesus brought the moneychangers *into* the temple and threw out the priests.



Since 901 the city-nest of Aloaei'oh has been in ongoing legal proceedings with the Church, claiming that since the followers of Thaeoi'aei pay their offerings to the city-nest, so should church members pay their tithes to them. The church has utterly rejected this claim.

The tenets of the Church are simple and remain unchanged since the days of Jesús himself –

It is the duty of all members to do all they can do to better themselves through trade and toil.

Church members must be honest and open in all their dealings.

Personal wealth gives greater potential for helping your fellow sentients.

All creatures are of God and all sentients, regardless of species, will be welcomed into the heavens of God.

It is the duty of all members to pay a tithe (10%) on their wealth – this may be paid to the Church, to workers who provide the trade goods or any organisations striving to improve the lot of their fellow sentients.

The only stimulation as to who receives tithing is that it cannot be given to those who do not toil for a living. Other than this, who would benefit from tithes is the decision of the benefactor.

There are no paid clergy within the faith; all must toil for a living. Members in good standing within the church wear the robes of a Merchant of Christ so that everyone they meet can know that they can expect an honest and trustworthy merchant or tradesman.

All sentients are equal in the eyes of God and it is the duty of all to search out and cherish love.

Marriage is the highest office and the only qualification is love, regardless of race, sex, sexuality. Although marriage is for life, marriage units can expand to cope with changes to lifestyle including multiple partners existing within Heinlein family units.

The Church remains popular throughout Sapphyre, Gadde and Laraa subsectors.

**Chu'Chi, Baronet Mya** - Lord of the Ducal Treasury, Baronet of Maamkumar, Ushra  
(b. 1063 - )

Professor of Economics and Interstellar Affairs at the University of Ushra, Chu'Chi is known in academia for his work on Imperial economics (including trade theory, economic geography, and interstellar finance), liquidity traps, and currency crises. Chu'Chi is ranked among the most influential academic thinkers in the Imperium. Chu'Chi has written 20 books and has published over 200 scholarly articles in professional journals and has written on a wide range of economic issues. His popular commentary has attracted considerable comment, both positive and negative.

**Cihuacoatl, The** - (Amec term of High Office) Iquehuac, Huahuantli  
(b. 1009 - )

The Cihuacoatl is the second most powerful position in the Amec Trade Protectorate. Huahuantli Iquehuac, an ordained Arch-Bishop of the Universalist Faith, currently holds the title. The title Cihuacoatl translates as 'Women Snake' in Nahuatl, though it has always been a male office held by members of the House of Tetrahuitl since the Mexicatl Cultural Revolution. One of the posts prime responsibilities is to oversee diplomatic relations with the Imperium, to forge alliances with neighbouring worlds and to arrange strategic marriages with important regional powers.

The current Cihuacoatl is an elderly man unbowed by age, with an immense curiosity which has given him an almost encyclopaedic knowledge on a wide variety of subjects. He speaks seven languages and can read and write a further five. He is a strong supporter of the current Tlatoani and is believed to be his closest friend.

**Cimmeria, Ushra (1511)** B310878-A Na Ph Pi { 2 } (D7B+2) [8A5A] BDe - - 803 10 ImDv M0 V  
First Survey Planetary Designation: *Dide Am*

A world almost tidally locked. It rotates once every 35 (std) days while the world orbits its star, Crom, every 46.7 days. This results in the nights on Cimmeria being extremely cold. The population, mostly composed of Scandinavians, has remained within the original five settlements, each of which has become an independent state. Cimmeria is classed as one of the Warrior Worlds of Dagudashaag and its society is deliberately revivalist, recreating a modern day Viking society (or at least as they believe it would have been).

Because of politically motivated aggression between the settlements, conflict and war has become a permanent feature of Cimmerian life. To prevent disaster befalling the settlements such conflicts have become ritualised in style and are fought on Sonya, one of the outer worlds, to prevent civilian casualties. These wars are holovised and the winning 'teams', volunteers all, are treated as local celebrities.

**Clan Home, Pact (1830)** D789535-5 Ni Pr Da AslaW { -3 } (741-5) [3233] Bc - A 111 11 ImDv M3 V

First Survey Planetary Designation: *Kepishish*

Settled about -1050 by Aslan migrants from Gushemege Sector, the colony was too small to form a viable technological base and Clan Home regressed to pre-industrial levels during the latter part of the Long Night. Aslan cultural prejudice turned to xenophobia and the world voluntarily isolated itself from the interstellar community in the first years of the Third Imperium. With limited trade potential, a lack of valuable minerals and hostile natives, the planet was initially classified as an Amber Zone until the 800's when the Scout Service elected to open limited communications and create a starport on the Rainbow Cliffs. Contact was primarily made by off-world Aslan scouts who then successfully petitioned the Aohalai clan to 'adopt' and 'uplift' the planet's inhabitants.

As a result, Clan Home has begun a tentative re-emergence and is slowly industrialising, with all its associated problems. Travellers to the planet should be aware that IISS technology import restrictions are in force, to shield the natives from 'culture shock'.

**Clan McKenzie Enterprises Inc.** <Also known as C-McE>

Clan McKenzie Enterprises was set up in 855, primarily to provide MacEx with its more specialised tools and equipment. The company was the brainchild of Malcolm Xavier McKenzie, who was responsible for inventing the grav filter reclamation system, which is still used by MacEx to extract minerals from fluid or gas. While the company refuses to sell its specialised equipment, it has gained a reputation for building extremely high quality conventional mining equipment, life support systems and security locks.

All C-McE equipment carry the Clan McKenzie seal embedded over the control panels to prevent any unauthorised tampering. Malcolm's granddaughter, Lady Ffyonna Mikaela who rules over all aspects of the company with an iron fist, currently controls the company.

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There are rumours that all C-McE security equipment have an in-built override facility that recognises and responds to the DNA sequence of a full-blood McKenzie. Personally I think it's a trick to focus criminal's attention on gaining DNA rather than on cracking the security mechanism itself as I know of someone that attempted to use a sample of stolen McKenzie blood to open a C-McE lock and was immediately caught *In flagrante delicto*. CyJac '13

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**Cleansing, Church of the**

Formed in 1010 on Ushra, the Church believes that God, known as the Amun, is going to sweep away all unbelievers from the physical universe, except for those designated as the Chosen One's. To become one of the chosen you must prove worthy enough to survive the apocalyptic cleansing that will precede her return.

The Church left Ushra in 1035 and moved with all its adherents to Holthome in Gadde, following media revelations into the financial records of their Prophet, Aziel. The official reason given by the Churches' PR Department for the move was that Ushra was a 'demon-tainted' world that would be utterly consumed at the Time of Cleansing'. The Church actively proselytes and new adherents to the faith are encouraged to join, however the cost of becoming a member in full standing is a commitment in resources equal to that of the average member - about Cr. 250,000 as of 1114. Thankfully for the Church, this financial commitment is not required of those born into the faith. The Church has two distinct sects; the Soli, or 'body-holy' and the more evangelical Anur 'hand (of God)' that actively proselyte unbelievers.

**Cleci, Shallows (0420)** C561554-9 Ni Pr { -1 } (C43-3) [3437] Bc S - 214 15 ImDv K0 V

First Survey Planetary Designation: *Daluu As*

Cleci, means 'Large Dry', in Klatha'sh. The world lives up to its name with the only free standing water been found in a scattered band of lakes in the Southern Hemisphere of the world. A sect of Innocentine monks of the Universalist faith is reputed to wander the vast deserts of this world. However, when they leave the monastic enclave at the Starport, they take vows of silence, isolation and poverty prior to walking into the desert and out of contact with everyone. It is assumed that they die but local legends proclaim otherwise.

The rumours are also heightened by the fact that the Scout base has never allowed their planetary NAS Sensor scans to be viewed by the public, or even the planetary government. This has evoked a feeling of low-grade paranoia in regard to what the monks and scouts may be involved in, out in the desert. Due to the hostility, most visitors spend very little time on this world.

**CLiP** <Camrii-La Paz Pan-American Industrial Consortium Lic.>

Camrii-La Paz is an industrial and mining concern originating on Terra in -2,470 (AD 2048 in the Solomani dating system) popularly known as CLiP. Formed from the merger between two South American manufacturing, processing and mineral extraction companies, CLiP were quick to expand their operations into space when bases became established throughout the Terran system. The arrival of jump-technology saw a major boom for CLiP as they had a large share of the available rare earths within their mining claim areas.

The outbreak of hostilities with the Vilani saw CLiP gearing-up for the manufacture of essential military supplies for the Terran Confederation, which included the production of vessels for the Terran Navy. As the Terrans drove the Vilani back coreward, so the following military infrastructure moved in to aid the advance. Prominent among them was CLiP. For their part in the Terran victory, CLiP was given generous exploration, ownership and mineral rights.

By -2,200 most of CLiP's business was now centred in and around the old Vilani trading heartland of Vland, Lishun, Dagudashaag and Core. The senior executives of the company decided that it was time to move and took the brave step to move the headquarters of the business from Terra to Bolivar (Bolivar/Dagudashaag 0240). Fifty years later the company were well established on the world and attracting further business and people, although mainly from the Solomani Sphere and later Zarushagar and Gushemege were it does the majority of business these days.

Since then the company has risen and fallen in step with the general fortunes of the Imperium (both Second and Third) but has recently made further gains due to acquisitions of a number of small companies deeper in Dagudashaag. These buy-outs have quite often been in direct competition with the Amec Trade Protectorate with which it has an ongoing commercial feud over trading practices and freedoms.

**Cloudwalkers, The** <Also known as the 'Hagruhä>

A small clan of Hamaran based on Ziruushda, Old Suns (1204) that purposely dwells apart from other, more gregarious Hamaran communities, in utter isolation. The Hagruhä are total atheists who are utterly shunned by all other Hamaran who could never contemplate life without a religious conviction in the Böru. Their atheism means that most Hamaran believe Hagruhä to be completely and utterly insane.

Although most Hagruhä are of high caste, all are welcome and treated equally even the Gelu-Kö (or untouchable caste). Their Tangú (tree houses) are built high upon the ridge of Gheó near Kaÿ on Ghelukhi Prime, an area constantly covered in thick mist. The mist also covers the thin rope bridges that are used by the Hamaran to span the Tangú communities. For this reason they have earned for themselves the name of 'Cloudwalkers'.

Although other Hamaran refuse to soil themselves by visiting the settlement, the Gheó Tangú is an unique opportunity to see what the Hamaran would be like without the influence of religion.

**Cluster Cargo Carriers Lic.**

Cluster Cargo Carriers is a transport firm based in Laraa subsector that specialises in bulk freight. The company was formed by the governments of Kakar, Kadushi and Shardi in the late 1000's and continues to receive financial support from them. By 1110 it claimed to be offering serious competition to Tukera Lines in the region. 95% of the vessels owned by CCC are in the 10,000-tonne displacement class of bulk transports.

**C-McE** - See **Clan McKenzie Enterprises Inc.**

**Cobija, Bolivar (0440)** A775456-D Ni Pa { 1 } (934+1) [354C] Bc - - 503 13 ImDv K3 V

First Survey Planetary Designation: *Kiiriip Gin*

Cobija is a growing agricultural centre, set up by Bolivar to provide its large population with the majority of its staple food supplies. The world has become a focus of environmentalists' protest as the biosphere has become more polluted. This is due to the massive overuse of cheap chemical growth enhancers and pesticides. Native plants have been nearly exterminated as the need for high yield crops intensifies. Currently the atmosphere has been given a tainted classification reflecting the presence of significant areas of airborne toxic residues.

On 12-1113 the environmental terrorist group, White Fang, blew up the 10,000 tonne freight carrier, Bacchus which was carrying a full cargo of mutated food-algae. Although the explosion had been timed for a period when the ship should have been completely empty. Unfortunately Givla O'Connell, the twelve year old daughter of the Captain was onboard the ship at the time of the explosion and was killed outright. Since the incident, public opinion has turned against White Fang who are now seen as nothing more than bloodthirsty terrorists.



## Cocchinus Deep Probe Project

CDPP is an ongoing scientific research project into the internal composition of the brown dwarf in the Ushra system, led by UUIAT. The project uses the latest TL16 gravitic and neutrino probes, and is providing fascinating insights into this strange object. In 1098, the UUIAT launched Sundiver II, the first manned vessel to enter the outer envelope of a brown dwarf.

## Cocor, Pact (2030) C6B2665-8 Fl He Ni O:1929 { -2 } (B52-4) [4436] B S - 303 7 ImDv M3 V M5 V

First Survey Planetary Designation: *Gas*

Cocor would be a near-deserted world were it not for the mysterious stone-built roads that traverse the planet. Thousands of tourists flock to the planet every year to examine the many thousands of kilometres of roads and to try and guess as to their origin. There are only two permanent sites on world, the University of Medurma's Research base and the independent mining site of Windshear.

The system was considered of little value, a fact reflected in its original system designation 'Gas', in honour of the planets' only export. Then, when the Roads were rediscovered in -122, the system was renamed after the archaeologist Emil Esteban Cocor who uncovered the roads.

Visitors to Cocor are advised to avoid un-chaperoned visits to Windshear as the miners are highly resentful of being 'on show'.

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In fact they dislike it so much that they have been known to have 'initiated' visiting tourists into the local mining fraternity against their will; this consists of trademark tattoos and body piercing, without anaesthetic, of various sensitive body parts.

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CyJac '13

## Cocor, The Roads of

The roads consist of wide highways of dressed stone crossing the plains of Coror, Pact (2030) in absolutely straight lines, seemingly leading from nowhere to no-where. Occasionally the Roads cross one another or merge at an angle to form a single great highway. Most roads are in near perfect condition with only a few broken, primarily as the result of seismic activity.

Nothing is known of the Roads builders. Cocor itself has no native lifeforms and its corrosive atmosphere would prevent organic evidence from surviving. The earliest known records of the Roads (dated from the middle of the Rule of Man) indicate that the first Vilani explorers, millennia before, discovered the Roads in much the same state as we find them today. About the only thing that the archaeologists have agreed on is that this does not appear to be the work of the Ancients.

Taken from the MemClip, "Legends and lore of Dagudashaag Sector", by Ishmaga Ershuk, published by Sherver Press, Ushra (1113). Used with permission, all rights reserved.

## Cold Cargo

Spacer slang for passengers travelling in low berths.

## Colect

Sociological grouping on the planet Mikakesh, Iiradu (2802) as well as the name for the building in which the grouping lives. Most colects are a mile or so long. They are single storey buildings usually 3/4 sunk in surface dust and containing 150-600 people. The inhabitants of each colect are divided into interior areas or dormitories according to age (rather than sexual or family divisions). The colects are usually divided length-ways with one half taken up with sifting, refining and packing machines concerned with the extraction of minute gem particles from the planet's dusty surface. The other half of the building is divided up in the following manner: about an eighth of the building is the area where infants live (including facilities for their care), the next eighth is where pre-adults live (including schooling), the next quarter is designated for adults, the next quarter for 'midds' and the final quarter for 'seniors'.

Colects often define the exact boundaries of these sections differently (both the physical boundaries in the colect and the actual age boundaries). Sociologists note that during their lives, the inhabitants of Mikakesh 'pass through' their colects in a similar fashion to their gem dust.

Visitors to a colect should note two factors. Firstly, everyone is dressed in a like manner, which can best be described as a set of yellow pyjamas with a floppy pillow-like headdress.

Secondly, because collect inhabitants do not have long-term male-female pair bonding, sex is regarded as a sort of communal event, which some visitors have described as a 'primitive orgy'. Unlike normal humans, the females of Mikakesh undergo significant hormonal changes during their ovulation period, causing a noticeable change in body scents. At the 'appropriate' time, any such woman is likely to be attended by a number of males. Occasionally, visitors have been known to join in. Perhaps thankfully, off-world females do not exude the appropriate scents to cause this reaction. However, some alien species do produce sufficiently similar scents to cause confusion in the collect!

**Collette, Gadde (2725)** A542644-C He Ni Po Cp { 2 } (D56+1) [483A] BF N S - 414 11 ImDv M3 V

First Survey Planetary Designation: *Khikhuu*

Subsector Capital of Gadde, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Salome City.

Collette has been the site of a small-scale colony since -5,100 but major development of the planet only occurred following the founding of the Third Imperium. Several corporations, including Drach-Kehlsen N.V. and Sternmetal Horizons LIC, established major mining operations on the world in the late 300's. Today Collette mainly exports aluminium, copper and zinc. Collette became Subsector capital in 421, following pressure by Sternmetal, who believed such a move would give them a number of tax advantages.

The system has a second populated planet, Halhome, which is fundamentally known for its occupation and governance by the Church of the Cleansing.

See **Halhome, Gadde (2725)**

Other claims to fame include the Vance Brand Naval Base and the TNS-William Sinnott Regional Data Processing Centre. The Vance Brand is one of the most advanced Naval bases within the Sector, operating orbital docks capable of repairing all classes of Imperial warship. It also houses the CINC 219 Fleet, 75th Naval Ordinance Development Section and the Trailward Dagudashaag Logistics & Strategic Planning Section. The William Sinnott RDPC is a computer facility operated by the TNS news agency for the collation of news and information from throughout the Dagudashaag and Core Sectors as well as the preparation of reference material. The Centre is also renowned for its work into pseudo-reality simulation systems.

Visitors to Collette should note that due to the abundant presence of minute plant fibres in the atmosphere filter and eye protection is required at all times.

See **Spindrift Tree**

**Communet Plc.**

A sector-wide integrated tri-vee, communications and library service available on all planets with Starport status above C and with a tech level above 10. The system uses rented decoders to prevent unauthorised access. A minimal charge payable at the planet's Starport is required in order to access each planet's uplink. This also provides the user with access to a comprehensive communication service within the system.

Communet PLC was set up by jointly by INDISS and Duke Amekaa Simalr of Ushra (980 - 1103) in 1028. Apparently Duke Amekaa saw it as a means of introducing planet's throughout the Sector to the concept of democracy and to make the Sector's populations aware of the wider political issues facing the region as a whole. The Simalr family still own ten newscast channels outright which broadcast on all comunet datanets though many other companies also now own their own dedicated channels.

Communet generally insists on using an individual's unique Idex code as its identifying call number allowing messages to be forwarded on to other systems by x-boat provided there are sufficient funds in the user's account to cover the forwarding costs.

The following Communet location codes have been pre-allocated:

- 0001 – 0010 Reserved for Sector Government
- 0011 – 0099 Spectrum Anonymous Communications Plc.
- 0100 – 3200 Planetary Systems
- 3300 – 5000 Allocated to Megacorporations
- 5100 – 9999 Reserved for future expansion

For example, a Mimuan with a personal IDEX code of *Da~0208~54BA321C* would still use that as their personal Communit code even if they first registered on Medurma.

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While a Makhidkarun Corp'se would generally use a code that consisted of a *Ma~4000* to *4500* prefix followed by their personal IDEX eight character alphanumeric code, they could also register for a private 'line' under their own full IDEX code.

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CyJac '13

Stock ownership:

*INDISS LIC 12%, Simalr family 10%, McKhan Entertainments Consortium 10%, Naasirka 9%, Hortalez et Cie 8%, Viisarika family 8%, Investment trusts 16%, planetary governments 10%, other corporations 10%, Igsiirdi Holding Corporation 2%, private ownership 5%.*

### **Concordance of Purity and Reason** <Also known as CPR, Coppers, Morality Police>

Minor political party on Ushra, the CPR is composed of militant atheists whose objective is to eliminate all organised religion on Ushra. Their belief is that a consistent system of morals and ethics can be derived from scientific principles - anything else is 'foolish superstition'. The CPR have also set themselves up as arbiters of public morals, and seem to want to take Ushra's ecto-genetic reproduction system to its logical conclusion, by legislating against sexual relationships of any kind.

The CPR has a strong Solomani element, which advocates 'screening out' all alien (i.e. non-Solomani) genes in Ushra's next generation.

Best known outside Ushra for the private prosecution brought by the Concordance's leader Dr. Jarret Meade against the hyperrock group LightSpeed, on the grounds that their album Touch the Gold was 'grossly obscene'. The unsuccessful action made wonderful publicity for the group, and the album remains one of the sector's best sellers.

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It is rumoured that MakilaMedia, LightSpeed's agents, once sent Dr. Meade a sizeable credit-chip in his name and made payable to Sentients for Justice for 'services rendered'.

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CyJac '13

### **Congress, Ushra (0920)** B545348-8 Lo { -1 } (A21-1) [3258] B S - 214 14 ImDv M0 V

First Survey Planetary Designation: *Kuush*

Congress is a hermitage world, which is run both as a religious seminary and a retreat by the Church of the Brethren. The Tech level is deliberately kept down and large areas of the planet are left as wilderness to allow Church leaders and students to commune with nature. A small team of caretaker monks are the only permanent inhabitants.

The remarkable thing is that Congress had been a major industrial planet until 653 when, its natural resources exhausted the major stockholder, IPP, pulled out. The Church bought the planet for a pittance and preceded to terraform it into the paradise it is today.

### **ConSentiency**

The ConSentiency is a 'trading' alliance consisting of 42 solar systems. All planetary governments within the ConSentiency have strong trading and economic links and are striving to establish a common economic market.

Planets within the ConSentiency state that they have no other governmental, political or cultural links or ambitions though this claim is strongly contested, mainly by the Vilani megacorporations who have publicly stated that the ConSentiency is 'a rebellion just waiting to happen'...

Systems associating themselves with the ConSentiency are:

#### **Mimu Subsector**

Akimu (0106), Zukchurukh (0108), Tscho (0109), Mimu (0208), Rathas (0210), Karrana'ch (0302), Manoh (0307), Serpent's Reach (0402), Tree'chuakh (0405), Muikha (0406), Kaldi (0407), Tae (0408), Geka (0503), Gushnemasha (0504), Iiu (0505), Siakmasfa (0506), Refuge (0509), Ninaan (0601), Zuiar (0705), Khumara (0707), Ssi (0708), Irshe (0709), Sheaniki (0801), Khan (0802), Chiauk (0803)

#### **Old Suns Subsector**

Ediishudir (0901), Amnuus (0902), Gvadh (0906), Shukain (0909), Luuar (0910), Adaim (1007), Shurkikhi (1010), Kadgishbur (1105), Ha'arn (1107), Miam (1202), Ziruushda (1204), Mirkigii (1206), Gurgesgu (1208), Shidu (1406)

### Shallows Subsector

Upag (0111), Teoech (0113), Iliika (0211), Unishpiir (0311), Kima (0711).

### ContraTerrene Development Association

Academic forum composed of Ushran scientists, which actively promotes the development of antimatter power for peaceful uses only. They have made several vocal indictments of Imperial Naval funding of weaponry research at the University of Ushra Institute of Advanced Technology (UIIAT).

### Coroico, Zeda (0126) C665357-8 Lo Ga { -2 } (A21-2) [3158] B - - 514 13 ImAp K5 V M7 V

Local Nahuatl Designation: Caolotl

Coroico is the latest planet to elect to join the Amec Trade Protectorate. Initially colonised during the Second Imperium, the planet was decimated in 744 when a mutated plague of Ebola Fever swept through the population. Quarantined for three years on orders from the Ducal Office, the population of 2.3 million people was reduced down by the disease to only 80 adults. After the planet was once more declared safe, the survivors elected to stay on and try and rebuild. Despite several attempts to attract off-world colonists, less than 220 ever came. Most off-worlders still fear that the Neo-Ebola Fever is just lying dormant.

Today Coroico has an adult population of 7,500, mostly descended from the original 80 survivors. There is an intense dislike of the subsector government for, as they see it, running out on the planet in its hour of need. Most Ba'Coroico's earn a living by harvesting the native fruits and by salvaging metals from the ruins of the original colony.

### Corp'se

Spacer slang for a corporate employee (particularly to describe those raised by the corporation). The term is generally considered to be insulting.

### CORSETTIN

Extinct minor race apparently native to Karrana'ch, Mimu (0302). Little is known of the Corsettin. The race was apparently tall, non-human sophants who appear to have never progressed beyond Tech Level 2. The local culture seems to have revolved around sun worship, a common phenomenon found throughout space amongst primitive societies. Fire was seen as the symbol of god and treated with equal reverence.

All funerals apparently ended in cremation. Through fire, the Corsettin was believed to come into direct contact with the spirit of their god and thereby been cleansed, purified and reborn free of sins. Archaeologists have hypothesised that criminals on the other hand, were probably expected to be punished throughout eternity and were likely buried, though no remains have ever been uncovered.

All known details come from the remnants of statues and crude wall paintings. Archaeologists have estimated that Corsettin were humanoid-shaped, standing between 2 - 3m in height with long arms ending in 3 long fingers with two thumbs either side of the hand. Their internal anatomy is not known and they were always displayed wearing full, flowing robes covering most of their body. Many pictures depict Corsettin with the physical aspects of native creatures, as is common in primitive societies.

Gold covered caskets have been found, presumably intended for containing the ashes of the dead.

### COW-ANT - See ASHDAK MESHUKIIBA

### Cr'cpuc, The Remnants (1530) C564455-A Ni Pa { 0 } (633-2) [2438] Bc - - 700 7 ImDv K0 V M5 V

First Survey Planetary Designation: *Liian Kiia*

Cr'cpuc is a small, very pleasant popular tourist destination for middle classes from Remnants, Pact, Sapphyre and Argi. The world has no intrinsic industry except that from servicing visitors. There is a small amount of farming, but the vast majority of produce is destined for the tables of the local hotels and guest houses. Cr'cpuc is a good place for hunters and guides to find work with one of the major hotel and leisure chains. Visitors are warned that Cr'cpuc has a number of 'alien ' ruins and artefacts - all of which were created by MMSL as part of its holiday package experience. The planet has never developed a sentient life form nor was it ever visited by the Reivers, despite the many 'ancient' carvings and statues to be found around the bay areas.

## Crossroads, The

Crossroads is a local term for Dagudashaag Sector. The origins of the term are unknown but may refer to the Sector's importance as a major strategic economic and military site.

Legends attribute the phrase to Rhys ap Connor, consort to Empress Arbellaatra and Chief Intelligence Officer to the Iridium Throne.

## Crowe's Encyclopædia Xenobiologica

Compiled by Sir Marcus Crowe and published by Sherver Press of Ushra in 1105, this memclip has been republished four times since. This popular encyclopaedia provides an A-Z of around 1,600 entries listing the more popular xenobiological species to be found within the Core region of the Imperium including sentient and near-sentient races. Classed less as a scholarly portfolio and more of a general reference work aimed at the public, it is noted for providing a great deal of other useful information to help readers "escape from the limited confines of his competitors works".

The entries in Crowe's Encyclopædia derive from a specially compiled database designed to trawl for appropriate updates and revise, expand and regularly update this work. Each entry is relatively short and succinct: though the ability to interface with other Memclips allows you to completely individualise each download.

An important aim was to make progress in resolving traditional imbalances and biases in the genre. Sir Marcus was particularly concerned about the general poor coverage traditionally given to certain minor races, in particular to reporting their own viewpoint. Copies of Crowe's Encyclopædia XenoBiologica can be purchased at most starports.

## Cruachan, Khandi (1813) B7AA235-E FI Lo { 1 } (611-1) [133C] B - - 520 12 ImDv M2 V M3 V

First Survey Planetary Designation: *Kharkhi*

This beautiful water-world, with its twin red suns, has now become a popular tourist destination for the rich of Khandi. There are half a dozen new hotels scattered on the small island chains across the planet. Most are perched on top of high mountains or extinct volcanoes, above the choking dense lower atmosphere (although one is located below the surface). Aerial flights and submersible cruises are popular means of taking in the sights of Cruachan. The Starport has recently been upgraded to cope with the increase in visitors, and the influx of mineral processing companies who are beginning to survey the rich oceans. Cruachan is often described, as Ilesha's twin – see Ilesha, Khandi (1712).

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Cruachan is a lousy place to be stranded if you are both poor and honest! The rich that come here, like to lord it over the servants and make them grovel for crumbs. There are better paid, though less honest, jobs to be had if you know where to look. Several crime lords have built fortresses on Cruachan including several Burugdi, though I'd avoid working for one of them unless you have got tired of living! They are however, always on the lookout for new 'talent' if you really haven't got anything to lose. CyJac '13

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## Cteonan Order of the Wyrn, The

The Order of the Wyrn is supposedly a secret sect of assassins from Anshaar, Bolivar (0633) who are rumoured to practice the art of undetectable poisoning. Legend has it that the sect worships the beast of chaos (the Wyrn).

**Cteonanacatl** - Amec (Nahuatl) designation for Anshaar, Bolivar (0633).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

## CYBORG

An abbreviation for "cybernetic organism", a cyborg is an individual with a high percentage of computerized electro-mechanical replacement body parts. The term is generally considered vulgar or slanderous term.

While about 1% of the Imperial population has at least one artificial body part, this figure is much higher (approx. 3.4%) in Dagudashaag in part due to Lancian influence in the Spinward regions. There is also a strong belief that the Sector's more liberal attitudes may have encouraged cyborgs to migrate to the Sector in the hope that they will experience less prejudice. See **Mekha, Sect of**

Cyren... Dataflow interrupted. Insert header entry –

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**\*CyJac** - Possibly the best Hacker in the Imperium...?

Insert sarcastic comments and a “truth is out there” blurb - Let me start by saying to the compilers of the Encyclopædia Dagudashaag that they should feel personally offended for the incomplete nature of this dataclip – how could they consider this work complete without an entry about ME!!?

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Never mind, I’m here to rescue them by correcting their mistake myself. So, who is CyJac? Did I not already mention that she/he is possibly the best hacker in the world?

He/she first came to public attention in 12-1110 when the Banque de Dagudashaag’s computer system was successfully hacked by CyJac on 20 planetary systems forcing anyone trying to log in to their banking systems to compete in an online game of shoot the bank manager to gain entry to their accounts (and gaining 10 credits taken directly from the CEO, Sir Edmund Tyburn-Kant’s personal account for every successful headshot). Banking staff on the other hand were fully locked out and unable to reboot the system until they had guessed the new password (and losing 1,000 credits donated directly from the same personal account to the Sentients for Justice’s charity account for every failed attempt).

For some reason, it took the Banque’s IT department several hours and almost 1.3 million credits to work out that the password had been changed to Tÿburn-Kan±\_i5\_4\_mis-5p3l1in9! Amateur skids!

In 1111 CyJac again came to public attention when he/she arranged for the Duchess Karyn Dea Viisarikaa’s personal Commu-nut directory of secure contact details to be simultaneously published online on 111 worlds. How did they do that? Spoilers!!

Then six months later CyJac publically revealed that the Duchess’s own security services had been covertly recording her every move and topped it off by reversing all the feeds showing live everyone who’s been in on it to the Sector.

Finally her/his greatest hack to date – this, the ‘13’ InfoStack, a benign viral intrusion program that was designed by moi to interface specifically with the Encyclopædia: Dagudashaag and integrated in such a way that Sherver Press have been completely unable to remove or block it. Worse (from their point of view), its self-perpetuating nature means that all new versions of the Encyclopædia are still being infected.

On Ushra the ‘13’ InfoStack Virus was voted best software interface of the decade.

So who is CyJac? Despite being on the Sector Office of High Justice’s top ten list of most wanted for the last three years they are no closer to finding out who or where I am. I could be the girl next door, the old man two doors away or that annoying person in the queue in front of you. What is certain is you haven’t heard the last of CyJac just yet.

CyJac '13

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Dataflow resumed -

**Cyrene, Kuriishe (3013)** C402487-A Ic Ni Va { 0 } (C33+1) [445A] B - - 624 14 ImDv M2 V

First Survey Planetary Designation: Eshiiir

Cyrene was settled before the Civil War to provide a guaranteed source of fuel for the Naval base at Kherse (3014). The system is lightly populated, with most of the sixty thousand citizens involved in supporting the ‘water run’ to Kherse.

Significant facilities on planet include the ice refinery (for processing and purifying fuel) and the basic Starport. Much of the worlds’ facilities are underground.

The system ceased to be controlled from Kherse early in the reign of Strephon, as the local bureaucracy petitioned the Emperor to allow them self-rule. This was granted as it supported the official line encouraging local development. At present, the bureaucracy that ran the world for Kherse exercises control. There is some unease at this, with suspicion that several of the bureaucrats are ‘paid men’ with an agenda of Kherse’s devising.

However, the world is a place full of hope, with an exciting buzzing atmosphere. Significant investment has been invited to develop the vast, untouched resources of the four gas giants and the two planetoid belts. Local speculation about a lanthanum strike in one of the belts has been fuelled by the fact that both Delgado Trading and Sternmetal Horizons have recently set up local offices, and by an increased presence of Naval vessels from the bases at Kherse and Imsu. Starport charges are slightly lower than normal to try to encourage trade.

# D

**D Subsector** - See **IIRADU Subsector**.

**Daad Cluster** <also known as the 'Dead' Cluster>

The cluster of 8 systems and 11 stars to coreward and trailing of the Kuriishe subsector was named after the world which economically dominated the cluster during the First Imperium. Today, the dominant systems are Kherse and Imsu, with Larmai/Daad (3016) a poor shadow of its former self following a major ecological catastrophe.

There some public debate as to whether the region should be renamed, however there has been no consensus as to which system should have the honour. One suggestion that has been gaining prominence in the last few years is the idea that perhaps the region could be named after the Emperor Usuti (one of the Emperors of the Flag) who was born in the cluster.

**Daas, liradu (3107)** B768834-A Ri Pa Ph { 3 } (B7C+1) [6B38] BcCe S - 901 14 ImDv K1 V M1 V

First Survey Planetary Designation: *Uundliir Ka*

Daas is ruled by the upper class elite of society known as the Sidarous. Entry into this group is restricted to a select group of rich families and nobles, consisting only of those individuals/families shown to have the appropriate manners, breeding and a substantial source of wealth. A few off-worlders have been known to retire to Daas to join the Sidarous and live out their years in a luxuriant manner amongst like thinking individuals.

The ruling government is exclusively drawn from the Sidarous with little regard for the opinions of the lower classes. The lower classes accept the uneven distribution of society and the Sidarous as simply a fact of life. The idea that one day, one could enter this group, is a dream shared by many people. It is a dream subtly compounded by the Sidarous itself in order to help maintain order and dissuade possible dissidents from taking any serious actions.

Daas has achieved tech level A through the importation of technology and through gifts brought by prospective members of the Sidarous. The same applies to the class B starport, Daas Downport, where sufficient 'donations' have significantly raised the capacity for building in-system vessels. Daas has come to rely upon outsiders for advancing technology and bringing interplanetary trade to the planet. Additional profits come from supplying essential equipment and foodstuffs to Aska, liradu (3206).

The ISS base here maintains a watch on the incoming goods and persons but has rarely intervened except, for example, when a major off-world criminal attempted to retire into the Sidarous under a false identity.

Daas maintains a small squadron of SDBs to protect planetary interests and the single gas giant present in the system. Daas contracts this squadron from a mercenary group, Soreal Inc. based on Daas. The leader of the group is one Hegan Kisniili, an off-worlder from liradu retired

**Dachaaus-Skal, Savo'raim Zoltan**

(b.1052 - )

Court composer to the Ducal Court and educationalist. While attending the Scanian Temples of Yarhei Kel'a, Dachaaus-Skal became deeply involved in the collection and study of folk music, while at the same time attempting to stimulate an interest in contemporary music. He openly admits to being indebted to Dagudashaag folk songs as the basis for his own style.

Sector-wide success came in 1094 with the choral work 'Psalm d'Dagudashaag', and was followed by the equally successful opera, 'Davin Viisarikaa' (1096). In 1097 Dachaaus-Skal was elected to the Sanhedra Ben Hakhamim (Scanian Priests of knowledge and lore) and later that year was chosen to be court composer to his Duke, Raegis Viisarikaa IV. Later works include the orchestral 'Dance of Jala'Lak' (1099), 'Dances of Gaea' (1107), 'Alikasch Variations' (1109); and 'Genesis' (1114).

With the death of the Duke in 1114, Duchess Karyn Viisarikaa elected to retain Dachaaus-Skal as her Court composer. He has publicly admitted to being deeply affected by the death of his dear friend, the Duke and has failed to produce any new works since then. Earlier this year, Dachaaus-Skal asked to be relieved of his duties and agreed to oversee a Sector-wide competition to choose his replacement which is planned to be held on first day 1116.

### **Dædalus Courier Inc.** <DCI>

A small, highly specialised courier company predominantly working in Argi and Sapphyre subsector's offering a fast, reliable charter service for small cargoes or individuals.

An ex-Scout, Emil Roan, during the period of the Charonaei plague initially established it as a means of getting medical supplies to infected areas fast.

Today, DCI is wholly owned by the Akhen family, and uses ex-military Jump-4 and Jump-6 couriers and fast, remote controlled orbital drones to deliver small packages almost anywhere in the region. Specialised lifepods are used to 'deliver' a passenger to orbital facilities or even the surface without the delay and bureaucracy involved in a landing.

There is currently a great deal of controversy regarding how Dædalus were able to purchase its latest ships from the military.

### **Dæmonite** <Also known as 'chameleon dust'>

A unique, naturally occurring crystalline particle - to date only found on Nukaush, Arnakhish (1906) - which, when scanned by an active sensor returns a false reading. Passing the crystals through a magnetic field causes the particles to alter the returning signal allowing people to deliberately and accurately manufacture false sensor readings.

### **DagMet Ag.**

DagMet are a large industrial combine specialising in mining and metal production. The company is based in the Laraa system and served the fabrication industry (especially starship construction) in and around Dagudashaag.

Dagudashaag Metals and Mining Company, to give DagMet its full name, was formed out of the merger in 322 between the Sylean Entek Spinward Industrial Ventures and the Terran Independent Miners Co-operative. Both these original companies had histories of nearly a thousand years between them. Both grew out of the resurgence of trade and industry that followed in the close wake of the build up to and inception of the Third Imperium. The Independent Miners Co-operative was initially financed through prospectors' collective who pooled their resources. These funds helped to improve exploration and the surveying of new mineral sources in the coreward regions of Diaspora sector. The Entek Spinward Industrial Ventures owed their origin to grants and franchises offered by the emerging Sylean Federation in the expansion out of Core sector. Shortly after the founding of the Third Imperium, the two companies were beginning to compete in the same areas. Entek and the Independent Miners had moved most of their business to the core sectors of Dagudashaag and Gushemege.

As the new Imperium moved on and expanded, both companies suffered commercially at the hands of the re-emerging Vilani Megacorporations, Sternmetal and later, Delgado Trading. There was also intense competition from other, 'indigenous' mining concerns such as Camrii-La Paz Pan-American Industrial Consortium (who has been based on Bolivar for nearly two thousand years). A chance meeting on a cruise liner, in 317, between the CEO's of the two companies Petr Radalescu and Sadek Hinuur'Arl) set the course for the merger. Five years later their plans for a larger industrial combine bore fruit with the formation of DagMet.

Reorganisation, consolidation and new investment through new share issues led to a solid, but unspectacular recovery. Virtually all their business was now centred in Dagudashaag, as is the majority still. After the first twenty years, DagMet was quickly able to pick up a larger share of the mining sector of the regional economy. Cut price deals with the Imperial Navy on lanthanum contracts were a turning point for the company's fortunes and led to further lucrative contracts.

By 420 DagMet had become the single largest mining concern in the sector, with a greater turnover in this area than Sternmetal. It was during this period of growth, predominately at Sternmetal's expense, that the long-running feud between the two companies began.

DagMet then went through a period of stagnation with little investment and close horizons. In 877 in order to further the company and add new vitality, the DagMet board took on a new CEO in Jan Hassler-Finch. Hassler-Finch had done superb work in rebuilding the Pukh Chemicals Corporation.





His acquisition by DagMet led to further tensions with Pukh Chemicals, a habit of antagonising other corporations that DagMet maintains to this day. Hassler-Finch led the buyout of a number of other small- and medium-sized companies to further expand DagMet's portfolio.

DagMet's current CEO is Augustus Johannssen.

#### Main Products and Business

DagMet's primary business is still associated directly with the mining and ore processing industry, with sixty-five per cent of the company's investment and revenue coming from this area. Other related industries include chemical extraction and processing, fabrication and the manufacture of mining equipment - these make up a further twenty per cent. The remaining portions of DagMet's holdings are a mixed bag and represent the probable future for the company. Businesses wholly owned by DagMet include Zithorl Holdings (starport administration and maintenance), Bansk\* an Agricultural Investments (agricultural production and processing), Future Promises Enterprises (cold berth and medical facilities) and Freight Systems of Ushra (bulk cargo transport). Mining companies owned by DagMet, but operating under their own names are Astex LIC (of Sapphyre) and Inir-Hantekh (of Khandi). DagMet also has partial ownership of a number of other companies.

Nominally a publicly owned company quoted on the Medurman Stock Exchange. In 1114 they were recorded to have a gross value of Mcr. 16,000,000, although many analysts believe that their total assets may be five times this figure.

Stock Ownership:

*Augustus Johannssen 2.4%; Individual Board Members 4.9%; Company Employees 4.3%; Imperial family 1.2%; Viisarika Family 0.8%; Banque de Dagudashaag 27%; Other Banks 22%; Noble families 7%; Aohalai Clan 9% public 21.4%.*

#### **Dagudashaag Sector**

DAGUDASHAAG (dah-guh-dah-shag) is a corruption and contraction of the Old High Vilani term for the region - Dakhukuga Gulike Dushaage, which means 'Rimward Galactic Province'. This term refers to the sector's astrographical position, relative to Vland.

Many of the systems from the Coreward edge to the heart of the Sector show signs of being colonised from the earliest days of the Vilani expansionism. The Sector's Spinward regions, for example, were documented as forming part of the frontier of the Vilani Economic Sphere frontier when the Consolidation Wars broke out in -5,400. Many local historians believe that the Dagudashaag segment of the Vilani Main may have been a vital part of the legendary *Anshulam Bilandin*, the so-called 'Imperial Starlane' of the Vilani Diaspora. What is known for certain is that deep-space refuelling stations were established early on in the Vilani expansion to link the Vilani and Medurma Mains through the various *Island Clusters*.

Dagudashaag has the highest density of all of the Imperial Sectors with 561 systems, of which 461 have native gas giants. Despite the density, Dagudashaag is by no means the Sector with the highest population density. The 674 inhabited worlds collectively have a population of 989,500,000,000 as of the 1065 Imperial Grand Survey; a substantial drop from the 1,647,000,000,000 sentient's recorded during the Rule of Man.

The average technological level is B; however the Sector has 48 Tech Level 'F' and 4 Tech Level 'G' systems.

The Sector is linked to the Vilani Main through both Mimu Subsector (this segment of the Vilani Main is known locally as the *Slavers Reach* and carries through into Gushemege's Tansa Subsector) and through Iiradu Subsector (where it is known as the *Plague Way*), overflowing into Core. The Sylean Main extends into the Sector through Kuriishe and Gadde Subsectors (the main route is known as the *Kuriishe Main*) as well as through the *Bunkeria Pinnacle*. The Sylean main also links through Laraa (the Jump-1 route known locally as either the *Laraa Main* or the *Kadushi Cluster*) which extends through the sector into Zarushagar. The only other Jump-1 link with Zarushagar is through the Rimward cluster of stars in Bolivar and Argi Subsectors known as the *Illeish Trail*. As well as the *Slavers Reach* route, Gushemege's Lancian Cultural region is linked by Jump-1 to the Spinward edge of both Mimu and Shallows Subsectors through the chain of systems known as the *Tansa Edge* or *Lancian Rim*. The Medurma Main (the segment best known as the *Corsair's Chain*) also overflows into Gushemege at the Zeda/Shire border. Again a small cluster of stars on Bolivar's Spinward edge extends into Gushemege's Lagan Subsector. In the heart of the Sector, isolated by Jump-2 is the Medurman Main, which dominates eight Subsectors and links approximately half the sector. This starlane has a number of local designations.

This stretch of systems means that Dagudashaag is at the centre of trade routes stretching from Gushemege, Corridor, Vland, Core, Zarushagar and Ilelish making the sector the 'trade crossroads' of half the Empire.

Dagudashaag has a long history. The Sector bears the traces of many waves of settlement and occupation. There are indications that the Sector was home to sentient races dating back more than forty million years ago (in Remnants Subsector). One race, the S'mrii achieved spaceflight as long ago as -26,000 years ago. The Ancients had established bases in the Sector, many archaeologists now believe that the Sector was part of their main route between their unknown homeworld somewhere in Deneb and Terra. At least two minor human races were established in the Sector though only the Ziadd survived into modern times.

The first recorded usage of 'Da'Gu'Dushaage' is in documentation relating to the formation of a life-support systems company on Unishpiir (0311), at about -7,710. Heavily colonised by the Vilani during the First Imperium, the Sector was a major battle zone during the Nth Interstellar Wars. It was heavily affected by both the Terran plagues, which decimated a number of planets throughout the region, and by the subsequent massive influx of Solomani settlers who violently displaced the existing Vilani populations.

Subsequent settlement by the Solomani during the Rule of Man created a strong economic 'axis' roughly along a line between Mimu, Medurma and Argi. Most of the Spinward/Rimward and core Subsectors were almost completely recolonised by Solomani.

Dagudashaag now exports a substantial proportion of its output to the less-developed Sectors of Gushemege and Zarushagar. The Sector is the industrial centre of the Domain and its GSP (Gross Sector Product) exceeds that of Vland sector.

The picture many have of the Sector is of a grey, expanse of factory systems filled with grey, humourless Vilani. Nothing could be further from the truth. Dagudashaag is a Sector of contrasts, from the soaring, fusion-carved mountains and glittering city-warrens of Medurma Prime and the floating dreamworlds of Ushra, to the magnificent sinkholes of Mimu and the macroengineering of GateWay's beanstalk.

The social structure of Dagudashaag is equally varied. Arrive at any Starport and you will encounter the sibilant speech of the S'Mrii, the strangely striped visages of the Ziadd, the penetrating Scanians and the towering, richly robed figures of the Aslan merchants. Ancient tensions and rivalries between these groups, dating to the Vilani Consolidation Wars and before, give this sector the complex social map it has today.

### Dagudashaag Today

Dagudashaag Today is an interstellar 'local' newspaper that is a wholly owned subsidiary of INDISS. Dagudashaag Today is a four-page single sheet, printed on what used to be called boilerplate - Newsheets printed on one side with sector and subsector news, shipped to low population and non-industrial worlds where the local paper would print local news and advertising on the inside pages. As well as hardcopy (paper or its substitute) Dagudashaag Today is also available on disc or holocrystal for computers. It is normally printed in Galanglic but at a small extra cost may be had in any of the local languages spoken in the sector.

The cost of Dagudashaag Today is only Cr1.5 for the basic copy. However most of the papers add the local paper as well which can push the cost up by an additional 1 or 2 credits.

### **DAKUSHAN, Shallows (0518)** E2009A8-A Hi In Na Va Ziad7 { 2 } (B8C+2) [9B5A] BE - - 900 13 ImDv K5 V

Dakushan was originally colonised by the passengers and crew of a jump 1 Vilani starship attempting to travel to Station Six in Shallows. However the lack of readily available fuel in the system prevented the ship from going any further and the shortage of native life on the main world caused the stranded colonists to die off in short order. Later, several small outposts were established but none prospered.

By the Rule of Man the planet was again all but uninhabited, with small ruined bases dotting the surface and a small base established to rescue any stranded wayfarers, however the base personnel were very badly hit by the plague of Duskir which depopulated the world.

During the Rule of Man this world was left empty, as it seemed to be of no value to anyone. This barren condition was maintained until the time of the first survey when scouts found exploitable deposits of Thorium and Platinum. After the initial rush, a colony was established with the current population consisting of 70% Ziadd and 30% other human races. The culture of Dakushan has reached tech level 12 in all respects apart from the use of Fusion generators.

In place of these, the Dakushan's use Fission power and solar cells to provide all the energy requirements to what is now a thriving industrial society.

The planet has very stringent rules on the export or import of anything that could harm the fragile balance that allows the world to survive with no source of water or free hydrogen. With a population of more than nine billion, all the money raised by the sale of the naturally occurring resources is used to import the bare essentials for life on this world.

**Dana, Iiradu (3005)** A689576-E Ni Pr { 1 } (B45+1) [464D] Bc N - 122 13 ImDv F0 V M9 V

First Survey Planetary Designation: *Khermaasim*

Although not a large exporter of its agricultural products (and thus not rated as an Agricultural world), Dana enjoys a high turnover of various types of trade and also a thriving tourist industry. The native population is small, only a few hundred thousand, and most of these are nomadic wanderers on the vast oceans. The rest drive the farming machinery on those land areas able to support agriculture, the fishing ships that harvest the rich sea life, and the necessary support for interplanetary trade.

The majority of Dana is taken over by water, some 91% of its surface is ocean and some inhabitants have never even set foot on land. The seas teem with small, edible creatures, and are also host to a few large predators. The land areas are mostly cleared for crop production but a few inaccessible parts still accommodate the sprawling wet-wood forests that were so important to the first inhabitants. The way of life pioneered by these original colonists is still followed in the form of huge floating arcologies, though today these are composed of much higher tech materials. The atmosphere is perfectly breathable to humans though many find the humidity uncomfortable, especially in the hottest months.

The 3 main population groups usually do not mix. The arcology inhabitants prefer a semi-idyllic existence drifting about the planet. They make their incomes by catching the rare 'Quandos', a small fish-like creature noted both for its flavour and its mildly intoxicating effect. Tourist goods and other sea produce make up the rest of their income, which is normally spent, on equipment.

The land and sea-based farming communities are very much small groups often located away from others. This has led to a sheltered, independent spirit amongst them. These people meet occasionally but never outside of their farming groups except when their produce is brought to Danorkas, the single city.

Danorkas is the centre of Dana's off-world existence. Built close to the Starport it provides markets for Dana's produce and a centre for tourists. A major 'hardware' import is the specialised farming machinery produced by Sharpi, in exchange for foodstuffs from Dana.

The tourist industry caters mainly for hunting expeditions for the large and fearsome 'kulaak', a solitary predator normally quite placid until enraged by electric depth charges dropped to bring it to the surface. Dana also hosts a naval training facility. This teaches advanced techniques for marine personnel involving (water-world) planetary assault and various submarine and survival activities.

Dana is rare in that it holds members of the law professions in high regard. The 'wilderness' communities rely upon travelling lawyers to assist local judges elected by ballot in the progression of justice.

Minor ecological problems have recently come to a head with the creation of a Free Sea Movement.

**Danse, Bolivar (0232)** D9B4743-8 FI Px { -2 } (B66-5) [4525] B S - 802 10 ImDv K3 V

First Survey Planetary Designation: *Regii Ar*

Danse is peculiar in that it was an exile camp for political dissidents. The forefathers of the present 80 million population were exiles from all over the Empire (none are from Bolivar subsector, this is standard Imperial anti-dissident practice), sent to Danse during the 700's anti-imperialist dissident clean up.

This large, inhospitable world has very little in its favour except the population itself that are, friendly, warm and honest to a fault. Since the planet was officially colonised 300 years ago the populace has elevated itself from tech level 0 to TL9. In its 300 years as an exile camp there has never been an escape attempt of any sort; violence is extremely rare, hence the low law level (there are very few written laws on Danse as there is little need for them). The populace has never made any demands upon the empire for assistance, and has achieved its tech level through hard work and dedication to a common belief structure.

Although this planet is monitored as though it were an amber zone, the IISS have been prevented by the empire, for political reasons, from giving Danse this classification. Despite its corrosive atmosphere, its continual storms and its lack of trade and low temperatures, Danse is a great planet to visit, "the entire planet's warmth and sunlight is contained in the home." Meeting Dancers is like a breath of fresh air to the weary traveller.

**Dante, Sapphyre (1931)** B403472-C Ic Ni Va { 1 } (A34-3) [1518] B S - 613 11 ImDv M7 I I M8 V

First Survey Planetary Designation: *Irpi Kind*

Dante is a world with a huge variation in its nature. First settled by the Solomani following the rise of the Second Imperium its high-temperature hostile environment earned the world's name after the title of an ancient piece of Terran classical literature, 'Dante's Inferno', which describes an individual's descent into hell. The world orbits the companion star, by itself a rather feeble, low luminosity MSV sun (Beatrice). The companion however has a very elliptical orbit about the primary, a giant red star.

At the time of the first colonists (prospectors) the companion was at perihelion - now the companion is at its farthest Point from the primary and hence the world is a frigid, ice-covered ball of rock. The Scout base monitors the companion system's changes in its progress around Lucifer.

**Darac Studio**

Based in Babylon on Oewni, Shallows (0216), Darac Studios is one of the quadrant's most successful V'actor studios. Darac has authored several of the best known computer-generated personalities to enhance an entertainment console. The studio is equally at home in designing cartoon 'hosts' for shows as well as composite creations for chat shows and teledidonic bordellos. Darac were the creators behind MacKhan Entertainment's two most popular 'hostesses' - Virtual Valerie and Cyber Crystina.

**Daridura, Old Suns (1605)** C550688-8 De Ni Po { -2 } (D52-2) [6458] B - - 323 9 ImDv G1 V M5 V

First Survey Planetary Designation: *Imar*

Originally a small Vilani colony during the First Imperium, it was infiltrated by a small congregation of Dhuna Fundamentalists who fled there to establish a temple. During the Rule of Man, many of the original settlers, afraid for their lives, fled the planet. Those that remained behind learnt to live with the constant threat of assassination that always hung over their heads. In -105 a visiting Kimalad ship discovered the colony was deserted, the hydroponic tanks destroyed. Despite a fairly thorough search, no trace was ever found of the inhabitants. They had apparently vanished without trace. Although claimed as a protectorate of the Kimalad Empire, the planet remained barren until the early 300's. Emperor Quasot used the legends of the atrocities committed by the Dhuna psychic priestesses on Daridura to focus the hatred of the Kimalad people against the psionic teachings then being practised in the Guukian Federation.

The Dhuna Temple was never discovered and it is rumoured that Dhuna cultists still live on Daridura, hidden deep beneath the surface in secret caverns. Today Daridura is primarily famous for its unusual cave formations and its unusual underground flora and fauna whose coloration matches the yellow and amber of the rock formations. All native lifeforms blend into the surrounding environment rendering them difficult to see except when they move.

**D'Artur, The Remnants (0924)** AAE7443-E Ni { 1 } (834-2) [152B] B N - 420 8 ImDv K1 V M5 V

First Survey Planetary Designation: *Emirkushguur*

Subsector Capital of Remnants, the Ducal Palace and Imperial Subsector Administrative Headquarters are located on Morte.

D'Artur is the Duchy Capital of The Remnants, a recent move since the current duke Stefan de Bere-Owstrowski is a high ranking serving officer with the Imperial Navy which has its local centre of operations here.

The naval base is situated on Morte, the satellite of D'Artur, the site of the only permanent habitation in the system. The world of D'Artur itself is a huge, high gravity world with a dense, elliptical atmosphere. It is off-limits to all but cleared naval personnel. In the recent past the navy have shot down non-military ships that have attempted to enter D'Artur's atmosphere.

The reason for the localised Red Travel Zone classification for the world and the Navy's aggressive pursuit of secrecy has remained a mystery to outsiders. The IN has refused point-blank to comment at all on why the world is off-limits; the most popular, if somewhat fanciful theory is that the D'Artur is home to an undisclosed war-like race which the Navy are developing into an elite fighting force.

**Darusush, The Remnants (1228)** C42679B-8 Pi Pz { -1 } (E67+1) [967A] BD - A 505 12 ImDv M2 V

First Survey Planetary Designation: *Uugir*

Darusush is primarily known for supplying personnel to other worlds – its population serve as domestics and factory workers, many serving a five for three contract supplied by the Government – work off-world for five years, get three years paid for accommodation and living expenses back on Darusush. Only children under 16 and mothers with children under five are exempt.

For those proles who do not want to work off-planet, there are only limited employment opportunities - whilst a few find employment with the Government, most must choose between working one of the many agricultural farms or toiling away in the medi-factories belonging to United MediTech Industries.

The agricultural farms consist of large farm-domes scattered across the planet. Large solar arrays are used to generate the power for the farms and to crack the local water for oxygen and hydrogen which is used in the production of basic fertilizers. The workers live in their fields and are expected to work six days a week on a rota tending the various crops that are then sent to the factories of United MediTech Industries, a company specialising in some of the more common pharmaceuticals and medically important materials, i.e. anaesthetics, pain-relievers and wound dressings which it produces from local materials.

Darusush is the registered homeworld of United MediTech Industries and is their primarily buyer of their produce as well as their main industry.

**Darzii, The Remnants (1026)** C674444-9 Ni Pa { -1 } (632-3) [2337] Bc - - 200 9 ImDv K3 V

First Survey Planetary Designation: *Miashduurna*

Darzii is a planet that had apparently outlived its original usefulness. The planet had been colonised during the First Imperium as a factory world. The majority of the work force was primarily clanless Ziadd brought in from Zeda and Shallows Subsectors to work the great factories.

These manufacturing sites produced electronic components for export to other planets where they were assembled. The planet was extremely wealthy until the Megacorporation Makhidkarun abandoned it during the Vilani exodus that foreshadowed the period known as the Long Night. Despite serious famine and plague during the initial years, a small percentage of the population managed to survive at a basic sustenance level. Then the Vilani returned and, in an epic legal battle, which eventually ended in 177, succeeded in reclaiming ownership of the planet. The surviving population were given an ultimatum, work for the Makhidkarun or leave. The majority elected to stay.

The refurbished factories continued to turn out high quality electronic components until the late 700's when the planet was declared no longer financially viable. The planet was finally exhausted of all its mineral wealth. In an unexpected gesture of good will, Makhidkarun handed the rights to the planet over to the Ziadd population. The planet had been stripped of all its resources and could only maintain production using imported raw materials. The local people faced financial ruin unless something was done promptly to address the issue.

In 801 the provisional Government invited the Ziadd Independent Guild of Assassins, the Zhi'laem Avr, to move its training facilities to Darzii. The Guild had come to the realisation that it needed to find space to train its Assassins (known as Zhiavr) which was away from Ziadd clan influence yet had experienced difficulty finding an Imperial planet that was willing to accept their presence. Darzii was still recognisably of the Ziadd culture yet had no ties to the clan structure back home. In return for use of the planet as a training ground, the Guild would ensure each applicant, as part of the Guild's fee would deliver a free supply of raw materials. The Guild set up its training facility in the deserted city of Pakha D'Ghuur. The city streets became the stalking grounds of assassins-in-training. Local people agreed to live and work in the city to ensure the training experience was 'realistic'.

The 'students' are assigned a contract to fulfil. While the student is armed only with stun-blades, the contract, generally a student of a higher sphere is allowed to use long range weapons in their defence. If any student is found to have frightened or injured a 'civilian' they are immediately punished. The Guild has also begun to assess the local Ziadd and those found worthy have been trained as Zhiavr Laemr. These assassins are without clan and thus outside the restrictions of caste. As a result they may assume any disguises (or trades) necessary to reach their target though tradition dictates that they wear the robes and symbols of their office for the attack itself.

Since the Guild moved to Darzii, the planets manufacturing sites have been able to resume work at a economically-sustainable level as each client must bring a minimum of 400 tonnes of high quality metal ore in order to qualify for an audience with the Guild. In reality, most bring much more in the hope that their generosity will be rewarded.

**Dashgurus, Gadde (3028)** C768635-5 Ag Ni Ri { 0 } (854-2) [4633] BC S - 912 12 ImDv M0 V

First Survey Planetary Designation: *Gin*

Originally named 'Gin', a common Vilani term meaning 'hostile' the planet was renamed by its first colonists. They colonised the planet less than a hundred years before the onset of the Long Night. It proved to be a highly fertile, jungle planet teeming with a wide variety of carnivorous lifeforms. While the environment proved to be extremely hostile, the settlers had the technological edge. Machines pushed back the wild frontier, creating large tracts of highly fertile land. Cities began to spring up all over the Southern continent, and then disaster struck.

With the onset of the Long Night the supply ships suddenly stopped coming. Machines began to break down with alarming regularity. The Jungle and its inhabitants began to once more encroach upon the settlements. The Dashguru quickly adapted to the requirements of their new home. They evacuated the cities and moved to small settlements along the coast where they voluntarily adopted a low but self-sustainable tech level and began to rebuild their lives. Later when the Kuriishe Eraki arrived, they found a thriving fiercely independent Tech 3 society. Dashgurus remained independent until annexed by the Third Imperium. Even after entering interstellar society, the Dashguru stubbornly refused to accept an externally maintained tech level preferring instead to only adopt those technological advances that could be built and maintained on-planet. About 700 they reached and stabilised their society at tech level 5.

While the Southern continent is now completely tamed and is prime arable land the Eastern Continent is maintained as a Jungle. Dashguru young about to enter maturity must undergo the trial of surviving three days and three nights in the jungle interior without equipment if they wish to be classed as full citizens.

Dashguru is famous for Gin's Gin, an alcoholic beverage exported all over the Sector.

**DASHI, Pact (1723)** C55098B-A De Hi Po Asla0 S'mr0 { 2 } (F8C+4) [BB7C] BE - - 404 11 ImDv M2 V

Dashi is a desert world run by a business conglomerate of seven Megacorporations known locally as the Combine. The planet is mainly self-sufficient in water and food as a result of intensive hydroponics, mining of the ice rings of a nearby gas giant and strict water recycling. Its major export is cheap electrical and electronic equipment and components. It is a major producer of a wide variety of low-cost, high-tech goods.

Billions of people exist on the planet either in the massive glass-built pyramid cities or in the deep caverns carved out beneath. Dashi is a favourite stopover as its markets are full of cheap electronic goods and its culture is renowned for its extremely liberal social mores.

**Daskine, Laraa (2631)** D742575-5 He Ni Po { -3 } (741-5) [3233] B - - 300 10 ImDv G7 I V

First Survey Planetary Designation: *Kishu Kharlu*

Daskine is a large world orbiting a huge yellow giant star. Most of its surface is arid desert and rugged badlands, although there are a number of small seas and lakes in the Southern Hemisphere. There are five major cities, each lying on the shores of one of the lakes. The land around each city is heavily cultivated and crossed by networks of canals. The most common form of transport on the world is watercraft, although vehicles drawn by draft-animals are also common.

The entire population of Daskine belongs to the Simplist Movement. The planet was renamed after one of the 'prophets' of the movement, Speaker of the Divine Sara Daskine. Purity, the largest and most cosmopolitan of the cities, is the site of the Starport. Although Purity's inhabitants tolerate off-worlders they are still uncomfortable around advanced technology and will do their best to avoid it. In recent years Purity has seen an increase in tourism, although the numbers of visitors are still small. All of the other cities follow stricter philosophies and are much less tolerant. Some see Purity's inhabitants as 'heretics'.

**Dauni, Khandi (2020)** A310554-F Ni { 1 } (C45-1) [363D] B - - 923 16 ImDv K4 V

First Survey Planetary Designation: *Zarushbiish*

The title of Marquis of Dauni has, for the last five centuries, been held by the oldest offspring of the Duke Ishaira of Khandi, with the most important employer in the system being the starship repair yards owned by the Ducal family.

The current Marquis, Lord Doucan Shas Ishaira, is an absent landlord as he spends most of his time at the Ducal Court. Unfortunately, in his absence many of his factors are reportedly openly abusing their position of power.

The Church of the Brethren has established a monastery atop The Rock of Souls, the highest extinct volcano on the world. Attached to the monastery is a large and well equipped hospital, which caters for a wide range of species. The sick and injured come from across the subsector, and beyond, to take advantage of the free medical treatment provided by the monks. The Rock of Souls is also a favourite climb of low-G mountaineers.

### **Davizi Maize**

Common grain crop grown primarily within the Ziadd sphere of influence. It is extremely adaptable and can cope with a wide variety of climates and planetary temperatures. The seedpods of the Davizi are generally either boiled and eaten whole or ground into flour.

The seeds can also be used in the manufacture of a local beer brewed throughout the Zeda Alignment. The bittersweet taste is thoroughly enjoyed by Ziadd but few other races can bear to put up with its smell for long enough to actually try it.

**Davrey, Adim** - Famous founder of Chaiklin D'uvri (once a Ziadd Corsair Band).

(b. -465 d. -430)

During the -400's the Universal Church sent several ecclesiastical fleets through the Ushran-controlled Zeda cluster intending to establish missions in Shallows subsector. One such fleet, with its Ushran escort, successfully repelled an attack by Ziadd corsairs. During the battle the Ushran's destroyed several ships belonging to Chaiklin Khu'ch Z'usqaumr.

Most of the clan's D'skom'r (Native Men) was wiped out in one fell swoop. Traditionally the survivors of such a catastrophe drifted away to become Laem'r (broken Men) of some other clan; but history had not counted on the charisma of a Solomani Laem'r named Adim Davrey. How Davrey managed to persuade the survivors of clan Z'usqaumr to follow a non-Ziadd is not known. What is known is that within five years Captain Adim Davrey had gained a reputation as one of the cruellest and most feared corsairs in Zeda space. He was responsible for the destruction of over forty ships and, at the height of his career, led over 1,200 warriors.

Davrey established several 'pitstops' on secondary worlds within Shallows where he maintained control over the other corsair Chaiklin through playing one chief off against another.

Davrey's downfall came in -433 when he attacked and looted the 'Chastity of St. Lucias' which was carrying holy relics intended for the new cathedral on Gwi. Davrey was captivated by one relic in particular; the Chalice of St. Clair, which apparently contained the right forefinger of the saint encased within the stem. The chalice was fashioned out of pure platinum with many unique and beautiful jewels. From the moment he took personal possession of the relic it was as though he was cursed. Six of his fleet of eight ships, including his own, misjumped as they left the system. One was never seen again. His two most trusted lieutenants became afflicted with severe jump sickness during the voyage and died. During refuelling he was caught unawares by an Ushran Fleet and only just managed to escape though they destroyed two of his remaining ships and the rest were severely damaged. Limping into port at Reunion, Davrey went against corsair tradition, when he refused to give the chalice to the clan. Instead he declared that this was one prize that was his and his alone. This provoked such an Outcry that Davrey was forced to flee in his ship 'Amity' which he always kept ready for such an eventuality. Homesick, and many say enchanted by the chalice which he still refused to allow out of his sight, he decided that he'd had enough of space and elected to return to his homeworld of Ushra. Here he was forced to 'sell' most of his treasure to Ushran merchants. Before he could be paid however they informed the authorities on him and he was forced to flee creditless into the night. Failure seemed to haunt him as he fled from one world to the next; he eventually died two years later on Fau. He was suffering from pneumonia, utterly destitute and alone. On his deathbed Davrey was reputed to say that his life had been cursed from the very moment he'd laid eyes on the chalice. Its beauty had haunted his every second of lie, teasing and tantalising him. Unable to part with it, at least he'd made sure that no other mortal would ever be cursed by its presence.

It was now 'where it belonged amidst the angels. Crucified on an eternal cross where it could forever chastise the fallen one.' It is assumed that Davrey must have hidden the chalice before his death, but where? Its historical value is worth millions but no collector would have risked touching such an easily recognisable piece. Not and risk the wrath of the Universal Church. Melted down it would be worth only a tiny proportion of its true value, yet when you consider all that Davrey risked to retain it that is an unlikely option. Yet, to this day, it has never been found. Davrey's band of corsairs eventually became the foundation of the trader Chaiklin D'uvri. The Ushran's destroyed his pirate bases and established a naval base on Reunion (Oeth VI) to police the area. Davrey went down in legend as the only non-Ziadd ever to have led the mighty corsairs.

As for the chalice, though many have searched none have found it. Perhaps Davrey was right and it had really returned to 'the angels...' We will never know.

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**de Bellague, Sir Olexandr** - Keeper of the Ducal Archives

(b. 992 - )

Sir Olexandr de Bellague of Akiva is a Historian of renown – it is said within Dagudashaag that everybody knows him, if not personally then by words, which is the most important way to know a scholar. Orphaned at 13, he subsequently studied at several universities across the Sector and then took a professorship to Reference, Core where he spent the next twenty years and met his dearly missed partner, Dame Anastasia. Moving back to Medurma, he wrote his famous trilogy, *The Ziadd Revolutions*, *The Rise and Fall of the Pact*, and *The Age of Empire* all of which are exceptional comparative analyses of modern history; not only comparative but complex, including cultural, political, social, and economic history into that discourse.

Despite his advancing years, Sir Olexandr de Bellague still writes and is still actively involved in historical research. As a follow up and companion work to his popular memclip *The Triumph and the Tears – a history of the Simalrs*, he is currently writing what everyone expects will be the definitive history of the Viisarikaa family.

**de Bere-Owstrowski, Duke Stefan K'ang His** - Duke of Remnants Subsector

(b. 1066 - )

First son of Duke Wilhelm de Bere-Owstrowski and Lady Mulu Han-Ch'ing, sister of the current Duke Huan of Argi Subsector, Stefan is the fourth Duke of the de Bere-Owstrowski dynasty and is considered one of the ablest Dukes in the Subsector's history.

Stefan succeeded to the fiefdom at the age of eight, and ruled personally at 16, cultivating the image of an ideal Confucian ruler, and stressing traditional morality.

His childhood was spent in rigorous military training and education. As an adult he studied music and Vilani literature, and he wrote and composed. He commissioned the compilation of a history of the Subsector, and a local encyclopædia.

At age 18, Stefan crushed a pro-Solomani revolt, and proved his undying loyalty to the Viisarikaa family. Duke Stefan is a serving Rear Admiral in the Imperial Navy though on detached duty to enable him to actively carry out his duties as a subsector Duke. A man of wide personal interests, he has personally published three volumes of essays on a wide range of subjects. He remains unmarried but is currently dating 30 year old super model Chanti Delouise.

**de Chantuille, Dr. Gerard** - Surgeon-General: Dagudashaag

(b. 1060 - )

Born to a middle class family on Medurma, Dr de Chantuille began premedical coursework at O'Hare Memorial University and subsequently completed both undergraduate and medical training at the University of Medurma-Korovall before working as a Doctor in DeepLevel. He subsequently applied for and was accepted into the IISS Medical Corps as an Assistant Surgeon though his area of expertise proved to be in public health administration. He advanced quickly and through the ranks and he was recruited by the Surgeon-General's office and appointed Assistant to the Surgeon-General in 1105. When Dr. Burnley-Scheele retired in 1109, Dr. de Chantuille was the obvious choice to be his successor and he applied his administrative know-how to steering the office successfully through institutional growing pains as the agency responded to new and at times conflicting demands from the public and professional bodies.

Dr. de Chantuille has been publicly lauded for his work in ensuring access to medical information is possible Sector-wide and for his enthusiastic adoption of location-appropriate safety message channels accessed via the communit.

**de Wyndheim, Kabuki** - Leader of the 'Summer' Rebellion (1095 – 96) on Sapphyre, Sapphyre (2137)

Disenfranchised and for the most part unrecorded, the situation regarding male children born on Sapphyre has remained secret throughout most of the planets history.

Kabuki apparently grew up and went into service with Dom' Wyndheim. Nothing else is known regarding his early history however he came to prominence when Duchess (Dom') Marii came to power in 1094. Marii immediately imposed even tougher sanctions on the freedoms of Sapphyre-born males effectively reducing their status to



chattels. This resulted in many males fleeing their mistresses and trying to escape off-world. Kabuki was one of those. Having been severely whipped by his mistress for breaking a vase, he ran away and met up with other runaways in the storm tunnels beneath the Palace. There he fermented rebellion and became the face of the Summer Rebellion when he captured and held hostage a number of Dom's. In exchange for their lives he demanded passage off-world for all males. Duchess Marii's half-sister, Eiyessa a'Johari yá Samawati argued in favour of allowing the males to leave and was subsequently imprisoned. Instead Duchess Marii stormed the palaces with mercenaries in an attempt to kill the terrorists and free the hostages. The attempt killed numerous males as well as all of the hostages – only a few men escaped alive, one of whom was Kabuki. It was immediately followed up by even more draconian restrictions on local males. On 01-1096 Kabuki successfully managed to get into the Palace with the last of his rebels whereupon he butchered Duchess Marii in her bed before freeing her sister Eiyessa from the cells and in return for abolition of the restrictions against males agreed to hand himself over to her custody. Calls for his immediate trial and execution fell on deaf ears as the newly appointed Duchess drafted her Rights of Men settlement (1098) which offended clones and true births alike by its very moderation in granting legal rights to males on Sapphyre.

She continued to refuse to bring Kabuki to trial and called for his release and exile on humanitarian grounds but her court refused and in 1110 he was finally brought to trial and under Sapphyre law was found guilty of regicide and sentenced to death. Despite the sentence having been passed, Duchess Eiyessa continues to procrastinate and refuses to sign the order to carry out the execution of Kabuki de Wyndheim.

**'Dead' Cluster** - See **Daad Cluster**

### **Dealer Dan Lic.**

Dealer Dan, 'The Starship Man', is the major ship broker in the Ninlakim Trace. With the main offices on Umnudar (2108) as well as owner of their shipyards Dealer Dan is one of the main employers on the world and apart from the navy yards on Ninlakim they are the only producers of starships in the Arnakhish subsector. Apart from the standard designs, all of the Dealer Dan ships are of the Needle Configuration or built using planetoid hulls.

In 877, Dealer Dan LIC. was a victim of a hostile take-over by Naasirka who elected to retain the illusion of independence by retaining the trade mark and Dealer Dan as a permanent pseudo-personality who fronts all the companies adverts.

**Deep Ones, The** - See **Ersharsa, Iiradu (3001)**

### **DeepLevel Harvesting Lic.**

Formed in 862 to break Symmonds XenoCulture Inc's monopoly on the Symmonds Tree harvesting, this company has recently pioneered many new and exciting discoveries in the pharmaceuticals industry based on Symmonds Tree extract and is currently running a major campaign to become the major supplier of Ssymal on Medurma.

Stock Ownership:

*Hortalez et Cie 36%; Viisarikaa Family 27%; Juan Martin Investments 12%; Banque de Dagudashaag 8%; Noble Families 6%; Hui Khoiaya Tribe (Alikasch) 3%; Private Ownership 8%.*

### **Deflec'**

Traveller terminology for deleted data files, which are still capable of being recovered. The term is used as in 'the infostrand has been deflec'ted into a safe cache...'

The term is derived from the file extension .DFC, which stands for *Deleted File Cache*, an encrypted, compressed file-type used to temporarily store deleted files on a MemClip crystal.

**Degushush, Old Suns (1302)** C9C58A8-9 FI Ph (Ziriduluush) Sa { 0 } (C79+1) [8859] Be - - 402 13 ImDv K4 V

First Survey Planetary Designation: *Seg*

Degushush is the outermost moon of the large gas giant, Balirur. It is a hellish heavy-core world with a gravity of 1.88g and a surface pressure of around 33 atmospheres. The planetary atmosphere is composed of a lethal mix of hydrogen, methane, ammonia, and small quantities of chlorine as well as a number of other trace gases. The seas are composed of a noxious chemical brew with a high concentration of ammonia. The average surface temperature is 116<sup>0</sup>C.

Despite the extremely hostile conditions, Degushush's large population consists of Vilani freelance miners who are involved in chemical extraction and processing within the planet's three underground cities. Built into naturally-occurring fissures in the surface, these self-contained settlements are governed by the Life Support Guild who are forced to import much of their materials from Vilani space in return for a high percentage of the planet's annual yield. As a result, the life support tithe on individual miners is extremely high. So high in fact that despite the high risks and subsequently high bonuses involved in chemical extraction on Degushush, few of the miners are making a profit. In recent years, a substantial number of miners have paid to be smuggled off the planet leaving their debts behind.

Degushush has, quite surprisingly spawned not only a wide variety of native life, but a minor near-sophont species called the Zirduluush by the Vilani. The Zirduluush, which are believed to number in their millions, live a tribal existence in the outback.

### **Dehkaim, Khandi (1919)** BA75149-8 Lo { -1 } (601+1) [2169] B - - 603 13 ImDv K5 V

First Survey Planetary Designation: *Uumgauush*

This world has recently been claimed by the Usdiki and Higashi states of Rukhigu (1918) that are looking for room to expand as both their respective countries are suffering from chronic overcrowding problems. The small but excellent starport was built in orbit in 1112 from pre-fabricated parts brought from Rukhigu. It is from this orbital facility that the two Rukhigu representative research teams are conducting extensive planetary surveys.

There are several sites on the Higashi continent earmarked for the initial colonisation, although the teams have yet to complete on-site investigations. Henagal and Usdiki are currently lobbying Imperial offices for additional funding for atmospheric terraforming. A number of the other states from Rukhigu, backed by a consortium of businesses, are challenging the legality of the claim by Higashi and Usdiki. There has been one attempted hijacking of the orbital station of Higashi Highport, attributed to elements from Rukhigu.

### **del Monaco, Dame Marcia** - Advocate for Sentiency

(b. 1081 - )

Born on Dipa to the wealthy del Monaco family, Marcia became interested in sentient rights in her youth and retained the passion throughout her life. Having graduated from the University of Ushra with a major in xenobiology, she immediately undertook a number of field trips to study the Zirduluush on Degushush, Old Suns (1302) and then undertook post graduate work at the University of Mimu on the evolution of the Kiakh'iee before working alongside the Brethren Uplift Institute on Mikhid, Laraa (2836). Although she found herself disagreeing with the BUI regarding complete isolation for emerging species, she has campaigned tirelessly to ensure the protection and safety of pre-sentient races and ensure that they are not exploited or endangered.

In 1112 the Duchess Karyn Viirsarikaa who is a lifelong friend, created the post of Advocate for Sentiency within the Racial Representatives of the Star Council of the Ducal Court and appointed Dame Marcia to the post with the specific role of acting as a voice for those races not yet able to speak on their own behalf.

### **Delgado Trading Lic.**

Imperial Megacorporation. Originally a manufacturer of military hardware and widely known for their work in miniaturisation. Delgado has extensive holdings in heavy mineral mining and refining, publishing, antiquities trading, and recently, the toy industry. Founded in 997, Delgado is the youngest of the Megacorporations.

Stock ownership:

*Imperial family, 5%; Delgado family, 47%; Noble families, 27%; public, 21%.*

### **Dempukish, Laraa (2735)** C99A327-7 Lo Wa { -2 } (521-2) [3157] B S - 903 11 ImDv M2 V

First Survey Planetary Designation: *Shiishiiga*

Dempukish is a large water-world, believed to be the core of a failed gas giant. It is tidally locked to the systems primary and also has an extreme axial tilt.

The north pole permanently faces towards the star and experiences temperatures exceeding 130oC, while the south pole permanently faces away and endures temperatures below -150oC. The southern hemisphere is covered by vast ice sheets while the sea boils in the north. The weather is incredibly violent, and the air is tainted by volcanic sulphur compounds.

The world was colonised in the ninth century, by Scanian's who considered it a fitting place to study the teachings of their prophet, Benjamin Ra' Scania.

**Denisol, Gadde (2729)** C655754-7 Ag Ga { 0 } (968-2) [5735] BC S - 403 15 ImDv M1 V

First Survey Planetary Designation: *Shuudin'ir*

Denisol supplies the majority of the rimward portion of Gadde with it's food. Grav shuttles move continuously between the surface and the orbital starport where huge transporters ship the produce to Dummur and Shea. There are always numerous small cargoes of luxury produce to be had by the speculating trader.

Shuudi's have a reputation for being miserly and money grabbing though they claim that they are just careful with money. Visitors to the planet are advised to not reveal their financial status to natives if they don't wish to risk being exploited and possibly even conned into purchasing worthless goods.

**Depot, Gadde (3121)** A31046A-F Ni Da Mr { 2 } (735+4) [667H] B D A 310 13 ImDv M1 V

First Survey Planetary Designation: *Shenpe*

This system is the depot system for Imperial Navy in Dagudashaag. Due to recent events in Lishun, the system is now generally off-limits to non-military or contractor personnel. The system is home to over a million naval personnel and long-term civilian contractors, the majority of whom live in Yokohama Orbital. This massive base houses the main Dagudashaag Naval Academy and has space to house four numbered fleets. The system also has over forty million displacement tons of mothballed warships in orbit around the planet of Kasigi.

The system's size and importance meant that Depot became a key staging post during the Civil War period. Indeed Arbellaatra herself used Depot during the final consolidation battles of the war. Recognising that the Imperial Depots had proved to be a major weapon used by many of the claimants to the throne, Arbellaatra reorganised the Depots to fulfil three main roles. They would act as primarily a base for mothballed fleets - today these are mostly at Tech level 13 or below and as such, although still a formidable weapon against the Imperium's foes, pose little threat to the Imperial Navy. In addition they would act as a training facility for Imperial, Sector and local Navies and as a research and development facility for the Imperial Navy.

Warning - entry to the inner system is prohibited under Imperial Naval Law. Punishment for straying within 50 au of the core, without good cause is punishable with penalties ranging from a Cr. 100,000 fine to a potential ten year prison sentence and confiscation of the starship.

**Derla, Zeda (0821)** D8B3557-9 FI Ni { -2 } (B42-2) [5359] B S - 313 10 ImDv F2 V

First Survey Planetary Designation: *Aarenziisge*

Derla itself is tidally locked to the primary star and cloaked in an insidious mix of gases. The surface colony is located on the bright face, and is built entirely below ground. The world's primary industries are quarrying the richly coloured local stone and producing fine quality carvings. On the dark face atmospheric gases (mostly ammonia and ammonia compounds) condense and form a large sea. The northern shore of the sea is the site of an enormous chemical synthesis complex, entirely owned and operated by DagMet.

In 1108 Aarenziisge Starport was downgraded from a class C facility: there is speculation that DagMet intend to have the Starport relocated to the planetoid belt, a move the locals oppose.

In 1114 the planet's largest settlement, Derla Deep was severely damaged when a dam on the surface, used to hold the excavated mud from the mines, burst and the underground city was flooded. Over 200 people lost their lives when the mud flooded the city streets and blocked the life support systems. The rescue attempts were made even more difficult by the fact that the mud quickly hardened leaving people trapped in a stone-like substance.

DagMet have assured the people of Derla Deep that the incident was a freak accident and is unlikely to ever occur again. Although the majority of the population has returned to their homes, many insurance companies have refused to issue policies providing cover against it ever happening again. It should be noted that although the dam was repaired, seismic experts have predicted that another such flooding is likely to occur within ten years.

**Dhuna Cult of Eternal Ecstasy** - See **Gursa, Arnakhish** (1801).

The cult was originally part of the Khuraashii faith, which permeates Vilani space to this day. In -5,879, two years after the death of the Prophet Khuras who founded the path, confusion over who should be the successor led to the religion separating into two distinct factions. One faction believed that the leadership or Khimaan should fall to a qualified priest elected by the faithful while the other sect held that a member of the Prophet's family (specifically Shannash Dhuna who was the Prophet's son in law) should be elected as Khimaan. This became the cause of much contention and great animosity between the two sects and resulted, in -5,877 in the assassination of Shannash Dhuna who left no male heir.

After the hostility died down, the majority of the faithful agreed to follow an elected Khimaan. However, later that year, a priest wandered out of the desert of Gursa claiming to have been possessed by the spirit of Shannash Dhuna. This priest (known only today as Sharik Dhuna) formed a well-organised secret sect to strike at the 'pagan' followers of the Khimaan. Having no organised army and no great wealth, Dhuna used other methods. Assassination has a long history in Vilani society and Dhuna had no shortage of fanatics willing to die for his cause. He established a caste of secret killers who were trained in the methods of assassination and disguise. These devotees were brainwashed into total obedience. Dhuna is also believed to have started a search for young females with high psionic potential to form the core of his caste of priestesses. Each was blinded (apparently so that the sights of the physical world would not detract from the search for spiritual perfection) and only allowed to breed with males selected by him - either of his warrior caste or male followers who also had high psionic potential.

In -5,842 Dhuna died and his followers believe that the spirit of Shannash chose a new host. Very little is known about the Cult of Dhuna for the next few hundred years though their assassinations continued unabated. Near the end of this period, several alterations in the cult appeared; the caste no longer seemed to focus its assassinations only on followers of Khimaan but seemed to be attacking its victims apparently randomly, and fewer of its followers were being caught. It is now believed that the cult had begun to worship Guurakhira, an ancient Vilani Goddess of death and destruction.

The leadership had also changed. The spirit of Shannash was supposed to have fragmented and was now residing within the Temple Priestess Caste.

Legends claim that Sharik had been inspired to begin his Priestess breeding programme in order to create the perfect hosts for the Prophet's spirit. Despite the number of ritual murders performed each year, the Dhuna would have probably remained nothing more than a legend if the religion hadn't begun to spread throughout the Sector.

Legend has it that the spirit of Shannash was fragmented and endowed upon two hundred priestesses who were each to establish a temple sacred to the pacification of Guurakhira and continue the sacred breeding programme using new stock.

Although many failed to survive their introduction to new cultures, several systems in the subsector had Dhuna colonies hidden among them and other settlements were spread throughout the sector and beyond, particularly throughout Vland. Although the cult is believed to have been eradicated, neo-Dhuna cults have publicly surfaced twice, once in 562 and again in 997.

## **Diablo, Kuriishe (2612)** C8C8331-A Fl Lo { 0 } (621-4) [1316] B S - 210 12 ImDv K1 I II M 3 V D

First Survey Planetary Designation: *Liluu Ir*

A trinary system of a red giant, red dwarf and white dwarf make this an unusual system. Diablo sits in the habitable zone for the red giant, which is the central star, but the other two do have some influence on the size of the zone and the temperature of the planet as a whole, depending upon their relative positions. Diablo has two satellites (one of 1000 km diameter at a distance of 16 planetary diameters and one of 2500 km out at 26 planetary diameters) and 9 tectonic plates. This means that Diablo is subject to quite a lot of seismic activity, with some 10 active volcanoes dotted around the planet, with many more underwater. The atmosphere is of a standard oxygen-nitrogen mix, but has high amounts of radiation in it, making it dangerous for humans to venture out unprotected. The protective ozone layer is very thin and scientists reckon that it will be several centuries before it begins to approach what is necessary to stop ultraviolet radiation. While many thought it was probably some natural disaster that stripped the ozone layer away and thus allowed ultraviolet radiation to poison the atmosphere, about ten years ago scientists found a number of radioactive elements and compounds that are usually not associated with that type of radiation, including plutonium. Further research and investigation revealed that large numbers of what had been thought of as meteorite impact craters were clustered in groups, instead of being fairly evenly distributed across the planet (the system has two meteorite/asteroid belts) and were all of roughly the same age. Then a scientific team made a startling discovery. They happened across a huge cavern, which had formed due to seismic activity, probably set off after a nearby impact had occurred.

Inside were the remains of part of a huge metropolis, mainly of tech level 11 standard. This astonished the scientific community, and a large number of expeditions have been sent and have found a number of hidden ruined cities all over the planet. It appears they are the remains of a civilisation (whose members were of roughly human size and build) which destroyed itself in an incredibly violent war some 3000 years ago. The massive amounts of radiation, massive disruption to the atmosphere and obliteration of all but the hardiest of species from the planet surface (extensive life still exists in the world's oceans) probably indicates that nuclear and neutron weapons were used in

large numbers, as were chemical and biological weapons, although only fragmentary evidence exists to indicate their use.

A large number of scientific parties are now scouring the planet and the sites already found for further evidence as to their technological accomplishments, social structure, economic system and so on. This has led to something of an economic boom for the people on Diablo, as research parties from the Imperial government, academic institutions and Megacorporations flood in. This has also led to a large increase in investment as the teams have also discovered large deposits of metal ores, radioactive elements (including Lanthanum), industrially important compounds and crystals while there, which has fuelled interest in prospecting (particularly by Sternmetal Horizons, LIC, Ling-Standard Products and General Products, LIC). To help co-ordinate the rapid increase in activity and help patrol against Pirates, the Imperial Scout Service has recently begun construction of a new scout base on the planet, located next to the starport. It will co-ordinate activities with the naval base at Lashgaiika and the scout bases at Giku, Uudnar and Luguk, and the first patrols have already flown from there, its construction being well ahead of schedule.

The planet's population virtually all work in and around the Starport which at the moment is classed as a 'C', but is due to be upgraded soon, as many people stop off here on their way to other parts of this, and surrounding subsector's. While the law level remains low, the main city/Starport has taken on the characteristics of a frontier town with a large influx of new people and the original inhabitants struggling to maintain their way of life. The result is that while the local population will be cautious and polite, they will not act overly friendly to strangers, and observe some aloofness towards them.

### **Dierbison**

Dierbison, Large herbivores native to Ges, Mimu (0401), apart from having 6 legs this beast resembles the Bison of Earth. They stand 2.5 meters tall at the shoulder and average 6,000-kg in weight.

The Dierbison have been semi-domesticated by the natives and some are used to pull the wagons in which the natives live their lives following the herds of Dierbison on their wanderings around the single continent.

**DIISHALUM, Shallows (0714)** B420988-E De He Hi In Na Po Cp { 4 } (F8G+4) [9D5E] BEF S - 913 8 ImDv M3 V  
Subsector Capital of Shallows, the Ducal Palace is located in First Landing while the Imperial Subsector Administrative Headquarters are located in Capital City.

Although no longer the vast producer of important raw materials it once was, Diishalum is still the industrial centre of the Shallows. The system now concentrates on the production of manufactured goods, to be found constructed in the huge underground warehouse-factories of the main-world. The main industrial players of Shallows, Dagudashaag and the Imperium have a presence here (including Sternmetal, Naasirka and Dagmet).

A lack of surface water, combined with the searing hot winds and the dust from the open cast mines that seem to be located everywhere across the planetary surface means that most local people never leave the underground settlements. Exile to the surface is considered the ultimate deterrent. Visitors to Diishalum need to ensure that they always have at least one unused water token on them at all times or risk being charged with vagrancy.

The company's board (a committee representing the industrial interests of Diishalum) are currently investigating ways of stalling the trade deals on the Niirkhi harvest which look like taking their agricultural needs away to Irphothe.

**Dilaaai, Arnakhish (2104)** C420853-8 De He Na Po Ph Pi { -1 } (E77-4) [5725] BDe - - 213 14 ImDv K5 V  
First Survey Planetary Designation: *Galii Gi*

During the First Imperium a major lode of Lanthanum was found on Dilaaai and miners were brought in to extract it. Over hundreds of years the world's fragile ecosystem took irreparable damage and by the onset of the Long Night all of Dilaaai's major native species were extinct.

Today Dilaaai is one of the poorest planets in the subsector. The lanthanum is completely played out and the system has no other important natural resources. Dilaaai itself has an unbreathable atmosphere and no surviving native life. The underground cities that dot its surface barely produce enough oxygen, water or food to keep the population alive. Poverty, crime and malnutrition are major problems; the government does what it can, but simply doesn't have the resources to cope.

**Dinzur, Gadde (3222)** A420326-E De He Lo Po { 1 } (621+1) [244D] B N - 310 15 ImDv G9 V

First Survey Planetary Designation: *Vliir Ge*

Dinzur is a Gas Giant moon. It remained uncolonised until 766 when the Navy decided to build a research station on its surface. Its primary function remains research into starship fuel purification systems.

However, over the years a small civilian centre established itself round the port facilities and Dinzur, almost by chance, took on a secondary role. It quickly grew into Dagudashaag's primary Naval surplus distribution and resale centre. Dinzur deals mainly in uniforms, obsolete hand-held equipment and weapons to authorised civilian corporations.

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Dinzur is one of those systems most people bypass or pass through quickly. Don't. Behind the main mercenary supply depots and warehouses selling anything from decommissioned Scout ships to uniforms are hundreds of back alleys and street markets selling everything from medals and uniforms to survival gear for sale on an individual basis – sharp eyes can find themselves equipped with the latest IISS survival gear for a fraction of the costs, and you can equip yourself with some of the best equipment possible for a fraction of the price you'd pay elsewhere. Beware, though some stallholders feel no need to warn you if vacc-suits and survival gear are damaged or no longer useable; content to take your money and, as they say, let the buyer beware...  
CyJac '13

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**DIPA, Pact (2223)** C200AEB-E Hi In Na Va Pz { 3 } (D9F+5) [CD7G] BE S A 701 12 ImDv A4 V M5 V

Dipa is one of the main population centres of the Pact Subsector and a major industrial producer. The planet was initially colonised by religious followers of Father Emmanuel Dipa, a disgruntled Jesuit priest and one of the founders of the Brethren religion. It still remains a major religious capital today and millions of Brethren pilgrims visit each year. The Brethren religion, while followed by the majority of the population, is easy going with other faiths and, while under a firm rule of law, personal freedoms are extensive.

The faith dictates charity is of immense importance, especially when directed at those the Church has classified as 'unfortunate'. On Dipa, 'unfortunate' generally describes those off-worlders, not of Brethren faith, who are not permitted to secure employment but instead are granted basic charity by the state.

Most of the population is located in two mega-cities, John-Paul and Messiah because a considerable amount of the planetary surface is extremely vulnerable to volcanic eruptions.

The system is closely linked with Medurma. During the days of the Pact, these two worlds formed the core. Even today, they tend to see eye to eye on most interstellar issues though generally for different reasons. This co-operation has increased in recent years and the Brethren beliefs are considered to be a major force for good on Medurman policy.

**Diraan, Shallows (0815)** C676114-9 Lo { -1 } (301-3) [1137] B - - 100 15 ImDv M2 V

First Survey Planetary Designation: *Irklishis*

Diraan is another minor stopping-off point for the independent trader moving either coreward or spinward. Its semi-automatic Starport offers basic ship necessities with little in the way of extras - there is a single local 'general' store and cafe bar. The Starport has only recently been upgraded, ahead of Ufesk.

Diraan itself is only a marginally habitable cool, world, but with high levels of ammonia in the atmosphere a filter mask is a necessity at sea level (the seas are markedly alkaline).

**Dirtside**

Spacer slang, used to describe a planetary surface.

**Dishalu, Khandi (2013)** A553764-B Po Mr { 2 } (F6C+1) [5939] B N - 524 9 ImDv M1 V M4 V

First Survey Planetary Designation: *Kanne*

Dishalu is a small planet with a thin atmosphere that is only breathable unassisted half a kilometre below sea level. This has resulted in all the settlements on the planet being built deep within the Geju F'har Trench. The trench is a massive ten kilometre-wide scar that circumnavigates the planet's Northern Hemisphere. In places the trench is over twenty-five kilometres deep and the settlers have carved their cities out of the walls.

The primary settlement is Shabhai Ryi, situated three quarters of a kilometre below the surface. The city, which houses over twenty million people, is carved deep into the blood-red stone.

The port extends out from the trench walls on several platforms known locally as Wind Bays. Elevators run on the outside of the city giving a spectacular view of the trench floor twenty kilometres below.

Dishalu's major export is its young people who are 'sold' off-planet as courtesans on ten-year indentures. Once the indenture is completed, they are allowed to return to the planet and marry. Dishalun Houris are in great demand and are much sought after as companions. The training houses, which all Dishalun's must attend from the age of three until their indenture, teach a wide variety of skills and disciplines so that the Houris are able to act as companions, teachers, bodyguards and advisors to their contractors. Houris are forbidden by their contracts and by their culture, from marrying non-Dishalun's, though many contractors do try and retain their companions for life.

While the majority of Dishalu is a relatively barren planet with only lichen and mosses living on the surface, the trench supports an extensive eco-system, mainly composed of fliers.

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Dishalu is a must-visit; beautiful people, wonderful entertainment and the Trench – there is nowhere quite like it anywhere in Dagudashaag especially if you're lucky enough to find yourself surrounded by a flock of singing Shan.

CyJac '13

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### **Diu, Arnakhish (1703)** CC835442-A Ni { 0 } (933-4) [1416] B S - 603 7 ImDv M2 V M3 V

First Survey Planetary Designation: *Dirgi Duushi*

Diu was colonised by Makhidkarun in -9,211. Over the next three hundred years the planet was systematically stripped of all its resources and then deserted. In 766 the deep mines were turned into a top security vault and a colony was established in the near surface mines by McKellar-Naasirka Security (MNS).

As a concession to the IISS, a second port was built for non-company use. The only people allowed to stay on the planet for more than two weeks are MNS and IISS personnel. MNS are the largest Security Company in Dagudashaag and are famed for their data encryption equipment and the security of its famous vaults.

### **DOLPHIN**

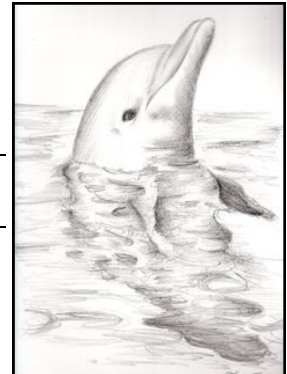
Intelligent minor race originating on Terra, Sol (Solomani Rim 1827) raised to sentience by the Solomani Corporation GenAssist during the Rule of Man.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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In Dagudashaag uplifted Dolphins have helped colonise a number of systems – in particular Dupligi, Gadde (3221), Irphothe, Shallows (0515) and Bh'ai, Zeda (0526).



### **Domain**

Area of Imperial territory based on four adjacent sectors, generally under the control of an Archduke.

Emperor Artemsus established six domains in 76. These were to be administered by Archdukes, and were designed to better manage the Pacification Campaigns (76-120). Dagudashaag is part of the Domain of Vland.

### **DOMINATION, The**

The Domination are a sentient, hydrogen-breathing race of floater-glider carnivores. Despite being contacted in -209 in Reshumirak, Remnants (1025), very little is known about the race. The majority resembles 1m long, bloated stingrays with a number of tendrils located along the underbelly. Since then, Domination have been found in the upper atmosphere of twelve gas giants located throughout Dagudashaag, Gushemege and Core Sectors.

How the Domination colonised these systems prior to obtaining Jump Drive technology from the Vilani is a complete mystery. The investigation was further complicated by the Domination's natural ability to alter its own (and others) genetic structure to suit its environment. Much of the research into the race was initially carried out during the Laraa Renaissance and it was only then that scientists realised that, instead of discovering a number of intelligent races of hydrogen-breathing floaters, they had in fact discovered a single race capable of altering its genetic structure. Even today, no-one is completely sure whether Domination society is divided into several sub-species or is in fact several genetically similar races.

Each Dominatrix is effectively immortal. Each has the psychokenetic ability to alter its genetic structure at the DNA level. Using this ability allows the creature to prevent the effects of ageing or disease. If a Dominatrix is injured beyond its ability to heal itself, it will split itself into two creating two individual 'spawn' each of which will grow up to become a Dominatrix. Within each Dominatrix are hundreds of organic 'missiles' known as Servitor seeds. If a dominator 'plants' a servitor in another organic creature, which it does by firing a seed from its tail into the creature's flesh, the seed will unravel nerve fibres which will connect with the host's brain, nervous system and its sensory and internal organs. The seed then acts as a telepathic conduit enabling the Dominatrix 'parent' to alter the host organism's genetic structure to ensure the survival of the seed. Once biological compatibility has been achieved the Dominatrix will commence altering the DNA of both the host and any future offspring-to-be to better adapt it for the task that will be required of it. The Domination starships of Reshumirak were originally 5m long floaters before they were selectively geneered over several generations. Almost all servitors ('mules') will develop armour and an increased resistance to ageing and disease within days of being 'dominated'. Sentient creatures are extremely difficult to 'Dominate' and the psychic backlash can often result in death for both involved.

Occasionally a Dominatrix will elect to merge with a sentient host - this symbiotic relationship is known as 'Riding' and the merged as a 'Rider'. Here the parent Dominatrix actually adapts itself to enable it to interface with the host. The Dominatrix will then move onto the host's body where it will send tendrils consisting of nerve fibres throughout the body creating a physical merger. The Dominatrix will then merge its mind with its host creating a combined personality, which will control the symbiotic relationship throughout its life.

All other Dominatrix considers this personality, which is only created by merging with a non-Dominatrix, totally insane. The host body is also adapted by the transfer, but to a much lesser degree than a 'mule'. The merging is a partnership, which only functions providing both segments are in agreement. Given that the Domination are completely mute and can only communicate telepathically with its own species, Riders act as the race's diplomats. The partnership grants the host with immunity to the effects of ageing and illness though should the host be injured beyond the Riders ability to heal itself, the Dominatrix will flee the body and seek out other hosts.

However the transferring Dominatrix will carry with it not only its own personality but also a complete copy of the personality and memories of the host. These will also be transferred to the creature's spawn should it too be injured. Some Dominatrix have been riding races for hundreds of years and the resulting merges have given some Dominatrix unique racial insights and rendered others completely insane.

Oxygen atmospheres are poisonous to Dominatrix, potentially killing them within a period of two or three days. It initially kills the creature's outer epidermis causing it to harden into a shell-like substance. On riders the Dominatrix will actually place its internal organs inside its host's body so that the hardening shell will act as an organic shield. Most human riders will have clusters of nerve fibres running under the surface of the host's skin and a hard shell over the spine or stomach area showing where the Dominatrix merged. The seed tail also remains external. However, the easiest way to spot a human rider is at mealtimes, due to their unusual appetites - most will eat substances that should be poisonous to the human metabolism but are required by the merged Dominatrix. The Rider provides the host with immunity from poisons as it constantly filters the host's lungs, bowels, liver and kidneys removing any harmful impurities.

Dominator ships (or 'zombies' as they are sometimes known) are formed from genetically altered floaters, which have been interfaced by servitor seeds. The creatures cannot survive in vacuum however and die during their maiden launch. The seeds enable the Domination crew to control all the bodily functions of the carcass, so that the creature's life support systems can continue to provide for its passengers. The seeds also allow the crew to prevent the onset of decay and allow the ship to heal it, making it almost indestructible. The Domination has been unable to 'manufacture' genetic jump drives or fusion generators. These are bought from humans and merged into the 'ships' body after death.

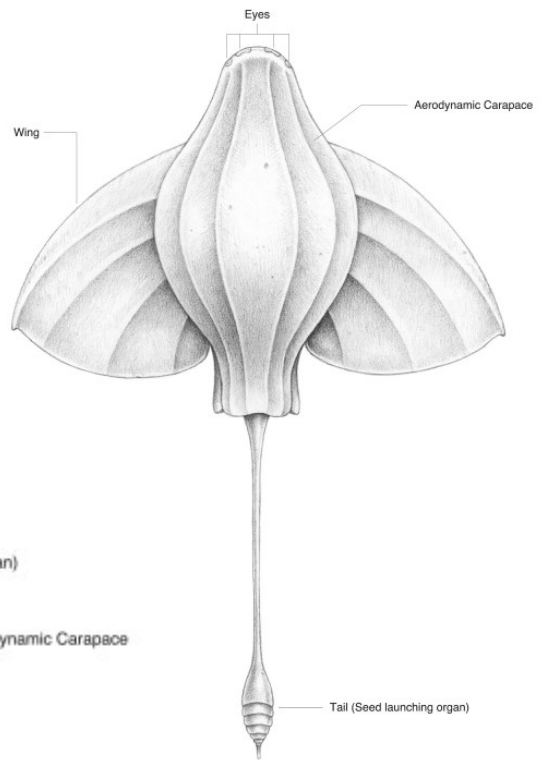
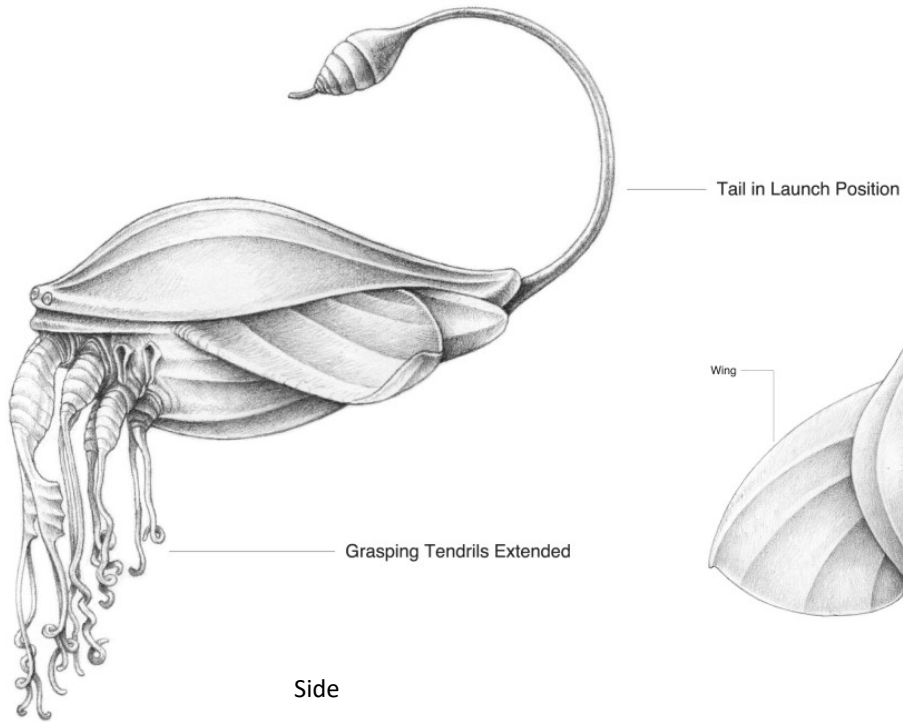
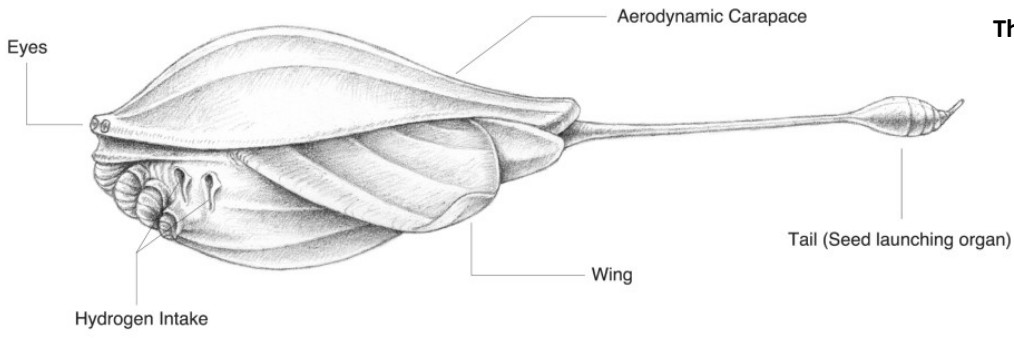
The ships organic nature also provides the ship's security through its ability to absorb intruders and dissolve them in a bath of gastric juices. Ships are also capable of being altered to create additional gas filled sacs on the creature's surface, which can be used as additional holds as required.

The Domination are the supreme survivors, generally pacifistic and completely inscrutable. No one really knows what the Domination wants. What is known is that Domination ships have proved extremely willing to trade with oxygen-breathers for a number of organic materials and minerals. Research into the nature and motivation of Domination society is ongoing.

See **CROWE'S ENCYCLOPAEDIA XENOBIOLÓGICA**

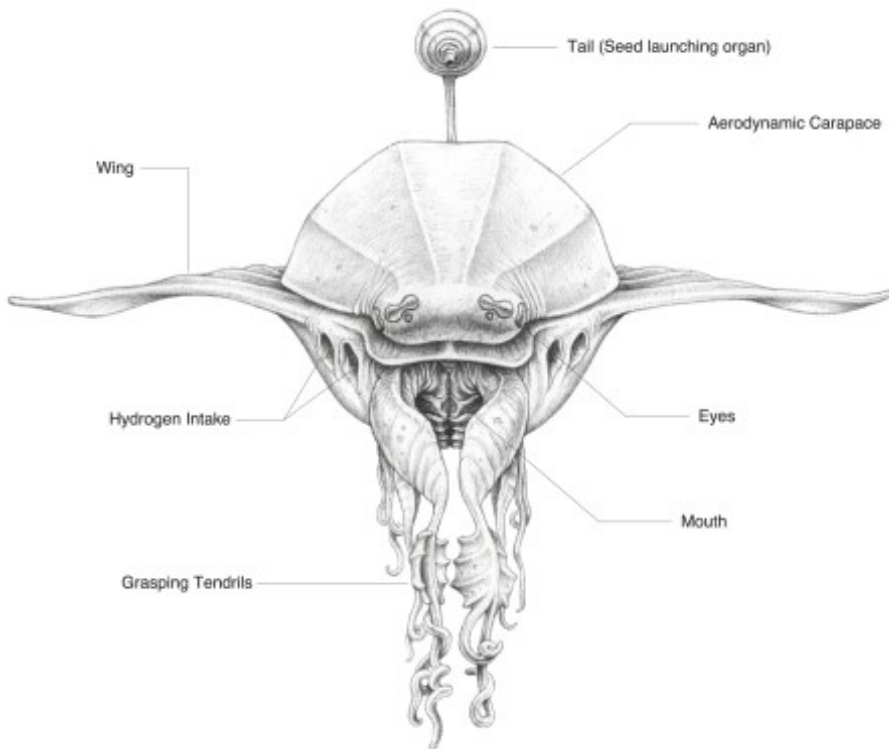


The Domination



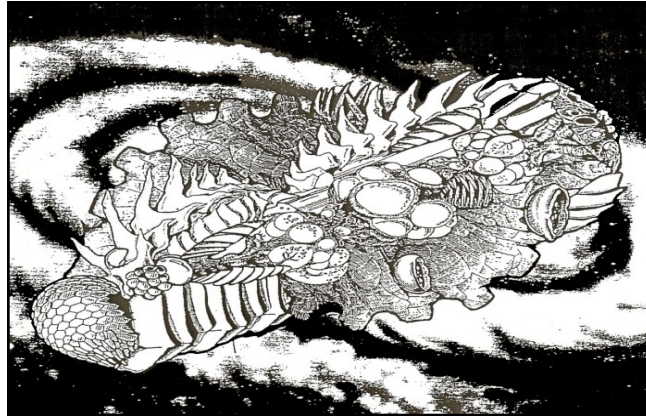
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Here's a little known fact: Dominator ships only show up on sensors as a single alien lifeform. Even NAS sensors are unable to separate out the mental patterns of its passengers from the background thoughts of the seeds' telepathic network. The ships natural 'defences' and the fact that the holds are filled with hydrogen also means that customs are less than inclined to inspect a Domination ship - in fact only the most dedicated have been known to even consider it. For this reason some groups have used Domination ships to smuggle cargoes and people around the Imperium. After all, the Domination can create a separate hold for you anywhere in the ship in under a day. Be warned however, travelling on a Domination ship is an experience never to be forgotten. You will need to wear life support throughout the journey, the feel of organic walls and floors are indescribable and after the journey you will stink for months...

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### Downtime

Spacer slang, the term is used to refer to the period of time a starship spends on the surface of a planet.

### Draskeran, Pact (2023) B311454-C Ic Ni Sa { 1 } (934-1) [253A] B S - 612 13 ImDv M2 V M5 V

First Survey Planetary Designation: *Vliippiirkki*

This gas giant moon was once home to one of the largest deposits of silver in the Imperial core but the lode is now almost played out completely and the system facilities are deteriorating as more and more locals leave in search of permanent employment.

### Dream-Moss - See Casia

### Drexen Corporation Lic. <Drexler Enterprises>

Drexen is a major Ushran corporation specialising in pharmaceuticals and nanotechnology. Believed to date from Rule of Man times, but no records of the company exist prior to an Ushran Empire Grand Fleet contract in -322. Through initial research work done by Dr. Karl Gantz, Drexen has developed several truly radical methods of exploiting the mineral wealth of Ushra using 'molecular machines'.

Drexen is currently working on constructional nanotech and gantzic devices for the Ushran government.

Stock Ownership:

*Caspian Holdings LIC 35%, Skuissa'mr-S'mak SIA 13%, Zirunkariish 10%, BioLogica SA 9%, Gantz family 5%, Viisarikaa family 3%, private ownership 9%, New Vista Holdings 5%, other holding companies 11%.*

### Drogheda, Arnakhish (2304) B8A879A-B FI { 3 } (A6D+5) [9A7D] B N S - 410 10 ImDv M3 V

First Survey Planetary Designation: *Liga*

Colonised by refugees from Ireland on Terra during the Rule of Man, their transport ship misjumped and subsequently crash landed on the surface. Most of the refugees survived the crash only to subsequently die of starvation and the cold. The rest adapted, finding ways to harvest local tubers to eat and farming inside atmospheric shelters creating a primitive atmosphere generation system. They maintained a subsistence existence in the shadow of the crashed transport until rediscovered almost a hundred years later. By this time the Drogheda knew no other existence and elected to stay.

Drogheda is an unpleasant frozen world orbiting at a great distance from the cold red primary star. The atmosphere mainly consists of nitrogen and methane, along with a number of other unpleasant chemical traces.

The entire population lives in sprawling factory cities that are entirely concerned with chemical production and mining. Almost all of Drogheda's production goes to industrialised Likhukam.

An oppressive bureaucracy that stifles any opposition to its regime runs the world. There is an active but equally oppressive resistance movement that periodically commits acts of terrorism. The government has a very active anti-terrorist policy and thoroughly searches all incoming vessels. The port serves as a major marshalling base for Imperial naval and scout vessels.

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The only reason for visiting Drogheda is for the five day *Lá Fhéile Pádraig* or 'Festival of San'Paddi' from day 75 when even the planetary bureaucracy shuts down for five days of public parades and festivals, céilithes, the excessive wearing of green attire and the even more excessive drinking of alcoholic drinks. CyJac '13

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### **Dross Fly** <Drosphiliae Katydid>

A fruit-eating winged insect which has spread throughout the Sector and beyond. Its planet of origin is unknown. The Dross Fly is a universal mimic, duplicating the shape, colour and pattern of almost any compatible fruit crop within a single generation.

This variation is the reason why the Dross Fly actually had 23 different classifications until 887 when it was conclusively proved to be variants of a single species. Drosphiliae can vary between 3 to 17cm in length, and throughout all their mimicry, retain their tri-wing structure. Drosphiliae can eat up to 70 times their own body weight in a single day, and reproduce asexually laying up to a thousand eggs every three to six months. Several attempts have been made to eradicate the species completely but so far, without success. Any trader found to have imported Drosphiliae, its eggs or its larvae, whether knowingly or not, to any colonised planets is liable to face heavy fines and/or impoundment of their vessel(s).

### **DROYNE**

Intelligent major race derived from winged omnivore/gatherer stock on a homeworld whose location is unknown, but thought to be in the spinward region of the Imperium. The prime candidate is Andory (Five Sisters, Spinward Marches 0235). They presently inhabit scattered worlds within an area slightly larger than the region of the current Third Imperium. Physiological details of the Droyne suggest that their homeworld was a low gravity world with a dense atmosphere (both are necessary to make their wings functional).

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Droyne are found on a number of worlds throughout the Sector.

### **Drya, Shallows (0820)** C99A522-9 Ni Wa { -1 } (943-5) [1415] B - - 202 12 ImDv G2 V

First Survey Planetary Designation: *Vliirpi*

Drya is a large waterworld orbiting a pleasant yellow star. Temperatures are uniformly low, averaging around -10oC. Although there is very little dry land the world has large, semi-permanent icecaps. During the warmer summers these begin to break up, giving a constant danger of icebergs. The oceans average over three kilometres deep, although some areas are far shallower and others are much deeper. The weather on Drya tends to be violent, as there are no large landmasses to stop the high-speed winds or huge tsunami.

The main colonies on Drya are located around the Excellence and the Temperance Islands, close to the equator. Aquaculture and fishing are the principle sources of income, and Drya provides many of the Ziamr system's foodstuffs. The strong winds make air travel dangerous: the main forms of transport are boats and submersibles.

### **Dua, Khandi (2416)** C43147A-A Ni Po An { 0 } (833+2) [647C] B S - 702 10 ImDv M0 V

First Survey Planetary Designation: *Laashiid*

Dua is a cold desert world, home to a scattered nomadic people known as the 'Separationists'. They live in small tribes that constantly move from oasis to oasis, seeking food and water, trading small items of need with each other.

Their exact origin is shrouded in mystery. They appear to be of mixed Sylean-Vilani descent, but their origins on Dua remains a mystery as either the separationists do not know or do not wish to tell. They have a very distinct language and culture.

Their language, although having a definite Sylean root, has absorbed sufficient grammar from an extremely ancient dialect of Bilanidin and has been drastically altered by the passage of time that linguists can only guess at its origins. Their culture is also extremely unusual in that it includes the drinking of blood as a means of establishing friendship. Blood drinking is significant in a number of rituals including courtship, alliances and requesting shelter and fire. The ritual consists of slitting the right wrist and offering it to your host while drinking from his wrist.

About a litre of blood is consumed each time and many Separationists claim that they can tell from the taste of a stranger's blood whether or not they can be trusted. Many senior Separationists carry out the ritual so often that they wear a Shati or artificial skin over their wrist to prevent the wound closing up.

A small IISS team is now resident on the world, trying to unravel the history of the Separationists.

### **Ducal Office of High Justice** <Also known as The Ducal 'Eye'>

Sector-wide intelligence force, affiliated to the Imperial Ministry of Justice, which was set up after the Civil War to ensure that planets and the nobility within the Sector respected and upheld the Imperial laws of High Justice.

The Imperial Ministry of Justice (MoJ) is an intelligence agency fundamentally concerned with Imperial society. It has contacts with the court systems of all worlds of the Imperium, and it has an intelligence network, which concentrates predominantly on criminal activity. Officers of the MoJ will recruit local officers to provide the back up they need when on a mission for the Imperium.

The Ducal 'Eye' owes its allegiance to the ducal family and to the Imperium. It deliberately holds itself aloof from the personal affairs of other Sector nobility and considers itself independent of local politics. The 'Eye' has a reputation for efficiency and determinably continues the hunt until they finally get their sentient.

### **Dudiin, Lord High Justice Raphael Vladimir** Chief magistrate to the Sector's Court of High Justice.

<b. 956 - >

Dudiin started as an Ushran lawyer and judge. He is a committed supporter of Duke Simalr's New Deal Democracy policy and has defended democratic laws and decisions in hearings before the Imperial Court of High Justice. As a Justice of the Sector's Court of High Justice, his decisions have reflected his opposition to monopolies and vested interests, and he continually stresses the need for judges to display complete impartiality.

### **DUDIN, Zeda (0230)** B9CA9CE-E Fl Hi In Pz { 4 } (B8G+5) [DD9J] BEf - A 900 8 ImAp M2 V

Local Nahuatl Designation: *Metlicoyotl*

Despite its insidious atmosphere and the lack of dry land, Dudin is one of the major population centres of the Protectorate. A chain of space stations linked together by solar generators, tunnels and monofilament encircles the entire planet. It is here the Amec Sun-born live and rule. On the planet, most live beneath the shallow seas in crowded manufacturing enclaves spread over the ocean bed.

Dudin's 'surface' population, consisting primarily of Ntu tribesmen, has recently been plagued by thousands of unexplained cases of spontaneous combustion. Over the last five years in excess of five thousand individuals have suddenly and mysteriously combusted for no known reason. Even outsiders have been subject to the phenomenon, which seems to favour young males aged 15 to 28.

As yet, no one has managed to figure out the cause though the local Nauhyotl, (planetary Governor) Maxipan Indaji Tlancuahuac has stated that he personally believes the cause to be self-induced through an as yet untraceable drug.

### **DUMMUR, Gadde (2529)** C5299BB-C Hi In Pz { 3 } (C8E+5) [BC7E] BE S A 801 11 ImDv M4 V

The industrial world of Dummur lies somewhat off the main trade and communications route of the Imperium. Dummur has an extremely profitable industrial base, made possible in part by the ability to dump waste heat and pollutants into the environment. On the other hand, Dummur is dependent on imports for a large fraction of its nutrients and organic raw materials.

At one time a flamboyant dictator (Loki Chemari Odessi) who helped direct its industrial output towards profitable markets within the sector ruled the world. When he died, his successors proved to be much less flamboyant and somewhat less effective. At the same time, the mood of the world population began to turn inward and isolationist.

While Dummur continues to export throughout the Sector, the majority of the settlements have forbidden outsiders leaving the Starport.

The only place on Dummur that now allows off-worlder access is the underground Hive Cities on the continent of Wyst. The cities are renowned for their liberal policy towards visitors. While immigrants to the planet are no longer openly welcome, visitors may come to the Hive Cities where they can stay on three months visas while they experience living in a totally socialist society. Within the cities all receive equally according to need and money is non-existent, at least officially.

All who visit will receive food sufficient for their needs (admittedly from the food-vats - natural food is not available except for export on the Wyst continent) clothes and a roof over their heads. In return, each is expected to work for a single day a week on 'maintenance', either working in the giant automated factories, cleaning out the garbage or working as caretaker in the dormitories. (Work rotas are allocated by lottery rather than by skills and experience). The rest of the time is spent in pleasure-seeking activities providing of course, that one can find the items required since there are no shops.

How long this artificially maintained society can continue to exist is a subject of fierce academic debate. The 'Vance', a literal descendant of Wyst Vance who, over 200 years ago, first established the Utopian policies that now govern the continent, provides local leadership. The current Vance however seems to lack Wyst Vance's political and business acumen, which enabled him to maintain his concept of utopia, and it is rumoured that the Hive Cities may be almost bankrupt.

### **Dupligi, Gadde (3221)** C76A105-A Lo Wa DolpW { 0 } (701-2) [1138] B S - 113 10 ImDv M1 V

First Survey Planetary Designation: *Dear*

Dupligi was a major colony during the Rule of Man but was wiped out in -677 due to a mutated viral infection. The planet remained unpopulated until 322 when the IISS decided to establish an underwater Scout base there to aid in the training of underwater contact skills.

The only permanent residents of Dupligi are the dolphins (*Tursiops Galactus*) brought to the planet in 905 to act as underwater specialists but who decided to stay on after their contract had finished, to colonise the world oceans. Today several pods swim the deep blue, and a small school of speaker-oracles has been established though as yet only a few recordings of their songs have made their way onto the Imperial market.

### **Dupusirlu, Kuriishe (2715)** C95A436-7 Ni Wa Da { -2 } (631-3) [3246] B - A 500 11 ImDv K4 V M7 V

First Survey Planetary Designation: *Gagnir*

The Family Gagnii has ruled Dupusirlu for hundreds of years, from the capital city of Shaszu on the one sizeable island in the World Ocean. They derive a sizeable personal income from their Imperial Monopoly on the export of water to the nearby desert world of Negev (2714), and the import of rare plants in return. Gagnii-Shaszu sells the plants, at considerable profit, to pharmaceutical companies. Other citizens of Dupusirlu work in the combines processing seaweed for the Company, or fish. The Family runs a small fleet of 50,000-tonne Jump-1 water-tankers to support its monopoly.

The TAS, under the following Advisory Notice classes the planet as an Amber Zone: Visitors are confined to the Starport region unless special permits are obtained from the Gagnii-Shaszu Company. It is a Civil Offence, similar to libel elsewhere, to comment unfavourably on anyone's personal income or wealth; the ruling family habitually use this and similar measures to suppress comment on their rule. It is classed as a serious Criminal Offence to try to break the Water Monopoly over Negev, or otherwise interfere in the Water trade, and anyone found to be contravening the monopoly may be imprisoned or executed.

A TL-12 Mercenary battle force is maintained to enforce this. Dupusirlu is one of the few worlds still employing Negevan mercenary soldiers for desert operations on the Negev homeworld.

### **Durgaar Fashions - See DURGAARUR, Sapphyre (1735)**

### **DURGAARUR, Sapphyre (1735)** D434A64-C Hi Mr { 1 } (G9C-1) [8B3A] BE S - 204 12 ImDv G1 V M2 V

Durgaarur was once the industrial hub of the region, Durgaarur is still a major exporter of natural and processed ores (including an abundant supply of high quality sapphires). Now very much in decline, the world survives as a centre of technical excellence.

The University of Durgaarur (which is affiliated to the University of High Peak, Medurma) graduates a number of highly skilled mineralogists, geologists, geophysicists and mining technicians from its 'Mineral Sciences' department. The local government and the IISS Geophysical Sciences and Survey section jointly fund this body.

In addition to its mining operations, Durgaarur has successfully carved a niche for itself in the clothing industry, diversifying into the creation of holographic fashion clips for use in skinfields.

The generic Durgaar label is often to be found woven into the fabric or holo-program of a number of widely distributed clothing styles which are often relabelled and sold under a number of major brands.

### **D'Urvil, Sir Dumont Eli** - Ducal Bureau of Sentient Relations

(b. 1070 - )

Born in Highpeak, Medurma, D'Urvil was a career bureaucrat in the Sector government who often found himself at odds with the official line regarding maintaining relations with non-human races. Coming to the attention of Duke Skuissch\*r Kiaskui of Mimu he served as his personal secretary for over ten years before being advanced by Duke Raegis Viisarikaa to his current position in 1110. He has a reputation for fairness and works hard to ensure the minor races have a voice in the Ducal Court.

### **Duukhaa, Iiradu (3205)** C000668-B As Na Ni Va O:3107 { 0 } (D54+1) [665B] B S - 114 12 ImDv K1 V M6 V

First Survey Planetary Designation: *Shimu Khivli*

Nearly five centuries ago the balkanised cities of the world of Sharpi were involved in bitter, pan-global and almost totally devastating war. Imperial military forces eventually enforced peace: a peace, which led to the development of a naval base within the system and also to the foundation of a world council as a common forum for the discussion of international grievances. In an attempt to bond the disparate nations together and remove the more extreme elements from the planet, the fledging council (under its first leader Haako Duukhaa) focused on an uninhabited system two parsecs away as prime colonisation territory.

The Duukhaa colony is based within an asteroid belt orbiting twin central stars. Over millennia, gravitational forces and the shepherding nature of four large gas giants have broken up and sorted asteroids within the belt, to provide rich opportunities for miners.

Following Duukhaa's death in 650 the system was renamed in her honour, but today Duukhaa is usually used to refer to a 15 km nickel-iron asteroid situated as the largest member of the 'trailing Trojans' of the innermost gas giant. Large parts of this asteroid have been fusion tunnelled by miners and these, combined with natural fissures within the body of the rock, provide extensive and comfortable accommodation for the majority of the one million inhabitants of this system.

Much of the area surrounding the starport is devoted to the 'UPB' (the University of Planetary Bodies) with a campus comprising over fifty thousand students and staff drawn from across the subsector. The University has widely renowned research faculties in the fields of asteroid and planetoid creation, mapping and mining with associated courses in geology, metallurgy, astronomy and astrography (run in conjunction with the local scout base). The UPB is a fitting symbol for the peaceful diversity of this system's home world Duukhaa, Iiradu, although relations with Sharpi are still occasionally troubled.

### **Duunkhan, Kuriishe (2518)** C42356A-8 Ni Po Mr { -2 } (C42+1) [737A] B S - 523 15 ImDv G2 V

First Survey Planetary Designation: *Uudnar*

Just over half a million shareholder/prospectors of the Alberich Mining Corporation of Eraki inhabit the world of Duunkhan. The planet is officially listed as a colony as this corporation wholly owns it. This purchase was made from the late Sector Duke some thirty-five years ago, following the finding of widely scattered, lanthanum-rich mineral nodules lying just under the clay-like surface of the world. Since this time, the AMC have attempted to turn a profit in the difficult conditions that abound here; although it must be said that the Eraki stock exchange commonly uses the phrase 'as likely as cash from Duunkhan' to mean a long term, slim or hopeless chance.

These difficult conditions stem from Duunkhan's small size. Whilst it lies within the nominal habitable zone of the primary F-class main sequence star - prime real estate for most stellar systems - it is too small to maintain a dense atmosphere. Tectonic activity is virtually nil, and the world is locked into a static, lifeless ice age. Polar caps cover one third of the surface with thin ice sheets, and a thick, sticky, clay-like material that reaches depths of up to a kilometre over the planetary surface, thick fungal growth covers the rest of the surface.

The very thin atmosphere has been partly boosted with the application of oxygen-producing algae in a half-hearted attempt at terraforming, but following a partial withdrawal of capital from the project, the atmospheric processors - brought in at vast expense by the AMC - now lie abandoned and useless around the planetary surface.

Mining occurs at over a thousand sites dotted all over Duunkhan, usually in the form of vast open cast trenches and pits, many of which are large enough to be seen from orbit.

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It should be noted that critics have suggested that the 'colonial' status of the world has more to do with tax breaks for the AMC than with any real commitment to improving the living conditions on the surface. CyJac '13

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## E

**E Subsector** - See **SHALLOWS Subsector**.

**Earleatrais** <Trokh - "Referee" or "judge">

A term used to refer to a male Aslan appointed from a neutral clan to provide impartial rulings. In the Aslan Hierate, crimes with victims are resolved by the appointing of an earleatrais, who considers all of the available evidence and makes his rulings accordingly.

Ritual duelling also employs an earleatrais in order to ensure that the Ktyuik easiyyorl ("The Words under which we Die") is followed to the letter. This is the formal "code duello" of the Aslan and sets out all aspects of the ensuing combat. The most honourable role of an earleatrais is to oversee a ritual clan war between other clans. The appointment of an earleatrais always brings great honour to the clan to which he belongs. Even more honour can be gained if the earleatrais renders a decision which is not only fair, but allows each side in the dispute to walk away with as much pride and honour as possible.

**Eaunna, Khandi (1912)** C300667-A Na Ni Va Mr { 0 } (B54+1) [665A] B S - 221 13 ImDv M0 V

First Survey Planetary Designation: *Anmiish*

Eaunna is a planet under exploitation. The system had been uninhabited until 888, when large deposits of heavy metals were found. Several corporations tried to buy the planet but the Imperium refused to sell. Today the planet is divided into over 380,000 individual claims with each claim owner imposing their own laws and judicial system over their territory.

The planet has a reputation for spectacular scenery. Majestic mountains tower over massive craters, filled with extremely fine dust forming rainbow coloured 'seas' of quicksand consistency. The local inhabitants use modified Transtel Mudskippers to 'sail' the seas, leaving a luminescent trail behind them caused by constant static discharge from the ship's outboard stabilisers.

The largest of the dust bowls is Clarke's Sea, which is 2,000 km long, surrounded on three sides by volcanoes. Large mineral deposits have been located deep underneath the seas but, as yet, no one has discovered how to mine it safely.

### Eco, Game of

A popular board game, the board consists of 50 by 50 squares onto which the players have 250 units each to lay in five rows. Each piece has a microchip, which can be programmed with seven characteristics - strength, dexterity, life force, attack, defence, movement and reproduction.

The player has a maximum of 5,000 points to allocate between all their pieces, the intention being to create a pseudo-ecology, with each piece being an integral part of the whole. A player designs an ecological 'zone' which might contain pseudo-flyers, prey, hunters and even chameleons which move across the board to subdue their opponent's ecology.

At the start of play each player lays down a row of pre-programmed chips, then their opponent and so on until both sides have laid down either five rows of their pseudo-creations or a row of blank chips. Once the rows are laid, the referee known as the 'Brin' or Life-Giver lays down blank chips between the two ecologies then activates the game. The in-built computer gradually alters a single characteristic randomly, either increasing or decreasing it, as it moves across the board. Once laid, the players cannot alter the chips.

The movement characteristic denotes the method of movement used by the chip, allowing a chip to run, fly or burrow at various speeds across the board while the reproduction characteristic allows the programmed chip to alter blank chips it comes in contact with into its 'children'. The winner is the players whose pseudo-ecology completely subdues their opponents.

Eco is extremely popular amongst scouts, stig's and travellers who can relate their experiences of other worlds and species to the 'game'. Large sums of money are often bet on the outcome of games and many are known to go on for several days at a time.

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**Edaridur, Old Suns (1503)** C667313-9 Lo Ga { -1 } (921-4) [1226] B - - 104 10 ImDv M2 V M4 V

First Survey Planetary Designation: *Unaamki*

Edaridur is governed by Naasirka, who maintain a vast automated chemical waste processing plant on the surface and a single starport in orbit. The facility deals with a wide range of substances, most of which are used in medicine or industry. The location of the site has caused outrage amongst environmental groups: Edaridur is known across the sector for its rugged natural beauty, but in many areas the sensitive and delicate ecosystems have already been blighted by chemical spills and leakages. The local inhabitants blame the recent increase in cancer amongst its population on the presence of Naasirka's plant.

**EDDUM, Bolivar (0531)** D797968-6 Hi In Cp Pz Re { 0 } (B88+1) [9956] BEF - A 102 9 ImAp M0 V M2 V

Local Nahuatl Designation: *Epantla*

Originally the Subsector capital of Bolivar (then known as Eddum) in 421 an Imperial investigation accused the reigning family Horendez-Piaf of treason against the Viisarikaa family. Duchess Elizai Horendez-Piaf was executed and the rest of her family exiled beyond the Imperium. As a result the Ducal house was disenfranchised and the title was once more returned to House Bolivar. At the same time, the Subsector capital and fiefdom was again returned to Bolivar and the Subsector officially renamed.

Official capital of the Amec Trade Protectorate, Eddum is home to the courts of the Tlatoani and Cihuacoatl. Eddum is classed as a protected conservation area and, since the attempted assassination of Tlatoani Chumanoatl in 788, Imperial visitors are severely restricted as to where they may go on the planet.

Eddum was originally classified as A797A78-E and was populated with hundreds of medium sized cities surrounded by suburbs and shantytowns. Then in 895, an unpredicted chain of events resulted in a major catastrophe. A medium-sized meteor struck Exaar (Eddum's only moon). The impact caused a slight fluctuation in Exaar's orbit, which in turn caused Eddum to suffer a minor tilt in its planetary axis. Although the planet moved less than 1 degree, it was sufficient to cause Eddum's unstable chain of volcanoes to burst into life.

The atmosphere was afflicted with the stench of sulphur, entire cities were buried under the lava. Then, just as everything seemed to be coming under control the entire planet was subject to severe earthquakes. Almost overnight 6 billion people died in one of the worst catastrophes ever to befall Dagudashaag. The Tlatoani was persuaded to move to Syrna (0329) while the Protectorate mobilised its forces into a massive rescue operation.

In 898 the Tlatoani elected to return the Turquoise Throne to Eddum. He rebuilt all the cities along Uusharian lines; garden cities surrounded by floating gardens and estates. He decreed that the people would return to a more idyllic life style and banned the majority of shipping from landing on the planet, deplating the major Starports to Exaar.

Today, if you can manage to ignore the thick sulphuric taint in the atmosphere, you would never know that a major disaster had befallen the planet. Each city is designed as a mortal paradise. Visitors must note that planetary laws ban all high technology (outside the work environment). The poor are deported off-planet so they are not a blemish on the classic beauty of the architecture.

**Eddum, Subsector of**

Original Imperial designation for what is now Bolivar Subsector. The designation was changed in 424, however many externally published guidebooks have been slow to alter their records and datanets much to the disgust of the Subsector's Imperial citizens.

**Ediishudir, Old Suns (0901)** A9B0642-C He Ni { 1 } (C55-3) [2718] B N - 604 10 ImDv M2 V M7 V

First Survey Planetary Designation: *Inpuu Vluurar*

In the late 900's Ediishudir was subjected to a bloody revolution that put a military dictatorship into power. It restricted off-worlders to orbit only. They failed to provide a good reason for the order and various off-world interests persuaded the IISS to investigate.



They sent in a small research team to carry out a covert but detailed socio-political examination. What they discovered was that over 15% of the population are physically androgynous: that is, they are neither male nor female but have the reproductive attributes of both. Hem's as they are known, are capable of both bearing children and begetting children though the miscarriage rate is extremely high (46% with a male partner, 23% with a female partner and 87% with another Hem). The Inpuu had always hid the fact that Hem's exist from off-worlders, though this secret has made them appear slightly xenophobic.

The Inpuu were unaware of the cause of the mutation and have no desire to research it. Most believe that it is a disease or a plague sent from the Gods to punish the wicked. The Inpuu helped to conceal their secret by the fact that even now the law demands that all Inpuu, when in contact with off-worlders, must wear robes that conceal everything but the eyes. The rebellion had been led by Hem's, sick of hiding their 'deformity' even from other Inpuu. However, even although Hem's were finally able to walk freely on the streets of Ediishudir, they still didn't want off-worlders to know their secret.

In fact the IISS proved that it was the result of a recessive gene that has only been identified in genetically pure Vilani. The mutation would continue to multiply unless they start adding to their gene pool by breeding with non-Vilani off-worlders, something the Inpuu are extremely reluctant to do. As a result many of the Inpuu are extremely (and often hideously) inbred.

Although now public knowledge, the Inpuu remain xenophobic, an attribute not helped by the fact that many off-worlders use Hem as the butt of many distasteful jokes.

### **E'Draconis, Laraa (3235)** C594550-7 Ag Ni { -1 } (743-5) [1412] BC - - 903 12 ImDv M1 V M5 V

First Survey Planetary Designation: *Imra Muu*

E'Draconis still retains its original Solomani name, one that dates back over five and a half millennia, a member of the constellation of the Dragon as seen from Terra. The planet lies on the edge of the habitable zone of the primary. Its inhabitants (of Solomani descent) live on the high slopes of the equatorial mountains of this dry, cool world. Far above sea level the settlers are able to breathe an atmosphere which down below is a dense cocktail of noxious sulphur and nitrogen gases laden with huge quantities of choking dust. Water is collected from mountain streams and the edge of the glaciers where it is free from the taint of the lower atmosphere. The dust particles are ever present in the snow and ice but can be easily separated when they are left to stand and melt. The dust forms a rich silt within the mountain streams - the streams and the silt have been used in the construction of extensive terraces upon the slopes. These terraces support the luxuriant growth of the agricultural produce that has earned the world its agricultural trade classification.

The most notable export from the world are the Draconian wines, produced from genetically engineered variants of the Terran grape which have been adapted to the cooler environment and the different light levels. The wines are much sought after and command high prices in the markets of the Imperial core.

### **Edsham, Khandi (2412)** C426520-9 Ni { -1 } (A43-5) [1414] B S - 503 10 ImDv M0 V

First Survey Planetary Designation: *Arkhuusirur*

The mainstay of this system's economy is a large IISS base. Native Arkhuutes have a relaxed view towards the use of alcohol and recreational drugs, the planet being one of several cited as the home of the notorious 'Scout Brew', a highly alcoholic drink.

The complete lack of regulation means that there are areas of Edsham City, which surrounds the Scout base, that are perpetually off-limits to serving personnel. There have been many reports over the years of civilian off-worlders visiting these areas being mistaken for Scouts by the base's shore patrols, and subsequently being roughly incarcerated. Travellers are advised to keep their means of identification readily to hand.

### **Eikhoifiruah, Sapphyre (2433)** B5676B6-A Ag Ni Ri Asla9 { 3 } (C57+2) [5949] BC N - 113 15 ImDv M2 V

First Survey Planetary Designation: *Shur*

Eikhoifiruah is a pleasant, rural planet with a 95% Asian population. This world is a retirement home for members of the Emperor's Imperial Asian Guard who have no other land to retire to. The world itself is part of the Emperor's direct Fief, gifted by Duke Kieran Viisarikaa in 777.

The three major Hyufteirlerye (cities) are independent of any particular clan and are controlled by a local 'Council' made up of the most senior ranked retiree's in the region. This is due to the fact that the resident Aslan are from a wide variety of Huiha (clans) as well as many without any form of allegiance at all, The Council's also act as the region's Htahya or 'first site of judgement'.

Despite the compromises, Eikhoifiruah is still considered Aokhaor, 'honourable'. Alikasch in particular are not welcome here and would be challenged on sight.

Eikholfiruah primarily caters for Aslan tastes with the crops it grows, though they also raise a variety of herd animals. Most of the food surpluses from this world are shipped to Emishuun, Sapphyre (2234) and from there throughout the Dagudashaag Main.

One crop in particular is unique to this planet, Shi'Ukhtal - 'Swift Hero', a mild euphoric that is often used just before participating in duels or battles as it calms the Aslan mind and spirit. Shi'Ukhtal is exported throughout the Sector and beyond to Aslan colonies.

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Unfortunately some of the silver Shi'Ukhtal pollen has recently been refined by off-worlders into a highly addictive variety that acts like a permanent combat drug in Aslan's, while inducing coma and hallucinations in humans. The Eikholfiruah only got concerned when the refined crystals (called Shi'Ya'uiyekh - 'Swift Death') began to turn up on Eikholfiruah. A number of young Aslan began to use the drug and as a result the planet has been plagued in recent months with a number of slaughters by berserk Aslan completely out of control. CyJac '13

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**Ekha, Bolivar (0137)** C568310-7 Lo Da { -2 } (521-5) [1112] B - A 904 17 ImDv K2 V

First Survey Planetary Designation: *Irdeiishi*

Ekha is a tropical paradise world of magnificent beauty. Wholly owned by Imperiallines LIC, it is used by its executives and the executives of Imperialline's subsidiaries as a sabbatical retreat.

It gets its name from a perversion of the Vilani term for 'thunderous echo'. This geologically stable world is riddled with massive subterranean caverns, some of which measure kilometres across, many of which are unexplored. When settled after the dark night by the forerunner to Imperiallines a planetary charter was drawn to preserve Ekha's great beauty. All development and building would take place below ground in the great caverns. The planet should never support a population of greater than 10,000 humans, and there should never be more than 10,000 'visitors' on the planet at any one time.

To aid this charter, Imperiallines lobbied for an amber classification, which was incorrectly granted, and so for 600 years the planet has been in a legal battle with the ISS, a legal wrangle, which appears, destined to continue forever.

**Ekhor, Zeda (0227)** C7A8588-9 Fl Ni { -1 } (A43-1) [5459] B - - 203 8 ImAp M2 V

First Survey Planetary Designation: *Aarmar* Local Nahuatl Designation: *Xohueotloch*

Ekhor is a water world with a single landmass, the continent of Aarmar. The atmosphere consists of extremely high carbon dioxide levels which, despite its distant orbit, have resulted in a hot planet with an unbelievably high level of humidity. Ekhor swarms with varieties of plant life but has never developed any native animal life beyond the insect level. The only colony is a research station for Feathered Serpent Pharmaceutical's botanical biogeneering section. Many of the Sun-Born Amec's have built eco-domes to create garden paradises for themselves amidst the hostile jungle wildernesses.

Ekhor's most major export to date is the Tonuetiuhl Sunflowers; plants which naturally store sunlight and then release a bio-luminous glow during the night.

Tonuetiuhl's are sold throughout the Imperium primarily for use on starships as secondary lighting, though Feathered Serpent Pharmaceuticals ensures that only genetically infertile plants are exported outside the Protectorate.

**E'khua, Sapphyre (2339)** C65588B-8 Ga Pa Ph { -1 } (E77+1) [A77A] Bce - - 904 15 ImDv M2 V

First Survey Planetary Designation: *Kashkaa*

A gateway system similar to Luukha, Sapphyre (2237), E'khua has no problems profiting from the trade transferring between the Sylean and Medurma Mains. The world is geared up to make money from the starship crews waiting to cross the neck. A massive Startown has grown up around the port, which primarily caters for liberty crews arriving by ship's boats and launches. Bars and entertainment parlours line the main thoroughfares, markets filled with trinkets and electronic toys from throughout the two Sectors sprawl over every open space, rendering the roads impassable to everything except foot. E'khua Startown is an explosion of colour in an otherwise bland culture.

Outside the Startown, the native's maintain an extremely high law level and, given that the majority of local people are devout Baraka Muslim's, can often appear extremely harsh to off-worlders. Outside of startown, all females (including Hamaran though not S'mrii) must wear traditional costume which only reveals the eyes.

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Local taxes are extremely low, in part due to the profit generated from the Startown, which in turn has made E'khua a tax haven. This means a lot of temporary employment available. Safest method is to pair up with another transient or two you feel you can trust and offer to work as a team. Avoid courtesan or solitary contracts as it's too easy to find yourself tricked into a long-term indenture. The best (and safest) contracts are usually those posted in the Scarlet Bazaar on the outskirts of Startown. Cheapest accommodation is also to be found in the higher levels of the Wall around the bazaar.

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**EKHUGUSH, Pact (1728)** A63698A-D Hi { 3 } (E8F+5) [BC7F] BE N - 312 8 ImDv M2 V M9 V

A tidally locked world, most of the land surface is on the twilight and darkside. Although Ekhugush has managed to retain a thin atmosphere, the planet's unique flora ensures that it has a high oxygen content, though it is continually being 'bled' off by the lack of rotation. Although Ekhu plants are incompatible with human digestion, they do have a number of uses. The Ushfhi bush in particular provides a naturally occurring fibre, which has a number of uses in fibre optic technology. A substantial proportion of the population are involved in the cultivation and harvesting of Ushfhi and recently Makhidkarun has set up a clothing manufacturing site here using Ushfhi fibres which have been designed to change colours at pattern according to a small built-in light controller on the belt. Although sold under the Makhidkarun label rather than Ekhu's own, the clothing has proved extremely popular in the Core and Vland regions and even Grand Princess Ciencia has been seen wearing an Ushfhi creation.

The planet is mainly known off world for its computer programming systems and financial skills. The planet specialises in setting up business and stock control applications and customised government systems. The local university is known for its excellent financial training and brokerage and as a result graduates, known as Ekhui, with their distinctive three-claw tattoo on the forehead are in great demand.

**EKHUI, The** - See **EKHUGUSH**

**Ekli, Shallows (0718)** C5437A9-8 Po An Pi { -1 } (B67+1) [8669] BD S - 820 10 ImDv M1 V M5 V

First Survey Planetary Designation: *Seganku*

Although Ekli has little to offer from a commercial point of view, the world has some breath-taking views and a wide range of exotic local lifeforms. Ekli is actually a double planet: it and its large, close moon (Ekaliem, UWP H201000-0) spiral around a common centre of gravity as they orbit the close binary stars. Ekli al so retains a highly reflective ring made up from the fragments of a shattered second moon.

Important tourist attractions include the whispering jungles, the sunset seas, and any of the vast chasms in the Fractured Valley. One of the best sights is said to be a double sunset with Ekaliem rising, and the ring system glittering overhead. Local citizens and officials may not welcome off-worlders, and dangerous animals are found in many unsettled areas: visitors are advised to travel with a professional guide.

Access to the outer reaches of the Ekli system is prohibited: the two narrow planetoid belts, four planets and three large satellites that make up the outer system are strictly off-limits to casual travellers, by authority of the Scout Service. No official reasons have been given, but speculation is rife. Icarbus, the system's outermost world, is a well-known 'Ancients' site, and local rumour has it that a major find of some kind has taken place.

Other stories maintain that there has been a strike of lanthanum ore, and still others hold that a deadly Ancients disease has been released. In truth no-one really knows what the scout service is up to.

See **Icarbus, Three Moons of**

**Ekku, Old Suns (1102)** D546789-6 Ag Pi { -1 } (966+1) [8667] BCD S - 402 9 ImDv M2 V M2 V

First Survey Planetary Designation: *Karzi Ash*

Ekku orbits a tiny red dwarf companion in a binary star system. The two stars are approximately 4,150 AU apart. The various local Bureaux, through an elected Council, run the world along Vilani lines.

Ekku is the premier agricultural world on the Shegimuud Trace and a major exporter to worlds in Vland Sector. The system has a large turnaround of ships despite having some of the most draconian trade laws in the sector and has managed to become quite wealthy through the trade of technology for agriculture. In addition to the many rules and regulations, Karzi is utterly corrupt and bribery is often seen as the only way to get things done yet bribery itself is completely illegal and carries severe penalties if apprehended in the act.

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Yeah, a visiting merchant needs to have a thorough knowledge of the amount of bribe required by each official as offering too low a sum is considered an insult and is liable to end with the official taking the bribe then turning you in. A merchant can expect to pay thousands in kickbacks and sweeteners depending on the nature of the cargo and time scale. Just be careful. Under Karzi law it's the person offering the bribe who breaks the law, not the person accepting. Many corrupt officials will take your money then turn you in. If you're lucky you'll only get a few months hard labour, the rest get sent to jail, where they will starve to death unless they have the funds to buy food.

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## Elan, Abram

(b.591 - d.667)

A would-be adventurer and explorer, who died in search of riches on the neighbouring world of Folly. Elan was born on Ilesha to an ordinary family, where he developed into a brighter than average child with a skill for manipulating figures. After high school, Elan moved to Khandi to complete a degree in statistical modelling. On finishing his course he returned to his home world to take up a senior post in the Corporate Planning department of Talas-Ilesha Extractions, a subsidiary of GenMett.

In 632, Abram Elan set out from Ilesha to explore the impoverished world that was later to be named Folly, following a vision he claimed to have experienced showing him vast deposits of valuable minerals. He spent the rest of his life trying to make his vision a reality, but without success. He is primarily remembered for a holo-documentary "Abram's Folly: a solitary obsession" that recorded his final two years of his solitary life.

## ELIYOH <Also known as 'Strutters' or 'Screeches'>

Intelligent minor race native to '*Ibhe(a) Tmhdéan(c)*' (Ilesha, Khandi -1712), which joined the Imperium in 247.

Despite appearances, Eliyoh are not intelligent birds but are a type of pseudo-dinosaur that developed a covering of feathers. Eliyoh Males average 3m in height and mass between 90 and 120 kg. Females, though rarely seen by non-Eliyoh, are believed to average about 2.3m with an average mass of 75kg. Eliyoh are bipedal, ectothermic and bisexual.

The Eliyoh gradually evolved a complex civilisation based round the communal slaughter pits and the city-nests but were ruthlessly exploited by the Vilani in the intervening centuries after contact. During the Long Night, they were xenophobically hostile to non-Eliyoh and remained in isolation until 247 when the Imperial Navy insisted on their joining the Imperium.

Eliyoh's are rarely found off world, and those who do go off world are generally youngsters. This is because they believe that they will not attain immortality if they do not die on their homeworld. A nest was established on Medurma in the 900's to enable the Eliyoh to be represented at Parliament, though it remains staffed only by young adults who flee home after a few years.

Eliyoh society is dominated by the Incandescent and by trade. The Incandescent are the Eliyoh elders who 'survived' first death. The Incandescent are the secret rulers of Ilesha and are believed to be near immortal barring accidents or murder. From the human point of view, Eliyoh are obsessed with wealth and personal power. They appear to have no morals and will happily lie and cheat if it allows them to gain an advantage.

Despite the race being generally limited to their homeworld, Eliyoh mercantile and trading interests are found throughout the subsector and are generally run off world through intermediates. Their obsession with obtaining 'Incandescence' through amassing wealth affects every aspect of the adult male's life.

See **CROWE'S ENCYCLOPAEDIA XENOBIOLGICA**



**Elysium, Ushra (1520)** D765443-5 Ni Ga Pa { -3 } (631-5) [1122] Bc S - 714 8 ImDv M2 V

First Survey Planetary Designation: *Dim*

Despite its ideal conditions, Elysium has only two minor settlements. The planet is ruled over by a constitutional monarch, King Raoul III, and is a major meat exporter throughout the subsector. In particular, Elysium has cultivated two particular species; the boar-like Shané and the Amoa, a flightless bird, superficially resembling the Eliyoh. Both have a unique taste that has proved popular throughout the region

In recent years there has been several major disturbances concerning 'class' riots within the cities and visitors to the planet are advised to avoid wandering the streets without an official guide.

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It should be noted that although the Eliyoh love the taste of Amoa, they utterly hate being near a live specimen as it appears to remind them that they too could be on the human food chain, if they ever upset their 'Imperial masters'.

An Amoa round up has got to be seen to be believed. Hundreds of frantic humans riding around on grav-bikes trying to herd 3m tall flightless birds, apparently without a brain cell between them, into the slaughter corral – with the Amoa scattering in every which direction.

CyJac'13

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**Emarkus, Gadde (2522)** C555485-8 Ni Pa { -2 } (A31-4) [2236] Bc - - 504 7 ImDv M2 V

First Survey Planetary Designation: *Nur*

Emarkus is a backwater colony world housing some of the population overspill from Rukhign and Khandi in Khandi subsector. The cool climate and the thin atmosphere have been a major disincentive for settlers despite the offer of relocation payments and special allowances by the local governments.

A number of small corporations have made the transfer to take up the offer of lucrative tax breaks (including some that have set up dummy companies to gain these financial benefits).

Emarkus has managed to attract a number of small settlements, primarily composed of outcasts who just about manage to scrape a living from the 'bush'.

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The rumour is that everyone is welcome in the outback settlement, cyborgs, gena's and even (it is rumoured) psi's.

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**Emishuun, Sapphyre (2234)** B538230-C Lo { 1 } (A11-3) [1317] B - - 424 14 ImDv K5 V M2 V

First Survey Planetary Designation: *Medenki*

The Emishuun system is home to the Jansky-Missaadin Radio Astronomy Centre, founded in 531 by the University of Libuka, Zarushagar but currently funded by a consortium of several universities in both Dagudashaag and Zarushagar.

The centre conducts astrophysical studies of objects both within and outside the galaxy using their radio-telescope facilities, the largest being an orbiting reflector some 28 kilometres across.

Telescopes scattered across the system can be coupled together by meson commlink to form an interferometer network, an instrument with incredible resolution capabilities. Objects less than an AU across can be detected in nearby galaxies.

The most addition to JMRAC is Walsh Station, a radio-telescope built on a planetoid orbiting some 400 AU from Emishuun's primary. The station (named after the Solomani discoverer of the gravitational lens effect) uses the gravity well of the primary star to "lens" radio signals and is currently conducting a detailed study of the centre of our galaxy and its black hole core.

Travellers to Emishuun should be aware that the researchers require the system environment to be as "radio quiet" as possible. Starships are forbidden from using any broadcast communications or navigational radars within 100 AU of any observing station.

Despite this, Emishuun is a major trade and transshipment nexus for the region. Situated on the furthest edge of the goldilocks zone of the M2 D star, Newton it provides a number of automated orbital warehouse facilities primarily focussing on imported grain distribution.

## Emperors of the Flag

During the Civil War period (604 to 622), the Imperium was in the hands of a succession of naval officers of flag (Admiral) rank. These eighteen emperors achieved the throne through assassination, fleet action, political manoeuvres, and general mayhem. The years 618 to 619, particularly, saw seven emperors serve on the throne, none of them for more than three months.

The succession of Emperors of the Flag began with the seizure of the throne by Admiral Olav hault-Plankwell in 604, whose action precipitated the Civil War. It ended when the Moot named Arbellatra regent of the Imperium in 622.

The Emperors of the Flag are also (disparagingly) referred to as the Barracks Emperors.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Dagudashaag played a major part in the Civil War. Two Emperors' of the Flag came from Dagudashaag; Admiral Perseus Usuti and Grand Admiral Ramon Giidirur, better known as Ramon II. The sector is also famous for the number of major confrontations, which occurred within the region.

**Epantla** - Amec (Nahuatl) designation for EDDUM, Bolivar (0531).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

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Na, na, na... All together now... You'd think they'd get fed up of continually programming in their own adverts, wouldn't you? Corp'ses!!!

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CyJac'13

**ERAKI, Kuriishe (2920)** A9899BC-C Hi Cp Pr Pz { 4 } (E8F+5) [CD8F] BcEF N S A 203 14 ImDv M3 V

This large, wet, muggy world is not a popular place with interstellar travellers... and naval personnel would much prefer not to be posted here. The population is crowded onto the many small islands which scatter the face of the planet.

There are no continents worth speaking of, just clusters of islands none more than about 20 km square and crowded is the word, the population density is high and living quarters small and with minimal privacy. For the past century, the government has been in the hands of a single individual, Cartledge Senor. Owner of SenorSystems Robots and Transportation Corporation, he maintains a stranglehold on inter-island communication. He is not popular, but nobody wants to argue with his massive robot army, or find themselves trapped on one small island for the rest of their lives.

In 1098 Senor bailed out planetary Baron Niesma Imlagaklus who was heavily in debt, even going as far as purchasing his hereditary home. The Baron is allowed to remain in situ provided he continues to represent Senor's interests in the Ducal Court.

There are two main exports from Eraki - seafood and robots. Most of the robots are made either by SenorSystems or from licensed SenorSystems designs, but the seafood industry is one area in which the corporation has made no impact. However, extensive controls are maintained, by 'sea fences' and robot ships, which prevent fishing vessels from doing anything other than harvesting the areas which they are permitted to visit. Permits are restrictive and detail precisely where and when fishing may be undertaken.

The seafood is, however, magnificent. There are many different kinds of fish, shellfish and other strange creatures caught; and a whole industry has developed devoted to inventing ways of processing and preparing them for the table. Most visitors to Eraki are gourmets wishing to sample fresh seafood. Visitors are not permitted to explore the planet unsupervised - and need to show good reason to be escorted to any place away from Landing Island, where the ground port is situated. Seafood producers and robot salesmen are expected to bring their wares to Landing Island where visitors may inspect them and place their orders.

**Ersharsa, liradu (3001)** CC89A644-A Ni Wa Sa { 0 } (A54-2) [4638] B - - 802 13 ImDv K3 V

First Survey Planetary Designation: *Enshiun*

Ersharsa orbits a gas giant, well outside the habitable zone of the star Ershanuur, but intense tidal friction has melted the rocky core and original icy outer layers turning it into a literal world-of-water under an icy crust and intensely frigid atmosphere.

The Ersharsa system was explored early on by Vilani prospectors but ignored in favour of better prospects elsewhere. Some 600 years ago a Scout Survey made a more complete study, and reported the unusual liquid body of the planet. Establishing a research base showed that the world was truly extraordinary, possessing unusual native life and free oxygen trapped beneath the crust. Many of the native fish-worms are edible to humans: an export trade supports nearby systems, and sends delicacies and exotica far across the sector. Tourists come from far and wide to see the fantastic displays of bioluminescent life in the dark waters, and the atmosphere geysers where giant air bubbles accumulate sufficient energy to burst through the ice crust.

Electromagnetic and sonar sensors suggest that there is some form of intelligent life around volcano communities deep in the 'oceans'. However, all attempts to communicate have failed dismally - with no signs that the signals even reached their targets. Very little is known about the 'deep ones' as the pressure 1,000 km down is over 30,000 atmospheres and has crushed all probes sent to investigate, long before they near the core.



I once heard a theory by a rider - Kui'hazia\*tzu/Blue I think - that the Deep Ones were in fact a colony of geneered Domination... Given their ability to re-engineer their own biology, I suppose it's as likely as any other theory!

CyJac'13

**Eshsij, Arnakhish (2409)** C56267A-8 Ni Ri { -1 } (E53+1) [857A] BC - - 924 11 ImDv M1 V

First Survey Planetary Designation: *Giigar Pud*

Eshsij is a pleasant world that started as a Vilani colony and has continued to maintain its links with that culture. Their entire civilisation is based on Vilani laws, culture and edicts. The planet's main industries are tourism and the arts.

Its Museum of Pop Art contains some of the best early Terran pop art from before the Rule of Man outside of the Solomani Sphere, including several Warhol's. It also has its own, highly respected school of art, which has managed to captivate several influential art critics in the Imperial Court. In the recent past, Eshsii gained notoriety for the infamous Rumko Conspiracy.

The high law level noted here only applies to natives and not to tourists who come to see the museums and art galleries.

### **Estrecho de Magallenes** <The 'Mary Celeste' of JumpSpace>

In 803, the twelve hundred tonne passenger ship 'Estrecho de Magallenes left Ghesaak, Saphyre (2437) for Luukha, Saphyre (2237). It turned up two years later, on course. It failed to acknowledge all attempts at communication and eventually, manoeuvred itself into a standard orbit. It was boarded almost immediately and found to be totally deserted. There were no signs of life on board yet everything was set up as though it had just left port the day before. Even the fruit in their bowls were fresh as though they'd been put out only a few hours before.

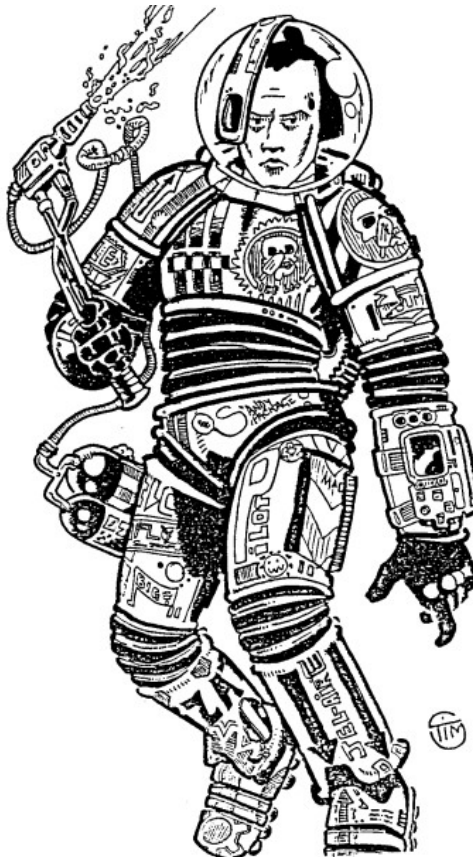
The Black Box flight recorder failed to reveal anything untoward, except a standard Jump with no stopovers. All of the passenger's effects were exactly as they had been when they had left. It was as though everyone had vanished on the first day out of port.

Many theories have been advanced to explain what might have occurred but what has remained totally inexplicable is the fact that the ship's computer system is totally incapable of operating the manoeuvre drive independently nor is it capable of navigating the craft into a safe orbit without human intervention.

### **Exile Planets of Laraa**

During the Vilani Pacification Campaign several planets in Laraa were classified as exile settlements to house the 'malcontents' of Dagudashaag. Millions found themselves uprooted for virtually no justifiable reason and scattered throughout the resettlement camps of Laraa. Families, as a matter of policy, were sent to different settlements with no means of staying in contact. Once the camps were closed down many found themselves remaining behind and settling the systems. This section of the population has remained pro-Solomani ever since.

In 987 several camps on Sima and Napu were re-opened to cope with the followers of the Reverent Emil Khanii, known as the Pure Brotherhood, after his depose and suicide.





# F

**F Subsector** - See **USHRA Subsector**.

## Fall

Spacer slang for the moment when a starship exits Jumpspace.

See **Tumble**.

**Fau, Shallows (0217)** B423766-A Na Po Pi ZiadW O:0320 { 2 } (96B+1) [6949] BD - - 300 9 ImDv K5 V M7 V

First Survey Planetary Designation: *Nishi*

Fau was initially colonised by Ziadd during the Rule of Man and remained a stable if small colony until -692. Then, during the period of Ushran expansion, missionaries from the Universal Church arrived and started to try and convert the colonists. Unfortunately under Canon law Ziadd are not considered 'true' humans but 'artificial' and therefore are not considered to possess a soul. When informed by the missionaries that they would have to reconcile themselves to being second-class citizens in the kingdom of God the Ziadd colonists grew extremely angry and, according to Church sources, killed them.

In response the Universal Church retaliated by forming what Arch-Pope Innocent XXI was centuries later to describe as an 'unholy' alliance with the Ushran's to attack Ziadd colonies. Within months the Ziadd colony at Fau was crushed under the military heel of the Ushran Empire. The few surviving Ziadd colonists were enslaved. A Dominican mission was established on Fau to enforce the will of God upon the savages. A task the order of warrior priests accepted with relish. Twenty years later the Ushran's gave orders to pull out.

The full horror of the occupation will probably never be known but a S'mrii ship visiting the planet a mere six months after discovered the streets filled with decaying and mutilated corpses. Less than twenty-one colonists survived out of an initial population of one hundred and twenty thousand. Unfortunately the survivors were so badly traumatised by their experiences that they were never able to give a full account of what happened. The Church blamed the incident on the Ushran troops and the Empire blamed the 'missionary' zeal of the Universal Churches' House of Inquisition.

Today Fau is once more a viable Ziadd colony thanks mainly to the support and assistance given by S'mrii during the initial re-colonisation. As a result most Ziadd consider the S'mrii close allies and friends, a feeling that is not reciprocated. Fau is primarily known for its war memorials, Seafood delicacies and very active anti-universalist press.

## Feathered Serpent Pharmaceuticals Adc.

Outside of the Megacorporations, FSP is the largest pharmaceutical company in Dagudashaag. What is even more surprising is that FSP only started in 698 and has grown from a small family run business into the largest private company within the Amec Trade Protectorate.

Initially known as Calpulli Quetzalcoatl Pharmaceuticals, (House of Quetzalcoatl) the board of directors elected to change the name in 755. The reason given was to help dispel Imperial rumours that the company had been named after the ancient Mexicatl god and that the board (which consists exclusively of Amec Sun-born nobles) still carried out human sacrifices in his name.

FSP is best known for its wide range of biogeneered plants, such as the Iquehuac sun coral (used under licence in the manufacture of low tech solar panels) and the Nezahualcoyotl plant which can be bred to synthesise any of several natural drugs from iodine to opium.

**Feym'n, Bolivar (0236)** D435875-6 Ph { -2 } (A75-4) [6634] Be S - 224 10 ImDv M0 V M3 V

First Survey Planetary Designation: *Immu Pin*

Duke Jian Viisarikaa once said that Feym'n 'is the kind of place that foreigners on other planets come from'. What is true is that more people emigrate from than immigrate. A token Government exists but the lack of judicial, legal and law enforcement systems led the world to degenerate into the lawless black spot of Bolivar. The IISS has stepped in and enforced a basic law system, which prevents the possibility of mass murder though, not much else.

The majority of ships entering the system only stop of to refuel before moving on. The smart ship's captain doesn't even think about disembarking.

There are some brave souls who have made a fortune in credits trading in the entertainment media, especially simstim and other VR variations, which are very popular. The average IISS operative appears to regard Feym'n as a "punishment posting".

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If you visit, expect to get ripped-off. This has become a local custom and is often a precursor to unprovoked personal physical violence. One added bonus for ships stopping off here is the number of emigrants willing to pay over the odds to squat in a ship's hold for two or three weeks just to get off this 'hellhole'. CyJac '13

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### **Fhaia, Khandi (1911)** B000500-D As Ni Va { 1 } (B45-3) [1618] B - - 913 9 ImDv G1 V

First Survey Planetary Designation: *lisgii Liguu*

Fhaia is a collection of over a hundred one-inhabited asteroids in the lisgii belt located in orbit three. The system was owned by GenMett who leased out sectors of the Belt to independent miners.

In 999, MacEx approached GenMett as it appeared that the system was finally mined out of its more valuable metals. A deal was agreed and the final hand-over set for 1102. Many of the miners, whose families had lived there for several generations, were extremely unhappy about moving away. Then, in 1101 an independent miner discovered a large deposit of platinum and, within days, GenMett had pulled out of the deal. Within weeks miners hoping to find the 'big one' swamped the system. While there have been some discoveries, most of the miners have met with only limited success.

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It is interesting to note that the miner who discovered the original platinum deposit, Misty Merlban, invested her money in an entertainment's module, which she had brought to the Belt. Since 1102 she has made eight times the value of her platinum deposit from selling imported entertainment to the mining community. CyJac '13

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### **Fifth Fleet, The**

The Imperial Fifth Fleet is considered one of the most famous units of the Empire's naval forces. Given its prestige designation by Emperor Martin III following superlative service by S'mrii starfaring units in quelling the Illeish Revolt of 418 to 435, the Fifth Fleet is a symbol of the Imperial trust placed in S'mrii stability and good intentions. Its existence also silences those critics who accuse the Imperium of humano-centrism, and poor treatment of minor races. A Reinforced Strike Fleet of significantly greater offensive power than the surrounding subsector fleets, the Fifth has often been deployed on 'flag- flying' missions elsewhere in Vland Domain.

The present Fifth Fleet under Admiral Chii'ekak is a miracle of interracial co-operation and organisation. A mixed-race fleet crewed by sentients with differing environmental needs is fully as effective as its single-race counterparts.

### **Fillaslopu**

This plant single-handedly sponsored the colonisation and growth of the world of Hellas. The plant is remarkable in that it thrives at the low temperatures on Hellas where it is harvested for its nutritious seeds. Tens of millions of plants are grown on the world producing millions of tons of seeds exported to the food markets of Ushra each year.

The seeds are processed to yield high quality protein meat-substitute as well as a nutrient supplement. The seeds are also eaten whole as part of salads, stews, soups and sauces.

### **Final Jump, The - See Big Jump, The**

### **Flansheet, Ignaaz - First Prophet**

(b. 800 - d.995) Date of birth is unconfirmed.

See **Simplist Movement**.

### **Flavas Unlimited (Catering Franchise) PLC**

FU Plc. Is a Sector-wide catering company specialising in restaurant and catering training, ethical franchising of the Flavas name and brand and supplier of quality restaurant equipment and food produce. They are primarily known for their 'A Thousand Tasty Flavas' restaurants as well as the 4 stellar-rated 'a Touch of Flava' bistro on Medurma. The company is owned outright by Sir Piotr Flavas. 25% of all profit goes to the Flavas Foundation which funds the construction of Traveller Missions as well as the 'Flava of Hope' soup kitchens on over 20 worlds; providing food and support to the homeless. The Flavas brand is well considered by the business community across the Sector and there are rumours that Sir Flavas may consider floating the company on the stock market in a few years' time.

## Flavas, Sir Piotr Nicholi

(b.1087 - )

Born in DeepLevel on Medurma, Pact, Flavas was a street urchin living off his wits until he joined the Sector Navy in 1103 and trained as a chef. Much to his surprise he found he had a talent for creative cuisine and successfully saved enough money during his tours of duty as an Admiral's personal chef to open a high-class restaurant on Medurma called 'a Touch of Flava' when he 'retired'. The restaurant became the place to be seen at after an INDISS news team reported that the Viisarikaa family frequented the restaurant incognito.

Flavas' name was later romantically linked with Dame Jianik-Anne Simalr's in 1110, although she was still officially married at that time. Both families have admitted openly on newscasts that they highly respect Flavas' opinions and frequently consult him.

In 1112, Flavas opened a series of fast food franchises, 'A Thousand Tasty Flavas', on a number of planets throughout the Sector and has used his expanding personal wealth to build over 30 Traveller Missions for the Brethren. In 1113, Flavas was honoured with a knighthood in the Emperor's Birthday Honours List for his many good works. He was also voted 'most popular male (human)' in Dagudashaag during the 1113 INDISS Annual Sector Popularity Poll.

## Folly, Khandi (1713) C300459-A Ni Va An { 0 } (B33+1) [546B] B - - 623 12 ImDv M1 V

First Survey Planetary Designation: *Vluumkhaa Sa*

In 632 Abram Elan set out from Port Birdbrain, the human settlement on Ilesha, to explore Vluumkhaa Sa, a nearby impoverished world. Elan claimed to be following a vision, which apparently showed him vast deposits of valuable minerals on the planet.

He sold up all his possessions and property, bought a small ship and surveying equipment and went to find his fortune. Aware that several previous surveys had found nothing of apparent value whatsoever on the planet, news of his solitary adventures made the media and quickly Elan's adventure (and later the world) was nicknamed Abram's Folly.

For three decades Elan scoured the planet without a trace of the riches he dreamed of. He died a bitter, broken, defeated and impoverished man in 667. His final two years were filmed by a documentary team from Ushra who subsequently released their holo-documentary "Abram's Folly: a solitary obsession" across the Sector. Interestingly most viewers were attracted to the unique scenery (rather than Elan's often bitter and cynical monologue and desolate lifestyle) such as the spiral caverns (a region filled with hundreds of sinkholes that can spiral down for up to a kilometre below the surface), the glassbowl craters and the rainbow sands.

Not only did the documentary win numerous awards, it attracted a number of settlers to come and colonise Folly. The current population is made up of independent, itinerant prospectors following in the footsteps of Elan, some of whom have also claimed that they too have had similar visions.

## For'star, Pact (2426) A623125-A Lo Po { 1 } (801-1) [1238] B S - 505 8 ImDv M2 V M9 V

First Survey Planetary Designation: *Apkii*

The system was renamed for its two stars and the nearby twin gas giants that seem to dominate the planet's sky. This planet is inhabited purely as a transport junction. The planet is famous for its totally hostile environment. The air carries microscopic parasites, which dissolve the lungs from the inside; the soil contains micro-organisms capable of surviving the toughest decontamination procedures, which inject their host with minute traces of deadly poison. The forests and jungle are filled with creatures, which can kill in seconds. The entire planet is poisonous to mammalian lifeforms. For this reason, all staff, mostly Dashian indentured, serve a maximum 3 month tour of duty.

The best known export is the Laggaa, a small domesticated 'pet' with high intelligence, loyalty and the ability to spit its venom up to 20 metres with extreme accuracy.

## FracFix

Brand name for stickers, clothing fabric and other fasteners produced on Jarsae, Iiradu (2803). Using the same principal as the setae on a gecko's foot (fine flexible hairs). FracFix is covered with a carefully graded mixture of fibres. The coarsest fibres pack as closely as they can; finer fibres fill the gaps between them; between them are finer fibres still - and so on down to fibres of almost molecular fineness. Pushed against a surface, the coarse fibres fit themselves into its large-scale contours; the smaller fibres fit round them to fill smaller irregularities; those smaller still flow into the still tinier gaps, and so on. The FracFix sticker makes intimate contact with any surface; as clothing fabric it gives a positive cling fit.

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...and brings new security to strapless gowns and even more daringly unsupported or fragmentary clothing creations. FracFix will happily cling to bare skin allowing some users to wear some extremely daring fashions or allow users hang their gismo's on their skin. The advert where a beautiful girl hangs upside down beneath a swooping air-raft held on purely by a couple of double-sided strips of FracFix is however a fake – The FracFix can hold up to 50kg but the glue binding the two sides together cannot.

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CyJac '13

### **Fragrant Bones, The**

- 1) A common merchant term for successful, well planned swindles. The term originally has a religious origin; some religions believe that when some saintly or venerated sentient die, their bones retain a fragrant smell which confirms their holiness. As a result, a common swindle in some religious enclaves was to sell scented animal bones as holy relics claiming that they are taken from the remains of popular religious figures.
- 2) A common name for the Khandi and Ushra section of the Nanarzan Trace Trade Enclave which specialises in selling cheap, counterfeit copies of popular products.

### **Free Sea Movement**

Dana's (Iiradu, 3005) floating arcologies have given rise in recent years to a faction opposed to the commercial farming of the planet. Nominally titled the 'Dana-Nueii Free Sea Movement', several terrorist attacks have been carried out by them on remote fishing vehicles. A major incident involved a bomb exploded near the Starport, which claimed 37 lives including 12 tourists. However, the bomb could not be verified to be the work of this group, which remains an underground movement despite vocal support from some of the arcology inhabitants.

### **Frey, Gadde (3029)** C561303-9 Lo Ch ir9 { -1 } (521-4) [1226] B - - 700 5 ImDv K1 V

First Survey Planetary Designation: Arla Iir <Also known as Fey>

Frey is believed to be the largest tomb in known space. For thousands of years the wealthy of literally hundreds of races have come great distances in order to be buried in the natural catacombs deep beneath the surface.

The majority of the living inhabitants on Frey are a local subspecies of chirpers who live on the margins of the rain forests. The rest of the population consists of a very small human community surrounding the starport at Odine, who pander to the tourists and researchers, making a healthy living out of selling excursions and essential items at inflated prices.

The Chirpers jealously guard the underground tombs. For this reason their slightly more intelligent 'priest-caste' have become known as the Keepers, who's apparent sole function in life seem to be to 'protect' the tombs and mausoleums. The Keepers have been willing to allow additional burials to be carried out, but instinctively attack anyone whom attempts to steal from the mausoleums. No-one is sure how the Keepers know when a theft has been attempted, but their reaction is generally swift and also almost always fatal, often spilling over against the local inhabitants of Odine. In recent years the number of sentient wishing to be buried on Frey has dropped off and the planetary governor has been inundated with requests by Archaeologists to excavate the earliest tombs. So far, Governor Marcellus has refused, as he has been unable to find a way to keep the Keepers away from the excavations short of complete racial genocide. Unfortunately there is increased political pressure by the Imperium to at least allow the tombs to be examined.

Currently visitors to the planet are restricted to the surface tombs around Port Fey, which are relatively safe from Keeper attack. However, because many believe the catacombs to be treasure houses of immense wealth and artefacts, the Keepers are in permanent conflict. To prevent the violence escalating, Governor Marcellus has vowed to remain constantly vigilant against the increasing number of tomb robbers that attempt to break in and, each year about twenty offenders are publicly executed (by stoning) for the crime of tomb robbing in the hope of deterring others.

### **Fugitive Robotics Act**

Imperial legislation passed in 1105 in opposition to the Robotic Emancipation Charter (1103) which provides legal powers to ensure that escaped robots found on non-signatory worlds or Imperial territory (including space) can be returned to their original owners.

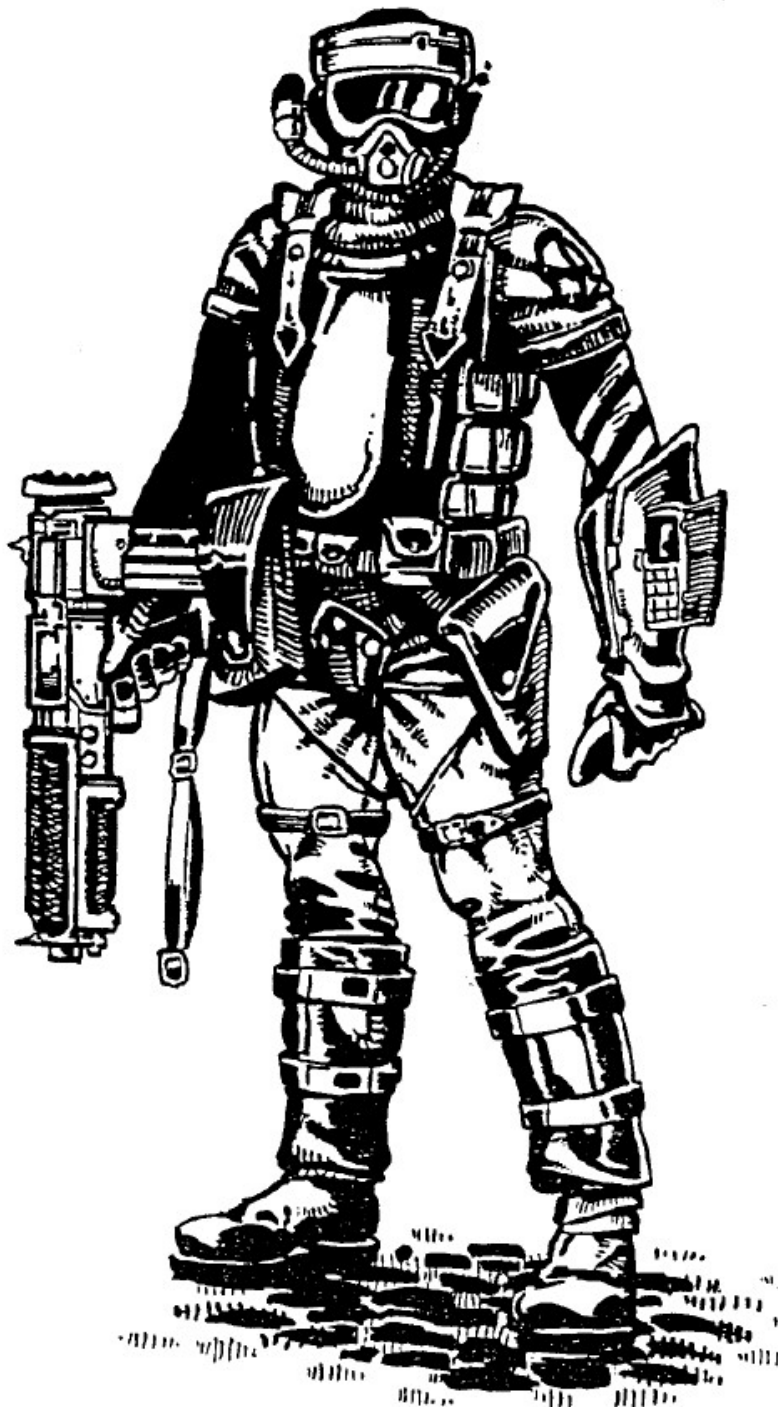
### **Future Promise Enterprises GmbH.** <F.P.E.>

Future Promise was a small company operating a small number of Timer clubs on the Dagudashaag/Gushemege border. Founded in 794 by a local entrepreneur, Mitta Holt, the company did fairly good business until the early 900's. Changes in local law on some worlds prohibited the practice, describing it as unethical.

The loss of business and a number of highly publicised deaths of 'sleepers' sent the company into terminal decline.

Shortly after this point FPE was bought out by DagMet (who were looking to diversify their interests following bad trading figures themselves in the preceding five years). As a consequence of the severe drop in profits DagMet were in need of major restructuring which involved large numbers of lay-off's especially amongst their senior management.

DagMet could ill-afford to make the large redundancy pay-outs that was required by them under local and Imperial commercial regulations and thus thought their way around the problem by buying out FPE. DagMet offered a large number of their middle-ranking executives the opportunity of 'sleeping-out' the recession in the FPE facilities, guaranteeing them a resumption of their careers at the end of the period as well as nice bonuses for the time they were in hibernation.



# G

**G Subsector** - See **KHANDI Subsector**.

**Gaad, Bolivar (0235)** C778543-8 Ag Ni { -1 } (A43-4) [2425] BC - - 103 16 ImDv M0 V M1 V

First Survey Planetary Designation: *Khaaga And*

Although Gaad is classed as an agricultural world no commercial crops are grown on the planet's surface. Instead it has a carbon and ice ring system on which the planet's fleet of 50 subsidised spaceships harvest and tend a naturally occurring plant life form; Lattuce. The farmers of Lattuce are more akin to belters, with almost the entire planet's population of 100,000 dedicated to harvesting, tending, preparing, exporting, and selling lattuce, which is a high volume industry on Gaad.

The origin of lattuce is unknown, although the current popular opinion is that Lattuce is a genetic manipulation of a naturally occurring plant life originally native to the Gaad system. However, recent work by xeno-geneticists have found a number of possible genetic similarities to Terran plant life, which has led to unsubstantiated theories that it may be an experimental hybrid instigated during the rule of man to provide food sources for future colonies in this area.

See **Lattuce**.

**Gaae, Shallows (0615)** C540538-7 De He Ni Po (Ka Kelaree) { -2 } (742-2) [5357] B S - 100 13 ImDv K4 V M1 V

First Survey Planetary Designation: *Karsa*

The Port and city of Lobsterpot in the equatorial region is the only obvious settlement on the planet. The city has two major functions – the export of glass products made from the fine, naturally-occurring coloured sands of the region and the study of the native lifeforms.

The cool, dry, desert world of Gaae is the homeworld of the Ka Kelaree, native sophonts that live in vast caverns in the Polar Regions. The Ka Kelaree city-tunnels are usually found excavated around large underground water lakes. They have evolved out of scavenger stock that still has many living representatives on the world. The race appear to be a curious hybrid of animal and plant (fungi to be exact) and superficially resemble 4m long algae-covered 'crabs'.

The Ka Kelaree have developed a stable, peaceful Tech Level 7 society. Although generally insular, they have agreed to sell the warmer equatorial regions of the planet to human and S'mrii interests. There is little inter-species interaction: Ka Kelaree refuse to travel off-world and the majority of communication is carried out by radio. Ka Kelaree will occasionally be persuaded to sell 'etched' stone carvings, which can bring a substantial price throughout the Imperium.

Gaae is worth a stopover just to see the Ka Kelaree – try and time your trip for the local spring when the young adult creatures migrate to the nesting grounds. The fungal forests that grow on their back seem on first observation to be cumbersome and of no advantage until you realise that it protects the creatures' fine manipulative tendrils and several sensory organs as well as obtaining energy through photosynthesis.

See **Ka Kelaree**.

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Most tourists make the mistake of forgetting that the Ka Kelaree are actually a quite advanced race capable of creating fairly advanced micro-electronics (they make their own radio communication devices to enable them to communicate with other sentient races for example) and most adults have portable coolant systems. Don't fall for the hype of the carved stones they trade – these are mass-produced specifically for the tourist trade! If you want something of personal value, persuade a youngster to sell you a set of ornate commdot earrings. They are a miracle of micro-electronics and their unique design process and use of organic materials means that they are unidentifiable to most people.

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CyJac '13

## **Gabudys Lic.**

Gabudys LIC, A small chemical manufacturing company based solely on the world of Zuilar, The Company was taken over by the Vilani Megacorporation, Naasirka in 1111, and this has boosted the company's manufacturing facilities by providing capital for expansion.

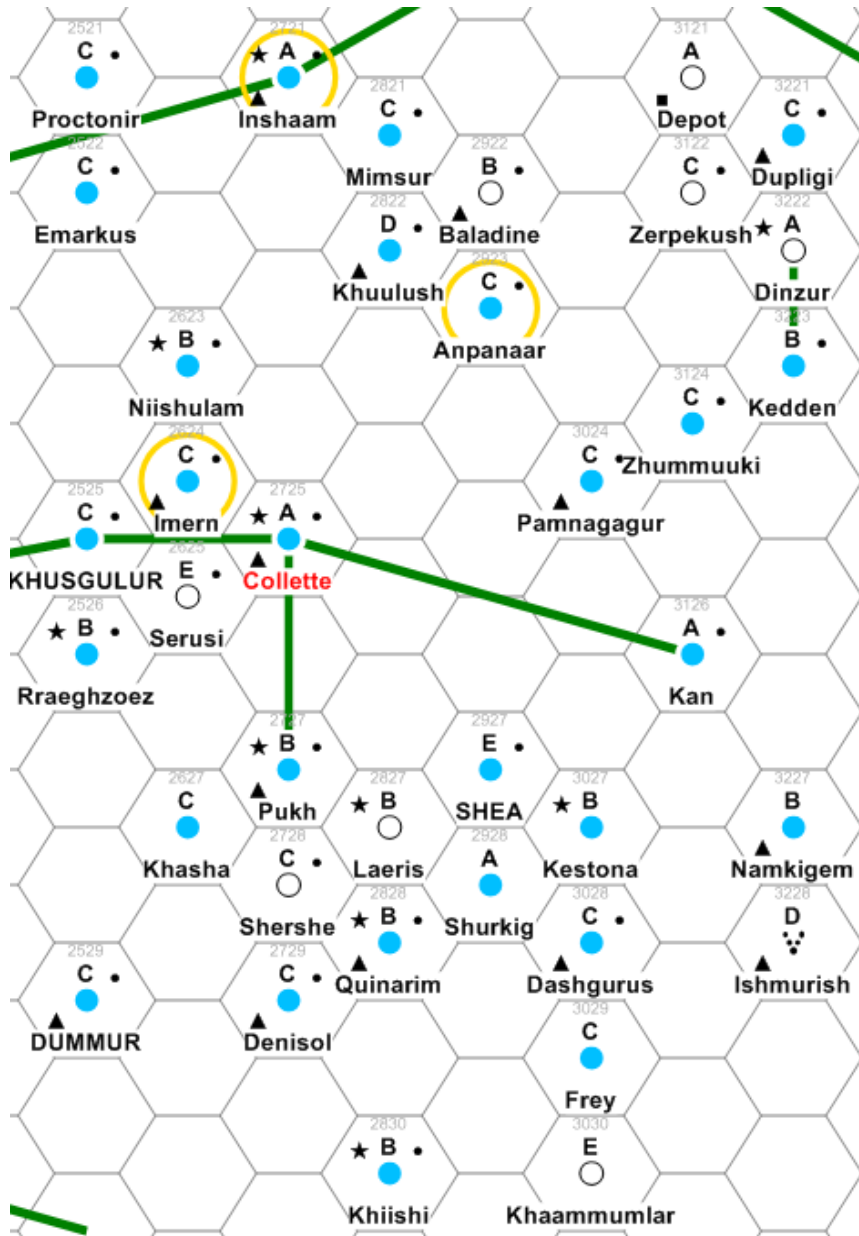
**GADDE Subsector** - Subsector L

Duchy Capital: Collette (2725 A433314-G)

Astrographically, this unremarkable subsector is a collection of small clusters. The most notable feature of this area is the large number of Imperial Naval bases between Shea (2927) and Khusgular (2525).

Originally established because of a serious problem with piracy and privateering in this region during the early years of the Imperium, these bases now serve as marshalling areas for naval exercises, and for fleets travelling to or from Depot, Gadde (3121). Since a fair amount of shipbuilding/repair capacity is concentrated at Depot, the Navy has announced plans to 'consolidate' the bases in this area, upgrading some, and closing others.

The Gadde subsector contains 37 worlds with a population of 19.7 billion. The highest population is 8 billion, at Khusgular. The highest tech level is F at Kan. The subsector capital is at Collette.



**MAIN SYSTEMS IN SUBSECTOR**

- Proctonir 2521 C424258-C Lo { 0 } (911+1) [225C] B 23 11 ImDv M1 V M4 V
- Emarkus 2522 C555485-8 Ni Pa { -2 } (A31-4) [2236] Bc 504 7 ImDv M2 V
- KHUSGULUR 2525 C573988-A Hi In (Morlocks) Gray5 { 3 } (F8D+3) [9C5A] BE 813 10 ImDv G3 V M7 V
- Rraeghzoiez 2526 B775452-C Ni Pa VargW { 1 } (934-3) [1518] Bc N 212 7 ImDv K3 V M3 V
- DUMMUR 2529 C5299BB-C Hi In Pz { 3 } (C8E+5) [BC7E] BE S A 801 11 ImDv M4 V
- Niishulam 2623 B432579-C Ni Po { 1 } (C45+2) [666D] B N 614 11 ImDv M0 V

## Encyclopaedia Dagudashaag

• Imern	2624	C748654-6	Ag Ni Da { -1 } (853-3) [4534] BC	S A	801 10	ImDv	K0 V
• Serusi	2625	E540667-6	De He Ni Po O:2525 { -3 } (851-3) [6356] B		402 6	ImDv	G3 V
• Khasha	2627	C672235-9	He Lo { -1 } (411-3) [1137] B		400 5	ImDv	M8 V
• Inshaam	2721	A66958B-C	Ni Pr Da { 2 } (B46+4) [777E] Bc	NS A	504 8	ImDv	G4 V
• Collette	2725	A542644-C	He Ni Po Cp { 2 } (D56+1) [483A] BF	NS	414 11	ImDv	M3 V
• Pukh	2727	B535610-B	Ni { 2 } (D56-2) [1816] B	NS	714 14	ImDv	M2 V
• Shershe	2728	C540874-8	De He Po Ph Pi { -1 } (C77-3)[6736] BDe		502 10	ImDv	K9 V M0 V
• Denisol	2729	C655754-7	Ag Ga { 0 } (968-2) [5735] BC	S	403 15	ImDv	M1 V
• Minsur	2821	C424349-B	Lo { 0 } (921+1) [436C] B		222 8	ImDv	K1 V
• Khuulush	2822	D651210-5	Lo Po { -3 } (411-5) [1111] B	S	222 14	ImDv	M0 V M2 V
• Laeris	2827	B100447-B	Ni Va { 1 } (834+1) [455B] B	N	720 13	ImDv	M2 V
• Quinarim	2828	B98A47B-D	Ni Wa { 2 } (935+4) [667F] B	NS	403 12	ImDv	G4 V M3 V
• Khiishi	2830	B77A279-D	Lo Wa { 1 } (711+2) [336E] B	N	203 10	ImDv	K8 V
• Baladine	2922	B303420-D	Ic Ni Va Sa { 1 } (934-3) [1518] B	S	203 7	ImDv	M3 V
• Anpanaar	2923	C543531-7	Ni Po Da { -2 } (742-5) [1313] B	A	923 8	ImDv	M1 V M3 V
• SHEA	2927	E651976-8	Hi Po { -1 } (E88-2) [8847] BE		303 6	ImDv	M0 V M5 V
• Shurkig	2928	A434665-E	Ni O:2727 { 1 } (955-1) [473C] B		610 6	ImDv	M0 V M1 V M8 V
• Pamnagagur	3024	C785497-9	Ni Ga Pa { -1 } (C32-1) [4359] Bc	S	915 13	ImDv	M0 V M5 V
• Kestona	3027	B576322-8	Lo { -1 } (621-5) [1214] B	N	310 12	ImDv	M3 V
• Dashgurus	3028	C768635-5	Ag Ni Ri { 0 } (854-2) [4633] BC	S	912 12	ImDv	M0 V
• Frey	3029	C561303-9	Lo Chir9 { -1 } (521-4) [1226] B		700 5	ImDv	K1 V
• Khaamumlar	3030	E430761-6	De Na Po O:3032 { -2 } (965-5) [3512] B		520 6	ImDv	M0 V M5 V
• Depot	3121	A31046A-F	Ni Da Mr { 2 } (735+4) [667H] B	D A	310 13	ImDv	M1 V
• Zerpekush	3122	C420744-A	De He Na Po Pi { 1 } (D6A-1) [5838] B D		804 15	ImDv	K0 V M0 V
• Zhummuuki	3124	C74A622-7	Ni Wa { -2 } (852-5) [2413] B		522 9	ImDv	M1 V M1 V
• Kan	3126	A433314-F	Lo Po { 1 } (921-1) [143D] B		204 7	ImDv	G2 V
• Dupligi	3221	C76A105-A	Lo Wa DolpW { 0 } (701-2) [1138] B S		113 10	ImDv	M1 V
• Dinzur	3222	A420326-E	De He Lo Po { 1 } (621+1) [244D] B N		310 15	ImDv	G9 V
• Kedden	3223	B585524-A	Ag Ni Pr { 2 } (B46+1)[3738] BcC		313 10	ImDv	M2 V M2 V
• Namkigem	3227	B665648-9	Ag Ni Ga Ri { 2 } (856+2) [6859] BC S		600 9	ImDv	M3 V M8 V
• Ishmurish	3228	D000200-B	As Lo Va { -1 } (411-5) [1116] B	S	700 7	ImDv	F6 V M1 V

### Gadde, Marcus Kingsley

(b. -2102 to d. -2047)

Admiral Gadde was the senior official of the Rule of Man in Gadde subsector when the Plague of Dushkir struck. Many of the worlds in this subsector (originally named Inshaam) had very high Vilani populations and these were very badly affected by the Plague. Gadde played a key part in getting relief to the infected and devastated worlds. Often it was only his personal example of being the first to land on a world to bring aid that encouraged further assistance.

Once a cure had been found, a poll of the subsector's people led to the name of the subsector being changed to recognise Gadde's important role. Admiral Gadde died attempting to secure the Sector Dukedom in one of the ugly succession wars that typified the later Rule of Man.

### Gaesh, Argi (1631) B5946AB-8 Ag Ni Da { 0 } (C54+2) [867A] BC - A 204 12 ImDv M1 V

First Survey Planetary Designation: *Kuushkiigim*

Originally established by Vilani zealots fleeing religious persecution, the colonists were obviously influenced by isolation during the period of the Long Night. By the time they were re-contacted the planetary society had evolved into a strong dictatorship whereby the ruler of the planet deliberately remains a mysterious character.

The monarch, known only as the Faceless, is chosen by the people from all the youths that had reached the age of seventeen in the year of the last Monarch's death. These youths are tested publicly in the five disciplines; physical, intellectual, emotional, social and spiritual. The public then holds a secret referendum and the chosen youth is taken immediately away and cloistered within the Pearl Tower at Tralarwl.

The monarch never appears in public again nor does he leave the tower. Audiences are granted from behind a screen of translucent pearl behind which can be seen the rulers outline.



Even the First Prelate who repeats his words for all to hear only hears his voice. The system was apparently established to allow decisions to be made on an objective basis and protects the ruler from both foes and would-be favourites. The Monarch is allowed concubines but not a wife and is not allowed any offspring of his own. Once chosen, the Faceless is considered absolute ruler until their death.

The cities are famous for being made of large granite blocks cut exactly to shape so that not even a needle can be inserted between the uncemented blocks. Gaesh exports Greum beef throughout the sector as well as the grain used to make Argian Bhair.

**Gakhir, Khandi (2413)** A4007B9-E Na Va Pi Pz { 2 } (D6D+3) [896F] BD N A 704 8 ImDv M4 I II

First Survey Planetary Designation: *Nirkinishi*

In 447 this otherwise unremarkable planet was the site of a major lanthanum strike. Although most of the more valuable ore was quickly worked out, political power still remains with the dozen, family-owned mining houses through their domination of the Prospectors League, the system's only legal political party. Disputes between the houses are normally settled peacefully, but they constantly jockey for commercial advantage. The greatest part of the houses' prospecting and exploitation activity has shifted to the colony world of Kim. The brightest and the best of Gakhir vie to be appointed administrators of the system's vast planetoid belts.

Although life for most citizens is sedate and comfortable, the Prospectors League perpetuates the myth of Gakhir as a world of hardy, roving space-miners. Certainly, its people take readily to space travel. Their planetary navy is unusually large for a system with a population of only 70 million, and is one of the few in peaceful Khandi subsector that maintains a high state of readiness. Gakhir patrol cruisers can often be found operating alongside Imperial craft in anti-corsair exercises across the subsector.

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Pure self-perpetuating ego, most Gakhir are full of their own self-importance and regularly overstep the mark – Gakhir patrols act tough but will quickly back down if their bluff is called – their patrols have no official authority outside of Gakhir's near orbit and are easily chased away simply by stating that you will raise the matter of their 'interference' with the Imperial Navy or ducal court. However, if they really are within their legal rights, don't push it – a Gakhir will keep after you, worrying your every step until they find something they can prosecute you for – like a Lowalaa with a fresh bone...

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CyJac '13

**Gakushuu, Governor Shaida** <Also known as 'The Butcher'>

<b. 780 - d. 825>

Son of Lady Shau Ganidiirse Ishuggi and Baron Eli Gakushuu, Shaida was appointed as aide to Governor Riium who in 822 was sent to assist with the subjugation of the Scanians on Akiva, Argi (0936).

Although Imperial forces were determined to destroy the Akivan psionic institute and end once and for all psionic teachings amidst the Scanians, a major assault in 800 only managed to hold the planet for 28 days. The Imperium eventually decided to maintain a high orbit siege which was to last for the next 22 years, until the Akivan forces were sufficiently weakened to be no longer able to prevent another all-out invasion. Under orders from Governor Riium, Imperial troops killed thousands of known psionics and a holo-video of the Empress Paula II was placed in the Shrine of Creation at Genesis.



Shaida Gakushuu – The Butcher

This led to the first civilian riots in 824 in which Riium was assassinated. Despite his obvious inexperience, Shaida Gakushuu was promoted to the office of Governor. He immediately 'celebrated' his new fortune by burning the University City of Gamala to the sea with all its inhabitants still inside. Four million people were believed killed. Next, he authorised the slaughter of every Rabban and their immediate family. Over the next six months a further 12.5 million people died either directly or indirectly as a result of his acts.

Other Imperial's were sickened by his cruelty and by his sadistic banquets of death in which women and children were tortured all around the great hall. Report after report was sent to Capital but they were apparently ignored. Instead Imperial mining interests were invited to come to Akiva and were encouraged to use Akivan slave labour to strip-mine the planet's natural resources. On 132-825, Sanheichiir assassinated Shaida as he celebrated another of his infamous banquets. His body was internally imploded by several telekenetics who had survived the earlier persecutions and who had managed to be smuggled into the citadel. This was the signal to restart the final rebellion. The Imperial's fled from the naked terror of a race gutted by torture and injustice.

Shaida's death resulted in the Imperial's interdicting the system while leaving the Scanians in control of Akiva. The Agreement of Rehin further agreed that in return the Scanians would no longer practice psionics and an Imperial Governor would be based at Genesis to negotiate with the Scanian Government on behalf of the Imperium.

**Galaach, language of** - See **Meduu-Galaach, language of**

**Galanglic, language of** <Also known as Anglic or Humanic>

Galanglic is the official and most widely spoken language in the Imperium. It is a distant descendent of Terran English, but includes a large number of words from other Terran cultures such as Russian, and even from alien languages such as Vilani or Vegan. Galanglic was widely spoken during the Rule of Man and remained as a common Human language during the Long Night. Core, a dialect of Galanglic, is primarily spoken within Dagudashaag.

**Gang of Four** <The Laraa Renaissance>

Between 335 and 390 Laraa gained a Sector-wide reputation for intellectual excellence generally due to the published works of four Laraa's; friends from an unlikely collection of backgrounds that initially met in the bohemian campus's of Medurma.

- - Revered Moses David Ba-Shuu (later Patriach of Shardi) who, while primarily known today for his xeno-biology discoveries, was at that time best known for his philosophical discourses;
- - Hrun' Sarsirka, part heir to the Hilton Fortune who founded the famous Sarsirka Library of Andula and financed so much of his friends work;
- - Daltyb Paliason, the scout who's work indirectly initiated the Brethren Uplift Institute (BUI); and
- - Liam Desta the famous xeno-biologist and force field physicist.

While it was their interest in the life sciences that initially brought them together, their friendship initiated and inspired literally hundreds of theories and concepts covering the whole spectrum of human intellect. Frequently one would write a paper that the other three would expound upon. Although Sarsirka is considered by many the intellectual 'poor relation' in the Gang of Four, it should be noted that as well as providing the money to back their research, he was often the person who recognised the innovation in his friends' work and encouraged them to continue with their work. In addition, he was responsible for recording their work and achievements which would otherwise have been forgotten or lost.

For example, Paliason and Desta originally designed the concept of the skinfield however the theory could not be proved until the 1000's when technology finally caught up. Without Sarsirka's diaries, recording their wilder theories, it's likely we would never know what they had meant when they talked about skinfields.

**Gantz, Dr. Julian** - Director of Drexen LIC.

<b. 1058 - >

Dr. Julian Gantz is an acknowledged expert in the field of nano-technology and his company Drexen LIC is considered at the forefront of practical application of nanite-based technology. His adaptation of his father's original work and his tight control of the patents has made him a billionaire.

Dr. Julian is well respected in his field. He is married to Lady Patria Mondez of Nox and the couple hold a number of trusteeships with local charities. They have two daughters.

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<NOTES>>>> 174-1114 USHRA/USHRA: Mana Gantz, daughter of Dr. Julian Gantz, a director of Drexen LIC, reported missing today. Reward of Cr.75,000 posted for information leading to her return. (INDISS/MST UPDATE)

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**Gantz, Dr. Karl Immanuel**

<b. 1022 – d. 1109>

Gantz was a brilliant nanotechnology researcher and emeritus professor of Developmental Nanochemistry at the University of Ushra (1037-1109). His theories led to the development of a new generation of truly practicable molecular machines. Their applications include extracting valuable elements from their ores, 'growing' complex devices from their raw materials, and performing multiple programmed corrections to DNA molecules.

Karl Gantz died of a previously undetected pulmonary embolism in 1109. His stockholding in Drexen LIC passed to his son, Dr. Julian Gantz. There have been suggestions that Karl Gantz was in dispute with the company at the time of his death, but no evidence of foul play has been found.

### **Gantzic (adj.)**

(Refers to technological device) Self-repairing, using nanotechnological means.

### **Gareesh Ra, Kuriishe (2719)** D565546-5 Ag Ni Pr { -2 } (742-3) [4344] BcC S - 412 11 ImDv K2 V

First Survey Planetary Designation: *Gaar*

Every colonisation brochure described Gareesh Ra as the ideal; the dream planet for anyone tired of the technological rat race and ready to build their own future with their own hands. By and large, that's still true today, although the place has been extensively settled and developed by those who have already arrived.

Most of the planet's surface is covered with temperate woodland, through which an extensive network of rivers and lakes spread out - most of the planet's water is found here rather than in the few small oceans that exist. Settlements have spread out along the rivers, and much of the communications system is organised around riverboats. Despite modern power plants and materials, the design most commonly used is similar to a Mississippi paddle steamer.

The settlements are mostly agricultural in nature, but there is also a thriving bio-diversity project engaged in detailing every plant and animal species and assessing them for their usefulness. This is organised by GBC, a company wholly owned by the descendants of Professor Haran O'Hare, who was the botanist on the colony prep team originally assigned to Gareesh Ra. Over the years GBC has grown from a small scientific endeavour to a major corporation employing many explorers, researchers and salesmen - many of their discoveries are licensed to other companies rather than exploited by GBC itself. During the past ten years, GBC has begun to extend to neighbouring systems, some of which welcome their expertise but others of which regard them as unwelcome raiders. Former scouts and others capable of undertaking biological - and more recently geological and other resources - surveys may be able to find employment or contracts with GBC, particularly those who are capable of looking after themselves in hostile situations.

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Travellers will find Gareesh Ra is a nice place to visit, though a bit dull unless you like pastoral and woodland scenery. The capital, Skeether City, is quite sedate as far as nightlife is concerned; people looking for bar-room brawls are likely to be disappointed. Potential settlers are still welcome, although the remaining unclaimed land is in the more remote parts of the planet. O'Hare Memorial University is noted for all aspects of life sciences, despite jokes that its graduates could not read a book to save their lives!

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### **GARKANCo Test & Development**

A wholly owned subsidiary of GSbAG, GARKANCo T&D is based on Gishmarkash, Iiradu ( 3209). Registered in 655, GARKANCo provides a vital testing service to developers of starship products. Controlling the Gishmarkash system (under Imperial edict 9827-488-AQP2) allows sections to be allocated for extended testing of all manner of starfaring products, including potentially dangerous systems which could not be safely evaluated elsewhere. Such testing is not only necessary in developing new technology, but also required in order to obtain the correct Imperial safety certificates for any new starship or component thereof.

The facilities provided by GARKANCo are generally only available to companies within the GSbAG Megacorporation. However, it has been known for other companies to hire the facilities for testing and development of their own products, but this is an expensive rarity. Ships transporting new top secret devices for testing at Gishmarkash can be found throughout Iiradu subsector and beyond.

### **Gates of Zuiar**

The Gates was a name given to a series of massive metallic structures once orbiting Zuiar, Mimu (0705). Many historians have wondered what was the purpose of the legendary and long since salvaged "Gates of Zuiar"; kilometre-long frameworks of metal in orbit above the world. Salvaged for scrap during the Long Night, were they, as some historians suggest, dry docks for huge sublight arks built by the S'mrii; arks that must have long since departed for worlds beyond Charted Space? Unfortunately the truth will probably never be known.

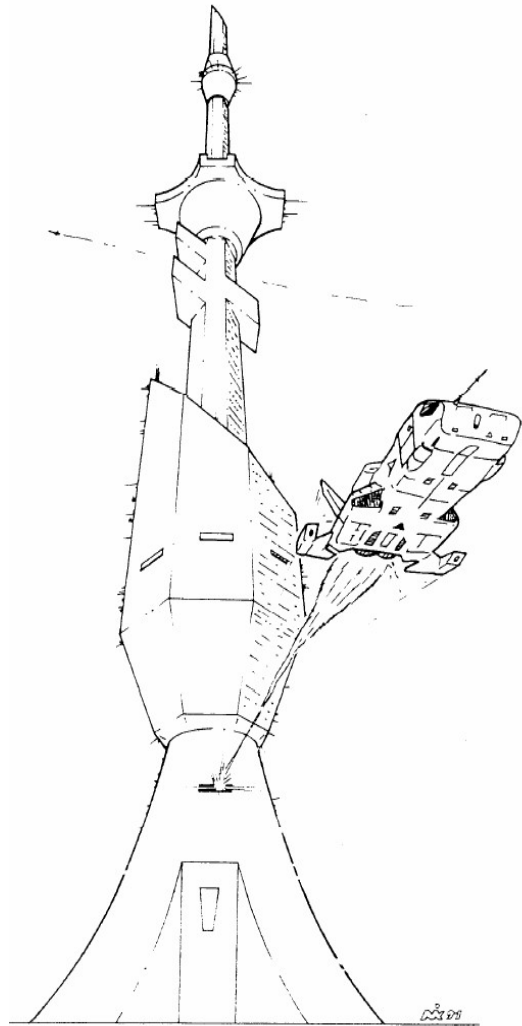
**GateWay, Argi (1331)** B98A654-D Ni Ri Wa { 2 } (956+1) [483B] BC N - 701 13 ImDv M1 V M9 V

First Survey Planetary Designation: *Urkuur*

GateWay is a water world, which has seen 600-metre tsunami break against its famous orbital tower. The planet is best known for its Highway (a surface to orbit beanstalk) which reaches from 6 kilometres below sea level to the hollow asteroid known as Anchor's End over 55,250 kilometres above the surface. The tower has an entire settlement contained within its spine, acts as an elevator from orbit to the surface and acts as a massive solar still, separating water siphoned from the planetary seas into its components. The highway is the only example of its type in Dagudashaag.

Originally an Argian settlement the fierce waves, extensive volcanic activity and lack of land initially prevented planetary habitation though minimal settlements were made on the neighbouring planet of Luuashagakhu and on GateWay's two moons, Shir and Lishashukh. With the amount of agriculture passing through the system extensive orbital facilities were built around GateWay and these were gradually extended into the massive L5 station now known as Stargate Control. Massive orbital cargo storage units were started in 300. The system now has over 30 million tonnes of cargo facilities in orbit in the sky above GateWay as well as being one of three jumpspace links in the only functional example of a stargate ever built in the Sector.

GateWay itself remained uncolonised until 350 when members of the Khaarkhi cult built several cities on the landmasses. Within 35 years the entire settlement was completely destroyed and thousands of colonists were dead as a result of volcanic activity which caused the city of Rhula to sink, (visitors to GateWay can hire guides to sail them over the seaweed-bannered towers of the city now encrusted with multi-hued corals and inhabited only with the silent denizens of the sea.)



At the same time the continent of Yakor rose to within 2 metres of the surface forming the massive seaweed covered Shallow Sea. The volcanic mountains of Bhaki erupted burying the entire region under many metres of grey volcanic dust. A whole new continent rose up out of the Glass Sea (so called because the waves rarely grow above 10 metres) and then sank again 32 years later. Its place is marked only by the dangerous shoals of White Water Pass. The surviving Khaarkhi fled and GateWay was once more uninhabited.

In 568 a deal was struck with the Scanians which gave them control of the planet in return for extracted minerals. During the rebellion years the Scanian colonists apparently stopped, voluntarily, all contact with Akiva though they were one of the first worlds to sign trade agreements with the Twin Line merchant fleet. In 924 GateWay's Scanians proposed a plan to build an orbital tower designed to siphon off large amounts of the planet's water and provide more land for development. The money for the project was obtained from the Argian government and the Scanian Traveller's Aid Fund (STAF).

Even today, much of the planet has yet to be explored and the majority of current settlements are sited around the Tower complex. Gateway is a tourist's dream; the hedonistic pleasures of the Highway (particularly Highway Three) and the pure, unspoiled paradise of the surface. The weather conditions are extreme with severe tidal conditions, especially round the equatorial regions where 160 metre waves are common.

Cheapest place to stay on-planet is at Hajaan Major to the North of the Glass Sea. This is the planet's only occupied landmass and accommodation costs on-shore are prohibitive (and only worth paying if you suffer badly from sea sickness) - however you can get a reasonable priced berth in the numerous surrounding Scanian houseboat colonies and a chance to absorb the culture first hand.

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## GEEHRTAHE

Geehrtahe are two-metre long, glider snake-like hunter-gatherers. They live in the tropical and sub-tropical regions of Pr'Geehr, Pact (1829) high up in the canopy of the fifty-metre tall tree-like native flora.

They went undiscovered for 2,000 years; their sentience remained unrealised until the investigation of the world for the First Survey. Since that discovery the IISS have maintained a base within the system to monitor the Geehrtahe and prevent outside interference in the development of the Geehrtahe culture. First contact with the Geehrtahe by humans was disastrous for them. The first scouts to contact brought about their near extinction. Despite a totally alien biology a harmless human gut bacterium was devastatingly pathogenic for the Geehrtahe, resulting in a 99% mortality rate. The IISS immediately quarantined the world and administered what aid they could. Only now are numbers of Geehrtahe beginning to increase.

Interestingly the Geehrtahe resemble the descriptions given for the 'Tansui', the mythical winged creature found in the literature of native fauna on GateWay/Argi. This has aroused speculation that the Geehrtahe once inhabited GateWay, transplanted there by agents unknown. This theory has however been dismissed by most respectable sophontologists.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

**Geka, Mimu (0503)** D311553-A Ic Ni { -1 } (B43-4) [2427] B S - 304 10 ImDv M9 I II M 0 V First Survey Planetary Designation: *Irlí Aa*

Geka is a small ice-covered world. The local population is divided between the S'mrii who live in the Grav-City of Ss\*ziichi while the Human population live in settlements cut into the ice, the roofs of the ice caves held up by grav plates. According to custom, the towns can only be expanded by cutting and digging by hand through the ice.

The major food staple is a local moss that grows on the settlement roofs, where it absorbs the melting ice caused by heat from the settlements. At one time, this plant was quite rare, only being found in small quantities in naturally -occurring ice caves inhabited by the Luuosu, a large bear-like predator native to Geka. Its method of propagation was unknown until a number of S'mrii, returning from the surface began to come down with a fungal infection. The infection caused boils that when they burst scattered moss seedlings throughout the settlements. Ss\*ziichi was a sterile environment and the moss failed to grow. Not only were the humans immune to the infection, their ice-carved settlements proved to be the perfect environment for the moss which when tested turned out to be a highly nutritious food source.

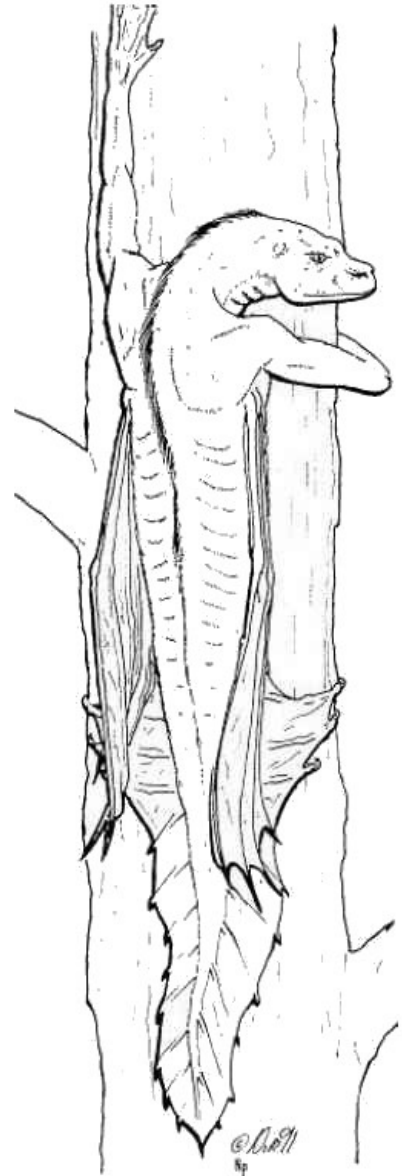
**GENAS** - See **Geneering**

**Geneering** <Genetic Engineering>

The art of altering or constructing DNA sequences in order to alter or create new life forms. Geneering has been used throughout the Imperium for thousands of years from selective breeding through to full genetic construction.

Geneering is extensively used to create new food stock or improve the quality (creating leaner meat or re constructing a plant to grow in a different climate). It is also used to create new species (such as the Aquans) or to enhance the intelligence of pre-sentients (e.g. the Solomani successfully raised dolphins to full sentiency).

There is currently a trend to use Geneering to create bioforms for entertainment. Geneered creatures are generally known as 'Genas'.




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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Travellers to Dagudashaag should note that the term Gena should NOT be used around Scanians, Ziadd or Vargr, particularly when referring to a genetically engineered sentient.

### GenMett SA.

<Metallurgias Generales SA>

An ancient Terran mining company which moved to Dagudashaag with the first Solomani settlers. GenMett specialises in automated mining facilities throughout the Sector, primarily dealing in exploiting the richer metals. They have an uneasy working relationship with the other main mining company in Pact, ICE.

Stock Ownership:

*Banque de Dagudashaag, 23%; Viisarikaa family, 15%; Hortalez et Cie, 6%; House of Han, 3%; Noble families, 35%; Public, 12%; Other, 6%.*

### GEONEE

Intelligent minor race of Humaniti, developed from human stock deposited on Shiwonee, Massilia (1430) by the Ancients. The Geonee are a short, stocky, and very muscular race. Their average height is about 1.5 m and their average weight is about 65 kg.

The Geonee were originally thought to be a major race, because they had jump drive when first discovered by the Vilani some 10,000 years ago. However, it was later determined that their development of jump drive was based on a recovered Ancient starship rather than true racial efforts.

Despite the archaeological evidence, the Geonee dispute their current classification and hold the (unshared) view that they are of major race standing. In fact, they believe themselves to be the Ancients, and therefore were using their own vessel to regain spaceflight. The word "Geonee" means "old ones", and is itself a very old term for the inhabitants of the Region and some of the richest Ancient sites have been discovered near the Geonee homeworld.

Dagudashaag has a substantial Geonee population particularly in the Sapphyre and Laraa Subsectors where a number of enclaves have been established on the more travelled worlds of the Medurma Main.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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### Ges, Mimu (0401) D868431-4 Ni Pa { -3 } (631-5) [1111] Bc S - 703 12 ImDv G4 V M9 V

First Survey Planetary Designation: *Karsa*

Ges is an oddity in that it is a long settled world that regardless of imperial society and the technological advances it has made, the people of Ges have settled for a tech level of 4 and this has deliberately not changed for at least 1,000 years. This would not be surprising if the population was Vilani in descent but it is in fact mostly Solomani. The 70,000 odd people live as nomadic herdsman on the single equatorial continent of the world. Until recent years Gesian tribes would remain apart calling only at the starport if there was anything they might need that the herd did not produce.

The world is presently restricted to (Imperial) travellers and is currently awaiting official classification as a red zone. The planet is currently gripped by intense anti-government guerrilla activity - three small but ferocious groups are not only battling the government but each other as well; thus the world has become a gold mine for illegal arms transactions. Local naval elements are in the process of establishing a blockade to prevent arms and mercenaries reaching the surface but due to lack of resources small quantities of both appear to be getting through.

### Gesalt, Sapphyre (2439) D663422-7 Ni { -3 } (631-5) [1113] B - - 423 9 ImDv G4 V

First Survey Planetary Designation: *Serga*

Gesalt is a planet undergoing the initial stages of evolutionary development. It was colonised early in the Third Imperium by researchers from the biology departments of Ushra and Medurman universities so they could study the phenomena of creation first hand. Even today, most colonists are still employed directly by the Universities or else they produce educational materials to support their researches.

The 'oceans' are surrounded by high crater-like mountain ranges allowing each of the 'birthing pools' to act as separate and independently developing eco-systems.

Most of the 'pools', which are less than 30 kilometres across, are at the early pre-Cambrian stage of development and swarm with pre-cellular material though some have developed single cell organisms and the Erasmus Ocean has progressed to an early multi-cell state.

However the most important research site is considered to be Ubbo-Sathla where life has not yet formed. This isolated location has remained completely uncontaminated by developments elsewhere and seems ready to undergo evolution completely independently. The high volcanic activity in the region, coupled with the high mineral content in the water seem to be producing a number of unstable chemicals which look as though they will form into nucleic and amino acids, the basic elements of life.

Visitors to Ubbo-Sathla and Erasmus may only do so in fully sealed containment suits and undergo full contamination procedure to prevent them contaminating the area from the outside sources. In addition all bodily fluids must be accounted for and return to the Port of Darwin for cremation and disposal off-world.

**Gesiisha, Kuriishe (2615)** B000112-C As Lo Va { 1 } (701-3) [1218] B - - 713 8 ImDv M2 V M8 V

First Survey Planetary Designation: *Irdii Dud*

Gesiisha Station has a permanent population of just 70 officers and staff of the Gesiisima Trust Company, of Nikhuskir (Tekelili City), although there is a transit population of several hundred. Originally the City operated an automated mining facility gathering complex hydrocarbons from comet cores, for shipment to Nikhuskir. However, the availability of inexpensive refined fuel extracted from comet water ices and its position on a Jump-2 step in the Jump-1 Main soon saw it grow into a major transit point for Main traffic. It also acts as a major brokerage for goods flowing from Nikhuskir and its markets on Kuriishe (2717) and Giku (2517).

Today, there is a space station, with 12 docking arms supporting ships up to 1000 Tons displacement; plus repair facilities and refined fuel, together with rest and (high-tech) recreation facilities. It has become a popular vacation to visit Gesiisha from the more straight-laced Nikhuskir. The low Law level primarily reflects the free trade and non-Customs environment: for security and safety reasons, the weapons code within the space station is Law 9 (no weapons outside one's apartment).

The automatic factories associated with the station offer a popular (and profitable) line in one-use drop-tank jump-boosters to help Jump-1 ships make a two-stage deep-space Jump-2.

**Gesrakur, The Remnants (1430)** BAAA203-D Fl Lo { 1 } (911-2) [132A] B N - 914 8 ImDv M3 V

First Survey Planetary Designation: *Kaaagkhi*

Gesrakur is a hostile world. The atmosphere is extremely dense and contains a high salt content, which acts as an irritant. The surface atmospheric pressure is in excess of 10 atmospheres and the surface temperature is extremely low, only the extremely high saline content of the water prevents it from freezing.

The only sentient presence on-world is the Imperial Navy who have a minor training facility, which is run in close co-operation with the naval base on D'Artur. The facility and Starport are located on a large floating platform generally moored on the planetary equator, though it's capable of heading for shallows during Gesrakur's many storms, or during tactical manoeuvres.

The port, unofficially nicknamed 'Fritz B' for some unknown reason, specialises in system defence and teaching guerrilla tactics. Gesrakur is also home to a small branch of the Imperial Navy Ship Design and Architecture School, part of the Imperial Military Design Academy based in Core.

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A CyJac encoded download has been found - enter code for unencryption



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Welcome to CyJac's Hidden 'Vaults of Knowledge'.

The following information must remain confidential. Certain students (and instructors) from the Navy's SDA School are usually willing to design and undertake modifications to visiting ships for the right price. Always wanted a daemonite-shielded smuggling compartment built undetectably into the fuel tanks or a pop turret? Ask for landing bay 5D on arrival and post to the Chauni Fairweather Fansite that you seek autographed bootleg copies of her "Grand Tour" album and someone will contact you within a couple of days. Prices are extremely reasonable and the modifications carried out fairly quickly and to a reasonable standard – only possible problem is that they use acquired naval parts which could bring charges of theft of military materials if ever discovered. CyJac '13

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**Ghadu-Vasil, Marquis Gordon** -Inquisitor General, Sector Audit Team

(b. 1052 - )

Marquis Gordon Ghadu-Vasil of Inshaam has a long and distinguished career in the Ducal bureaucracy having started his career in the Ducal Office of High Justice in 1073 as a financial investigator, he quickly rose through the ranks to Director of Pact Operations – fraud division by 1090 whereupon he came to public attention when he subsequently led the investigation into the Infamous confidence trickster, G. Godfrey Graham. It took over 5 years of investigation and dogged determination on the part of Marquis Ghadu-Vasil, often resulting in legal suites to try and prevent him carrying out any further harassment of Graham, all of which the Marquis successfully countered, before Graham confessed to his fraudulent activities.

As a result, Marquis Ghadu-Vasil was promoted to the Sector Audit Team as an investigator and following his management of the successful undercover operation to prevent the kidnap and ransom of the then Duke Viisarika;s daughter Karyn 1n 1096, he was promoted to Inquisitor General the following year.

The Marquis is unmarried but has a consort, Philp Summersfield. They have no children and they list their interests as opera, the arts and fine wines.

**Ghaedzaekh, Zeda (0524)** C315330-B Ic Lo VargW { 0 } (A21-4) [1316] B - - 814 11 ImDv M3 V

First Survey Planetary Designation: *Isduurma*

Ghaedzaekh is named after a character out of ancient Vargr mythology, the Gvegh-Aek Goddess of Ice. The world was given its name by the Third Imperium surveyors who were the first since the Long Night to visit this desolate, frozen rock who had previously been surveying the Vargr worlds of the Vilani coreward frontier. The planet is obviously a rogue caught by the system's gravitational pull as it passed. Its relative closeness to the system's star has caused the planets frozen oxygen to be released though the system is devoid of flora.

Most of the current small population are either employed at the nearly automated Hias'deaaq-run Starport or by the joint DagMet-CLiP mineralogical survey team currently surveying the system in the hope of finding a financially viable method of extracting the planet's mineral wealth.

**Ghesaak, Sapphire (2437)** D100400-B Ni Va { -1 } (932-5) [1316] B S - 903 12 ImDv G4 V

First Survey Planetary Designation: *Guus*

Home of the Charonæi organism; Ghesaak was initially discovered during the Rule of Man but remained uncolonised until 136 when a Scout ship misjumped into the system. The crew landed on Ghesaak and discovered the remains of an Aakhri starship, the "Charonæi". The ship was wide open but several crewmembers were apparently missing despite the fact that the Vacc Suit Locker had been utterly destroyed when it crashed. They discovered the remains of the ship's crew in a series of caves far to the north. All five had apparently died of dehydration and radiation despite the fact that they were found naked on a vacuum planet. Here was a mystery that cried out to be solved. Scientists flocked to Ghesaak and confirmed that the Charonæi crew had apparently been breathing up to the time of their death. A highly unusual micro-organism was discovered on the mummified skin and within the lungs, the same organism that apparently 'coated' the native bacteria; bacteria that also had no right surviving there. All attempts to fully analyse this substance failed and it became known as the Charonæi organism.

A small permanent colony was established to discover the answer to the mysteries but it successfully eluded them for several years. Then, an apparent disaster occurred that finally solved it; six staff became contaminated by the organism during a quarantine failure at Gamma-Nine Research Station. At first, they were in extreme pain as the organism coated then internally and externally in a fine transparent, mould-like layer. Rather than face death by slow organic torture one of the six, Dr. Giarnis Janka, opened the airlock exposing them to hard vacuum. To everyone's surprise, and horror, they survived. The organism converted their body wastes into sufficient oxygen to survive, creating a warm, insulating layer, like an organic pressure suit, around the body in the process. The pain was almost immediately replaced by a feeling of well-being and euphoria as the organism established a beneficial symbiotic relationship with the six now that it wasn't being poisoned by excessive oxygen.

Studies on the six revealed no harmful side effects, although additional protection against radiation would be required if they were to survive for any length of time on the surface. The Charonæi organism had evolved to provide whatever was necessary for its hosts to continue to survive. Within twenty years several hundred colonists allowed themselves to become infected.



In 297 it was thought that the Charonæi could be tested off-planet to see if it could allow man to exist in the vacuum of space. However the organism reacted violently to leaving the planet and further mutated into a highly infectious parasite which managed, through incompetent quarantine procedures, to devastate hundreds of thousands of lives before it was eventually contained. Surviving victims were sent to Amamni or back to Ghesaak.

The new variant however, failed to re-adapt and the resulting violent, psychotic patients went on a rampage killing hundreds before the infected were finally placed in Isolation. Ghesaak was virtually abandoned by the Imperium overnight, stranding the adapted colonists. Ghesaak became the modern equivalent of a leper colony though supplies continued to be delivered. Eventually communication was re-established though the use of Droids and research was once more undertaken to try and understand how the Charonæi organism worked. Today the Charonæi colony on Ghesaak is rarely visited except by new research teams determined to solve once and for all the mystery of the organism.

### **Ghost Fleet, the**

The Ghost Fleet is the name given to the recorded phenomenon of historical transponder readings being received by current day shipping. The transponder signals have been collaborated as genuine. To date, no logical explanation has been forthcoming as to their origin. In each case the signals have been from ships lost during the Pact Empire.

Signals have only ever been positively identified within the Medurma, Dipa and Nexus systems space, a region known as the Medurma Triangle with the phenomena first being recorded just over thirty years ago.

### **Giarkhesa, The Remnants (1027)** C542366-9 He Lo Po O:1129 { -1 } (621-2) [2248] B - - 210 11 ImDv M0 V

First Survey Planetary Designation: *Ginnuukansaan*

Giarkhesa is the 'Festival' planet of Dagudashaag. Abandoned during the Rule of Man, no one found any reason to recolonise the planet. The planet was, by default, overseen by MMSL who have established an automatic port on the planetary surface and tapped the small polar ocean for fuel. Then in 924 Mehod Tahban, an itinerant musician, found himself stranded on the moon and decided to try and set up an artist's colony. Using the automated port facilities, Tahban tapped into the X-Boat Relay and was able to send a free X-boat advert throughout the Sector. In this way, he was able to gather together thousands of similar-minded individuals before the illegal advert was finally eradicated.

The collective discovered quite quickly that it lacked the commitment to set up a permanent colony. Instead, the Founders set up a permanent 'alternative' festival that would continue to evolve and change with each new group. Each year a giant tumblewood statue of a man is erected next to the landing field and at Summer Solstice it is set on fire to burn for a period of several local weeks. Giarkhesa has less than two hundred and fifty permanent residents but may have in excess of ten thousand visitors each year that will only stay for a few months before moving on. The main residency remains a temporary shantytown consisting mainly of tents, which is constantly being renewed and changed. The Festival generally runs for half an Imperial year and there are no corporate sponsors. All offers to date by corporations have been refused. The organiser's claim that the Festival is about spontaneous involvement and as such refuses to let anyone remain merely a spectator, everyone is expected to participate and help create the 'entertainment'. The only organisation is the communit link, which distributes information on how best to survive on Giarkhesa and provides reports on the day's activities. After the annual festival is over, the founders will commence work on organising and planning the next and so the circle continues.

Anyone visiting Giarkhesa is warned that there are few restrictions. Those that exist are primarily to protect life and property. Anyone may attempt any activity just as long as it does not risk harming anyone who has not agreed to participate.

### **Gigi, Argi (1433)** A693214-D Lo { 1 } (411-1) [133B] B N - 300 12 ImDv M1 V

First Survey Planetary Designation: *Anmuush*

Gigi is a company planet belonging to Interstellar Petrochemical Processing LIC. IPP owns the planet as well as several others in Dagudashaag and specialises in the extraction of valuable organic chemicals from exotic or corrosive planetary oceans and atmospheres.

Gigi has only one settlement; the town of Purgatory, which is located 2 kilometres beneath the planetary 'sea'. The entire settlement is protected by massive filtration systems that cover the roof and extract a wide variety of chemicals from the ocean. The filtration system is powered by depth pressure. Visitors are actively discouraged from disembarking as there are only corporate facilities available.

**GIINASHKHID, Old Suns (1502)** D69799A-8 Hi In { 0 } (E89+2) [B97A] BE S - 203 14 ImDv M3 V

Despite its extremely low surface temperature and humidity, Giinashkhid was one of the first worlds to be settled in the Subsector by the Vilani; it has been inhabited constantly ever since. It was originally founded as a medical research colony to harvest the many unique plants native to Giinashkhid. As the population expanded it steadily became more industrialised. The planet was able to cope with a number of genetically altered local crops and managed to remain self-sufficient in food, although there is a growing market for luxury commodities. Most Giina's live on the two continents or the many surrounding archipelagos.

The sluggish oceans, which have a high salinity, are covered in mats of native plant life, which can be harvested and purified into a number of useful medicines.

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An Ushran trader once described the typical Giina to me as 'being more Vilani than Vland itself, but without their humour and tolerance...' I personally think he was too optimistic. CyJac '13

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**Giirakh, Zeda (0325)** B986768-A Ag Ri Jala4 O:0329 { 4 } (B6D+4) [7B5A] BCf - - 720 13 ImDv G0 V

First Survey Planetary Designation: *Adziuumla*

Giirakh is probably the major agricultural exporter in Zeda, feeding the capital itself and many of the worlds of the Amec Trade Confederation with which it has associate membership. There are very strict environmental laws on this world, mainly to protect the agro-businesses' profits. Skimming for fuel within the oceans or purging of ships' wastes within 25,000 Km of the planetary surface will cost offenders Cr.2,000,000 and a five year prison sentence.

Enforcement is through the Office of the Environment and their agents, the Eco-Wardens who are feared even more than some of the local Police Inquisitors.

Jala'Lak, slow moving giant simians indigenous to Uaam, Argi (0904) are mysteriously also found in the forests of Giirakh, but for an as yet inexplicable reason, are much more savage, displaying cannibalistic tendencies. Clearly they are not native to Giirakh and consequently are the subject of much debate as to how and when they were transported and by whom.

All attempts to contact the Giirakh tribes to date have met with extreme hostility. In addition the race has adapted to the longer summers and milder winters by shedding several layers of fur. They have also exhibited a tendency to decorate their head fur with small twigs and bones. Some tribes also dye the fur of their paws a deep purple or red. Archaeologists believe that the race has only been on Giirakh for about 3 to 4,000 years at most. How they arrived there and why remains a total mystery.

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NOTE: Jala'Lak are a protected species and visitors to the jungles are warned that injuring or interfering with a Jala'Lak carries an automatic death penalty.

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**Giku, Kuriishe (2517)** C436762-A Mr { 1 } (D6A-3) [3816] B S - 313 10 ImDv M1 V

First Survey Planetary Designation: *Muukhaa*

Giku is a world of meteorological extremes, and as such it has become an important testing ground for the Scout Service in this sector. Almost every piece of equipment used by the Service has been tested here, and almost every Scout in this sector will have vivid memories of field operations here.

The planet is an anomaly, occupying a highly eccentric orbit well inside of the system's three distant and stable gas giants. Current theories suggest that Giku's orbit was established over two billion years ago as the result of collisions with large (and now lost) members of the system asteroid belt. Today, Giku's orbit is inclined 52 degrees from the stellar ecliptic, and the perihelion distance of 21 million km contrasts strongly with an aphelion distance of just over 31 million kilometres. This equates to a doubling (and halving) of peak solar output within half of a local year. The planet rotates on its axis in less than eight hours, and coupled with a year of only 39 standard days; tidal forces and vulcanism are both common and violent.

The hydrographics percentage refers to the wintertime (aphelion) condition, in which nearly all the atmosphere freezes out as a deep layer of dirty ice over almost two-thirds of the planetary surface. This relatively stable winter season lasts for 26 standard days, and is the only recommended period for surface turn-around operations and to travel safely to and from orbit. Travel during the brief 13-day summer is strongly discouraged and local orbital beacons transmit standard "red" travel code warnings throughout this period.

While permanent human settlement on Giku has lasted for over one hundred years, and the dramatic seasonal weather process is not a surprise, the severity of local situations depends on many factors that are still unpredictable at this time. Broadly speaking, as Giku passes its midwinter point and starts its fall towards the sun, the incident solar radiation rises. By about day 13, a massive change occurs. As the warming atmosphere gently increases in pressure, ice at the solar dawn terminator reaches a point where it sublimates straight into water vapour, and warm, wet, winds flow away from the higher pressure sun side "backwards" and polewards into the night part of Giku.

These winds (known as "harmattan") whip up vast amounts of warm dust that are then dumped onto the still cool dark ice-fields, thus helping to accelerate the process. Large anti-cyclonic systems and associated tornadoes, made all the fiercer by the rapid planetary rotation rate, create a total global dust storm by the end of standard day 15. Winds of over five hundred kilometres per hour are not uncommon.

Finally, as rising vapour levels, warming air and plentiful airborne particulates are established, a period of torrential muddy rainstorms ensue. By day 18, this second stage ceases as surface temperatures rise to boil off standing water from muddy pools and shallow lakes. For two days around perihelion, some level of dynamic atmospheric stability occurs at the planetary surface - mainly since rains evaporate before they reach the ground in temperatures well in excess of 70 Celsius.

After perihelion, winds again rise to whip up huge quantities of fine dust, and this secondary global sandstorm only comes to an end when, around day 24, the vapour part of the atmosphere again sublimates out randomly over the planet.

The surface of Giku is, as can be imagined, violently broken up and rearranged by these processes. The damage caused by the freeze thawing of rocks throughout the cycle is enormous. Fine, dust-like sands lying flatly on the surface are the commonest surface feature, and ergs (dune seas) only occur in a few places as the fading atmosphere leaves them standing.

Not surprisingly the primary Starport and associated monitoring stations are orbital - all planetside accommodations (supporting half the total population of 32 million people) have to be deep underground, carved out of bedrock. During the summer, life on the surface can only take place in few specialist test rigs. Great care must be taken during the surface summer: visitors often hear tales of vacc-suited personnel being reduced to their bones by airborne sands in minutes. These stories are based in fact.

## Gilyr

Popular musical instrument resembling in appearance the ancient Solomani autoharp. It consists of up to 128 weak laser beams in parallel which, when interrupted by a hand or bow produces music. This can be varied by the duration and location of the interruption as well as by varying the signal strength. Most modern instruments have a built-in computer synthesiser.

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A gilyr is an excellent instrument to carry with you if you intend to earn money by busking. Difficult to learn initially, it is capable of amazing musical versatility and can charm the credit from a miser's fingers as good as any instrument. It also masks any additional instruments you'd care to secrete within the case such as a playback device for those off-days or a personal computer. Remember, busking is not begging as long as you let people donate willingly. On some planets passing the hat after a performance is considered intimidating and as such may be thought of as either extortion or begging. Always check the local laws before you take your gilyr from its case. CyJac '13

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## Gin's Gin

Brand name for an extremely popular alcoholic beverage originating from Dashgurus, Gadde (3028). Gin's Gin is made from fermented 'Gin' berries, and the resulting alcoholic beverage is successfully exported throughout the Sector.

## Gishi, Shallows (0513) C555677-8 Ag Ni { -1 } (853-1) [6558] BC - - 500 15 ImDv M3 V M4 V

First Survey Planetary Designation: *Gim*

The close binary pairing of this system just provides a habitable biosphere for the agricultural community of the main world. Temperatures only move above 0°C on the warmest of days, usually the thermometer oscillates between -118°C and -10°C. Despite these hardships the world is virtually self-sufficient in all its needs, indeed it is a net exporter of foodstuffs. The Gishiian's cultivate the native plant life, which is fortunately both very edible and nutritious.

The vegetation is composed of thick expanses of moss and lichen-like plants, which thrive in the seemingly harsh environment. Their simple low-life appearance belies their sophisticated structure, biochemistry and reproductive methods. Repackaged as a number of commercial processed foods, Gishi Moss can be found in a number of well-known products across the subsector.

The Gishiian's live in sheltered dwellings, mostly carved out of the many hills and mountain ranges. Their energy needs are provided by geothermal activity tapped by extensive boreholes that riddle the inhabited areas. Although the Gishiian's have to import most of their high-tech items they are able to export much of their knowledge (and some equipment) in the exploitation of geo-thermal power.

### **Gishmarkash, Iiradu (3209)** C536114-9 Lo Da { -1 } (A01-3) [1137] B - A 825 13 ImDv K8 V

First Survey Planetary Designation: *Garkanlu*

The Gishmarkash system is owned and ran by GARKANCo Test & Development, a wholly owned subsidiary of GsbAG, who specialise in starship systems testing and development.

The abundance of common planetary bodies in the system (five gas giants and two planetoid belts) make for an ideal testing ground for starship systems and completed starships. Two or three projects are generally ongoing at any one time and so areas of the system are frequently prohibited from unauthorised vessels, particularly the mainworld, gas giants and belts - hence the Amber Zone status.

Gishmarkash is used as the final testing ground for products. Teams come from other research/manufacturing facilities within the GsbAG group with the products ready for test. There is no high tech research or repair facilities in the system so the teams are required to be self-sufficient in terms of specialists, spare parts, etc. GARKANCo provides accommodation, in-system transport, co-ordination of test areas, administration and other such activities required by the research teams. A large recreation facility is also run on the mainworld, which is frequented by long-standing project members needing well-earned R&R.

Early projects suffered from in-system industrial espionage. In order to counter this, GARKANCo has two separate defence systems: a standard SDB squadron stationed at the mainworld and a unit of high speed, high stealth, non-jump-capable interception craft. These craft patrol the perimeter of the test areas, using high tech passive sensor suites to monitor for intruding craft/drones which may be collecting data on the products under test. Any suspicions result in a rapid interception and impounding of suspect craft.

### **Gishu Amkhir, Laraa (2635)** B552566-8 Ni Po Mr Sa { -1 } (C43-2) [4447] B - - 614 8 ImDv M3 V M9 V

First Survey Planetary Designation: *Irga*

Gishu Amkhir is stunningly beautiful. The world is the fourth moon of the spectacular ringed gas giant Zurkhir, which in turn orbits a pair of close binary stars. The two primaries create glowing auroras that fill the night sky. The deserts, the canyons, the mountains, and the rugged coastlines are equally impressive.

Since it was colonised, autocrats have ruled Gishu Amkhir. The Imperium was forced to remove the last dictator when her regime's appalling sophonts' rights record became public. Although the governmental bureaucracy remained in place it is now controlled by an Imperial military governor, though the local 'nobility' seems to take little notice of the Governor forcing him to take direct action more often than he would wish.

### **Gishvii-Makhenzii Family, The**

The Gishvii-Makhenzii clan was formed when two honourable families aligned together during the Long Night. The Gishvii family were the traditional rulers of Imau, Old Suns (1207) - descended from Vilani nobility who elected to stay behind during the Great Exodus and rule the citizens of Imau. So great was the citizen's respect for scientific learning that, although the planet was traditionally ruled by the Gishvii family, the people would only approve the heir if they had successfully achieved journeyman status.

Perhaps the greatest member of the Gishvii family was 'Empress' Sesisos who was born in -45 and went on to almost single-handedly form the Guukian Federation.

Between -285 and -283 over a million Scanian refugees were relocated by Ushran traders to Imau, Adaim and Mirkigii. Fleeing the advances of the Aarkhi Empire, the only major blight was the ever-increasing pirate and slaver activity within the subsector.

In -15 a lone starship arrived from Khandi Subsector and crash-landed on Imau. The lone ship, The Brigadoon, a Jump -2 Far Trader, was manned by Jaymi McKenzie and 12 other members of his family. Members of the Khandi McKenzie's themselves descended from the McKenzie Clan of Terra. Jaymi was the third son of Baron Conan Raimon McKenzie (Remnants). Realising that he stood little chance of inheriting, he 'persuaded' his father to allow his retinue and himself to take one of the family's three working ships and left seeking his fortune.

Shot up by a fleet of pirates, McKenzie managed to escape and land safely on the surface of Imau. The Brigadoon, however, was in no shape to take off and the McKenzie's were stranded. At first they hid out in the wilderness avoiding the Guukian towns and natives. Then, during a particularly intense pirate attack, Jaymi decided to lend a hand and helped drive off the Vilani Reivers using his ship's guns. At first the Guukians were suspicious but, given their obvious technical skills, the 'Makhenzii's' (the name was changed to be easier to pronounce in Vilani) were soon accepted. The McKenzie family elected to make Imau their home, building the fortified settlement they called the Caern, deep beneath the old battered Starport. Over the years a deep friendship began to form, despite the obvious age difference, between Jaymi's youngest son Aliisaar and the newly appointed 'Empress', Sesisos Gishviil.

Then in -7 a team working on the Starport unearthed an AAB data capsule, which had obviously been stolen from an AAB repository. The most exciting aspect of the find was the information it contained on starship design. Supervised jointly by Aliistaar and Sesisos, it took four years to get the Brigadoon operational again, though she was no longer capable of achieving a Jump-2. As soon as Jaymi was able to make the ship space worthy he began to explore the cluster, trading. The Ushran Hansa did visit occasionally but, because they had a monopoly, were robbing the local systems blind. McKenzie also noticed how vulnerable each world was in combating the ever-present Vilani pirates and began to help the worlds he visited to organise against invasion. His greatest allies were the Scanians of Adaim and Mirkigii some of who travelled with him to act as advisors to the other worlds. Jaymi McKenzie died in -2 during one such attack on Mirkigii. By now several pirate attacks had been successfully repelled and the pirates began to realise that the cluster was no longer easy prey. Jaymi's oldest son, BenShuan Makhenzii had also managed to negotiate an acceptable trade agreement on behalf of all the planets with the Ushran Hansa in -1.

In 1 the five inhabited worlds of the cluster decided to band together in a Federation for mutual protection. There were a great deal of common ground, particularly between the Guukian's and the Scanians who shared common values regarding the acquisition of knowledge. The Federation agreed to establish the government along Scanian lines with the ultimate power being held by two individuals known as the 'Pillars of Life'; Sesisos Gishviil was asked to be the Avi'Di or Lawgiver, while BenShuan Makhenzii was elected to be the Nasii or military advisor. Over the next few years, the worlds of the Federation grew closer knit. The psioniphilic practices of the Scanians were accepted throughout the Federation, helped greatly by the discovery that the Avi'Di was a psionic herself, gifted with mild telekenetic ability.

Then in 12 the Kimalad Collective, now renamed the Kimalad Empire began an unprovoked war with an attack against the civilian centres on Imau. A large percentage of the population was killed and the newly repaired starport with its jump drive manufacturing site and library containing the data capsule were destroyed. Only the Caern survived relatively unharmed. The Avi'Di personally supervised the exodus of Imau's surviving civilian population to the relative safety of Mirkigii. Only the 'Pillars' and their entourage elected to remain on Imau and co-ordinated the clusters defences against the hostilities of the Kimalad Collective. In particular, Sesisos personally took charge of the psionic training programme and in particular the deployment of the Sanheichiir.

Aliisaar Makhenzii and Sesisos Gishviil married in 17 between attacks by the Kimalad Empire.

Despite being outnumbered and outgunned, the Federation managed to survive the reign of Jyond Quasot who was eventually assassinated in 19 by his illegitimate son, Gharl who, although offered the throne refused although he eventually accepted the title of People's Protector. His first official action was to withdraw from the War with the Federation. Then in 22 the Imperium arrived in force. Weakened after a prolonged war, the Federation agreed to join the Imperium provided they respected the individual rights of their people.

Sesisos died in 35 and Aliisaar in 37. Their daughter, Celia Mharii was elected Subsector Duchess and proved her loyalty to Imperium by supporting the Imperial campaign against their neighbours, the ConSentiency.

Since then the Gishvii-Makhenzii family has maintained a love-hate relationship with the Imperium though they have always remained personally loyal to the current Emperor. During the Vilani suppression, the family ran a secret 'railway' transporting deposed nobility to safety in Gushemege. During the Civil War, the family elected to remain aloof and settled for ensuring the safety of the people of the cluster.

During the psionic suppressions, and the blockade of Akiva, Duke Arii Gishvii-Makhenzii supported blockade running and helped part-fund the creation of Twin Lines Shipping.

### **Gishvii-Makhenzii, Duchess (Avi'Di) Mak'ala** - Duchess of Old Suns Subsector

(b. 1095 - )

Mak'ala was the oldest child of Duke Aliisaar VII, who died in a grav vehicle accident in 998, when Mak'ala was only three. Her mother committed suicide shortly after and Mak'ala and her young brother Struan then aged 1 was left orphans. Her cousin Baron Conan Hault-Makhenzii of Imau, Old Suns was elected by the Sanhedra to act as guardian until Mak'ala came of age.

Mak'ala had a happy childhood growing up with her cousin, Shiloh (b. 976) and her brother Struan in Baron Conan's household. Then in 1110 the Baron was found to have been stealing Imperial taxes to apparently fund a rebellion against the Empire. According to evidence uncovered by Imperial Auditor Lord Hsii Mitaad of Illeish, Baron Conan had intended to declare independence for the Imau Cluster and use the stolen funds to purchase illegal weaponry. The news came as a great shock to everyone, Mik'ala included, as it had always been believed that Baron Conan's loyalty to the Emperor and the Imperium had been above reproach. The Baron and his son, Shiloh fled before they could be arrested. At the tender age of just 15, Mak'ala had to take on the responsibilities of Subsector Duchess. Mak'ala still refuses to believe that Baron Conan was planning to declare himself independent from the Imperium.

In a ceremony on Parliament, Mak'ala undertook the oath of loyalty and was appointed Duchess of Old Suns, Avi'Di or 'Lawgiver' of the Pillars of Life. Her younger brother, Aliisaar was granted the fiefdom of Imau though he still claims that it is not his but that he is only holding it until his cousin Shiloh is ready to reclaim his title and family honour.

In 1111 Duchess Mak'ala elected Sir Ediishudir Hault-Faeth to be her Nasii or military advisor.

Despite her young age, Duchess Mak'ala has managed to successfully control the subsector and has proved that she has inherited her family's good business sense.

The Duchesses interests include sonic sculptures, sector history and grav mechanics.

### **Gishvii-Makhenzii, Marquis Kowiti** - Chancellor of the Purse, Ducal Office of Sector Government

(b. 1048 - )

Marquis Kowiti Gishvii-Makhenzii of Birkhi was home educated by his father Ebenezer Gishvii-Makhenzii, he went on to become a doctoral graduate of Kasiiga University and spent his early career working as both a lecturer and a journalist. He entered Sector Government in 1080 initially working for the Trade Commission. In 1093 he was appointed Chancellor of the Purse, becoming the longest-serving holder of that office in modern history. His time as Chancellor has been marked by major reform of local currency and fiscal policy architecture, and for transferring responsibility for banking supervision to the Sector's Financial Services Authority.

At the age of 49, Brown married Lady Margareta Macaulay in a private ceremony at his home and subsequently had two children – Frazer 15 and Simii who died age 6. He lists music, the environment and his charitable work as his primary interests.

### **Gisi, liradu (2801)** B43079B-C De Na Po Pz { 2 } (D6C+4) [997E] B - A 704 7 ImDv M1 V

First Survey Planetary Designation: *Luusiga*

Attached to one of the larger mains in the subsector, Gisi is nevertheless a bit of a backwater for Jump-1 ships, removed from X-Boat communication. It also doesn't have an abundance of natural resources, another reason for the lack of people queuing to live there.

A cold small world with a very thin atmosphere, Gisi is tectonically stable. At some point in the planet's past, volcanic activity formed strato-volcanoes, and crustal rifting led to the formation of massive canyon systems, some of which stretch for 1000 km or more. Most are over two-km deep, and it is here that the first cities were constructed. The planetary component of Gisi's spaceport is located in the caldera of one of the larger stratovolcanoes, now thankfully extinct. The peak is high enough to protrude from the planetary atmosphere, protecting the vessels berthed there from the fine grit that plagues everything on the surface.

Movement for the 73 million inhabitants of Gisi is difficult, to say the least. Most centres of population formed around industrial complexes, and the planet is divided into sectors.

The sectors are further divided into Zones. Movement between Zones requires passes and much paperwork/ bribery, and movement between sectors is uncommon. A thriving black market exists for such papers and also for certain goods, which may be common in one area but not in another.

The planetary surface is inhospitable to humans without pressure suits, and prone to severe dust storms. The canyon systems are very extensive, and almost impossible to monitor with any success. At least one terrorist group is believed to be active on the planet, operating out of a remote region. However, unless their activities are scaled up or affect the population at large, they are unlikely to attract enough attention to be eradicated by Imperial authorities.

'Cabin Fever' is a problem for long-term workers, and there are many tales of people walking off into the desert in search of alien artefacts, etc. There have even been rumours of evidence that humans were not the first to live here, though no concrete evidence has as yet been brought forward. Much of the tunnel and canyon system has yet to be thoroughly explored.

Major industry on Gisi is the manufacture of refining equipment and electro-optical gear for starships. Much of this manufacturing is carried out in robotic complexes on the surface.

### **Glachith, Shallows (0620)** C6A4855-9 FI Ph { 0 } (D79-2) [6837] Be - - 503 10 ImDv M3 V M3 V

First Survey Planetary Designation: *Lam* <Known locally as the 'Ekei' Glachith>

The Glachith system is home to Theimr Aeki, the largest university in the subsector. Although subjects as diverse as Droyne medicine, xenobotany, and astronomy are taught, T-Aeki is most highly regarded for its history department. It is regarded as the foremost authority on Ziadd pre-history and archaeology, and has one of the largest collections of Vilani, Ziadd and Rule of Man writings outside Capital. Popular rumour has it that the university holds a massive collection of uncatalogued Ancients artefacts.

Glachith is also the site of the only licensed timers club within Shallows subsector. The facility itself is luxurious, and is fully equipped with state-of-the-art tech fifteen medical and cryogenic equipment imported from off world. Membership is reputed to cost in excess of ten million credits. Your money guarantees the very best medical attention, and provides a 'once a century' or an 'important event' wake-up service.

### **Gladshiem, Shallows (0614)** B9D5102-D Lo { 1 } (301-3) [1219] B N - 100 9 ImDv K9 V

First Survey Planetary Designation: *Suuge*

Gladshiem is home to a small naval research facility reportedly investigating and developing novel hull materials and configurations. The high gravity, dense atmosphere and extreme temperatures provide a tough testing ground for any man-made device or structure. Rumours currently circulating surround the development of new ground attack/support craft based upon the standard naval 30-tonne gig.

The starport is located on the Edge, a city build into the wall of a massive crater near to the 2 kilometre high Sunset Falls and is famous for its intricate stone carvings made by numerous bored naval personnel over the centuries.

**Gliimr'ash Hiaqq, Lord High Senator (Ka) Bh'aedi** - Lord High Senator (Ka) of the Saqqari Ziaddishi (Zeda Alignment), Marquis of Zeda.

(b. 995 - )

Raised on Zeda, Ka Hiaqq is the elected racial representative of the Ziadd High Senate. Although the Senate was disenfranchised after the dynastic crisis of 874 and the Ziadd government was subjugated to the IISS and the Imperium's Representative, Duke Georg Innes, the Senate continues to meet and elect its own officials.

Ka Hiaqq is a major stockholder in Hias'deaaq (TransMain Zeda) shipping lines and has proved to be a cunning warrior. His election to the seat of Ka in 1033, although a formality, was a time of great celebration amongst the Chaiklin. He personally holds authority over twenty-eight of the thirty-two major clans and has proved to be a source of help to Duchess Karyn in her dealings with the Ziadd. Ka Hiaqq's 'appointment' to the Ducal Court has greatly strengthened her relations with the Ziadd's.

Hiaqq's interests include swordmanship, Jagannath racing and carousing.

## Gograhah Reivers

Term applied to a group of interplanetary raiders that raided planets in Arnakhish and Old Suns subsectors, apparently made up of numerous different races, during the period known as the Long Night. Not a great deal is known about them, they spoke an unknown language, utilised stolen or abandoned Vilani starships, piloted by enslaved humans who had the skills necessary to service and pilot them. They were considered utterly ruthless, decimating entire settlements.

Very little is known of the Gograhah – the name comes from the only surviving recording of a reivers' attack and appears to be the most common word spoken. Their appearance seems to show them as being of a number of different races, many completely unknown today however they are all bi-pedal, tall (over 2m high), completely bald and have extremely long arms (hanging two thirds of the length of their bodies) which has puzzled anthropologists studying the race.

Whilst their home planet(s) remain unknown, they did colonise three worlds we know about - Liikirba, Arnakhish (1705), Nukaush, Arnakhish (1906) and Ziruushda, Old Suns (1204). On each of these worlds they failed to leave any cities or traces of civilisation such as cities or graves however they did make thousands of statues and carvings often depicting the then various known races of Dagudashaag (as well as a number from Gushemege Sector) and a variety of mythical creatures.

Sometime during the Long Night the Reivers vanished or went extinct and now the only evidence we have is a single surviving holofilm recording, the statues and carvings and their reputation for ruthlessness.

## Göheimsan, Language of

An unlikely hybrid language apparently descended from 22<sup>nd</sup> Century Terran Hebrew, Arabic and Russian. The language is used only during 'religious' and state ceremonies or when discussing Scanian Philosophy. Göheimsan is spoken as a second language by almost all Scanians and is rarely heard by non-Scanians.

## Graham, G. (Godfrey) <Also known as 'The Jester'>

(b. 1037 – d. 1100)

Infamous confidence trickster and 'man-about-town', 'Jester' Graham was the scourge of the Dagudashaag banking and financial systems in the 1090's. He is known to have stolen through fraud and various scams nearly MCr.200 over his most productive years. Many analysts believe the true extent of his actions may have resulted in bank losses of almost twice the stated amount. Due to the reluctance of financial institutions to reveal the full extent of their 'misfortune' in these cases that the true figure will probably never be known. As yet only a very small fraction of the money has ever been recovered.



G. Jester Graham

Born on Arlim Dusiru in 1037 to a family of stage performers, Graham developed into a bright, academically gifted child who managed to breeze through school and college. Graham used his keen analytical brain to secure himself a scholarship at the Narupesh School of Business and Finance Economics. Although foregoing his theatrical background for a career he believed could make him some real money, his family knowledge of acting and improvisation helped to become very popular and land a top job with the investment arm of the Sharusharid Bureau, VKK Holdings in 1061.

While working for VKK, Graham began a complete analysis of its operating procedure over the ten years from 1067 and then implemented an audacious (and successful) plan of embezzlement. Graham bought futures contracts for the company and on certain of these (generally small contracts) he claimed losses when they were actually modest profits. He left the company in 1085 before it realised what had occurred. No proof was ever uncovered that could point to Graham as the culprit, such was his skill. All this information only came to light after confessing at his trial in 1098. In the thirteen years before his apprehension he embarked on a series of cons of the big banks by setting up various fictitious companies which the finance house seemed only too eager to lend money to. He lived a life of luxury and would be generous to a fault at times. He loved to entertain friends and victims, put on a good show and impress.

When convicted, Graham is reported to have boasted: "The best place for me is behind bars, for when I'm on the outside, no bank is safe". Many believed him - later financial analysts and banking regulators acknowledge that he could have stolen ten times the amount he did if he had wanted to.



Graham's life ended in tragic and bizarre circumstances while in prison on Upag. As a trustee he was helping a LH<sup>2</sup> tanker drop its load into the prison's power plant fuel store when a leak led to a huge explosion. Eight people were killed, including Graham. All bodies were damaged beyond identification. The names of the dead were elucidated from eyewitness accounts from just before the accident.

**Gravitics Technology Lic.** - See **GTL**

### **Graymalk**

Graymalk is the staple crop of Khalan. The grain seems to have been genetically altered at some time in the past to make it edible to humans. It now grows on over 70% of the land area of Khalan and is a major part of the diet on most worlds in the subsector. The Pollen seems to cause a very strong allergic reaction in most humans who have not been exposed to it since birth.

### **Grey, Sisterhood of the**

Common Galanglic term used to refer to the Aslani 'Ahriy Tleftuaw'aohkho Firuahko Si'aokhtyeao'  
<Translation - Galanglic: '(the) Pride (of) Female Priestesses (that) Sang Domination (over the) Path to the Spirit Heavens' or 'the Pride of Sisters that Conquered the Path to the Stars'>

A mythological 'coven' of female Aslan who were rumoured to be capable of mentally calculating Jumpspace equations enabling ships to safely navigate through Jumpspace without the aid of a computer. The legend states that members of the Sisterhood could mentally calculate the equations faster and more accurately than any computer. The effort required to achieve this was supposed to be extremely draining and the Sister are 'recorded' to have physically collapsed and remained in a coma for up to 48 hours after attempting such a feat.

The Sisterhood was reputed to consist of only unmarried females, who had rejected the sanctuary of clan and heath for the honour of the sisterhood. They were believed to be recognisable by a tattoo on the inside of their left wrist, which consisted of the Jump Equations written in Aslan script.

The term 'grey' that is often attached to the legend is believed to refer to the colour of a ship's protective JumpSpace envelope (or jump field 'bubble') when it is active (i.e. while the ship is in jumpspace). The use of the term is believed to represent a ship successfully entering JumpSpace.

The Sisterhood of the Grey was reputed to have successfully guided the first Aslani ihatei fleet to Dagudashaag.

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Despite being legendary, the Sisterhood still exists and still produces the best astrogators of any race. CyJac '13

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### **Groat** <Also known as a 'Groattle'>

Groats are grazers native to Fulacin, Rhylanor (Spinward Marches 2613) and live mostly in large herds on upper mountain fields. Relatively innocuous as individuals, a goat herd is a dangerous encounter; goats find strength in numbers, attacking almost any perceived danger. They are capable fighters, using teeth and hooves. Their three-toed feet give them splendid footing in the mountains (although slowing them in the desert). Finally, they have a secret weapon; a small gland, concealed under the tail, can expel a noxious fluid to a distance of nearly 3m. Somewhat like tear gas, it makes an enemy concentrate on getting away rather than attacking. Strangely, this fluid does not work on the snowcats of Fulacin. At irregular times, goats migrate from the mountain meadows to desert oases for mating and for the old ones to die. The males fight for control of the herd, & then the herd returns home.

Cloth made from the hair of goats is called groattle. At first, the shaggy goat hair seems ordinary, but if cleaned and groomed has a softness and silkiness, which rivals the finest synthetic. Also, the hair has a high concentration of heavy metals in each strand, which provides two benefits. First, it is proof against most insects & mildew; fibres are poisonous to most off-world pests. Second, a simple chemical treatment can bring out an iridescent shimmering quality, which is quite attractive. This cloth (and the raw material for such cloth) is in great demand in the Imperial Core.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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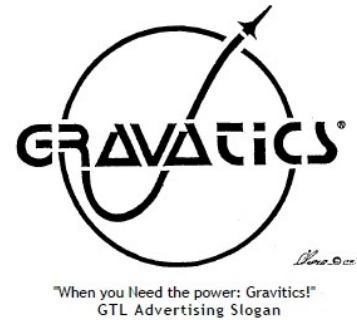
In 988 Sir Henri Dorian transported several herds to Dagudashaag where he sold them for a vast profit to a number of planets looking for an extremely valuable asset.

**G-T** <G-Tech Trading Ltd>

G-T is an Imperium-wide trading subsidiary of Naasirka, specialising in Tech-level 16 equipment for the civilian market. In fact, the majority of items sold are not produced on Tech-level 16 planets but are novelty items produced on high tech planets throughout the Imperium. Most items are sold at double their value.

**GTL** <Gravitics Technology Lic.>

GTL is a sector-wide firm based on Argi, which specialises in the Grav transportation field. They are the largest firm in the sector devoted to vehicle building and are pushing the limits of TL 15 to early TL 16 in some applications. They manage to keep ahead of the intense competition only through constant research and development.



GTL produces the Sector's only commercially produced TL16 speeder - the GTL Corona Mk 7, more popularly known as the 'magic carpet'. As well as being one of the most luxurious and fast vehicles ever commercially produced, the Corona contains a pseudo-AI robotic brain, allowing the vehicle to act independently and intelligently.

Stock Ownership:

*General Products LIC 32%, Viisarikaa family 18%, Han-Ch'ing family 15%, Naasirka 10%, Hortalez et Cie 10%, other corporations 10%, private ownership 5%.*

**Guan, Zeda (0724)** C510410-7 Ni { -2 } (631-5) [1212] B - - 501 9 ImDv M0 V

First Survey Planetary Designation: *Khergas*

Tarameck, a major hydrocarbon refining and processing corporation, owns Guan. Mainly a support base and R&R facility for the company's refining rigs which float in the upper atmosphere of the tiny gas giant Loirhed of which Guan is a satellite.

Rig life is tough and Guan port is accordingly rough and ready. 'Riggers' tend to live on their nerves while working above the broiling clouds of Loirhed and then let off steam at Guan watching or taking part in 'games' involving contests of strength, endurance and martial arts. Other 'leisure' facilities include casino's (the Riggers are well paid), brothels and bars. A small section of the port is off-limits to 'Riggers' to keep any visitors protected from their often extreme behaviour.

**Gukhemuuka, Argi (1138)** D564268-7 Lo Mr { -3 } (411-3) [2157] B S - 904 13 ImDv K4 V

First Survey Planetary Designation: *Gaki Is*

Gukhemuuka had been colonised continually from midway through the First Imperium until the -530's when the last settlement was wiped out apparently by disease. The planet, due in large part to its lack of resources, remained uncolonised until 1106 when the University of Ushra set up a small research colony to excavate the sites. They are currently examining a First Imperium settlement that was only recently excavated.

The city, tentatively identified as Gaki Muuka, the secondary capital, is believed to have contained an AAB data centre which, if it could be discovered intact would provide a valuable insight into early Vilani expansionism.

**Gulishi, Laraa (2738)** D203212-8 Ic Lo Va { -3 } (711-5) [1114] B S - 712 10 ImDv K3 V M4 V

First Survey Planetary Designation: *Aashlas lidka*

DagMet AG has exploited Gulishi for its mineral wealth. They are strip mining the naturally occurring mineral wealth from the surface of the world and exporting it. The huge mining pits are visible on the face of this world from a range of many millions of miles.

In 982 a small ice burrowing creature, the Guligrub which produces a unique antibiotic excretion, was discovered in the planetary ice cap and a scout base was established to study the newly discovered lifeform. DagMet appealed against the decision, claiming the creature was not native and had been deliberately planted to enable others to conduct industrial espionage against them. However Count Vland Mardan of Uumirsa denied the appeal and the scout base has remained since then.

**Gurgesgu, Old Suns (1208)** B5A4779-B Fl { 2 } (D6C+3) [896C] B - - 113 14 ImDv M7 V

First Survey Planetary Designation: *Sirshur*

Gurgesgu is an unusual world to have such a large population. Its atmosphere is composed predominantly of Chlorine and nitrogen. The surface is hidden behind an ever present yellow-green haze which is deadly even in small concentrations. Sirshu must wear head-to-toe protection as the chlorine is extremely dangerous to exposed tissue. Its seas are composed of complex metallo-organochlorides in a benzene derived liquid. A whole industry has been built up around the extraction of various metals and organics from the seas. This is the Federation's trading ace. The Hansa are extremely covetous for the extracted materials, many of which are completely unique.

The majority of Sirshu live in the mountain-top city of Gurgesgu which has the necessary equipment to adequately purify the local fluid for starship fuel. It is also one of the few areas on the world that is not covered in the dense jungle. While the local plant life is not a danger, the animal life is. The atmosphere distorts objects making them hard to see and the speed at which the native fauna can move is quite remarkable.

Under no circumstances should ocean refuelling be undertaken as the compounds in the fluid will cause excessive power systems corrosion and the sea is home to a number of large, extremely hostile life forms.

**Gursa, Arnakhish (1801)** C54737B-9 Lo { -1 } (821+1) [527B] B - - 203 12 ImDv K2 V

First Survey Planetary Designation: *Kuir Gaka*

Gursa was home to the Dhuna cult. Formed in -5,877 by Sharik Dhuna, the cult gained interstellar infamy for the vile assassinations and blood sacrifices carried out by its 'priests'. At first the cult's religious practices were restricted to the planet and the local hunter clans quickly learnt that to question the disappearance of loved ones only resulted in their own disappearance. Then, with the restoration of space travel, the cult began to spread throughout the coreward subsectors. It was on Daridura that the authorities first became aware of the cult's involvement in the local 'epidemic' of ritual murders. It took them a further twenty years to trace the cult back to Gursa, to a planet living in total fear. The Imperial authorities undertook a systematic campaign of extermination and it was thought that the cult was extinct, but in 562 and again in 986 the cult apparently resurfaced.

In 997 Ghari Mesu, a Neo-Dhuna priest, successfully campaigned in the Imperial Courts to allow the new cult to exist provided it did not resume its murderous practices, a decision which has caused immense tension between participants and the clans. Many of the clans took to 'exterminating' cult members without provocation, which resulted in Martial law being established in the settlements, but given the local hunter mentality, this has proved difficult to enforce.

**Guru, Arnakhish (2005)** B51077B-9 Na Pi { 1 } (96A+3) [987B] BD - - 600 12 ImDv M1 V

First Survey Planetary Designation: *Ladi*

The Guru system is centred on a cool red star called Sage. Guru and its satellite, Delphi (UWP F40046A-9) are the only major bodies, and orbit Sage at 0.2 AU. The system is divided into three major power blocs who each control regions of Guru and Delphi. The largest state is the Republic of Arasht, an impersonal bureaucracy headed by a military junta with a poor sophonts rights record. Berengeria and Pavax, two closely allied democracies oppose it. Both are technologically advanced but neither is powerful enough to independently face Arasht.

Informed observers have been predicting warfare on Guru for the last half-century. Tensions are running at an all-time high, draconian new security measures have been implemented, and all three nations have begun military build-ups and manoeuvres along their respective borders.

Pavax is also home to The Unity – a local survivalist cult willing to provide mercenary services to anyone willing to pay so they can build a giant space ark to enable them to flee to and survive the space between galaxies during the great collapse predicted by their prophet Apollyon. The recent tensions has meant that their services are in great demand by all sides in the conflict and has forced the Pavax to place their settlements under armed guard to prevent any Unity from attempting to flee across the border to join up with Arasht who are currently offering the highest bounty. It has also meant Unity fighting Unity, brother against brother as the conflict escalates.

**Gushki Mining Corporation Ag.**

The Gushki Mining Corporation was founded in 792 by a consortium of independent asteroid miners. Having analysed the situation on Luken, the miners had realised that the inefficient 'government' was having substantial difficulties in selling its iridium due to the constant inter-group bickering.

Gushki stepped in and began buying iridium and shipping it off-world, gradually developing over the years into the major shipping route for the iridium, using their business skills to find customers and acting as 'insulation' between these customers and the volatile politics of Luken.

Gushki makes a good profit from their work but are not overly greedy. They are well known for providing their employees with excellent working conditions, pay, health care and other benefits. Jobs with Gushki are much sought after by miners from Luken, who are rarely provided with such good conditions under their company charters.

### **Gushnemasha, Mimu (0504)** D888778-6 Ag Ri Sa { 0 } (967+1) [7756] BC - - 413 14 ImLc M2 V

First Survey Planetary Designation: *Kin*

Gushnemasha is the outer satellite of a large gas giant orbiting many AU distant from the system primary. Because it lies deep in the outer zone the planet receives almost no energy from the star and it is permanently dark and frigidly cold. Eighty percent of the world's surface is covered in dense ice-sheets, which lower temperatures still further by reflecting solar radiation.

The only reason Gushnemasha is inhabitable is because it is volcanic. A vast volcanic crater surrounded by a ring of mountains dominates the Southern Hemisphere of the planet. Lining the edges of the crater are independent cities, some housing many thousands of individuals, others home to no more than a few hundred. Geothermal heat warms the atmosphere within the crater and thaws some of the ice, providing breathable air and fresh water.

The first settlers on the world were Vilani isolationists who expounded the virtues of a slower, more primitive way of life. To this day the population dislike advanced technology, but despite this life on Gushnemasha is both comfortable and pleasant.

### **Guukian Federation**

Imau (or Guuki as it was then known) was colonised by the Vilani Corporation Naasirka during the First Imperium. The planet was pleasant and many of the workers decided to remain behind and colonise the planet when the corporation elected to pull out at the commencement of the Long Night. Few considered that contact would be severed so completely for so long. Imau was able to become self-sufficient. The colony had never had many dealings in regard to Jump technology and had not retained any starships from before the collapse. However, they retained knowledge of most other technical skills and encouraged its people to learn. Knowledge and the ability to apply it correctly became a matter of status among their people. They elected their Chief Technician to the rank of ruler, and over the centuries this became hereditary though succession was based on the heir achieving sufficient status to be so honoured. It was Ushran traders who first applied the title of 'Emperor' to the ruling family.

Between -285 and -283 over a million Scaniums were transported by the Ushran Hansa in order to resettle the worlds of Adaim and Mirkigii. These people were fleeing the attempted invasion of their homeworld by the Aakhri. They transported with them not only their unique culture, but also their respect for knowledge and their techniques for developing psionic skills.

Each planet in the cluster was isolated, except for the Hansa who passed through trading as they travelled the triangle route from the ConSentiency to the Kuriishe Eraki. None of the planets had access to starship technology of their own.

When the Vilani pirates and slavers began to attack them between -150 and 1, each of the planets were hard pressed to repel the invaders.

Then in -15 a starship, damaged in a fight with pirate's crash-landed on Imau. At first the ship's crew hid out in the Starport as they feared the local people would be xenophobic. However, during a particularly bad pirate onslaught, Captain Jaymi McKenzie and his family decided to use the ship and its weapons to repel the attack. It worked, though by doing so it had exposed them to the local population. The ship, the Brigadoon, was so badly damaged that it could not leave the atmosphere. Landing, they were surprised to discover that the people were friendly if not totally trusting. Over the next few years, the Makhenzii's (the name was adapted into Vilani) became a major influence on the planet's development. It was they who first started work on getting the Starport operational again. During this period, a team of workers discovered a data capsule containing a set of computer back-ups apparently taken from an AAB Repository sometime in the past. Much to both the Empress' Sesisos Gishvii and the Makhenzii's delight, the capsule contained information regarding starship design including jump drives. Immediately work began on getting the Brigadoon operational. Within a year, the ship - now by agreement the property of the Imau people under the

command of Aliisaar and BenStruan Makhenzii (Jaymi having been appointed defence marshall of Imau's planetary defences) set off to explore the cluster. They were welcomed by the Scanians of both Mirkigii and Adaim and were lucky enough to discover the hidden shipyards on Asashluu in -6 with its precious starships and equipment. It enabled the Guukians to overhaul the Brigadoon and commence work on cannibalising the newly found ships in order to make some operational.

In -2 the cluster faced its worst slaver assault ever and it was only thanks to the Guukian 'navy' that Mirkigii and Imau did not fall. Jaymi Makhenzii died during the final assault. It was the final push that was needed to bring the cluster together. Already ideas and concepts had begun to flow between the Scanians and the Guukians who both shared a common belief in an aristocracy of the mind. In -1 BenStruan reached a trade agreement with the Ushrans whereby they were forced to deal with the cluster as a single entity. By 1 all the inhabited planets agreed to be united as the Guukian Federation and central government based on the Scanian model was enacted.

Empress Sesisos Gishviil was named the Avi'Di or lawgiver, with BenStruan Makhenzii named as the Nasii or military advisor.

At first the Federation was developing extremely well. The Federation was considered a bad risk by pirates and slavers, a jump drive manufacturing plant had been built and the Federation was building a new Jump-1 starship every year. Perhaps most importantly Psionic Institutes had been established on all the inhabited planets and the new techniques for developing psionic talent were being used to test and train their population.

Then disaster struck. Out of nowhere, a fleet of three battleships from the Kimalad Collective attacked the civilian centres on Imau. Thousands were killed and the starport with its Library of Knowledge and shipyards were completely destroyed. It was the Guukians use of trained psionics that finally turned the tide. Psi's with teleportation ability transported aboard the ships and succeeded in destroying one using a bomb. The other two were damaged though not seriously. Unable to defend against the attack, the fleet withdrew.

Avi'Di Gishviil realised that Imau was a prime target for future aggression, and knowing that they were limited by their Jump-1 technology, agreed for the evacuation of Imau's civilian population to Mirkigii. The Federation accelerated its Sanheichir training programme. The Makhenzii's began building detachable fuel tanks to enable the Guukian ships to undertake two jump-1's in order to carry out secret attacks on the Kimalad naval depot.

The Kimalad Empire successfully carried out several major assaults on the cluster between 12 and 19 when his illegitimate son, Gharl, eventually assassinated Jyond Quasot in 19. Although Gharl withdrew from the war, the Federation was so badly weakened that when the Imperium arrived in force in 22 they were unable to put up any viable resistance and was peacefully assimilated into the Imperium.

285-3	Scanians recolonise Adaim and Mirkigii.
c- 150	Ever-increasing pirate and slaver attacks on the cluster.
- 45	Sesisos born to the Royal House of Gishviil.
- 15	Brigadoon crash-lands on Imau.
- 13	Makhenzii's help repel a pirate attack.
- 11	Sesisos Gishviil crowned as Empress of Imau.
- 7	AAB data capsule found in starport on Imau.
- 6	Brigadoon made functional again. Contact made with other worlds in the cluster. Discovery of hidden shipyard on Asashluu.
- 3	Brigadoon and two other ships made fully operational.
- 2	Jaymi Mackenzii dies defending Imau from a slaver onslaught.
1	BenStruan Makhenzii signs a fair trade agreement with Ushrans.
1	Federation formed along Scanian lines of Government. Sesisos Gishviil elected as Avi'Di and BenStruan as Nasii.
2	The Avi'Di is found to be a latent psionic.
3	Work commences of the new shipyards at Imau including their Jump Drive manufacturing site.
12	Kimalad Empire carries out an unprovoked attack on Imau.
17	Aliisaar Makhenzii and Sesisos Gishviil marry.
19	Jyond Quasot assassinated, war with Kimalad Empire ends.
22	Federation assimilated peacefully into the Third Imperium.

See **Psionic Institutes**

**Guurdim, Sapphire (2232)** C681105-A Lo { 0 } (901-2) [1138] B - - 524 10 ImDv G1 V M1 V

First Survey Planetary Designation: *Kham*

Guurdim is an ancient, forbidding world. Its surface is deeply eroded by the fierce winds, which blow between Nightside and Dayside into a bewildering complex of canyons and strangely sculptured badlands. Such water as exists on the world collects in the deepest and most inaccessible valleys and in the vast complex of cave systems, which extend under the surface of much of the planet.

The lack of fertile land or exploitable mineral resources has greatly impeded the settlement of Guurdim however several colonies have been placed on the world in the last three thousand years. In its turn, each colony has failed for the same reasons, lack of water. Within a generation of the colony's founding, without warning or apparent reason, the local water table drops dramatically. even the deepest drilled wells run dry within a matter of months and the colonists have no choice: move or die.

Guurdim's present occupants are mostly archaeological researchers sifting through the desiccated Vilani, Rule of Man and Pacter ruins and planetologists investigating the world's strange hydrographic behaviour. A small group of spiritual recluses have also made the world their home. Calling themselves Aqoiad'iin (an Ushran dialect term meaning Drinkers at Holy Wellsprings), they claim to have some form of mystical contact with an entity they call Alss, the spirit of the planet Guurdim itself. Observers of Aqoiad'iin rituals often claim a sensation of communion with a 'greater power' but this is usually ascribed to the hallucinogenic vapours produced by certain native algae, which are collected, dried and burned as part of the ceremony. According to the Aqoiad'iin creed, only by continued communion with the planetary spirit to assure it that human intentions are benign, will continued settlement of Guurdim be possible. They seem to have met with some success - they are said to have occupied part of the old Pacter colony of Novomassif. Although the site had been dry for centuries, latest reports say that the Aqoiad'iin have somehow recently managed to refill the colony aquifers 'to the brim'.

The landing field, five hundred kilometres south of Novomassif, is presently being expanded to a full 5-category Starport by Cartel Ruchler-Metz (an Ikabite consortium). The eventual aim is to provide a 'fast' Jump 4 route between Ikabi, Pact and Kakar, Laraa clusters, avoiding the present 'dog-leg' at Keshirilm, Laraa and Maiden, Pact.

Although CRM are publicly confident that the facility will be completed on schedule in 1118, there have been reports of unusual engineering problems. Fusion-tunnelling work for underground fuel storage tanks has been seriously affected by what CRM technicians will only describe as "atypical patterns of seismic activity".

## **GUY-TROY, The**

Sometimes referred to within the Imperium as The Controlled; like many winged sophonts, Guy-Troy are hexapods. They are not very strong, and their arms are extremely slender but have digital dexterity superior to Humaniti's. Their feet (but not hands) are equipped with razor sharp talons making them walk or run much more slowly than humans. Their true mode of movement, of course, is in winged flight: though in standard atmospheres they can only glide, in denser gas envelopes like that of their unknown homeworld they can achieve speeds of some 30 meters per second. They stand 1.25 meters tall (with a 3.25 m wingspan), and typically mass 50 to 75 kg.

The Guy-Troy skeleton is flexible and lighter than humans, with internal cartilaginous structures giving it a terrific resistance to blunt impact damage. However, their paper-thin skin tears or bruises easily. They cannot speak human (nor can humans physically voice theirs), so they must resort to translators. In another oddity, they require special low berths and cannot use the conventional variety.

The Imperium's long supervision of the **Guy-Troy** has made their mental life strongly resemble the typical (human) citizen's. They are still subject to impatience, restlessness, and moodiness, but are capable of terrific powers of concentration for short periods. S'mrii will often hire Guy-Troy specifically as trouble-shooters for that ability.

Guy-Troy can be found on a number of planets throughout the sector, primarily in small localised enclaves. Only on Mimu, Mimu (0208), Akimu, Mimu (0106), Medurma, Pact (2124) and Asii, Pact (1928) have they developed their own settlements.

See **Alien Archive** for further information.



**Gvadh, Old Suns (0906)** B867730-A Ag Ga Ri Vargr6 S'mr3 Kiak1 { 4 } (C6D+1) [2B15] BCf - - 103 9 ImLc G0 V M5 V  
First Survey Planetary Designation: *Laap*

The system was originally colonised by Gvegh-Aek and Urzaeng Vargr fleeing the Sack of Gashikan in Vargr space, a war of racial extermination between humans and Vargr far to Coreward. Their ragtag armada arrived in the Laap system in -1630, almost a 150 years after the start of the Long Night. Laap had been an important agricultural producer until it was completely abandoned by the fleeing Vilani Megacorporations. The Vargr found a deserted planet well equipped to ensure their continued survival. The Vargr remained undiscovered until -344 when they were contacted by a S'mrii research ship. By this point, all knowledge of their origins had become nothing more than legend and the S'mrii have assumed that they were the remnants of a minor alien race from somewhere in Corridor Sector. Despite their often aggressive tendencies, the Gvadh Vargr joined the ConSentiency and a joint Council of Tribes was established overseen by a representative of both races on Gvadh; Vargr and S'mrii. Over the years, the two races managed to work together harmoniously. Then the Imperium discovered the settlement and shamelessly exploited the Vargr for several centuries until the S'mrii were finally able to buy out Imperial interests in the system and return the planet to the control of the system's Council of Harmony.

Gvadh is a unique example of interspecies co-operation that has retained strong cultural ties to their parent races while creating a unique sub-culture of their own. Together they have begun to once more cultivate the vast plains of grain crops gone wild that cover over half the planetary surface. Gvadh has been classified as level 9 (harmonious integration) on the Tetusu-Dene scale as regards S'mrii and other non-human sentients though most human visitors should be aware that most Gvadh Vargr can be extremely hostile and xenophobic towards them.

The Urzaeng are a Vargr subspecies, taller and more powerfully built than average Vargr, capable of holding their own against an Aslan male in close combat. The Gvegh-Aek refer to both the vargr language spoken (a sub-dialect of Gvegh) and also to the main fur coloration - tawny-black.

Most humans, outside of Old Suns, know of Gvadh primarily because of the Dhueng-an-Thuk house of fashion. The Dh-an-T label is extremely popular across the imperial core for its unique style and vibrant colours. However, despite being run by a Vargr designer, her clothes have not proved popular with other Vargr.

### **Gvegh-Aek, Language of**

There is no universal Vargr language, but the various Gvegh dialects are the most common languages spoken in the Imperium and the Gvegh-Aek dialect is the most common trade language found in Dagudashaag.

Example: *'Thursuth gha kvaekh?'*

Translation (Galanglic): *'Where is death not allowed to go?'*

**Gwi, Shallows (0117)** D563430-7 Ni { -3 } (631-5) [1112] B S - 612 14 ImDv M0 V M7 V  
First Survey Planetary Designation: *Khuum*

Until 994, Gwi was a planet with a booming industrial base in disposable fashions and a severe population problem; today Gwi is virtually a ghost planet.

Gwi is a planet governed by a Council of Archbishops of the Universal Church and as such has a strict moral code, which prohibited the use of contraceptives. In 991 several planets in Shallows were affected by a mutated sexually transmitted disease known as Artificial Chromosome Deterioration Complaint (ACDC). The cure was simple; ODA<sup>2</sup> administered over a period of six months rendered humans immune to its effects. The problem for the Universal Church was that ODA<sup>2</sup> is a natural contraceptive rendering the user temporarily infertile.

On Gwi the Council refused to relax its prohibition on the importation and use of any contraceptives (including ODA<sup>2</sup>) even on medical grounds. Instead they quoted Arch-Pope Innocent's address on morality; in cases where sexual relations could possibly result in danger to one or other partner then total abstinence is the only acceptable solution in the eyes of the Church. Millions who found it impossible to live to such a restrictive lifestyle died slow and painful deaths before an acceptable alternative cure was discovered in 1065.

In 1077 Arch-Pope Emmanuel II opened a new cathedral on Gwi to commemorate the 'courage' of the Council in not allowing immense political and media pressure to stop them from guiding their flock in the one true path of God. Their sacrifice had prevented the people of Gwi from sinning so badly that they would have become unredeemable in the eyes of God. Indeed, he stated, their actions had ensured that the millions who had died a sure and certain place in the kingdom of their father.

**Gya, Bolivar (0636)** C546110-9 Lo { -1 } (601-5) [1114] B - - 412 10 ImDv G0 V

First Survey Planetary Designation: *lidmar Uug*

Covered in warm humid tropical jungles, Gya has a wide variety of flora but very limited fauna - mostly insects. It is a hazardous planet due to the presence of a series of bacteria, which are either harmful or lethal to creatures with 'standard' lungs. The bacteria affect the alveoli system of oxygen exchange causing gradual suffocation over a period of several days. The native insectoid life (and other off-world fauna using diffusion or similar breathing systems) are relatively unaffected by the bacteria although some do act as hosts. The bacteria life cycle is based around the planet's seas and includes an airborne phase, which spreads them inland. High mountainous regions are rarely affected and thus are the only regions where filter masks are not a necessity.

The population of 47 is mostly scientific staff researching the bacteria types in an effort to counter their effects. The staff team includes several S'mrii members who seem unusually interested in this planet.

## H

**H Subsector** - See **KURIISHE Subsector**.

**Haakhai, Sapphyre (1935)** C8D5457-B Ni { 0 } (C33+1) [445B] B - - 624 12 ImDv M2 V

First Survey Planetary Designation: *Gegme Khuuvlag*

Haakhai is a hostile world that, despite its many similarities to the Terran standard, is extremely hostile to human life. Even the soil itself is toxic and all food must be grown hydroponically if it is to survive. As a result, the hydroponics engineers and life support technicians have been given an extremely high status within the local culture. The Haakh's maintains a rigid class structure with distinct roles (Lifegivers, technicians, teachers, merchants and unskilled) though all share in the planet's wealth equally according to their needs. Local government is by the Lifegivers who maintain a strict ethical code that no one openly questions. Everything is apparently done for the good of all and only the Lifegivers are truly able to understand.

Visitors to the system should note that no public display of emotions is allowed, and all physical contact between people not of the same household is forbidden as such actions can lead to the transmission of diseases. There is no such thing as true privacy as Haakh's believe that all of their actions should be open to public scrutiny by the Lifegivers agency that also control all food production, shelter and medical aid. Marriages are almost unknown as the mother is expected to raise any children from a liaison on her own. The Haakh's accept that although these rules are intended to ensure healthy physical and emotional growth in the individual, not everyone is able to cope all of the time and so have allowed its citizens the right to have a period of physical isolation on request.

**Ha'arn, Old Suns (1107)** D420236-9 De He Lo Po { -2 } (811-3) [1148] B - - 804 8 ImDv M3 V

First Survey Planetary Designation: *Arash*

Ha'arn was initially colonised by the Vilani early in the First Imperium but by the time of the Long Night the few survivors had grown extremely insular. When the planet was revisited in -201 everyone was dead. The desert and thin atmosphere had mummified their cadavers and the entire settlement of over 200 people were preserved in their death throes, each looking as though they had died in agony almost overnight. Scientists from the ConSentiency blamed some unknown disease. Although no-one knew for certain, legends developed and spread that this was the result of a disease spread by non-humans. In 17 the nearby Kimilad Federation recolonised the world, only to have the colony assimilated into the Third Imperium a few years later.

The legacy of Ha'arn is in part responsible for the Old Sun's slightly xenophobic relationship with its neighbour, the ConSentiency. By 80's, the legends had grown to such an extent that the inhabitants of Ha'arn believed all non-human sentients were disease-ridden. This prompted the Imperium to build a Xeno-Medical facility on Tamai, Ha'arn's largest moon, in the hope that close contact with non-humans in a safe environment might result in the eradication of the phobia.

Over the centuries, this policy has worked and the local inhabitants of Ha'arn are now extremely proud of their research station despite it losing its official status in 365. Today the Tamai Centre is renowned throughout the quadrant for its successful treatment of unusual xeno-diseases despite its relatively small size and facilities.



The facility has always been at the forefront of innovative practice. Until recently cross-species research was hampered by the inability of one race to fully understand the mental processes and cultural background of another. In 1112 Dr. Emil Zinan succeeded in using a Personality Overlay Unit and a ROM-construct to give himself a pseudo-S'mrii personality. Although this process is still in the experimental stage, the outlook looks extremely favourable.

### **HAB** <Haaman Anani Bilaau>

HAB are a freight and passenger transport company operating out of the coreward border of Gushemege, extending into Dagudashaag, Vland and Corridor. The company has proved both popular and prosperous in Dagudashaag despite having Vilani ownership.

The company utilises a number of Vilani-specific and standard Imperial designs in the 400 – 5,000 ton range, with approximately 60 ships in service. All HAB ships have the latest transponders and communication gear as well as having the company logo stencilled in large, fluorescent colours all over the exterior.

Stock Ownership:

*Eshkhima family 34%; Miikadga family 23%; Zirunkariish 21%; Noble families 8%; Public 4%.*

### **Habacuu** <Tigellinus Mennaichidori Ornis> <Also known as a 'Blinder'>

The Habacuu is a blind, bird-like creature native to the skies of Ursimga, which spends its entire life in the air. Its legs have so atrophied over the centuries that they are now incapable of supporting the creature's weight. The Habacuu navigates by sonar and has the psionic ability to teleport itself over a short distance (100m) when confronted with danger. Its elongated skull functions as a rudder.

Habacuu bear live young which spend the first six months of life clinging to the feathers of the mothers underbelly, eating regurgitated insects from the Habacuu's secondary mouth. Renowned as natural thieves, they appear to target small objects with a strong residual psychic aura - generally antique jewellery.

### **Hadraach, Sapphyre (2037)** BAE5353-C Lo { 1 } (A21-2) [1429] B S - 323 9 ImDv M2 V

First Survey Planetary Designation: *Shaiim*

A large planet with an extremely ellipsoid atmosphere, Hadraach is an extremely unusual planet. Located just within the system's habitable zone, the planet's on a wild unstable orbit and logic dictates that it should be a rogue yet it has both an atmosphere and a unique biosphere. At the planet's poles the atmosphere is so thin that it is unbreathable without assistance and the planet's ozone layer is non-existent while at equator the atmosphere is so thick that it is unbreathable and it has created a runaway greenhouse effect in a broad band around the planet. It is only in the temperate zones that human settlement is possible.

The native flora varies from the grey jungles at the equator to the silver leafed bushes that cover the temperate zones. The fauna is mainly insectoid though the shallow seas have a wider variety of invertebrate species including marine coelenterates (jellyfish) and cephalopod molluscs (pseudo-squids) to crustaceans. The primary settlement at Shame was established to breed a variety of the native sea life. The flesh, although edible after some treatment, is predominantly used for medical purposes. Perhaps the most unusual of the creatures under cultivation is the FireSpine crustacean; a ten limbed lobster-like creature with a soft back. FireSpines grow to a length of about 55cm and are normally only found in shallow saline pools near lava vents. The fleshy back grows bright red, which radiates out intense infrared allowing the creature to survive quite intense heat. In fact FireSpine's requires temperatures in excess of 220oC in order to bring on its breeding frenzy. Study of FireSpine's biology has resulted in a radical new method of heat exchanger, which is currently being tested.

### **Hakukuk, Ushra (1314)** C594447-6 Ni Pa Da { -2 } (631-2) [4256] Bc - A 911 12 ImDv M0 V

First Survey Planetary Designation: *Naardiza*

Naardiza, a bleak and desolate planet, was originally named but never colonised by the Vilani. During the latter part of the Long Night it was finally settled by a breakaway sect of the Church of Forever Sabbath fleeing the morality riots on Ushra and they renamed the planet Hakukuk meaning 'scouring' in a long forgotten Terran language. Over the centuries, the parent church back on Ushra eventually merged with other, minor religions and has completely vanished except as a side note in Ushran history.

Of the myriad of original doctrines practised by the original S'Ahnii sect, only two have survived unchanged to the present day, the Sacrament of Bloodletting and the Touch of Sin.

Faithful followers, known as the 'Chosen', believe that sins flow through in the blood. As an act of repentance, and in order to seek forgiveness from the stellar divinity Cruetha, they are required to give regularly of their blood in the temple, usually about a full bowl, each sacrament.

This means that the 'Chosen' will not allow blood transplants without knowledge of its origins. Before a blood donation will be accepted, the donor must be a member of the church and in good standing, the donation must have been taken immediately after sacrament and a Pastor must confirm these facts in writing. In reality, since most faithful are already severely anaemic, few donate blood.

The Touch of Sin is the doctrine that all non-followers of the church are unclean and can taint the faithful with their sins merely by being in their presence. This has resulted in a strict caste system. Non-followers and visitors are forbidden to enter into the presence of a 'Chosen' except by undergoing ritual cleansing which results in the loss of about a litre of blood. If the cleansed then meets or communicates (even by radio) with an unclean they are required to undergo the full ritual once more.

This last doctrine has resulted in an almost total if voluntary trade embargo to and from the planet.

### **Halimaa, Mimu (0301)** D6B85AA-8 FI Ni An Fo { -3 } (A41-1) [727A] - S R 612 8 ImDv F7 V

First Survey Planetary Designation: *Not Recorded*.

Halimaa is unique in that not only is it the only planet in Dagudashaag to remain a Red Zone for over a thousand years but no one really knows why the planet has been so classified. What is known is that the Interdiction Navy has standing orders to use deadly force to prevent any ship landing or leaving the system.

Halimaa was apparently established as a Vilani mining colony during the First Imperium. Several empty underground bases had been discovered during the initial colonisation phase, which had apparently been abandoned by the race known as the Ancients. After intensive investigation, which consequently failed to uncover anything of value, the colonists were allowed to move in and establish their cities within the massive artificial caverns. There are no further records concerning Halimaa until near the end of the Long Night when traders began to bring back stories of the Halimaanian Magi; descendants of the original settlers who had apparently developed awesome psychic abilities. The tales told of the Magi were incredible, the more so because, with very few exceptions, all Halimaanian's apparently had these abilities. In addition the Magi were supposed to each have a wide range of psychic abilities in common.

It should be noted that those Magi who were subsequently tested and filmed off-planet failed to exhibit any psychic ability whatsoever, the 'power' apparently only occurred on Halimaa. It should also be noted that those scientists who later settled on the planet failed to develop any psychic talents. The cause of the abilities was a mystery.

Then in 113 an incident occurred which, while still shrouded in secrecy, is believed to have involved the utter destruction of three cruisers in orbit around the planet. The planet was immediately classified as a Red Zone and has been heavily blockaded ever since. It is believed that the Imperial Scout Service continues to maintain contact with the Halimaanians and that some trade occurs though exactly what the Halimmaanians trade is a closely guarded secret.

As a result of its 'Red Zone' designation, Halimaa is the only system in the sector without representation in the Sector's governing Grand Chamber.

Another famous mystery is how the Halimaa system succeeded in remaining uncharted during the First Survey. Its presence was shown on early star charts dating from the First Imperium and Sylean records show that the system was visited though the crew failed to record the system into the database and it was missing from the AAB until its 'rediscovery' in 67. A computer error has been blamed though this fails to account for the survey crews' lack of reporting.

### **Halthome (Collette system, Gadde) 2725** A686510-7 A Ni Po 414 Im M3 V

Moon orbiting the gas giant Yoshua in the Collette system that was initially settled during the First Imperium, the settlement was abandoned during the Nth Interstellar War. After the formation of the Rule of Man, the planet was resettled by wildcat miners who scoured the land in search of precious metals and minerals.

Within 100 years the planet was almost completely mined-out and was almost utterly ignored until 1095 when it was settled by a group of religious exiles from Ushra known as the Church of the Cleansing. They believe that God is going to destroy all unbelievers in a holocaust they refer to as the Cleansing, an event foretold by their prophet, Aziel. The group was allowed to settle on Halthome on the understanding that they upgraded the Starport from class D.

In the last ten years the Church has replaced the old port with a new A class port which is almost fully automated. The port costs are remarkably low but the Church demands that all visitors must attend the Port seminary in the capital city of Huasin for a two-hour lecture on the Teachings of Aziel in return. Unbelievers are not encouraged to leave the Starport while those of the true faith seldom travel off world.

The Church has two distinct sects: the Soli, or 'body-holy' and the more militantly evangelical Anur who actively seek out unbelievers.

## HAMARAN

Hamaran are bipedal mammals native to Tethys, Ushra (1114). Originally descended from island dwelling hunter-gatherers, the average male stands 45 cm in height (females can grow up to 60cm). Hamaran have been unfairly described, as 'intelligent monkeys' though admittedly there is a great deal of superficial similarity.

They are extremely dextrous, primarily because of the particular skeletal design of the Hamaran paw and the length of the digits. They are unable to carry a great deal of weight in their paws so instead they frequently use their powerful prehensile tail to support heavy loads or carry it on their backs. Their 'feet' consist of two 'thumbs' and three 'fingers' while their upper paws have four extremely long digits and a smaller thumb located near the wrist. The figures are set in an unusual palm socket that allows the two outer digits to rotate down the palm turning them into additional thumbs. This enables them to adapt their hands to fit most types of tools. Between each digit are folds of extremely elasticised skin, which allows the Hamaran this amount of free movement without causing pain or excessive restrictions on the Hamaran's famous dexterity. Additional folds of skin under the arms also act as small parachutes when jump gliding between trees.



They walk erect; however they are more accustomed to using their powerful arms and prehensile tail to swing through trees, particularly when travelling for great distances. Hamaran will generally use their wrists as hooks and share the burden of their body weight by also using their powerful tails.

Most Hamaran are considered attractive by most other races, the colour of the fur varies considerably from silver through to the more common dark brown. Many have bands of lighter colours. Their eyes are both forward mounted, one pair designed for long distance and the lower pair for magnification. Each eye is capable of independent movement allowing a Hamaran to look at four different items at one. Their ears allow them to hear extremely high frequencies though they can be weak on the lower pitches. Their sense of smell is also extremely keen and most Hamaran can recognise individuals up to 500 metres away purely by their scent alone.

Hamaran are extremely vulnerable to head injuries as they need to use the whole of their brain to function. Even the most trivial of accidents to the cranium can result in paralysis, strokes or even death.

Hamaran are dominated by religion. At least a third of the population have dedicated themselves to serving as monks or nuns. Most music and nearly all art, personify some aspect of the Böru philosophy.

It is extremely difficult to tell an exact Hamaran population as only 'mature' Hamaran are counted. Gyasö (Monks and Nuns) are exempt since they are classed as beyond mere living and all pups up to 18 years are considered immature. In addition, the Gelu-Kö (untouchables) are not classed as sentient in the eyes of their culture and are also excluded from the census.

Hamaran males nurse the pups after their birth in a marsupial-like pocket. This also allows the pups' access to the males' six internal nipples which excrete a high glucose milk-like substance which the pups will live on for the first year of their lives before being weaned and returned to their mothers care.

At the time of their contact by the Vilani, they had reached a stable tech level five society, but were near to collapse due to population problems. Their unusual affinity for electronics meant that they were quickly integrated into Vilani society and over the next few hundred years several colonies were established throughout the Sector though they never colonised a world on their own, preferring to partner other races in their endeavours.

During the Rule of Man and the Long Night, Tethys developed into a major trade port. All that changed when the Ushran Empire conquered Tethys. The Ushran's were guilty of condoning extremely harsh treatment of its sentient population resulted in the exodus of the majority of the race to the ConSentiency. Despite the advent of the Imperium, the Hamaran have elected to not recolonise Tethys and now only the Haja'qi (priests of Racial Knowledge) remain permanently on planet to preserve the racial heritage.

Hamaran have a natural warmth and good humour. Most appear to accept their place in society, content with their racial position. Hamaran society is broken down into landowners, serviles, merchants, professionals (mainly engineers or doctors) and the clergy. Approximately 1/3rd of the population are believed to be Gyasö (Monks or Nuns). A rigid system of polyandry exists (females have more than one mate).

Most off-world Hamaran are to be found working in medicine or the electronic, engineering industry and a great many have become engineers primarily on Free Traders.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

### **Han, House of**

A sector-wide brokerage firm, registered out of Ekhuqush, Pact (1728). Han primarily employs Ekhu graduates with at least Broker-3 skills. Subsidiary offices can be found on all A and B ports throughout the sector with affiliated firms on most C class Starports.

The brokerage house has a rule whereby its employees are forbidden from speculating either personally or on behalf of the company. The House of Han's only source of income is its fees which, although high (generally 15%), is considered well worth the extra cost as Han often manage to broker exclusive deals specifically for their regular clients.

### **Hanas Soujourn, Bolivar (0739)** B100101-E Lo Va { 1 } (501-3) [121A] B - - 202 5 ImDv M9 V

First Survey Planetary Designation: *Kaidaa*

The name actually belongs to the hotel on this orbiting space station above this nondescript ice ball. Hana's possesses the very latest in holographic entertainments for the weary space traveller forced to stop over en route between Bolivar and Uaam. Hana's also provides some of the finest cuisine around with dishes from over twenty worlds and different cultures on the daily menu. The quality of the Aslan food has won over many Aslan who make Hana's a 'must stop' when they are travelling in the region.

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This relatively recent popularity has had a dramatic effect on local prices, fuels and life-support replenishments cost double what they normally would anywhere else. The upside is the increase work opportunities if you have the appropriate skills. Cheapest accommodation is actually off-station – either by offering to caretake a birthed yacht or by offering a merchant a small fee to use a stateroom whilst staying over at Hana's. CyJac '13

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### **Han-Ch'ing, Duke Huan Tas** - Duke of Argi Subsector, Tai'Pan of Argi

(b. 979 - )

Descended from the Han Ch'i Tai'Pan dynasty, Huan is renowned as a businessman and peacemaker. His family owns 63% of Argian industry and is a major owner of agricultural land on Khulim, Sii and Shidka.

Duke Han Ch'ing refers to himself as a 'workaholic' who's idea of relaxing is to work on setting up new business enterprises. The majority of Tai'Pan's of Argi are polygamous and Duke Han-Ch'ing is no exception. His family consists of 16 wives and two brother-husbands and he is listed as joint father of 36 children.

### **Harlequin, Sapphyre (2135)** C433433-A Ni Po { 0 } (B33-3) [1427] B - - 623 13 ImDv K4 V M4 V

First Survey Planetary Designation: *Leka Id*

A remarkable double planet system, Harlequin and its 'twin' Pierrot (H2A61O3-9) orbit a bloated red giant star in the final stages of its evolution. The star Gastoyne, has reached a stage where it has started to blow Off its outer layers, and a steady wind of carbon 'soot' is being blown out into the system.

Over the millennia, this carbon dust has settled mostly on the outward-facing hemispheres of Harlequin and Pierrot (the pair are tidally locked), giving both worlds a characteristic black-and-white appearance.

As well as being an astrophysical oddity, Harlequin has an unusual history - some three hundred years ago, it was borne to one of the most ambitious (and some would say, misguided) technological projects in the entire sector.

In 827, the Bolivar petrochem corporation Stahlmeyer-Ramirez SA conducted a detailed survey of the system, and found that the complex organic oceans on Pierrot included a significant percentage of buckminsterfullerenes and lanthanum-doped nanotubes (which are naturally occurring superconductors). Randolph Stahlmeyer immediately authorised the purchase of much of Harlequin/Pierrot, and the construction of a plant to exploit Pierrot's petrochemical resources. Construction began on a 'skyhook' or beanstalk system connecting the two worlds, designed to pump 'raw' nanotubes to refining centres on Harlequin. In these plants, they would be turned into lanthanum carbosilicate wires, used in starship jump grids.

Construction of the 'Worldbridge' began in 836 at the midpoint of the Harlequin/Pierrot system, the shaft of the skyhook extending slowly towards the surfaces of both planets. Despite technical problems and labour disputes, which greatly increased the cost of the project, work proceeded until 841, when the ends of the Worldbridge were barely a thousand kilometres above the surfaces of the worlds. Then, disaster struck.

Stahlmeyer-Ramirez, its financial resources so depleted by the Worldbridge project, was the victim of a hostile takeover by IPP, a petrochemical and engineering group based in Remnants subsector. IPP replaced Stahlmeyer's senior management, creamed off the most profitable refining plants in Pact and Bolivar and sold the rest. The subcontractors on the Worldbridge went bankrupt, and the project was abandoned, barely a step from completion.

Three centuries later, the Worldbridge has become Randolph's Folly, an interplanetary derelict. Forty thousand kilometres of spun monocrystalline plasteel tubing has attracted a great many 'wildcat' scrap merchants, and incompetent attempts to dismantle the structure have left parts of it critically unstable. In 1102, two hundred kilometres of skyhook cabling broke free and fell onto the surface of Harlequin, damaging several habitats. The people of Harlequin have appealed to the Imperial Navy to make the structure safe, but no official moves have been made so far.

### **Hashiikhi, Sapphire (2331)** D575268-7 Lo Mr { -3 } (411-3) [2157] B S - 600 8 ImDv G0 V

First Survey Planetary Designation: *Ariim*

A very seismically active world, the planet is composed of active volcanoes and massive rift valleys. Hashiikhi was a fertile, more stable world until its original Vilani colonists decided to use an experimental geo-thermal generator. The device unfortunately set off a major catastrophe that reactivated Hashiikhi's chains of volcanoes and tore the fertile plains asunder. The sky was covered in a thick, near-impenetrable curtain of ash, creating a short ice age.

Even today, although the ice age has been officially declared over, the atmosphere still retains a high ash content, though it is now breathable for short periods without a filter mask. The system's only permanent inhabitants are descendants of the few survivors who were just too stubborn to leave. They make a living out of exporting the nitrate-rich ash to agricultural systems throughout the subsector. The system's only government is imposed by the Scout Service who have been surprised by the native's tenacity and unwillingness to be relocated to a more habitable system.

Quick Brown Foxx LIC maintains a small research base here which is studying the genetic history of the natives in an attempt to isolate the gene that apparently makes them so stubborn.

### **Hasoiaohalaiko, Kuriishe (2617)** B876122-B Lo Da { 1 } (301-3) [1217] B S A 400 10 ImDv M3 V

First Survey Planetary Designation: *Vluni*

With a population of only 48 the inhabitants of this system are all employees or the families of employees of Aslan's serving in the Imperial Scout Service, who maintain a base and associated "B"-class Starport on the main world. For many visitors, meeting a local is quite a surprise as the Starport is highly automated and tele-working and robot systems are used extensively.

The main world, known as 'Hasoi' to the locals, has an atmosphere that is described as 'tainted' in the guidebooks. This is due to its relative lack of oxygen: acclimatisation is possible by most visitors within a few weeks, but short-term visitors with low endurance can often find themselves short of breath and easily fatigued without a supplementary supply.

Planetographically, two large continents of approximately equal size contain all of the world's land mass. The circumpolar northern continent is completely ice-bound throughout the year, with glaciers up to five kilometres deep. While a southern continent of nearly 25 million square kilometres situated on the equator is a bleak, treeless, boggy morass.

At only five million kilometres from its dim red primary, Hasoi's temperature at the equator rarely exceeds 5°C and this only at the heart of this land mass and during the short midsummer. The edges of this continent are generally frozen throughout the year, and quickly forming dense sea fogs make full instrument landings an absolute necessity at the Starport.

Even though the population is low, the world is an exporter of agricultural products, albeit on a limited scale. Initially starting as a side line, several of the inhabitants now own and run large (20,000 tonne) automated, sea borne craft that lift 'mat' - a form of floating seaweed - from the surface of the world-ocean. These catamaran-shaped vessels resemble ground-based combine harvesters, and they clean, dry and shred the vegetable matter before returning to the Starport harbour. Mat is an excellent foodstuff, and for several years has been exported to the nearby world of Giku where it has been used as an animal diet supplement. However, its subtle flavour and abundance of trace minerals are starting to make it a prized luxury for humans on a number of other neighbouring worlds. Whether these economic forces drive the price beyond the reach of Giku's farmers, and lead to a growth in immigration and a boom in Hasoi's economy remains to be seen.

### **Hault-Makhenzii, Baron Conan** - Deposed Baron of Imau, Old Suns

(b. 1059 –)

As a young man, Conan initially struggled to settle down and gained quite a reputation as a dare devil, womaniser and carouser. He spent a couple of years supposedly attending University on Medurma but spent more time in the bars than in class and subsequently failed to get a degree. In 1081 he won the Biannual 'Kamikaze Run' on Khruel, Arnakhish (1903) but was subsequently banned for excessive recklessness.

His first marriage was to Lady Sian deforester in 1080 and they subsequently divorced in 1082. He remarried in 1085, this time to Citizen Sheri O'Connel, an entertainer he met and married on Ushra only for the marriage to end after less than six months.

Conan seemed to settle down after the death of his father Baron BenStruan XIV in 1088 when he was elected Arikii of Imau and undertook the Tā Moko ritual later that year whereby he received his facial tattoos as a sign of his office. He was married in 1093 to Avi'Di Sybil Hault-Gremin of Adaim and their son Shiloh was subsequently born in 1094. As nephew of Duke Aliisaar VII of Old Suns Subsector, he was elected as regent in 1098 when the Duke died suddenly and was due to step down when his niece Mak'ala, the future Duchess (Avi'Di) Mak'ala Gishvii-Makhenzii came of age at 18 to be elected Duchess. He and his wife subsequently raised Mak'ala and her brother in his household on the Caern estate, Imau.

Then in 1110 the Baron was charged with stealing Imperial taxes to apparently fund a rebellion against the Empire. According to evidence uncovered by Imperial Auditor Lord Hsii Mitaad of Illeish, Baron Conan had intended to declare independence for the Imau Cluster and use the stolen funds to purchase illegal weaponry.

Both Conan and his son Shiloh escaped in their yacht however his wife was killed during the attempted capture. The Imperial Ministry of Justice at the request of Imperial Auditor Lord Hsii Mitaad of Illeish subsequently petitioned to have the Makhenzii family be divested of all their titles and property but this was rejected after Duke Raegis Viisarikaa IV petitioned the Imperial court regarding the outstanding service the Makhenzii family had given the Imperium over the centuries.

Since then it is believed that Conan and his son have been attacking Imperial shipping within Old Suns - specifically targeting Ministry of Justice couriers. He may also have been responsible for an attempted kidnapping attempt on Lord Hsii Mitaad as he attempted to leave the subsector for Core.

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Most of the people in Old Suns refuse to believe any of the charges against the ex-Baron and believe he has been set up by someone. There is a lot of popular support for him which has really annoyed the Imperial Ministry of Justice. Attempts to identify the ex-Baron have proved difficult because his facial tattoos were created using nanite particles which had previously allowed him to alter, albeit painfully, his markings to best suit the occasion – but now used to completely alter his appearance – he can even remove them to other parts of his anatomy leaving him without any marks on his face.

Alternatively given his son wrote a well-received paper on the limitations of face recognition programs, he may be merging the nanites into patterns that would make his face unidentifiable to facial recognition? CyJac '13

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### **Haven's Gate, The Remnants (1630)** C548200-A Lo { 0 } (911-4) [1215] B S - 614 12 ImDv G5 V

First Survey Planetary Designation: *Vlaradpenkha*

This world was originally colonised by Solomani fleeing the ravages of the early stages of the Long Night. They named the world Haven's Gate because it offered a respite from the chaos. What should have been a short respite, ended up becoming a permanent colony when their starship was destroyed by pirates while in orbit. What should have been paradise became a hell. Most of the planet's animal and plant life had high concentrations of potassium, which rendered it inedible. The colony managed to survive for centuries farming edible pseudo-moss but this hand-to-mouth existence drained the vitality out of the colonists. By the time the Vilani moved back to the world a thousand years later all of the colonists had perished.

Now, mined out and heavily polluted, the world is again virtually a dead world, home only to the IISS who operate a small (scout) vessel repair facility based in the heart of the ruined city of Petra.

### **Heartstones** <Also known as 'Xochinelhan' or Amec 'Bloodstones'>

Heartstones are silicon-based life-forms highly prized within the Amec Protectorate; their home planet is a closely guarded secret even from the Imperium and known only to a few Amec officials sworn to secrecy. Each city on Eddum, as well as each planet within the Protectorate is given a heartstone.. These giant (usually over a metre in circumference) red crystalline life-forms are totally immobile and require regular nourishment (usually in the form of blood containing haemoglobin poured onto the 'stone' and absorbed through the outer shell) to remain active.

Heartstones are extremely empathic and seem to reflect the mood of the people around it by changing colour. The city leaders use the stone to monitor the mood of its citizens and try and ensure the stone usually reflects a deep blue-purple colour which indicates a feeling of well-being in the city's population. It is believed that Heartstones only bud after a long period of empathic satisfaction. What is known for certain is that only the capital's stone has ever budded.

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Visitors should be aware that real Heartstones are extremely valuable and should not allow themselves to be fooled into paying for Heartstone shards or buds which are nothing more than heat-activated mood stones. CyJac '13

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### **Hellas, Ushra (1416)** A55567C-C Ag Ni Asla0 { 2 } (B56+5) [988F] BC - - 603 6 ImDv M3 V

First Survey Planetary Designation: *Sas*

This system was once heavily populated but in 109 a chain of super-volcanoes around the equator erupted, utterly destroying the main centres of population, heavily polluting the atmosphere and forcing Hellas into another ice age. Within five years the planet was once more unpopulated.

Hellas remained fallow until a survey by the Xenobiology unit of the University of Ushra in 677 identified Fillaslopu as a potential valuable food source. The success of the pilot farms ensured the influx of prospective farmers who set about trying to tame the frozen plains of Hellas.

The main city on Hellas, Kendricks-Alaal, developed round an atmospheric terraforming tower, which was built to remove the sulphuric taint from the atmosphere. The Tower was later decommissioned and stripped of the terraforming machinery and refitted as a residential area. It also serves as an atmospheric and environmental monitoring station, taking readings from the immediate locale and receiving data from a series of remote sensing satellites.

The Aslan make up a small but significant percentage of the total population (about 2%) on Hellas for it is estimated that this 2% hold approximately 42% of the total wealth.

### **Hem**

A common name used to refer to the 15% of the population of Ediishudir, Old Suns (0901) who are born physically androgynous: that is, they are neither male nor female but have the reproductive attributes of both. Hem's are capable of both bearing children and begetting children though the miscarriage rate is extremely high (46% with a male partner, 23% with a female partner and 87% with another Hem). The majority of Inpuu still believe that the genetic mutation is a disease or a plague sent from the Gods to punish the wicked. By law all Inpuu, when in contact with off-worlders, must wear robes that conceal everything but the eyes.

This helps hide the Hem's 'deformity' from public view and helps to fuel the xenophobia of the Inpuu. This attitude is not helped by the fact that off-worlders often use the Hem as the butt of many distasteful jokes.

**Hiaqq, Lord High Senator (Ka) Bh'aedl Gliimr'ash** - Lord High Senator (Ka) of the Saqqari Ziaddishi (Zeda Alignment), Marquis of Zeda.

(b. 995 - )

Raised on Zeda, Ka Hiaqq is the elected racial representative of the Ziadd High Senate. Although the Senate was disenfranchised after the dynastic crisis of 874 and the Ziadd government was subjugated to the ISS and the Imperium's Representative, Duke Georg Innes, the Senate continues to meet and elect its own officials.

Ka Hiaqq is a major stockholder in Hias'deaaq (TransMain Zeda) shipping lines and has proved to be a cunning warrior. His election to the seat of Ka in 1033, although a formality, was a time of great celebration amongst the Chaiklin. He personally holds authority over twenty-eight of the thirty-two major clans and has proved to be a source of help to Duchess Karyn in her dealings with the Ziadd. Ka Hiaqq's 'appointment' to the Ducal Court has greatly strengthened her relations with the Ziadd's.

Hiaqq's interests include swordmanship, Jagannath racing and carousing.

**Hias'deaaq** <TransMain Zeda>

A merchant line covering some twelve Subsectors in both Gushemege and Dagudashaag though they mainly trade on the Medurma Main from Mimu to Argi. Hias'deaaq's registered homeworld is Zeda and it is the largest and most successful Ziadd-owned concern in the Sector. Much of the company's trade is in medium to high-value cargoes such as manufactured goods. This is a deliberate marketing strategy as the board of directors is aware that they are currently too small to directly challenge Tukera Lines in the bulk cargo market.

The extensive deregulation of corporate activities by Raegis Viisarikaa, and later by Karyn, has given Hias'deaaq a significant economic boost. In the last few years the company has been undergoing an extensive scheme of modernisation and re-equipping. The small fleet of 2,500 tonne *Freespace GateWay*-class freighter (designed by Medurma AstroTech and licensed to U'Chakzii SIA.) now forms the backbone of the company.

Stock Ownership:

*Ka Hiaqq 34%; Saqqari Ziaddishi 20%; House of Han-Ch'ing 13%; the Gishvii-Makhenzii family 11%; Noble families 8%; Public 4%.*

**Hiehas d'Ekhoao Tleftuaw** <NeoTrokh: 'Refuge of Female Bonding'>

<Also known as 'Cat Houses' or 'Hostels of Ease'>

Hiehas d'Ekhoao Tleftuaw are Alikasch brothels specifically designed for Aslan females. It is not known whether similar institutions exist within the Hierate as the sexual mores of 'civilised' Aslan have never been revealed. What is known is that Aslan males only become sexually active during the mating season while the females, after reaching maturity, are permanently sexually active. Honour demands that Aslan females remain chaste until pairing, but among the Alikasch, lesbian liaisons between Aslan females (whether paired or not) is considered an acceptable way to find sexual release without risking their honour.

In recent years, a number of Hiehas d'Ekhoao Tleftuaw have been set up by some of the more 'progressive' Alikasch tribes whereby xenorastic liaisons between Human and Aslan females have been permitted.

## HIERARCH'S

A term coined by Dr.Middleton Rothery his best-selling MemClip 'A Deeper History' (1109), in which he reveals his discoveries on Medurma, Ambrym and Besayes in the Medurma, Pact system, which purport to show that they were inhabited at around -355,000. Rothery attributes this settlement to a previously unknown technologically advanced group of S'mrii, which he calls the Hierarch's. Rothery hinted that the Hierarch S'mrii may have been the race responsible for many of the Ancients sites discovered in and around the Sector, though he refused to officially state that claim. Other palaeontologists and archaeologists have not supported Rothery's theory.

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Rothery's highly unstable. He's been claiming that the S'mrii have been systematically hunting him for the last two years. His theories are extremely entertaining however, be warned if you are unlucky enough to run into him be warned he is highly liable to flip if confronted by any S'mrii!!!

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CyJac '13



## Highleaf

One of the most potent drugs known to man, worth up to Cr25,000 per kilogram in the Imperium. It is extremely addictive, and can be quite dangerous to humans if used too often or if properly processed. Highleaf is subsequently a banned substance throughout the Imperium however to K'kree , !xug'k is a mildly narcotic agricultural product almost as stimulating as a glass of wine is to a human. As a result it is a common crop in K'kree space and highleaf can be purchased for about Cr25 per kilogram. Attempts to import Highleaf across the Imperial border carried lifetime imprisonment on a prison planet.

## Highway Tower <Also known as the 'Beanstalk'>

Located on GateWay, Argi (1331) building began in 924 when the Scanian colonists proposed a plan to build an orbital tower designed to siphon off large amounts of the planet's all-encompassing oceans and thereby provide more land for development. Money for the project was obtained both from the Argian government and the Scanian Traveller's Aid Fund (STAF).

Designed by Professor Akaka Ugusmid to not only comply fully with Imperial Design Regulations but also withstand the 1,000-year wave - that is the most powerful wave that could theoretically occur within a 1,000 year span. To date, the tower has regularly encountered hurricanes and waves in excess of 200m high and already experienced a 600m tsunami since it was built.

The tower is the only one of its kind in the sector and acts both as a means of transport and as a massive solar still. The base of the tower is moored deep within the planetary crust 6 kilometres below sea level at Hajaan (seabed is 1 km below sea level) which is apparently the only stable point on the whole planet. The tower itself, which is a sheath of foamed plastisteel covering hundreds of monofilaments, is divided into two main sections; the Still which covers the tower surface to a depth of three metres. This siphons water in continually through the base of the tower and uses suction to keep the flow up the tower. Within the centre are the vertical grav-lifts which supplies transport to each of the orbital platforms. The main Aquan settlements are based around the siphon ducts (known as Deep 1 to 6) and the tower itself has an entire settlement contained within the spine. The tower tapers from 15 kilometres across at the base to 3 kilometres at sea level.. From here the tower becomes a mere 200 metres across as it stretches to the next major settlement, at Sky. This platform is 500 metres across and 300 metres high and is based five kilometres above sea level. The view of the world from its glass-bottomed floor is breathtaking. From here the tower is purely a siphon and transport system and tapers to a mere 100 metre diameter. This continues to the first orbital platform, Highway One at a distance of 20,000 km up. Here derelict Argian orbital stations have been reused to create a ring of living accommodation extending out from the tower (known as the Highway). This marks the point of the tower's extrality and apart from extensive living quarters, shopping centres etc. the city has extensive docks, engineering facilities communications as well as the Tower Travel terminus Centre T-3c). From that point until Highway Two is reached (at 28,000 km) the entire Highway skin is designated as a massive solar still which is used to separate the water into gases and extracted minerals. In addition, heat exchangers turn the excess heat into electrical power.

By Highway Two the entire cargo of seawater has been separated and the waste products, mainly helium and salt crystals, expelled into orbit. Over the years these have formed a massive doughnut shape round the planet known as the 'Halo'. Due to solar ionisation the combination of crystals and helium gas sparkles like a circular rainbow. at 32,500 km the tower expands into Highway Three where massive maser units have been built to beam excess energy to the receiver satellites at the Argian Stargate. At 55,050 km the fuel depot and Highway port is reached. The end of the tower is tethered to a hollowed out asteroid known as Anchor's End situated another 200 km out. As a result of the tower the sea level on Gateway has gone down by 78 metres since the tower was opened and any ship visiting can obtain free oxygen and refined fuel courtesy of the planet. Each Highway city revolves round the tower to provide a cheap, effective gravity. Inhabitants of the city use the lift level as their city designation thus Highway one is known as 90/1 to 90/300 depending on which level they live on and Highway Three, a freeport with a reputation for wildness unique among Scanian's is known locally as 220/1 to 220/500.

## Hilton-Sarirka, Dame Mizān - Chief Director of the Brethren Uplift Institute

(b. 1075 - )

Dame Mizān Hilton-Sarirka of E'Draconis as a part heir to the Hilton Fortune is one of the richest people in the sector and is often in the newsfax as a famous socialite and media beauty.

In 1110 she elected to throw her financial banking behind BUI and was subsequently appointed as honorary Chief Director, a task she has so far, fulfilled with great enthusiasm.

**Hoaz, Zeda (0321)** C545464-9 Ni Pa Di(Ancari) Re { -1 } (632-3) [2337] Bc S - 500 14 ImDv M2 V

First Survey Planetary Designation: *Khiruushkuu*

Hoaz is the outer moon of Ancarit (UWP Y687000-0, Red Zone), one of four worlds orbiting Khiruushkuu, the system's primary star. In the ancient past Hoaz was extensively terraformed and seeded with life-forms native to Ancarit. These plants and animals have successfully formed a stable, self-perpetuating ecosystem and today form the basis of the world's largely agricultural economy. The terraforming was so successful that a number of universities have set up extensive research institutes on the world to study the ecosystem. Hoaz is noted for its wine festival, held during the first two weeks of the Imperial year, which attracts connoisseurs from across the subsector.

Ancarit is a garden world with a tropical climate, a breathable atmosphere and a rich variety of animals and plant lives. Until about 18,000 years ago Ancarit was the homeworld of a minor sophont species, generally referred to as the Ancari. The Ancari achieved a tech level of nine and were certainly venturing within the bounds of their own system. The species became extinct about 18,000 years ago, directly following a period of intense inter-society warfare. Despite the effects of time and nature there are still fascinating ruined complexes, many of which have never been explored. The Ministry of Colonisation holds the planet in trust: it is classified as an Imperial reserve world and monitored by the Scout Service.

Little is known about the Ancari, including their biology and physiology as few artefacts survived their final war and they apparently did not believe in depicting their image.

### **Hoelst, Lady Janii Ayesha**

(b. 921- d. 984)

Born on Adaim, Old Suns, Lady Janii is considered the Sector's most influential poet and composer. The Songs of Profit (958), modelled on Eliyoh legends, is felt to be her most important work, influencing many subsequent generations of writers and artists. When she virtually retired from court life to her estates on Imau, to lead a life she idealised in Lorbil's Eve (c. 975). She wrote the first Hamaran classical drama; The Dismissal of the Ushran Envoys (performed 978). Perhaps her most famous composition Duet with the Devil, composed for the Gilyr was also written during this period (979). The death of her daughter Oszula led her to express her grief and crisis of faith in an extraordinarily personal cycle of Laments (980).

### **HoloWood**

Perhaps the most famous export of GateWay, Argi (1331) is the crystallised seaweed known as Holowood. Holowood is fossilised into an amber state which is extremely light-receptive. Holowood is only found in the constant dark of the seabed and exposure to light results in the crystallised structure absorbing the resulting view like a natural holograph. Holowood is therefore mined and, occasionally, carved in total darkness and only exposed to light when there is an image or scene to record. If the crystallised fragment is exposed correctly its possible for a holomovie of up to 5 seconds can be made.

Unexposed holowood are exported throughout the Imperium but the purest exposures are made only on GateWay. Possibly the most famous Holowood carving is the "Teardrop" by Simeon Gradruula which shows the Princess Ciencia Iphegenia and Lady Isis, daughter of Archduke Dulinor smiling and giggling together at their seventeenth birthday celebration. The holowood was carved into a gigantic teardrop in total darkness and took 3 months. The teardrop is on display at the Ducal Palace Museum on Medurma.

**Holy Innocents** - See **Akish, Zeda (0825)**

### **Hosking Rating**

Hosking is a widely used system of tests measuring sentience, cognitive abilities, cultural and sociological and technological achievements of a race to measure sentience. Hosking is used by the IISS and sophontologists within the Imperium and is considered an accurate representation of a species current degree of sentience. A rating of 100 means the race has achieved full sentience. Humaniti is rated at 120.

**Hourara, Shallows (0716)** A578335-C Lo { 1 } (821-1) [143A] B N - 703 8 ImDv M0 V M1 V M8 V

First Survey Planetary Designation: *Irze*

The Hourara system houses the small naval construction-repair base and resupply depot within the orbital Starport, Ulaani. The base only constructs the lower end of naval requirements, generally vessels under a thousand tonnes. These include the common patrol cruisers, close escorts, naval couriers and non-jump ships such as ship's boats, SDB's etc. The base does serve larger, capital ships in need of significant repairs and/or overhauls.

The naval administration has contracts to serve and supply the local planetary, subsector and reserve forces. There is a close link with the naval research station on Gladsheim.

**Hu, Zeda (0229)** C8B6410-A FI Ni { 0 } (933-4) [1415] B - - 903 11 ImAp M3 V

First Survey Planetary Designation: *Arli* Local Nahuatl Designation: *Xochinenen*

Hu is the main manufacturing centre for House of Xihautl biochips. The planet itself supplies all the raw materials required to manufacture the wide variety of biochip implants sold throughout the Protectorate.

Xihautl is responsible for inventing the Totxau CommBand<sup>®</sup> (an external headband which enables the wearer to mentally access up to 20 gigabytes of online data as well as mentally access public computer systems fitted with a ComBand Interface up to 10m away). They also manufacture the Cyberpath Chip Interface<sup>®</sup>, which is widely used by Amec Quauchic (police officials). This implant consists of a ten-channel comlink with internal scrambler and sensory linked simstim unit with two-way audio-video. This allows the user to interface directly with a Gen<sup>6</sup> Computer back at headquarters. In this way the Quauchic can mentally access police files just by looking at a person and maintain constant communication with the station.

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Don't be fooled, Quauchic are not omni-sentient even with an interface fitted. True, the interface provides data at the speed of thought but it still relies on face recognition programs and planetary datafeeds and if they are interrupted then the officer is no wiser than a police officer using a handheld; worse really as a Quauchic will not be aware that a datafeed has been blocked, only that there is no data on a subject while a handheld would show an error message identifying a failed transmission.

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CyJac '13

**Huahuantli** - Amec (Nahuatl) designation for Shumuu, Bolivar (0631).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Huehuetecuhtli** - Amec (Nahuatl) designation for Shogun, Zeda (0729).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Humanitarian Action Group** <H.A.G.>

Political pressure group, which promotes equality amongst all sentient life forms and monitors civil rights abuses, especially amongst minority races. Founded in 662 by Burasdin Bowker, the organisation is now based on Anshir, Arnakhish (2408) where it has been instrumental in raising sensitive civil rights issues amongst the general public. They have pursued a number of test cases, most notably on the Ashdak Meshukiiba (Cow-Ant) slave trade. The legal manoeuvres on this issue alone have dragged on for several years. There is currently a case awaiting judicial review at the Imperial Ministry of Justice on Capital, which is awaiting further reports from the Brethren Uplift Institute.

These types of delays have led to frustration amongst some of the younger, more militant members. The more proactive have made direct attempts at halting the Ashdak Meshukiiba trade, blockading transport ships, breaking into offices of companies involved, leaving graffiti, destroying records and other acts of minor vandalism. An even more sinister mood has evolved of late. A recent firebomb attack on the merchant slaver ship, 'Shilanaa' completely destroyed the vessel and left three maintenance crew dead.

The Humanitarian Action Group have publicly denied any involvement in the incident and a press announcement stated 'that although we cannot condone any acts of violence, we can understand the frustration can lead some to take direct action to stop exploitation of one sophont by another..' This has led to commentators speculating that there is an extremely strong possibility that HAG are in the process of an ideological split with the evolution of a separate aggressive organisation dedicated to violent action. Intelligence sources suggest that this terrorist element may be receiving aid from some of the more established anti-Vilani groups.

## HUMANITI

Any of a group of intelligent races descended from omnivore/gatherers originating from genetic stock on Terra, Sol (Solomani Rim 1827). Humans appear to have developed intelligence due to shifting climatological factors. The "average" human stands approximately 1.8m in height and weigh about 100kg, but many variations exist even among the same race. Some human races can be distinguished by their physical appearance. However, races such as the Vilani, Solomani, Zhodani, and perhaps 40 others have the same physical appearance. Blood typing (85% accurate) and DNA genotyping (100% accurate) are the only ways to tell these races apart.

The most unusual aspect of humaniti is the fact that humans are present on many different worlds and stand at various levels of development on those worlds. The Solomani Hypothesis was the first plausible theory to postulate a reason for this phenomenon. It was verified in 588 via fossil records, and is now accepted as the reason for the scattering of humaniti. The theory states that for reasons unknown, the Ancients transplanted humans throughout this spiral arm of the galaxy. From that point, parallel development resulted in the predominance of many essentially identical human races in the worlds of this arm. Eventually, two of these "subraces" of humans achieved interstellar travel using jump drive, but did not call Terra their home. The original Terran humans also became starfaring, making a total of three human subraces that have independently invented interstellar travel. These three thus achieved major race status: the Vilani, homeworld Vland, Vland (Vland 1717); the Zhodani, homeworld Zhdant, Gavel (Zhdant 2719); and the Solomani, homeworld Terra, Sol (Solomani Rim 1827). More than 40 minor human races are known to currently exist in charted space including the Ziadd; several others such as the Miyavine of Medurma which failed to adapt to their new worlds and are now extinct.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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### I Subsector - See ZEDA Subsector.

#### **I.C.E. Ltd.** <Indium Corporation of Europe>

A Terran mining company that moved to Pact with the original Solomani settlers, they established extensive mining facilities throughout Pact and Ushra. They primarily work through strip-mining techniques and are well known for their exploitative manipulation of local markets and their heavy-handed treatment of employees.

#### Stock Ownership:

*I.C.E. (Terra) Ltd. 18%; Stansfield Holdings, 13%; Banque de Dagudashaag, 12%; Lord Marcel Jon St. Germain (Chairperson), 11%; Baron Niesma Imlagaklus, 8%; Other Board Members, 7%; Naasirka, 5%; House of Zaiben, 3%; Tukera Brokerage, 2%; Other Nobles, 11%; Public, 10%.*

#### **la'mruk Sia.** <ISIA>

la'mruk SIA is the ConSentiency interface shipping line. This company, which is wholly owned by Skai'uss (leading council of the ConSentiency) runs bulk cargoes between the ConSentiency and throughout the Lancian cultural region.

la'mruk SIA Travel is the major competitor to MMSL and Tukera CoreSpan throughout Mimu, Old Suns and Shallows Subsectors. Based on Mimu, Mimu (0208) with a secondary base at Miam, Old Suns (1202), la'mruk SIA maintains a large fleet of moderate to large vessels (subsidised liners, long liners and larger cargo-orientated ships) predominantly designed along S'mrii lines. ISIA operates out of all class A and B Starports on the section of the Main that lies within the ConSentiency, as well to and from all major S'mrii colonies.

#### **lash, Pact (1730)** D203883-8 Ic Na Va Ph Pi Sa { -2 } (E76-5) [5625] BDe - - 604 7 ImDv K2 V

First Survey Planetary Designation: *Giaar Luu*

lash is a small tidally locked moon of the large gas giant Guvaahm. Initial explorations indicated a rich deposit of Lanthenum. This turned out to be a cruel hoax, apparently perpetuated by ICE, for the thousands of prospectors who flocked to the system eager to make their fortunes and in the end lost all they had in trying to support their operations.

This incident has worked its way into a local saying which is added to the end of sentences where the speaker is expressing disbelief at another's statement: '...And there's more substance in a Gia'Luuan strike!'

### Icaduchda Black Sapphire

Legendary black sapphire, apparently part of an Aakhri treasure trove which belonged to or was acquired by an Aakhri slave-trader Zabayr Icaduchda until -267 when a slave rebellion temporarily resulted in it being in the possession of rebel leader az-Rabayr Zabeh, on Sii, Argi (0932). However it disappeared after his death and its present whereabouts remains unknown.

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There are also two other possible interpretations for the Black Sapphire that have nothing to do with jewellery: the best known is that the Black Sapphire may have been the name of an asteroid ship belonging to Icaduchda. The second less-known theory is that it was actually a black globe device he used to further his slave raids (his stealth was legendary) and may have subsequently been acquired by the Scania and been the original prototype for the one's they used to run the Akivan Blockade.

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CyJac '13

### Icarbus, Three Moons of <Ekli System, Shallows 0718>

Icarbus is a large exotic atmosphere world occupying the last orbital position around the two stars in the Ekli system (0718 Shallows). The planet retains a family of three moons (all with UWP codes of Y100000-0). Each moon has been carved to resemble an enormous skull.

The innermost clearly represents a human cranium, and is remarkable for its detail. The second probably represents a droyne, but is much cruder. The third depicts an as yet unidentified (but presumably sophont) species. Some xenobiologists hold that it represents the skull of a mature Ael Yael, a minor sophont race found within Gushemege sector, but if it is, the likeness is only passing.

For centuries Icarbus has been an important archaeological site, and is maintained by staff from both the University of Ushra and the Theimr Aeki. Popular opinion holds that the Ancients were the constructors of the site, although geophysical evidence seems to suggest that the skulls were fashioned more recently: as yet no one has made a definitive statement. Extensive densitometer scans have revealed the presence a number of sealed chambers far below the surface of each moon. All of the chambers that have been excavated to date have been empty, but there is still the possibility of a find that will solve the mystery.

### Ichiban ComStellar Lic.

A high-tech corporation specialising in tight-beam meson communicators. The head office is based on Shudash, Ilelish (2819) but maintains the Chiang K'ui Communications Waystation Facility at Lenashuuk, Argi.

This waystation is a major communications link in the Dagudashaag-Zarushagar Xboat network.

Stock Ownership:

*Naasirka 33%, TNS 18%, INDISS 11%, House of Ilelish 6%, Viisarikaa family 5%, Han-Ch'ing family 2%, I.I.S.S. 20%, private ownership 5%.*

### I dex <Also known as a 'Mark', 'Leash', or 'Face'>

A universally recognised form of identification used within the Dagudashaag Sector, consisting of a smart card issued to each citizen of a co-operating planet at maturity. The card is an integrated record of personal, medical and credit history, which contains verified retina, genetic and fingerprint records stored in an unbreakable code. I dex can be issued at all C+ Starports. All pertinent data is recorded within the micro-circuitry of the card and includes birth registration details, (legal) medical history, (Legal) career history, educational history and record of Imperial recognised crimes (if any). If an I dex is tampered with it automatically blanks out.

The I dex 'identity' is a unique fourteen character long code. This consists of an initial two letter code denoting the Sector where the user first registered (Da denotes Dagudashaag, Co means Core etc.) and is pre-set at the factory. This is followed by a four number code denoting that planet's location within the Sector (Mimu's location code is 0208 for example). Each person is then given a personal code consisting of eight alphanumeric characters.

Thus an individual who first registered on Mimu might have an I dex code of [Da~0208~54BA321C].

The I dex is issued and backed jointly by the Banque de Dagudashaag and Aaki-Makhidkarun Financial Services.

Although there is no legal power requiring a citizen to carry an Idex it should be noted that many high law level planets refuse clearance to land unless the visitor is registered. Banks may refuse to allow you to open accounts or extend you credit, and permits, licenses and medical services may be denied.

**Ilesha, Khandi (1712)** C7AA886-B Fl Ph (Eliyoh) { 1 } (E7B+1) [794A] Be S - 213 11 ImDv M1 V

First Survey Planetary Designation: *Inbe* <Also known as '*lbhe(a) Tmhdéan(c)*' - Amisal for 'Sacred Soil'>  
<Also known as 'Inbe'tween'>

Ilesha is almost identical in its physical characteristics with Cruachan. Diameter, density, atmospheric pressure, geological and hydrological composition are all within one per cent. This difference is gradually widening for Cruachan is in orbit around a pair of stars one of which is a warmer main sequence M-class body. The rate of divergence indicates that the planets were identical a little over a quarter of a million years ago. However the dense cloud cover that permanently covers the surface of Ilesha leaves visitors in no doubt which planet they are on. As a result, resident humans never see the stars from the surface and may only get glimpses of their sun, once every few years.

Ilesha's primary claim to fame is that it is the home world of the Eliyoh, a rather usual minor alien race. The Eliyoh are a bipedal race resembling large flightless birds. They finally elected to join the Imperium in 247. To them the symbolism of the Imperial flag was unimpressive. Due to the perpetual gloom, the Eliyoh vision centres in the far infrared, this results in the distinction between the official colours of yellow and black being impossible. In a magnanimous gesture of interspecies goodwill, the Empress Porfiria declared that the symbol would in future, have no official colour.

In the early 600's a small number of artefacts, possibly of Ancient manufacture, were found. After being examined at the local IISS base, they were shipped to the Scout Research Centre on Medurma. However, after entering jumpSpace, the ship failed to reappear. Unfortunately no more artefacts have ever been uncovered and we are no closer to understanding the mystery.

Ilesha now supports a large human population (primarily based at the port of 'BirdBrain'), all of whom are involved in some degree with the mineral extraction from the seas and the atmosphere.

**IGI** <Ikensaag Gravity Industries Bureau>

IGI is a sector-wide combine based on Sh'si, Argi (1635), whose main field of expertise is Gravitics and their industrial applications. They are the second largest producers of Grav vehicles in the sector after GTL. The success of IGI ensured a rapid uptake of shares when the company was floated on the Medurma/Argi stockmarket in 1107. Just fewer than 44% of the stock was snapped up immediately by Ling-Standard Products. Other major stockholders include Hortalez et Cie, Esgakii LIC, Glirse LIC and interestingly, Tukera.

Stock Ownership:

*Ling-Standard Products 43%, Hortalez et Cie 28%, other corporations 21%, private ownership 8%.*

**IGS** - See **Ishimaga Genealogical Society**

**lilenkhis, The Remnants (1529)** B551343-A Lo Po Da { 1 } (821-2) [1427] B - A 703 10 ImDv M0 V

First Survey Planetary Designation: *Pean*

This world has become an important communications centre in recent years, now serving as a junction between The Remnants, Pact, Argi and Sapphyre. Marginally habitable, lilenkhis has only a small permanent population all based at the starport. There is a small nomadic group, an extended family, who are opposed to the proposed development of the world. They have committed minor acts of terrorism in order to express their feelings and display their commitment to their cause. As yet no-one has been harmed but the local IISS office has posted an Amber-zone on lilenkhis to warn visitors of the risks they may take.

**limkhir, liradu (3101)** B552576-B Ni Po { 1 } (A45+1) [464A] B - - 203 13 ImDv M2 V

First Survey Planetary Designation: *Guukark lin*

limkhir's atmosphere is unusual in that it appears to have been accumulated after the planet was captured by the gas giant Ullike that orbits the system's primary. It is proposed that limkhir was originally covered in ice but that in the capture process the planet burned its way through or close to the atmosphere of Ullike, vaporising the ice and creating a thin but surprisingly breathable atmosphere. A small research base has been established to investigate this process since it offers possibilities for new methods of terraforming other planets.

The planet's population works predominantly mining iridium, a rare metal on most worlds but found in abundance beneath the planet's dusty surface. However, a lack of management and investment means that the necessary refining equipment has never been brought in and the metal is processed off world, taking the majority of the potential profit elsewhere.

Although there are some independent miners working on the planet, most have grouped together to form co-operatives and corporations. Overall control of the planet is by means of consensus among these balkanised 'corporate states' and it is the petty feuding between groups, which has stalemated any attempts to improve the mining operations.

The Starport is operated by the Gushki Mining Corporation which, despite its name, performs little actual mining, but acts as a unified front for off-world groups buying the iridium. Most of the spaceport traffic consists of freighters transporting high tech goods to the planet (which has little industry itself) and then picking up a contract to take the iridium off world.

### **linir, Pact (1823)** A557885-C Pa Ph { 2 } (B7C+1) [6A3A] Bce - - 401 11 ImDv M1 V

First Survey Planetary Designation: *Mashgaanka*

Despite its population, linir is often styled a modern 'Garden of Eden'. Its cities are all built under the oceans while the land has been left totally untouched. Most Masher homes are deliberately designed to reflect the jungle paradise of the mainland, rather than the oceans that surround them. Under its strict conservation laws, Masher's are only allowed to visit the land twice a year and seem to spend the rest of their time dreaming about their next visit.

The main landmass is a jungle paradise. The wildlife of linir is completely allergic to human blood and they have learnt over the centuries to avoid attacking human's or other two-legged creatures as a result. Tourists can walk to within metres of a sparring pair of Hxieh (20 metre-long carnivores) in total safety. The planet also has no insect life to trouble the visitor.

### **IIRADU, liradu (3008)** A542A9A-F He Hi In Po Cp { 4 } (C9G+5) [CE7H] BEF - - 900 9 ImDv M3 V

First Survey Planetary Designation: *liradli*

Subsector Capital of Iiradu, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Iiradu Orbital.

Iiradu is the capital of the Iiradu subsector of Dagudashaag, but beneath its glossy high-tech exterior, it is now crumbling and decaying after the many centuries of growth and prosperity, which brought it local renown and respect.

In accordance with its status, Iiradu maintains an 'A' Starport in orbit with a shuttle service to the surface. Surrounding the Starport is a massive orbital megacity of 20 billion people living in excessively overcrowded conditions. The cost of living is high and the quality of life low, with crime rampant in some areas. Most of the people in the orbital city support the bureaucratic systems that control the population below.

Between the port and the surface however are floating pleasure domes and private orbital port facilities, which provide a stopover point for the rich, who can mingle with the ruling elite. Beneath their feet, the surface of Iiradu is heavily over-populated with a further 35 billion inhabitants according to the last census, though this is woefully out of date.

The poor of the planet struggle to keep the planet running, working in sweatshops or in the heavy mining operations on the surface of the world. Centuries of manufacturing operations on a huge scale and the impersonal bureaucratic government have gradually led to the current deplorable situation on Iiradu.

Much of the surface of the world suffers with the remnants of run-down industrial sites or non-biodegradable rubbish. The thin atmosphere has been polluted to the extent of contamination, requiring all citizens to wear filter masks when venturing out of doors. The small seas, once a bountiful reservoir of food, have been tainted with pollution and now give rise to a variety of mutated inedible life forms. Weather control is practised to reduce the effect of acid rains.

Outsiders might suggest robotics to help out with hard labour, and control the planet's tainted atmosphere, but there is a strong anti-robot sentiment throughout the population - many say they would be left with nothing if their jobs were stolen by machines.

There have been riots where attempts were made to introduce significant amounts of automation; instead the manufacturing centres have ultra-complex machinery supervised and tended by large numbers of humans...

Life is rendered more pleasant for rich liraduan by the flow of imported produce from Anshu, which exports substantial quantities of delicacies, and offers a peaceful pleasure world for those who wish to leave liradu for a while.

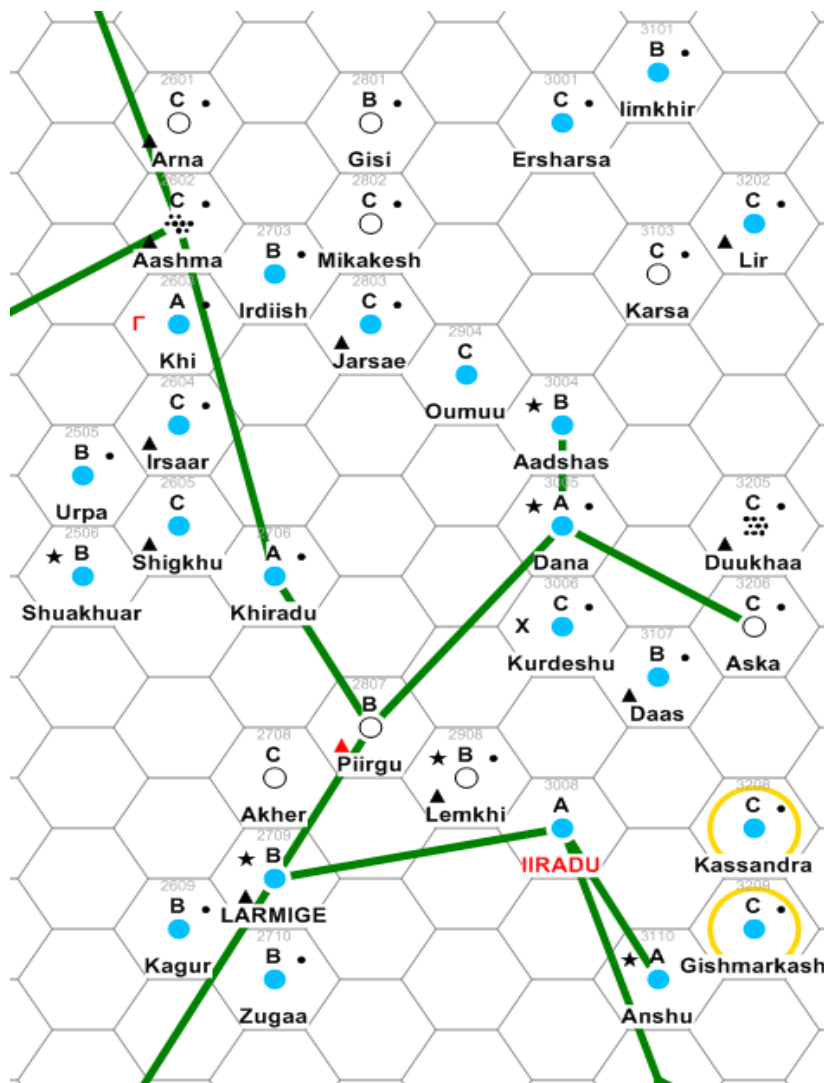
liradu's whole populace depends on vast food imports for survival. In return it exports much of its manufactured and raw materials, especially minerals, software, vehicles and robotics. There is now little profit in many of its trades, leading to little re-investment in research or development. Taxation is indirect and is levied on all imports and exports.

The government consists of several large committees. The members of each committee are career bureaucrats who have risen to the top through administrative skill, leadership potential or (more commonly) bribery and corruption. The ordinary population is largely apathetic and disinterested, struggling to survive in their overcrowded and complex technological society. Communal living is the norm.

**IIRADU Subsector** - Subsector D

Sector Duchy: liradu (3008 A542A9A-F)

A relatively high-technology subsector (at least, compared with Old Suns) - there are five systems at tech level 15. The area is predominantly industrial, and is an agricultural desert, as there are only two agricultural worlds within the borders of the Duchy. This subsector is also fairly heavily Vilani in sympathy, and it is in this region that much of the opposition to Sector Duchess Karyn Viisarikaa's policies of economic deregulation has been encountered. The liradu subsector contains 33 worlds with a population of 98.9 billion. The highest population is 90 billion, at liradu. The highest tech level is F at liradu.





**MAIN SYSTEMS IN SUBSECTOR**

• Urpa	2505	B776555-B	Ag Ni (Urpayans) { 2 } (A46+1) [3739] BC	803 14 ImDv	K4 V
• Shuakhuar	2506	B5728BD-A	He Ph Pi Pz { 2 } (A7B+5) [CA9E] BDe N A	600 12 ImDv	M2 V
• Arna	2601	C8B8574-A	Fl Ni { 0 } (A44-2) [3538] B S	703 15 ImDv	M0 V M8 V
• Aashma	2602	C00056A-9	As Ni Va Mr { -1 } (A43+1) [747B] B S	703 9 ImDv	M1 V G1 V
• Khi	2603	A685202-E	Lo Ga RsA { 1 } (811-3) [131A] B	804 12 ImDv	M0 V
• Irsaar	2604	C884869-8	Ri Pa Ph Mr { 0 } (C78+1) [9869] BcCe S	102 10 ImDv	M2 V
• Shigkhu	2605	C643340-9	Lo Po { -1 } (721-5) [1214] B S	820 11 ImDv	G1 V
• Kagur	2609	B628567-C	Ni O:2709 { 1 } (A45+1) [565C] B	803 10 ImDv	G3 V M1 V
• Irdiish	2703	B649446-A	Ni { 1 } (934+1) [3549] B	903 14 ImDv	M1 V
• Khiradu	2706	A542886-C	He Po Ph Pi Sa { 2 } (F7C+1) [7A4B] BDe	314 11 ImDv	G2 V
• Akher	2708	C420797-7	De He Na Po Pi { -1 } (967-1) [7657] BD	620 12 ImDv	G3 IV
• LARMIGE	2709	B7759DD-A	Hi In Pz { 5 } (C8F+5) [DE9E] BEF NS A	610 6 ImDv	M0 V
• Zugaa	2710	B96A8AA-A	Ri Wa Ph Pz { 3 } (D7C+5) [AB7C] BCe A	212 8 ImDv	M0 V M1 V
• Gisi	2801	B43079B-C	De Na Po Pz { 2 } (D6C+4) [997E] B A	704 7 ImDv	M1 V
• Mikakesh	2802	C300664-A	Na Ni Va O:2803 { 0 } (C54-2) [4638] B	304 9 ImDv	M3 V
• Jarsae	2803	C569776-9	Ri { 1 } (D6A+1) [6848] BC S	913 7 ImDv	G0 V M4 V
• Piirgu	2807	B200530-D	Ni Va { 2 } (746-2) [1718] B W	600 10 ImDv	M3 V
• Oumuu	2904	C97A575-7	Ni Wa { -2 } (742-4) [3335] B	900 10 ImDv	M0 V
• Lemkhi	2908	B200651-D	Na Ni Va Da { 2 } (B56-2) [2819] B NS A	812 10 ImDv	M0 III D
• Ersharsa	3001	C89A644-A	Ni Wa Sa { 0 } (A54-2) [4638] B	802 13 ImDv	K3 V
• Aadshas	3004	B57187A-A	He Ph Pi { 2 } (A7B+4) [AA7C] BDe N	200 3 ImDv	M2 V
• Dana	3005	A689576-E	Ni Pr { 1 } (B45+1) [464D] Bc N	122 13 ImDv	F0 V M9 V
• Kurdeshu	3006	C544265-9	Lo O:3008 Px { -1 } (A11-3) [1137] B	815 9 ImDv	M1 V K9 V
• IIRADU	3008	A542A9A-F	He Hi In Po Cp { 4 } (C9G+5) [CE7H] BEF	900 9 ImDv	M3 V
• limkhir	3101	B552576-B	Ni Po { 1 } (A45+1) [464A] B	203 13 ImDv	M2 V
• Karsa	3103	C7A88A8-8	Fl Ph { -1 } (C77-1) [8758] Be	302 15 ImDv	K6 IV
• Daas	3107	B768834-A	Ri Pa Ph { 3 } (B7C+1) [6B38] BcCe S	901 14 ImDv	K1 V M1 V
• Anshu	3110	A56769A-B	Ag Ni Ri { 3 } (E57+5) [897D] BC N	224 12 ImDv	G3 V M4 V
• Lir	3202	C576442-9	Ni Pa { -1 } (732-5) [1315] Bc S	401 13 ImDv	M3 V M6 V
• Duukhaa	3205	C000668-B	As Na Ni Va O:3107 { 0 } (D54+1) [665B] B S	114 12 ImDv	K1 V M6 V
• Aska	3206	C201752-8	lc Na Va Pi { -1 } (C67-5) [3614] BD	603 13 ImDv	M3 V M7 V M1 V
• Kassandra	3208	C898411-9	Ni Pa Da { -1 } (932-5) [1315] Bc A	612 10 ImDv	K7 V
• Gishmarkash	3209	C536114-9	Lo Da { -1 } (A01-3) [1137] B A	825 13 ImDv	K8 V

**liu, Mimu (0505)** A5A689B-A Fl Ph Pz S'mr6 Kiak1 { 2 } (C7B+4) [AA7C] Be S A 302 6 ImLc M4 V M5 V

First Survey Planetary Designation: *Agam*

The primary of the liu system is a tiny red main sequence star barely luminous enough to light or heat the world. Although liu's atmosphere is rated as exotic, in many ways it resembles Terra's: the main constituents are nitrogen and oxygen but it retains high levels of carbon dioxide, creating an extreme greenhouse effect. This raises the temperatures on the surface to levels that Humans can endure and S'mrii find comfortable. The presence of gases such as carbon monoxide and sulphur compounds serve to make the air unbreathable without artificial aid.

liu was settled by S'mrii using sublight ships long before the First Imperium and even today the bulk of the population are S'mrii. The small colony survived the Long Night and was even able to maintain some contact with other worlds. The remains of the original S'mrii cities make liu a popular spot for those who enjoy amateur archaeology, although all digs are closely monitored by the rather repressive government.

liui S'mrii have begun to genetically divert from the norm in that a substantial proportion of genetically 'pure' liu are melanistic. Unlike the majority of melanistic S'mrii, who generally have a reduction in the amount of green melanin, liui have a reduction in all the underskin colours leaving the scales black with unique silver or bronze coloured patterning. Many S'mrii find the liu patterning exotic and exciting, conversely most humans find the appearance of liui S'mrii extremely threatening.



**IKABI, Pact (1929)** C0009DE-B As Hi In Na Va Pz { 3 } (B8E+5) [DC9F] BE - A 800 11 ImDv K4 V

Classed as one of the 'Warrior Worlds', the population consists almost totally of members of The Kuunite Cult which is loosely based on Shinto, ancestor worship. The planet is home to several sects of Kuuni of varying fanaticism from the moderate Tchio, to the self-flagellation and self-mutilation of the Rhi.

Regardless of which sect they follow all Kuunites believe that their sole reason for existence is to be warriors. Kuunites are generally xenophobic in the extreme but off-worlders are safe while on-planet, as kuunites would not wish to pollute the holy sites of their religion. Kuuni teaches that entry to paradise is guaranteed to those who slay unbelievers in battle. For this reason Ikabi has always been a major supplier of well-trained mercenary troops throughout the Imperium.

**Ikiir, Old Suns (1004)** A5A4304-F FI Lo { 1 } (621-1) [143D] B N - 810 13 ImDv M1 V

First Survey Planetary Designation: *Mishsha Ka*

Ikiir was once a major chemical extraction site but was abandoned during the collapse of the Rule of Man. The planetary atmosphere is mainly composed of methane and carbon dioxide and great care must be taken to ensure that the atmosphere does not mix inside the settlement, as a single spark would result in the mixture erupting. The ConSentiency annexed the planet in -4 and established a major research facility with the prime objective of working on low temperature superconductors. Over the centuries the research base expanded into a major manufacturing site; then in 677 new technologies rendered the entire manufactory complex obsolete.

Having grown up on the planet, most Ka elected to stay on. Today Ikiir is sharply divided between the affluent off-world Port workers who live in and around Ikiir Downport and the poorer native Ka who live in the old complex eking out an existence carrying out subsistence mining and smelting.

**Iliika, Shallows (0211)** A436615-D Ni S'mr6 Kiak2 { 1 } (E55-1) [473B] B N - 824 11 ImLc M0 V M7 V

First Survey Planetary Designation: *Khem*

Iliika was initially a S'mrii colony world but during the Vilani Pacification Campaign it was captured and used as a military base. Since then the Vilani Megacorporation Naasirka has maintained a tight stranglehold on the planetary government and has continued to exploit the planet's extensive natural resources to this day.

There have been a number of uprisings over the centuries, each of which has been savagely put down. Despite being apparently hampered by their pacifism, a small but highly efficient guerrilla group has been 'monkey-wrenching' many of Naasirka's operations - always without any loss of life, a nicety rarely reciprocated.

In 866 the S'mrii of Iliika managed, through a loophole in the local government constitution, to hold a free referendum in which over 89% of the population voted to throw Naasirka off-planet. Since then the local people have been attempting through legal means to win back their freedom, a move that has been vigorously opposed through the courts by the Naasirka legal department.

**Imau, Old Suns (1207)** A564233-C Lo { 1 } (611-2) [1329] B N - 502 10 ImDv M1 V

First Survey Planetary Designation: *Guuki*

Imau was colonised by Vilani during the First Imperium, and a small but viable settlement was able to survive through the period known as the Long Night. Imau was self-sufficient in food production and was able to turn some of its attention and energy to reclaiming the knowledge of the past. Scientists were held in extremely high acclaim and the ruling class was made up of those who had achieved journeyman or master status in a scientific field. So great was the respect for scientific learning that, although the planet was traditionally ruled by the Gishviil family, the people would only approve the heir if they had achieved journeyman status. The only major blight was the ever-increasing pirate and slaver activity within the subsector.

Then two unrelated incidents occurred. Adaim and Mirkigii were colonised by Scanians fleeing the Aarkhi Empire and a lone starship arrived from Khandi Subsector and crash-landed on Imau.

In 1 the five inhabited worlds of the cluster decided to band together in a Federation for mutual protection. There were a great deal of common ground, particularly between the Guukian's and the Scanians who shared common values regarding the acquisition of knowledge. The Federation agreed to establish the government along Scanian lines with the ultimate power being held by two individuals known as the 'Pillars of Life'. Over the next few years, the worlds of the Federation grew closer knit. The psioniphilic practices of the Scanians were accepted throughout the Federation, helped greatly by the discovery that the Avi'Di was a psionic herself, gifted with mild telekenetic ability.

Then in 12 the Kimalad Collective, now renamed the Kimalad Empire began an unprovoked war with an attack against the civilian centres on Imau. The war continued until 19 when Emperor Jyond Quasot was assassinated. The Federation was assimilated in 22 into the Imperium and its ruling family, Gishvii-Makhenzii was elected Ducal family of the subsector while Imau remained the personal fiefdom of the Makhenzii family.

Imau again grew in importance as a result of the Vilani Pacification Campaign. The Imperium established a Naval base in the system to assemble, maintain and repair the Archduke's fleets.

Today, outside the Baron's family and entourage, which are housed in the Caern estate, the rest of the current population are the permanent Naval staff based at Imau although at any particular time there are probably between two and four times that number visiting.

### **Imern, Gadde (2624)** C748654-6 Ag Ni Da { -1 } (853-3) [4534] BC S A 801 10 ImDv K0 V

First Survey Planetary Designation: *Khiikga*

An agricultural planet, Imern, despite its many and varied cereal crops, is primarily renowned for its aquaculture and cuisine. Its seas teem with an incredible variety of edible seafood, most of which has a unique nutty flavour that a number of races seem to find highly enjoyable. Perhaps the most popular fish is the Tuöla, a 30kg predator that hunts in the shallows around the polar coastline. The fish is usually eaten grilled or flaked in a nut kedgeree.

Native Imerni are believed by many to be some of the best seafood chef's in the entire Imperium. Whether or not the reputation is deserved, many Imerni do serve as chef's off world, and the IISS have established a catering college on the capital platform of Fhrain.

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Imern is worth visiting for a Tuöla fishing trip followed by a beach barbeque – if money is a problem then apply for a temporary job in the dockside processing factories gutting fish. Smelly but well paid and no shortage of work. Expect to work for about two weeks to earn enough. It's also worth paying for a weekend catering course on Fhrain specialising in fish preparation and local cooking methods – the certificate they give will open the door to catering jobs across the Sector.

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CyJac '13

### **Imga, Arnakhish (1901)** C663320-8 Lo { -2 } (721-5) [1113] B - - 602 12 ImDv M1 V

First Survey Planetary Designation: *Kani*

This world was the site of a massive artefact rush in 967, when Indiss reported that there had been a massive find of 'Ancient' Artefacts at a small Ling-Standard Products titanium mining station. The rumours were lent credence by the fact that the planet had once had a sizeable population of Chirpers, a race that is often co-located with such artefacts.

For some eight or nine months, the areas around the mines were seething with those seeking a quick fortune. The subsector administration eventually called in the IISS, and they, together with staff from the University of Mimu carried out a complete investigation. To everyone's disappointment, the artefacts were found to be of First Imperium vintage. Everyone, that is, except the mine installation's management which had been selling off 100-metre square plots of unproductive land at grossly-inflated prices to prospective artefact hunters.

Since then the planet has returned to being a sleepy backwater, with only a trickle of archaeologists doing holo-documentaries about the extinct Chirper colonies and the First Imperium remains.

### **Imgaa, Old Suns (1409)** A769762-8 Ri O: 1511 { 1 } (F69-3) [3814] BC - - 824 9 ImDv M0 V M2 V

First Survey Planetary Designation: *Shaime*

This picturesque world is renowned as a liberty world and is the playground of the rich and famous in Old Suns and beyond. Everyone is welcome here, no questions asked. It has a vast number of gambling casinos as well as beautiful resorts. Corruption is rife throughout all levels of society, especially the offices of Government. Only the gambling institutions have a reputation for honesty and this only because their customers would close them down if it ever got out that they were corrupt. The liberal law level has encouraged the expansion of lax financial houses and the aforementioned casinos. The only figures of authority are the enforcers of the Gambling Licensing Commission who monitor the movements and activities of professional gamblers and fraudsters. This they take more seriously than anything else.

Normal citizens as well as the rich and famous flock to Imgaa in the hope of winning a fortune; most however return home a great deal poorer. The lack of available land has meant that not only are a large number of the entertainment halls on boats but the price of real estate has become astronomical.

## Imperial Auditors

A title granted to about 10 individuals personally selected by the Emperor to audit and examine the internal affairs of the Imperium. Each auditor is granted the equivalent title of a Sector Duke or Duchess though without the fiefdom of territory usually associated with the title. Lord (or Lady) Auditors are empowered to carry out surprise audits on domains, sectors and even subsector's, backed up by the power of an Imperial Warrant issued under the authority of Imperial edict 97.

Generally Auditors are customarily selected from among the Imperial Nobility and they must give up any other titles prior to accepting the commission. It is general practice for Auditors to not carry out examinations within their home domains.

In 1111, Emperor Strephon surprised everyone by selecting a commoner, the renowned economist Sol Har-Ericcison of Gushemege, to be the first non-noble to ever be elected to the office of Imperial Auditor.

## Imperial Nobility

The Imperial nobility is a narrow class of persons at the upper strata of society who hold, either personally or through their family line, noble rank from the Emperor. Noble rank serves two purposes: it rewards individuals for significant achievements, and it provides social station for the political leaders within the government.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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## Imsu, Kuriishe (3114) B588769-A Ag Ri Mr { 5 } -9.60E+06 [8C6B] BCf N S - 300 11 ImDv K2 V M4 V

First Survey Planetary Designation: *Khaaar*

Imsu was settled in the first Imperium by the Vilani Megacorporation Naasirka, and exploited as an agricultural centre to feed the worlds on the main running to rimward of the subsector. Along with Larmai/Daad (3016), Imsu suffered when the Rule of Man collapsed due to the long routes (over six parsecs) to the major markets in the main. Imsu became introspective, and stagnated, finally loosing interstellar capacity in the middle of the Long Night. Occasional contact was made with traders from worlds in the adjacent subsectors' clusters, but Imsu slowly became a world alone in space, rejecting contact. Fusion power and some limited system defences were maintained, and the population grew over time.

The early Sylean traders contacting the world were assumed to be hostile, and destroyed. A period of study by the IISS resulted in the conclusion that the culture of the world now held the Solomani to blame for the collapse of the Ziru Sirka, and that contact would best be managed through Vilani traders and scouts.

The Vilani Megacorporation Zirunkariish funded the contact programme in the second century of the Third Imperium. It soon obtained effective control of the world through investment and management of the trade routes and economy. Thus, although the world is nominally independent, the financial investments of Zirunkariish have given it effective control of the world. This has been exercised in true Vilani fashion through subtlety and negotiation. The government (a committee) appears at first glance to be independent, but on investigation has proven to be tied to Zirunkariish through many financial links. Any attempt to invest and/or develop on the planet will be doomed without the tacit agreement of the Megacorporation.

The planetary culture is still mildly xenophobic towards non-Vilani, but this is disguised under a veneer of friendship. The guidance of Zirunkariish has led to a return of prosperity for the inhabitants.

Dawn is an interesting sight for off-worlders, thanks to the combination of the different coloured hues of the binary stellar pair, and the high water coverage of the planet. A typical morning brings an impressive vision of iridescent mists, constantly shifting and changing colours as first one, then the other star rises. Once the brightest of the pair has risen, the mist quickly burns away, only to return in the evening, when a similar colourful display can be seen.

Successful negotiations with the Imperial authorities have resulted in the establishment of new Naval and Scout bases on planet just after the Fourth Frontier War.

This has damaged relations with Kherse, whose governing council views the new bases as being the first step on a slippery slope to closure of their own facilities. It is not known if the Imperial Navy intends to make economies by closing the bases on Kherse, but the economics of operation on a vacuum world compared to a habitable world make this a distinct possibility.

## In the 'Pipe'

Spacer slang for a perfect atmospheric entry or for achieving and maintaining a designated planetary approach vector. The term is also used to describe a task that is proceeding according to plan.

## Inanger Ttah

A 1.5 metre sized spider-like arthropod native to Omegindus, Remnants (1424). Inanger Ttah have been cultivated for centuries by the Omegans - the 'thread' they excrete is used in cooking. The fine thread is 'woven' into a dessert known as Websilk, it is of exceptional taste, lightness and iridescence which makes it a very sought after and valuable commodity. In addition, adults are harvested for their meat which has a smokey, mildly spicy flavour. The legs and mandibles are also cooked and served in a type of popular chowder.

## INCHOK <Also known as Sandworms>

Semi-intelligent species native to Nafud, Ushra (1418) - the Inchok live in complex, communal burrows under the sandy surface of Nafud. They extract oxygen and water directly from the sand. The sand is taken into a special gut and chemically broken down to release the O<sup>2</sup> and the water, which are reabsorbed into the bloodstream. Water is then reabsorbed by kidney-like structures. These organs are so efficient that virtually no water is lost during normal metabolism.

The Inchok are deaf - they sense each other (and more importantly their prey) through vibrations set up by movements in the sand.

Basic communications between the Inchok is achieved through 'drumming' signals onto compact sand using a spade-like tail; special sensitive pads found on the underside of the limbs pick up vibrations.



See **CROWE'S ENCYCLOPÆDIA XENOBIOLGICA**

## Indigo Imports Llp.

Indigo Imports is the main brokerage house in Arnakhish. Headquartered on Suakan, Arnakhish ( 2410) the company is very strongly matriarchal in character with the main driving force apparently coming from its owner, Madam Chow. Indigo Imports is also part owner of the Starport on Suakan.

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No-one seems to know exactly who Madam Chow is and it had been alleged that some of the cargoes that they are supposed to sell for traders ended up in the warehouse of Indigo Imports where they are kept until the market for the items has improved over what was previously offered and the difference pocketed. These rumours have subsequently been investigated by the Arnakhish Board of Trade and supposedly found to have been unsubstantiated.

I don't care what the official investigation findings were, there are a constantly expanding number of new tales doing the rounds of the starship bars and dives - personally I wouldn't trust this bunch with my goods for all the Bhair in Argi.

CyJac '13

## INDISS Lic. <INformation DISsemination Services>

INDISS is a newsgathering agency serving most of the territory of Dagudashaag Sector. Headquartered on Medurma, Pact (2124) INDISS maintains branch offices in almost all type-A Starport facilities in the sector.

INDISS has recently diversified its operations quite widely and now trades in such fields as holographic reference material (such as Travel Guides) and information-handling software. The agency had gained (perhaps unfairly) a reputation for accepting at face value the official line on important political and economic matter - in effect, for being a 'mouthpiece of the establishment'. However, following the merger with the advertising and news media group Makila-Selwyn-Tobermory (MsT) in 1113, much of the agency's senior management was replaced.

As a result, INDISS has taken a much more dynamic approach to journalism, including sponsoring the famous 'Sam Report' which has in only two years has developed an unrivalled reputation for uncovering corruption.

The increased competition with rival newsagents such as TNS has resulted in a number of court cases as each side accuses the other of unethical practices.

Stock Ownership:

*Mst Holdings LIC, 28%; Fullerton Holdings LIC, 24%; Zirunkariish, 16%; Hortalez et Cie, 10%; Viisarikaa family, 8%; other Imperial nobility, 6%; private ownership, 8%.*

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Given the level of rivalry and professional hostility, it would be an extremely rare occurrence for TNS and INDISS to co-operate on a story. CyJac'13

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### **Innes, Duke Georg Miguel** - Duke of Zeda Subsector

(b. 1077 - )

Descended from the military attaché to the Ziadd Senate, Governor Abram Innes (b. 807 - d. 878) Governor Innes was temporarily raised to the position of Sector Duke when the hereditary ruling family was disenfranchised after the dynastic crisis of 874 and the Ziadd government was subjugated to the IISS.

The Innes family in general has proved to be highly successful administrators and on the death of Governor Innes, his son was granted the title. Georg is the fifth Innes to hold the title. Born on Zeda, Innes is fluent in Klatha'sh and holds the post of Subsector Controller in the IISS. He is a competent administrator and an exceptional diplomat who has successfully learnt to handle the Ziadd.

In 1103 Innes was challenged to Zhiavr'ka by Chaiklin Khisaeq'avr. Although challenging an Imperial citizen was against the law, Innes accepted the challenge and successfully outwitted the assassin before confronting the Ka Khisaeq'avr in the senate. His willingness to follow the ritual of Zhiavr'ka gained him a great deal of support among the major Chaiklin and many willingly elected follow his leadership.

Despite his highly public profile, Innes was charged with misappropriation of Mcr. 3.5 of Imperial funds in 1109. It had been assumed that Innes had stolen the money to cover his many gambling debts. However the charges were dropped when ArchDuke Dulinor of Ilelish publicly revealed that the funds had in fact been used as a down payment on a new type of patrol vessel currently being tested by the Ilelish Navy.

### **InSA-T** <Internal Sector Audit Team>

Duke Davin Viisarikaa established InSA-T in 828 in an attempt to root out corruption within the Sector. The Duke, basing the service on the Office of Imperial Auditor, created a team of incorruptible officials who travelled throughout the Sector investigating any possible corruption. Unlike Imperial Auditors however, InSA-T are all composed of non-noble scholars and security personnel from outside the sector.

InSA-T officials are supported in the field by InSec (internal Security) Covert Action Team's and by Ducal Warrants issued under Imperial Edict 3097.

### **InSec Covert Action Teams** <Also known as 'InSecTs' or 'Roaches'>

Duke Davin Viisarikaa originally established internal security (InSec) in 828 as a military support mechanism for the Office of Internal Sector Auditors (InSA-T). So successful was InSec that in 866 the Duke extended their influence to also support the Ducal Office of High Justice. Covert Action Teams are multi-disciplinary teams which are formed specifically for each mission from a pre-determined rota of screened Military, Scout, Naval or Security personnel.

### **Inshaam, Gadde (2721)** A66958B-C Ni Pr Da { 2 } (B46+4) [777E] Bc N S A 504 8 ImDv G4 V

First Survey Planetary Designation: *Muup*

Originally the Subsector capital of Gadde, this office was transferred to Collette in 421, after it was publicly revealed by INDISS that the affairs of the Ducal Office were utterly corrupt. The then residing Duke, Emil Ghadu-Sai, committed suicide rather than face trial. He left no heir. Inshaam never fully lived down the disgrace and the subject is still liable to cause tempers to flare even today.

Inshaam itself is a cold world that retains an oxygen-nitrogen atmosphere. The only dry land is a single small continent in the northern temperate latitudes and a group of large islands close to the equator.

Chains of archipelagos link the two landmasses and dot the wide oceans. Inshaam supports an extensive ecosystem, mainly based around marine plants and animals. The land is rich with exotic plant forms although only a few species of amphibious creatures have colonised the islands so far. One of the world's most important exports is textiles. A local plant called StrandGrass is harvested and processed into long thin fibres. The fibres are then woven into cloth, which is treated with fluoride to give it a variety of textures and colours. Inshaam is an important military base, supporting military manoeuvres along the coreward edge of the subsector.

### **Inss Julianne Viisarikaa, BCL-9984**

The Viisarikaa is the first vessel in the new Duke class of light battlecruisers under construction at EdenHome Naval Shipyards. Formerly the Cleon Zhunastu it was renamed after Sector Duchess Julianne Viisarikaa, a major military who was instrumental in installing Emperor Cleon V on the Iridium Throne.

Technical Level:16. Displacement: 100,000 tonnes. Primary Weaponry: Class U Meson Accelerator. Jump-4. 6-G. Believed to be equipped with the latest Arkayne 100-ton gravitic effector bays, which are able to function as both tractors and repulsors.

Laid down: 237-1114. Projected Launch date: 295-1118.

### **Instellarms Lic.**

An Imperial Megacorporation, this firm is a speciality supplier of all sizes and types of mercenary units. It manufactures, buys, and sells military equipment. Agents of the firm can often be found on a battlefield, negotiating the purchase of the equipment of the losing side before the battle is completely over. The company does not deal in interstellar vessels or in chemical, biological, or nuclear weapons.

Axel Murdoch, a retired mercenary colonel, founded Instellarms in 626, shortly after the end of the Civil War. Taking advantage of inside contacts in the Imperial military, Murdoch was able to obtain large quantities of surplus military equipment at very low prices - but which still cost billions of credits. Where he got his financing is unknown.

Murdoch's connections with various mercenary unit commanders, coupled with a willingness to ignore the Imperial Rules of War and other regulations on mercenary warfare (when the profits were large enough), gave Instellarms a decisive edge over its competition. Instellarms grew to dominate the mercenary arms trade in the Imperium's coreward sectors within 90 years, and in the whole Imperium within two centuries.

Interests: *Military hardware, military units, strategic planning.*

Stock Ownership:

*Murdoch Holdings LIC, 32%; Hortalez et Cie, 30%; Sternmetal Horizons LIC, 8%; Ling Standard Products, 6%; Ichiban Interstellar LIC, 5%; GSbAG, 5%; Noble families, 8%; Other, 6%.*

### **Ipkur, The Remnants (1325)** C564543-9 Ag Ni Pr { 0 } (C44-3) [2526] BcC - - 305 8 ImDv M1 V

First Survey Planetary Designation: *Daiim Kur*

Ipkuris one of the most spectacular worlds in Dagudashaag; the vast majority of the land is sculptured into a vast series of terraces. These terraces climb over the chains of hills and mountains as far as the eye can see. Linked to these are an incredible extensive network of irrigation channels and canals stretching tens of thousands of kilometres over the planet's surface. The channels and terraces were required to capture the precious, scarce fresh water rainfall. Mountain top sites offer a unparalleled view of an extreme example of the impact of man on nature. Within these terraces there is produced massive volumes of foodstuffs.

Ipkur rose from a barren sterile world to become a thriving fruitful paradise in less than two hundred years, thanks to one of the first advanced terraforming projects in the core regions of the Imperium. The mainworld lies in the habitable zone of the star, providing the planet with the basic environment to support life, yet native life has failed to take hold. The planet is rich in its underlying mineral base and it is this that has formed the backbone of the agricultural industry. The terraforming of Ipkur concentrated on increasing the rainfall yield and conserving the surface water. In addition to the channels and canals there are vast underground reservoirs. Once these initial elements were in place there was a large-scale introduction of hardy plant life and then a huge variety of crop plants. There has been little in the way of animal life brought to the world, except that which is essential for healthy maintenance of the farmed crops.

The terraforming project was initiated in 802, a joint effort by the University of Medurma, the IISS and Yansiir Biological Systems and paved the way for the subsequent large-scale terraforming projects in Bolivar by the Bolivar Terraforming Initiative.

### **IPP** <Interstellar Petrochemical Processing LIC.>

IPP specialises in the extraction of valuable organic chemicals from exotic or corrosive atmospheres and oceans. They are the second largest landowner in the Remnants Subsector.

IPP is engaged in the Sector-wide exploration, production, transportation and sale of crude oil and natural gas and the manufacture, transportation and sale of petroleum products. IPP conducts exploration and/or production operations in 30 systems around the Sector. Their downstream business includes operations in more than 75 systems. IPP is engaged in all aspects of the oil and gas business, from exploration and production to refining and marketing. Exxon is also a leading Sector-wide producer of petrochemicals and has interests in coal and minerals mining operations and electric power generation.

Stock Ownership:

*IPP Board of Directors, 32%; Longstahf Financial Investments, 25%; Banque de Dagudashaag, 13%; Hault-Hojjai'lk, 8%; House Jalandri, 6%; Private investments, 9%; Public shares 7%.*

**Iquehuac, Huahuantli** - Current holder of the office of Cihuacoatl in the Amec Trade Protectorate.  
(b. 1009 - )

See Cihuacoatl, The.

**Irdiish, Iradu (2703)** B649446-A Ni { 1 } (934+1) [3549] B - - 903 14 ImDv M1 V

First Survey Planetary Designation: *Anduu Bi*

This world is aquatic with all major cities based on floating pontoons or underwater. The floating cities move freely around the planet on the tides, but are powered to avoid grounding on shoals/land. Most of the world flooded when the ice caps melted due to an increase in the sun's average temperature. Irdiish is unusually close to its sun (0.2 Au) and suffers quite variable weather; during the 28-hour day the surface of the sea steams, at night there is a continual downpour. At dawn and dusk there are fierce storms that last about an hour, often with typhoon-like violence.

As a result of the freak weather conditions, much of the planetary transport is by submersible but even surface craft are required to be capable of submersing in case of trouble.

The spaceport is in geostationary orbit about the planet, associated with a dirt-side station in the sea below. This seaport is mostly on the seabed about 200m down, but has a huge sealed hangar on a hydraulic platform, which transports ships between the surface and the seaport. The platform can only accommodate 2,000 tons of ships at any one time and moving from sea to surface and vice-versa is a slow operation, thus severely limiting the port's usage. Ideally the majority of goods would be shipped direct from the orbital port by shuttle, however the weather makes atmospheric travel hazardous and thus most goods have to pass through the sea port and use the safer underwater transport. Scheduling is thus very important.

The main exports of the planet are fish and algae that are used as livestock protein supplements. The seawater has a relatively high sulphur content (from sea-bottom volcanic activity) which, although not dangerous, results in a powerful atmospheric taint.

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Or in other words there's a strong smell of rotten eggs permeating the whole planet! However you should note that it's not only the atmosphere that stinks, the entire planet is corrupt and bribery is necessary to achieve anything.

CyJac '13

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**Irlu, Khandi (2415)** C000565-C As Ni Va Mr { 0 } (D44-2) [353A] B S - 624 11 ImDv K2 V M9 V

First Survey Planetary Designation: *Kim*

The system is owned by a cartel of mining houses based at Gakhir, with all decisions taken by administrators appointed from that world. Over the last fifty years native-born Irlu have been pressing for a degree of self-government, but the mining houses have, so far, resisted all demands. To date, the civil protests have been peaceful, but in 1109 a leaked IISS intelligence report expressed concern at the possibility of violence breaking out. Unsubstantiated media reports have also suggested Megacorporation support for the Irlu home-rule movement, in return for a promise of future exploitation rights.

The Gakhir mining houses are jealous in their ownership of the Irlu belts. Independent prospecting craft - or any ships wandering into the wrong parts of the system - are likely to be harassed by patrol cruisers of the Gakhir planetary navy. Kim's belts possess an above average number of asteroids, but have witnessed few rich finds in the last hundred years.



**Irphothe, Shallows (0515)** D67989A-5 Ph Pi Dolp1 { -2 } (A75+1) [A677] BDe S - 400 9 ImDv M0 V

First Survey Planetary Designation: *Mimak*

Irphothe has become a low-tech retreat for the discontented in the subsector. Originally colonised by the Vilani in the early years of the Ziru Sirka, Irphothe attracted those who had their fill of the hurly-burly of the growing empire. The world was only marginally habitable even at the time of the first explorations but now the fragile biosphere is beginning to collapse under the steady population increase. The vast seas have become the low-cost dumping grounds for many of the large corporations of the region. The pollution is now reaching critical levels.

Irphothe is now home to a significant population of Dolphins, one of the furthest known coreward enclaves. Backed by wealthy concerns rimward (it is even rumoured that Solomani money is involved) the Dolphins have bought the commercial exploitation rights to the seas in an attempt to halt the environmental damage. This has involved restricting access to many areas and banning dumping. This has led to a number of clashes between Irphothe residents (who on the whole support the Dolphins) and some starship captains who have attempted to circumvent the new pro-active environmental laws and discharge their illegal cargoes.

**Irrii, Sapphire (1737)** C000100-B As Lo Va { 0 } (501-4) [1116] B - - 502 7 ImDv K1 V

First Survey Planetary Designation: *Khisiggim*

The Irrii system lacks a hospitable planet and has little to recommend it to either settlers or travellers. The primary Belt remained unoccupied for centuries, until recently, when new advances in mining techniques have finally made Irrii's asteroid belt potentially economical to harvest.

In 1111 a small group of prospectors, sponsored by Kahramet Plc., arrived to survey the belt and hopefully establish an advance settlement. Kahramet is one of many mineral extraction companies that originated on Durgaarur, Sapphire (1735) but had been forced to move further afield in order to remain in business.

In 1114 Kahramet succeeded in purchasing a ready-made Starport for use in the belt. Using a gutted Khiatzu class BT-14 battle tender, The Satzu Maru, which the Imperial Navy very obligingly stripped and decommissioned after transporting it in-system, the ship has been placed in orbit just outside the belt. Although supposedly completely stripped, the new port has retained its life support systems but no longer has any drive mechanisms. Kahramet hopes to have it fully operational by 1120.

**Irsaar, Iiradu (2604)** C884869-8 Ri Pa Ph Mr { 0 } (C78+1) [9869] BcCe S - 102 10 ImDv M2 V

First Survey Planetary Designation: *Garrenkhi*

Irsaar believe themselves to have been originally colonised by a generation ship from Terra, back before the days of true galactic exploration - although this is a matter for myth rather than historical record. As far as can be determined, the planet suffered a decline, a dark age, and has developed once more until fusion power was independently developed. A few 'primitive' spacecraft had been built, and the home system explored, before Imperial forces made contact.

Of interest is the governmental system which has evolved over many centuries - a form of feudalism, in which each Irsaarte on reaching his or her majority (20 standard years) is required to choose an overlord and declare lifelong allegiance. The choice is made freely - it is a crime punishable by death to seek to influence someone's choice - but once it has been made it is irrevocable. Breach of allegiance also attracts a death sentence; however there are wide interpretations of what a breach in allegiance actually entails - you often find individuals working for a different overlord from their own. Taxation is, however, paid half to the overlord where you live and half to your personal overlord.

Visitors are welcomed, but those who wish to settle are obliged to choose an overlord within 150 days of arrival. Weapons are not permitted outside of private property unless a permit from one's overlord is held.

These are difficult to get, and rarely if ever granted to off-worlders. Law enforcement officers, in the service of the local overlord, are normally armed; and will not hesitate to shoot transgressors.

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Usually with the intent to disable and bring to trial rather than to kill, unless unavoidable - thank Jubaal. CyJac '13

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**Irshe, Mimu (0709)** B94A100-D Lo Wa { 1 } (701-3) [1218] B N - 813 13 ImLc M2 V M6 V

First Survey Planetary Designation: *Din*

Irshe was once a major centre of commerce and had a population in excess of seven million sentient's all living in floating cities. The major employer was SuSAG who had several chemical and biological manufacturing plants on the surface. Although many believed that SuSAG were involved in biological warfare there was no proof until in 443 an industrial accident caused by an earthquake released a deadly spore into the atmosphere.

It rapidly mutated killing thousands and severely crippling millions more. The entire planet had to be evacuated. SuSAG immediately closed down all their plants and removed them lock, stock and barrel to uninhabited planets in the system. An enquiry into the disaster chastised SuSAG for removing potential evidence from the scene before an independent investigation had been able to examine it but still returned a verdict of an industrial accident due to an 'act of God'. SuSAG donated Mcr. 250 to the injured and relatives of the dead but refused to accept responsibility or admit that they had been manufacturing biological warfare agents.

Many relatives tried to sue but found themselves tied up in expensive litigation. Eventually all were dropped. Today the virus is still present in the atmosphere and still as virulent. Irshe remains uninhabited though seasonal workers do come to undersea camps to harvest food and water for the SuSAG bases in the system. SuSAG also maintains the orbital Starport as a link to their other bases in the system.

**Ishaira, Duke Anyu** - Duke of Khandi Subsector

(b. 1061 - )

Son of Duke Enli Ishaira and Lady Segii Khissamgau, Chancellor to the Gushemege Ducal Court and Baron of Gigimu, Salloun (Gushemege); when Duke Anyu's paternal Uncle Duke Shegii Ishaira died childless, the fiefdom passed to his nephew Anyu. Anyu had served in the ranks of the Imperial Navy until he succeeded to the ducal throne in 1085. A skilled military leader, he is considered blunt and forthright and has little time for the niceties of politics. He has a reputation for boasting, both of his own abilities and his subsector. His attitude has caused a great deal of friction between him and his fellow nobles over the years.

His interests include hunting, good food and carousing.

**Ishigumam, Pact (2322)** B100587-D Ni Va { 2 } (946+2) [575D] B N S - 102 9 ImDv K2 V M6 V

First Survey Planetary Designation: *Andin Ur*

Ishigumam is a large asteroid which initially attracted colonisation as a result of its mineral wealth. The cities are hollowed out of the rock and much of its oxygen is mined from surrounding asteroids. The city of Hole-in-the-Ground is still very much a frontier town which boasts three times more bars and bordellos than it has supply shops.

The asteroid was obviously part of a small planet, which exploded millennia before, and archaeologists believe that it may have contained sentient life going by the few relics discovered amongst the debris.

In 1077 Professor Xavier Esunimi put forward the theory that Ishigumam had been a Tsaadl Khu'ch colony. The Tsaadl Khu'ch was a legendary race of intelligent winged reptiles, recorded in early Ziadd legends. They were reputed to have attacked the primitive Ziadd from 'the stars' as far back as 30,000 years ago.

The Tsaadl Khu'ch period would match both the age of the artefacts discovered so far and the fact that the planet exploded for an unknown reason approximately 28,000 years ago. Professor Esunimi has primarily based his theory on the pictograms depicted on the few artefacts so far discovered. These seem to show a stylised winged centaur-like creature which Professor Esunimi believes could represent the Tsaadl Khu'ch. However, most respectable scientists have dismissed the theory since it is a well-known fact that there were no 'lost' major races between the time of the Ancients and the rise of the Vilani. Without jump capability, there is no way that a race could be in both Pact and Zeda Subsectors at approximately the same period of time.

**Ishimaga Genealogical Society** <IGS>

Despite its Galanglic translation, the IGS is not so much a society dedicated to researching genealogy, as the preservation of Vilani racial purity. Members of this group are proud of the high percentage of Vilani blood flowing through their veins. Potential members are carefully screened, both genealogically and biologically, to ensure that they qualify by their racial purity.

The IGS was formed sometime during the Long Night, but its early history is not too well known. Offices of the IGS can be found throughout the Imperium, with its Dagudashaag headquarters located at Likhukam, Arnakhish (2204).

**Ishkaa, Arnakhish (2309)** C43346A-B Ni Po O:2208 { 0 } (733+2) [647D] B - - 401 10 ImDv M1 V

First Survey Planetary Designation: *Dind*

Ishkaa is a backwater planet, which has only one commodity worth trading on the interstellar market, Pulmn. The current Government of Ishkaa is trying desperately to expand the economic base of the planet since they believe that the current single cash crop economy is asking for trouble in the future. They are, however, running into problems with both the producers of Pulmn and the traders who export it since both are making a great deal of money out of the monopoly and do not wish the situation to change.

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If you are absolutely desperate, and I do mean desperate you can always take a one to three year indentured contract on a number of planets in Arnakhish to pick Pulmn. The work is back-breaking, the food although tasteless is adequate and at the end of your contract they will transport you for free to anywhere within the Ninlakim Trace.

CyJac '13

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**Ishmurish, Gadde (3228)** D000200-B As Lo Va { -1 } (411-5) [1116] B S - 700 7 ImDv F6 V M1 V

First Survey Planetary Designation: *Nuuka*

The inhabitants of this asteroid belt are all dependants and families of the Scouts stationed here. These families have engaged in a little small time prospecting while waiting for their Scouts to be transferred to other locations.

The Scout base was originally set up to investigate the unusual system formation since, apart from the system's primary and close companion, the only stable orbiting bodies are the asteroid belt and two trapped comets. According to theory, this system should have been home to several planets and gas giants.

The research base on the Nuu Prime asteroid is focussing on trying to find the cause of the unusual gravity patterns within the system; there are a number of unique and unpredictable gravity waves and eddy's in-system that can seriously affect flight patterns.

**Ishuggi, Archduke Tauribi of Vland** - Ishimkarun ('Shadow Emperor') of Vland.

Strephon created Tauribi Ishuggi Archduke of the Domain of Vland in 1103. His nephew is Duke (Karun) Eneri Ganidiirse Ishuggi of Iiradu Subsector.

**Ishuggi, Duke (Karun) Eneri Ganidiirse** - Duke of Iiradu Subsector

(b. 1077 - )

Nephew of Archduke Ishuggi of Vland, through his mother Lady Sharik, Duke Eneri has elected to take his mother's name rather than preserve the family name of Karugaguam. This decision has not gone down well with his (younger) twin sister Sashaa and his three younger brothers who have all retained their family name, despite pressure by Duke Eneri.

A famous gambler, infamous drunkard and womaniser, Duke Eneri succeeded to the seat in 1103 on the abdication of his father as a result of ill health. Since coming to power, the Duke as been accused of exploiting the wealth of the subsector to line his own pockets; he has 'advised' companies wishing to work in the subsector to pay a substantial 'advisory' fee to his office if they wish to be able to operate effectively in Iiradu.

His behaviour has earned him a great deal of censure from Duke Raegis Viisarikaa and later from his daughter, the current Sector Duchess, Karyn as well as from his fellow nobles. However, as yet his behaviour has not been sufficiently bad to compel the Duchess to remove him from office.

**Isolation, Time of**

A local term for the historical period generally known as the 'Long Night'; it was attributed originally to the societies of the Kuriishe Eraki, which had been mainly Vilani colonies, which had lost contact with the Vland homeworld and civilisation.

**Ispumer, The Remnants (1222)** C4349BA-C Hi Pz { 2 } (F8D+4) [BB7E] BE - A 813 8 ImDv M2 V

First Survey Planetary Designation: *Iruuk Bi*

Ispumer was once a major industrial force in the region, one of a handful of 'power-house' worlds in The Remnants and Ushra. Now the world is in decline, yet still an important finance and trade focus. It is still an exporter of processed ores and manufactured goods though in quantities a fraction of that in former times.

One of the factors leading to Ispumer's decline was their failure to upgrade their manufacturing processes over time.

Instead they focussed on providing equipment and goods using outdated methods leading to a reduced presence in the market. The Manufacturing cartels are now trying hard to update their manufacturing processes in attempt to increase their market share but the process is proving to be slow and has resulted in increased staff layoffs.

Like many former industrial centres that are now suffering a general economic depression, large areas of the population centres have become urban wastelands, where law and order have definitely taken a back seat in the local's efforts to survive. Visitors are advised to avoid visiting the shanty towns that have formed around the factory towns for their own safety.

**lunda, Khandi (1920)** D8B3535-8 FI Ni { -3 } (A41-5) [3236] B S - 503 8 ImDv K1 V M5 V

First Survey Planetary Designation: *Sauudbridge*

A small colony on lunda exists to support the refining industry that has sprung up extracting valuable complex gases from the planet's exotic atmosphere. Each refinery is very much independent from the rest of the world, ruled by a non-elected 'board of directors' who are deaf to the voice of the ordinary worker. Little investment has been forthcoming with the planet's infrastructure suffering as a result. The starport is in desperate need of a major overhaul and upgrade. As a consequence fewer and fewer vessels are calling at lunda.

**lur, Zeda (0628)** E796442-7 Ni Pa { -3 } (631-5) [1113] Bc - - 402 8 ImAp M3 V

First Survey Planetary Designation: *Miadnir* - Local Nahuatl Designation: *Tepanec*

lur is a major manufacture of biological materials for Feathered Serpent Pharmaceuticals. The planet has been extensively eco-engineered to enable thousands of crops to be grown in its soil while the dense atmosphere creates a greenhouse effect, which enhances the growth rate. The only side effect to the altered ecology has been the atmospheric taint caused by mutated spores, which cause migraine-like attacks in Aslan and euphoria in humans. For this reason, filter masks are worn at all times.

While Feathered Serpent owns the planet outright, they have allowed the workers to rule themselves through a legislative council made up of elected guild representatives. lur has also acquired a substantial squatter colony consisting of drug addicts and wire heads from throughout the Spinward subsectors that have been attracted by the free 'buzz' resulting from the lur spores.

**lushush, The Remnants (0928)** D7B0410-8 He Ni { -3 } (831-5) [1113] B S - 420 9 ImAp G0 V M5 V

First Survey Planetary Designation: *Guueshgii*

lushush is a resource planet, leased in perpetuity, by Zadush-DagChem LIC. Its thick, corrosive atmosphere hides the fact that lushush is a pharmacist's paradise. All life on the planet is fluoride-based. Much of the planet is a rocky wind-swept wilderness. ZDC have located large fields of oil under the desert and work has begun on extracting it, though the whole operation is hampered by the problems of working in a corrosive atmosphere.

lushush's real wealth lies in its flora. These plants only grow near the planets' many volcanoes. The plants need the heat of the volcanoes to develop and have a number of adaptations to ensure that the seed impact in the fertile regions around the volcano mouths. The seeds are explosively propagated. The casing proceeds to automatically unfold helicopter-like 'blades', which can enable the seed to remain airborne for hours if necessary. When the kernel's organic heat sensor (it is chemically activated) is 'aroused' by sufficiently high surface temperatures, the sensor overheats causing the 'blades' to become detached. Small 'comb's on the side of the seed casing slow the descent down enabling the seeds to land safely, generally within 200m of the heat source.

These plants have a number of commercial uses, primarily as pharmaceuticals though the company does carry out some Teflon manufacture. Certain plant sap is chemically and genetically neutral and is utilised to transport and protect other chemicals as they travel through a patient's immune system. Some plant extracts are employed in water purification units, others provide a type of sweet tasting 'sugar' that just passes through the body enabling confectioners to produce wonderful tasting sweets and desserts that are completely calorie-free. To date ZDC has identified (and patented) over 300 separate uses for lushush's plant life. Hundreds more are in the testing phase.

ZDC have begun work on cultivating certain specific strains using giant underground radiators heated by magma from nearby volcanoes. Unfortunately there are a number of difficulties involved with large-scale cultivation - not least being the plants' ability to mutate through inter-species fertilisation, changing their chemical structure within a single season.

Attempts to cultivate the various species off-world have failed completely and ZDC are now looking at ways to shelter the fields against external propagation while coping with the force of the 300kmph winds that perpetually tear and claw at all surface structures. The structures must also be able to withstand the impact of the plants exploding kernels, which have been known to discharge with the force of a gauss rifle. Visitors to the facility are warned that being 'shot' by a propagating seed is almost always fatal.

### Ixtlil or Sea-Hydra

50 metre long, the Ixtlil or Sea-Hydra is native to Shogun, Zeda (0729). A mammal with a flat, broad body and a long tail; their limbs had evolved into four long flippers. These are powered by strong muscles attached to wide bony plates formed by the shoulder girdle and the pelvis. The flippers made a flying movement through the water. The neck supports a long neck and a large head with a mouth filled with a row of sharp teeth. The body also supports four pseudo-heads, in reality, tentacles which support the creatures' sensory organs and are used to grasp, break off and drag the coral it eats to its mouth. Ixtlil breathe air, and bear live young.

Ixtlil are hunted by the native fishermen and are considered a local delicacy however stocks have sharply declined in recent years. The Pan-Galactic Friends of Life have recently declared the Ixtlil an endangered species and have made frequent appeals to the planetary High Guild to put a stop to the annual slaughter but to no avail.

### Iystyos

Iystyos is an inexpensive intoxicant popular with Aslan spaceship crews. The grain from which it is brewed is native to Kusyu (Kilrai', Dark Nebula 1919) and has been exported to almost every Aslan world including Aiaiyl (1821) and Clan Home (1830) where it could be grown. The brew often causes hallucinations in humans who are unwary enough to try it.

Iystyos is considered a 'dedicated' cargo of AoSpace.



## J

**J Subsector** - See **THE REMNANTS Subsector**.

**Jagannath** <Also known as 'Juggernauts'>

Native to Namkigem, Gadde (3227) the Jagannath is an enormous rhino-like hexapedal grazer raised both as beast of burden and for their extremely succulent meat. Jagannath will grow up to 3.5m tall and can weigh up to 8 tonnes. They live in herds of about ten to fifty and are vegetarian; an adult male can eat as much as 350kg of fodder a day. Jagannath have been exported throughout the Imperium.

**JALA'LAK** <Nivsa-Therapsid Paramammalia Yetiforme> <Also known as 'Woolies'>

Jala'Lak are slow moving giant simian's native to Uaam, Argi (0940). The SouthWestern jungles support this indigenous race, which is the subject of some controversy. The Jala'Lak are peaceful and live in harmony with the jungle. A race of large, bipedal simian's with prehensile tails; they live mainly on insects, roots and vegetation but are not adverse to freshly killed carrion. The forests they live in are filled with what appear to be 'temples', apparently to their various gods. The University of Ushra maintains a base there in order to study this fascinating Neolithic race.

Jala'Lak could not normally survive the bitter weather of Uaam were it not for the many hot springs found throughout the forest that raise the temperature of their natural habitat above freezing most of the year round. That coupled with the heat reflecting quality of the dense forest vegetation prevents any of the heat from being lost and in addition protects against the long bitter winds that further reduce the temperature outside of the forest. The branches of the forest intertwine to form a thick canopy of heat-reflective leaves, which creates a localised greenhouse effect. When the northern forest began to die, the hot springs of that region were unaffected. However, as the heat was no longer contained underneath the canopy, it quickly dissipated. Many species were forced to either adapt to the bitter weather or flee. The gradual decline in forest cover is restricting the Jala'Lak.

The Jala'Lak are also found on Giirakh, Zeda 0325 (B86768-C) but for an as yet inexplicable reason, their temper is vastly different - much more savage, even cannibalistic. Clearly they are not native to Giirakh and consequently are the subject of many debates.

All attempts to contact the Giirakh tribes to date have met with extreme hostility. In addition the race has begun to adapt to the longer summers and milder winters by shedding several layers of fur. They have also exhibited a tendency to decorate their head fur with small twigs and bones. Some tribes also dye the fur of their paws a deep purple or red. Archaeologists believe that the race has only been on Giirakh for about 3 to 4,000 years at most. How they arrived there and why remains a total mystery.

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NOTE: Jala'Lak are a protected species and visitors to the jungles are warned that injuring a Jala'Lak carries an automatic death penalty.

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See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

**Jalandri, Duchess Alissa** - Duchess of Bolivar Subsector

(b. 1090 - )

Current Duchess of Bolivar, Duchess Alissa has a reputation as a 'career' socialite who has publicly admitted that she is only interested in finding a 'suitable' husband and in attending the parties held at court.

Duchess Alissa has spent the last three years away from her own office, two years at the Imperial Court on Capital and the last year attending the Sector Duchess who is a close friend and confidant. In her absence her brother Alyx has acted as proxy 'Voice of the Law' deals with the local affairs of the subsector.

Duchess Jalandri lists her interests as clothes, men, socialising and her charitable work with the poor.

**Janssen, Pact (2022)** B420310-B De He Lo Po { 1 } (921-3) [1416] B N - 113 9 ImDv G7 V M9 V

First Survey Planetary Designation: *Eshnand*

This planet is mainly a massive Petrochemical installation set up by Interstellar Petrochemical Processing LIC. The massive oil refineries pollute the air around the settlements wantonly while the waste products are simply pumped into the desert. Although IPP is causing irrevocable damage to the ecology of Janssen, fitting in measures to restrict pollution would eat into IPP's massive profit, something they seem unwilling to even consider.

The main population centre, Pit, is known to be notoriously lawless.

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IPP are always looking for riggers and roustabouts to work on Janssen - though be warned, despite the high wages being offered for a year's contract, IPP own everything on the planet, from the bordello's to the dormitories and they make you pay for absolutely everything. A basic meal can cost you from Cr.20 - 50, while your sleep-coffin will set you back a further Cr. 25 a night. Even going to the toilet costs you a Cr. 10 fine during work hours and up to Cr. 3 during your rest period. You can't just use outside, as the daytime temperature around the refineries never rises above 20C and can drop as low as -25oC during the night. In fact, so efficient are IPP's charges that few people manage to leave at the end of their contract, as they often owe the company a substantial amount. Often this outstanding debt can only be paid off by working another contract - and so it goes on until you are no longer healthy enough to work anymore!

CyJac'13

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**Jarmael, Pact (2024)** C512669-9 Ic Na Ni O:2124 { -1 } (D53+1) [756A] B - - 732 9 ImDv M0 V

First Survey Planetary Designation: *Gishu*

The Medurman government controls this system. Among its many resources was one of the largest deposits of Zuchai crystals found within the Imperial core. Unfortunately most of these resources have now been recovered. When first discovered, the crystals could even be found in surface deposits. Now conventional mining is required in order to obtain the remnants of this valuable commodity.

Unlike most systems in the Pact subsector, Jarmael is primarily Vilani. This is due to the mining presence during the Ziru Sirka period and the continued presence of an effective monopoly system operated by the miners and their families, which has prevented intrusion.

**Jarsae, Iiradu (2803)** C569776-9 Ri { 1 } (D6A+1) [6848] BC S - 913 7 ImDv G0 V M4 V

First Survey Planetary Designation: *Nike*

Jarsae is one of six balkanised worlds in Iiradu subsector but the only that qualifies as a 'rich' planet. This is not surprising considering the abundance of resources easily available in the system. Ores, radioactive materials, crystals, compounds and agricultural resources are all easily obtainable; agroproducts and metals account for most of Jarsae's processed resources.

Geographically the planet has two areas worthy of note. Firstly, the only major land mass (of about 6.5 million square miles) situated in the northern hemisphere and roughly diamond shaped. Secondly, a series of islands scattered around the equatorial regions of the world with none to be found outside the tropics (the axial tilt of Jarsae is 19 degrees). Some ten island groups make up the remaining 300,000 square miles of surface area on the planet.

Politically the planet has three distinct governments. Because of the significant differences in type and law level, it is worthwhile for visitors to know where they will be travelling and whether they must cross any borders. Almost all the population is located on the main landmass, which is divided very roughly in half.

Karnasta is the eastern portion with a population of 30 million run by a charismatic oligarchy with a detailed law level of 6-A96A5. Axc is the western portion, containing 60 million people in a feudal technocracy similar to that practised on Irsaar, though less extreme. The Axc detailed law level is 6-44A96. The third political entity is called Diflannu and comprises all the island groups with 990,000 people in a self-perpetuating oligarchy (detailed law level 6-5645C) - an off-shoot of the Karnasta government and now considered a 'minor player' by the two more northerly countries.

Karnasta and Axc are old enemies but avoid outright conflict at present. Instead they settle disputes (mostly border disputes) with an interesting form of armed battle where no weapons or armour over tech level 2 are allowed. The resulting pitched battles are the real thing and not 'mocked' up in any way. It is useful that the countries have developed a medical technology in advance (level C) of their 'high common' figure to deal with some of the injuries sustained, such that it is unusual for very many to die in these battles. It is considered an honour in either society to carry scars from such battles.

The two countries also compete in developing technology that can be exported to other worlds of the Iiradu sub-sector. For example Karnasta recently introduced FracFix and Axc introduced their recently invented Respirovest in an effort to demonstrate that their technology and production was superior.

Diflannu stays well out of the arguments of their neighbours and instead have a very relaxed and sub-tropical type of laid back culture. They are only interested in technology for example when it relates to yachting and yacht design. Each year the top boats and crew hold a race around the equator, which attracts spectators from all over the sub-sector. Using the latest (TL A) technology some of the yachts used are almost works of art. The highly automated craft only require a crew of one and the endurance needed to compete (respectably) in the 60 day race is phenomenal; many start, few finish.

### **Jekyll, Ushra (1320)** A430458-F De Ni Po { 1 } (C34+1) [455F] B - - 624 9 ImDv K7 V M6 V

First Survey Planetary Designation: *Gipu Irim*

The name is taken from an ancient Terran novel 'Dr. Jekyll and Mr. Hyde', given by the Solomani who settled on this world. It is a story of a doctor who uses drugs to change his personality to open up and release his darker side.

The analogy was drawn when the settlers first experienced the wildly fluctuating climate. At the equator the summer temperature switches from 65°C to -11°C between day and night. At the same latitude the temperature changes between 65°C and -64°C from summer to winter. There are more extreme fluctuations at higher latitudes. This has kept colonisation to a minimum, but the world is well served with a class A Starport, as Jekyll is an important transport nexus within the subsector.

Jekyll only has one city, an underground settlement connected to the surface Starport by multiple grav-tube elevators. The city is called Hyde after Jekyll's dark aspect. Although extremely warm and comfortable due to tapping the planetary magma, the city has no natural light and its access tunnels are poorly lighted creating an extremely gloomy atmosphere.

Native Hyde's have an abnormal salt intake and visitors are warned that most of their food and even their drinking water has an excessively high salt content.

### **Jenkins' Squadron**

Many will have heard the folk tale of Stone Jenkins. The story is told to recalcitrant children by exasperated mothers of his hiding in the folds of Jumpspace hoarding his gold, waiting to catch the disobedient and burn them alive. The threat that ol' Stone would "come and get you" is familiar to most, but how did such a tale originate? Is Stone a fictional character invented by parents to quieten their offspring? No, the story is real, although greatly warped by time.

Admiral Everett Justinian Jenkins served in the Imperial Navy between 460 and 486. Legend claimed he was as sensitive as a stone and just as subtle. Crews disliked serving within Jenkins' squadron and rumour states that at least two midshipmen committed suicide rather than serve on his ship.

In 486 Jenkins' squadron was transporting a naval payroll from to the naval base at Ekhugush. The squadron jumped out of the Dashi system, bound for Kakhirusir on 323-486 and never arrived. The complete cruiser squadron and naval payroll worth in excess of Mcr. 12,000,000 simply vanished. It is assumed that some sort of cataclysmic event or mutiny occurred that resulted in a multiple misjump into empty space.



Whatever happened no trace of the ships, crew or the cargo have ever been discovered and the story of Stone Jenkins has become grossly distorted into a fairy tale over the centuries.

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## Jenkins, Admiral Everett Justinian

(b. 443 – d. 486?)

Everett Justinian Jenkins having completed a formal education joined the Imperial Navy in 460. He quickly rose through the ranks and attained the Flag in 472. During his career he gained a reputation as a hard master.

Despite this, Jenkins' was an achiever and never failed to accomplish the objectives of his mission until Dashi. In itself it was unusual for an admiral to have command of a squadron but Jenkins' saw himself as a man of action. In his mind's eye he was the hero of his men, leading from the fore and always in the thick of battle. At least that's how the news services of his day saw him; his men knew a different story. In reality Jenkins' was rarely, if ever, in a position where he was in any personal danger. He frequently used a sledgehammer to crack a nut so as to avoid any personal danger to himself.

In 485 Emperor Cleon IV deposed the reigning Sector Duke, Tarok Viisarikaa, and elected Himuu Asaria in his place. He granted him a free hand to track down and "dispose" of Duke Tarok. During the widespread unrest of Duke Asaria's short but bloody and tyrannical reign, Admiral Jenkins' was given an open mandate to find and destroy the Viisarikaa before a civil war broke out. The Admiral saw force as the only means of putting down civil unrest; applied heavily. In 44-485 there was a near mutiny when he ordered vessels under his command to fire on orbital facilities above Nexus that had refused his ships permission to dock. Later his search resulted in the discovery of a pirate 'Pit Stop' on Niishulam, Gadde. He immediately bombed the secret port into submission and then proceeded to carry out mass executions of the survivors. These only halted when the Admiral was forced to leave in order to continue his hunt for the exiled Duke Tarok Viisarikaa. On 312-485, acting on information received that Viisarikaa was hiding out in the Warrens beneath Sennii City (Dashi), he ordered a nuclear attack on the city. Thirty-two million innocent citizens were killed in the naval bombardment. The Duke surfaced a year later; he had never sheltered in Sennii. A naval inquest later cleared Jenkins' but questions were eventually raised at the Moot regarding claims that the Admiral had somehow influenced their decision. A courier was sent to request the Admiral's appearance at a special hearing. Before the courier arrived the Admiral vanished.

It was late in 486. Jenkins' squadron was assigned the task of transporting a naval payroll from the Dagudashaag naval depot to the naval base at Ekhugush. By an odd twist of fate the last place the squadron was seen was in the Dashi system. The squadron jumped out, bound for the Kakhirusir system on 323-486. It never arrived. A complete cruiser squadron and naval payroll worth in excess of Mcr. 12,000,000 simply vanished. To this day no trace of the Admiral, the ships or the money has ever been found.

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## Jhester

Jhester's are only found in the region around the Jhester seas of Nukaush, Arnakhish (1906). Nukaush is one of only two planets in Dagudashaag to have developed polymorphic fauna. Surprisingly, in all other regions of Nukaush, the animals have developed along standard evolutionary patterns. In this region, however, the native life forms are both amphibious and shape changing. Creatures from this region all have the following characteristics; All lack fur, instead they have a thick layer of epidermis, which they can alter to be thinner or thicker as required. 'Bones' consist of flexible hollow tubes made up of a flexible cartilage which can be reshaped and then filled with a super-dense 'blood'-like fluid to give the creature skeletal strength.

The Jhester's are perhaps the best known example of shape-changer. Its natural form is of a 1.3 m high frog-like creature with long limbs and long digits, yet it is capable of mimicking most racial forms through mentally controlling the alteration of its bone and outer skin. Jhester's are not intelligent though scientists have not yet been able to figure out the mechanism, which controls the metamorphosis. Jhester's can only imitate images that they see and then only on the surface. It can create ridges of 'armour', grow new limbs (though these generally lack strength or dexterity and are more for decoration than function) or 'false' sensory organs, or even swell their size to



half again its original bulk through creating pockets of methane deep within the layers of epidermis. Most other polymorphic creatures lack the Jhester's ability to imitate a wide variety of creatures and generally develop a defensive and attack forms, often in imitation of their most feared predator. Jhester's have been classed as non-intelligent though the Brethren Uplift Institute has stated that it is their belief that Jhester's could develop intelligence eventually. This theory is hotly contended by many other scientists who believe that Jhester's are an evolutionary dead-end. Jhester's have become a popular pet throughout Dagudashaag, Vland and Gushemege Sectors.

**Johannssen, Augustus** - Dagmet CEO  
(b. 1051 - )

As famous for having worked his way up the corporate ladder as he is for his often ruthless business decisions, Johannssen started out with Dagmet as a 13 year old apprentice on Derla, Zeda (0821). His intelligence and ruthless business acumen was quickly recognised and he quickly advanced ever upwards in the corporate structure. In 1102 he was appointed Chief Executive Officer and Chief Director.

Johannssen is currently unmarried and lists hunting as his only interest outside of work.

**Joker's Tower, The**

Nox, Ushra (1115) has always been a mystery planet. When it was first discovered in -9,021 the atmosphere was heavily tainted. This appeared to be caused by industrial pollutants, yet no sign of planetary civilisation, past or present, could be found. None that is, except for the 1,550 metre high mound on the Gradaach plain.

The original survey team left with the mystery unsolved. A Vilani colony was established in -8,350. Subsequent exploration of the Mound discovered it was a magnetic anomaly. It affected magnetic compasses within a 6Km radius. The Mound had definitely not been formed by any natural geological action. Was this a remnant of the Ancients? There was nothing to connect that race with this mystery, either then or now.

Research teams attempted to drive probes into the base. They broke! Whatever it was composed of was as tough as diamond. After some of the soil had been cleared away, it was discovered that the actual mound was composed of a unique, dense crystalline structure, almost black in colour. Could there be the remnants of an advanced civilisation beneath it? Actual exploration of the exterior was complicated by the fact that the caverns at the peak were the home to a large colony of Noxian Spiders. Could they have been the mound's creators? They are, after all, the highest known pinnacle of Noxian evolution. Neural Activity Sensors however, revealed them to be non-sentient.

Before the researchers could continue, members of the team began to vanish. In one extremely well documented case, a worker had just detonated explosives in the futile hope of breaching the crystalline structure of the mound. It, like all subsequent attempts, failed. He was seen to step forwards and then vanished in mid step. The body was later found in the caverns at the top of the mound, dead. The body was physically undamaged, death was caused by a massive cerebral haemorrhage. These disappearances always seemed to occur after an attempt was made to obtain samples. Despite attempts to use robots to do the actual mining, people up to several kilometres distant still vanished. Later surveys were made using densitometers with no success. Each reading came out different.

In -1203 an Entomologist from Ushra, Kevin Saulteen, discovered that the Noxian Spider was actually capable of spinning a weak crystalline substance that they used to bind their victims. He subjected the substance to intense radiation and found that it caused the structure to compact; at last the mystery of the towers construction appeared to be solved. Or was it?

Saulteen later estimated that it would require the radiation of a supernova exploding at ground level to sufficiently harden the spider's web into the super-dense crystal of the tower. He also estimated that it would take 23 billion spiders working for two thousand years non-stop, to produce enough initial webbing to form the tower. His theories also failed to explain the disappearances or the shielding against sensors. Although most scientists seem to have accepted Saulteen's explanation, it actually creates more questions that it appears to actually answer.

What is more unlikely? That a non-sentient species such as the spiders created the Tower or that it was by a highly evolved race now extinct? Like so many of Dagudashaag's mysteries, the Tower only really makes sense once we accept the existence of such a race in the Sector's pre-history...

See **MALAACH**.

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## Joss

Common spacer term denoting luck and fate either for good or bad; believed to be an ancient Chinese saying.

## Junivaar, Pact (1927) C586112-9 Lo { -1 } (301-5) [1115] B - - 800 13 ImDv K6 V

First Survey Planetary Designation: *Gaaup*

The primary star of this system, RS-453662-G, is a 'Mira'-type long period variable, fluctuating in luminosity between 200 Suns and 20,000 Suns, over a period of about four and a half standard years.

At maximum luminosity (Highsummer) Junivaar is a humid, tropical world. At minimum luminosity (Deepwinter) the planet is a frozen waste - even the atmosphere freezes onto the surface.

Life on Junivaar has adapted itself to the rigours of these strange climatic conditions - the plant life and animal forms secrete insulating carapaces, or burrow deep underground to survive the intense cold. When Highsummer comes, the flora grows rapidly, forming impenetrable forests within a matter of months. LaForge Biotechnology and DeepLevel Harvesting of Medurma have established a joint base on Junivaar to assess the commercial potential of the local life forms.

# K

**K Subsector** - See **PACT Subsector**.

## **KA KELEREE** <Also known as 'SandCrabs'>

Ka Keleree are native to Gaae, Shallows (0615) and are descended from large primitive marine arthropods (despite their outward appearance, they are not 'crabs'). Although predominantly carbon-based they have a significant silicon component as part of their make-up, most notably their tough outer shell. Ka Keleree can grow to about 4m across and the fungi-covered shell protects the jaws, eyes and fine manipulative tendrils. The fungus on their shell forms part of their respiratory system and directly links to the creatures' three primary piston 'gills'. The fungus covers a heavy, sculptured carapace. The claws are also stout, enabling them to feed on native echinoderms and bivalves and other small invertebrates, which are gathered from the ground by touch and smell. Their tiny lateral eyes are so poorly developed that they can only detect movement and were probably developed to detect danger from above. Ka Keleree usually dwell underground and only come to the surface in vast numbers for nocturnal mating. Males will then proceed to mount the females, fertilising up to 200-1,000 eggs as they are laid in a shallow sandy depression. Hatchlings initially resemble fossil trilobites. Hatchlings are abandoned at birth and must make their own way back to the safety of the tunnel complex. There they live or die according to their ability to find food for themselves. The Ka Keleree is genetically selfish and will only co-operate with others if it's in their own best interests.



Ka Keleree predominantly communicate by scent generated by their rear two pairs of legs, though sound-based language (created by clicking their various claws and rubbing their rear legs together), a fairly recent innovation, has begun to supersede that as their primary means of communication.

Ka Keleree are no longer capable of creating their underground habitats by exuding large quantities of powerful acids (complex mixtures of sulphuric, chromic and hydrofluoric acids with numerous catalytic components) alone. While still capable of etching the rock through which they tunnel, Ka Keleree have evolved to the point where tool use has superseded their current natural abilities to bore their new underground works.

Although their acid-production has diminished considerably with time, all their bodily secretions are still highly corrosive. This caused problems in the past when the Ka Keleree has interacted directly with humanity. Today, the majority of inter-species communication is carried out by radio.

The Ka Keleree live deep underground in the cooler Polar Regions and have developed a stable, peaceful Tech Level 7 society. Although not xenophobic, Ka Keleree are extremely insular and prefer to have little to do with other sentient races. Much of a Ka Keleree's waking hours are spent either hunting for food or composing life tales or poetry to increase their position in the Council of Light, a pseudo-government whereby the more charismatic citizens represent both their own interests and those who think the same as them.

All decisions are decided by debate and the entire adult population of the settlement will then vote on the matter. The Ka Keleree who's concept is accepted by the majority, is elected channeller for that particular matter right through to its completion. At any one time there can be as many as 30 elected chancellors arguing for resources for their particular project.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

**Kaagashiir, Ushra (1319)** D553113-7 Lo Po { -3 } (301-5) [1124] B S - 904 13 ImDv M3 V M3 V

First Survey Planetary Designation: *Zaakiikedvluush*

Kaagashiir belongs to the Imperial Navy and was originally used as a planetary bombardment range. When the navy pulled out in 1077 the planet was colonised under squatter's rights by several small salvage companies who survive by selling the wreckage left behind.

### **Kaagir's Syndrome**

Kaagir's Syndrome is a viral infection transmitted via tiny droplets of liquid coughed or sneezed into the air, or through close physical contact with an infected person. The disease has an incubation period of three days, characterised by a feeling of lethargy and tiredness. This is followed by a fever (high temperature, fluid filled lungs, and physical pain) which lasts for about three more days; the fever recedes and recurs regularly.

During the course of the illness the glands become grossly swollen and the victim may start internal haemorrhaging; they either die or begin a slow recovery. Victims are highly contagious throughout the course of the illness.

**Kaaribilanidin Dakhukuga Gulike Dushaage** - Translation (Galangic): '*Society of Vland (in the) Rimward Galactic Province*' <Also known as Ka'bilanidin Da'gu' Dashaage, KDgD or 'Kludged'>

The KDgD is a popular pro-Vilani society. The Kaaribilanidin is surprisingly a non-violent society that believes that Vland, because of its historical status as the capital of the First Imperium, should have more direct control over political decisions in the Imperium.

Kaaribilanidin was founded on Vland in 654, shortly after the Civil War. It was instrumental in influencing Emperor Zhakirov to reject Solomani ideals and to sympathise with Vilani nobles. The Dagudashaag branch is primarily involved in strengthening Vilani economic interests within the Sector. Many non-Vilani are of the opinion that the society encourages political and racial extremism.

**Kaattji, Zeda (0228)** C545230-9 Lo { -1 } (711-5) [1114] B S - 603 12 ImAp M2 V

First Survey Planetary Designation: *Z'hiip'aaan* - Local Nahuatl Designation: *Ipalnemoani*

Originally a mining colony, the planet was strip-mined of all its valuable minerals and then abandoned. The atmosphere is still heavily tainted with pollutants despite the fact that most of the planet has subsequently been eco-sculptured into a garden paradise.

Although designated a member of the Amec Trade Federation and assigned a Nahuatl designation, the planet has no obvious Amec influences. In 978 an agreement was reached to allow monks from the Universal Church, and specifically Dominican Universalist monks to build medical facilities on the surface and run Kaattji as a planet-wide hospice. Today the dedicated monks are the only permanent settlers. Despite an ever decreasing population, Kaattji does receive a few new acolytes every couple of years.

Many of the small religious settlements are maintained under full quarantine procedures for the treatment of contagious patients. Although Kaattji is in essence an exile planet from which no-one ever leaves, no-one is ever left to die alone, even where personal medical attention is impossible, holographic projection is used to give the patient the illusion of being with other people.

**Kadgishbur, Old Suns (1105)** D540358-8 De He Lo Po { -3 } (621-3) [3158] B - - 601 16 ImDv M3 V M4 V

First Survey Planetary Designation: *Uurim*

Kadgishbur is a beautiful, frozen world. This vast expanse of desert derives its unique purple coloration from the pollen of Kadgishbur Snow Lilies, which grow only in the short spring session.

The pollen is wind propagated and settles across the terrain in beautiful kilometre-wide spirals. Many of Kadgishbur's native wildlife rely on the lilies, grazing on them during the season of growth and lapping up the plants' nutritious pollen. This in turn attracts the Frost Were's who proceed to slaughter the herbivores in their thousands. From this is derived the common saying 'as enticing as Kadgishpur pollen and just as deadly...'

Kadgishbur has a large supply of water underground, up to two kilometres deep in places. Every few standard years, as the planet enters its spring season, the system's primary causes minor earthquakes which cause water to seep to the surface and activate the Kadgishbur causing a sudden burst of colour over the desert. Most native life forms on Kadgishbur are capable of recycling their own bodily fluids enabling them to go without water for years.

**KADUSHI, Laraa (3136)** C8899A7-B Hi Pr { 2 } (F8D+2) [9B5B] BcE S - 804 9 ImDv M3 V

Colonised early in the Vilani expansion into Dagudashaag, the world rapidly reached its population saturation point. Its dense atmosphere and geo-thermally warmed seas provide a comfortable, if cool, environment.

Kadushi's colony grew out of the extensive mining activity in the neighbouring Shardi system, rich in rare earth's and precious metals. The majority of the population was concerned with the support of the mineral extraction on Shardi. Most of the workers on Shardi spend 3 months in the mines, then another month back on Kadushi. With the drop off in production from Shardi the economy of Kadushi suffered. The effects of this can be seen in the slightly run down nature of the most of the cities and towns, especially the Starport.

Kadushians love to wear colourful costumes when they are not working; large sculptured headwear and multicoloured robes are considered the norm. Their streets also are brightly coloured though these days the paint is also used to cover the many structural faults befalling their major buildings.

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I love the carnival spirit on Kadushi and love visiting, however I would advise buying an automatic GPS tracker unit and taking out rescue insurance when you first arrive as virtually a day doesn't go by without a building either collapsing or having to be pulled down due to dangerous structural faults. The number of deaths resulting from this is increasing and rescue services are overstretched. With a combined GPS tracker and rescue insurance if you are trapped by a falling building the GPS will go off immediately and a private rescue service will be dispatched in under ten minutes to track your location and pull you out of the building or area. Pity the locals have no such guarantee though.

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CyJac '13

**Kaelm'katwi, Shallows (0619)** A553500-D Ni Po { 1 } (E45-3) [1618] B N - 125 10 ImDv G1 V

First Survey Planetary Designation: *lirir*

Kaelm'katwi is one of the larger Imperial naval bases in the subsector. The military facilities in the system are massive, and serve as a kind of mini-depot. Their purpose is to provide an ongoing show of military power to the Ziadd of the region, who tend to respect displays of strength. For some periods of the local year the Starport is closed to all but military traffic.

When closure is announced due to in-system manoeuvres, all civilian craft are directed to the small class F spaceport located on Shelwa, the world's moon. The facilities there are bearable, being equivalent to an average quality class D port. Large commercial transports generally get priority, and smaller vessels may find themselves in holding orbits for days at a time.

Other than for refuelling, the only other reason for visiting is to attend the local auction where the Navy occasionally sells off surplus military equipment.

**Kagur, Iiradu (2609)** B628567-C Ni O: 2709 { 1 } (A45+1) [565C] B - - 803 10 ImDv G3 V M1 V

First Survey Planetary Designation: *Guduu*

Although Kagur is noted as being a fairly well populated planet, the majority of its inhabitants state that they would happily swap their current abode for somewhere off-world. Of the few worlds in the system, three are baked by close proximity to the main sun Tamaran, while Kagur sits far out in the system toward the second sun Ynitar. The planet's frozen surface is composed mostly of methane ice containing large amounts of cyanide compounds and typically has a dull bloody hue from the sun's weak rays. As a result, few inhabitants venture onto the surface and all of the habitation domes have extremely tight decontamination regimes.

However, Kagur's orbit is sufficiently elliptical that every 37.4 years it passes close enough to Tamaran to heat up its surface, causing geysers of methane and cyanide to erupt. This period lasts for 2.6 years and is known as the Misting because of the clouds of gas that briefly give the planet a thin toxic atmosphere and then gradually escape the planet or freeze again.

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During the Misting the planet gets its only tourism - generally the rich or the foolish that want to see the eruption of one of the geysers. As the surface is under a great deal of seismic stress at these times there have been many instances where individuals or entire parties have been lost when a geyser erupted underneath them. This just seems to add to the experience, as it hasn't stopped the tourist trade. CyJac '13

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**KAKAR, Laraa (2937)** C1009CB-D Hi In Na Va Pz { 3 } (E8F+5) [BC7F] BE - A 630 11 ImDv M0 V M5 V

Refugees from the Balkan and German regions of Terra initially established Kakar during the Rule of Man. During the early years of colonisation the planetary government invited several prominent Vilani businesses to come to the Hive Cities of Kakar to help establish a financial base. With their support Kakar quickly became a major banking and industrial nexus for the region. However, the power lay almost completely within the Vilani community, particularly because the Vilani community ensured that only other Vilani were recruited to fill the major posts.

As a result, the Vilani community swelled and grew rich while the original Solomani colony struggled, a fact that was to have repercussions for years to come. From the Long Night on, racial tensions continued to flare resulting in continued violence between Vilani and Solomani.

From these roots sprang the Pure Brotherhood - a Vilani pseudo-religion based on racial superiority. This movement was apparently eradicated in 988 and Kakar has since regained its leading position as a major tax haven and banking centre though, rumours of neo-Khaanii movements continue to circulate.

**Kakhirusar, Pact (2028)** A664378-B Lo { 1 } (821+1) [345B] B N - 903 9 ImDv M2 V

First Survey Planetary Designation: *Puppii*

Kakhirusar is extremely rich in all manner of metals, making it a very valuable resource for the industrial systems of the Argi and Pact subsectors. As far as can be established, there has been some kind of mining activity on the world since the earliest migrations back in the days of the First Imperium. The Imperial Naval base was established in 82, early in the Pacification's Campaign period, to secure the world for the expanding Third Imperium.

The planet presently supports a population of approximately 9,200, all humans of mixed descent. Most are there because of the mining companies and the Navy but a few are operating as independent miners.

The Imperial Naval base commander acts as governor of the world. The governmental duties are carried out by delegations from the various mining companies on a rota although their views on the 'correct' way to administer the world vary considerably. Visitors are advised to contact the Naval base for current information regarding which laws are currently in operation.

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Welcome to a world where the law changes according to which company is currently the Government of the month; if it's spring there are no limits on how drunk you can get and if you're a miner you've immunity against assault charges. Summer and public prostitution laws are relaxed but the laws against assaults is tightened, provided the victim is of management level or above. Only planet I know where carrying a calendar may save your life or prevent you from a lifetime in prison. CyJac '13

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**Kaldi, Mimu (0407)** C94736B-8 Lo Mr { -2 } (921+1) [517A] B S - 713 11 ImLc M2 V M0 V

First Survey Planetary Designation: *Giiken*

The system of Kaldi has been the subject of a number of highly intensive scientific and pseudo-scientific investigations over the last twenty-three years. This has been due to strange anomalies in the local space-time fields. The boundary between normal and jump space appears to be very tenuous - natural jump-space portals of varying sizes can appear anywhere in system, spontaneously and without warning.

The 'holes' usually disappear with seconds though, on rare occasions, they may linger for several minutes. Due to their random and unpredictable nature, Kaldi has established a series of automated warning stations close to all regular jump entry and exit points to notify vessels of the potential danger. To date, four vessels - a cutter, two free traders and a long liner - have been lost within the system, apparently sucked into rogue jump portals. No information as to the portal's origins or pattern of emergence has yet surfaced.

The citizens of Kaldi, a racially mixed colony primarily composed of S'mrii and Hamaran, have desperately tried to avoid the planet becoming a tourist attraction. Unfortunately a number of cults have declared that the portals are doorways to the Gods and stated that only the truly worthy are chosen to enter.

In part, the fact that the Free Trader 'Hammer of Agnon' was carrying the prophet Dhiala Malipsung and his Council of Five when it disappeared has further fuelled this rumour. Sentient Malipsung had often preached that he and his faithful would one day be bodily taken up into the 18th level of Heaven. Since the 'Hammer of Agnon' vanished in 1103, hundreds of people have visited the system in order to hire a spaceworthy craft and drift in the hope of being 'physically ascended'. Some feel that the Kaldian disapproval of tourists has more to do with the fact that the so-called 'tourists' only want to remain in space and have no interest in actually visiting the planetary surface.

### **Kaliffe Freedom Party** <KFP>

The KFP are a small group of freedom fighters active on the world of Anshir, Arnakhish (2408) who claim to be 'fighting the forces of repression' in order to gain independence for their people and their homeland of Kalifstan. To date, the KFP have been no more than a small nuance for the countries involved, however radicals among the KFP has recently been trying to gain help from beyond their world.

### **Kamgikiik, Pact (1824)** C43655A-C Ni { 0 } (B44+2) [757E] B - - 704 10 ImDv K1 V M3 V

First Survey Planetary Designation: *Giishaana*

Kamgikiik is a world inhabited by the Kamgik's, an extremely conservative and non-aggressive people that seems to revere all life. Descended primarily from Buddhist refugees from the Solomani Rim, the Kamgik are a hardworking and friendly people who seem to live in harmony with the planet.

It therefore comes as a shock to most visitors that the Kamgik's are actually cannibalistic. At the funeral services, which can often go on for days, they eat the cooked body of their dead relations even down to grinding down the bones and mixing it with grain so that no part of the body is 'rejected'. Even visitors to a feast are expected to partake of some of the less favoured parts.

Only once a youth has eaten of the 'Flesh' may they be named. They take on the name of the person they just consumed. This can cause confusion as the custom makes no distinction based on sex and as a result many female Kamgik's have male names and vice-versa.

### **Kamikaze Run** - See **Khruel, Arnakhish (1903)**

### **Kan, Gadde (3126)** A433314-F Lo Po { 1 } (921-1) [143D] B - - 204 7 ImDv G2 V

First Survey Planetary Designation: *Khikhuu*

Occupied initially by a conglomerate of pharmaceutical companies and independent miners harvesting the variety of algae to be found spread beneath the sands, the port and primary city was built next to the Habal outcrop and is surrounded on the other three sides by desert. The brick red sands are held back from the Starport and city by huge static fields which keep the sand out and the atmosphere in. These unfortunately do interfere with unshielded Gravitic control systems. The cost of shielding the units has resulted in most vehicles on the planet being tracked.

The value of the harvested pharmaceuticals led to increased wealth and prosperity for the settlement and the colony was able to buy in the most advanced technology from Ushra to carry out the harvesting and extraction processes for them (though the local education system is insufficient to maintain the technology themselves).

The local society on Kan consisted only of Owners, Workers and visiting traders for hundreds of years with no reason for anyone else to visit so the colony was completely unprepared for the arrival in 1097 of hundreds of religious exiles from the Church of the Cleansing fleeing Ushra. The Church initially tried to set up their own settlement in the Southern Badlands but, after the explosive decompression of their settlement in 1107, the surviving members elected to move back to Habal. Lacking technical skills or money the faithful have formed a ring of shanty towns called favelas on the inner edge of the atmospheric shields and static fields surrounding the city. Prior to the favelas being established no-one had wanted to live so close to the loud constant hum and stench of ozone burn from the static fields so the slums were able to get established before the local corporations even realised what was happening. However once they realised that the slum favelas weren't going away the Church faithful have faced opposition, a complete lack of utility and power access. The corporations run regular removal campaigns intended to clear the settlements however the local Police have little or no control in the favelas and are unwilling to face the Anur fanatics that protect them. At present an uneasy truce exists whereby the corporations will hire the faithful to act as unskilled labour or as servants but refuse to allow them access to decent living conditions.

**Kankurur** <Also known as 'Krankii's'>

Large bird of prey native to Vland, Vland (1717), it has been successfully transplanted to a number of planets, including several in the Sector. A Kankurur has a beautiful multi-coloured plumage, large unblinking eyes and sharp, hooked talons capable of carrying up to 20 kg. Kankurur's are renowned for their bad tempers and evil dispositions.

Kankurur, despite their temper, are capable of being trained and used like the carrier pigeons of Terra, Sol (1827) however because of their strength they are capable of carrying small cargoes as well as messages.

**Karanga, language of**

Local dialect found throughout the Amec Protectorate, the language is a hybrid of several African dialects including Swahili. Primarily used as a second language by the Ba' (people) of African descent.

Example: '*Baloi Mu(y)u 'ilo Kndoki mizIn jok'*

Translation (Galanglic): '*Every (sentient) race must take responsibility for their past.*'

**Karbi, Khandi (2320)** C8D3663-9 Ni Mr { -1 } (F53-4) [3526] B S - 325 10 ImDv M1 V M3 V

First Survey Planetary Designation: *Par*

Karbi is a hot, inhospitable planet, colonised late in the Rule of Man. Unique chemicals which exist openly on the surface were found to form an extremely flexible but hard-wearing natural polymer. In order to have sole rights to the material, ReClaim-Tec, a Solomani plastic manufacturer entered into partnership with the Subsector government to establish an underground colony on the planet.

The polymer is manufactured on the planet into a vast number of everyday products but is perhaps best known for its production of self-heating food packs and its use in filter masks, aqua equipment and space suits. Karbi has remained little more than a worker's dormitory and factory site with only a small percentage of its population being permanent residents. Under the planet's charter, this group is the only segment of society that can either vote in company elections or stand for office within their manufacturing region. Competition between factories is extremely fierce and has been known to lead to extreme violence on occasions.

**Karrana'ch, Mimu (0302)** C555541-9 Ag Ni Di (Corsettin) { 0 } (A44-4) [1515] BC S - 903 6 ImDv M0 V M7 V

First Survey Planetary Designation: *Kauum*

The world is doubly famed: as the home of a now extinct minor race, the Corsettin, and as one of only two worlds in the sector to have developed polymorphic fauna. A surprisingly high percentage of the native life forms are shape changing. The majority of the creatures have an inflatable layer of epidermis which they can alter as required and an internal structure made up of a flexible cartilage which can apparently be reshaped at will. Despite the rarity of polymorphic life forms, little research has been carried out as their existence has been overshadowed by discovery of the Corsettin civilisation.

No one really knows why the Corsettin died out, though some sensationalists have attempted to link it with the complete disappearance of the first Vilani colony early in the First Imperium. Scientists have proved that the Corsettin civilisation had already disappeared sometime before -360,000 and could not have still been around at the time of the planet's rediscovery.

Karrana'ch holds a substantial S'mrii population who have been extremely active in preventing Corsettin artefacts from being exported off world. Karrana'ch's primary export is its high quality beverages. Of particular note are the fine wines and liquors, all products of an extensive and rich natural flora. Large agro-combines, as well as small independent producers, make an excellent living trading these ever-valuable commodities to the rest of the sector. Grants have been freely available (up to recent times) to those wishing to set up business on the rich land. Many retired military veterans, bureaucrats and nobles have taken the chance to retreat and settle on Karrana'ch. Many have invested their pensions in a bid to start a new and quieter life.

**Karsa, Iiradu (3103)** C7A88A8-8 FI Ph { -1 } (C77-1) [8758] Be - - 302 15 ImDv K6 I V

First Survey Planetary Designation: *Khiim*

Karsa is fondly known throughout the subsector as the Planet of Dreams. Despite the exotic composition of chemicals in the world's atmosphere, there is sufficient oxygen to be breathable by human beings, although many may find themselves short of breath if attempting any physical activity. After about two hours however, any off-worlder breathing the air without some form of protection will find themselves beginning to get very light-headed and giggly.



After about another hour they will start to experience striking aural and visual hallucinations, which will last for approximately another hour. Exposure after this time starts to inflict serious damage to the lungs, and any off-worlder exposed to the atmosphere without protection for more than eight hours will begin haemorrhaging inside their lungs, leading to a swift if messy death.

The exact cause of these effects is not widely understood off Karsa, and the Karsae are very keen to keep it this way, for reasons of defence and of the burgeoning tourist trade. Karsa is a popular stop-off point for jaded tourists who wish to seek a new thrill, and religious disciples who feel that a few hours taking in the air will help them communicate with their Higher Being. There are a number of tourists killed every year - when they begin to hallucinate wildly, remembering to mask up after four hours is not always top of the list of priorities. This element of risk does not deter the visitors, and many would speculate that it perhaps encourages them.

Native Karsae do not suffer these ill effects. Speculation is that some kind of genetic adaptation takes place during the Ceremony of the Holy Breath that all Karsae undergo three days after birth. All Karsae births take place in a sealed and purified environment.

Karsa is governed by First Person Jumar Haoo, a former priest of the Church of the Holy Breath who led a coup against the ruling Denei family some 50 years ago, and declared himself First Person amongst Many rather than Ruler of All. Under Haoo, Karsa has begun to prosper, and he is well loved by the majority of the population. Haoo aims to preserve the secret of the Planet of Dreams, whilst spreading its fame amongst the thrill seekers of the sector.

**Kashki, Shallows (0811)** C541336-9 He Lo Po { -1 } (A21-2) [2248] B - - 314 11 ImDv G9 V

First Survey Planetary Designation: *Andam*

Kashki is another marginally habitable world with only a small number of people engaged in subsistence farming. Currently Makhidarun and DagMet are sponsoring a joint investigation at a number of sites on the mainworld, which have potential valuable mineral deposits.

In 988, Davd Grant settled and established a small Koala breeding centre near Kashki where he has made a small, but extremely lucrative business out of selling a specialised breed of geneered Grant's koala. This sub-species is smaller than the version originally pioneered by his father and has proved highly intelligent (achieving an average rating of 36 on the Hosking scale). They make excellent pets and can be trained to carry out fairly complex tasks.

**Kashmiir, Mimu (0103)** A9687BB-C Ag Ri Cp Pz { 4 } (D6E+5) [9B7E] BCF N A 313 10 ImDv M1 V M2 V

First Survey Planetary Designation: *Parkaa*

Colonised in -9,230 by the Vilani megacorporation Naarsirka, Kashmiirians have always been more Vilani than Lancian in its outlook. Its primarily been known for its many and varied crops, in particular the green Dirgaisu berry that is one of the main ingredients in the production of Shidiu Akir, a delicate liquor that has become much in demand over the last two centuries. Another major export is Disgim, which consists of the shredded leaves of the Gaakhammish shrub, which is used as meat flavouring and tenderiser.

Kashmiir has expanded its cities both deep underground and upwards as tall tower-like structures reaching into the skies. The bases are covered in soil so that the towers appear to spring forth out of crop-covered hills. Indeed, Kashmiirians have cultivated every inch of the planet, even the seas. The Kashmiirians themselves are a passive hard working people with an intense work ethic.

Over the centuries the concept of leisure has vanished from their culture and most Kashmiirians find the concept of non-productive enjoyment impossible to comprehend. This has been immortalised in the Dagudashaagian saying 'as hard working as a Kashmiirian and just as much fun...'

**Kashni, Sapphire (1732)** B422201-B He Lo Po Da { 1 } (711-3) [1317] B N A 512 10 ImDv M1 V

First Survey Planetary Designation: *Igar Ir*

Kashni is the thirteenth satellite of the inner, large gas giant Kashni. This small world is the only permanently inhabited body in this comparatively barren system. Kashni is mainly a minor repair station serving the Imperial Navy. Kashni and its 28 satellites carry an amber classification, because of the potential danger caused by in-system Naval manoeuvres and weapons testing.

Commercial traffic is directed towards Inaash, the outermost gas giant where a small-automated refuelling station operates (equivalent to a Class F Spaceport) serving vessels on the Dagudashaag Main. The Navy also operates a rescue service in the event of a civilian emergency in-system. Fees from the refuelling station and rescues are 'donated' to the Naval Dependants Fund (Dagudashaag).

**Kasii, Lord Mazun** - Joint Warden (Elect) of Arnakhish Subsector  
(b. 1082 - )

Born and raised on Capital, Lord Mazun Kasii had been Prince Varian's advisor and close friend for many years. He was appointed by Prince Varian to oversee the governing of the Arnakhish Subsector in his absence, and despite his personal lack of knowledge of the region, accepted the appointment in 1111 without hesitation. He immediately moved to Likhukam where acting as Joint Wardens with Lord Marcus Haiakha they have proved to be extremely competent and well-liked administrators.

**Kassandra, Iiradu (3208)** C898411-9 Ni Pa Da { -1 } (932-5) [1315] Bc - A 612 10 ImDv K7 V  
First Survey Planetary Designation: *Khuder*

The only population on the world is believed to be a few scientists based at a mostly automatic D-class starport on the surface. The planet itself supports a wide variety of flora and fauna and, until a few decades ago, a significant human population. Various diseases (some airborne) exist among the native animals. Though originally countered by the human immune system, these viruses became increasingly virulent and harmful until the Kassandrans were required to evacuate the planet. The remaining scientists are part of a large research project initiated by the biochemistry department of the University of Nimlakim, in an attempt to identify the cause of the sudden changes in the diseases. The most potent of which is known as 'Kassandritus'.

Despite the hazardous nature of the planet, Kassandra is orbited by a research base operated by the Lemkhi Imperial University of Space Sciences which has grown to include some hundred or so academic and support personnel. The base was set up in 956 to study the system's rather unusual primary star.

Kassandra's primary star - named Sharik after the captain of the Vilani ship that first discovered the planet - is a K7 sub-giant, a large but fairly cool star with a rather unusual spectrum. Anomalies in the spectrum - a very low metal to hydrogen ration - suggest that this star is far older than it seems, and may have been refuelled at some time in the past. No Ancient sites have been found in the system, even though it is the only large body remaining, the only other bodies being a large asteroid ring within Kassandra's orbit.

Astronomical observatories and the like are situated both on and off the station, with sensor-packed satellites at various points around the sun. A single observatory is located near the planet's rotational north pole but it is now unmanned and is rarely used since it can only be serviced by personnel in full environmental suits, due to the atmospheric contaminants.

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Kassandra occasionally finds itself a target for news crews from nearby planets, concentrating on the emotional human side of the Kassandritus mutation but asking awkward questions: 'Why, in the high tech Imperium, can't seemingly routine virus and micro-organism mutations be controlled and cured?'. This is a question that leading biomedical researchers appear strangely loath to answer.

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CyJac'13

## **Kassandritus**

Kassandritus is the name given to the disease caused by micro-organisms found airborne on the planet Kassandra. The micro-organisms attack the human respiratory system, attaching themselves to the lung tissue and extracting oxygen from the breathed air. The disease spreads throughout the human body, depriving the blood of oxygen, resulting in a slow death as the victim's brain cells begin to die off.

The first symptoms of Kassandritus are lack of energy and forgetfulness, leading to complete lack of mobility and eventual senility, before the unfortunate individual slowly slips into unconsciousness and then death. The whole process from initial exposure to death takes between two and ten days, depending on the amount of Kassandran air breathed and the overall fitness of the inhaler.

Currently there is no universal treatment for Kassandritus. Once it is in the individual's respiratory system it is the beginning of the end, as the micro-organisms spread at an alarming rate throughout the body, carried by the bloodstream. Various cures have been formulated, however only limited success has resulted from experiments and terminal case usage.

One problem is that the Kassandran micro-organisms seem to be undergoing an extraordinary metamorphosis period. This appears to have been going on for the past 150 years, which finally resulted in its lethal current state and the evacuation of the native Kassandran population.

There is a full time genetic science team based on Kassandra from the University of Nimlakim that is constantly working on a vaccine for Kassandritus. Recent findings have been promising, but further long-term work is needed before a prototype antidote is ready for trials. The most pessimistic of the researchers believe that no cure can match the constantly mutating micro-organisms - another plague more deadly than Kassandritus might spring up at any subsequent point. However, there is great political pressure to get the planet recolonised in the near future.

**Katris, Ushra (1220)** C41047B-9 Ni { -1 } (832+1) [637B] B - - 602 15 ImDv M2 V M5 V

First Survey Planetary Designation: *Kenkha*

The Katris system would be largely uninteresting were it not for the fact that a huge space battle occurred here during the Interstellar Wars era. The battle was fought on the edge of the system, close to the star's Oort cloud.

Although no one has been able to actually locate the site, lumps of wreckage and even whole sections of ships occasionally tumble into the system, taking up a cometary orbit round the star. These are worth a fortune on the collector's market and are highly prized by historians and archaeologists. Oddly, all the wreckage recovered so far has been Vilani.

Katris's main export is powdered Khafi root, a prolific plant that has been known to grow to a height of 3m and spread to 8m from a single root. Powdered Khafi root, sold under the Katris 'Pure Blend' label, has become a popular, if expensive stimulant drink sold throughout the Sector.

**Kaurga, Ushra (1118)** D686411-4 Ni Ga Pa { -3 } (631-5) [1111] Bc S - 601 7 ImDv M2 V M6 V

First Survey Planetary Designation: *Enka Inuurk*

The Kaurga Agroproduce Combine (usually known as 'EnkaCorps') wholly owns Kaurga. The Company was established in the last years of the Ziru Sirka, with the purpose of producing furs and high-quality agroproducts for off-world markets. With the onset of the Long Night, the population became introverted, and lost much of its technology. With the pleasant conditions on Kaurga, the inhabitants found that they were content with a lower level of technology. There is only one major settlement, Kaurga which is considered a model ecologically-balanced settlement.

Although the planetary government retains its corporate nature, off-world trading has only just resumed, and is still at a low level. Because of their exclusive nature, Kaurgaian products can command an extremely high price.

The Ushran government has expressed an interest in building class-B orbital starport facilities around Kaurga, as the system forms a 'gap' in the Dagudashaag Main. The pressure for migration of population from Ushra to Earth-like Kaurga has been growing, but EnkaCorps has successfully resisted, so far.

**Kavanagh, Sir Wilhelm Gaviac MC.Dc** - <Her Majesty's Council to the Ducal Court>

(b. 1045 - )

Kavanagh is Council to the Ducal Court and head of the Ducal Prosecution System, as well as Chief Court Defender. Kavanagh has built up a reputation for both personal honour and integrity and for being innovative in his legal cases.

Kavanagh grew up on Dashi as a Nulskil. Educating himself, Kavanagh managed to buy out his contract and left the planet in 1072. He eventually managed to obtain employment with Sk\*akia, Muisk'mii & Kkaskuama at their Medurma office in 1074 where he achieved an impressive reputation for uncompromising efficiency. In 1077 he decided to change from corporate to criminal law. Working for Tiao Legal Services, he spent much of his spare time setting up and running a free law centre in Downcit, often taking on cases that others thought hopeless and winning.

Kavanagh married Countess Dhuranii Iapi of Gushemege in 1085 and opened his own law firm in the same year. Knighted in 1087 for his outstanding work, he was invited to run the Ducal Court of High Justice Prosecution Service in 1098. Within five years, Kavanagh had turned the office into a model of integrity that is admired and emulated throughout the Imperium. He has made it his life goal to weed out corruption within the Ducal Court of High Justice.

Kavanagh is currently working to have the Star Council abolish the Ducal right to overrule the final rulings of the Ducal Court of High Justice, though without much success. Surprisingly, his only major supporter is the Duchess herself.

**Kaza, Mimu (0110)** C542510-9 He Ni Po { -1 } (D43-5) [1414] B - - 924 10 ImLc G4 V

First Survey Planetary Designation: *Gunar*

Kaza is a hot world that retains small brackish seas at both poles. There is no native life although a number of accidentally imported species have colonised the temperate Polar Regions and are thriving.

This artificial ecosystem is reasonably stable and is beginning to expand out into the deserts. A Management Committee appointed by KAZAHORISUNS LIC, a mining corporation that owns the entire surface of the planet as well as the four gas giants in the system, rules the world. Government policy and local laws are decided at board meetings and are enforced by corporate security.

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In reality security ignore virtually all crime outside of company buildings, but when the law is enforced the force used is swift, overwhelming and brutal. CyJac '13

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**KDgD** - See **Kaaribilanidin Dakhukuga Gulike Dushaage**

**Kedaa, Mimu (0105)** B551410-A Ni Po { 1 } (834-3) [1515] B S - 402 6 ImLc M0 V

First Survey Planetary Designation: *Anli*

A consortium led by DagMet, a leading ore extraction and processing conglomerate, has recently purchased the world. The original colonists have been forcibly expelled as squatters and the current population now consists of DagMet prospectors, extraction technicians, construction workers and administrative personnel. In addition a small cadre of scouts is also present as part of a Subsector-wide investigation into the cultural development of the region with a brief to investigate the culture of the late squatters.

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In the 500's the squatters discovered a natural means of extracting a type of slow drug from local plants. However, after DagMet moved in and forced the squatters out, all attempts to duplicate their work has met with complete failure. The Scout Service thinks it has identified the plants used but to date has only succeeded in creating a brew that continues to speed the user's heart up until they have a complete cardiac failure. CyJac '13

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**Kedden, Gadde (3223)** B585524-A Ag Ni Pr { 2 } (B46+1) [3738] BcC - - 313 10 ImDv M2 V M2 V

First Survey Planetary Designation: *Urikgu*

This warm and pleasant world sends most of its agro-produce to Core sector. Nearly 80 per cent of the working population are either directly or indirectly involved in agriculture. However, the working population constitutes only 20 per cent of the population. The lack of axial tilt and warm climate has made this world a retirement home for many of the rich in this region of space. This was not always so. However, when the retirees began to come to the system, it took so long for the convoluted government to come to any decisions, that when a referendum on the immigrants was held, the retirees out-numbered the local population, and so stopped any measures that may have slowed the influx of people.

**Kediiga, Pact (2123)** B778411-8 Ni Pa { -1 } (832-5) [1314] Bc - - 920 9 ImDv G6 V

First Survey Planetary Designation: *Uugur*

Although the planet primarily deals in goat ranching and has some of the largest goat herds in the Sector, the planet is best known for its Redleaf plants. Yana, a highly addictive drug can be extracted from the leaves. It is illegal to possess, own or trade in Yana, but Redleaf plants, themselves, are allowed to be grown and exported as an exotic decoration. The complex laws surrounding the whole subject have driven at least one well known lawyer to join a secluded religious community.

**Kehuu, language of** <Also known as Lancian or 'new' Kukhenian>

Kehuu is the the main language of the Lancians, spoken extensively within the Lancian Cultural Region and throughout the Domain of Vland by followers of Lancia. It is descended from pre-contact Kukhenian, but since then it has evolved, absorbing many Vilani and Galanglic words and phrases. It is a particularly flowery tongue, and is often described as the Language of Romance. In keeping with the artistic and creative traditions of the Lancians; actors, poets and writers often use it.

Example: *'Unjka tai Kihmu aheh Kajed tai oku jaas'*

Translation (Galanglic): *'Within the core of all (sentients) lies the essence of creation.'*

## Kellacyn

A quick-acting tranquilliser, Kellacyn has the effect of reducing all muscle activity. In the hands of trained personnel, it slows the heart and respiration, causing unconsciousness.

The drug is normally used for subduing large animals, and is not suitable for use on humans.

## Kemnagii, Arnakhish (1904) C55359A-9 Ni Po Chir2 Sa { -1 } (A43+1) [747B] B - - 412 10 ImDv K9 V

First Survey Planetary Designation: *Kir*

Kemnagii is a gas giant moon. Colonised initially by Makhidkarun during the First Imperium, the settlement was deserted for centuries. It was recolonised primarily as a slave depot, transporting thousands of native Chirpers throughout Vland Sector as personal 'servants'.

With the onslaught of the Long Night the colony was forced to work alongside the remaining Chirpers in order to survive. Over the centuries a unique culture developed in which human children were paired with Chirpers from birth, both then working as a bonded partnership throughout their lives - sharing everything. So deep was this bond that when one died, the other often committed suicide rather than continue living without their partner. Then, in 756, Makhidkarun filed for ownership of the planetary resources - a legal battle they won - and returned to strip-mine the planet.

Today less than a thousand Kir-bonded pairs still exist in the outback. Makhidkarun has brought in thousands of off world workers who treat the natives badly. Hundreds of complaints have been filed of sophont ill treatment but to date nothing has been done. Scientists have estimated if this abuse continues the Kemnagii aborigines and Chirper population will be extinct in less than twenty years.

## Kenatuu & Kenatuu Advertising SIA.

The top advertising firm in the sector, Kenatuu & Kenatuu deals only in multi-million accounts, especially political campaigns having helped to elect some of the top politicians in the sector. They will, however, take on major holovideo advertising assignments and are responsible for dreaming up a number of popular advertising campaigns and have won numerous advertising awards including the prestigious "best promotional gimmick ever" at the 1110 ASPs.

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Who can ever forget when K&K 'blew out' the ten thousand-year old storm on Jhalku (a gas giant in the Ninaan system) as a publicity stunt for Andreu's Indigestion Tablets? They are probably better known for their political PR, especially their dirty tricks division which specialises in finding the 'dirt' on opposition politicians. CyJac '13

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## Kesaural Yawu'i Yastei'ah Aohatai < Trokh: "Aohalai Warriors of the Wind-torn Peaks">

The Kesaural Yawu'i Yastei'ah Aohalai was formed in 1070, as a security division for the Aohalai trading corporation AoSpace. Their success in quelling civil disturbances, which threatened corporate facilities at the Starport on Anpanaar, Gadde (2923) in 1081 brought them to the attention of a number of planetary authorities. Several particularly lucrative tickets, together with financial backing from the Aohalai clan itself, allowed them to expand their operations greatly and by 1110 the unit was equivalent to a battalion in strength. Aiau Aohalai, chief executive of AoSpace, and a self-styled "merchant princess", placed her cousin Yalelu'Owoukhyar in overall command of the unit in 1114. The Kesaural have volunteered for service alongside the Covert Action Teams on a number of occasions. Their ready access to AoSpace transport has given them an excellent rapid deployment capability, and they have become a valued part of the ducal forces.

One of their most renowned actions was the Battle of Synnott Ridge in 252-1113, on New Titan, Pact, where the Kesaural successfully defeated a numerically superior force of armoured terrorists.

## Keshga, Zeda (0625) B666441-8 Ni Ga Pa { -1 } (C32-5) [1314] Bc N - 724 9 ImDv G4 V

First Survey Planetary Designation: *Zagunaa*

A non-industrial lightly agricultural world located in the Zeda Subsector of Dagudashaag. Keshga is a member of the Imperium. The system contains a Naval Base.

The 70,000 inhabitants of Keshga have acquired a genetic predilection for an enhanced and refined sense of smell. This has allowed them to develop Perfection – one of the major scent and perfume houses in the sector. The output of this firm is mostly based upon extracts from the native flora and fauna. Perfection is extremely profitable and employs nearly half the populace directly or indirectly.

Many of the remaining industries on Keshga are based upon providing high quality foodstuffs and drinks for the inhabitants to indulge their refined taste and smell. These wares are almost as widely appreciated and distributed as the Perfection perfumes.

Apart from its low gravity, Keshga is otherwise a Terran prime world and would have been developed for greater agricultural use except many off-world grains and fruiting plants grow poorly or fail outright. The Keshg are reluctant to research the matter since they believe the outcome would result in loss of the rich native life and impact their profitable perfume industry.

A small naval base is maintained on Keshga's tiny moon but retains a wide exclusion zone around it, reaching almost to Keshga itself. Rumours abound as to the purpose of the secretive base since its crew are not permitted visit the world.

### **Keshurilm, Laraa (2531)** B527467-C Ni Mr { 1 } (A34+1) [455C] B N - 704 10 ImDv M2 V

First Survey Planetary Designation: *Dejiir*

Keshurilm is a cold world orbiting a dim red star. It is an important link on the communications route into Pact subsector, and is the site of a major naval base. Keshurilm is famed for its glass cities, which are regarded as one of the wonders of Laraa subsector. Each city is a masterpiece of engineering, constructed only from the purest and most translucent plastiglass, and covering hundreds of square kilometres. For obvious reasons, the carrying of any form of projectile or explosive weapon within city limits is prohibited. Failure to comply will result in a term of imprisonment of not less than ten years.

The world has a population of less than seventy thousand people, and draws most of its income from tourism. The Ministry of Colonisation controls the government, though preparations are proceeding to turn power over to an elected local government within the next ten years.

### **Kestona, Gadde (3027)** B576322-8 Lo { -1 } (621-5) [1214] B N - 310 12 ImDv M3 V

First Survey Planetary Designation: *Nurdishpuu*

The northern-most continent of Kestona remains a radioactive wasteland following a nuclear accident involving a navy cruiser. The cruiser, the 'Ae'Yehg', on exercise with the 218th fleet in 1065 was practising the orbital bombardment of imaginary, well dug-in ground forces. Dummy missiles were to be fired at the target site with computer simulating the effects of multiple nuclear strikes. Unfortunately the wrong missiles were launched resulting in the devastating destruction of life and features within a 200 km radius of the blast epicentre.

Luckily the loss of human casualties was relatively slight considering the size of the strike. There were 1,265 deaths at the time of the incident, with 10 to 20 times that number succumbing to various radiation-sponsored diseases e.g. Leukaemia, lymphomas, thyroid tumours, etc. The captain of the 'Ae'Yehg', Lenti Tostvig, was court-martialled along with several senior officers and ratings operating the missile batteries. Such was the public outcry that the naval base in the system was wound down to a tenth its size to become no more than a minor administrative centre. Naval personnel are still actively discriminated against and abused on this world.

### **Khaamumlar, Gadde (3030)** E430761-6 De Na Po O:3032 { -2 } (965-5) [3512] B - - 520 6 ImDv M0 V M5 V

First Survey Planetary Designation: *Kush*

Originally a major manufacturing site during the Second Imperium, Khaamumlar is a classic example of the effects on a healthy ecosystem of uncontrolled industrial pollution. The planet was finally abandoned in -1,900 because it was no longer economically viable to maintain the massive factories that covered half the planetary surface. They left the planet incapable of independently sustaining life. Over the centuries much of the damage has been healed though the soil and air is still tainted. Currently the planet is colonised by scavenger teams who make a living out of selling the scrap left behind.

In 1101, McKenzie Extractions Plc. obtained the contract to reclaim pollutants from the ecosystem. Their rigs were set up a year later and have been running at full capacity ever since though without making any noticeable dent in the pollution levels. Employees of the company have estimated that it would take about 220 years at their present capacity for reclamation before the planet would show any signs of recovery.

### **Khaanii, Followers of** <Also known as the Pure Brotherhood>

Founded by Reverent Emil Khaanii (933 - 987), the Pure Brotherhood was a pseudo-religious movement founded on the Vilani theory of racial purity and superiority.

In 965 the Pure Brotherhood won the elections on Kakar (2937) and ascended to power in the Hive Cities. At first the Brotherhood, under the 'divine' guidance of the Reverent Khaanii, seemed to be working efficiently for the whole community - the bribery and corruption of local government was eradicated and replaced with an efficient service. Then, slowly, the Brotherhood began to blame all non-Vilani for the many problems that still beset the colony. The number of Complaints of tyranny and torture finally resulted in the Imperial Government registering an official complaint. The Brotherhood replied in 985 by cutting off all diplomatic relations with the Imperium. Despite initial reservations Imperial forces put the planet under siege and waited, expecting the people of Kakar to be starved into submission within weeks. Much to their surprise, Kakar continued to hold out. Initially it was assumed that Kakar must have secretly amassed immense food reserves over the last 50 years. Then, in early 987, news began to filter through to the Imperial troops of atrocities being committed on the surface against non-Vilani. The decision was made to invade. Imperial troops found themselves in a dirty guerrilla war against civilians; man, woman and child. Once it became clear that Kakar could not win, the Reverent Khaanii committed suicide and the war ground to a halt. It was only then that it was discovered that over 98% of all non-Vilani had been slaughtered in the early weeks of the siege and that the surviving population had used their bodies unknowingly as food.

The decision was made to re-establish the exile camps on Sima and Napu and over six million members of the Pure Brotherhood were sent into exile. While officially banned, Neo-Khaanii parties still exist within Laraa subsector (particularly on Kakar).

**Khadda, Zeda (0324)** C421210-9 He Lo Po { -1 } (711-5) [1114] B - - 703 12 ImDv K4 V M3 V

First Survey Planetary Designation: *Shash*

Khadda is an unimportant minor trading post that has survived primarily thanks to its low law Level. The enclave around and including the starport is owned by Zithorl Holdings, a subsidiary of DagMet. Khadda has little of value other than its warehousing and trading facilities and its mercenary preparatory school (where poor families can elect to send their children for military training in return for a ten year indenture contract).

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Zithorl Holdings pays very little attention to the world and doesn't really care what goes on as long as they are paid their rent. It is an excellent place to pick up those 'hard-to-obtain' items at rock-bottom prices. CyJac '13

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**Khaem, Arnakhish (2406)** C300777-A Na Va Pi { 1 } (D6A+1) [785A] BD - - 104 7 ImDv K2 V M2 V

First Survey Planetary Designation: *Ariir Giind*

The majority of the population of this small vacuum world originates in neighbouring Iiradu subsector. Originally a small-time mining outpost, its rise to fame throughout the Imperial core comes from the discovery of huge rock carvings. These carvings (or more accurately engravings) extend for thousands of square kilometres over surface northern dust plains. The lines vary in width from about one to twenty metres and form a complex series of linked designs, mostly geometric in nature, but significant areas lack any cohesive patterns. Many have an unfinished look.

The engravings were stumbled upon in 794, some two hundred years after the founding of the original base, when prospectors cleared some of the thick dust layers to start test drilling on a promising mineral vein. Alas the quest for a source of mineral proved to be an unfulfilled promise, but the engravings have proved to be a richer source of income for the world as tourists flock to the world in millions. As already stated the engravings are on such a scale that the only way to view more than a small fraction of the phenomenon and take in the full wonder is through low-orbital fly-by. It is believed that the area of the engravings is considerably larger than that so far uncovered as smaller sections are unearthed annually.

The world has another anomaly, more of interest to planetary geologists and seismologists, in that the outer crust is of an unusual complexity and density. This has thwarted even the most advanced densitometers, hence the miners use of 'primitive' test bores and explosives to reach into the substrata. Little is known about the interior workings of the planet. The crust however has numerous 'soft spots', circular regions of low-density rock, scattered around the planet's surface, many in the engraved regions.

So far no one has come up with a convincing hypothesis to explain their existence: expressionist art on a truly massive scale or part of some more constructive purpose. Even the age of the engravings is open to much argument although most commentators agree that they are at least 25,000 years old.

**Khafi** <Sold under the trade name 'Pure Blend'>

A popular hot stimulant drink sold throughout the Sector. Infusing powdered khafi root mixed with boiling water provides the extremely popular drink. A jar capable of producing 40 cups of Khafi costs about Cr. 5. Katrisin authorities have dismissed claims that regular users become addicted.

**Khaguu, Bolivar (0535)** C310530-9 Ni { -1 } (A43-5) [1414] B S - 712 15 ImDv K4 V

First Survey Planetary Designation: *Kaid*

Khaguu is poor in essential natural resources and is totally unable to support its three-quarters of a million inhabitants without substantial imports. Over the centuries the elitist ruling council has encouraged free trade with minimal trade laws and low port taxes. The populace has gradually acquired a very friendly attitude to the traders (and visitors) of all races.

Ironically though, a trader brought in Tanzak's Plague 2 years ago, causing such a rapid loss of life that the council was forced to impose a tight system of medical checks on all newcomers to Khaguu. Initial tests are performed as part of the port inspection. Visitors wishing to leave the port area are required to undergo a very extensive examination using high-tech bought-in medical kit. This often picks up current and potential ailments including those of which the patient is unaware.

The tiny planet's low gravity makes many of its inhabitants very light-limbed and, despite the use of mechanical and gravitic devices to produce higher gravity in certain areas; most inhabitants cannot travel off world without a month or so of strenuous physical training.

Khaguu is unusual in retaining a trace atmosphere despite its small size. This is produced by the release of tiny amounts of oxygen, nitrogen and other (contaminating) gases from porous chemically laden rocks affected by minor but constant volcanic activity.

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Given that these extremely thorough medical tests are provided free, some visitors deliberately use disembarkation on Khaguu as an opportunity to have a periodic health check-up. CyJac '13

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**Khalan, Arnakhish (2007)** B677525-B Ag Ni { 2 } (A46+1) [3739] BC - - 821 9 ImDv G1 V

First Survey Planetary Designation: *Absalo*

Khalan is one of the two agricultural planets in the Subsector. Its B Class Starport is constantly busy loading the bulk carriers that arrive around the clock to take Khalan's foodstuffs to the rest of the worlds in the Subsector. The atmosphere of Khalan is tainted with pollen from the Graymalk fields that dominate much of the land area of the planet.

Merchant shipping should be aware that the Northern hemisphere has thousands of small 'mirror' satellites in low orbit which are used during the long winter nights to reflect sunlight onto the planet surface reducing the length of night and providing a second, warmer growing period. This has had a severe effect on the native fauna of the northern continent that have been psychologically unable to adjust to this artificial double 'summer'. In addition, there have also been a number of serious accidents caused to ships that had accidentally wandered into the orbital paths of the satellites. The Pan Galactic Friends of Life have started a sector-wide campaign against the Khalan Government for their blatant disregard for the well-being of local lifeforms due to their artificial changing of the environment.

**Khan, Mimu (0802)** C89A5A9-7 Ni Wa { -2 } (742-1) [6368] B S - 102 11 ImLc K2 V M1 V M7 V

First Survey Planetary Designation: *Shik*

Khan is a water world, but only just. If this had been a normal planet with mountains of any size then dry land would cover most of the surface. However Khan is almost perfectly flat and so the surface is covered to a depth of between 1 and 3 metres on average with water. The single city of Istan is built surrounded by dikes 5 metres in height which have allowed the water to be pumped away and a 'normal' city and starport to be constructed behind the 'walls'.

The population is primarily employed in fishing industry though in reality there are no fish on the planet. Instead the locals hunt for edible flatworms, which when cooked and ground down forms a large part of the local population's staple diet as well as providing the planet's main export. The local leader is Tartess (literally 'Wisdom') Shahiim Abbas and such is his popularity that the local people have continually refused his offer to stand down and have an elected government instead.

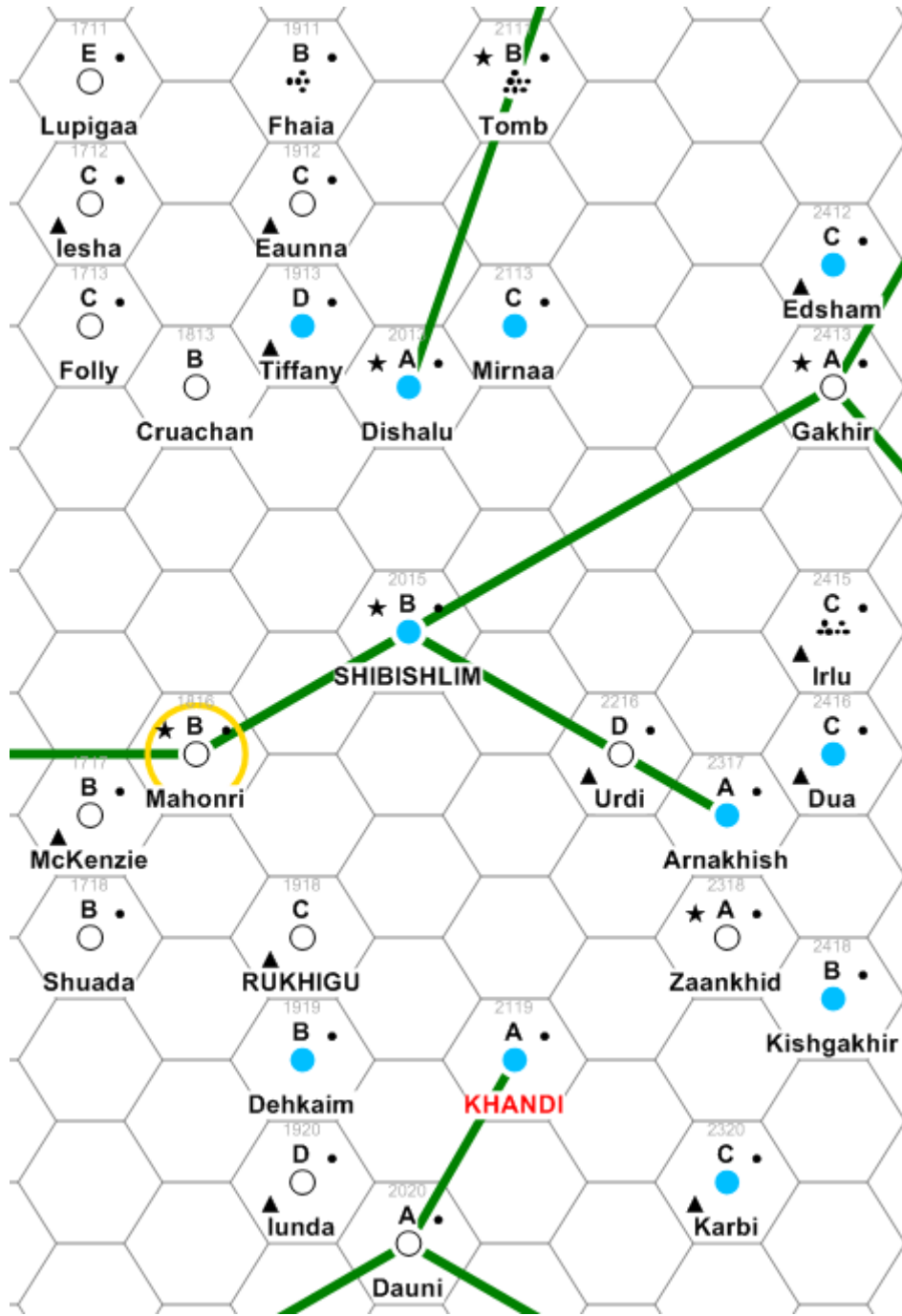
**KHANDI, Khandi (2119)** A422A87-F He Hi In Na Po Cp { 4 } (F9G+4) [AE5F] BEF - - 312 13 ImDv M3 V

Subsector Capital of Khandi, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Pride City.

Khandi's strong growth in population since 600, combined with its total lack of agricultural capacity, has created a need for imported agroproduce, which the neighbouring systems are simply unable to fulfil.







**MAIN SYSTEMS IN SUBSECTOR**

• Lupigaa	1711	E550421-5	De Ni Po { -3 } (631-5) [1111] B	404 11 ImDv	M0 V M3 V
• Ilesha	1712	C7AA886-B	Fl Ph (Eliyah) { 1 } (E7B+1) [794A] Be S	213 11 ImDv	M1 V
• Folly	1713	C300459-A	Ni Va An { 0 } (B33+1) [546B] B	623 12 ImDv	M1 V
• McKenzie	1717	B200223-B	Lo Va Sa { 1 } (811-2) [1328] B S	304 17 ImDv	G2 V
• Shuada	1718	B100634-D	Na Ni Va { 1 } (955-1) [473B] B	401 11 ImDv	K9 IV M9 V
• Cruachan	1813	B7AA235-E	Fl Lo { 1 } (611-1) [133C] B	520 12 ImDv	M2 V M3 V
• Mahonri	1816	B411548-D	Ic Ni Da { 1 } (845+1) [565D] B N A	501 6 ImDv	M2 V M6 V
• Fhaia	1911	B000500-D	As Ni Va { 1 } (B45-3) [1618] B	913 9 ImDv	G1 V
• Eaunna	1912	C300667-A	Na Ni Va Mr { 0 } (B54+1) [665A] B S	221 13 ImDv	M0 V
• Tiffany	1913	D558520-7	Ag Ni HamaW { -2 } (742-5) [1312] BC S	322 9 ImDv	K4 V
• RUKHIGU	1918	C410976-C	Hi In Na { 3 } (C8E+2) [8C4B] BE S	710 9 ImDv	F4 V M7 V
• Dehkaim	1919	BA75149-8	Lo { -1 } (601+1) [2169] B	603 13 ImDv	K5 V
• lunda	1920	D8B3535-8	Fl Ni { -3 } (A41-5) [3236] B S	503 8 ImDv	K1 V M5 V
• Dishalu	2013	A553764-B	Po Mr { 2 } (F6C+1) [5939] B N	524 9 ImDv	M1 V M4 V
• SHIBISHLIM	2015	B566A55-D	Hi { 3 } (D9F+1) [8D3B] BE N	801 12 ImDv	M3 V

## Encyclopaedia Dagudashaag

• Dauni	2020	A310554-F	Ni { 1 } (C45-1) [363D]	B		923 16	ImDv	K4 V
• Tomb	2111	B000575-E	As Ni Va { 1 } (B45-1) [363C]	B	N	504 141	mDv	K0 V
• Mirnaa	2113	C543578-9	Ni Po { -1 } (D43-1) [5459]	B		324 11	ImDv	M2 V
• KHANDI	2119	A422A87-F	He Hi In Na Po Cp { 4 } (F9G+4) [AE5F]	BEF		312 13	ImDv	M3 V
• Urdi	2216	D3106A9-8	Na Ni { -3 } (A51-2) [7369]	B	S	602 10	ImDv	K0 V M4 V M6 V
• Arnakhish	2317	A75A552-D	Ni Wa { 1 } (B45-3) [1619]	B		104 7	ImDv	G3 V M0 V
• Zaankhid	2318	A300533-F	Ni Va { 1 } (945-2) [262C]	B	N	611 8	ImDv	M1 V M3 V
• Karbi	2320	C8D3663-9	Ni Mr { -1 } (F53-4) [3526]	B	S	325 10	ImDv	M1 V M3 V
• Edsham	2412	C426520-9	Ni { -1 } (A43-5) [1414]	B	S	503 10	ImDv	M0 V
• Gakhir	2413	A4007B9-E	Na Va Pi Pz { 2 } (D6D+3) [896F]	BDN A		704 8	ImDv	M4 III
• Irlu	2415	C000565-C	As Ni Va Mr { 0 } (D44-2) [353A]	B S		624 11	ImDv	K2 V M9 V
• Dua	2416	C43147A-A	Ni Po An { 0 } (833+2) [647C]	B S		702 10	ImDv	M0 V
• Kishgakhir	2418	B554402-C	Ni Pa { 1 } (B34-3) [1518]	Bc		714 12	ImDv	M2 V M7 V

### **Khanirlu, Laraa (2734)** B547773-A Ag Pi { 3 } (B6C+1) [4A27] BCD S - 602 9 ImDv M3 V M6 V

First Survey Planetary Designation: *Igmer Kiash*

Khanirlu is an important agricultural world that supplies high quality foodstuffs to Uumirsa, a high-population asteroid belt three parsecs away. The average temperatures are below zero, but despite this there is a flourishing native ecosystem.

Arraxia, the northern continent, is heavily cultivated. The continent is divided into large Farms, each a small country that has its own government laws, and army. There is intense rivalry between the Farms. Sometimes there are confrontations, which can turn violent. Robots constructed on Uumirsa carry out almost all the agricultural work.

### **Khasaci - See New Titan, Pact (1726)**

### **Khasha, Gadde (2627)** C672235-9 He Lo { -1 } (411-3) [1137] B - - 400 5 ImDv M8 V

First Survey Planetary Designation: Memkuu

Khasha is a world of minor importance on the Spinward fringe of the Pukh-Shea cluster. All 450 or so inhabitants of this previously uninhabited world are military veterans, who as a reward for outstanding service to the Imperium were granted land by Emperor Strephon. Khasha has only been opened up to limited colonisation since 1091.

Most have set up small farm-holdings around the equator rearing goats imported from the Spinward Marches which have subsequently been geneered to thrive in the cold climate and tainted atmosphere.

### **Khashpel, Kuriishe (2819)** B553457-C Ni Po { 1 } (A34+1) [455C] B S - 404 11 ImDv M1 V

First Survey Planetary Designation: *Guesh Gir*

Khashpel is an extremely technologically advanced world, which has chosen from early days to capitalise on the mental resources of its citizens. All children are assessed and tested from an early age, and placed in training and educational programmes tailored to their individual talents, with no regard to their inclinations or their parent's wishes. As far as possible, the family group is not broken up until the child reaches ten standard years of age, although sometimes this is unavoidable if the children's talents cannot be nurtured locally.

Government is based around a hi-tech version of the medieval Guild system; each trade and profession having its Guild (the archaic name has been retained) the leaders of which provide the planetary government. There is a hierarchy within the professions, with pride of place going to the most technologically advanced sciences. The arts, while not neglected - a citizen whose talents lay in artistic directions is trained just as thoroughly as one who is skilled in, say, micro-electronics - are regarded as more humble endeavours, and even the most skilled practitioners do not rise far within government.

To the visitor, it appears to be a highly regulated society; the turmoil of power struggles within and between the Guilds is kept firmly behind closed doors. It is illegal to offer any kind of services without membership of the appropriate Guild, or to sell goods which have not got a seal of approval showing that they have, at least, been inspected by the relevant Guild. Even then they still will not get as good a price as those actually made by Guild members. Intending settlers will have to satisfy the Guild for the trade or profession, which they wish to pursue that they are competent; a system of examinations will ascertain their place within the hierarchy.

Many people travel to Khashpel specifically to take Guild examinations in their acknowledged field - the certification will stand you in good stead in most planets in this subsector, if not beyond, such is the acknowledged standard required to gain Guild qualifications. CyJac '13

**Khemelov, Ushra (1212)** A772697-C He Ni { 1 } (B55+1) [675C] B - - 612 15 ImDv G1 V

First Survey Planetary Designation: *Iruuk Bi*

Khemelov is a world in ruins. Until 1014 it was a highly populated industrial world. However, a massive solar flare from Kossilov, its primary, led to the death of over 80% of the population. Most of the survivors were evacuated soon after.

A small, determined, minority remained, primarily in the area around Iruukbi Down Port. They have taken quite extreme methods of increasing their population. In addition to attempting to attract new colonists through financial enticements, the planetary council has decreed that all must undergo forced cloning and has made it illegal not to. They are also experimenting with increasing the fertility of young adults. As a result, twins and triplets are a common sight on the surface.

Some Khemee's have openly rebelled against the re-population regulations. Over the last thirty years the Government has used 'hound' units to seek out offenders and place them in a special hospital where they are 'farmed' for their reproductive abilities. Many female prisoners die young, worn out after having given birth to a large number of children, all fathered by government selected partners. Males are often injected with a satyric drug, which induces continuous ejaculations - the sperm is then used to artificially inseminate female prisoners. Most male prisoners rarely live for more than a few months before suffering a heart attack. Amnesty Interstellar has been campaigning for several years against the planetary government's inhumane treatment of prisoners and is currently trying to bring charges of unlawful rape and murder before the Ducal Court of High Justice. CyJac '13

**Khemgiks**

A small furry marsupial, 25 – 30 cm, long originally native to Imsu, Kuriishe (3114) with large eyes and a small bushy tail. Khemgik are an extremely popular pet throughout the Sector and are easily house-trained. It is extremely difficult to sex an immature Khemgik and given that an unsterilized female can produce a new litter of 7 – 12 pups every 100 days its best to ensure that it has been neutered before purchasing.

**Khendic, Count Illias Cavendhis** - Count of the Parendis Meridian Cluster, Military Governor of Zeda

(b. 825 - d. 917)

Count Khendic was a renowned statesman. After serving in a number of 'police' actions in the newly formed Solomani Confederation, he was posted to Zeda IISS as governor-general of Zeda (874 - 887). He was assigned to Ex-Governor Abram Innes who had temporarily been raised to the position of Sector Duke when the hereditary ruling family was disenfranchised after the dynastic crisis of 874 and the Ziadd government was subjugated to the IISS.

He was recalled to the Ducal Court after a mutiny at laq'tsur for which, by his prohibition of the Blood rituals of Kh'ish, he was held responsible. After serving in the Ducal Office of High Justice he returned to Zeda as governor-general (892 - 911). A liberal reformer, his administration substituted Galanglic for Klatha'sh in the local courts, brought about many educational reforms, temporarily suppressed the practice of ritual assassination, and abolished B'kath, whereby the husband was burned on his matriarch's funeral pyre.

**Kherse, Kuriishe (3014)** A200536-D Ni Va { 2 } (746+1) [474C] B N S - 500 7 ImDv M0 II

First Survey Planetary Designation: *Khergu*

The settlement of Kherse may appear unusual, especially considering the adjacent worlds of Imsu and Amiikuhk, which are much more hospitable. However, when the Sylean Federation Scouts first entered this cluster as the early Imperium expanded, the region was still rife with piracy, and the Scouts wanted a secure base to operate from, unchallenged. Additionally, the adjacent systems were well developed, having survived the Long Night, and it was thought unwise to settle in a system where the operations of a base could be observed by natives whose loyalty was unproved. The small vacuum world of Kherse was settled, providing a base in an untravelled system, with an unlimited supply of ice for fuel. It also provided for easy 'in and out' scouting operations using jump-2 technology without refuelling being necessary.

The Scouts used this base to range all over the cluster, preparing the local systems for contact. By the time the Imperium proper reached this region, trade was common with the local worlds.

However, piracy was still a major problem to development, and an advanced naval base was established at Kherse, upgrading the existing Scout facilities.

The base provided the Navy with the ability to operate throughout the cluster, supporting trade and commerce, and suppressing the pirates. As time passed, the high level of naval operations led to concerns as to whether sufficient fuel would be available for operations on a long term basis. Eventually an ice-mining colony was established at Eshiiir (3013) to secure fuel for the base without forcing reliance on the newly integrated world of Imsu (3114).

The shipyards established at Kherse have a reputation second to none for excellent drive engineering. It is common for starships from around the local cluster to have their annual maintenance performed here. However, the world itself is still very austere, dominated as it is by the military bases. Many of the half million inhabitants are employed in support of the military bases, or the Starport. The civilian population is ruled by the 'Council of Twelve', with representatives drawn from business, the local community and the military bases. The council is presently under pressure following the effective loss of Eshiiir, whose facilities were operated by local business for the Navy. There is also concern as to the long-term future of the Naval and Scout bases as Imsu (3114) continue to develop technologically.

**Khi, Iiradu (2603)** A685202-E Lo Ga RsA { 1 } (811-3) [131A] B - - 804 12 ImDv M0 V

First Survey Planetary Designation: *Sharshu Liis*

Originally set up as an Imperial Research planet, Khi Laboratories became independent in 855 and currently have several labs studying advanced sensor systems for the Imperial Government.

There are two orbital stations conducting research into the effects of a fairly generic system on sensor operation - for which they are collecting extensive amounts of stellar data and such like. They are also studying the effects of high power sensors on space phenomenon and on the flora and fauna of the planet itself. The base's results are used for setting safety levels throughout the quadrant and for verifying the safety of new sensor systems.

Two further stations are located on the planet; one surface installation associated with the sensor work, the other a subsurface unit dealing with some form of archaeological and/or geological survey. Exact details of this latter station are restricted. The surface station has service and supply domes and low quality landing facilities for ships up to 400 tons; anything larger than this has to dock at the larger of the orbital stations which provides high quality services (but can only handle a few craft at any time).

**Khiishi, Gadde (2830)** B77A279-D Lo Wa { 1 } (711+2) [336E] B N - 203 10 ImDv K8 V

First Survey Planetary Designation: *Kuukark*

The government classification is less than a true balkanisation (difficult with a total population of 230) but more like a composite of types 1 and 7: there are two companies competing with each other for economic control and ownership of the world. Shea Agro-Constructs and DagMet both employ just over a hundred individuals in research and development roles, the former in the search for new agricultural produce and the latter for new mineral sources.

Both companies have been granted exploration licenses, which restrict their operations to certain activities and predefined areas. Both have broken their respective license agreements on all counts. On occasion they have clashed with each other in zones outside their remit, sometimes violently. They have been trying their utmost to outdo each other and are not averse to undermining their opponents operations by any means. The two sides have refrained from reporting each other's legally-suspect activities to the subsector, sector and Imperial administrators for fear of having both their licenses revoked yet; their mutual antipathy is common knowledge to most business concerns in the region.

**Khiishpur, The Remnants (1323)** D8A5610-8 FI Ni { -3 } (951-5) [1313] B - - 601 8 ImDv G1 V

First Survey Planetary Designation: *Mur*

Khiishpur's development has been hampered by its dense, oppressive and toxic atmosphere, but now the planned refining of valuable 'liquid ceramic' compounds from the seas of the world offers a chance for Khiishpur to rise above its anonymity. The largest percentage of the population can be found living on and operating the fleet of huge extraction-ships that rove the seas searching out the dense pockets of valuable minerals. These vessels, some over two kilometres long, pump up the liquid and perform the first stage of the purification process before making port where the material is refined to a near pure state.

**Khika, Bolivar (0635)** B500321-C Lo Va { 1 } (721-3) [1418] B N - 602 13 ImDv M1 V M3 V

First Survey Planetary Designation: *Khish*

Khika Starport was originally a small naval base, consisting of a large ground port ('Khish Down') and small orbital unit ('Khish High'). A small proportion of Khish Down was set aside for civilian use since it seemed uneconomic to build a second port for the limited traffic that passed through the system. However, as the base increased in size and traffic in accordance with the development of the surrounding systems, Khish High took on the majority of the military functions. In times of trouble the ground port's mixed civilian/military operations caused security problems and some 73 years ago Khish Down was abandoned to purely civilian use with the orbital station expanded accordingly. The uninspiring rock ball of Khika had attracted few permanent inhabitants and the naval withdrawal left just a few port personnel.

The civilian port has remained mostly robot-operated while the number of overseers has gradually decreased until now only the six members of the Sanhelen family remain. Having been at Khika through three generations, the Sanhelen adults and children all work at the port. Close links are maintained with the naval base, which helps Khish Down to maintain most of the automated leisure facilities originally provided for the ground naval base. This high-tech 'playground' makes it a popular place for navy crew on R&R as well as civilian visitors. The family is counted as a participatory democracy as all the adult members vote on the major port decisions.

The small size of the community means there is little local news and the Sanhelen's have become increasingly reliant on imported information.

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It is accepted custom for regular visitors to spend the evenings relating their recent interesting/exciting exploits. Newcomers who are good storytellers will be well received and will benefit from being classed as a family 'friend' of the Sanhelen's instead of as a customer, while antisocial types can expect poor quality port service. CyJac '13

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**Khikaeg, Shallows (0212)** D565643-6 Ag Ni Ri { -1 } (853-4) [3523] BC S - 504 11 ImDv M1 V

First Survey Planetary Designation: *Shagmani*

Khikaeg is the home of Carlsbrew Distillers - voted No. 1 in Dagudashaag Sector by the Imperial Brewers Guild for the last 20 years. The Khikaeg population is primarily composed of Carlsbrew employees and independent farmers who cultivate a wide range of mutated hops, malts and barleys used in brewing some of the many alcoholic beverages sold by the Company. Carlsbrew also owns several other Breweries throughout Dagudashaag and release their produce under several trade names.

Khikaegian's are, for the most part, members of the Universal Church though they interpret their religion more liberally than is generally found elsewhere in the sector; a fact that has caused the local Church hierarchy a great deal of concern.

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Or in other words they know how to party and seem to assume that regardless what their priest may say after the event, all sins short of murder will be forgiven. CyJac '13

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**Khimkaa, Bolivar (0735)** B5958A6-7 Pa Ph Pi { 0 } (A78-1) [7846] BcDe - - 102 12 ImDv M0 V

First Survey Planetary Designation: *Kaen*

Despite orbiting a cool, red star, the dense CO<sup>2</sup> atmosphere of Khimkaa ensures daytime temperatures regularly reach well in excess of 45°C, thus the society has become mainly nocturnal. They are also evenly spread across the planet, with no more than 100,000 of the population living in the largest five cities. An advanced weather-control system ensures that there is plenty of daylight for the solar power generation and storage systems and that there is two hours of precipitation before sunset. This rainfall is timed to allow the air and ground to cool before the Khimkaa's leave their air-conditioned homes.

So efficient is the Khimkaa weather control system that it has been patented and is marketed throughout the Imperium. Many view a Khimkaa system as a mark of quality and reliability, though the Khimkaa insist on a 100-year annual maintenance contract with every prospective client prior to installation. The cost of a complete annual overhaul has almost doubled the cost of a Khimkaa system and made their competitors seem relatively cheap since they only insist on a ten-year overhaul. Despite this, Khimkaa systems are in high demand and they are currently running a 12-year waiting list for installation. Their real wealth does not come from the installation of weather systems but from the maintenance contracts which, although franchised out, is always overseen by a Khimkaa co-ordinator.

**Khiradu, Iiradu (2706)** A542886-C He Po Ph Pi Sa { 2 } (F7C+1) [7A4B] BDe - - 314 11 ImDv G2 V

First Survey Planetary Designation: *Gankakakha*

The domes of Khiradu support 300 million xenophobes who spend much of their economy on the high-tech support needed to sustain them against their environment: cold, dark, thin air and a constant blast from the radiation belt around their gas giant primary.

It is not clear why the settlers founded their colony on this moon well outside the habitable zone - it is thought they were exiled from some other world but if so, they keep that aspect of their history well hidden. Their energy and industry have raised their population, and let them spread across their world, but it is an inner drive and outsiders are not welcomed on-planet. They have a gloomy religion, which portrays a despotic overlord who frowns upon mortals (and especially those non-believers who fail to appease it).

Far above the surface of Khiradu, Gankakakha Orbital offers a class A starport on the X-Boat run through the sector, with excellent orbital facilities: repairs, supplies and stopover facilities. Scouts from the bases in adjacent systems can often be found here swapping tales and enjoying the atmosphere.

Gambling is encouraged along with other pursuits to divert and entertain. The elite bureaucrats from Khiradu may be found here too, distinguished by their formal-cut grey suits and ornate swords, supervising the running of the station. There are specific Members-only clubs and establishments, which cater directly to their tastes and into which off-worlders are not allowed.

**Khruel, Arnakhish (1903)** C9B4331-9 Fl Lo { -1 } (721-5) [1215] B - - 420 13 ImDv M9 I II D

First Survey Planetary Designation: *Nima Khi*

The planet is a hellish wilderness with a single settlement; Port Famine is an independent mining settlement, which refines valuable chemicals from the planetary surface.

The Khruel system is best known for its biannual 'Kamikaze Run'; where independent traders from throughout the Sector compete to be the first ship to safely travel through the inner planetary belt and get out the other side with a specially planted beacon. The belt is composed of billions of small asteroids, none larger than 50km in diameter.

The competitors have to plan out a route through the belt to the beacon avoiding collisions and planted mines that are timed to explode at hourly intervals. The winner of the race, as well as winning the prize money of MCr.1, gains a great deal of respect and sponsorship - especially as 28% of all ships never finish and many end up wrecked in the belt.

**Khulim, Argi (1039)** B554410-B Ni Pa { 1 } (C34-3) [1516] Bc N - 824 10 ImDv M1 V M8 V

First Survey Planetary Designation: *Giikhapuur*

The world consists of a single continent, a jungle consisting mainly of fungus and lichen covers most of the landmass. The spores released by the massive jungles of fungus render the air unbreathable for two months a year and several of the spores have been known to lodge in a person's lungs growing inside, slowly suffocating the carrier. Due to the dangers involved only indentured personnel actually stay on the planet's surface.

Naasirka maintain a number of bases on the surface to search for and gather various funguses, both for use as spices and in medicine. In particular, Naasirka are extremely keen to trace down fields of the fungi known as Golden Spores which will restore vitality and health to the human organism. Its pan-biotic abilities have proved impossible to artificially duplicate and Golden Spore brings in several thousand credits per gram.

**Khumara, Mimu (0707)** D561520-7 Ni Pr { -3 } (741-5) [1212] Bc S - 900 12 ImLc M2 V M1 V

First Survey Planetary Designation: *Irpi*

Khumara is a desert wildlife reserve established initially by the S'mrii but currently run and funded by the Pan Galactic Friends of Life. A single city has been established near the North Pole called Kamamosku, Kehuu for Sanctuary. The planet itself has been divided into several regions using sonic barriers to allow planetary species to reside next to each other while maintaining a balanced ecology. Khumara itself has only one macroscopic native species, the Lemmitah, a primitive flatworm that can grow up to ten metres in length.

At this present moment in time, Khumara has recreated over 18 ecosystems on its surface and is home to thousands of desert species including several species that have died out on their own planets, and the sanctuary is currently in the process of re-introducing them back to their native environments.

Although Khumara does not encourage tourists to visit they do have a highly profitable business selling educational holo-programs throughout the Imperium.

**Khumsada, Arnakhish (2203)** C7698B8-7 Ri Ph { 0 } (A78+1) [8857] BCe - - 221 6 ImDv G1 V M3 V

First Survey Planetary Designation: *Kaammii*

Khumsada is a pleasant garden world with a temperate climate, and is regarded as one of the premier holiday destinations in the subsector. Some of Khumsada's major selling points are the breathtaking scenery and the incredible diversity of its native life. Two minor continents straddle the equator and vast chains of islands; most formed by volcanism, trail into the oceans. The world has few other resources and the local government is keen to preserve its scenery and natural heritage.

The Starport has been deliberately restricted to a class C facility (although the port's support facilities are particularly luxurious) and numbers of physical visitors are restricted, though Khumsada does trade in extremely high quality SimStim and Tri-Vee 'memory' holiday packages. These are designed to allow virtual 'visitors' a chance to enjoy the peace and tranquillity of the planet at a more affordable price. Virtual holiday packages account for over 70% of the system's wealth. Khumsada is also known for its quality vegetables, fruit and wines.

**KHUSGULUR, Gadde (2525)** C573988-A Hi In (Morlock) Gray5 { 3 } (F8D+3) [9C5A] BE - - 813 10 ImDv G3 V M7 V

Khungulur was originally settled during the First Imperium as a mining colony. The surface proved so inhospitable due to the extremely low temperatures that the colony was established deep underground. During the period known as the Long Night the planet was finally mined out, but the Khungulur no longer had the means to leave.

As technology wore out, the Khungulur were forced to adapt physically. Their eyes gradually became more sensitive to light allowing them to see better in the dark. They adapted to living on the native animal and plant life that existed in the tunnels. Claustrophobia (fear of enclosed spaces) was completely bred out of them. They turned to the manufacture of ceramics to replace the metal they no longer had. When the planet was rediscovered during the Kuriishe Eraki trade expansion the Khungulur had evolved almost into a race apart. They had become experts in the manufacture of ceramics, and had altered as a race. They had become photophobic (unable to cope with bright lights), agoraphobic (fear of open spaces) and had adapted so well to living off the native flora and fauna that they now needed certain unique enzymes found only in that particular food-chain to survive. Nicknamed 'Morlocks', the Khungulur are today the major manufacturers of ceramics for the whole of Dagudashaag.

Their major problem at this time is their ever-increasing population. Since their enzyme dependence makes it impossible for them to colonise other planets, they have enforced a strict population and euthanasia control and the death penalty for all crimes. Visitors to the planet are restricted to the surface Starport and may not enter the Khungulur cities on pain of death. The Starport is mainly for trade and has never been upgraded.

**Khuulush, Gadde (2822)** D651210-5 Lo Po { -3 } (411-5) [1111] B S - 222 14 ImDv M0 V M2 V

First Survey Planetary Designation: *Nirkvleaan*

Khuulush is the third satellite of a large gas giant that orbits far from the system's two stars. Gravitational and tidal forces make the world extremely volcanic and the surface is dotted with active volcanoes and pitted with extinct craters. The planet is frigidly cold, although geothermal heat keeps the atmosphere from freezing solid and creates large semi-permanent lakes of liquid water. Although the lakes are capped with thick ice, the waters below are hot and actually support primitive celled plants and animals: it is generally agreed that the organisms were accidentally introduced to the world rather than having evolved there.

The entire population is the staff of a mining facility maintained by Ling Standard Products. The facility has been closed to casual travellers since 1105 and the Starport listing downgraded from its original C classification, although no official reason has been given for the closure.

**Khuuniish, Laraa (2837)** C582300-A Lo { 0 } (A21-4) [1315] B - - 505 12 ImDv K9 V M8 V

First Survey Planetary Designation: *Garkkhuurda*

Khuuniish has a dense atmosphere that allows sound to carry extremely well, though sound is often distorted over any distance. As a result, all Khuuniishan dwellings are heavily soundproofed. The system once had a subsector-wide reputation for its musical recordings as well as for its complex sonic sculptures.



The population of this once flourishing world was all but wiped out in 870 by an unknown virus which left the remaining population a very small gene pool which is slowly reducing through inbreeding. The population is very insular and refuses to allow any new settlers or any new additions to their limited genetic pool.

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Musicians from Khuuniish are considered amongst the most skilled in the Sector and a performance by a Khuuniishan often draws large grounds on most planets, however the number of musicians claiming to be Khuuniishans actually outnumbers the current population of the planet. This is mainly due to the number of musicians on other worlds who fraudulently claim Khuuniishan citizenship and training to secure a gig. CyJac '13

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### **Ki, Arnakhish (2205)** C627556-A Ni { 0 } (B44-1) [4549] B S - 304 10 ImDv M0 V

First Survey Planetary Designation: *Nirer*

Ki is a cold, highly volcanic world that retains a very thin tainted atmosphere. On the surface, air pressure is just a few millibars below what qualifies as a thin atmosphere. The air contains sulphur compounds and other contaminants, and can only be breathed using combination compressor/filter masks. There is native life, but on the land it entirely consists of primitive plants. Ki's oceans are covered by a thick crust of ice but are liquid beneath. Animals are known to dwell in the seas but a properly organised expedition to discover the nature of Ki's aquatic life forms has never been undertaken.

The community on Ki is self-sufficient in food and produces industrial-grade chemicals, which are sold to Likhukam. Its major imports include high tech life support equipment and luxuries.

### **Kiaatrutkr Sia**

A major S'mrii producer of computer and communications technology, wholly owned by Phylum Kiaatrutkr (ranked number two in economic output after Kiaskui/U'Chakzii-Ziask). The corporation is recognised as being highly innovative, and their ranges of lightweight meson comm-link systems are rated as among the Imperium's best.

The corporation's reputation was severely damaged, however, in the Manasharlu-Vines incident of 1077, when two prominent Ushran researchers claimed to have demonstrated a faster-than-light communications system. Kiaatrutkr rushed to secure exclusive rights to this development, but it rapidly transpired that the researchers were guilty of misrepresenting faulty and incomplete experimental data. Manasharlu and Vines resigned from the University of Ushra in disgrace, and Kiaatrutkr retreated to lick its wounds.

### **KIAKH'IEE** <Arde mala Domesticans Mimaes> <Also known as 'Gillette's'> IISS rating: 0 (Evidence of tool use)

Kiakh'iee are mammalian omnivore/gatherers native to Mimu, Mimu (0208); domesticated by the S'mrii early in their history and used by them to nurse their eggs and infant young.

They share the same hexapedal body structure as the S'mrii, stand about ½ to ¾ the size of an adult S'mrii when fully grown (1m - 1.5m long and stand 75cm high) and weigh about 35 - 48kg. The fur of an adult Kiakh'iee consists of a fine down and varies from white through golden yellow to the extremely rare greyish black. There are believed to be about 20 recognised subspecies or 'breeds' in existence.

The Kiakh'iee are remarkable in that they appear to be nearly sentient, as far as the Sophontology division of the IISS can tell, this state was triggered through selective breeding practised by the S'mrii over the millennia. Their near sentience was 'discovered' in 1059 and nearly caused a civil war. The IISS reacted to what they saw as slavery and cover-up of a sentient race by immediately declaring full protected status for the Kiakh'iee and demanding the S'mrii immediately free all Kiakh'iee.

Agreement was finally reached in 1061 whereby the S'mrii were granted 'guardianship' over the Kiakh'iee with individuals being classed as a minor protected and guarded by a S'mrii (or occasionally a human).

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Kiakh'iee are relatively small, furry and insufferably cute. Personally, I think they should be all shot on sight, except even raising your hand to a Kiakh'iee will earn you the eternal animosity of every S'mrii ever born! They are also smarter than the IISS think, some are almost as intelligent as humans and almost all breeds can learn to communicate in short phrases of InterLanguage or even Galanglic! Some are excellent mimics and seem to enjoy using this ability to cause mischief. Given that they can learn over 2,000 phrases, word and accent perfect, exposure to too much human tri-vee can make them a real problem.

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CyJac'13

**Kiasku, Duke Skuissch\*r** - Duke of Mimu Subsector, Prime Councillor to Duchess Karyn Viisarikaa

(b) 932 – d. )

S'mrii head of the Skai'i'uss, leading council of the ConSentiency and ruler of Phylum Kiaskui, Duke Skuissch\*r has a reputation as a shroud, resourceful noble. Duke Skuissch\*r has a dark green skin coloration patterned with the genetic Kiaskui 'birthmark': a metallic silver geometric pattern over his back. He also has a unique variant which consists of a bronze coloured 'snake' pattern that seems to start at the back of his neck and spiral down to the small of his back.

Duke Skuissch\*r is extremely popular in the ConSentiency though his philosophical and pro-sentiency approach to Imperial politics has earned him a number of opponents in the Moot.

A veteran of political intrigues, the Duke has acted as Prime Councillor twice before, to Duke Darius Viisarikaa (1012 - 1024) and under Duke Raegis III (1040 - 1047). He was recalled to service in 1114 to lead the newly appointed Duchesses' Star Chamber. Duke Skuissch\*r is renowned for his sharp intellect, his efficiency and loyalty to the ducal family. Lord Tyle Cassius, Marquis of Argiluu once described Duke Skuissch\*r as 'an utter paradox - ancient in knowledge and wisdom, with the spirit and energy of a child.' Totally unflappable and serene, Duke Skuissch\*r often quotes from a wide variety of religious works to reinforce his point of view.

His many interests include his many philanthropic works, particularly his financing of a specialist relief agency, 'Ikriiss U'mra likh\*' or Project Dawn is still in the developmental stage. He personally donates over Mcr. 12 every year to organisations working to alleviate depravation and poverty.

Duke Skuissch\*r trained as a Virtuality Dream Weaver in his youth and created several memorable works, including 'Dream of Satkrsach\*m\*iassiisk' which is still shown daily at the Weeping Spire Memorial Centre during the Time of Remembrance. Today he owns the major share of both the Ssiiku Mima (InterPhylum DataNet) and Mikhss\*rii Virtuality Studios SIA.

**Kii'kii, Old Suns (1110)** C743376-9 Lo Po { -1 } (621-2) [2248] B S - 110 9 ImDv M0 V

First Survey Planetary Designation: *Kiir*

Even during the First Imperium, 'Kiir was a backwater. A manufacturing centre was set up during the Rule of Man, which subsequently failed. A small colony remained behind during the Long Night exodus and, surprisingly, survived through the Long Night.

Today, Kii'Kii has no great wealth and is in effect run by the IISS who are the major employer. Kii'Kii currently acts as a minor transport junction for IISS traffic travelling between Ushra and Old Suns. Unfortunately IISS plans to pull out over the next five years and the local Council has been unable to come up with an alternative. Thankfully Kii'Kii raises sufficient crops to feed its indigenous population, mines sufficient metal ore for its own fairly modest needs but is unable to provide anything worth trading off-planet. The Starport is small but more than adequate for dealing with the usual amount of traffic that passes through the system.

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'Kiir is a dirt ball that is only worth visiting if you want to engage the services of a passing Free Trader, many of whom register out of 'Kiir for tax reasons.

CyJac'13

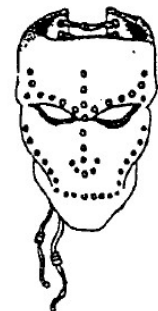
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**Kiirishi, Argi (1335)** C6A4223-A Fl Lo Sa { 0 } (811-3) [1227] B - - 104 9 ImDv K7 V

First Survey Planetary Designation: *Duurin Ush*

Gas giant satellite, the atmosphere is mainly composed of chlorine, an irritant gas. A small colony was established deep within the planetary crust which exports rare chemicals found on the surface. The population all wear full face masks in public. It is believed this custom evolved from forced wearing of respirators over the years. The natives believe an uncovered face to be obscene.

Visitors should note that in 913 the display of facial flesh in public was added to the Obscenity Laws making it an offence punishable by a public flogging. Visitors should note that it is not considered obscene however to publicly display human genitalia, and that the official brothels are by definition considered public places. In Red Street, prostitutes (both male and female) stand nearly naked on the street waiting for customers, wearing only their facemasks.



Face Mask, Kiirishi

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This is one kinky planet! A number of visitors over the years have been arrested for obscenity while visiting the local brothels as they forgot and proceeded to remove their masks along with their clothes. The last flogging I heard about consisted of 20 lashes with a stinger whip - ouch!  
CyJac '13

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**Kikaduum, Ushra (1615)** B551459-C Ni Po { 1 } (734+2) [556D] B N - 410 14 ImDv M2 V

First Survey Planetary Designation: *Khuuruum Ki*

Kikaduum is famed for its gas trade. Its naturally occurring large underground caverns are filled with a multitude of exotic gases, many utterly unique. Unfortunately this has meant that the surface of the planet can be extremely volatile and sudden and violent explosions are unfortunately, the norm. This has meant that the colonists must live on a gigantic sky-city, 'Khu Ki' which held aloft by grav generators. Mining is also done by means of grav-powered platforms, which float above the sites extracting and refining the gases.

Most people assume that Kikaduum is a typical rigger settlement, but the reality is very different. The reality is that Khu Ki is a major cultural centre. Most of the extraction is carried out by nearly automated facilities and the majority of locals are either middle management or technicians. Khu Ki has some of the best restaurants in the subsector, some superb art galleries and an award-winning museum specialising in the history of the Ushran Hansa.

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Kikaduum also holds a major music festival every three standard years that is a must-visit. Many top bands from throughout the Imperium vie to be included in the month-long programme of events. The festival is recorded and is broadcast repeatedly throughout the Empire. Accommodation during the festival is at a premium and extremely expensive; often rising to ten times the normal rental costs. My recommendation is to pay a Kookie techie' to allow you to 'camp-out' on one of the extraction platforms and commute to and from the festival stadium. CyJac'13

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**Kilasir, Arnakhish (1803)** C200755-8 Na Va Pi { -1 } (D67-3) [5636] BD S - 604 14 ImDv K1 V M6 V

First Survey Planetary Designation: *Zandaa*

Kilasir is a manufacturing world jointly owned by Naasirka and Makhidkarun. It produces various electrical components for use in a variety of equipment constructed on other worlds. The planet has a single metropolis which runs constantly.

This has resulted in the development of three distinct sub-classes each with their own culture, based on which shift they work. The night shift and their families are known as 'nocturnals' and are recognised by their furs and robes which are dyed deep blue or purple. The 'Twilighters' wear beige colours and the 'Sunners' wear loose robes in bright colours.

Over the centuries a deep hostility has developed between the shifts to the extent that anyone found outside their enclave after their shift's timeshare of the entertainment zones is over, risks being tortured and killed. Naasirka and Makhidkarun have both refused to put a stop to the practice as the hostility has led to competitiveness and increased productivity as each shift tries to outdo the others production quotas.

**Kima, Shallows (0711)** C522873-9 He Na Po Ph Pi { 0 } (D79-3) [5826] BDe S - 903 11 ImDv M3 V M5 V

First Survey Planetary Designation: *Meir*

Kima was once a thriving agricultural community until Kima's primary went through a unexpected period of increased stellar activity in the 320's, raising the normally cool world to temperatures that led to loss of significant proportions of the atmosphere and surface liquid.

Consequently it is a constant struggle to survive on the world. The IISS is now involved in two separate operations on Kima - monitoring the primary's activity and introducing a resettlement programme, to other worlds.

A major conservation effort is also underway to transfer some of Kima's unique native wildlife before they become extinct. At the moment the ConSentiency are funding the re-homing of the last surviving Kimahan Skyhawks or 'Pou-Kais'; Pou-Kais are carnivorous, stand 2.5m high at the shoulder and weigh about 30kg. Their body is covered in a soft glowing 'neon-like' down and they have both extremely powerful and vicious eight-toed clawed feet and a wingspan in excess of 10m. It is believed that less than 8 breeding pairs still exist, however their transportation has proved to be a bit of a problem as Skyhawks cannot be put into form of hibernation and need to remain fully conscious throughout the journey. To remain healthy each bird must fly for about 3 hours a day in a gravity of about 0.6g. The ConSentiency is currently negotiating with both MMSL and Makhidkarun to hire cruise ships, as they are the only starships with sufficiently large open spaces to enable the birds to fly around free while in transit.

**KIMALAD, Old Suns (1506)** A7859CB-E Hi Ga Cp Pr Pz { 3 } (E8F+5) [BC7G] BcEF - A 603 7 ImDv K2 V M2 V

Subsector Capital of Old Suns, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Mount Kingsley.

Capital of the Kimalad Collective, Kimalad was an untamed jungle until its initial colonisation in -3205 by the Vilani. They exploited the world by heavily mining its surface using open cast. Vast stretches of the planet were ripped open to allow Naasirka to steal its mineral wealth. Then the Long Night forced the planet to be abandoned. Slowly the planet recovered and the jungle began to cover the planet once more though many of the deep scars left by the Vilani were still unable to support life. Then in -231 refugees from Ushran space resettled the planet. Settlements were built on the immense, flat-topped mesas. As the population increased the mountaintops began to be covered in multi-tiered buildings of near infinite hue. However, despite the population increase, building in the valleys was forbidden. By year 1 the cities consisted of dozens of city levels each built precariously on top of each other. Monorails linked the mountain top cities together. Kimalad had access to jump technology when they first arrived on Kimalad and used it to form a political collective with Shidu and later annexing all the planets in the Cluster. Under 'Emperor' Dafyd Quasot, the Kimalad Collective became an Empire. His son, Jyond further strengthened his hold over the planets in the cluster by declaring war on his nearest neighbour, the Guukian Federation. Kimalad was assimilated into the Imperium in 20 and has been at peace ever since.

Today, Kimalad is a major trade centre for the subsector and claim to be capable of supplying most goods through its many markets.

The jungle floor region continues to be undeveloped and is home to the Ishupkura, a large grazing beast which is capable of growing up to 2 tonnes in weight. Ishupkura is prized for its meat, which has a pleasant nutty flavour. Although they are also raised on a number of other worlds, the Kimalad claim that those culled from the wilds of Kimalad have a superior taste and texture.

**Kimalad Collective** <Also known as the Kimalad 'Empire'>

Kimalad was a barren world that was colonised in -231 by refugees fleeing the advances of the Ushran Empire. Having limited jump technology, Kimalad was ideally placed to dominate the region, however, world after world was found to be barren. Out of the six worlds in the Kimalad Cluster, four were unpopulated. Apparently isolated, Kimalad entered into a 'collective' partnership with Shidu, the only other inhabited world in the cluster. By -78, contact was again made with traders from the Ushran Hansa and Kimalad found out that there were other inhabited worlds nearby across the divide.

After a bloodless revolution in -56, Dafyd Quasot came to power and within a year had made the two worlds into an 'Empire', with himself as hereditary Emperor. He proceeded to annex the nearby barren worlds, probably to increase his feeling of self-importance. His son, Jyond Quasot was born in -36 and was completely and utterly spoilt. During his formative years, servants were predominantly responsible for raising Jyond and preparing him for his role as heir apparent, while his father was kept busy defending against pirate excursions into Kimalad space. In -11 Emperor Dafyd died under mysterious circumstances and Jyond came to power. Many historians now believe that his son, who had grown tired of waiting for the throne, assassinated Emperor Dafyd. Despite initial problems, Jyond enlisted the help of his old tutor, Professor Sheri Kashvi who helped him to control his 'Empire'. To keep his people's mind off the problems at home, he instigated scouting missions to planets beyond the Cluster. It was in -3 that one such mission landed at Imau. The report made mention of Imau's accelerated progress towards becoming an interstellar power. The scouts also learnt about psionics and revealed that the Guukians were embracing this new knowledge. Jyond was fascinated. He knew from contact with the Hansa that secret cults such as the Dhuna used psionics in their dark ceremonies. Yet here was a peaceful planet happily and peacefully embracing the powers of the mind. Jyond, realising that one day he might need a tool to unite his people, began a propaganda campaign painting the Guukians as psionic monsters. Even then he knew that if his 'Empire' were to expand, Imau would need to be dealt with.

By the time Sheri Kashvi died, Emperor Jyond Quasot had manipulated the Collective into psioniphobes who were deadly afraid that the psionic monsters of Imau were about to conquer them. In 12, Jyond carried out an unprovoked tactical strike on Imau, killing thousands of civilians. Unfortunately, the unexpected force of the resistance they encountered meant they were unable to follow through. He also encountered for the first time the Scanian Sanheichiir when one of his ships was destroyed by a warrior teleporting onboard with a bomb. Then in 17 the Guukian Federation took the war to the people of the Empire when a ship using drop-tanks jumped into Kimalad space and destroyed Kimalad's only orbital station by ramming it.

The people of Kimalad panicked in fear of an all-out invasion and Emperor Quasot was forced to instigate draconian measures to ensure he remained in control of the situation. Quasot never managed to recommence his invasion of Federation space and was assassinated in 19 by his illegitimate son and personal bodyguard, Gharl Hault-Horendez. The ruling Council of Seven offered the Regency to Gharl who initially refused but was eventually persuaded to accept the title of People's Protector until the Council could decide who to appoint as their next Emperor. The arrival in-system of Cleon's Imperial fleet in 20 resulted in Protector Gharl standing down and the collective's quick assimilation into the Imperium.

- 231 Kimalad recolonised.
- 200 Kimalad explores the Cluster.
- 185 Kimalad Collective formed with Shidu.
- 78 Contact made with the Ushran Hansa.
- 56 Dafyd Quasot comes to power after a bloodless revolution.
- 54 Quasot changes the Collective into an Empire.
- 52 The Empire annexes the barren worlds in the Cluster.
- 36 Jyond Quasot was born.
- 11 Emperor Dafyd dies under mysterious circumstances.  
Jyond crowned Emperor.
- 3 Scouting Mission from Kimalad lands at Imau.
- 12 Kimalad declares war on the Guukian Federation.
- 19 Jyond Quasot assassinated & war with Guukian Federation ends
- 19 Gharl Hault-Horendez appointed People's Protector.
- 20 Kimalad Collective/Empire assimilated peacefully into the Third Imperium.

**Kimaria, Arnakhish (1809)** DD543210-5 Lo Po { -3 } (411-5) [1111] B - - 614 8 ImDv M2 I V M1 V M9 V

First Survey Planetary Designation: *Andkash*

Kimaria is a marginally habitable colony since its exploration by the Vilani early in the First Imperium. The mainworld of Kimaria has seen settlements come and go; some have lasted only a few months, others several decades.

The longest recorded settlement began towards the end of the Rule of Man when agri-domes were constructed to invest in new hydroponic techniques. Like many worlds during the Long Night, contact with the rest of space came to a standstill. It is believed that the Kimariaan farmers perished in the harsh environment once the technology to sustain their dome habitats became more and more scarce. Resurveyed at the rise of the Sylean Federation failed to find any survivors of the farmer's colony and the system was abandoned until recently when another colony was established.

The current colony is now almost self-supporting in raw materials and the agri-domes have been once more brought back into production, mainly in basic foodstuffs. Kimaria is currently looking at its resources to see what it can trade with the Interstellar community, but so far without any success.

**Kinhe, Bolivar (0331)** EE79A687-6 Ni Wa { -3 } (851-3) [6356] B - - 404 11 ImAp K2 V

First Survey Planetary Designation: *Asham*, Local Nahuatl Designation: *Chanticotli*

Kinhe was settled by the Akan people of Ghana, Terra during the Rule of Man. The Bu'Akan live primarily on the tropical atolls that ring the planetary equator and make a living through traditional crafts and fishing the world's ocean. In 377 a colony of Scanian's including 2,000 Aquans were invited to help colonise the planetary oceans and to work with the Bu'Akan to develop ecologically safe mineral extraction systems to dredge the ocean beds. In 604 - 5, Kinhe was severely ravished by opposing Naval forces during the initial chaos of the Civil War. The population retaliated by electing to opt out of the Imperium and join the fledgling Trade Protectorate being formed by Ixtlilpopoca Sanchez.

Within twenty years of joining the Protectorate, the then fledgling Amec Company, House of Aymara, had managed to 'buy' out the entire extraction industry and had elected its own (off-world) government to run the planet. One of the government's first acts was to make the planet's religion officially Universalist and to ban the worship of any other faith including the Scanian philosophy and the widespread Bu'Akan religion of Nkisi. When the local's decided to ignore the law, the Amec government declared an Inquisition backed by strict penalties for contravening the Worship Laws.

Within a year the native people had rebelled. Amec Marines arrived in force to ensure 'peace'. For the Bu'Akan and Scanian's this meant almost 1.5 million people dead and a 'military' dictatorship run by House of Aymara. Since then this governmental structure has degraded into a highly inefficient bureaucracy.

Surprisingly in 1103, a previously unknown AAB repository was discovered buried in Mhaki Gorge. The ruins appear to be consistent with the First Imperium, which raises the question as to whether or not the planet was colonised by the Vilani before the Akan settlement and what happened? Despite being inundated with requests from Imperial scholars wishing to study the site, House of Aymara has elected to leave the building unexcavated at this time and to declare the death penalty for anyone found trespassing in or near the gorge.

**Kir-bonded** - See **Kemnagii, Arnakhish (1904)**

### **Kiriani, language of**

Trade language spoken by the majority of Hamaran; Kiriani originated on Tethys, Ushra and a more formalised version is still used by the Priest caste in their ceremonies. Kiriani is formed deep within the throat and secondary stomach and expelled as the Hamaran breath out. This means that Hamaran are able to speak continuously even while eating or drinking. It also allows Hamaran musicians to play a wind instrument and sing an accompaniment at the same time.

Although humans and other sentient races can learn the language, most Hamaran find that their pronunciation is usually extremely squeaky and punctuated in all the wrong places making it difficult to understand.

Example: '*Tal Uraü ÿ gy'aisö a reñbi ~ urikö mú av tñiú.*'

Translation (Galanglic): '*Pay none (sentient) the reward of evil; punish them (instead) with goodness.*'

### **Kirusis, The Remnants (0926)** D533355-8 Lo Po { -3 } (A21-5) [1136] B S - 523 13 ImDv K3 V

First Survey Planetary Designation: *Imem Ki*

Kirusis, like many planets in the Remnants Subsector, was initially colonised and subsequently strip-mined of all its valuable assets during the First Imperium. When the Vilani Corporations elected to pull back to Vland Sector during the Rule of Man, they frequently evacuated only the key personnel and left behind the workers. Such was the case on Kirusis. The worker caste was left leaderless, the technology was failing and the people had to adapt to cope with the thin atmosphere, freezing conditions and lack of food. During the period known as the Long Night, the Vilani on Kirusis adapted to their harsh conditions while waiting for the Corporations return.

Over the centuries, it became an integral part of their belief system, a 'Company' Messiah, Makh Id Karuun'sirka who would return from the stars and take her 'children' home.

The 'People' learnt to survive on the equatorial ice plains - living primarily off the flesh of the Suungriaal, a large 250kg walrus-like creature native to the planet. Its meat was eaten raw, its skin provided insulated clothing and formed the inner lining of their ice caves, and its bones were used for manufacturing weapons and transport, while the blubber was used as fuel. Gradually over the centuries, they managed to conquer their harsh environment and redevelop technology. War was outlawed as it was seen as a complete waste of calories. It should be noted that the unit of currency on the planet is the calorie; A person's wage is equal to twice the number of calories expended to carry out a job - this means that the 'richest' people on the planet are the manual labourers. The Suungriaal was domesticated and transport between settlements re-established using ice-riggers controlled by massive, on-board crystalline computers. The planet was eventually recontacted by the Pact. Only limited trade ensued as the Kirusis had no desire for the 'depraved' lifestyle of the Pacters, found it too painful to cope for any length of time with the excessive heat of their dwellings and had no aspirations to leave the planet.

It was 122 before a Makhidkarun ship visited the planet again. The crew were initially seen as heralds of the Messiah and treated accordingly, but the natives quickly came to the realisation that these people were 'false prophets'. The crew were condemned for committing the sins of laziness, exploitation and greed and sentenced to exile. The Council of the People declared the Vilani Corporations a false path and concluded that the People must remain steadfast in the way so that they too did not become corrupt like their 'cousins'. Makhidkarun has attempted on several occasions to re-establish contact in the hope of taking advantage of the People, but so far without success.

Today Kirusis is rarely visited. Its only export is a limited number of Suungriaal, which is considered a delicacy by certain of the Khandian Meat Cults, including the Family of Flesh.

The People continue to follow their 'Code of Discipline and Procedure' which lays down the life style necessary to be worthy to meet their Messiah. Although existence for the People remains rigorous and harsh, they view it as a necessary cleaning and purification.

Over the last few decades, there have been a number of People who have studied the Imperial records and realised the truth behind their religion but those who have attempted to inform others of the truth have been declared heretic and exiled to the Polar Regions. Visitors to Kirusis should be aware that any endeavour to reveal the 'true origins' of their Messiah will be viewed as proselytising by an outsider and is punishable by death.

**Kishgakhir, Khandi (2418)** B554402-C Ni Pa { 1 } (B34-3) [1518] Bc - - 714 12 ImDv M2 V M7 V

First Survey Planetary Designation: *Khiigikhir*

Kishgakhir, like Gakhir, is named after one of the twin sons of the minor god Angakh of Vilani mythology. Although similar in size, the resemblance ends there. The world is a pleasant farming colony that is shaping up to be a major agricultural producer of the future. Much of this is due to the arrival of Vhi Dytru Inc. with its automated agricultural production plant. The prospect of jobs in harvesting is bringing an influx of new blood from Khandi and Shibishlim.

The Imperial Bureau of Colonisation is offering land grants and free passage for people to move to Kishgakhir. Local life is primitive; the majority of crops and livestock have been introduced from other worlds. Many novel food plants and animals are being added to Kishgakhir's biosphere to tempt Dagudashaag's eager palette.

These include genetically engineered varieties of Terran lobsters, Akivan Water Skimmers, Khili Aatan, Candistripe Trees, Thistlegrass, Mallowseeds and witchsticks to name a few.

**Kiur, Old Suns (1602)** C435420-8 Ni Da { -2 } (B31-5) [1213] B - A 605 10 ImDv K3 V M0 V

First Survey Planetary Designation: *Vluuum*

Kiur is the homeworld of a reclusive sect, the Kiurashi, who follow the teachings of the Vilani prophet Mirashikuu. He taught that everyone must endeavour to become as close to perfection as they can achieve and that the best way to achieve this was through striving for physical and mental perfection, spiritual purity and the mastery of your environment. He once wrote that the sword represented all that was bad with Humaniti. Yet once a man learnt to respect it as an extension of themselves and discovered how to conquer it then nothing was impossible. Trying to achieve true 'perfection' has resulted in the followers becoming a group of highly skilled martial artists.

In 323 the Kiurashi elected, for reasons they never disclosed, to send most of their followers off-world, though they declared the system sacred and would remain a permanent shrine to the teachings of Mirashikuu. No one knows where the Kiurashi moved to.

The Kiurashi that remained behind have acted to preserve the surface as sacred territory and have been known to spend years tracking down those who have desecrated Kiur by landing on its sacred soil. To ease contact with non-believers, a small area of land has been declared unholy to allow a Starport to be built. Visitors should note that although there are no statutes, there is a strict code of conduct that everyone is expected to follow. Failure to follow this code will usually result in a sword-fight. Given the skill level of most Kiurashi, it is extremely rare for an off-worlder to survive a challenge unblooded.

**Klatha'sh, language of** <Also known as 'Ziaddi'>

The Ziadd, the only surviving minor human race within Dagudashaag, had a comprehensive culture and language by the time they were contacted by the Vilani. They expanded out to the stars during the Rule of Man, taking their languages with them. The main Ziadd language is Klatha'sh. Like Galanglic, it is derived from a number of root languages and has a large number of regional and planetary variations each with its own distinct character and flavour.

Most Klatha'sh speakers are found within the Shallows, Ushra, Zeda, and The Remnants subsectors, although Klatha'sh can be heard throughout the Domain.

Example: *'Kigmu'khe k'arr orrg'aa eth draechkl'*

Translation (Galanglic): *'He who waits longest, comes last.'*

**Koala (Grant sub-species)** <Phascolarctos Cinereus Grant>

A genetically engineered sub-species of herbivorous marsupial, originating on Terra, Sol. Biological Koala live in eucalyptus and other trees, and feed on their foliage. Superficially Koala resembles a small bear, having a wide head and a thickset body.

Biological Koala weighs about 9 kg though the Grant sub-species can weigh between 3kg and 7kg. Like all marsupials, it has a brood-pouch with a pair of teats; a single young is born about thirty-five days after mating, and it makes its way into the pouch immediately after birth. Not until it is four to five months of age will it venture out of the pouch to travel on its mother's back, returning to the pouch at intervals until it is six months old. It may live for up to twenty years.

In 928, a young genetic engineer named Habib Grant, arrived in Dagudashaag with a breeding pair of koala, a selection of DNA and a dream. He set about geneering a less specialised sub-species which could eat any human-compatible foliage and increasing its intelligence so that it was capable of carrying out a number of simple tasks. Within a few years, Grant's Koala were being sold throughout the domain as pets while a dwarf species, weighing only 3kg, has proved extremely popular with the Hamaran.

## Koel, Lord Artus

<b. 805 - d. 883>

Lord Koel was an Ushran-born novelist and essayist. In 840 he settled on Dashi and published his best-known novel, *Darkness of the Heart*, which exposed the Ushran racial purges, which occurred during the expansion of the Ushran Empire. In later works such as *Narcissus* in 859 (in Greek mythology, Narcissus was a beautiful youth who spurned the love of the nymph Echo and in punishment was made to fall in love with his own reflection), he questioned some of the common assumptions of science. He became increasingly interested in parapsychology and left money in his will for a university chair in the subject, subsequently founded at University of Medurma-Korovall. He and his wife committed suicide together.

## Kooky Music Festival, The tri-annual - See Kikaduum, Ushra (1615)

## Kra

A carnivorous flier native to Dishalu, Khandi (2013), the Kra is considered the most dangerous of all Dishalu native life forms. Adult Kra are 30cm long fliers whose bodies are completely covered in thousands of sharp spines. the 'wings' are formed from a mat of hollow spines that extend out from the upper body like circular rotary blades. Kra take off by means of a natural jet propulsion. The creature builds up gas from its food, which it stores in inflatable gas sacs under the belly. When it requires lift it expels this in controlled bursts out through the hollow tubes that form the 'wings'. This causes it to rise until it reaches the powerful thermal currents of the trench where it can rest and allow itself to glide.

Kra live in large flocks, of approximately twenty thousand adults. When hungry or frightened, the flock swarm all over any animal found outside, ripping and tearing at the skin. They live on the blood, which they lap up with their 20cm long tongues that are coated in a highly effective anti-coagulant to ensure the blood keeps flowing. The few victims that haven't died from the cuts and blood loss have ended up haemophiliacs.

## Krankii's - See Kankurur

## Kua, Arnakhish (2110) D572359-7 He Lo { -3 } (521-2) [4168] B S - 720 16 ImDv M1 V

First Survey Planetary Designation: *Isim*

The IISS working with several sector government-sponsored companies from Ninlakim, Arnakhish (2208) are actively engaged in a long-term terraforming project to convert this world into a more habitable place. They are firstly trying to utilise the 'high oxygen taint' by combining it with hydrogen released from surface minerals increasing the atmosphere's percentage of water vapour. By increasing the atmospheric water vapour they hope to trap more of the primary's energy to warm the planet and thereby increase the amount of water retained on the ground. So far, they have successfully created a number of large lakes that although freezing over on the surface are remaining both in liquid form and untainted from contact with the corrosive minerals that form the planetary surface.

At the same time, they are attempting to create fertile soil by removing contaminants from the ground up rocks and introducing plant life in the form of lichen, mosses and algae in a number of small test sites scattered across the Equatorial region.

## Kulisaan, The Remnants (1023) B424435-A Ni { 1 } (A34-1) [2538] B - - 213 10 ImDv M1 V

First Survey Planetary Designation: *Magi*

If it wasn't for the world's location on the Main, then Kulisaan would be just an uninhabited, unimportant ice-covered rock. The numerous small traders that make up the majority of the local traffic pass along the Main (or more specifically the 'Mainbridge' as the chains of worlds in The Remnants is known), stopping off at each world in jump-I steps, see Kulisaan as a 'must-visit' port of call.



Its high quality starport and thriving trade market in the small startown district, good berthing and fuel prices, as well as generous subsidies has attracted a lot of business. The continual expansion has encouraged the local authorities to turn a blind-eye to many minor illegal practices in order to promote Kulisaan.

**Kurdeshu, Iiradu (3006)** C544265-9 Lo O: 3008 Px { -1 } (A11-3) [1137] B - - 815 9 ImDv M1 V K9 V

First Survey Planetary Designation: *Vlir*

Kurdeshu is a world owned by the government of Daas (3107 Iiradu). On acquiring their first Free Trader 320 years ago, Daas began a colonisation effort of the neighbouring system of Kurdeshu. A charted survey discovered a rich deposit of lanthanum ore. A mining colony was set up to extract and process the ore. Daas technology while able to process the ore was unable to do so safely. There were a number of severe environmental accidents, and combined with extremely eco-unfriendly processing practices a large quantity of photo-reactive chemicals were released into the thin atmosphere. The thin atmospheric ozone layer has become degraded and is now only 60% intact. Surface UV exposure is extremely high and highly dangerous to anyone not wearing appropriate protective clothing on all areas of the skin and eyes.

When the lanthanum source was exhausted 25 years ago and no other deposits had been discovered. Daas closed down the mining facility save for a skeleton crew to mind the facility. Five years later Daas decided to reopen the class C starport and the mining facility as a penal colony for political dissidents. The company Soreal Inc. were contracted to run the prison and provide system security in the form of 3 SDB's to watch over hydrogen fuel sources and any ships that might attempt to land in a restricted area of the colony. There are currently 327 prisoners being held in the colony.

**Kuriishe, Kuriishe (2717)** C63177A-9 Na Po { 0 } (969+2) [977B] B - - 800 11 ImDv G4 V

First Survey Planetary Designation: *Luuker*

Kuriishe is one of the most peaceful planets in the Imperium. The people here have not known war since the Rule of Man, and the separate states interact on a level almost unheard of anywhere else.

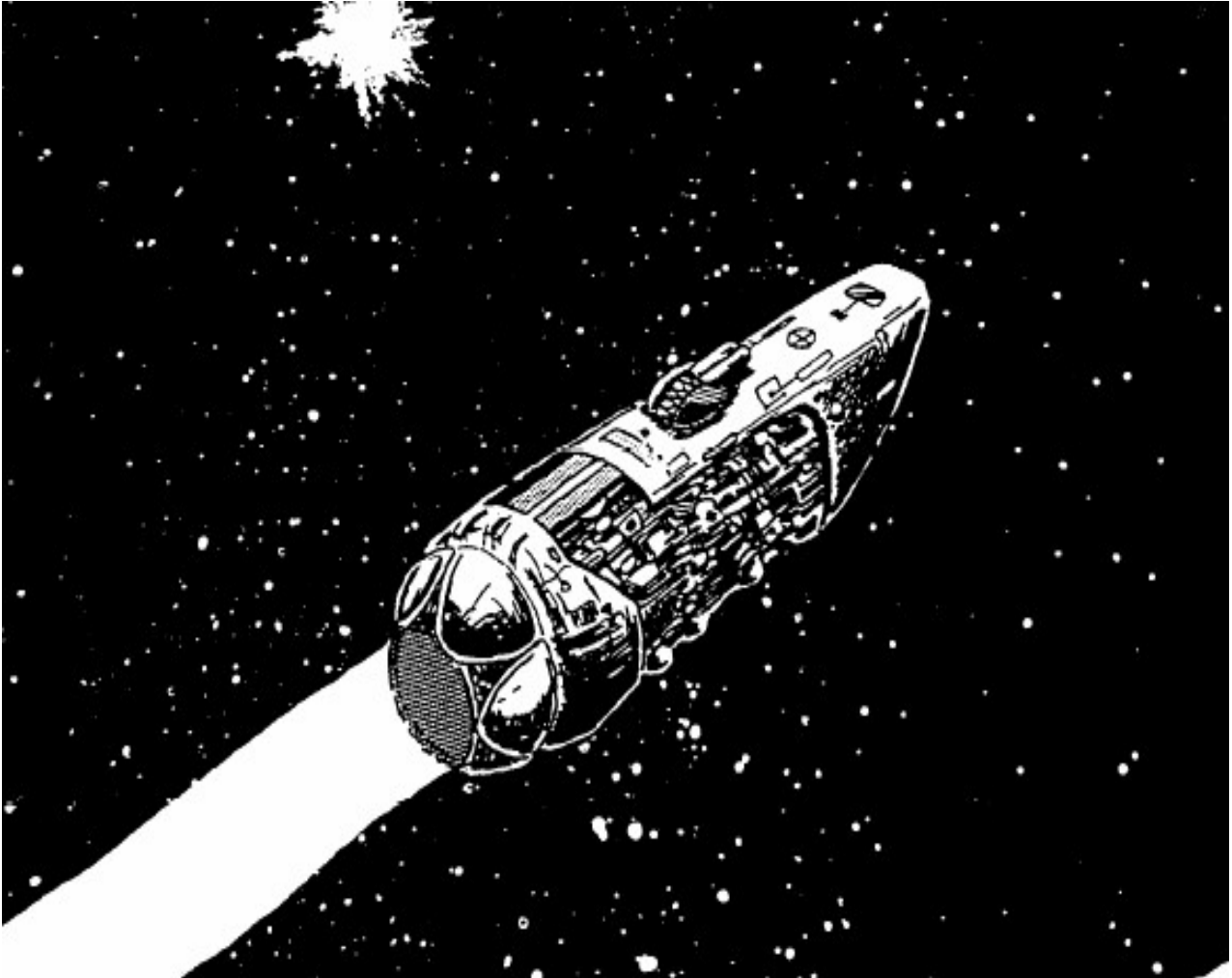
The most popular resort is at Darlan, where views of Kuriishe's only natural water reserve, Lake Darlin', are quite spectacular. Visitors should also take in the waterfalls at Salish that serve the great lake. Care should be taken when venturing out onto the lake, as it is populated by the poisonous Bula fish. These fish are almost identical to another fish called a Jaeshe, which is a great delicacy on Kuriishe. This tends to lead to a great deal of confusion in many culinary facilities, causing the highest rate of natural food poisoning in this sector.

Other landmarks of interest are the Valleys of Lryin, which are so deep that the local meteorologists have been able to determine that at their deepest point, the valleys enter a period where the ecosystem changes enough for special types of flora to flourish just twice a year. One of the most beautiful flowers that can be found in the valleys are the S'Broos flower. Vast sheets of the plant cover the valley sides at the 1,000m to 1,650m range and when in season they can bloom for up to three continuous days and nights before closing its lovely dark blue and purple petals again. While the blossoms are open they absorb enough radiant energy to nourish and support them for half the local year. A certain amount of energy is lost in the process resulting in a display of bio-luminescence from the open petals that enables them to be seen from miles away, and looks like a giant purple and dark blue reflection to the casual observer.

**Kuriishe Eraki, Republic of**

The Kuriishe Eraki was a state that dominated parts of Kuriishe and Gadde subsectors during the Long Night. Eraki (2920 Kuriishe) flourished under the Ziru Sirka, becoming the regional capital and a major trade hub. Its power dwindled during the Rule of Man but the world retained most of its Vilani traditions, in part contributing to its survival during the Twilight period. It survived, although lost much of its technology. The world's society gradually changed as the Long Night deepened, eventually giving rise to a pro-science movement that pulled tech levels back up to pre-Long Night levels. Unfortunately Jump technology continued to elude them. By around -720 Eraki had been contacted by the Ushran Empire and succeeded in persuading them to supply Eraki with starships and crews to enable them to contact other systems locally in return for supplying the Empire with high technology. Slowly, using Ushran ships, Eraki began to explore and colonise nearby systems and by -600 the small sphere of inhabited systems joined together to form a loose federation, the Kuriishe Eraki. At the height of its power, the state included the Inshaam, Khashpel, Minsur, Khuulush, Amgagiga, Baladine, Urkesh, Sivistia and Shenpe (now Depot) systems. Ushra successfully kept the secret of Jump Technology from the Eraki right up to 3 when traders from the Imperium contacted the state.

Although the Kuriishe was in contact with the emergent states within Core Sector it maintained much closer links with Dagudashaag states, mainly the Medurma Pact. As the Pact became embroiled in the ongoing Slaver Wars with the Aakhri Empire, it began to rely heavily on minerals and agro-products imported from the Kuriishe. By around -200 the Kuriishe had become the dominant trading power within the trailing edge of the sector. By year 1 the newly founded Third Imperium had absorbed all the remaining Long Night states within Core and had set its sights on the rich territories that lay to spinward: The Kuriishe was the perfect vehicle for its entry into Dagudashaag. In a brilliant series of economic and political moves, Cleon I annexed the Kuriishe Eraki, absorbing all member worlds by 15, and thereby gaining virtually complete control of vital resources that the Medurma Pact relied on.



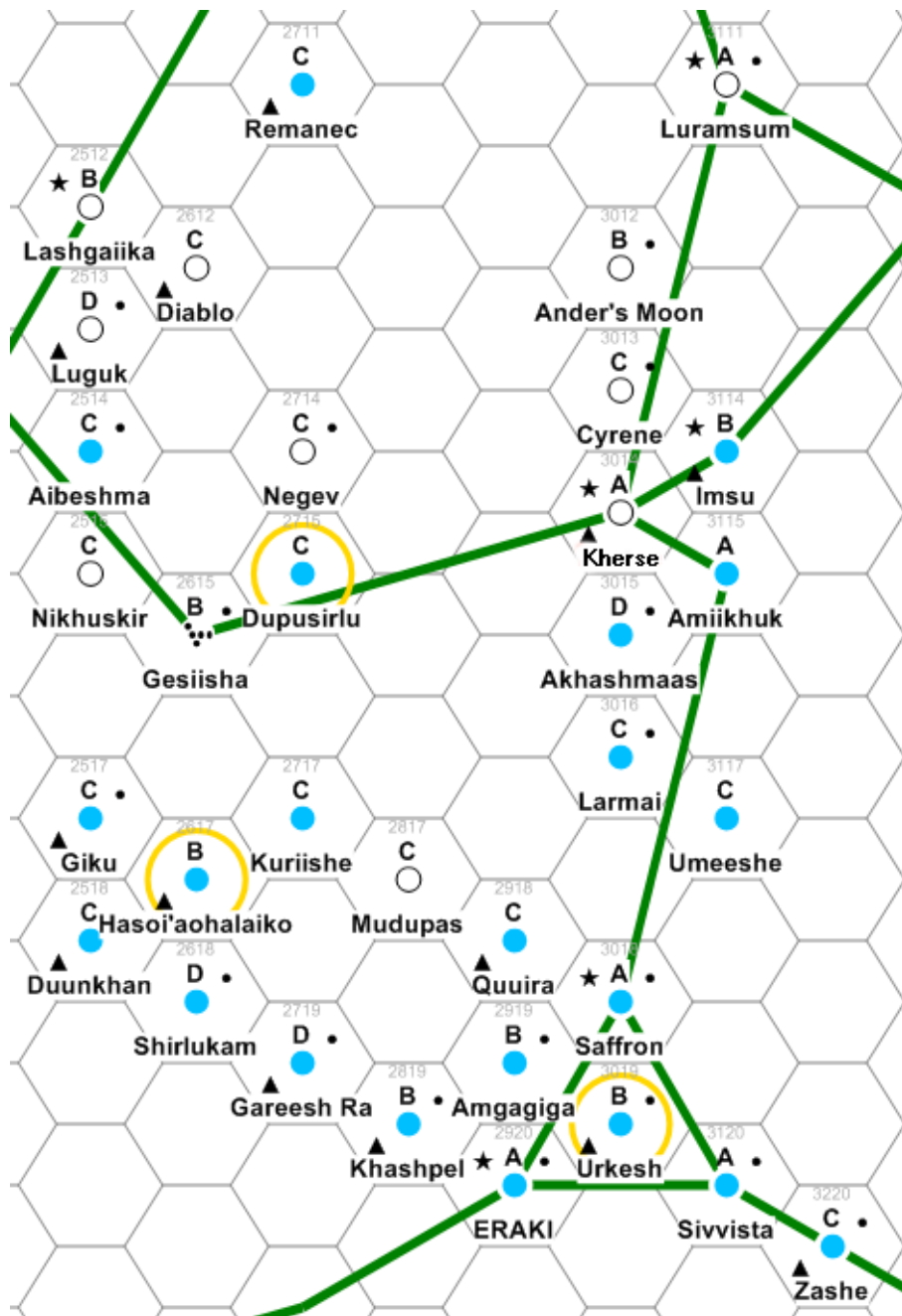
### **KURIISHE Subsector - SUBSECTOR H**

Duchy Capital: Sivvista (3120 A4288BA-E)

This subsector has seen many political intrigues. The Duchy capital was originally at Eraki (capital of the Kuriishe Eraki, the petty state that dominated this region during the Long Night). However, in a scandal in 710 (the precise details of which have never been revealed), Duke Imlagaklus was stripped of his rank by Empress Margaret 1 and Count St. John of Sivvista was elevated to the Duchy.

The move was unpopular with many to say the least. Much of the population still state that they would like the change reversed, even though the St. John family has proven to be highly competent administrators.

The Kuriishe subsector contains 33 worlds with a population of 4.5 billion. The highest population is 2 billion, at Eraki. The highest tech level is E at Amiikhuk and Sivvista.



**MAIN SYSTEMS IN SUBSECTOR**

• Lashgaiika	2512 B420753-D	De He Na Po Pi { 2 } (96D-1) [492A] BD N	700 14 ImDv K2 V
• Luguk	2513 D8A4689-8	Fl Ni { -3 } (A51-2) [7369] B S	202 17 ImDv G4 V M4 V
• Aibeshma	2514 C437585-B	Ni { 0 } (944-2) [3539] B	202 9 ImDv M0 V M7 V
• Nikhuskir	2515 C310779-A	Na Pi { 1 } (96A+2) [886B] BD	600 12 ImDv K0 IV
• Giku	2517 C436762-A	Mr { 1 } (D6A-3) [3816] B S	313 10 ImDv M1 V
• Duunkhan	2518 C42356A-8	Ni Po Mr { -2 } (C42+1) [737A] B S	523 15 ImDv G2 V
• Diablo	2612 C8C8331-A	Fl Lo { 0 } (621-4) [1316] B S	210 12 ImDv K1 III M3 V D
• Gesiisha	2615 B000112-C	As Lo Va { 1 } (701-3) [1218] B	713 8 ImDv M2 V M8 V
• Hasoi'aohalaiko	2617 B876122-B	Lo Da { 1 } (301-3) [1217] B SA	400 10 ImDv M3 V
• Shirlukam	2618 D573243-5	Lo { -3 } (411-5) [1122] B	704 13 ImDv G9 V M7 V
• Remanec	2711 C577532-6	Ag Ni { -1 } (743-5) [1412] BC S	400 15 ImDv K0 V
• Negev	2714 C5408AC-8	De He Po Ph Pi Pz { -1 } (E77+2) [B78B] BDe A	404 14 ImDv M3 V M0 V
• Dupusirlu	2715 C95A436-7	Ni Wa Da { -2 } (631-3) [3246] B A	500 11 ImDv K4 V M7 V
• Kuriishe	2717 C63177A-9	Na Po { 0 } (969+2) [977B] B	800 11 ImDv G4 V
• Gareesh Ra	2719 D565546-5	Ag Ni Pr { -2 } (742-3) [4344] BcC S	412 11 ImDv K2 V

## Encyclopaedia Dagudashaag

• Mudupas	2817 C8B3221-A	Fl Lo { 0 } (411-4) [1216]	B	700 6	ImDv	M0 V M0 V
• Khashpel	2819 B553457-C	Ni Po { 1 } (A34+1) [455C]	B S	404 11	ImDv	M1 V
• Quuira	2918 CA9A8C9-6	Oc Ph Pi Pz { -1 } (A76+1) [9767]	BDe S A	500 9	ImDv	G2 V M6 V
• Amgagiga	2919 B554354-C	Lo { 1 } (921-1) [143A]	B	704 14	ImDv	M2 V
• ERIKI	2920 A9899BC-C	Hi Cp Pr Pz { 4 } (E8F+5) [CD8F]	BcEF NS A	203 14	ImDv	M3 V
• Ander's Moon	3012 B310389-D	Lo { 1 } (921+2) [446E]	B	504 9	ImDv	K1 V M8 V
• Cyrene	3013 C402487-A	Ic Ni Va { 0 } (C33+1) [445A]	B	624 14	ImDv	M2 V
• Kherse	3014 A200536-D	Ni Va { 2 } (746+1) [474C]	B NS	500 7	ImDv	M0 II
• Akhashmaas	3015 D786498-7	Ni Ga Pa { -3 } (631-3) [4157]	Bc	423 8	ImDv	G1 V
• Larmai	3016 C797534-8	Ag Ni { -1 } (B43-3) [3436]	BC	704 9	ImDv	M0 V
• Saffron	3018 A646110-D	Lo { 1 } (401-3) [1218]	B N	101 9	ImDv	M1 V
• Urkesh	3019 B574113-B	Lo Da { 1 } (701-2) [1228]	B S A	604 7	ImDv	M0 V M3 V
• Luramsum	3111 A7A7325-D	Fl Lo { 1 } (A21-1) [143B]	B N	805 13	ImDv	M3 V
• Imsu	3114 B588769-A	Ag Ri Mr { 5 } -9.60E+06 [8C6B]	BCf NS	300 11	ImDv	K2 V M4 V
• Amiikhuk	3115 A555203-E	Lo { 1 } (411-2) [132B]	B	300 7	ImDv	M2 V M8 V
• Umeeshe	3117 C542427-9	He Ni Po { -1 } (632-1) [4359]	B	300 5	ImDv	M1 V
• Sivvista	3120 A4288BA-E	Ph Pi Pz { 2 } (E7D+4) [AA7G]	BDe A	413 10	ImDv	K0 V M8 V
• Zashe	3220 C6348B6-6	Ph { -1 } (A76-2) [7745]	Be S	903 10	ImDv	M0 V M5 V

### **Kurkhi, Pact (2228)** C401578-8 Ic Ni Va { -2 } (C42-2) [5358] B S - 514 9 ImDv M0 V

First Survey Planetary Designation: *Mir*

Kurkhi is a small, cold world of little economic importance until the recent discovery of valuable mineral resources in the nearby planetoid belt. The discovery led to a massive influx of prospectors and support personnel to Kurkhi and the system now boasts a population of just over half a million. Four-fifths of the in-comers live within underground complexes on Kurkhi itself.

Most of the water on Kurkhi is trapped as ice within the rocky crust. This is used only for human consumption or as a fuel source for the planets huge power stations. Fuel for starships is imported from the inner gas giant (Ankai) and refined at the starport. A consortium of big business led by SuSAG LIC and backed by the subsector government on Medurma has invested heavily in the upgrading of the starport and the development of the system to cope with the expected boom.

### **Kuuranse, The Remnants (1629)** C5348AA-7 Ph Pz { -1 } (A77+1) [A779] Be - A 204 13 ImDv M3 V

First Survey Planetary Designation: *Apkam Uurgi*

Kuuranse is famed as a successful low- to mid-tech colony, and its hard-lined environmental stance. Its authoritarian attitude in pursuit of eco-friendly policy has disturbed many outsiders but the government, under the guidance of Gen'ndar Kuulak, remains in favour with the populace. As the population grew the 'Environment Laws' have become more draconian. There are severe penalties for even the most trivial of offences, which threaten the environmental balance. On Kuuranse you can expect harsher treatment for dropping litter than for certain types of theft.

Residents and visitors are liable to high service and utility taxes. These include, water and air purification systems and various recycling operations, crucial to the survival of the enclosed cities.

There are a number of inhabitants of Kuuranse who for one reason or another have abandoned the cities for the 'Outlands'. In later years the numbers living on the outside has increased, as exile for persistent or serious offenders is becoming more common. Many of these exiles have banded together for survival and the worrying trend for the government of Kuuranse is that these Outlanders are taking to raiding smaller towns and settlements to obtain the basic necessities. The government is now constantly advertising for bounty hunters to sign up for a 'Tour of the Outlands' to help them curb the growing threat to the planet's stability.

### **Kwan-Bolivar, Marquis Pol of Bolivar**

(b. 1047 - )

A direct descendent of Simon Bolivar the liberator, Marquis Kwan-Bolivar's ancestor, Duke Ramon Jesus Bolivar, led the initial Solomani colonisation of the subsector. The family lost the Ducal office to the House of Jalandri as a result of agreeing to the formation of the Amec Trade Protectorate in 615. Despite this, House Bolivar still holds the title to Bolivar itself and has extensive estates throughout Bolivar subsector, much to the annoyance of the Subsector Duchess who has her Ducal offices based on a planet which is actually the fiefdom of another.

The Marquis, (his full title is Marquis Kwan-Bolivar of Bolivar, Bolivar) often refers to himself as the 'Bolivar Cubed'. He is a jovial man of 67 years renowned for his piety (he is a lay Bishop in the Universalist Church), love of good wine and his tendency towards elaborate practical jokes. In 1101 he was awarded lifetime membership in the Sentiency of Mirth.

## L

**L Subsector** - See **GADDE Subsector**.

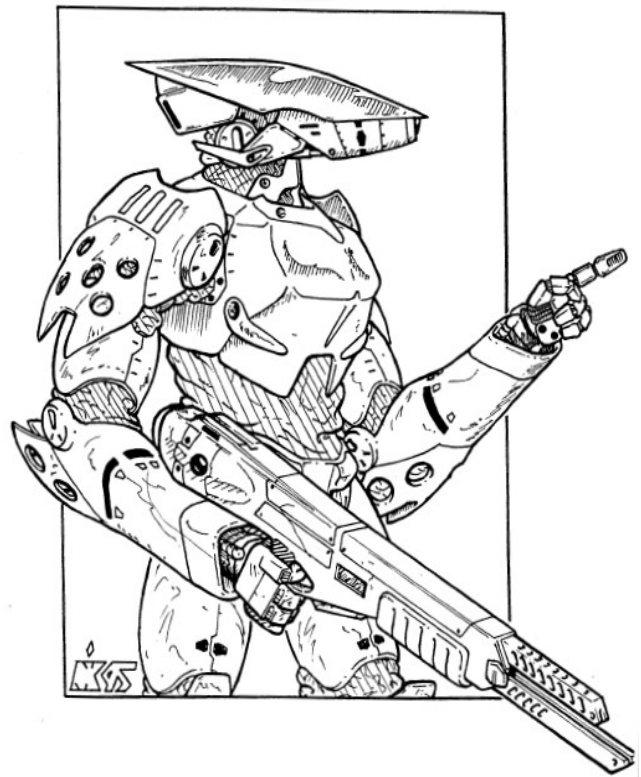
**L.A.R.S.** <League for the Abolition of Robotic Slavery>

L.A.R.S. initially started in 908, as a sub-group of the anti-slavery chapter of Amnesty Interstellar. After the Rabir massacre of 919, the founder members of the League elected to distance themselves from their parent organisation. The incident occurred when Cleiru Njuzu, an Ushran lawyer and an Amnesty Interstellar spokesperson, fired by a mixture of religious fanaticism and a violent hatred of slavery, murdered five pro-slavery Vilani traders in cold blood.

L.A.R.S. was established as a completely independent organisation in 920. Its fundamental principle was that all slavery was wrong, regardless of whether it was of an organic species or one that was artificially manufactured. While the Imperium seemed willing to fight for the rights of sentient organic lifeforms they completely refused to consider the rights of manufactured beings such as robots and AI computers.

Despite its pacifist beginnings it took less than thirty years for L.A.R.S. to become a militant force to be reckoned with.

In the 950's, Shandu Khazil emerged as one of the leading figures in L.A.R.S. Khazil, an Ushran politician, led what became an often-violent struggle against mechanoid repression, particularly against Makhidkarun who were manufacturing AI computers at that time on Ushra. His last, most dramatic gesture came in 959 when, at the head of a party of about twenty young activists, he seized Makhidkarun's head office on Ushra in the belief that he could force the Megacorporation into 'liberating' its entire stock of AI's. Imperial Marines recaptured the building two days later. In the ensuing struggle Khazil was killed, but not before he had personally executed twelve hostages.



L.A.R.S. as a political entity was forced to distance itself from the actions of its supporters, many of whom openly advocated direct action, in order to avoid being classed as a terrorist group.

This action, while preserving their legal status as a political organisation, resulted in alienating many of L.A.R.S. supporters. By the start of the 11th century, there was only a handful of individual abolitionists left. However, by the 1050's, fired by Universalist revivalism, the robotic abolition movement once more began to grow and went on to become a strong political force particularly in Mimu, Shallows and Old Suns subsectors. The cause initially found little support in the Imperial courts except among a few individuals such as Duke-Elect Chaerlés Simalr of Shallows. He personally played an important part in drafting the Robotic Emancipation Charter (1103).

The Charter has been the movement's greatest achievement. It grants the right of mandatory personal freedom while on the surface of signatory worlds to all class II and above 'artificial personalities' (robots and androids) who had been in servitude for a period of twelve standard years or more.

To date, only twenty-two Imperial worlds have signed the agreement (in Dagudashaag, only Oewni, Shallows (0216) and Antioch, Ushra (1117) have become signatory worlds) and the Imperium has refused to acknowledge the rights of the charter within the extrality of the local Starports.

Visitors to signatory worlds should note that the charter acknowledges only the robot's overall period of servitude and not the actual length of time the current owner has had the robot, nor does it offer the owners any compensation for the loss of their 'property'.

In recent years, a militant shadow movement has once again sprung up. Over the last hundred years, some abolitionists have attempted to liberate robots from their owner's ship and convey them illegally onto charter-protected soil.

During the last couple of years, L.A.R.S. has been running a major media campaign against SURD's Android 'ranches' on Nukaush, Arnakhish (1906), claiming that their new 'grey' series of androids are actually born sentient and subsequently lobotomised by the Corporation. To date, L.A.R.S. has been unable to find any concrete proof to substantiate their claims.

### **Labyrinth Palace, The** - See **Kuriishe Eraki**

The magnificent Labyrinth Palace on Eraki, Kuriishe (2920) was built during the earliest days of the Kuriishe Eraki. The Palace on Pillar Island was only recently excavated and has proved to have survived the centuries remarkably well preserved.

The palace was built underground as a protection for the central court of the Meshak Ké. The Meshak Ké were descended from the last Vilani supervisor left behind by the collapse of the First Imperium. They ruled the planet tyrannically for the first 98 years after the Ziru Sirka pulled out of the Subsector. They had a reputation for paranoia which manifest itself their creation of the Labyrinth Palace

The labyrinth consisted of moving bulkhead walls, which could be repositioned electronically enabling the court to alter the pattern of the maze at will. During excavation of the site the inner walls were found to be capable of reactivation. Exploration of the palace is still ongoing; however it is quite clear that the central court remained unlooted since the collapse of the Kuriishe Eraki.

So successful was the mechanical maze that several skeletons have been discovered, obviously trapped when the Ké Lords altered the labyrinth's pattern, condemning them to a slow, lingering death by starvation and thirst.

### **Laeris, Gadde (2827)** B100447-B Ni Va { 1 } (834+1) [455B] B N - 720 13 ImDv M2 V

First Survey Planetary Designation: *Saark*

An Imperial naval base is all that keeps this small lifeless ball of rock from abandonment. Laeris forms one of half-a-dozen bases within the Pukh-Shea cluster, and the Uumirsa Trail to rimward. The small community serves the naval personnel and the starport (which is subsidised by the Navy).

### **LaForte, Gweyn** <The Technician Primus>

(b. 1069 – )

Born on Proctonir, Gadde to a wealthy family, Gweyn Laforte like many of his well to do compatriots had the benefit of private tutors until the age of 16 whereupon he obtained off-world education at the Milau Polytechnica on Collette. Here he successfully completed an honours degree course in physics before taking up a research post on Khusgular under Prof. Janus de Ville in theoretical physics. Laforte left Khusgular at 30, following the death of his father, to take up the role of head of the family. He used his knowledge and wealth to set up a research foundation at the Proctonir Institute of Technical Sciences.

In 1104 he entered the race for the Technician Primus for the first time after encouragement from his family and friends. After the first round of exams it became obvious that Laforte was the outstanding candidate of that year. In the second, final round of exams he won by an unprecedented margin of 11.3%. He maintained that gap in retaining the title in 1109, but his lead was cut to just under half in the third examination trial just five years later. He plans to enter his fourth set of Primus exams in 1119.

**Laggaa** <Abdor For'exx var.>

A Laggaa is small rodent-like creature with cat-like head, and sleek multi-coloured fur native to For'star, Pact. They weigh 3-4 kilograms, and are about 80 centimetres long. They have a thin membrane between their legs which allows them to glide on air currents for short distances and a short, but extremely effective, prehensile tail. They are omnivorous, extremely intelligent and very loyal. They are capable of spitting acid-based venom up to a distance of 20 metres with great accuracy. They have been partially domesticated and are gradually becoming popular pets though few will risk owning one with an intact poison sac.

**Lamamni, Sapphyre (1738)** C437569-B Ni Mr { 0 } (944+1) [656C] B S - 602 8 ImDv M0 V

First Survey Planetary Designation: *Nakzash Dadu*

This small unattractive world shares many features with Bukhuma, Sapphyre (1733) and offers little to the permanent population of small-scale subsistence farmers who are the subject of a scout observance programme. Supposedly descended from Amish and Mennonite families that were somehow persuaded to leave Terra, the families have subsequently reverted to their ancestral habits of avoiding the use of technology, using beasts of burden to pull carts and insisting on building their own farm equipment. The Sociological Studies Branch of the IISS traces and analyses the complex social interactions of the interdependent human population and how they manage to cope without any technological assistance. The IISS are also investigating the possibility of carrying out some limited atmospheric terraforming.

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The Lamamni are a very welcoming race provided you agree to leave anything above TL 2 in the safehouse at the edge of their farms before approaching. You will be expected to respect their religion (though not expected to participate – religion is a very personal thing and all religious practice is based in the home) and to work, and work hard, for your food but the pace of life and feeling of serenity is an amazing feeling and well worth experiencing. The IISS presence accounts for the quality of the starport and the high tech level, which is well beyond the local manufacturing capacity and local needs.

CyJac '13

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**Lambda Cygni, Ushra (1011)** C679443-A Ni { 0 } (A33-3) [1427] B - - 404 14 ImDv G2 V M1 V

First Survey Planetary Designation: *Danshagi*

As a result of being originally colonised by Aquans, all cities have been built beneath the sea and the planet specialises in pisci-culture. Today a large percentage of the population is Vargr and the surface of the planet is an untouched wilderness with even the Starport being established on a floating artificial island rather than build on land. Safaris into the archipelagos often bring back new undiscovered species even to this day.

During the Civil War period, Grand Admiral Ramon Giidirur used Lambda Cygni temporarily as a hiding place when Duke Viirsarikaa was searching out traitors to the Iridium Throne. In an attempt to stop his escape, the Duke seeded the planet's skies with automated Interdiction satellites. Despite this, Giidirur escaped and eventually in 618 managed to hold the throne for a period of three days as Ramon II.

After the Civil War most of the satellites were destroyed, though the Lambda Cygnii elected to maintain a ring of ten in orbit above the equator. Continually serviced and updated over the years, this string of satellites has remained the planet's main defences against illegal landings.

**Lamdas, Bolivar (0638)** B541330-9 He Lo Po { 0 } (921-4) [1314] B S - 604 12 ImDv K7 V M7 V

First Survey Planetary Designation: *Liuduuze*

The IISS maintain its subsector headquarters on this world. Its low oxygen levels and little freestanding water have prevented any serious colonisation effort. Scout Service engineers are undertaking a feasibility study (as part of the Bolivar Terraforming Initiative) on simultaneously raising oxygen and water levels. A recent survey has shown substantial quantities of water trapped below the polar and sub-polar surface, in the form of complex water-methane ice silicates. The terraforming feasibility is an ongoing project designed to provide much needed favourable environments to aid colonisation in the region.

The IISS has recently finished a hundred-year program on Rruexhsik to raise the atmosphere pressure and available water and aims to use the same successful methods to develop Lamdas.

**LANCIAN**

Minor human race; pure blooded racial Lancians originated on Kukhun in Tansa Subsector and was transplanted by the Ancients around 300,000 years ago. By the time that the Vilani Naasirka bureau made first contact around -9100 they had independently reached TL4.

Lancians average 1.9m in height and mass about 70 kg. They are thinner and taller than most Solomani, usually with fair skins and light brown or straw hair. Due to dietary incompatibilities with Kukhunen fauna, the original Kukhunen were vegetarians, and this is still a characteristic of most Lancian societies. To all intents and purposes the average Lancian is nowadays indistinguishable from the mass of staffing humaniti.

The term is also applied to sentients of any world from within the Lancian Cultural Region, particularly to those who follow the Lancian philosophy. The Region covers five subsectors and is centered on Tansa Subsector of Gushemege Sector. Three subsectors lie in Gushemege (Taapvaia, Tansa, Isi Ahto), and one each in Corridor (Sashrakusha) and Dagudashaag (Mimu). The latter spills over to include some worlds in both Old Suns and Shallows subsectors. Whilst the majority of Lancians are human, the culture also embraces minor races resident in these subsectors, especially the S'mrii. The fact that a "Lancian" is more a way of living than an accident of biology is often not fully appreciated by sentients from beyond the bounds of the Region.

'Lancian' generally considered a cultural and philosophical designation rather than a racial one. It derives from the name of the movement on Kukhun that was responsible for saving the planet from natural and self-destruction, and which rapidly established itself as the world philosophy. The name itself is that of the mythical Kukhunen goddess of creation. Lancia has been described as one of the most important and influential "godless religions" in the Imperium. Not every Kukhunen (or indeed every resident of the Region) is a Lancian though, although some 90% are. Those that aren't are mainly to be found within the cities and on industrial worlds where the economy is the most mixed..

The two key elements of Lancian philosophy are creativity and contribution. Creativity is evident in the art, pacifism, and originality of Lancian culture. Pacifism should not be taken as meaning a total aversion to violence but rather avoidance of mindless destruction. Kukhunen and S'mrii memories of the First and Second Imperium led to their extreme hostility against the Third Imperium, and especially against Vland which was used as the major subduing power of the pacification campaign. The ferocity of the Imperium's response was in part due to shock and frustration at the effectiveness of the Lancian/S'mrii defenses.

Lancian artistry and originality accounts for Lancia's dominant position within Imperial entertainment, and its strong bonds with Makhidkarun (for its stranglehold on the Imperial entertainment market) and the S'mrii (for neurotechnology and virtuality). The Lancian culture has also bred a counter culture - the Kaz - who believe in destruction as the ultimate denial of creation. They should be distinguished from the Ultra sect who sees anarchy and destruction as a necessary part of the creative process, and who has a pyrotechnics joy of the beauty of destruction.

The ethic of contribution is reflected in peripheral fields like the endemic medianet and the high degree of artistic and political participation of Lancian society. Most importantly though it underpins the whole of Lancian economics and the trust on which it is based. Everybody links Lancia and Lancians with art. The image is of a whole society spending its entire life in a studio making objets d'art, electing their best artists to government, and being incapable of filling out a customs form without doing a sketch and singing an aria first. This is of course far from the truth. On one level, art occupies the same place in Lancian society that sport occupies in many others. Most Lancians, but by no means all, have an art or craft that they indulge in during their spare time. Most residential districts have clubs and societies for the main artistic streams, and artistic competitions attract the same kind of attention that sport matches may elsewhere. They give a community something to identify with, and to compare themselves with other communities by, without getting involved in the negative aggression that sport tends to bring. On a higher level, art or rather creativity and contribution, does permeate almost every aspect of Lancian culture.

From 'A Lancian History' by Pattnai Tinisutta, Kukhun University. 1110 Edition. Abridged by David Burden.

## Lancian Cultural Region

Empress Arbellatra created the Lancian Cultural Region (which includes Mimu Subsector and sections of Old Suns and Shallows Subsectors) in 639 in recognition of the Lancians support of her during the Civil War. The Region is home to the the minor human race known as the Lancians, as well as sentients of many races who follow the Lancian philosophy and way of life. "In the generally aggressive, competitive, and profiteering space of the Imperium Lancia offers a more creative, considered, and pastoral way."

Previously the Lancian Cultural Region had been extensively ravaged by the Vilani during the Consolidation Wars, and the Lancians have resented Vilani influences ever since. The region was resettled from the Vland sector under a special program sponsored by Makhidkarun. After 639 many Lancians returned to claim their heritage creating on-going tension with the Vilani settlers.



**Laraa, Laraa (2634)** A527411-C Ni { 1 } (834-3) [1518] B S - 102 9 ImDv K8 V

First Survey Planetary Designation: *Madud Guukaam*

Laraa was initially colonised during the Vilani First Imperium. As its population grew it became a trade centre and a communications hub, and then the regional capital. After the Interstellar Wars the population was decimated by the Plague of Duskir. The world's population continued to decline throughout the Rule of Man, and by the end of the Twilight period, Laraa was almost totally depopulated. There are still extensive (and largely unexplored) First Imperium ruins on the surface.

A small human colony managed to survive even though a mutating variant of smallpox continued to plague the colony. Considered a 'jinx' planet by some, and a potential plague planet by others, in 103 the then Subsector Duke Tarinii was put under enormous pressure to move the Ducal office to Uumirsa, Laraa (3032). In the end a compromise was agreed. Uumirsa would become the Subsector capital while Laraa would remain under the direct fiefdom of the Ducal House and the region would remain named after Laraa.

During the reign of Cleon III (known as 'the Mad'), the Tarinii family was executed, supposedly for treason, and his majordomo - Antares Mianda - raised to the office of Duke. Much to everyone's surprise, Mianda proved to be a highly competent administrator and loyal to the Moot, rather than to the Emperor.

The survivors primarily live in a small settlement on the site of Touchdown, which has since been restored as a historical landmark. The current Duke, 'High Captain' O'Connor Rehman-Mianda has a small palace in the Rii Valley which is used by the Ducal family and retainers as a holiday resort.

Over the past twenty years The LifeTech Corporation has been upgrading the facilities in the system. The class A orbital port entered service during 1108, and a surface facility built at Makhursirkaa capable of housing over a million colonists is close to completion. The majority of Laraa's inhabitants are Chirpers, who were moved in from the Urdanis system by LifeTech. The Corporation (in conjunction with the scout service) is using the aliens as part of a long-term colonisation experiment.

**Laraa Renaissance** - See **Gang of Four**

**Liam Desta, Rev. Moses David Ba-Shuu, Hrun Sarsirka & Daltyb Paliason (shown below).**



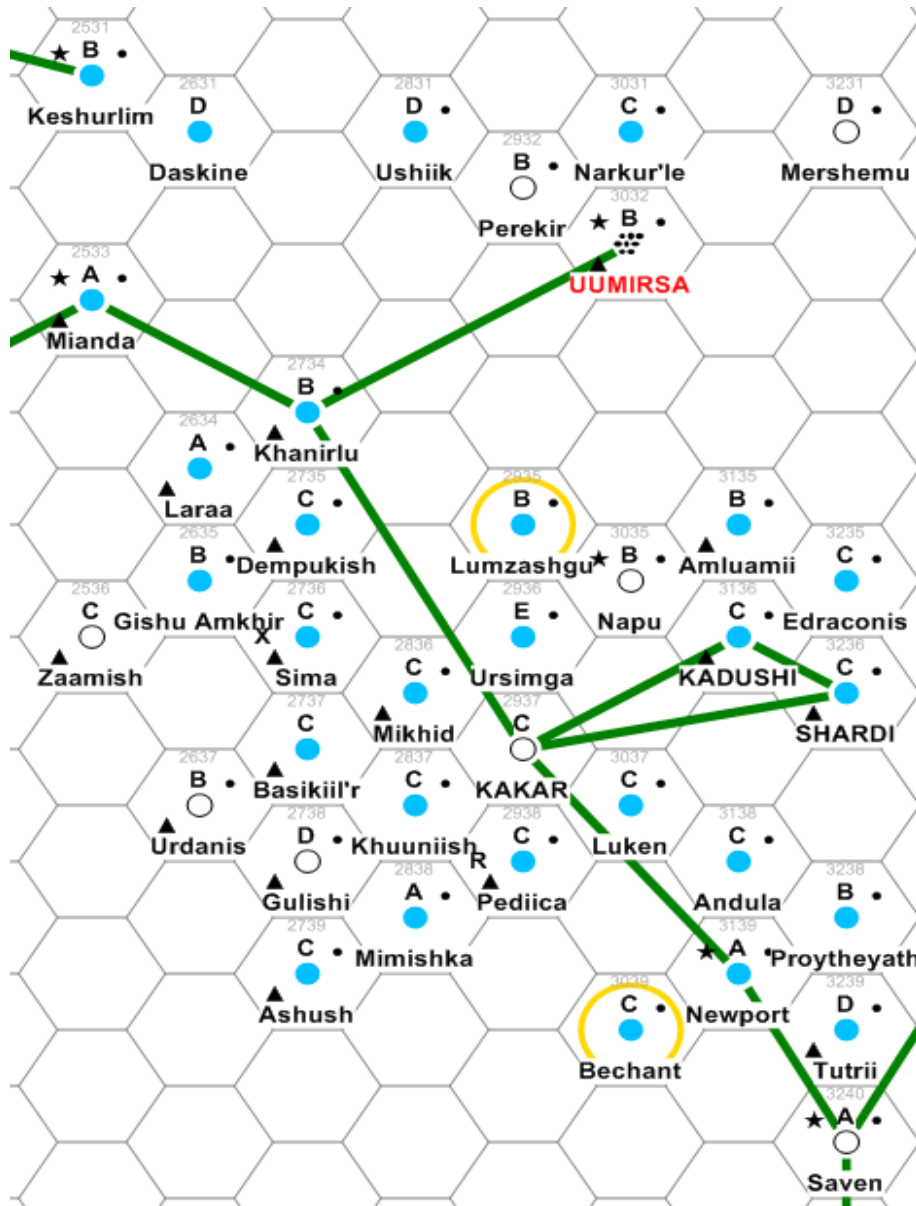
**LARAA Subsector** - Subsector P

Duchy Capital: Uumirsa (3032 B000954-F)

Laraa subsector is a prime agricultural region (there are some six agricultural worlds in the subsector). Much of the region's agro-product surplus is exported along the Sylean Main, to markets in Core Sector. The region is fairly densely populated.

Kadushi cluster, in the rimward half of the subsector, is an interesting example of economic co-operation. Kakar (2937), Kadushi (3136), and Shardi (3236) have together formed a government-sponsored Shipping Company, *Cluster Cargo Carriers LIC*. Cluster specialises in bulk freight, and is judged to be giving Tukera Lines and MMSL serious competition within the subsector.

The Laraa subsector contains 37 worlds with a population of 78.7 billion. The highest population is 60 billion, at Shardi. The highest tech level is F at Uumirsa and Newport.



**MAIN SYSTEMS IN SUBSECTOR**

▪ Keshurilm	2531	B527467-C	Ni Mr { 1 } (A34+1) [455C]	B	N	704 10	ImDv	M2 V
▪ Mianda	2533	A552441-D	Ni Po { 2 } (C35-2) [1619]	B	NS	924 9	ImDv	M2 V M8 V
▪ Zaamish	2536	C8A7610-9	Fl Ni { -1 } (C53-5) [1514]	B	S	313 12	ImDv	K4 V
▪ Daskine	2631	D742575-5	He Ni Po { -3 } (741-5) [3233]	B		300 10	ImDv	G7 IV
▪ Laraa	2634	A527411-C	Ni { 1 } (834-3) [1518]	B	S	102 9	ImDv	K8 V
▪ Gishu Amkhir	2635	B552566-8	Ni Po Mr Sa { -1 } (C43-2) [4447]	B		614 8	ImDv	M3 V M9 V
▪ Urdanis	2637	B6117CC-B	Ic Na Pi Pz Chir1 { 2 } (D6C+5) [A98E]	BD S	A	922 9	ImDv	M3 V M8 V
▪ Khanirlu	2734	B547773-A	Ag Pi { 3 } (B6C+1) [4A27]	BCD	S	602 9	ImDv	M3 V M6 V
▪ Dempukish	2735	C99A327-7	Lo Wa { -2 } (521-2) [3157]	B	S	903 11	ImDv	M2 V
▪ Sima	2736	C9D6574-9	Ni Px { -1 } (B43-3) [3437]	B	S	904 7	ImDv	M0 V M9 V
▪ Basikiil'r	2737	C894553-A	Ag Ni { 1 } (745-2) [2627]	BC	S	200 10	ImDv	G2 V K1 V
▪ Gulishi	2738	D203212-8	Ic Lo Va { -3 } (711-5) [1114]	B	S	712 10	ImDv	K3 V M4 V
▪ Ashush	2739	C645441-9	Ni Pa { -1 } (932-5) [1315]	Bc	S	803 16	ImDv	K3 V M2 V
▪ Ushiik	2831	D768774-3	Ag Ri Bwap2 { 0 } (966-2) [5731]	BC		303 12	ImDv	M0 V
▪ Mikhid	2836	C777200-A	Lo (Mikhidians) Sa { 0 } (711-4) [1215]	B S		503 11	ImDv	M2 V
▪ Khuuniish	2837	C582300-A	Lo { 0 } (A21-4) [1315]	B		505 12	ImDv	K9 V M8 V
▪ Mimishka	2838	A543156-B	Lo Po { 1 } (801+1) [124A]	B		723 10	ImDv	G9 V
▪ Perekir	2932	B310634-9	Na Ni { 0 } (B54-2) [4637]	B		403 17	ImDv	M3 V
▪ Lumzashgu	2935	B788885-A	Ri Pa Ph Pz BwapW { 3 } (D7C+1) [6B38]	BcCe A		103 6	ImDv	K2 V
▪ Ursimga	2936	E687742-4	Ag Ga Ri ScanW { 0 } (966-4) [3711]	BC		103 9	ImDv	M2 V

▪ KAKAR	2937	C1009CB-D	Hi In Na Va Pz { 3 } (E8F+5) [BC7F] BE A	630 11 ImDv M0 V M5 V
▪ Pediica	2938	C758164-9	Lo Re { -1 } (601-3) [1137] B S	603 6 ImDv K9 V M5 V
▪ Narkur'le	3031	C85A686-9	Ni Wa { -1 } (953-2) [5548] B	201 12 ImDv G1 V
▪ UUMIRSA	3032	B000954-F	As Hi In Na Va Cp { 5 } (F8H+3) [7E3D] BEF NS	404 13 ImDv K2 V
▪ Napu	3035	B8B5202-C	Fl Lo { 1 } (711-3) [1318] B N	603 9 ImDv G1 III
▪ Luken	3037	C543589-9	Ni Po { -1 } (A43+1) [646A] B	103 14 ImDv K2 V
▪ Bechant	3039	C571367-9	He Lo Da (M'nengi) O:Zaru-3101 { -1 } (721-1) [3259] B A	211 11 ImDv K1 V
▪ Amluamii	3135	B425525-9	Ni { 0 } (B44-2) [3537] B S	104 16 ImDv G0 V
▪ KADUSHI	3136	C8899A7-B	Hi Pr { 2 } (F8D+2) [9B5B] BcE S	804 9 ImDv M3 V
▪ Andula	3138	C542468-8	He Ni Po O:3236 { -2 } (931-2) [4258] B	121 9 ImDv G4 V
▪ Newport	3139	A433204-F	Lo Po { 1 } (711-1) [133D] B N	103 12 ImDv G8 V
▪ Mershemu	3231	D580411-7	De Ni { -3 } (631-5) [1113] B	903 12 ImDv G2 V
▪ E'Draconis	3235	C594550-7	Ag Ni { -1 } (743-5) [1412] BC	903 12 ImDv M1 V M5 V
▪ SHARDI	3236	C426ADB-C	Hi In Pz { 3 } (G9E+5) [CD7E] BE S A	604 10 ImDv M0 V
▪ Proytheyath	3238	B558831-8	Pa Ph Droy3 { 0 } (E78-4) [4814] Bce	313 16 ImDv K1 V M5 V
▪ Tutrii	3239	DA7A266-8	Lo Oc Mr { -3 } (611-4) [1147] B S	102 7 ImDv G9 V M4 V
▪ Saven	3240	A5A0734-D	He { 2 } (D6D+1) [593B] B N	613 11 ImDv G2 IV

**Larmai, Kuriishe (3016)** CC797534-8 Ag Ni { -1 } (B43-3) [3436] BC -- 704 9 ImDv M0 V

First Survey Planetary Designation: *Dad*, (Also referred as Daad; Larmai is popularly known locally as '*Dead*') Larmai was settled during the same period as Imsu (3114), and was originally more important than its fellow colony. This was in no small part due to the proximity of the Sylean Main; indeed, Larmai along with Umeeshe dominated the only viable jump 2 links to the main. Recovered records show that Naasirka provided heavy investment in developing the world as an agricultural showpiece, supplying the industrial centres along the Main.

The world at this time did not have a tainted atmosphere, and had a warm but pleasant environment. The high water coverage and general low-lying nature of the land resulted in extensive wetlands. These wetlands were heavily exploited in the production of 'Pogi', a rice-like grain crop developed through years of selective breeding. Vilani genetic technology was never as developed as that demonstrated by the Solomani, so alternative methods were used to maximise yields (and thus profit).

Extensive facilities were built to manufacture agricultural fertilisers, which were distributed via a sophisticated automated monorail network to the fields according to the instructions of an expert computer system. Most of the harvesting and planting was automated, and controlled from a central facility near the main Starport, Deadline.

However, sometime during the early part of the Long Night, the control systems failed catastrophically, and caused an environmental disaster tainting the atmosphere.

Excessive amounts of fertilisers were delivered to the extensive wet 'farm' lands, resulting in rampant eutrophication as the algae life bloomed all over the wetlands. The harvest failed, and the rotting material from the oxygen deficient released many reducing gases locally. The atmosphere developed a taint around the former farmlands, now swamplands, and releases of methane, and hydrogen sulphide were not uncommon. In the end, the population of the planet took the only option left to them and destroyed the manufacturing plants, taking with them all that was left of the tech level B architecture.

The planet fell into an economic decline thanks to the loss of its main industry, and the cessation of star travel. Once contact with Imsu was lost, this former jewel of the original Ziru Sirka's regression was unstoppable, occasionally accelerated by the unwelcome attentions of pirates.

However, since the founding of the Third Imperium the planet has recovered to some extent. The destruction of the production facilities allowed the reaction in the ecosystem to balance out. The swampland areas are dominated by many different varieties of algae, and unsafe to travel without oxygen masks (and in some areas protective clothing) as a result of the reducing environment and resulting in an atmospheric taint.

These growths have proven an economic asset to the planet, and there has been extensive investment by Zirunkariish and Naasirka in actually harvesting the algae for processing into foodstuff, and chemical products. The processing facilities are nowhere near as technologically advanced as they were a millennia ago, a conscious decision on the part of the ruling Siirdi (council) to develop a sustainable technological base. The Siirdi controls the planet absolutely, operating a policy that the Solomani would refer to as an "iron fist in a velvet glove".

The composition of the council is determined by the council itself, and has been since emergency rule was declared following the start of the environmental breakdown.

There is a significant passing trade through the system, as it is still a natural route from the Sylean Main. The four gas giants provide easy refuelling. At present, the Siirdi insists that traders purchase a license to refuel, the charge currently set at a sum of ten times the vessel's fuel tankage in credits. Failure to pay this license fee may have significant ramifications.

Although Larmai, or Daad as it is often recorded in Imperial records, was relatively prosperous once more, it is unlikely to regain its position of dominance within the cluster named after it. Additionally, the population of seven hundred thousand is significantly less than it was previously, and the government is opposed to any significant expansion.

### **LARMIGE, liradu (2709)** B7759DD-A Hi In Pz { 5 } (C8F+5) [DE9E] BEF N S A 610 6 ImDv M0 V

First Survey Planetary Designation: *Zillai*

Orbiting close in to the star Essen, Larmige's short (11 hour) days are one of the most difficult factors for visitors to acclimatise to. Larmige has two satellites: Ramada, the site of the system's naval base, and the smaller Xioni, home to a small Scout installation. Both moons are rented to the Imperial government, who in return provides the armed forces for the system under a 100-year contract to the Larmige government. As such, these are not deemed standard Imperial bases.

There has been significant terraforming - including weather control - over the last few centuries, mostly directed towards bringing down the surface temperature (originally close to 50oC). This is now coming to an end, and purification of the atmosphere (excessively rich in nitrogen and some minor contaminants) is the next goal.

Rich in natural resources, Larmige was a factory world of the First and Second Imperium. When the Second Imperium collapsed, and the Long Night began, the world was cut off from the interstellar community. Society collapsed, and for many years the world was wracked by civil war, until -951, when Makhii Larm, a wandering priest and founder of the religion of Larmism finally united it. In -890, the year after Larm died, the world was renamed Larmige in his honour, with a university dedicated to continuing his work.

The planetary ruler, the Larmess, is the head of both Church and State; she is High Priestess, and keeper of the Book of Larm - this is a combination of holy book and constitution, and only the current Larmess may alter it.

Off-worlders must identify themselves by wearing red armbands, but are otherwise subject to the same laws as the local population. One important fact is that artificial sentients - self-aware computers and uplifted races (including Vargr) - are considered property rather than people. Off-worlders should also be aware that the use of non-medicinal drugs, including alcohol, is prohibited.

### **Larmism**

The official religion of Larmige, liradu is named after its founder Makhii Larm. It is unusual - though far from unique - in that it is pro-science. The foundation of the religion is simple: the belief that God and the Universe are one and the same; in every plant, animal, or grain of sand is a fragment of God. It therefore follows that the more one learns about the Universe, the more one learns about God, and the closer one comes to Enlightenment.

The University of Larmig'uim is highly regarded, and Larmist science textbooks are used throughout the Sector. The religious hierarchy also assumes the functions of government. The ruler of Larmige, the Larmess, is the head of both Church and State.

A strict caste system is observed. Below the Larmess are several grades of Priest, who also function as government officials. Enforcer's - a sub-class of Priest - act as the police and beneath them are the Citizens.

Caste determines the allowed clothing colour: the Larmess wears white, signifying enlightenment, with lower classes wearing progressively darker shades (particularly devout Larmists wear only grey, although many others wear caste-approved colours, particularly greens and blues). Many interactions - including marriage - are only permitted between people of the same caste.

**Lansen, The Remnants (1526)** C565330-7 Lo { -2 } (521-5) [1112] B - - 503 11 ImDv M1 V M9 V

First Survey Planetary Designation: *Shiansi*

Lansen, permanently hidden beneath its famous kaleidoscopic, swirling clouds, is a planet best seen from orbit. The multi-coloured cloud cover is the result of hundreds of varieties of airborne algae thrown high into the atmosphere by the planet's perpetual rains. A permanent tropical swamp covers the planetary surface. Despite the planet's relatively high hydrography, there are no oceans or large bodies of open water. Instead the ground is completely saturated and permanently covered by a thick mist. The soil is only bound together by the root systems of the billions of different types of plants that have completely strangled the entire planetary surface.

The planet is extremely rich in oil and fossil fuels and had been successfully mined for over a thousand years by local miners who have carefully conserved the rest of the planet's resources in the process. However, in 982 the local miner's guild was forced, by hostile market forces, to sell the planet to Interstellar Petrochemical Processing LIC. Within two years IPP had set up orbital energy drills over the equator to facilitate large scale open mining. When some local miners objected to the resulting environmental decimation of the planet, they were immediately expatriated.

IPP has now set up its own government to oversee relations with the remaining colonists and to ensure that the remaining independent mines only dealt with IPP. In 1003, the free market was officially outlawed. This led to an ongoing guerrilla war between the Free Miners and the company, which still continues in the outback. Today, over a third of the planet has been decimated by the energy drill leaving large tracts of sterile land and large, ugly wounds in the colourful cloud cover. The company's presence on the planet has been under constant attack by monkey-wrenchers and eco-terrorists, in particular the semi-political group known as 'White Fang'. In 1102 the terrorists succeeded in recalibrating Energy Drill 3 so that it struck the planetary offices of IPP - an attack that killed over 30 employees and completely destroyed the base. The drill itself was timed to explode but IPP Black Ops succeeded in dismantling the device. IPP has since passed laws that have rendered attempted monkey-wrenching a capital offence.

Visitors to the system are warned that unauthorised landings are extremely dangerous due to feedback from the orbital drills which can completely disrupt a ship's system if they are within close proximity. To date, there have been several fatal accidents caused by ship's attempting to land while an energy drill was in operation. Although in each incidence the ships were destroyed, IPP have refused to accept responsibility because the ships had been attempting to land without official company authorisation. Spokespeople for ReAct, the political wing of 'White Fang', have claimed that these were not in fact accidents but were deliberate attacks by IPP using the Energy Drills to destroy independent trading ships.

**Laruu, Ushra (1113)** C521111-7 He Lo Po { -2 } (301-5) [1113] B - - 404 16 ImDv M1 V

First Survey Planetary Designation: *Khidderna*

Laruu is a dustbowl of a planet, with all of its water locked deep underground. A small settlement of Hamaran and humans were settled here during the early years of the Civil War to act as a supply depot but, during the chaos of ever-changing alliances, were apparently forgotten.

When the settlement was finally 'rediscovered' 40 years later, the entire human population had been wiped out by some unknown means and only one small clan of Hamaran had survived. Despite their small numbers, they refused to leave. In 976 the settlement was declared a Subsector emergency, when IISS geneers reported that inbreeding in the settlement had now reached such an extensive level that they feared extinction within fifty years. The Imperial Navy agreed to ship the remaining families to other Hamaran colonies in the Sector.

Only one family refused to leave and they maintain the nearly automated port.

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Fortunately the family now actively encourages cross-fertilisation with visiting Hamaran. The family has been officially declared Hsö (hospitable) and all visiting male Hamaran are duty-bound to share their 'bed' with the female members of the host family.

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**Lashgaiika, Kuriishe (2512)** B420753-D De He Na Po Pi { 2 } (96D-1) [492A] BD N - 700 14 ImDv K2 V

First Survey Planetary Designation: *Irash*

Lashgaiika was one of the last systems to be settled in the subsector, due mainly to its location and the fact that it is a quite inhospitable place to start a colony, thus requiring a higher level of technology than other systems. Its inhospitable environment stems from the thin, tainted atmosphere, which is of a standard oxygen-nitrogen mix, but

with high levels of sulphur and other compounds contained within it, but also its unstable nature, due to its high seismic stress factor. This originates from both its position as a satellite of a large central planet (Daraskuur - a planet of 16, 350 km diameter and a mass 1.33 times that of Terra) and that the pair are in close orbit around the K2 main sequence star.

Currently there are some 10 large, active volcanoes on Lashgaiika. Although these are a hazard in many respects to the colonies, they also have a beneficial side effect in that their eruptions are usually quite spectacular, and generate a useful income from tourism, an expanding industry that is also helped by the world's close position to the central star. Lashgaiika also has some unusual native life forms, which have evolved, in and around the 9 large lakes that are scattered over the planet's surface. Despite Lashgaiika being classed as a desert world, 6 % of its surface is covered by water, and has quite a high percentage of water vapour in the atmosphere. Lashgaiika, despite having a number of water "farms" (which condense water from the atmosphere) and several large agro-farms near some of the lakes and in orbital complexes, still has to import much of its water and food from off world sources. For easier distribution of vital goods and services, the population of Lashgaiika is concentrated in seventeen cities, which vary in size from the capital, Strevant, of some 30 million people down to Tardesh, which has just fewer than one million.

The people of Lashgaiika are generally friendly and peaceable, and while generally conservative in outlook, are not unwelcome to new ideas and inventions.

This has led to a steady increase in the technological level, which has meant better living conditions and protection from the elements outside. In fact, Lashgaiika is very advanced in its environmental control and protection technology (which has in fact reached a level considered to be the equivalent of 16 on the Imperial scale), which is exported around this, and neighbouring subsectors.

The people are ruled by a feudal technocracy consisting of several councils which cover various aspects of society and the economy, and each council sends two representatives to a general council to discuss issues of importance, and formulate policy. Despite being poor in terms of agricultural resources, Lashgaiika is blessed with huge deposits of metallic ores, radioactive minerals, crystals and a number of very useful chemical compounds used in high tech manufacturing. It also has a fantastic manufacturing base that supplies many finished durables and consumer goods to surrounding worlds. The people on Lashgaiika are actually very creative and artistic, despite being very technologically orientated. This has brought about a strong presence from the Megacorporation Makhidkarun, which considers artwork and recordings produced here, of exceptional value, as well as being a strong investor in the advanced communications industry, while Naasirka have strong ties with the computer and robotics industries. The naval base is quite extensive in size and offers all the usual services to Imperial, Sector and Subsector navies. It maintains a close working relationship with the B class civilian Starport (which has very good R&R facilities despite only being considered a B class Starport). The Navy base has also taken on many of the overhaul and maintenance duties that the Starport can't handle, in return for allowing naval personnel free access to the recreation facilities. The naval base is also noted for its expertise in starship weapons technology, that of repair, maintenance, construction, as well as research and development, and has a reputation similar to that of Kherse in this field.

**Lasiimshim, Ushra (1218)** C421557-A He Ni Po { 0 } (844+1) [555A] B - - 601 13 ImDv G5 V M1 V

First Survey Planetary Designation: *Siiki*

Lasiimshim is notable for being the birthplace of Grand Admiral Ramon Giidirur, better known as Ramon II, one of the Barrack Emperors during the Civil War. Among the places of interest on the planet are the Sky-Dragon reserves and Imperial War Museum. The centrepiece of the museum is Ramon's flagship, the 'Avenging Destiny', one of the few warships left from the Civil war period. Other important displays include a holographic recreation of the Second battle of Ushra where Ramon was killed, and the Pacification Campaigns Centre, dedicated to the period when Dagudashaag was integrated into the young Third Imperium. It should be noted that tourism is the planet's main source of income and Ramon's story of meteoric rise from rags to riches its only real claim to fame. There has been a long standing public campaign to have the planetary system renamed Giidirur but the petition has not succeeded so far.

In 1100 the Sector Navy began work on a massive orbital satellite on the outer edge of the system. The Citadel, named the IISS Vendetta, is designed to act as a mobile Planetary Defence Citadel with integrated Jump-1 capability to enable it to be moved to where it would be most needed. The Citadel, according to the latest press release, is due to be completed in 1125.

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This monstrosity has become known locally as the 'Death Star' and has to be one of the biggest wastes of money the Navy has devised yet.

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## Lattice

Lattice is an agricultural foodstuff used as flavour enhancer and an excellent source of carbohydrates and exported to all parts of the Empire. Lattice is a root plant, supposedly 'native' to the Gaad system, Bolivar (0235) growing in orbit, in vacuum. The plant grows symmetrically, the roots emitting from a central seedpod much like a snowflake under a microscope. The roots are used to stabilise the plant within orbit and to search out packets of ice/carbon, and minerals. At the tip of every root stem a seed pod grows in a bed of leave-like solar sails. When it is fully matured and orientated towards deep space the pod is ejected to seed in a new area of the ring.

Lattice gets its name from its beautiful radial symmetry, when the plants were first encountered the radial roots of many lattice plants lay across one another thickly in lattice formation. Only when samples were taken was it realised that this great three-dimensional architecture was actually constructed of individual cells.

The largest lattice ever found is thought to be over 900 years old and measures over 3 kilometres in diameter. It has been served with a preservation order and as a footnote to the success of lattice large tracts of its internal architecture are now hired out for the performance of church ceremonies, concerts, events and exhibitions. In 1110 the first marriage ceremony was conducted by the Church of Christ the Merchant within the beams of "Big-oldie", as it has been affectionately named.

## Lau, Shallows (0812) C54179A-8 He Po Pi { -1 } (F67+1) [967A] BD S - 424 14 ImDv K3 V

First Survey Planetary Designation: *Meuun*

Lau is famous for its spectacular sunrises and sunsets. The combination of a rich orange sun, ammonia-ice crystals in the mid-atmosphere layers and dust clouds that surround the planet make for beautiful, iridescent displays.

Tourists flock in tens of thousands to just sit and watch these impressive and memorable events. Unfortunately a Lau sunrise or sunset has proved impossible to accurately record on holo-recordings. It has also proved impossible to duplicate the tranquil, peaceful feelings the subtle colours and ever-moving patterns generate in humans. The native Laumen rely heavily on the tourist trade for their continued existence. As a result, local society has moulded itself round the need to be awake and active at both sunrise and sunset in order to cater to the visitors.

## Lauyesyeh, Ushra (0916) B7678AC-A Ga Ri Pa Ph Pz Asla8 { 3 } (E7C+5) [BB8D] BcCe S A 504 8 ImDv K0 V

First Survey Planetary Designation: *Nuupasaag*

Lauyesyeh was colonized by ships of the Oakhtai'yal clan in -1008. They originally retreated from full contact with humans but gradually accepted trade missions which over time became permanent human settlements. Today Lauyesyeh is equally populated by humans and Aslan but governed by the Oakhtai'yalko. The culture is still very Aslan and visitors are warned that duels over offenses, real or imagined, are common. Large tracts of the planet have been retained as a hunting reserve.

## Lazarus<sup>E</sup> <Also known as 'Laz-E' or 'Lazy'>

Lazarus<sup>E</sup> is a commercially available, extremely pure anagathic compound, which is made from natural organic substances apparently unique to Dagudashaag. MediPharm, a local pharmaceutical company wholly owned by NVH (New Vista Holdings) is the sole producer of Lazarus<sup>E</sup>.

MediPharm started out as a small medical corporation based in Shallows subsector selling vitamin supplements, until it was acquired by NVH in 1108. Less than a year later, Lazarus<sup>E</sup> was commercially released to an eager public.

## Legends & Lore of Dagudashaag

A top-selling MemClip published by Sherver press and written by the well-renowned author, Ishmaga Ershuk, the 'clip lists many of the Sector's mysteries, legends and superstitions, many of which had never been published before. The MemClip was published in 1113 and quickly reached the number one spot in the Dagudashaag best sellers list where it stayed for 186 days.

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It's a fun read but not one to be taken too seriously. Its popularity is in part due to the many outrageous conclusions reached by the author, many of which were discredited or disputed by the academic community. CyJac '13

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## Lehmkuhl, Contessa Charmaine of Ashmasa

(b. 1073 - )

Contessa Charmaine Lehmkuhl is the current Majestrix Omni of Ashmasa, Argi (1333). In a female dominated society, her parents raised the Contessa to view males as equals, a view not commonly held by most other Ashmasan Majesty's. Her mother first met, and fell in love with her father, the Marquis Detai Han-Chiun of Zir, Laraa (2739) while attending a court function on Parliament.

Unable to marry under Ashmasan law, the Contessa Minerva nevertheless had a life-long affair with the Marquis and bore him two children before their untimely death in a speeder accident in the flow-tunnels of Argi in 1095. Up until then, both the Contessa Charmaine and her younger brother, the Marquis Kofimanu had been raised and schooled on Argi.

On the death of their parents, Kofimanu was elevated to the Marquis of Zir while the Majesty's of Ashmasa claimed Charmaine as their own. After a very shaky initial period during which Charmaine diplomatically came to terms with the Ashmasan gender issue. The Contessa Charmaine has accepted that she will not be able to change overnight her people's prejudices. She has, however, managed to get the Council of Majesty's to accept that off-world males cannot be treated the same as the local males, as subservient male's. In addition she has cajoled the Council into ruling that all males born after 1100 are no longer automatically the property of their Majesty's.

The Contessa spends a great deal of time off world and counts travelling as her favourite 'vice'. The Contessa has agreed, unlike her mother, to follow Ashmasan tradition and never form a monogamous relationship with a male.

### **Lemimamur, The Remnants (0930)** D8B4210-8 Fl Lo { -3 } (711-5) [1113] B S - 321 8 ImAp M3 V M9 V

First Survey Planetary Designation: *Nelek*, Local Nahuatl Designation: Xocoyllpanec

This bizarre world is home to some of the Sector's strangest plant life. In addition to the fact that they have adapted to living on hydro peroxide instead of water, the species have adapted to fill every niche available, including a number of airborne plant life that use their long trailing tendrils to soak up moisture from the atmosphere. The Semaphore Tree for example deliberately moves its branches to imitate small lizards moving through its foliage in order to attract predators in so as to use them as a means of spreading their pollen and seeds and the Resurrection Bush can survive being immersed under rivers of hydro peroxide, in some cases for centuries, until the acid dries up and the bush can resuscitate itself, flower and propagate itself before being submerged again.

Much of the plant life is also very useful, medically and a number of companies have established research stations on Lemimamur. The biggest of these companies is United MediTech Industries which has leased the world from the Amec Federation until 1120. It has licensed a number of other companies on the planet to engage in research for a percentage of any profits made from new discoveries as UMTi do not themselves have the resources or manpower locally to fully exploit the potential of Lemimanuur. Half of the research staff present are UTMi employees and these account for a large percentage of the permanent population.

Most of the drugs extracted from the local plants are anaesthetic or narcotic in nature and thus the harvesting and bases have become the target for raids in the recent years..

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Security is in the process of being stepped up and visitors are warned not to leave the safety of the Starport, as at the moment, the guards at the various processing plants are extremely trigger-happy. CyJac '13

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### **Lemkhi, Iiradu (2908)** B200651-D Na Ni Va Da { 2 } (B56-2) [2819] B N S A 812 10 ImDv M0 I II D

First Survey Planetary Designation: *Guud*

The barren world of Lemkhi is more than just a research base - it is a university in its own right, dedicated to the study of the space sciences. The university maintains a class B starport, mainly for the use of transporting researchers to and from the university and for the delivery of supplies from off-world. All profits from spaceport duties are then fed back into the funding of further research work.

Most of the habitable areas on Lemkhi are dug into the surface of the planet, rather than in domes on the surface. There are several buildings on the surface, mainly astronomical observatories and the like used for the direction of space-borne telescopes. The dominating effect of the university means that most of the population is fairly casual and laid-back about life. University members are always ready to welcome outsiders who are interested in their work.

There are five main campuses; each linked to the others by a subrail system. The main spaceport is at Illusheke, the capital and largest of these, at the rotational North Pole. The other four - Rupake, Ionaa, Surashii and Vaalldhiri - are almost equidistant around the equator.

Because of the wide variety of scientific devices in the surrounding space and the need to prevent disruption of observations and measurements, the space lanes around Lemkhi are very strict and must be obeyed. Ships failing to follow these instructions may suffer exceptionally heavy fines or be impounded, hence the amber zone warning for this system.

See **Li Imperial University of Space Sciences**



**Lemuria, Ushra (1612)** D68948A-8 Ni { -3 } (931-1) [617A] B S - 103 11 ImDv M1 V M7 V M3 V

First Survey Planetary Designation: *Khaki Im*

This world has been settled since the first Vilani explorations of Dagudashaag. Although outwardly idyllic, Lemuria has resisted attempts at extensive colonisation due to large number of differing microscopic pathogens, which have an alarming predilection for the Vilani genotype. The world on a number of occasions has been quarantined with access strictly controlled.

There have been six colonisation expeditions, the most recent in 642, and all have met the same fate – eventual extinction. The most common causes of death was respiratory and circulatory distress although the further removed genetically from the Vilani race the colonist was, the more resistant they were against these diseases. The current population comprises IISS scientists and technicians from the service's medical branch investigating the problem. It is believed that the IISS have now developed a range of vaccines to allow future, safe colonisation efforts.

The Ministry of Colonisation has agreed to open Lemuria in 1120 to suitable colonists. Genetically acceptable candidates will be given a sector of land as their property in perpetuity provided they remain on Lemuria. Any family who leaves will be automatically disinherited.

**LENASHUUK, Argi (1640)** A7A8A76-F FI Hi In Pz { 5 } (C9H+4) [9F4E] BEF W A 400 12 ImDv K7 I II

Lenashuuk is a hostile world - the tidal influence of a large moon causes severe seismic disturbances. The surface of Lenashuuk is covered with oceans of liquid sulphur, and the atmosphere is composed of nitrogen, sulphur dioxide, and various hydrocarbons, forcing the population to live in large, domed habitats.

The history of Lenashuuk has been one of armed strife. Several rival mining companies, intent on exploiting the world's immense reserves of titanium and molybdenum originally settled the world. Territorial disputes over mining rights and transportation routes have periodically erupted into full-scale warfare. The culture of Lenashuuk seems not to be able to understand the concept of compromise.

Sector Duke Raegis Viisarikaa IV was killed on Lenashuuk in 110-1114, when the accidental firing of a mass-driver artillery weapon ruptured the pressurised habitat he was visiting, during a visit intended to bring peace to the troubled world.

**Lenkaa, Old Suns (0904)** D403266-9 Ic Lo Va O:0906 { -2 } (811-3) [1148] B - - 904 10 ImLc A3 V G7 V

First Survey Planetary Designation: *Gavlamaar*

Lenkaa is an unlikely candidate for a main world generally because of its vast orbital distance from the primary sun. The planet was never colonised during the First and Second Imperium's, though a small Starport was built towards the end of the First Imperium in the hope of finding new sources of heavy metals and radio-actives.

The system was eventually colonised in 476, when the planet was proved to be rich in minerals, especially high-grade lanthanum ore. The much dreamed-of mother lode was never discovered and, once the initial rush was over, Lenkaa settled down and became a regular supplier of high quality lanthanum ore.

Today the mines are predominantly owned by three family-run businesses from Birkhi, Old Suns while the Bhaital Council oversees the system government. There appears to be a great deal of animosity between the various families and blood feuds are common occurrences.

## Leviathan

The Leviathan is considered one of the greatest hoaxes carried out in the last two hundred years.

The story began in 948, on the barren world of Dashi, Pact (1723). Kohkeo Pisada, an unskilled unemployed local person, made a massive discovery of fossils while hiking in the Saiga Pae foothills. The remains were not just a simple mollusc or a small mammal, but the remains of legless reptile, which would have measured over 2 kilometres long when alive. The heat, dry atmosphere and sand had combined to mummify the corpse. Scientists who examined it initially believed that the whole thing was a fake but forensic tests and carbon dating carried out on a fragment revealed that the creature had really existed over 20 million years ago. Here was proof of evolution gone wild. Dashi, a small lifeless dustbowl of a planet had apparently spawned the largest known reptile in Imperial space. Theories abounded as to its living conditions, its source of food and reason for extinction.



Leviathan Skull

Millions flocked to see the remains. Pisada wrote several best sellers on his discovery and was much in demand for lectures. Because of outdoor property laws, the remains became the sole property of Pisada. Almost overnight he became a millionaire.

Then, in 957, the truth was finally discovered after an investigation was made into Pisada's early credit history. The whole affair was a con perpetuated by Pisada and his friends. In 944 Pisada managed to arrange several simultaneous credit identities for himself with several Megacorporations, a miraculous feat in itself. He managed to obtain an incredibly high credit ceiling with each considering he was an uncontracted 'nullskil' with no living kin. With the credit he bought moulds and gradually over the next four years he literally built the Leviathan out of the desert soil.

When the skeleton came to be tested he persuaded the scientists to restrict all their tests to two bones - bones he'd imported from off world the year before. The most amazing thing of all was that as soon as the news of his deception leaked out the tourist trade quadrupled. Everyone wanted to see the fake and meet the man who had conned the entire Imperial scientific community. In 960 Pisada was made a lifelong member of the Sentiency of Mirth. Pisada died in 1001, a folk hero and very wealthy man. The Leviathan has since been transported to the Leviathan Hall in the city of Ki Phlaem where it currently resides.

### **LI University of Space Sciences** <Lemkhi Imperial University of Space Sciences>

The Lemkhi Imperial University of Space Sciences (LIUSS) was granted an Imperial charter in 1013 when the number of academic and related personnel exceeded the non-research personnel on what had once been a small imperial research base. It is known mainly for its studies in astronomy and astrophysics, although there are also groups working on theoretical jump mechanics.

The planet Cassandra holds a small research base operated by LIUSS. This base is responsible for the control and data-collection from a series of space-borne telescopes at various points in-system.

The university maintains a class C starport there, mainly for the use of transporting researchers to and from the station and for the delivery of supplies from off world. All profits from spaceport duties are then fed back into the funding of further research work.

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The current Principal, Count Shannash Elhodiri, is said to hold the post not for his research history (impressive though it is), but more for his uncanny ability to drum up research funds. The Vilani megacorporations Naasirka, Sharushid and Makhidkarun all fund research there, together with various chairs. The Vilani are happy to do this, as the university's research does not generally lead to anything patentable. CyJac '13

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### **Liberty Press Llp**

The largest hardtext/video publishing group on Tae, Mimu (0408), Liberty is particularly renowned for its anti-Vilani stance. Liberty has long been protected from the wrath of the Vilani administration by the S'mrii-dominated subsector government, and has done much to refute the Vilani view of history as propagated by the AAB. Bernhardt Hecht's 'Sophont Rights Abuses in the Ziru Sirka' (Liberty, 794) was one of the most widely read texts by Solomani intellectuals in the early 800's.

However, of recent years, Liberty has become steadily more extreme to the point where, in 1108, Duke Simalr accused the publishing house of being 'racist', and said that 'it had become more of a liability than an asset to its S'mrii patrons'. In 1110 a number of S'mrii phyla's appeared to agree with the Duke and put their shares up for sale. Unbeknownst to the S'mrii, Makhidkarun succeeded in buying over 30% of the group through secret subsidiaries before it became public knowledge (as a result of a Sam Report special for Indiss). The phylum's immediately reacted by taking the rest of their shares off the market. This has left Liberty with a radically split board of directors and their long-term future is uncertain.

### **LifeTech Corporation Lic.**

The LifeTech Corporation is an industrial concern that specialises in producing life support equipment for a wide range of environments. The company's operations are centred on Laraa subsector, although within the last twenty years it has brought out a number of smaller companies with similar interests in Core and Massilia subsectors. The company's construction division is best known for the New Horizon habitat in the Uumirsa belt and the spectacular glass cities of Keshirlim.

Stock Ownership: Duke Rehman-Mianda 30%, Company Management 25%, Hortalez et Cie 23%, Futura Holdings 8%, Local Nobility 7%, Imperial Family 5%, Private Individuals 2%.

**Liikiir, The Remnants (1029)** A664695-C Ag Ni Ri Cp { 4 } (A58+2) [4A3A] BCF N S - 602 9 ImDv G8 V M1 V

First Survey Planetary Designation: *Erkuushkis*

Like Akigir, Liikiir is a big agricultural exporter and home for the wealthy. Orbiting the secondary star, liikiir, the world is less suitable for human habitation than Akigir but has a greater agricultural output and as a result has become a very important world in the subsector.

The delicate ecology here that supports the agricultural infrastructure is constantly under threat; therefore there are very strict environmental laws and rigid quarantine procedures in place for visitors to the world, especially those bringing livestock or plants.

Liikiir is home to United MediTech Industries (UMTI), a moderately sized medico-pharmaceutical company. It specialises in anaesthetics, muscle relaxants, pain relievers and some minor recreational drugs. It operates a number of research bases on local worlds in Remnants. They are always on the lookout for new sources of marketable drugs.

**Liikirba, Arnakhish (1705)** B687200-9 Lo Ga Sa { 0 } (811-4) [1214] B - - 604 11 ImDv M3 V M0 V

First Survey Planetary Designation: *Armiirk*

Liikirba is a moon in orbit around the gas giant, Mhir. It was set up as a hunting reserve during the first Imperium for use by stressed out Makhidkarun executives. Extensive gene engineering of both local and imported livestock was apparently carried out prior to the Long Night to create the perfect (and safe) hunter's paradise. The Long Night meant abandoning the planet. Carvings on the rock faces on the equatorial archipelago show that the planet was host to Gograhah Reivers for at least part of this time.

A Makhidkarun colony was re-established in -233 only to discover that some escaped laboratory rats from the initial geneering programme had evolved at a tremendous rate and carved themselves a niche at the top of the planetary food-chain. Lii-Rats are the size of Tkighir's and its teeth have adjusted for killing and shearing instead of gnawing and grinding. Their size (up to 4 metres long from nose to tail), ferocity, pack instinct and feral intelligence make them extremely dangerous.

Today Liikirba is home only to Makhidkarun Safari staff who escorts rich tourists from Vland and Core on their hunt for a Lii-Rat pelt.

**Lii-Rat** <*Rattus Galactus Neo-thryonomyidae* Lii>

Descended from a 'failed' genetic experiment, Lii-Rat's are a hybrid crossbreed, 'native' to Liikirba, Arnakhish (1705). Terran Rats are rodents belonging to a widespread group of the family Muridae. This family also includes mice, but is generally used to refer to members of the genus *Rattus*, of which there are currently ninety-three recognised species. Rats often spread diseases including the plague, typhus, leptospirosis, toxoplasmosis, and food poisoning. When the Solomani moved to the stars, a number of sub-species of super-rat (*Rattus Galactus*) came with them. At least one of the Vilani plagues can be traced back to a rat infestation.

Unfortunately genetic experiments on Liikirba went astray when some of the laboratory rats (*Rattus Galactus*) escaped and bred with another new sub-species that had arrived in the transporter ships. The other species, (*Rattus Neo-thryonomyidae*) had a unique genetic trait that caused it to continue growing throughout its life span. Thankfully its lack of intelligence and blind aggression meant that it rarely survived beyond a few years.

In -233 Makhidkarun recolonised the planet only to discover that the hybrid crossbreed had evolved at a tremendous rate and carved a niche at the top of the planetary food chain. Until then, the largest known species of rat was the *Thryonomys Swinderianus*, which could reach a body length of 60cm and weight of 9kg.

Lii-Rats had grown to the size of Tkighir's, with lean muscular bodies which stretched up to 4 metres long from nose to tail. Rodents are generally classified by the single pair of front, chisel-like teeth in each jaw; the upper and lower pairs working against each other to maintain the teeth and the cutting edge. (The name rodent comes from the Latin *rodere*: to gnaw.) Lii-Rats, on the other hand, had evolved teeth for killing and shearing instead of gnawing and grinding. Lii-Rats have developed a pair of huge upper canine teeth while reducing their lower canines. The lower jaw can open extremely wide. The action of the teeth is a powerful, rapid stabbing movement as the head is brought down over the prey, their main food sources being various native large, tough-skinned animals.

Their size, ferocity, pack instinct and feral intelligence make them extremely dangerous. Despite poor eyesight, they respond intelligently to problems with smells as cues.

**Liishuga, Argi (0931)** D66388C-6 Ri Ph Pz { -1 } (A76+2) [B789] BCe S A 200 4 ImDv K1 V

First Survey Planetary Designation: *Uumir Ge*

Tidally locked, half the world is a burning desert; the other half is locked in perpetual icy night. A narrow band known as Twilight provides ideal conditions for human habitation. Liishuga's satellite, Robmuir, is a size 2 in extremely close orbit and its presence results in shift in the zone back and forth in a regular pattern providing periods of light and dark.

An extensive ecology exists within the zone and exotic variations in the less pleasant sunward and nightward zones. Most of the planet lives in a massive twilight metropolis known as Heimdall. Expeditions to Sunward have revealed already smelted metals in surface pools. Exploitation of these metals is the source of the planet's wealth.

**LIKHUKAM, Arnakhish (2204)** B200953-F Hi In Na Va Cp Sa { 5 } (C8H+2) [6E2C] BEF N S - 501 9 ImDv M5 I II

Subsector Capital of Arnakhish, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Xanadu High.

Likhukam is a major transport and communication hub. The gigantic central star retains a tiny system, consisting of a single gas giant, called Khelphin, and its single moon, Likhukam. Likhukam is a tiny, airless, cratered world covered by a network of mountains and hills. The planet has a population of five billion who live in enormous underground cities. All of the cities are interconnected, and there are estimated to be more than thirty million kilometres of tunnels below the surface. The government is drawn from the upper management of the various corporations active on the world. Legislative decisions are based on economic factors, usually to the benefit of one or more corporations. Each city has its own starport and is usually connected with a single corporation, who have most of their factories and production facilities located there. The Imperial Navy has declared Khelphin, the gas giant, of strategic importance and has placed it under Imperial guardianship.

Society on the world is deeply stratified, with the altitude a citizen inhabits (in relation to the surface) dictating their social status, the range of available jobs and the quality of their life support. Huge windows giving panoramic views of the central star and the night sky dominate the upper levels of cities. They have regular fresh air, excellent food, the parks are filled with real plants, and citizens fill managerial or executive roles. The midlevel's are darker and harsher, with adequate life support and a limited range of corporate shops. Most of the citizens perform skilled labouring work or fill minor administrative positions. The lowest levels are hot, overcrowded, and only get sporadic life support. The citizens perform unskilled work (if they work at all). Crime is rife in these areas, there is a thriving black market, and huge areas are controlled by criminal organisations. All deep levels are considered to be Amber travel zones.

**Linara, Sapphyre (1936)** D8B6867-8 Fl Ph Mr { -2 } (D76-2) [8658] Be S - 303 11 ImDv M3 V

First Survey Planetary Designation: *Guuuir*

The outermost of four worlds orbiting Shenai, a dim red main sequence star. Its frigid atmosphere is made up of carbon dioxide and ammonia, and large areas of the planetary surface are covered in ammonia seas.

There are three main cities, each home to over one hundred million people, tunnelled into the sides of mountains. Until 1055 Linara was a colony of Riiya, Sapphyre (2035). When Riiya's government collapsed, Linara was unable to get essential life support supplies and associated backup technology. The system's common tech level began to fall and the Imperium was forced to intervene in order to avoid disaster. IISS had administered the system ever since. There are still pro and anti-Riiyaan factions and travellers are advised to avoid entering into political discussions with locals.

**Line's End, Arnakhish (1710)** D557353-8 Lo { -3 } (A21-5) [1125] B S - 514 13 ImDv K5 I V

First Survey Planetary Designation: *Kimmir Aarllaa*

Line's End has been continually inhabited since the early exploratory years of the Ziru Sirka, but the population has waxed and waned with the general economic fortunes of the region. At present the population numbers around 5,000 and possibly a third of these are scout personnel of the Regional IISS Administration HQ. A small population of nomadic Chirpers continue to live in the Rab'arllaa outback.

The scout base houses not acts as a major administrative centre but also houses one of the most modern and advanced hospitals in the Sector. The Hospital is intended for the almost exclusive use of scouts who have been injured or become ill in the line of duty.

There are also extensive vacation and recreational facilities, enjoyed by scouts and their families taking holidays on this pleasant backwater.

**Lir, liradu (3202)** C576442-9 Ni Pa { -1 } (732-5) [1315] Bc S - 401 13 ImDv M3 V M6 V

First Survey Planetary Designation: *Laadkip An*

Lir is something of a mystery world. Since its first discovery by the IISS, it has been quarantined from off-world contact, apparently due to the virus-rich atmosphere, which is lethal to humans. Colonisation had never been attempted and currently an IISS base is the only permanent occupant of the system. IISS enforces the quarantine and performs research into the many atmospheric viruses that plague the planet.

There is a limited range of flora and fauna on the planet, but study has been hampered by the need to use remotely operated drones and robots to reach the surface safely and few samples have ever been brought off planet for fear of viral contamination.

In-system travel is permitted but landing on Lir is not. Sceptics, noting the irregular presence of unusually large naval ships in the vicinity, have at times claimed that the virus warning is in fact a cover for the discovery of alien artefacts that the Imperial authorities are hiding on Lir. Naturally, the authorities deny this and the ISS base treat any enquiries into this matter with a standard response.

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Have you noticed how official secrecy always seems to breed tales of aliens or alien artefacts and how the media love to perpetuate the myths? According to the E-Zine 'Area 51' they have proof that Lir was actually a major Vilani biological warfare facility during the Nth Interstellar War. Containers of experimental 'goop' left to rot during the Rule of Man and Long Night seeped out and eventually contaminated the planet. The whole thing's been covered up to preserve the idea that the Vilani would never have scooped so low as to use biological warfare, when in actual fact they just didn't enough time to unleash their 'experiments' on the advancing Solomani. CyJac '13

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### **Lock & Load**

A Naval term that has entered into general spacer usage meaning to prepare shipboard weapons ready for immediate action.

### **LOESKALTH**

An Intelligent but extremely aggressive and warlike minor race of Humanity from Sagal, Vipach (Gushemege 0339); the race is known only from ancient First Imperium records. During the early stage of the First Imperium, the Loeskalth culture absorbed a great deal of science and technology indirectly from the Vilani. They founded a small empire, which embraced, at its height, most of Vipach subsector.

About -4,300, the Vilani consolidation destroyed the Loeskalth Empire and absorbed the civilisation into the mainstream of Vilani culture. The Loeskalth resisted but were ultimately overwhelmed.

It has always been assumed that the Loeskalth had been restrained within Gushemege, however in 877, archaeologists on Oewni, Shallows (0216) discovered a carved wooden statue and a series of intricately carved stone pillars that appeared to be Loeskalth in origin. The statue is currently believed to be a representation of the Loeskalth Goddess, Xtahl the healer. Most scientists hold to the theory that the carving and stone patterns had been brought to the planet by 'Conquering' Vilani. However there are a growing number of people who believe that Loeskalth fleeing the Vilani had established the first Oewni colony.

Although no further evidence has been found to clarify the matter one way or another, the idea that Oewni had been a lost Loeskalth colony has captured the public imagination.

### **Lowalaa** <Lowalaa Columbaformis Curatis>

Lowalaa is a bird that traditionally symbolises trust, caring, and loyalty. The Lowalaa has earned this reputation for its many positive characteristics. They are common pets, especially among the nobility, throughout the Core region of the Imperium.

The Lowalaa is native to Ituxi, Aklan (Delphi 0722). The most remarkable characteristic of the Lowalaa is its colourful plumage, for which the Lasias Lowalaa is particularly noted. Each bird displays different colours and patterns; a record of the food sources it was exposed to. In the wild, birds with certain markings will be looked to as guides to certain nutritional needs of the flock. In captivity, their diet is managed with extreme care to create the desired effects. Special additives have even made such things as silver or luminous birds.

The other ability, most notable in the Thrumet Lowalaa, is mimicry.

Lowalaas do not have the same vocal fidelity as some Terran birds, but they can learn short tunes. This talent extends to learning somatic patterns - in effect, dancing. Using bird puppets as training aids, entertainment troops have devised some very impressive acts with Lowalaas.

Their intelligence and trainability are chiefly credited for the Lowalaa's popularity, both as pets and working birds. On low-tech worlds, they are often used as very dependable messengers and spotters.

The Lowalaa is highly adaptable. It can adjust to environmental extremes very well, but not to solitude. Its health will soon fail if a Lowalaa is frequently left alone. For this reason, they are often kept in mated pairs. Lowalaas mate for life and readily breed in captivity. Females will lay a clutch of two to five eggs every two to twelve months in the wild, varying with the world. Breeders, however, can hasten the mating cycle or halt it indefinitely. The life expectancy of a Lowalaa is 12 to 15 years.

Lowalaas are very flexible in the construction of nests, even having been known to use electrical wire and mylar tape to good effect. Once the eggs are laid, both the male and female become very defensive of their nest, with other Lowalaas joining in. It is rare for even the owner to be permitted to touch the eggs.

### **Luguk, Kuriishe (2513)** D8A4689-8 FI Ni { -3 } (A51-2) [7369] B S - 202 17 ImDv G4 V M4 V

First Survey Planetary Designation: *Kiir Gii*

Luguk shares one characteristic with Lashgaiika that of having a high seismic stress factor. While it is quite close to the central G4 main sequence star (being only 0.7 AU out), it is not a satellite world, but does have its own satellite, Harakar, a body of 2000 km diameter, orbiting at a close seventeen diameters distance. Luguk has some twelve active volcanoes, and while dangerous, the fact that Luguk is over three times the size of Lushgaiika, means they are not such a factor in daily life. Luguk was colonised initially about the same time as Lushgaiika, but a series of natural disasters almost brought the colonisation effort to a complete ruin. It was only through having an enterprising and determined spirit and a little luck that the people on Luguk managed to survive and eventually start to prosper. This has meant that their level of technological development has been slow to take off, but they still possess that enterprising spirit, as well as a friendliness and curiosity that tends to endear them to those they meet. Signs are now emerging that their society is ready to leap forward quite spectacularly in the next few decades.

The atmosphere hampers daily life to some extent, being an exotic atmosphere, and necessitates a lightweight protective suit in a few places where the contaminants are highly concentrated. In most instances, an air filter or oxygen tank is all that is required when leaving the protection of buildings and vehicles. Such items used to be produced locally, but were quite heavy and restrictive and are now imported from Lashgaiika at a very reasonable price, being part of a deal involving agricultural produce from Luguk and finished consumer products and advanced technology from Lashgaiika. Although not strictly an agricultural world, the plentiful water on and under the surface of the planet means that Luguk produces far more agricultural produce than it needs in massive agro-farms, and so can readily export it.

Most of the population is spread across one of the larger continents, in a large number of small to medium size settlements, varying in size from a large village to a small city. In fact Luguk has a very good transport infrastructure, and a large number of Starports and spaceports in relation to the size of its population. Although only having D class Dtarports, significant investment is expected soon, to help tap the previously unknown resources of the planet, which include a number of rare ores, non-metallic compounds and radioactive elements. Chief among the prospective investors is Ling-Standard Products and Sternmetal Horizons LIC, which specialise, amongst other things, in prospecting and mining.

The world is ruled by a collection of councils each of which preside over a certain area, and whose representatives meet regularly to discuss problems and harmonise policy. Several have close contacts with the Imperial Scout Service, and many of those who do not work in the agricultural or entertainment sectors of the economy, provide services for the large scout base on the planet. The bases was built to further scout activities in this part of the subsector and surrounding areas, as well as encourage trade and commerce between the local systems, and to help co-ordinate anti-piracy duties with the naval base at Lashgaiika and the scout bases at Giku, Duunkhan and Diablo.

### **Luken, Laraa (3037)** C543589-9 Ni Po { -1 } (A43+1) [646A] B - - 103 14 ImDv K2 V

First Survey Planetary Designation: *Shamem'er*

The entire healthy adult population work mining the planet's various mineral 'wealth' and Sac-quai, an underground edible root plant that forms the mainstay of the Luken diet. The adults work two weeks at the mine followed by a week of rest (or Festival as the local's refer to it).

The cities are generally occupied only by the elderly, the infirm, pregnant and nursing mothers and youths under 16. This last factor has made Luken the juvenile crime capital of the quadrant and adult visitors are warned to avoid travelling at night beyond the Festival areas as bands of youth (known as 'Brat Packs') prey on lone 'Oodi's' as adults are known.

**Lumnu, Argi (1432)** C568101-A Lo Da { 0 } (501-4) [1116] B S A 711 11 ImDv K7 V

First Survey Planetary Designation: *Ashshur*

Lumnu had been a prosperous colony during the First Imperium and throughout the Long Night. In -477 the Aakhri conquered the system and enslaved its people. Thousands of Lumnu were sent back to Argi to become bondsmen. A ruling class of Aakhri ruled over the planet for hundreds of years until finally overthrown by a slave revolt. In -10 Lumnu declared itself a free planet once more only the Imperium to arrive in 40 and subjugate the planet again.

Then in 366 the population began to die of a mysterious plague which caused it's sufferers to severely mutate. The planet was successfully quarantined. It was eventually discovered that victims removed from the planetary environment stopped mutating (though they were unable to be cured) and no longer appeared to be carriers of the plague. In 369 the decision was made to totally evacuate the planet. Scientists are still unable to find a reason for the Lumnuan plague though it would appear to be still active on the surface even today.

Today, various salvage companies risk the surface in full body armour salvaging items from the old cities. A small trade port, known as 'Death and Glory', is the only permanent population on the surface.

**Lumzashgu, Laraa (2935)** B788885-A Ri Pa Ph Pz BwapW { 3 } (D7C+1) [6B38] BcCe - A 103 6 ImDv K2 V

First Survey Planetary Designation: *Ashagki*

The first Bwap world ever colonised in Dagudashaag, Lumzashgu's governmental 'compromises' served as the original model for later Bwap colonies in the Sector, particularly Arlu, Argi (1339). The Bwap cities (Pods) were originally established along the tropical reefs but, increased population and Bwap architectural style has forced the cities to continue their expansion under the sea.

Although each individual Bwap community is actually a 'religious dictatorship', each pod sends a representative to the planetary bureaucracy which was developed to ease relations with the Imperium. Law level refers to those areas accessible to non-Bwap's.

The Bwap's have dedicated sections of the planet as holy to the Wapawab ('tree of trees') and are out of bounds to non-Bwap. Much of the city consists of stylised ceramic 'trees' which have extensive humidity control to enable both Bwap and humans to use the facilities.

**Lupigaa, Khandi (1711)** E550421-5 De Ni Po { -3 } (631-5) [1111] B - - 404 11 ImDv M0 V M3 V

First Survey Planetary Designation: *Luurashar*

This impoverished, desert world has almost nothing of value, yet this was not always the case. In the early years of the Third Imperium it was a small successful, if somewhat fragile, farming colony. The inhabitants cultivated local moss-like plants for their pharmaceutical value. A large fusion reactor on the shores of a nearby small sea powered the entire settlement. In 134 a large freighter, the Darnii Gir, misjumped into the Lupigaa system and collided with one of the many rocky asteroids that orbit the planet. The ship moved into the upper reaches of the atmosphere to get away from any further trouble but its drives failed at a critical moment and it plunged planet-wards into the power station. The resulting explosion devastated a huge area around the crash site, vaporising the small sea and contaminating the land and air for a radius of over a thousand kilometres. This incredible sequence of improbable events persuaded many of the inhabitants that it was time to leave, and since then Lupigaa has slowly, inexorably diminished.

Today the Lupigaa manage to survive by growing their foodcrops in shielded units and living deep underground.

**Luramsum, Kuriishe (3111)** A7A7325-D Fl Lo { 1 } (A21-1) [143B] B N - 805 13 ImDv M3 V

First Survey Planetary Designation: *Erash*

The sole reason for Luramsum being colonised is the composition of its atmosphere. Consisting almost purely of a hydrogen-methane compound much favoured in the production of high quality refined fuels for top of the range grav vehicles, it is a resource of almost immeasurable value to the small (but extremely wealthy) populace. After only a few decades of exploiting and exporting the compound to other planets within the subsector, fears are already being voiced that, at the current rate of extraction, the hydrogen will be exhausted in only another thirty or so years.

Because of this a consortium of businessmen who have made their fortune here are investing heavily in technological research in an attempt to secure a future.

The entire population is situated in the planet's one city, which is centred around the Starport, indeed it is difficult to tell exactly where the Starport ends and the city begins, the majority of the workers being employed by Starport authorities and living in Starport accommodation. The work ethic among such employees is remarkably strong; the concept of a life outside work seems to be completely alien to many of them. In part this is made up for by the high standard of living such employees enjoy - most manual labourers have homes of a standard equivalent to the upper middle classes on many other planets.

Because of the relative value of the hydrogen-methane compound, especially given the potential for a large corporation to come and skim the atmosphere as a starship might skim a gas giant, the local population pays for protection by the naval services. It has been suggested that the Navy does not actually believe in the strategic importance of Luramsun and keep the base only for show. It has been further suggested that they would actually be able to provide only minimal resistance in the event of a real attack. There is, of course, no evidence to either back up or deny such suppositions.

### **Lushanuma, Argi (1040)** D425545-7 Ni { -3 } (741-5) [3235] B S - 613 11 ImDv M3 V

First Survey Planetary Designation: *Shamuum Bii*

The planet has little to offer - very little mineral deposits, an extremely thin atmosphere. Its main advantage has been its 'liberal' attitude towards criminals. Although a scout base was finally built in-system which put paid to Lushanuma's career as a pirate freeport it still has a reputation as a market for stolen goods. It's claimed that anything can be obtained - for a price.

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You had better believe it. I once saw an Imperial Warrant openly on sale in the shambles - whether it was real or a forgery I never found out but, given that the illegal possession of such a warrant is a Class 1 Imperial offence, I never thought to see one being advertised quite so boldly!

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CyJac '13

### **Luar, Old Suns (0910)** C653362-8 Lo Po Mr { -2 } (921-5) [1114] B S - 622 7 ImDv M2 V

First Survey Planetary Designation: *Kiidir Min*

Luar, originally designated Station Ten by the then fledgling Imperium, was believed to be a barren world, long abandoned. Staffed originally with sophontologists, xenobiologists, sociologists and psychologists, the planet was really an Imperium recon base whose task was to secretly infiltrate the ConSentiency and Ushran Hansa in order to smooth initial relations between them and Cleon's Imperium.

Today Luar is a world occupied and run by the IISS. Its primary task is as a xenoculture research centre whose primary task is to correlate data on alien races and cultures and ensure that accurate language and culture and diplomacy mem-clips are prepared for distribution throughout the service.

For many scouts serving in the Contact Bureau from throughout the sector, a term at Kiidar forms an important part of their training.

### **Luukha, Sapphyre (2237)** D657332-7 Lo Ga { -3 } (521-5) [1113] B - - 304 13 ImDv G7 V

First Survey Planetary Designation: *Giark*

Although a vast quantity of trade goods from Core, Massilia and Zarushagar are transhipped either by ferry or from jump 2 to a fleet of jump 1 vessels in the system, very little of the mercantile wealth is ever seen on Luukha.

The founders were not impressed at the thought of turning the world into a massive way-station and have always refused to allow the system's planetary Starport to be upgraded. In the end, Tukera purchased the gas giant Luukha and established a massive transshipment station (a class seven XDS space station with an A classification Starport) in orbit to handle the local traffic needs. Luukha itself is a backwater society balanced on the edge of collapse. Its inhabitants are primarily subsistence farmers or tradesmen.

### **Luushama, Argi (1336)** C585504-A Ag Ni Pr { 1 } (945-1) [3638] BcC - - 102 16 ImDv M2 V M9 V M9 V

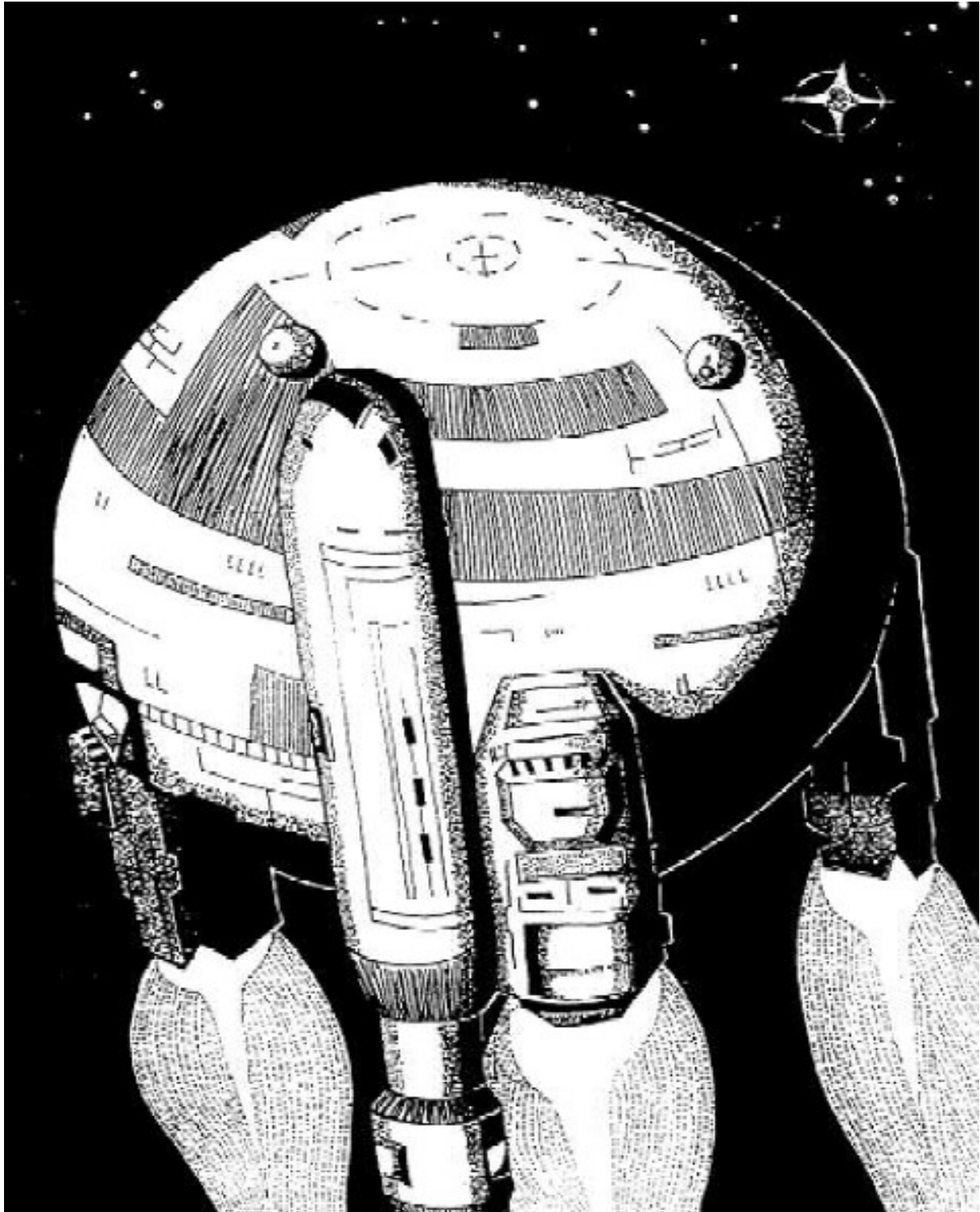
First Survey Planetary Designation: *Arar Muushsu*

A Vilani society descended from the Aakhri. The planet is famous mostly for its wines and fruit preserves. The vineyards are considered among the best in the Imperium and casks of good vintage wines from the Luush district have been known to match quality Terran wines in price.



The Arar are not proud of their Aakhri ancestry yet do place great value on their Vilani descent. Unfortunately most visiting Vilani find difficulty in identifying with the Arar society as the population has adapted over the centuries and has adopted a weird mix of Vilani traditions and Lancian neuro-technoculture.

For example, although the Vilani caste system has been retained, any person on Luushama, regardless of caste, can be selected to serve on the advisory Shadow Council as all inhabitants have individual computerised avatars on the CyNet where the Council 'meets'. The Shadow Council also approves all socially acceptable innovations - something that happens so frequently that many visiting Vilani have difficulty assimilating the changes.



# M

**M Subsector** - See **Bolivar Subsector**.

**Maamkumar, Ushra (1020)** D535110-7 Lo { -3 } (301-5) [1112] B S - 904 10 ImDv K3 V

First Survey Planetary Designation: *Uudaas'Ash*

Maamkumar was originally settled during the First Imperium but the colony subsequently died out during the Long Night. The planet is poor in resources and was not deemed viable to re-colonise. Currently Raphael Technology have established a small research station and are carrying out an investigation into the anti-rejection properties of certain native cave-growing fungi.

## Maaraagik

Maaraagik is the name given to a particular caste or group of people on Daas, Iiradu (3107). The exact origin of the name is unknown. The Maaraagik appear to be the lowest and most unpopular social class on Daas. In comparison, the Sidarous are the most influential and wealthy of the system's social classes. Sidarous exclusively make up the system's ruling government and appear to have little regard for the opinions of the lower classes.

Over the past 20 years there have been an increasing number of civil disturbances against the Sidarous rule. The 'Maaraagik' have pronounced themselves solely responsible and have threatened escalating events until the Sidarous provide direct finance to make Daas less reliant on others and begin distributing the planet's income more fairly.

The Sidarous have taken a hard line with the Maaraagik and several hundred members have been incarcerated at the penal colony on Kurdeshu, Iiradu (3006).

## Mackhan Entertainment Consortium <MEC>

MEC is a group of companies specialising in 'Adult' entertainment. MEC runs gambling, pornography and prostitution centres on all planets willing to tolerate their presence. They have a major interest in Communit and in addition own Tri-Vee and SimStim studios throughout the Sector.

Stock ownership:

*Simeon Mackhan 36%, House of Zaiben 15%, Hortalez et Cie 15%, INDISS LIC. 10%, Naasirka 4%, Investment trusts 10%, private ownership 10%.*



Logo: MacKhan Entertainments Consortium

## Mackhan Hotels

Part of the MacKhan Entertainment Chain, MacKhan's are a common feature in Startown's throughout the Sector. Part bordello, part casino, the hotels are popular both with visitors and with locals. Utilising existing buildings purchased and adapted by MEC, the Hotels maintain a respectable outward appearance while claiming to indulge every vice known to Humanity within its walls.

The HighPeak MacKhan's on Medurma, Pact regularly reports end of year tax profits in excess of Mcr. 32. Given that most of the hotels in the chain make about Mcr. 10 per annum and MEC owns 126 in the sector, it is little wonder that Simeon Mackhan is the fourth richest man in the Sector.

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Yeah, MacKhan is fabulously wealthy however his employees sure as Yarji aren't. If you analyse last year's statistics for the HighPeak hotel, for example, you'll find that Mec only paid out just over Mcr. 3.2 for their entire staff team. Given the range of 'services' they are expected to provide for the clientele and the health risks, I suppose they should be grateful that medical insurance is included in their contracts. They need it!

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CyJac '13

## Mackhan, Simeon Dayi

(b. 1022 - )

Simeon Mackhan was born in the mega-city of John-Paul on Dipa, Pact (2223). His father was a pastor in the Brethren faith and his mother had been an actress before her marriage. Simeon was the middle child of seven children, all girls except for himself and his family had a struggle to make ends meet.

His mother apparently had a breakdown when Simeon was five and took to drink and drugs, something his father seemed unable to cope with. His father's reaction was to spend less and less time at home leaving Simeon to be primarily brought up by his sisters.

In 1034 Mackhan started working as a 'gofor' for a starport bordello. In 1037 Mackhan persuaded a number of the girls to act out some pornographic plays he'd written and successfully sold the holo-recordings to a Medurman net-channel. He immediately invested the profits in setting up a small tri-vee studio of his own, specialising in adult themes. Initially he focused on the fetish, xenorastic and sadomasochistic markets. His marketing strategy was so successful that by 1042 he had bought out all of his major competition in both Pact and Ushra subsectors and had branched out into other, more mainstream entertainments. In 1048 he opened his first bordello/casino and hotel on Medurma and was officially recognised as a multi-millionaire. By 1058 he owned over 50 MacKhan hotels and over a dozen major studios throughout the Sector and had floated the MacKhan Entertainments Consortium on the Medurman stock market. By 1060 he had branched out into teledidonics and virtuality and had gained a small but significant segment of the Lancian entertainment market.

Then in 1061 Mackhan was travelling on-board the Tukera Liner 'The Star of Ba'Omanhene' when it was subjected to an attempted hijacking by local terrorists. During a firefight, Mackhan was seriously injured. He was rushed to the liners' medical bay but the ship's surgeon was unable to save his right leg and right hand. His departure in an ambulance at Argi Downport for the Mission of Mercy Hospital was the last time that Mackhan was ever seen in public. After his recovery and his fitting for cybernetic replacements (due to a rare genetic disorder, his body rejected biological replacements including cloned parts) he became a recluse. His isolation became worse as the years went by and by 1078 he no longer allowed anyone, including his business associates, to see him in person.

He continues to rule his business empire using a number of handsome young men personally picked by Mackhan (the auditions are carried out in-camera) to act as his representative. Each of his 'personal' representatives has a transmitter inserted behind their left ear and a small camera replacing the right eye to enable Mackhan to see and hear everything his representative does and apparently allows him to communicate subverbally with them at any time.

When inspecting his business empire, Mackhan travels to the system in his personal yacht "The Prince of Hedonist's" though he remains in the sealed passenger compartment at all times.

Many question whether Mackhan is still alive. Since no-one has seen him alive since 1078 it is possible that his partners have used the story of his self-imposed exile to cover up for his death several decades ago while allowing them to keep on running his business empire in his name.

MacKhan<sub>na</sub>~ Dataflow interrupted

Infostrand deleted - - - working, working, wor... Program Failure ---- Program fail<sup>u</sup>,, ----

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Commencing reload of Infostrand from Read Only Back-up cache...

MacKhan has an estate on the lower slopes of Mt. Kodua on Kimalad where he supposedly stays when he's not touring his business interests. I've heard of a number of stig's who've attempted to solve the mystery by breaking in to the estate only to vanish never to be seen again. Getting involved with MacKhan is not healthy. Avoid working for him, avoid competing with him and especially respect his privacy if you want to live to a ripe old age. CyJac '13

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CyJac '14 Update... that anti-virus was a nice piece of counter-programming; it almost succeeded in eradicating my infostrand. Interesting that the only viral entry it was designed to eradicate was my comments on his high-ness, MacKhan and the programming is way too sweet for Indiss anyway. Looks like I must have got under someone's skin!!!

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**Madingik, The Remnants (1126)** A588366-D Lo Chir3 Mr { 1 } (821+1) [244C] B N - 903 9 ImDv M1 V

First Survey Planetary Designation: *Diirkuur*

The original colonists of Madingik were a transport of Chirpers that were abandoned here when an Aakhri Slaver ship suffered damage to its life support during a battle with the Pact. Rather than destroy her investment by spacing them, the Slaver captain marooned them apparently hoping to return and pick up the survivors after her ship had been repaired. It never returned.

Madingik is a planet covered in ice. The chirpers found that to survive it was necessary to burrow under the ice near the great magma vents. Here they dwelt, living a primitive existence beside the great ice-covered seas. In -27 humans arrived and established a colony on the equatorial continent. Neither party knew of each other's existence until 175 when a Chirper accidentally killed a tour guide while they were exploring the northern continent. The incident sparked off a racial war that was to last for over ten years; neither side succeeded in getting the upper hand and the war was long and bloody. In the end the Sector Navy intervened and negotiated a peace treaty that gave the Chirpers the Northern territory in perpetuity while granting the humans the equatorial continent. Even today humans risk death if they intrude on the Northern Continent and no Chirper ever visits the equatorial region. The planet is currently governed by the Naval base commander from the island of Pax.

Today Madingik is a small but thriving world. The chirpers still maintain a primitive Tech. Level 1 lifestyle while the human's main industry is the manufacture of cold weather equipment and vacc suits. Much of the manufacturing sites are semi-automated, leaving the locals with a great deal of time to spend on recreation. To that end a small island situated on a warm ocean current midway between the two continents was colonised. This island, known as Pax, is open to all races even chirpers and serves as an entertainment's capital. It also houses the planet's main port facilities as well as the Naval Administration Centre. The main form of transport through the narrow streets is by either ice-skates or iceboats. Motorised snowcats are also available but these are forbidden within the canals of the island-city.

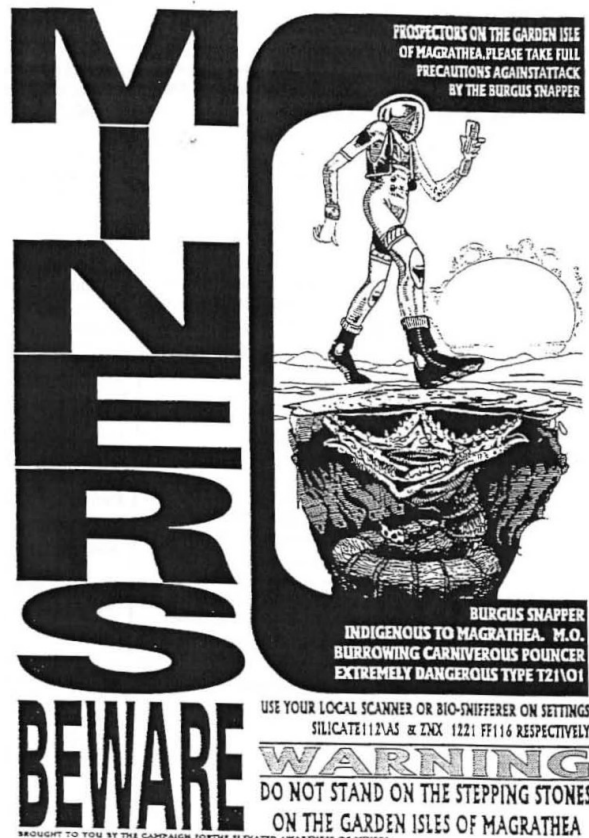
**Magrathea, Garden isles of** (Nikhuskir System, Kuriishe 2515) H57536A-9 600 Im K0 IV

Secondary colonised world in the Nikhuskir system, Magrathea (lit. Garden World) which provides Nikhuskir with much of its demand for fresh foods, including meats that would not otherwise be obtainable from their hydroponics gardens. The strong sulphur and nitrogen oxide taint in the atmosphere makes it extremely uncomfortable for Humaniti to expose even the smallest patch of skin to the air (and fatal to breathe), requiring sealed whole body suits. However, the native life is adapted to its environment, and with moderate processing is quite edible. In recent years the planet has also seen a number of freelance miners coming to Magrathea to work the far Garden Isles in the hope of finding rare earth minerals such as Lanthanum and Erbium.

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Prospectors are warned to take full precautions against attacks by Burgus Snappers, an indigenous carnivorous pouncer that hide underneath disguised stepping stones (classified as Extremely Dangerous – Type T21\01. You are advised to keep your local scanner or bio-sniffer on settings Silicate 112\A5 and ZNX1221 FFT16 Respectively. Brought to you by the Campaign for the Elevated Awareness of Miners (CEAM).

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**Mahonri, Khandi (1816)** B411548-D Ic Ni Da { 1 } (845+1) [565D] B N A 501 6 ImDv M2 V M6 V

First Survey Planetary Designation: *Kapuudduuda*

Mahonri houses the Imperial Navy's Dagudashaag Experimental Systems and Test Establishment. The exact nature of the Navy's work here is shrouded in secrecy. The Navy keeps it that way by imposing a system-wide Amber Zone classification and declaring a one AU Red Zone around Mahonri itself. All non-naval traffic must use the small orbital spaceport around the system's gas giant Coulos.

**Mai, Zeda (0622)** D530624-7 De Na Ni Po Da Ziad8 Px { -3 } (851-5) [4335] B - A 422 7 ImDv M2 V M2 V

First Survey Planetary Designation: *Kiiar Paa*

Mai is an astronomical curiosity and extremely unpleasant to boot. It is trapped between its twin stars, which, in effect, orbit around the world. Two-planetoid belts orbit beyond the stars, and two small, moonless gas giants orbit beyond them. The gravity and EM activity of the stars makes travel to the central world difficult, and Mai is rarely visited. Temperatures on the world are high, and there is extreme volcanism. The only free-standing water on the surface is one small northern polar lake. It is on the lakeside that the main colony is located.

Almost all of the population are ethnic Ziadd. Life is brutal and spartan, and adequate water is considered a luxury. Mai also serves as a Ziadd prison colony, housing category Alpha prisoners in a facility located directly under the southern pole.

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It is said that the prisoners have a higher standard of living than the colonists do.

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**Maiden, Pact (2130)** B43069B-C De Na Ni Po Da { 1 } (D55+3) [877E] B N A 814 13 ImDv M0 V M7 V

First Survey Planetary Designation: *Map*

Initially settled during the Rule of Man, Maiden was recolonised soon after Medurma regained Jump Drive technology. Many of its earliest female settlers were women who had been, or still were, in the military.

When initially colonised by Medurma, the primary colony in the system was on the planet M'ap. However, within eighty-four years, a chance encounter and collision with a rogue planetoid turned a once habitable planet into an unstable asteroid belt. With additional immigrants from Medurma arriving every day, a decision was made to colonise the less hospitable inner planet of Maiden instead. One of the decisions, which led to the exodus, was an order from The Medurman High Council requiring all women to be shorn of their body hair to prevent further infection by an infectious mite, the Kacha. A species of pseudo-lice, the Kacha were the carrier of the deadly Mottled Plague that was sweeping the Medurman system at that time. Since this order was only directed at women and not the men, many felt it was a sexist order and took deportation rather than agree to it. A cure for the plague was found seven years later; however the women of Maiden still continue to grow their hair long as a reminder of why their ancestors left.

The government is matriarchal with only females allowed to stand for government. Males are regarded as equals in all other matters. The population has retained some aspects of Medurman culture, among them a propensity to duel. On-planet, most of the population carries arms, generally a knife in an arm sheath or a small duelling pistol at the waist. Due to the history and background of the original settlers, the planet has always retained a strong military presence. This attracted the Imperial Navy who built a major Naval academy there.

Maiden is classed as one of the Warrior Worlds. Its native lifeforms have the ability to metabolise a type of super-adrenaline, which allows them to move at amazing speeds for about a minute at a time before they are forced to cool off. Since attacks by the larger predators are generally fatal, every Maiden learns from birth how to instantly 'react' with their weapons, making the local people incredibly fast and lethal.

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Unfortunately this highly tuned survival instinct also makes them very dangerous off-world. A Maiden will automatically kill anything they instinctively perceive to be a threat. The number of deaths off world, which could be directly attributed to a Maiden's over-reaction, was such that most ships and planet's will no longer allow them to carry any form of weapon in public. This is regardless of the planet's law level as; over the centuries there have been a number of incidents where strung-out Maidens have accidentally massacred innocent citizens.

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## Main

A main is a grouping of systems, forming a chain of worlds all reachable by jump-1. This grouping provides a sort of "corridor" allowing jump-1 capable ships to travel to any world along the chain. The largest main in Dagudashaag is the Medurma Main, which dominates half the sector and stretches from Shallows right down to Sapphyre subsector.

**Makhenzii Family, The** - See **Gishvii-Makhenzii Family, The**

**MALAACH**

The term "Malaach" is a Scanian word meaning "Messengers from Beyond", and was generally applied to all extinct races that had achieved a technologically based society. In 1114 Professor Ishmaga Ershuk, author of "Legends and Lore of Dagudashaag Sector", used the term to refer to a specific race which, he claimed originated in Dagudashaag and was responsible for all the Ancient artefacts found in the Sector. It is his theory that the Ancients were not a single race, but an amalgamation of several races, which had achieved a similar high technology level at about the same time. This, he claimed, accounted for the variety of sites. He further claimed that it was the Malaach that transported both humans and Droyne to Dagudashaag.

His theory, while well received by the general public, was later discredited by the Academic population.

**Manoh, Mimu (0307)** C000667-A As Na Ni Va O:0405 { 0 } (C54+1) [665A] B - - 713 10 ImLc M7 V

First Survey Planetary Designation: *Khuunka*

By the time of the Rule of Man, the Manoh asteroid belt was exhausted of all exploitable reserves. Abandoned for centuries, the planet was temporarily used as one of a chain of secret Imperium bases, established just prior to the Third Imperium's expansion into the Sector.

Today, the vast majority of the inhabitants of this system work either for the Imperial Navy or the Scout Service. Commercial starships are allowed to refuel from the outermost Gas Giant and call at the two main asteroid bases only. All other in-system travel is strictly prohibited.

Despite its lack of civilian amenities, Manoh is worth visiting if you are considering purchasing ex-military hardware. About the only civilian enterprise in the system is Hargrave's Army & Navy Yard located in the Olimei cluster, 20,000km distant from Manoh Prime. Gil Hargrave is a retired Scout who'd been in charge of the requisition's store for the Manohan Scout Base. When he retired, Hargrave elected to set himself up in business using his many contacts in all the services to buy and sell ex-military equipment. Hargrave's does not deal in weapons. However, he claims he is able to obtain almost any other item of merchandise you could ask for, provided it's been officially declassified.

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Hargrave's is worth visiting for all your basic equipment – nearly-new tailored skin-vacc's (Scout Service standard issue) can be picked up for about Cr. 20,000 for ten; while PRIS binoculars can be purchased at Cr. 35,000 for four sets. Hargrave sells nothing in singles and his discounts just keep dropping the larger the quantity you buy. Emergency rations are sold for Cr. 50 for ten, thirty-day packs, however if you buy 100 packs the price can drop as low as Cr. 150 all in!!

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**Manshuruk, Arnakhish (1702)** C6A47BA-8 Fl Pz { -1 } (E67+1) [967A] B S A 905 10 ImDv M2 V M3 V

First Survey Planetary Designation: *Uushzii*

The original system designation of Uushzii was a Vilani word means annihilation. Manshuuk was subsequently renamed by the Subsector Government in an attempt to remove the association however it has failed as the system is still known throughout the sector as 'the plague world'. The planet has no animal life and its eco-structure is so hostile that it is capable of evolving an infinite multitude of micro-organisms in days, most of which are lethal. So diverse and fast evolving are these that most plagues aren't even classified before they have become extinct and been replaced by another virulent disease. Despite the danger, Manshuruk houses several thriving communities all of which have been built underground, isolated from the hazards of the surface. These settlements work for pharmaceutical companies that attempt to harvest the planet's ecological maelstrom using remotes.

**Maq'appav, Zeda (0222)** B200310-D Lo Va ZiadW { 1 } (A21-3) [1418] B S - 914 9 ImAp M2 V

First Survey Planetary Designation: *Nais*

This world is a small, self-sufficient Ziadd mining colony. Regular harvesting of nearby ice asteroids provides sufficient oxygen and water for the settlement, while much of the local food is made from D'Ghrual, a unique type of pseudo-algae, which thrives in vacuum. D'Ghrual is extremely high in protein and can be flavoured to taste like a variety of foods though many claims it leaves a 'bitter almonds' aftertaste.

Until recently, the presence of D'Ghrual was considered Maq'appav's only redeeming asset. However the recent finds of a number of valuable ores have promised to transform the importance of Maq'appav.

Business interests on Zeda are currently providing the finances to fund further exploration, and development of the starport and infrastructure. Preliminary agreements have been signed with a number of corporations in Gushemege for the bulk of the ores (provided the new survey substantiates the earlier finds) and CiP on Nueva Esperanza has agreed in principle to provide storage facilities and shipping.

**Marid** - See Ashes, Zeda (0521)

**Mashuu, Sapphyre (1840)** D725413-8 Ni { -3 } (731-5) [1125] B - - 401 16 ImDv M0 V

First Survey Planetary Designation: *Khiaan lir*

Mashuu is an apparently unimportant world with little to offer the merchant or traveller. Its native flora is primarily an unappealing rust colour and its native life never evolved above the insect level, though variety abounds.

However, Mashuu is a major base of operations for the information and data Distribution Company, SIDDIS (Sector Information and Data Distribution Service) which is a subsidiary of Eko (Information Retrieval) of Gushemege. Specialising in obtaining original information, it has been described as "part news agency, part intelligence agency and wholly extortionate". SIDDIS specialises in revealing cover-ups, including political and media. Their clients include subsector governments, commercial interests and military agencies.

SIDDIS has agents and 'moles' located throughout the Sector, in all walks of life. Squadrons of jump-4 and jump-5 courier ships transport information to and from Mashuu. Mashuu is SIDDIS' major information clearing house. A quorum of AI computers sifts through all the information and makes predictions based on the wealth of data available to them.

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A CyJac encoded download has been found - enter code for unencryption

☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

[Code accepted.]

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Welcome to CyJac's Hidden 'Vaults of Knowledge'.

The following information must remain confidential. Reliable rumour has it that SIDDIS is not only responsible for uncovering subterfuge - for the right price they will also manufacture a 'cast-iron' deception on demand. If you need a new IDEX or identity and have the credits to pay for it, SIDDIS can deliver. CyJac '13.

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**Masiruu, Arnakhish (2106)** B0006B7-A As Na Ni Va { 1 } (A55+1) [675A] B N - 411 14 ImDv K4 V M9 V

First Survey Planetary Designation: *Nadvluur Khuum*

Masiruu is actually two separate star systems approximately 5,000 AU apart. The extensive asteroid belt designated the main-world, orbits the secondary star in the system. It contains a significant number of large nickel-iron bodies and is a major source of industrial quality metals and minerals. One enormous rock has been hollowed out and serves as the starport. Known locally as Primus, it is run by Matriarch Tara Hendrix who controls an extensive and highly efficient bureaucracy. Various Megacorporations and mining consortiums work areas of the belt. All pay heavy duties and taxes to the Matriarch for the privilege of a mining licence. The port includes an Imperial Navy reserve base, which houses destroyer escorts from the 2318th and 2319th patrol flotillas.

The system's primary star, an orange main sequence star called Urudu, has a family of three planets and one gas giant. Kinshasa (UWP F465538-A), the innermost of the three planets, has a temperate climate, native life, and an independent government. Kinshasa was designated the mainworld before the Imperial First Survey, but with continued growth in the Masiruu asteroid belt the emphasis shifted away from it. The community on Primus still relies on Kinshasa for its bulk food shipments and Kinshasa makes sure that it receives 'fair payment' for its produce.

**Maudhii, Zeda (0423)** C550853-9 De Po Ph Sa { 0 } (E79-3) [5826] Be S - 904 9 ImDv M3 V

First Survey Planetary Designation: *Amban Esh*

Maudhii is the fourth and outermost satellite of the system's innermost gas giant, Tithra. Dry, barren and very cold, Maudhii is nevertheless a very important industrial centre funded by Imperial Petrochemical Processing LIC (IPP). The world is a natural source of complex metallo-silicate lubricants, crucial components in a wide variety of electronic, engineering and medical-prosthetic processes.

Maudhii is also home to a species of metal-dissolving insect. The adult Amban Burrower resembles a 3cm long worm with dragonfly-like wings. Hermaphroditic, adults in the wild will seek out veins of metallic ore, burrow in, losing their wings in the process, creating a metallic 'cast' and begin to lay its eggs, up to a thousand per adult. Both the adult and the larvae ingest metals; bath it in its stomach acid generating an electrical current by which they live.

When the larvae grow to about 1cm in length they will attack and eat any adult burrowers they can find including their parent. This gives the larvae an essential enzyme they require to reach full maturity. Any larvae that fail to ingest the enzyme remain larvae throughout their lives and remain sexually immature.

Burrowers are extremely dangerous, as they will attack any source of metals, including starships and vehicles. On Maudhii, IPP ships and vehicles are treated with a special ceramic coating which is unattractive to Burrowers, however a number of smugglers have accidentally transported burrower larvae all over the subsector with serious repercussions.

Although both the adults and the larvae burrow deep through metal using their acidic secretion, only the larvae will seek out electrical currents and 'bath', often shorting out entire systems in the process.

Eliminating the adults and especially the larvae is extremely hard and often very expensive.

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**Official Notice** - *Unlicensed transportation of any Ferrosolven species in Imperial space is considered negligent transportation of an extremely dangerous species and is punishable by fines of up to Cr. 10,000 and/or a prison term of up to 10 years.*  
**Imperial Shipping Commission: Dagudashaag**

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### **McKenzie, Khandi (1717)** B200223-B Lo Va Sa { 1 } (811-2) [1328] B S - 304 17 ImDv G2 V

First Survey Planetary Designation: *Gakpasar*

McKenzie is a moon circling the gas giant, Candy. Originally established as a miner's colony, the world was abandoned during the Second Imperium after its mineral wealth had been extracted. Jaymi Gregorach McKenzie bought the world in 765 as a headquarters for McKenzie Extractions Plc. and home for the Khandi sept of clan McKenzie.

Today, only family members are allowed to stay in the system for more than 6 months. The Port, Foxtrot Oscar (a phonetic radio insult intended to tell visitors to go away), is constructed from the remnants of ancient spaceships attached together by walkways. The main port complex is the hull of The Maverick, a decommissioned Imperial Voroshilef-class battleship. The Maverick also houses the ports' main defence facilities. Three interconnected ex-Imperial Transports form the warehouse section of the port. The only civilian settlement in the system is the clan home, deep underneath the port, known only as Caern Sidhe.

### **McKenzie Extractions Plc.** <MacEx>

MacEx is a sector-wide mining company specialising in extracting minerals from commercially exhausted planets and asteroids. MacEx buys the mining rights to planets that the larger companies have deemed no longer commercially viable and using specialised equipment developed by Clan McKenzie Enterprises, the company extracts the remaining mineral wealth.

The company has managed to develop and maintain a good working relationship with environmental groups, predominantly because it only works on planets already heavily exploited by other companies and because some of its unique mining methods also extract and reclaim pollutants in the ecosystem left by the previous mining consortium's. So successful has MacEx been at reducing the damage done to ecosystems, they have recently and rather successfully begun to branch out into the ecological damage control business and have already made quite a name for themselves.

### **McKenzie Security LIC.** <MacSec>

Set up as a subsidiary by Angus Valentino McKenzie in 907, MacSec designs and manufactures custom-built security systems and locks. MacSec has a reputation for producing some of the best security equipment, including miniaturised integrated DNA sensors, on the market. MacSec locks with their distinctive badge, are found in high-security premises throughout the Sector, from the Ducal Palace to mercantile bank vaults and private estates.

### **McKenzie, Lady Ffyonna Mikaela**

(b. 1097 - )

Current CEO of Clan McKenzie Enterprises, Lady Ffyonna took over the reins of the company in 1112 at the tender age of 15 after her parents were killed in a terrorist attack on Bolivar, Bolivar (0240).

Many of C-McE's competitors assumed that because of her youth Lady Ffyonna would be unable to control the company. They were quickly and ruthlessly proved wrong.



Over the last two years, Lady Ffyonna had managed to double the size of the company, frequently at the expense of her competitors, and has opened a number of new subsidiaries. It is now publicly recognised that Lady Ffyonna rules over all aspects of the company with an iron fist in an iron glove.

Lady Ffyonna is considered extremely pretty and like many of the McKenzie clan, is part Maori. Her face has been tattooed with traditional tribal patterns.

### **McKenzie, Sir Kenneth Laughlin**

(b. 1000 - )

Sir Kenneth McKenzie is the major shareholder in McKenzie Extractions Plc., Clan McKenzie Enterprises and the current patriarch of Clan McKenzie. In 1022 Sir Kenneth ascended to the patriarchal position with the death of his father. His first task was an attempted hostile take-over of CalMac Interface Lines which, while not totally successful, resulted in his acquiring 34% of the shares. He has an unrivalled reputation as a diplomat and has developed close relations not only with GenMett, ICE and the Megacorporations but has still managed to retain close ties with the UBD independent mining consortium.

Sir Kenneth is described as an extremely tall, well-built man with Maori features, fiery red hair and bushy beard and a temper to match. He has one son still living, Donald Wallace, and four grandchildren, Duncan Robert, Jaymi BenStruan, Ffyonna Mikaela and Shona Portree.

### **Medurma Triangle, The**

Until 1110 the triangle of space created by Medurma, Dipa and Nexus was not even legend. Then on 12-1110 The Merchant vessel "Dawn Trader" filed a report with Korovall-Medurma University. While preparing to Jump out of the Dipa system the astrogator spotted a bright reflection in space. Instantly he leapt to the controls, as he knew that such a reflection could only come from a ship, yet all his sensors showed clear space. Thinking his equipment had malfunctioned he radioed to the ship his position. There was no reply. He admits his next thought was that it had to be a pirate but seconds later he received a transponder transmission then the ship vanished in a sudden burst of light.

On analysis the transponder reading proved to have originated on a Pact ship, which vanished in -35. The whole exchange was recorded. His sensors were in full working order. There was no ship yet the recorder clearly received the phantom transmission.

Over the next two years three other incidents occurred. In each case a crew member (and in one well documented case the entire crew and passengers) swears they saw what had to be a starship yet nothing showed on any sensor and then moments later a phantom transponder transmission is recorded. Each time a different ship is received. Each is of a Pact naval vessel lost between -120 and -5. Each was recorded destroyed while in the Medurma, Dipa or Nexus systems.

It begs the question, why not recorded sightings prior to 1110? My personal theory is that somehow a doorway has recently opened that allows echoes from an earlier opening to drift through to our time. The Triangle is another unsolved mystery.

Taken from the MemClip, "Legends and lore of Dagudashaag Sector", by Ishmaga Ershuk, published by Sherver Press, Ushra (1113). Used with permission, all rights reserved.

See also **Ghost Fleet, The**

**MEDURMA, Pact (2124)** A9D7954-C Hi An Cs Di(Miyavine) Asla1 S'mr0 { 3 } (G8E+1) [7C3A] BEF - - 823 12 ImDv G0 V  
Sector Capital of Dagudashaag, Subsector Capital of Pact; the Ducal Palace is located on Medurma Ambrym and the Imperial Subsector Administrative Headquarters are located in Parliament.

In -2,099 the Medurma system, which previously had been a minor Vilani mining colony, was the subject of a major colonisation effort by the Solomani. Initially they settled on Medurma Minor (current UWP: B6731FL-G), though they established a few exploratory mining installations on Medurma Prime, a twin planet sharing the same orbit.

Almost immediately, the Solomani colonists made a startling discovery - extensive ruins indicated that Medurma Prime had been home to a minor human race as recently as -19,000. The 'Miyavine' civilisation had apparently reached about TL4 or 5 at its height and there is no clue as to the reason for its disappearance.

Although Medurma Minor was the more hospitable planet it was mineral-poor, while Medurma Prime had major resources to spare. As the colony on Medurma Minor declined over the centuries, Medurma Prime became more and more extensively settled. The largest cities were sited inside mountain peaks, whilst high technology maximised the agricultural yield from the few high-altitude plateaux.

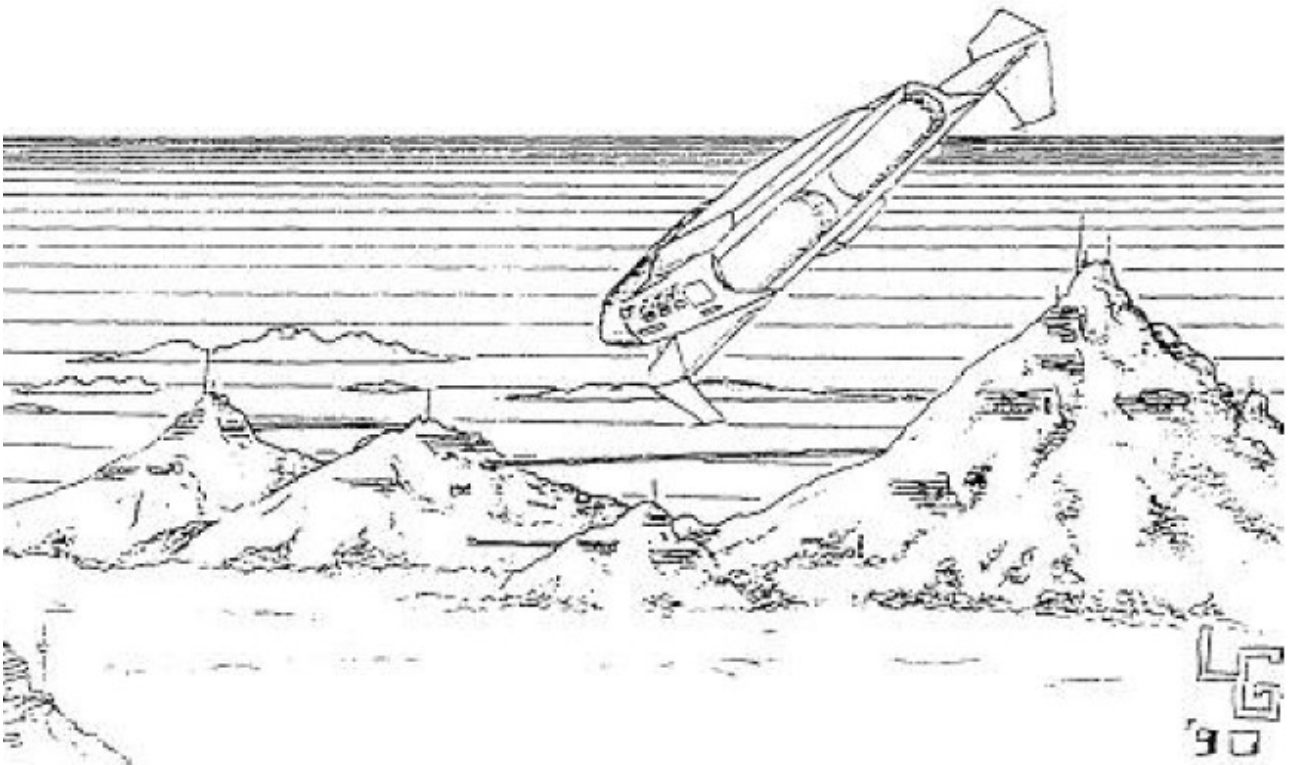
In -709 Medurma Prime became the system capital and was officially named Medurma, while Medurma Minor (now officially abandoned) was renamed Ambrym. Today Ambrym is an Imperial Reserve and is the personal fief of the Viisarikaa family.

In -524 the governments of Medurma and Dipa established the Medurma Pact, an interstellar state which grew to govern many of the worlds in what was to become Pact Subsector. Although it had the potential to expand, from about -250 on, the Pact was in almost continuous conflict initially with the Ushran Hansa and later from about -220 on with the Aakhri (Slaver) Empire to Rimward. By -10 the Pact was in serious decline and, by 90 had capitulated to the expanding third Imperium. In 274 Medurma was officially designated Sector Capital.

Medurma is an ancient World. Over the aeons the gravitational influence of Ambrym, Medurma's twin planet, has distorted the world into a 'pear' shape with massive landmass distortion. The highest peaks are almost 15 kilometres above sea level. Although the atmospheric pressure at sea level is 6.5 standard, conditions above 6km are actually quite pleasant (the pressure falls to below 1.4 standard and the climate becomes temperate) and it is in these regions that the majority of human settlements were established. Consequently the planet's climate is far more influenced by altitude than latitude.

At lower levels (known locally as DeepLevel), conditions are extremely harsh, the terrain is in perpetual darkness with temperatures hovering at about 80 - 95oC and with an atmosphere that due to the high pressure is both toxic and acidic. Mining operations are extensive and advanced at this level, as is the cultivation of the unusual 'Symmonds Tree'. As a result of extensive cultivation, Medurma is now more or less self-sufficient in staple foods.

The population of Medurma is remarkably cosmopolitan (there is a sizeable community of Aslan for instance). Imperial sociologists find Medurma particularly interesting as the population also tends to be socially stratified by altitude - the deeper-levels being populated by the lower classes.



## Medurma Pact, The

The Medurma Pact was a petty state that dominated the rimward-coreward edge of Dagudashaag late in the Long Night period. Although the Medurma system had been colonised from about –8,000 by the Vilani, it had been mainly to establish a series of mining bases on Medurma Prime. In –2,099 Solomani refugees subjected the Medurma system to a hostile colonisation effort. The Vilani in-system were either killed or forced to flee. Initially the new colonists settled on Medurma Minor (Ambrym), though they continued to exploit Medurma Prime.

Originally the Pact started out as the Highpeak Commonwealth which was an individualistic, militaristic society. An lhatei fleet of migrating Aslans arriving in-system in –1,019 brought Jump technology to the Medurmans. The Commonwealth would have probably collapsed within a few hundred years if it hadn't been for the joint influences of both its 'Aslan' migrants and their honour system, and the Brethren of Dipa who were responsible for the Pact's eventual governmental structure. Between –1,010 and –920 the Alignment Wars occurred throughout the Medurma system as individual provinces and clans fought each other to gain scraps of Aslan technology. However, by –880 the system was again re-united a The Pact consisted of a number of small states, most of which were individual systems that had managed to rediscover or retain a decent level of technology, who were allied together under a single unified command.

–524 Medurma and Dipa jointly established the Medurma Pact. The Pact was at war with its neighbours almost from its conception; at first with the then Ushran Empire and later with the Slavers of the Aakhri Empire. The Pact eventually formed a mutual protection pact with Ushra that led to their eventual transformation into the Ushran Hansa.

The Pact, however, remained in a near continuous state of warfare with the Aakhri Empire from between –250 and –10. The Pact became increasingly dependent on imports of basic materials from the Kuriishe Eraki as its own ships, outposts and resources were ravaged by the conflict. After two and a half centuries of warfare the core of the Aakhri Empire dissolved as a result of a bloody slave revolt, and by –06 it had almost totally disintegrated. Small outposts and orphan fleets of Aakhri maintained the 'war' right through until 40 when the last Aakhri slaver was finally destroyed. However without a major external threat to give them a binding influence, the separate petty states began bickering amongst themselves. By 28 the Pact was itself in serious decline, and it was only the efforts of the Viisarikaa family that kept it from collapsing.

Then in 76 the fledgling Imperium elected to consolidate its influence in Dagudashaag and began a campaign of pacification. Imperial economists advised that rather enter into what would have become a long and protracted war, the Imperium should establish a blockade preventing the Pact from gaining access to vital resources. It was only a matter of time before they were 'starved' into submission. As a result, the Imperium subdued all the planets around the Pocket Empire and waited. In 90 the Pact finally capitulated without any major conflicts.

- c.-8,000 system colonised by Vilani mining corporations
- 2,150 detailed survey of system carried out by Solomani
- 2,099 hostile takeover of system by Solomani refugees (the Cleansing)
- 1,080 HighPeak Commonwealth formed in name.
- 1,019 Aslan lhatei fleet arrives in-system
- 1,010 Alignment Wars breaks out between provinces and Aslan colonists
- 880 HighPeak Commonwealth has united the system and gained control of Aslan Jump technology
- 790 traders from Ushran Empire contact Eraki, Kuriishe
- c.–600 Kuriishe Eraki formed
- 520 Medurma Pact formed by the joint governments of Medurma and Dipa
- 401 Anton Vusuraykhar (later Viisarikaa) proclaimed regent
- 324 Mutual Protection Treaty signed with Ushra
- 302 Medurma Pact starts trading with the Kuriishe Eraki
- c.- 250 first contact made with the Aakhri Empire
- c.- 250 continuous conflict with Aakhri leads to numerous border conflicts and hostilities
- 155 war finally breaks out between the Pact and the Aakhri Empire
- 102 Pacter warships attacking Aakhri colonies throughout the Empire
- 76 first of several short truces agreed to allow both Empires to recover
- 40 both Empires economically shattered by the prolonged war
- 10 Aakhri Empire forced back to the Argi system
- 06 Argi falls to slave rebellion, Aakhri Empire finished
- c.- 10 Medurma pact in decline, totally reliant on Kuriishe Eraki for resources

- 40 'first' contact with expanding Third Imperium
- 76 Imperium blockades Pact systems and subdues all the planets around the Pocket Empire
- 90 Pact finally capitulated without any major conflicts & integrated into the Third Imperium
- 274 Medurma designated Sector Capital and Viisarikaa become the Ducal family of Dagudashaag

### **Meduu-Galaach, language of** <Also known as 'Galaach' or 'Gala'>

Ushran trade language widely spoken throughout the Shallows, Zeda and Ushra subsectors, Galaach is generally considered a sub-language of Anglic. Although it was never spoken on Ushra itself, Galaach is an artificial language created by Ushran traders during the Long Night to aid interracial communication. Galaach is descended from a number of Terran tongues but has evolved a complex grammar a wide range of tonal expressions and today contains an unusually large number of Lancian, Ziadd and Vilani as well as unique words. Galaach is considered to be an 'inferior' language by most native Ushran's and only fit to be used to speak to off-worlders.

Example: *'Reinheit et naast ... Kh'ish-Gott'*

Translation (Galanglic): *'Purity is next to Godliness.'*

### **Mekha, Sect of**

A religion uniquely practiced by cybernetic humans. No one knows for certain where the Mekha Cult began though they are rumoured to be outcasts of the Calamatchi wanderers. Most second-generation Mekha's practice subtle alteration rather than complete limb replacement and are recognisable by the faint traces of circuitry beneath their skin.

### **Memh**

Emh is an undersea crop native to Ursimga which is closely related in many ways to the Terran Cannibis Hemp. It has many commercial uses including as food, paper, cloth, and as a major ingredient in the manufacture of fire-resistant plastics. The shredded leaves can also be used as a mild narcotic. Memh is now grown as a commercial crop on several waterworlds within Dagudashaag.

### **Memkühii, 'Sir' Luther Gari**

(b. 1062 - )

Memkühii is famous for destroying Gregori, a gas giant moon in the Baladine, Gadde (2922) system in 1103.

Memkühii was born Henri Phlip Shariik on Birkhi, Old Suns (1005) and changed his name in 1095 after a long-term period of psychiatric illness, knighting himself in the process. In 1098, while suffering from severe schizophrenia, he moved to Baladine where he earned his living as a waste disposal engineer, third class. During his time at the station, Memkühii regularly annoyed and harassed senior officials in the Scout base, though most treated his outrageous claims as just a bit of a laugh.

In 1102 Memkühii successfully gained admission to Base Commander Alyx O'Donivan's bedchamber on several occasions. Each time keeping the Commander and his partner awake half the night talking about his latest psychosis that the neighbouring moon of Gregori was harbouring an Ancients base located deep underground and was constantly beaming him messages.

Commander O'Donivan, on the advice of his Psychiatric Evaluation Officer, eventually agreed to play along with the delusion. On 255-1102 the Commander gave Memkühii an official letter stating that he had been authorised by the IISS to destroy Gregori (which he signed Commander Mickey Mouse). He stated that Memkühii could only have the letter on the clear understanding that, since the Commander had now done his 'bit', there was no longer any reason to keep annoying him. As he said at the subsequent inquiry 'I had no reason at the time to believe he would be able to do anything with the letter...'

True to his word, Memkühii stopped visiting the Commander and set about planning. On 112-1102 Memkühii walked on-board a visiting far trader, 'The Phoenix', wearing the stolen uniform of an IISS Executive officer. He 'chartered' the ship supposedly on behalf of the Scout Service and ordered it to get alongside the Wolverine, a Voroshilef-class battleship which was currently engaged in training manoeuvres in the system. Although under strict instructions to maintain communication silence, Memkühii gained admission after beaming the battleship a stream of nonsense followed by a plain text message requesting a meeting with senior officers. Apparently the Communications Officer assumed that the message was in a top secret code that he did not have access to and merely passed both the nonsense authority code and the request to come on-board to the Duty Officer. At her Court-martial, the Duty Officer, Lt. Comdr. Sali Pitke admitted that she in turn had simply assumed that the message had already been decoded and that the accompanying plain text message was its translation.

Once aboard, Memkuhii handed Lt. Comdr. Pitke his 'official' request from 'Commander Mickey Mouse' instructing him to destroy the moon, Gregori immediately. Rather than wake the Captain, Lt. Comdr. Pitke took it upon herself to agree to the request. Twenty minutes later, a massive volley of planet-buster anti-matter warheads was unleashed at the barren moon turning it to fragments.

It was a further seven minutes before Baladine was able to request clarification of the situation. To her horror, Lt. Comdr. Pitke learnt that Memkuhii was certified clinically insane and that the whole fiasco was a horrible mistake.

In 205-1113, Mamkuhii was sent to the Oakdeane Asylum on Depot for an indefinite period as a danger to himself and others. Commander O'Donovan was granted early retirement and Lt. Comdr. Pitke was stripped of her rank and dishonourably discharged.

The remnants of Gregori have since settled into a safe elliptical orbit around the gas giant and Baladine has once more been declared safe to visit.

### **Mershemu, Laraa (3231) D580411-7 De Ni {-3} (631-5) [1113] B - - 903 12 ImDv G2 V**

First Survey Planetary Designation: *Nanis'aar*

This inhospitable dry world has remained nearly deserted since it was abandoned during the Long Night. The planet is extremely inhospitable and lacks any mineral wealth that would have helped attract colonists. Mershemu never developed lifeforms though it does have a wide variety of native mosses and lichen, which both replenish the atmosphere and provide a usable food source. Until recently, the population had consisted of a few nomadic tribes descended from Terran Bedouins, who travel between the few isolated oases that dot the southern sub-arctic zone.

In 1105, Alikasch from the Tiao'Ocelot tribe 'purchased' large tracts of equatorial land and managed to purchase the wrecked hulk of an Azhanti High Lightning Class Fleet Intruder, the 'Venomous Observer', Naval designation FI-6331. The 'Venomous Observer' had seen action in the Solomani Rim War and had been severely damaged. The ship had eventually limped back to Depot, Gadde (3121) where it was decommissioned in 1048.

In 1107 Jhon Ta'man, a Medurman businessman, approached the Imperial Navy to negotiate the purchase of the hulk on behalf of Tiao'Ocelot. According to Naval records the ship was little more than a severely breached hull, and so they agreed to sell the ship for a mere Cr. 7,500,000. Although supposedly gutted, in fact the ship now renamed 'Iron Fist' still had a number of its facilities intact.

Transported to the Mershemu system by CalMac, the ship was permanently settled upright on the surface of Mershemu. Today, IronFist Freeport looms over the ferrocrete-covered plain like a gigantic metallic tombstone.

Although the jump engines and manoeuvre drives had been ripped out, the starship had somehow retained its power plant, life support systems and many of its stateroom fittings. After about a year of alterations, Iron Fist opened as a fully operational freeport providing protection, accommodation, medical treatment, restocking facilities and a completely open market.

Although it has been called a 'smuggler's pitstop', the Alikasch have proved to be highly efficient at running the port.

Since the Freeport came on-line, the equatorial region of Mershemu has become a major starship's graveyard with literally hundreds of decaying ships scattered around the landing zones awaiting either a sale or being broken down for parts. Tiao'Ocelot claim 10% of the purchase price as their brokerage fee.

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The Imperial Navy is currently trying to have the contract annulled on the grounds that they believe that Alikasch netjocks had falsified the Navy's scrap records to enable T'O to purchase the ship for a song. Unfortunately, they have absolutely no proof that the Alikasch have ever managed to access their records never mind alter them.

There is also a rumour that Iron Fist had somehow managed to retain much of its weaponry – it's certainly true that the laser and missile turrets were either still intact when it was sold or else they have been completely refitted. It has even been rumoured that the particle accelerator is still intact. Whatever the truth, the T'O are extremely touchy about the subject and, so far, have refused to have the ship/port inspected by the Imperial Navy!!! CyJac '13

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**Metlicoyl** - Amec (Nahuatl) designation for DUDIN, Zeda (0230).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Miam, Old Suns (1202)** A567369-D Lo O: 1302 { 1 } (921+2) [446E] B - - 204 16 ImDv M0 V

First Survey Planetary Designation: *Nigmim*

Miam is a frigid, cold world that doesn't support native life. It would appear that the planet once orbited a star in its habitable zone, but for some reason broke its orbit and drifted into the outer reaches of the Miam system several millennia ago. The planet's atmosphere was frozen and can support human life once it has been sufficiently warmed.

During the First Imperium and Rule of Man this world was a major transportation depot for goods from both the Shegimuud Trace and the Trailing edge of the ConSentiency into Vilani space. The planet was completely abandoned with the onslaught of the Long Night but was brought back into use about -200 by Vilani slavers. The port became an unofficial Vilani freeport maintained by an alliance of Vilani freebooters and slavers.

Destroyed by the Imperial Navy in 205, Miam remained deserted until 1107 when Professor Ur\*tkrchiakh from the University of Mimu began work on terraforming the surface using enormous parabolic mirrors in orbit.

Hortalez et Cie are financing the project while the University of Mimu provides the necessary expertise. The eventual aim is to move over a million settlers to Miam over the next ten years while commencing agriculture on a commercial scale.

**Miana, Sapphire (2140)** C649442-9 Ni { -1 } (A32-5) [1315] B - - 913 8 ImDv M2 V

First Survey Planetary Designation: *Laamuunsand*

Miana is a dying world. Orbiting at the ice-bound margins of the system, Miana was given a brief lease of life when its star evolved off the main sequence. Organisms evolved at a dazzling pace, colonising the newly-melted oceans and sky above them in a scant few million years. As the star continued to increase in luminosity, Miana's surface temperature rose – the climate shifted irreparably, violent storms wracked the planet's surface and many of the species became extinct. At certain points on the equator the temperature now approaches the boiling point of water and the quantities of ocean being lost into space is so vast that a visible halo of ionised hydrogen and oxygen have been formed around the planet. Even in the 'temperate' regions, the thin atmosphere is so loaded with scalding water vapour that it is unbreathable without artificial assistance.

As the world-ocean is being lost, the peaks of submarine volcanoes and mountain ranges are becoming exposed and the mineral riches they offer has attracted humans to this hellish planet; initial surveys in the late 600's revealed meteoric lodes of naturally-occurring elements including centaurium (atomic number 124) and cleonium (atomic number 128).

These elements are invaluable as trace 'doping' agents in the production of super-dense alloys and Sternmetal Horizons and GenMett LIC have invested billions of credits in establishing heavily-automated mining operations on the surface of the world.

The system population approaches ten thousand at times, although almost all of these are corporate mining crews working six-month tours of duty. Surface crews are commonly paid hazardous duty rates – in addition to the fearsome climate and the danger of handling radioactive ores, they must face the surviving local fauna which includes many formidable avian and aquatic predators

See **Siebowski's Spinehawk**

**Mianda, Laraa (2533)** A552441-D Ni Po { 2 } (C35-2) [1619] B N S - 924 9 ImDv M2 V M8 V

First Survey Planetary Designation: *Miishusuug*

Mianda is a major communications hub and offers excellent starport and shipyard facilities. The system is also an Imperial Navy training base and is used for military exercises. Mianda itself is cold and barren, with no native life and few exploitable resources.

The population lives in two orbital habitats that are owned and maintained by the LifeTech Corporation. The habitats are supposed to be self-governing, but company 'advisors' holds most of the key governmental positions: few decisions are made without their approval. Although there is dissent the company provides well-paid work and superb facilities, and enjoys a great deal of popular support. The Mianda system is also home to Dagudashaag's only vacuum-dwelling species of fauna, the Moses David.

See **Moses David**

### 'Midnight Flit', To do a

Spacer slang used to describe a high-speed (and often illegal) vertical take-off from a planetary surface into orbit, often to flee outstanding debts. The term is often shortened to 'doing a Midnight...'

**Miir, Argi (1534)** A65A687-E Ni Wa Scan5 Bwap3 { 1 } (E55+1) [675E] B - - 224 9 ImDv M3 V M5 V

First Survey Planetary Designation: *Arduu*

Miir's original colony failed when a fleet of Aakhri Slavers attacked the settlement and enslaved the entire colony. Those not shipped off to die on slave worlds in Laraa were slaughtered outright. Late in the 300's, after Makhidkarun had exploited the world of much of its mineral wealth, a long-term colony was established jointly by the Bwap's and the Scanian's.

The Bwap's colonised the planets only landmasses including building the planet's only Starport on Wa3pa1wa2 Wab3, or 'Budayeen' as the humans call the island. The majority of the planet's landmasses are equatorial mangrove swamps, which have proved ideal for Bwap bio-forming. The Scanian's have predominantly settled on floating platform cities, which follow the ocean currents around the planet.

The planet is extremely rich in all varieties of aquiculture, which is its main export off world. The local government is an adaptation of the Bwap model and is extremely frustrating for visiting humans. In 899 Duke Viisarikaa promoted 'Clan' Pa2wa1 Ker2pa5waa2 to the title of planetary Marquis. The current Marquis is Bawa-Pa Pawa Kerpawaa whose one of the few Bwap's to have retained their hand webbing, which extends to the tips of his claws. These are retained in Vilani fashion to show that he does not need to use his hands to accomplish his will.

There are currently many debates as to the status of one of the local lifeforms, the seal-like Gaarkh. The creatures are extremely violent, possibly psychopathic, and all peaceful attempts to try and prevent their migrational, suicidal attacks on the cities have failed. A recent attack apparently showed the Gaarkh using primitive clubs for the first recorded time and the local Scanian Sanhedra wishes to call in the Brethern Uplift Institute to re-evaluate their status. The local Bwap Government, who appears to be willing to force the race into extinction, has rejected this course.

**Mikakesh, Iradu (2802)** C300664-A Na Ni Va O:2803 { 0 } (C54-2) [4638] B - - 304 9 ImDv M3 V

First Survey Planetary Designation: *Khikan Luus*

Mikakesh would ordinarily have been something of a backwater with its airless, waterless wastes. Rocky outcrops of its surface poke through ancient layers of dust that range from several tens of metres in some places to just a few inches in others.

The world was rescued from obscurity by the discovery of tiny gem-like particles spread extremely sparsely through the surface dust. Now the inhabitants of Mikakesh are, for the most part, engaged in recovering this valuable commodity through a time-consuming filtering process. The end product is used widely in the manufacturing of cloth from high-class wall decorations to furniture and clothing; depending upon the fineness and colour, it is sold under a variety of names but is generally known as 'Mikaa' or 'star dust'.

The population of Mikakesh is almost all descended from the original colonists that arrived from Jarsae. Originally from the country of Karnasta, they were religious migrants of the Shampka faith who felt compelled to leave their homes due to clampdowns on their freedoms by the government. Oddly enough they have maintained many of their ties to the home-world and are still ruled by the government of Karnasta. Some observers have suggested that this is in name only, but the relationship between the two is quite incestuous and the inhabitants of Mikakesh would strongly deny that they are an independent world.

All the inhabitants live in some 10,000 colects scattered across the surface of this planet. Physically, each colect is similar but inside, large differences can be found. Colects have little physical contact with each other except on holidays and 'high days' but communication via holoivid is extremely common.

**Mikhid, Laraa (2836)** C777200-A Lo (Mikhidians) Sa { 0 } (711-4) [1215] B S - 503 11 ImDv M2 V

First Survey Planetary Designation: *Nuam Vlaiish*

Even at the best Mikhid is a hostile world. It is the inner satellite of an extremely large gas giant which in turn orbits a tiny red main sequence star: the world actually receives more energy from the gas giant than it does from the system primary.

Mikhid is, by human standards, frigidly cold but despite this supports a vast amount of life, including the possibility of an emerging semi-sophont race known as Mikhidians. This race has been genetically advanced over the last 750 years as part of the Brethren Uplift Institute's (BUI) Xeno-Sentiency programme, which consists of assisting potential races towards full sentiency. The world is bathed in intense radiation, and the dangerous background levels give the atmosphere its taint. The IISS maintain a clandestine base on the world to observe the Mikhidians.

## MIKHIDIAN

A pre-sentient species native to Mikhid, Laraa (2836), evolved from bilaterally symmetrical hunter-gatherers and massing over a tonne. They have eight limbs: the forward pair has developed into dextrous manipulative arms. The head mounts four eyes arranged to give 360° vision. The eyes are perfectly adapted to the dim red light of their home-world and can see far into the infrared end of the spectrum. Their huge bodies are covered in interlocking scales made up of a dense honeycomb. The scales have remarkable heat retention properties and help to keep the creatures warm. Because Mikhidians are not yet classed as sentient they have not been included in the world's population digit.

## Mikhss\*rrii Virtuality Studios <MVS>

The Cultural Quarter of the Human Environment Section of Triskskiss City on Mimu, Mimu (0208) houses one of the best-known virtuality/multimedia production studios in the whole of the Domain. Mikhss\*rrii Virtuality Studios SLA, although phylum-owned, has been highly successful at producing holo-video entertainment for the Human market. MVS Triskskiss produces "Hoggareth, Traveller for Hire"; one of the most widely syndicated soaps this century. Some 5,000 episodes have been made to date, with five different actors playing Hoggareth. Holoviewers from Antares to Zarushagar have enjoyed the adventures of ex-scout Dar Hoggareth and his two sidekicks, a Hamaran engineer called Boaz and S'sri a S'mrii astrogorator, as they adventure though "Known Space" in their dilapidated scoutship. There are filming sessions at the studios almost every day, and visitors are often allowed to observe. MVS runs a daily lottery among the studio's visitors, and the winner is offered a walk-on part in the next episode.

Although the S'mrii has been using advanced virtuality technology for many years, they have only just begun to realise the massive commercial potential this has among the surrounding Human majority. MVS Virtuality Entertainment Centre, next to the sprawling studio complex, is one of the S'mrii's first large-scale efforts to capture the Human market. The Centre has acquired a rather less unwieldy name from those who have experienced it: *DreamPark*. The VEC provides an astounding range of "total immersion" virtuality role-playing games can be played here, covering all historical periods and personal tastes. At somewhat greater expense, individuals or teams may design their own playing environment with the help of professional Dreamweavers. All players are constantly monitored by PanPhylum medical staff, and may enjoy their gaming in complete safety. DreamPark has become a "must visit" for many young travellers to Mimu.

**Miku, Shallows (0818)** C666543-7 Ag Ni Ga Pr { -1 } (743-4) [2424] BcC - - 404 9 ImDv G0 V

First Survey Planetary Designation: *Asid Khishe*

Miku is a pleasant agricultural world with a temperate climate and a flourishing ecosystem. It has grown in importance since the 900s, when it was declared an open world; prior to that it had been maintained as a red zone in order to 'preserve it for future exploitation': Imperial nobles in fact used Miku as an exclusive hunting resort.

Today the population is close to half a million, and Khishean agro-products make up the bulk of the foodstuffs eaten on Ziamr. There is an expanding tourist industry as wealthy citizens travel to the world to enjoy the healthy climate and engage in some hunting themselves.

## Millennium Tree

Nukaush, Arnakhish (1906) is one of only three planets within the Imperium to have successfully transplanted Ranther Millennium Trees. Though none have grown as large as on home-world or even as tall as the Emperor's own Yggdrasil, several have topped 230 metres high. Planted in -320, there are twenty one Millennium Trees on the planet, eight of which are now over 200 metres high. The leaves, which can grow up to 0.75m long, are translucent and breaks up the natural sunshine causing the entire region to be bathed in a rainbow of light. Millennium Trees appear to be immune to seasonal changes though not to infestation by organisms.



**Mimishka, Laraa (2838)** A543156-B Lo Po { 1 } (801+1) [124A] B - - 723 10 ImDv G9 V

First Survey Planetary Designation: *Nirash An*

Mimishka is the site of a small research base run jointly by Ling Standard Products' Frontier Exploration Division and the planetography department of the University of Medurma-Korovall. The base is present on the world to investigate potential mining sites, with the eventual aim of providing raw materials for Medurma's heavy industry. The A class starport has been built on an island off the coast of the single inhabited Continent.

Mimishka is home to a small sect of Mekha's – cybernetic humans. No one knows for certain where the Mekha Cult began though they are rumoured to be outcasts of the Calamatchi wanderers. Most second-generation Mekha's practice subtle alteration rather than complete limb replacement and are recognisable by the faint traces of circuitry beneath their skin. The Mekha colony is situated on the continental coastline where the sole way of life is farming the poor soil.

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According to rumour Calamatchi techno-mages often disguise themselves as Mekha's – it's not difficult, since both have circuitry traces just beneath their skin. The real difference is power; Mekha's use cybernetics to enhance their natural abilities, though many are actually outcasts who had found it difficult to live amongst the average Imperial cyberphobic. Techno-mages on the other hand use their advanced technology to imitate magic... CyJac '13

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**Mimku, Bolivar (0831)** C200441-A Ni Va { 0 } (633-4) [1416] B - - 800 11 ImAp M3 I II

First Survey Planetary Designation: *Giark*, Local Nahuatl Designation: *Xiuhcoatl*

For a "desolate ball of dust" Mimku does very well for itself in what might seem an unusual way - the leisure industry. survivalist's travel from far and wide to sample the "Mimku Experience", which usually involves spending several weeks in low-gee living in pressurised cabins and vacc suits.

The Amec Qualimala has picked up on this activity and now regularly send their scouts for low-gee environment training. This has caused some friction with the happy, elitist holidaymakers who resent the Scouts jumping on their bandwagon and electing to make certain sections of the planetoid out of bounds to them.

Government was by consensus between camp representatives however the Qualimala have recently overruled a number of their decisions causing local tensions to arise.

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Although there have been no serious injuries so far there have been a number of 'accidents' involving sabotage of Amec equipment. The low law level has hampered attempts at retaliation by the Qualimala through official channels. This has led to other forms of retaliation, though thankfully no-one has died as a result, at least not yet. CyJac '13

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**Mimsur, Gadde (2821)** C424349-B Lo { 0 } (921+1) [436C] B - - 222 8 ImDv K1 V

First Survey Planetary Designation: *Shuumi'ash*

Minsur is a cold, barren gas giant moon that lacks native life. The entire population consists of independent families who maintain automated farms centred on huge houses. Surrounding each house are hundreds of hectares of hydroponic facilities, tended by imported robots and used to grow a variety of plants. Although almost everything the families produce is intended for domestic use, some of the larger farms have excess produce which is sold at the starport. Their main money export however is a variety of vegetable oils.

The government of Minsur is an elected Council made up of representatives of each family. There is a minimal police force, mostly made up of hired off-worlders. The local laws are surprisingly harsh and there have been a number of corruption scandals: this has prompted some families to press for self-rule, although the government is bitterly opposed.

**MIMU, Mimu (0208)** A583AC9-F Hi Pz (S'mrii)7 (Kiakh'iee)3 { 3 } (H9F+4) [BD6G] BE - A 314 8 ImLc F8 V

Subsector Capital of Mimu, the Ducal Palace is located in Ska'i/Mimu while the Imperial Subsector Administrative Headquarters is located in Triskskiss/Mimu'kiass.

Subsector and ConSentiency Capital, Mimu is the homeworld of the S'mrii, an influential minor race. Although Mimu was the site of a devastating nuclear war in -25,790 which almost annihilated the S'mrii, the world has long since been terraformed back to its original verdant state. Thirty-six billion S'mrii live in huge metroplexes on the forested margins of the world's deeply eroded ocean basins.

The system is one of the most extensively developed in the entire Imperium; having been home to a race which has had a spacefaring capability continuously for over twelve thousand years.

When first contacted by the Third Imperium, the S'mrii elected to limit the diplomats to Mimu'kiass rather than allow direct access to Mimu itself. Although access to Mimu was eventually allowed, Mimu'kiass has remained the permanent location of all the Imperium's offices and departments in the system. This has resulted in a number of errors over the centuries as many Imperials' have assumed that Mimu'kiass must be the primary world. For example, when the first survey was carried out, the IISS accidentally recorded the UWP for Mimu'kiass under Mimu, a mistake that was finally corrected in the Second Survey.

Mimu is outwardly an Old World. There is little continuing tectonic activity, and the scars of millions of years of erosion by wind and water mark the globe. Even the central fires of the world have cooled (although the inner core is still molten) and huge sections of the mantle have contracted. This has given rise to Mimu's distinctive landforms: the surface is a patchwork of deeply sunken ocean basins, where millions of square kilometres of crust have simply subsided, surrounded by rugged mountain peaks, and the windblown desolation of the High Desert.

Countless ages of weathering by wind and water have produced extensive canyon systems surrounding all of the world's major oceans. Stretching for thousands of kilometres, these humid, richly forested valleys are havens of life in a myriad of strange and wonderful forms. Most notably, they are the ancestral home of the S'mrii, who evolved from flying carnivores which nested in the canyon walls. For the few Humans who have visited them, the Canyon Cities of Mimu are truly wondrous sights. These seemingly haphazard constructions of ancient cryscrete retain much of the character of pre-sentient avian roosts, perched vertiginously on the most impossible outcrops of rock. In the mists of evening, when the Canyon S'mrii utter their haunting, high-pitched calls to Dreaming, and release their wind-born glowglobes to mark the way, one can almost forget that Mimu is a mainstream Imperial world and subsector capital.



The architecture of the Plains cities is as distinctively different as all the other aspects of the S'mrii homeworld. Although sometimes unfairly described by Human authorities as 'variations on a ziggurat', S'mrii architecture does have a great deal of merit. The basic philosophy is to recreate many aspects of the original S'mrii canyon habitat -- residential blocks are arranged parallel North and South, and both stepped and sloped back to admit maximum sunlight. The exteriors are usually quite heavily vegetated, and pools and waterfalls are a common feature in S'mrii buildings. Decorative bas-reliefs are common on both inner and outer walls. Commercial blocks tend to be taller, taking the form of either "ziggurats" or stacks of truncated pyramids. The tallest building in any city is usually the Phylum Centre of the dominant, or *Sfa* phylum in that area, which forms a 'spiritual' centre for all the phyla in the city.

Although not an Ancient site, there is fragmentary evidence (including transplanted flora on surrounding worlds in Mimu subsector) that it was visited by one or more starfaring races sometime between -400,000 and -320,000. No significant artefacts or sites have been found, but such concrete evidence is likely to have been obliterated over the millennia's that the Triss system has been settled.

The Human presence on Mimu is essentially limited to the Human-owned port of Zandervoort (known as 'Snakepit' to the locals), a wild and lawless city-state in the highlands, where the atmosphere is thinner and the temperature sufficiently low for Humans to be comfortable.

### **MIMU Subsector** - Subsector A

Duchy Capital: Mimu (0208 A583AC9-F)

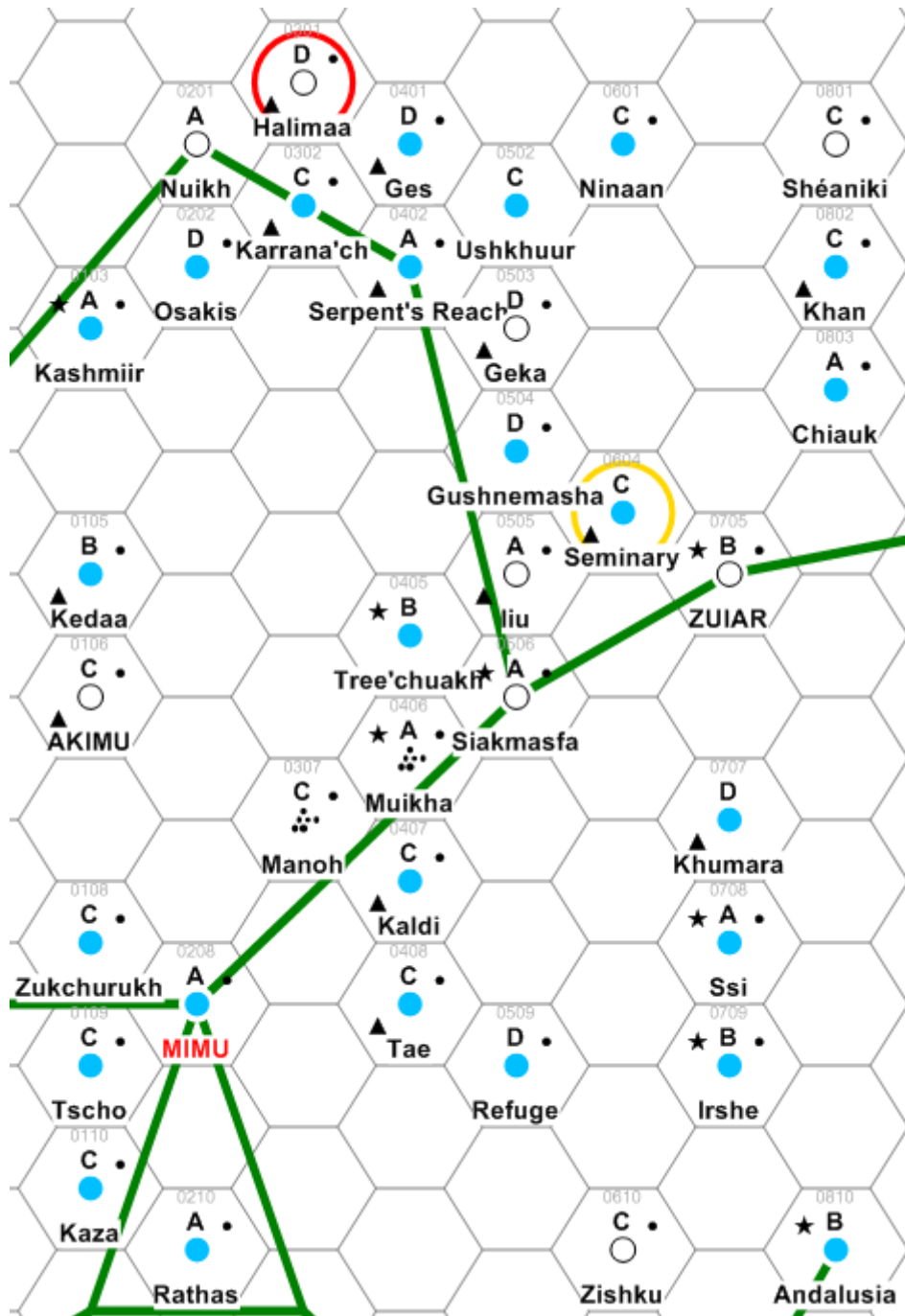
Mimu subsector is heavily agricultural (there are seven agricultural worlds in the subsector). The five major agro-combines in the Coreward-Spinward region (Akimu, Zuiar, Mimu, Upag, Unishpiir) export raw and processed foodstuffs to surrounding regions in Corridor, Vland and Gushemege.

The S'mrii of Mimu (0208) had already created a thriving interstellar state of almost a dozen star systems, linked by efficient sublight ships, by about -11,000. First contact with the Vilani took place in -9,090, at a Naarsirka prospecting base on Karrana'ch (0302).

The subsector is now dominated by the S'mrii ConSentiency, an economic union covering 42 planets in Dagudashaag, primarily within Mimu and Old Suns, and a further 8 planets in Tansa (Gushemege Subsector D). The ConSentiency has its roots in the autonomous state formed by the S'mrii at the beginning of the Long Night. The ConSentiency also forms part of the Lancian Cultural Region, which was created by Empiress Margaret I in 732. The Lancian Cultural Region includes Taapvaia (Gushemege Subsector C), Isi Ahto (Gushemege Subsector H) as well as extending into parts of Corridor Sector. The region is home to a variety of sentient races that collectively follow the Lancian philosophy and way of life. The emphasis is on contribution, creativity and peaceful co-existence.

The majority of the systems in this subsector lie on the Vland Jump-1 Main, known locally as 'The Slaver Reach'.

The Mimu subsector contains 36 worlds with a population of 39.2 billion. The highest population is 30 billion, at Mimu. The highest tech level is F at Nuikh, Mimu and Chiauk.



**MAIN SYSTEMS IN SUBSECTOR**

• Kashmiir	0103	A9687BB-C	Ag Ri Cp Pz { 4 } (D6E+5) [9B7E] BCF N A	313 10 ImDv M1 V M2 V
• Kedaa	0105	B551410-A	Ni Po { 1 } (834-3) [1515] B S	402 6 ImLc M0 V
• AKIMU	0106	C9B69CC-9	Fl Hi In Pz S'mr8 Kiak1 { 2 } (E8C+5) [CB8C] BE S A303 8	ImLc K9 V
• Zukchurukh	0108	C582867-8	Ri Ph S'mr8 Kiak1 O:0208 { 0 } (G78+1) [8858] BCe 715 9	ImLc M2 V
• Tscho	0109	C685767-8	Ag Ga Ri S'mrW O:0111 { 1 } (D69+1) [7858] BC	904 12 ImLc K2 V M3 V
• Kaza	0110	C542510-9	He Ni Po { -1 } (D43-5) [1414] B	924 10 ImLc G4 V
• Nuikh	0201	A310200-F	Lo { 1 } (511-3) [131A] B	410 12 ImDv K9 V
• Osakis	0202	D675723-6	Ag Pi { -1 } (966-4) [4623] BCD	503 7 ImDv M2 V
• MIMU	0208	A583AC9-F	Hi Pz (S'mrii)7 (Kiakh'iee)3 { 3 } (H9F+4) [BD6G] BE A 314 8	ImLc F8 V
• Rathas	0210	A95A8DB-B	Wa Ph Pz { 2 } (D7C+4) [AA7D] Be A	903 10 ImLc M2 V M6 V
• Halimaa	0301	D6B85AA-8	Fl Ni An Fo { -3 } (A41-1) [727A] S R	612 8 ImDv F7 V
• Karrana'ch	0302	C555541-9	Ag Ni Di(Corsettin) { 0 } (A44-4) [1515] BC S 903 6	ImDv M0 V M7 V
• Manoh	0307	C000667-A	As Na Ni Va O:0405 { 0 } (C54+1) [665A] B	713 10 ImLc M7 V
• Ges	0401	D868431-4	Ni Pa { -3 } (631-5) [1111] Bc S	703 12 ImDv G4 V M9 V
• Serpent's Reach	0402	A66975A-E	Ri { 3 } (E6E+5) [9A7G] BC S	514 8 ImDv K1 V M0 V
• Tree'chuakh	0405	B789753-C	Ri { 3 } (A6D+1) [4A29] BC N	810 12 ImLc M3 V M1 V
• Muikha	0406	A000524-E	As Ni Va Hama3 S'mr3 { 1 } (B45-1) [363C] B N 722 11	ImLc K4 V M0 V
• Kaldi	0407	C94736B-8	Lo Mr { -2 } (921+1) [517A] B S	713 11 ImLc M2 V M0 V
• Tae	0408	C552664-8	Ni Po Mr { -2 } (C52-4) [4436] B S	604 17 ImLc M2 V K0 V
• Ushkhuur	0502	CA7A774-9	Oc Pi { 0 } (A69-2) [5737] BD	510 11 ImDv G2 V M2 V
• Geka	0503	D311553-A	Ic Ni { -1 } (B43-4) [2427] B S	304 10 ImDv M9 III M0 V
• Gushnemasha	0504	D888778-6	Ag Ri Sa { 0 } (967+1) [7756] BC	413 14 ImLc M2 V
• liu	0505	A5A689B-A	Fl Ph Pz S'mr6 Kiak1 { 2 } (C7B+4) [AA7C] Be S A 302 6	ImLc M4 V M5 V
• Siakmasfa	0506	A540233-D	De He Lo Po S'mr7 Kiak1 { 1 } (811-2) [132A] B N 704 13	ImLc K2 V
• Refuge	0509	D578664-5	Ag Ni O:0708 { -2 } (852-4) [4433] BC	224 9 ImLc K1 V
• Ninaan	0601	C544543-9	Ag Ni { 0 } (F44-3) [2526] BC	235 12 ImDv M2 V M1 V
• Seminary	0604	C422425-B	He Ni Po Da { 0 } (633-2) [2439] B S A	900 11 ImLc M1 V
• Zishku	0610	C7A5776-9	Fl Pz { 0 } (F69-1) [6748] B A	524 9 ImDv K0 V
• ZUIAR	0705	B550967-C	De Hi Po S'mr8 Kiak1 Mr { 3 } (G8E+3) [9C5C] BE N 323 8	ImLc K0 V
• Khumara	0707	D561520-7	Ni Pr { -3 } (741-5) [1212] Bc S	900 12 ImLc M2 V M1 V
• Ssi	0708	A75886A-C	Pa Ph S'mr7 Kiak3 Mr { 2 } (D7C+4) [AA7E] Bce N 803 6	ImLc K6 V M9 V
• Irshe	0709	B94A100-D	Lo Wa { 1 } (701-3) [1218] B N	813 13 ImLc M2 V M6 V
• Shéaniki	0801	C612521-7	Ic Ni Droy2 Sa { -2 } (742-5) [1313] B	604 7 ImDv M2 V
• Khan	0802	C89A5A9-7	Ni Wa { -2 } (742-1) [6368] B S	102 11 ImLc K2 V M1 V M7 V
• Chiauuk	0803	A431557-F	Ni Po An { 1 } (A45+1) [565F] B	403 10 ImLc M2 V M4 V
• Andalusia	0810	B572348-B	He Lo { 1 } (521+1) [345B] B N	100 8 ImDv G4 V

**Mindahm, Bolivar (0733)** C4367BA-9 Pz Sa { 0 } (D69+2) [977B] B - A 704 12 ImDv M1 V M6 V

First Survey Planetary Designation: *Naarshir Dishma*

Mindahm is a gas giant moon that underwent extensive, although incomplete terraforming during the Rule of Man. Lack of funds to finish the project, followed by the ravages of the Long Night, left Mindahm with a quasi-habitable ecosphere. Today Mindahm is home to a number of small mining concerns and a small, but stable population of Chirpers. The Aakhri brought the latter here from Laraa subsector as slave labour during the Slaver Wars.

The remarkably pure ores found on the planet are processed locally before being exported throughout the Sector. For example, Naarshir iron is meteoric in origin and extremely pure. Steel produced locally from this material has proved to be both extremely strong and durable.

Visitors should consider purchasing some of the finely crafted hand-weapons before leaving the system. Mainly known for its use in making blades, Naarshir Steel is actually made into a variety of weapons, both of antique and modern design, which are highly sought after by both the Ziadd and collectors.

The planet of Mindahm is extremely cold despite the early terraforming efforts. Layers of thick ice (in places up to sixty metres thick) cover much of the oceans and seas. Further terraforming operations are currently being considered though financial constraints have so far prevented the work recommencing.

## Minor Races

Any intelligent race, which has not achieved jump technology independently, prior to contact, is classified as a minor race. For most races, this is the appropriate classification. However, many are contacted before they have reached a technological level capable of even considering jump drive, thus permanently prejudicing their potential.

Minor races in Dagudashaag include:

The Ashdak Meshukiiba (CowAnt), Athar, Domination, Eliyoh, Geehrtah, Hamaran, Jala'Lak, S'Mrii and Ziadd.

Non-native minor races include Burugdi, Bwap's, Dolphins, Guy-Troy, Lancians, Geonee and M'Nengi.

Human Adaption's (Genas) include: Scanians, Aquans and potentially Urpayans.

Near Sentient races include: Inchok, Zirduluush, Calipha, Mikhidians, Deep One's and Kiakh'iee.

Extinct races include Miyavine, Ancari and Corsettin. Possible other extinct races include the mythical Malaach, Gograhah and Tsaadl Khu'ch.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

## Mirkan, Zeda (0421) C422241-A He Lo Po { 0 } (711-4) [1216] B - - 721 10 ImDv G9 V M2 V

First Survey Planetary Designation: *Giiuush*

The only moon of Mursal (F6A3164-A), the world is a mining colony dotted with automated opencast mines and refineries. Bulk transports carry ore produced on the world to industrial centres across the sector.

The government recognises Imperial High Justice (first-degree murder, treason, and possession of weapons of mass destruction) but few other rules apply. The startowns are noted for their wide variety of exotic entertainment: Mirkan has also received a reputation as a mercenary clearing-house. The world has no local manufacturing ability and imports literally everything it needs to survive. All visitors must pay a weekly air tax. Failure to pay usually results in deportation.

## Mirkigii, Old Suns (1206) B31067B-C Na Ni LancW { 1 } (B55+3) [877E] B N - 903 7 ImDv G3 V

First Survey Planetary Designation: *Uddiki*

Mirkigii is one of only two colonies within the subsector that class themselves as Lancian. A small escaped moon now in a stable orbit around its star Mirkigli; it was originally settled for its radio-actives. Over the centuries the moon has been mined out and now the mine shafts are used to house the cities. Mirkigii was re-colonised by Scanians at the same time as Adaim and is considered a major influence on Scanian philosophy throughout the sector. It is home to the Sanhedra be' Imau or Council of Advisors and has a major college of Scanian philosophy the Savoraim be' Mirkigii.

The people mainly make their living from trade and many Vilani businesses have supply offices here.

Mirkigii believe that the acquisition of knowledge is the only true aristocracy and scholars are respected above all.

## Mirmegamna, The Vanishing City of

A mythical city, which according to legend was built on Ushra, Ushra (1016) but which supposedly, vanished completely during the twenty-year period of asteroid bombardment (about -7,200). When the Vilani first settled the system they built three cities which were almost wiped out by the bombardment.

However some believe that a fourth city, Mirmegamna, was built which mysteriously vanished without a trace.

The only records of the city's existence are verbal myths recorded over 350 years later and a fragment of an optical disk found in 908 in the Palappa Desert dated -7,100.

*'Their minions returned to Mirmegamna and they proclaimed unto leader Kansui that their wrath (?) was righteous. Lo, and in a blanket of not-stars (?) was the city enfolded and left became right, and before became behind, bringing much terror and death. Melted and twisted were the bodies of those who..'*

Prof. Andreaas Andersdorp of the University of Ushra, Palaeolinguistics Department, translated the statement above from the original Old High Vilani.

No other physical evidence has ever materialised to prove or disprove the existence of Mirmegamna or explain what the fragment meant.

**Mirnaa, Khandi (2113)** C543578-9 Ni Po { -1 } (D43-1) [5459] B - - 324 11 ImDv M2 V

First Survey Planetary Designation: *Irgear*

Khandi established a series of colonies on this world between 624 and 783. Since their independence in 1000, the relationships between the individual colonies have become very strained. The most divisive issue is control of the main Starport. The colonies' inability to agree has prevented work to upgrade the port facilities, and even though this has damaged the economic development of the entire system, compromise and good sense seem unlikely to prevail.

**Misaruu, Arnakhish (2202)** C527747-7 Pi (F eime)? Re Sa { -1 } (967-1) [7657] BD - - 413 11 ImDv M1 V

First Survey Planetary Designation: *Segid*

Misaruu is the satellite of a large gas giant that orbits close to the primary star. It is maintained as an Imperial reserve. It has extensive native life and has spawned a number of unique species of silicone lifeforms. No facilities for surface landings are provided: the entire human population live aboard an orbital habitat that also serves as the starport. The habitat, a three kilometre-long cylinder called Lookdown, was originally constructed by the Imperial Navy in the 300's to accommodate cruiser squadrons. The vast hangers have been divided into separate floors and now serve as housing. Local manufacturing ability is fairly limited, and excellent prices are paid for high tech machinery and spares. The original facilities are in a poor state of repair and have continually been down-graded through the years. The Scout Service maintain a number of ships around Misaruu to guarantee that no unauthorised visits are made to the surface

**Mishu, Argi (0933)** BAD5348-A Lo { 1 } (821+1) [345A] B - - 603 14 ImDv G7 V

First Survey Planetary Designation: *Mishirk*

Mishu is a nightmare planet: with violent, fluoride-based lifeforms, constant acidic storms that bombard the plains around the needle-like mountain ranges and a dense, hostile atmosphere. Humans are forced to live in a thin 5km band high in the Eyrie mountain range. Much of the fluid on planet is concentrated beneath large dust plains of hydro-nitrate crystals.

Mishu was a barren, uncolonised world until recently when high quality Zachai crystals were discovered at sea level. This has resulted in a mining boom. Unfortunately many of the prospectors who first flocked to Mishu were complete amateurs who had no experience of hostile environments. Hundreds died in the first year, either as a result of stupid accidents and ignorance of the planetary dangers or through attacks by the mysterious Mishui fauna. Several years on, although the strike still continues to attract the unprepared, those who survived the initial few years have become experts at surviving here and have begun to organise long-term settlements.

**Misir, Old Suns (1401)** D425699-8 Ni { -3 } (F51-2) [7369] B - - 925 12 ImDv M0 V

First Survey Planetary Designation: *lidkhe*

Despite its thin atmosphere, Misir is a pleasant, warm world with a wide variety of native species. Running approximately parallel to the equator is a huge canyon, in places several kilometres deep. Because it is below sea level, in places significantly lower, the air pressure is significantly higher.

In the lower regions, the canyon is so deep that the atmosphere is breathable unassisted for short periods and during the First Imperium, the Vilani fusion-tunnelled a city, now known as Sheer Drop, into the cliff-face overlooking the floor of the canyon. It has been enlarged and deepened over the centuries though the cliff side starport has decayed. The world is strongly Vilani in culture. The canyon supports a complicated and vibrant ecosystem including a number of large and agile predators that have taken to occasionally attacking the inhabitants of the city.

**MIYAVINE** - Extinct Minor Human Race (Medurma 2124)

Minor human race apparently transported to Medurma by the ancients at about -350,000. They were apparently not adapted genetically and achieved a TL 4 or 5. The Humans were settled at three locations around the planet.

After the Ancients vanished, the Humans developed into a distinct minor race called the Miyavine, reaching a population of about 75 to 100 million by – 20,000. By about -19,000, they had reached a widespread TL4, with a few areas achieving TL5. Dirigibles were used for long-range transport. The Miyavine built extensive settlements at MidLevel and HighLevel (Medurma's atmosphere is classified as "Dense High", with a pressure at sea level of 6.5 standard. Consequently, the planet's climate is far more influenced by altitude than latitude. The terrain can be broadly classified into several altitude "zones"), and extensive catacombs were dug into the mountain ranges where the stone was sufficiently soft. Mysteriously, archaeological records indicate that the Miyavine had more or less died out by -18,700. The reasons for this are unknown, but current theories include a genetically programmed "timebomb", which caused the Miyavine to become sterile after a certain number of generations.

Zeyman'Ikaswu is a major complex of ruins, dating from the Miyavine minor human race culture c.-19,500, now almost encircled by the modern metropolis of HighPeak. The ruins exhibit remarkable architecture, including massive truncated pyramids of a pinkish marble-like stone, and huge stone hoops, whose purpose was unknown. Many buildings are covered with ornate frescoes hundreds of metres long. These are of particular interest, as experts are unable to identify several of the creatures depicted in them.

### **MMSL** <Medurma Main StarLines>

A sector-wide wholly owned subsidiary of Imperiallines, running regular passenger and freight services to all major Starports (A-C) on the Dagudashaag Main.

Although MMSL had been running a highly efficient feeder service throughout the Sector for centuries, the company did not originally handle passenger transport. Then in 900, Makhidkarun who provided passenger and freight services throughout the Imperium, approached MMSL. Makhidkarun's luxury liner subsidiary, Aream Transport, had been running at a loss for centuries in both Dagudashaag and Gushemege Sectors, primarily due to the strong anti-Vilani feeling that was prevalent throughout the region. However Makhidkarun needed to maintain its routes into and through the Sector and did not wish to lose out to its major competitor, Tukera Lines LIC.

The idea was to find an acceptable local partner who would 'lease' and re-badge Aream's Sectorwide services. At first MMSL appeared to be not interested and Makhidkarun was having little success in tracking down the actual owners. Then in 908, after an extensive search, a representative approached Makhidkarun from Sylean Trade Developments, one of Imperiallines' major investors.

A deal was agreed whereby MMSL would lease Aream's Sector fleet and staff from Makhidkarun, act as a link in Aream's Imperium-wide passenger network and pay the Corporation a percentage of the overall profits. In return Makhidkarun would pay to alter the fleet and crew uniforms to MMSL's colours and logo and would allow MMSL to replace staff with locals as vacancies occurred. However Imperiallines insisted that Makhidkarun and MMSL's dedicated freight services would continue to be run separately.

The MMSL passenger service was launched in 910. Despite a vicious media campaign engineered by Tukera Lines, the Dagudashaag public took enthusiastically to the service and MMSL's share of the passenger market rose from Aream's previous 13% of the internal market to 47% in less than three years.

In 956 MMSL purchased several luxury liners of its own from a bankrupt Sector-wide Corporation in Core and later, in 966, launched MMSL In-System Consultancy and Management Services to manage and oversee Starport facilities for local governments in the Sector.

To date, attempts to do a similar type of deal with a Gushemege-based company have failed to materialise.

Today, MMSL Passenger Service is staffed almost exclusively with Dagudashaagian's and has cornered 63% of the internal passenger market. Their fleet is regularly upgraded by Aream and continues to set the standard for fine cuisine and cruises throughout the Sector. In 1110 MMSL commissioned a series of TL 16 manufactured luxury liners. The first two, The Prince Lucan and the Prince Varian are due to be launched from Ushra early in 1115.

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While MMSL's Passenger ships are as easy to get work from as any other, don't waste your time approaching their freight ships. They will not take passengers, even on working passage, under any circumstance. You also will not be able to get a job with them. Their crews are all handpicked ex-services personnel and, despite the grubby outward appearances of their fleet, are spick and span inside and run with military precision. The Captain's run a very tight ship – try and find a drunken crewmember on shore leave. It just doesn't happen, incredible as it may seem!

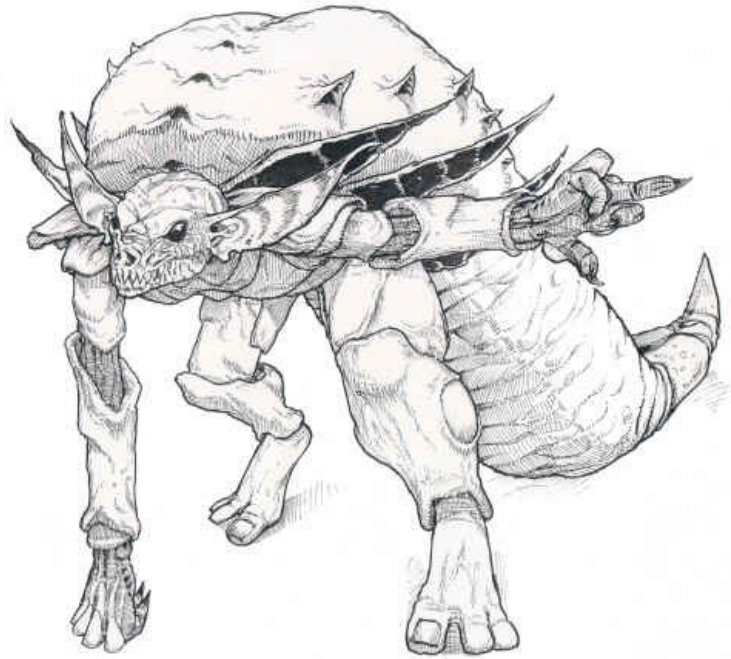
CyJac '13

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## M'NENGI

The M'nengi are an 'orphan' race of sentient carnivore-scavengers, possibly from a high gravity, oxygen-bearing planet somewhere deep in the Zarushagar Sector. This large race of mammals reached the Bechant system in Laraa (3039) sometime near the end of the Long Night in an asteroid generation ship. It is now generally accepted that the M'nengi did not build the ship but stole it from an as yet unidentified race. The origins of the ship have never been confirmed due to the fact that the M'nengi regard the ship as a Holy Site and have refused to allow anyone to examine it.



They exterminated the existing human colony on Bechant and took over the planet, establishing a barbaric but stable TL5 society. There they remained until the fledgling Third Imperium contacted them. After a few years of apparent peaceful relations, the M'nengi

succeeded in stealing five jump-capable ships and attacking several planets in the subsector before being beaten back and quarantined. They again broke free during the First Civil War and attacked several nearby planets. The inhabitants of Pediica were completely exterminated during this outbreak. The M'nengi were finally defeated in 615 by Duchess Julianne Viisarikaa. She nearly exterminated the entire race when she ordered every M'nengi adult to be executed. Since then the M'nengi have remained peaceful and in recent years their 'Khan' and his retinue have even been allowed limited access to star travel again.

M'Nengi are generally classed as sentient bipeds, despite their habit of resorting to four limbs when involved in the chase. This is possible because the long forearms are capable of acting as additional legs': elbow and wrist joints reverse allowing their bony knuckles to act as 'toes' when the fingers are folded in. Both the fore and rear limbs are covered in a light, flexible scale-like carapace formed from matted hair. In addition, the M'Nengi have a heavy tail which is used for balance. As a result of the weight of their back-shell, upright M'Nengi have a forward leaning posture that many find extremely threatening. The 'Hands' consist of four digits with two opposable thumbs giving greater versatility and dexterity than displayed by humans. The 'feet' initially appear to have three toes, but in actual fact M'Nengi are born with four; the inner two on each foot merge together to form the larger digit within the first six months of life.

The rest of the body is also covered in scale-like armour with a velvet-like feel to it. Only the tail and digits remain totally furless throughout their life. The head is protected by a casement of bone and is capable of tilting freely backwards to enable it to see forward when they are in chase. The mouth contains a primary set of canine teeth and a secondary set of independently functioning incisors within the throat. Their broad muscular chest and strong arms give them the strength of three men. Although they are capable of standing erect for long periods of time their spine is too curved to maintain this stance permanently.

The M'Nengi's predatory ancestry has resulted in large ears are extremely efficient at picking up a wide spectrum of sounds. In addition the tragus lobe of the ear allows them to hunt by echolocation: they continuously emit a complex and unique series of sound pulses through the snout and then analyse the pattern of echoes that return. The M'Nengi eyes are large and light absorbing, allowing them to see well in poor light and see radiation well into the infrared portion of the spectrum. For this reason M'Nengi are predominantly nocturnal.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

## **MNS** <McKellar-Naasirka Security LIC.>

MNS, a wholly owned subsidiary of Naasirka, is the largest Security Company in Dagudashaag, famed for their data encryption equipment and the security of its famous vaults on Diu/Arnakhish (1703).



## Moak, Siraa

(b. 1091 - )

Three times champion of the Kaniash Kön Takai which takes place on Ussine, Remnants (1523) The Kön Takai is a race in small wind-powered catamarans, which takes the contestants through the Sea of Anger. Siraa Moak has successfully won in 1107, 1110 and in 1111, the only person to have successfully won three times and is treated as a demi-god by the local population who often merely wish to touch her in the hope that some of her divine luck might rub on to them.

## Mo'line, Pact (2424) B435655-C Ni Da { 1 } (C55-1) [473A] B - A 113 7 ImDv M2 V

First Survey Planetary Designation: *Khuundlush*

A dismal, harsh world covered in purple scrub and thorny trailing vines. What makes Mo'line unusual is the fact that the entire planet is run as a voluntary retreat. Mo'line has no overall religious group in control; instead a group of twenty representatives of the most popular groups meet every thirty days to decide policies.

At any point in time, there are twice as many visitors as residents. Many are respectable business people who have taken a three-month sabbatical to 'chill out' before returning to their high-pressure existence.

Those who elect to stay must have their faces tattooed and never cut their hair. Despite their high tech level the entire population of the planet are extremely superstitious and most decisions are only made after consulting the I-Chang or tossing the coyns.

## Morian Khama, Arnakhish (1905) C77A777-A Wa Pi (Neiikhi) { 1 } (96A+1) [785A] BD S - 800 11 ImDv M0 V

First Survey Planetary Designation: *Isshun*

This planet was once prosperous with each city competing against the other to capture the through trade. So intense was this inter-city rivalry they even resorted to terrorist tactics to destroy the reputations of rival cities. It wasn't long before most of the larger transport companies decided to bypass Morian completely. In 322, Tukera Lines built a space station on the outer edge of the system. Over the next six hundred years it grew into a sprawling metropolis as hundreds of previously derelict space stations were welded onto a network of spurs protruding out from the original port; a hollowed out asteroid. This intricate arrangement soon earned itself the name of the Web. Morian found itself bankrupt yet the cities still insisted on maintaining their internal war with their neighbours. Today Morian is a war-torn backwater rarely visited despite the high amount of traffic in the system.

Over the centuries, the Web has developed its own unique character; the whole port is maintained at zero-gee and as a result the permanent inhabitants (known as 'Neiikhi', a type of Morian spider) have developed elongated bodies and delicate frames often growing to heights in excess of 2.25 metres. They take great pride in the deep blue-black colour of their skin caused by excessive exposure to excess radiation and will generally prefer to use skinsuits rather than shielded suits despite the fact that they must endure high doses of anti-carcinoma medication. Neiikhi are extremely agile in zero-gee and look down their noses at visitors who find it difficult to adjust to weightlessness. Neiikhi refer to such visitors as 'Dross-Flies'. Most people find it difficult to be around Neiikhi due to their excessive arrogance and pride.

## Morlocks

A common nickname applied to the native inhabitants of KHUSGULUR, Gadde (2525).

## Moses David <Pseudo-Vacucoelenterates Ba-shuu>

Only space-dwelling species of fauna ever discovered within Dagudashaag. The Moses David inhabits the asteroid belt of Mianda (2533). Discovered in 342 by the famous amateur biologist Patriach Moses David Ba-Shuu of Shardi (285 - 397), Moses David are a type of border creature between animal and plant, similar in design concept to the Terran jellyfish. They are shaped like an open umbrella composed of a gelatinous-like substance with several 'feeding' tentacle-like appendages growing underneath. The main body could grow up to 35m across and the appendages as long as 100m. Moses David exist by feeding on the ice and minerals of the asteroids using their tentacles to anchor themselves and absorb the minerals and frozen water into the vein-like structure that network across the umbrella. Here sunlight and hard radiation reacts with the chlorophyll-like substance within their body or 'sail' to alter the minerals into the living organic substances that they need to exist.



Moses David move around by means of gas sacs under the 'sail', which are filled with carbon dioxide produced as a side product of their metabolism. They close the sail by muscular contraction, which causes a stream of gas to propel them from asteroid to asteroid. Moses David were declared a protected species in 566.

**Mote, Ushra (1414)** D100420-A Ni Va { -1 } (732-5) [1315] B - - 210 14 ImDv K2 V

First Survey Planetary Designation: *Sennur Guun*

Mote is a carbonaceous/ice asteroid trapped into a stable orbit round Mother, a brown dwarf It was tunnelled out originally by miners in 10 and a small mining settlement stayed. Moteans have developed under near zero-G and are a tall, spindly race that now, are unable to withstand gravity above 0.5g without the use of exoskeletons.

**Motecuhzoma, Tlakahuepan**

(b. 1038 - )

The Amec Trade Protectorate is officially classed as an oligarchic government ruled over by the Tlatoani. The Turquoise Throne is currently held by Tlakahuepan Motecuhzoma, the third born of the previous Tlatoani, Baron of Eddum and a direct descendant of Sanchez.

Most Tlatoani are elected by the Council of the Sun-Born (through the six elected members of the Tlatocan) on the death of the previous ruler because they have shown outstanding military or commercial talent and have added to the Protectorate in some way. Generally the position is offered to the oldest son of the previous Tlatoani although they must still have proved their competency and worth. The last four to sit the Turquoise Throne had successfully expanded the boundaries of the Protectorate by conquest. Tlakahuepan Motecuhzoma was selected in 1019 over his older brother (Baron Ixtilcatl of Eddum) because of his brilliant military coup in destroying the Ba'Xipe Totec Corsairs.

Tlakahuepan is a now a frail old man who has done much during his reign to build up good relations with the Imperium. He has proved a good regional administrator and has formed strong bonds with the Church. He was a strong supporter of the late Duke Viisarikaa although he does not always agree with his democratic reforms.

Tlakahuepan is expected to be replaced by his first born son, the Tlacteecatl-Nauhyotl Cozcatezcatl Khidhir who was responsible for the acquisition of Coroico. His second son, Tlaxca served as Arch-Pope Aliskhandar VIII until his assassination in 1105.

**Mudupas, Kuriishe (2817)** C8B3221-A Fl Lo { 0 } (411-4) [1216] B - - 700 6 ImDv M0 V M0 V

First Survey Planetary Designation: *Rikuliisaa*

Mudupas is a prime source for Zamaraan crystals, a major component in medical scanners. The crystals are formed after tons of mineral compounds are washed up on the shores of Mudupas's chemically toxic seas. The compounds, on reacting with elements in the corrosive atmosphere, take five days to crystallise before they turn into what we know today as Zamaraan crystals.

The inhabitants collect the crystals when they appear once every 217 days, which is the length of a Mudupasian year. It is not known why the crystals appear just once a year, or why the minerals they grow from appear in just three different locations on the planet's surface. A select group of official crystal collectors are the only people who know the whereabouts of these natural crystal farms. This stops the crystals from being exploited by outsiders.

The inhabitants of Rikuliisa collect enough crystals annually to give them a wealthy lifestyle. Their buildings are adorned with various malformed Zamaraan crystals, which are deemed unsuitable for any practical use.

Each year, after the crystals have been collected, various traders come to Mudupas to buy the crystals at auction. Among the buyers are Imperial and corporate officials, traders and the occasional sightseer. Mudupas has contracts with various organisations that between them have automatic purchase rights to eighty per cent of all crystals on offer.

**Muikha, Mimu (0406)** A000524-E As Ni Va Hama3 S'mr3 { 1 } (B45-1) [363C] B N - 722 11 ImLc K4 V M0 V

First Survey Planetary Designation: *Khikhauurk*

This asteroid belt was one of the twelve original S'mrii colonies. The belt itself has been successfully mined for millennia and still shows little sign of running down though most finds now are of the baser metals though occasional finds of more valuable minerals, particularly lanthanum, are still found even up to the present day.

Most miners live within the hollowed out Skr\*maku or Ria'urtri asteroids though the racial mix has altered significantly over the last 500 years so that the majority of miners are now human or Hamaran rather than S'mrii.

The cities are primarily refineries and supply depots and as such still have a frontier-like feel about them.

### **Mukira, Sapphyre (2235)** C540640-8 De He Ni Po { -2 } (E52-5) [1413] B - - 824 11 ImDv M3 V M8 V

First Survey Planetary Designation: *Udgi*

Mukirans are fierce democrats, with a wide variety of opinions and attitudes. As a result every level of government is directly elected which has led to corruption throughout. The one common attitude amongst the electorate is a dislike of violence to the point of inaction. Although the frequent elections make 'campaign fever' an almost everyday occurrence, political violence is unheard of.

In the past, this has led to unscrupulous off-worlders threatening violence in an attempt to take advantage of locals but was quickly blocked by bureaucratic government officials who see their duty as protecting voters, often impose numerous and often petty regulations on visitors and off-worlders in an attempt to limit their interaction with locals. A lack of consensus has so far prevented the establishment of an extralality zone around the surface port; all factors that have conspired to discourage non-Mukirans from landing unless absolutely necessary. The orbital port has a contingent of 'enabling agents', trained bureaucrats who can deal with the locals on behalf of off-worlders for a small fee. Although not a legal requirement, falling foul of local regulations can be both time-consuming and expensive, so the agents are a popular choice.

Recently the starport manager has managed to gain an agreement between the several agencies concerned with the port and has pushed through plans for the construction of a high capacity loading dock on the surface. However the vested interests of the enabling agents and the surface-to-orbit transporters to set to prevent any further co-operation.

### **Murdoch-Dunbar, Sir Maarten**

(b. 1078 - )

Murdoch-Dunbar is a prominent Medurman industrialist and descendant of Axel Murdoch, the founder of the megacorporation Instellarms Lic. Although Murdoch-Dunbar has only a relatively small share in Instellarms (less than 1%) he is still an immensely wealthy man.

It has been said that the desire for battle is in the Murdoch blood", and Murdoch-Dunbar was no different. He served with distinction with the Imperial Marines in both Gushemege, and the turbulent Vargr border regions of Corridor Sector.

Following his father's death in 1102, Murdoch-Dunbar retired from the Imperial Marines with the rank of Colonel, and took control of his father's stock holdings. However, he was determined to do more than just sit behind a desk.

In an interview with Indiss in 1110 he said that his experiences had made him aware of the opportunities open to mercenary units (and the pitfalls) in the troubled regions of the imperium. His time with Special Forces had given him a taste for covert operations, and he determined to form the best-equipped and best-trained mercenary special forces unit in the coreward Imperium.

He succeeded. Since its restructuring in 1103, Dunbar's Dragons has distinguished itself in three major actions within Gushemege Sector. His relations with other members of the Murdoch family have sometimes been less than cordial; Heinrich Murdoch has publically called him an egotistical publicity-seeker.

Some sections of the media have hinted at romantic links between Dunbar and Duchess Karvn Viisarikaa, however he has been careful to remain silent on such matters.

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Some even less scrupulous mass-media publications have regularly commented on the fact that he has been seen even more often in public with Lhasau, his Asian female chief staff officer. However, regarding his military abilities, Dunbar has earned the (sometimes grudging respect) of other mercenary groups, though some merc leaders have been heard to mutter darkly about "over-educated kids with high-tech toys".

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CyJac '13

**Muruk, The Remnants (1021)** D651566-4 Ni Po Mr { -3 } (741-4) [4243] B S - 721 10 ImDv G3 V M5 V

First Survey Planetary Designation: *Luuli Mi*

A wholly Ziadd planet, all but 2,000 of this planets inhabitants live in towns and cities on the banks of the 'Garden Lake' - the only body of water on Muruk's surface. This is situated in the lush and green plains that cover the northern hemisphere. The people of Muruk keep themselves very much to themselves are fiercely independent.

Although confined by its tech level, Muruk under the 'fair rule' of Dy'doria, Queen of the Green Lands, Empress of the Garden Lake and of the Dy'dorian Empire (Muruk), a vast industrialisation is taking place.

Limited by its thin atmosphere, steam power and internal combustion is very difficult to attain for the mass market. However, Dy'dorian scientists are unconventional and are not scared of exploring every avenue of research, however outlandish it seems. Most homes are electrically fed, Dy'doria having harnessed hydroelectric power, and solar electric power efficiently. This was achieved by simple understanding of the principles and ignorance of the fact that a TL4 world should not be capable of producing such industry to support a venture.

Dy'dorian scientists are currently working on a whole spectrum of technologies, from rocket engines to fusion rockets. Muruk engineering is simple, rugged and enormous; overdesign is commonplace, for instance their military battle dress stands some 18ft tall, plasma guns (utilising napalm) are portable if a tractor is used. Current space science excitement is aimed at a rapid pulse cannon launcher which will be used as a propellant force to launch satellites into orbit.

Muruk is an open market for mid-tech ideas, samples and manuals for all manner of goods.

**Muukhim, Argi (1538)** D97A400-A Ni Wa { -1 } (B32-5) [1315] B S - 923 8 ImDv K4 V M9 V

First Survey Planetary Designation: *Iruur Ash*

Originally established as a penal planet the descendants have adapted to the extremely high oxygen content and have established various colonies throughout the sector. In -603 the planet was quarantined after a large segment of the population began to exhibit advanced stages of psychopathic behaviour. This was discovered to be the result of a plant spore which fills the air for a period of ten days every local year. The cities are now established beneath vast sealed units with blowers at each entrance to prevent the spore from entering the cities.

The planet is no longer used as a penal settlement and the spore is used in the manufacture of combat drugs. The planet has Amber status during the spore season and visitors are reminded of the non-existent law level and the potential dangers involved in visiting the planet.

## N

**N Subsector** - See **Argi Subsector**.

### **Na, Language of**

<Also known as 'Sign' or 'Aquan'>Name applied to the comprehensive sign language used by Aquans. Although most Aquan settlements use their own variations, the basics of Na have remained the same throughout the Sector and beyond. Na is a very subtle language, which relies heavily on interpreting the signer's body language in order to be able to 'read' the message in its proper context. It uses a variety of finger flicks and minute alterations in facial display to convey a wide variety of concepts. Na was designed by Aquans to be used without affecting the user's performance while swimming. Most non-Scanians find it almost impossible to learn Na and rely heavily on specialised translators, adapted from the Hiver type, in order to communicate.

A number of Aquan guides and diplomats have agreed to undergo surgery to equip them with a waterproof translator interface in order to allow for easier communication between themselves and non-Scanians.

It is rumoured that Scanian Regulators use Na as a combat language.

**Nafud, Ushra (1418)** C430773-7 De Na Po (Inchok) { -1 } (967-4) [4624] B - - 114 9 ImDv K4 V M9 V

First Survey Planetary Designation: *Limaa Im*

Nafud was colonised by several families or clans early in the start of the Third Imperium. Nafudian society is migratory in that each 'city' consists of thousands of surface vehicles fitted with life support. Under the original exploratory charter, the planet was not intended to have any permanent settlements – defined under the charter as any building or town designed to remain permanently in the same spot for a period of more than three years.

By designing their cities to move, the Nafud were able to stay on the planet despite the fact that it had been intended that the planet remained as an Imperial reserve. These mobile 'cities' continually move around in order to find and extract minerals from the sand. The waste product, fine black sand is used throughout Ushra in electronic components and in water filtration systems. There is intense competition between clans and open warfare has been known to break out on a regular basis.

In 438 it was discovered that the Miidian Desert regions of Nafud were home to a near sentient species, the Inchok. Since then the area has been completely isolated while the IISS study the race.

### **Nahuatl, language of**

Supposedly based on the ancient spoken language of the Terran Aztecs (Culhua Mexicatl), Nahuatl was 'rediscovered' during the Mexicatl Cultural Revolution and became the official language of the Amec Protectorate in 743. The current version only approximates the original language and many words have been adopted - essentially from Galanglic, Spanish and Galaach - and adapted to fit Nahuatl pronunciation.

Galanglic characters are used in its written format.

Example: *'Tlaco na Xochinen tochtli quauhtlan chalchihuitl'*.

Translation (Galanglic): *'The power of the heart is the seat of all power.'*

### **Nakharpii, Ushra (1420)** C755400-A Ni Ga Pa { 0 } (B33-4) [1415] Bc - - 714 12 ImDv K2 V

First Survey Planetary Designation: *Aduum Ind*

Nakharpii is the nearest thing that Ushra Subsector has to a frontier world. Due to conflicting claims as to ownership, the planet was not colonised until the 900's. The original settlers were funded by AnoTech which went into liquidation in 1005 and there was too much conflict between the citizens to agree on a planetary government to replace it. The planet is currently in a state of total anarchy and the planet is undergoing IISS evaluation as to its future traveller status.

### **Namkigem, Gadde (3227)** B665648-9 Ag Ni Ga Ri { 2 } (856+2) [6859] BC S - 600 9 ImDv M3 V M8 V

First Survey Planetary Designation: *Arku*

A long settled Vilani world, this planet exports luxury foodstuffs throughout this and adjacent subsectors. As with most worlds in this Sector, its history goes back more than 6,000 years. However, unlike most, Namkigem has maintained a stable colony since its initial colonisation and has always been an agricultural paradise.

The fine elfin spires and pagodas of the most common architectural style on Namkigem are said to have been inspired by the music of D'Largo-Manistan, possibly the greatest composer of the 800's.

One of Namkigem's more unusual exports are its Bhaigri eggs. Bhaigri are a type of tapeworm parasite unique to Namkigem, which lives and propagates within its host. On Namkigem the host is generally the Jagannath, an enormous rhino-like hexapedal capable of surviving the Bhaigri infestation. The Bhaigri eggs are 'harvested' by a type of caesarean operation. Prepared properly, the eggs are a delicious delicacy, slightly addictive, famed throughout the Domain and beyond. A clutch of six eggs, properly prepared, will cost anything up to Cr. 20,000. Unfortunately many people steal and sell on unprepared eggs, which are extremely dangerous.

Bhaigri eggs are eaten whole. However, unprepared eggs are generally still fertile and once consumed will hatch inside their human 'host'. Working their way into the lungs they will, within 72 hours of consumption, kill by tearing the heart apart. Provided the infestation is caught within 12 hours of hatching it can be treated without killing the host.

Every year as many as two hundred people will die as a result of consuming ill-prepared eggs - unfortunately as yet no test has been devised to check whether or not the eggs have been properly prepared.

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Burugdi, particularly Buru (Clan) Dhi'vr'gdi, like using unprepared eggs as a means of assassination... After all, how can you tell whether it was an accident or an assassination? Cylac '13

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### **Nanacatl**

Nanacatl is a large, silver-coloured fungus that only grows on Anshaar, Bolivar (0633). Growing to over 15cm across the cap and standing over 25cm in height, Nanacatl is covered in a thin residue of toxic slime that causes a slight paralysis which can last for up to an hour, if touched.

Nanacatl is primarily only eaten at the Universalist Festival of the Dead. The flesh of the Nanacatl, once cleaned, is a subtle but extremely deadly poison that in minute doses can cause deep, though often disturbing hallucinations in everyone that risks consuming it. Consuming too much flesh often results in a slow and extremely painful death.

### Nanarzan Trace

The Trace consists of six planets in the Rimward region of Arnakhish Subsector that are connected together by jump-1 access and are linked by a mutual trade agreement. This trade region extends into Khandi and Ushra Subsectors and forms the enclave known as the Fragrant Bones.

See **Fragrant Bones, The**

### Nanotech, constructional

Nanotech is the use of molecular machines to construct devices from their raw materials. At lower tech levels, this requires a specially prepared vat with a carefully controlled environment. At higher tech levels, the 'nanos' are simply poured in liquid form onto a source of suitable elements (metal and carbon scrap, or even a broken or obsolete device).

Nanotech is only available from Tech Level 12+.

### Napu, Laraa (3035) B8B5202-C Fl Lo { 1 } (711-3) [1318] B N - 603 9 ImDv G1 I II

First Survey Planetary Designation: *Vliiki*

Due to the corrosive nature of their atmosphere, few Bhliiki have ever ventured outside an artificial environment. Vliiki was initially colonised in 102 to mine heavy metals, particularly hafnium and cleonium.

Poor radiation shielding and poorly designed and highly inefficient filtration systems have resulted in a high background radiation and a heavy metal atmospheric taint within the domes themselves. Failure by the management to improve on the initial design has resulted in the descendants of the original miners evolving an adapted metabolism to enable them to cope. Their DNA has evolved the ability for rapid and error-free repair of cellular damage to help them cope with the background radiation as well as a biological need to ingest what to others would be a poisonous excess of rare earths such as arsenic as part of their metabolism.

As a result of these adaptations Bhliiki are now unable to reproduce with other races of humaniti and are thus slowly dying out due to excessive inbreeding. Over 30% of Bhliiki are known to suffer from haemophilia.

### Narkur'le, Laraa (3031) C85A686-9 Ni Wa { -1 } (953-2) [5548] B - - 201 12 ImDv G1 V

First Survey Planetary Designation: *Adir*

Narkur'le is best known as a trade nexus for Scanian Nehutei and other independent traders. Cargo exchange is generally handled by the Harlconi' orbital port which boasts A-Class facilities. The planet is essentially an R&R port and boasts only one main city Hasseim, which is held in high religious, and cultural, regard by a number of religions. These include the Brethren; who at the Council of Unification held in Hasseim, established the basic tenets of their faith after they had 'fled' Terra. The Church of Forever Sabbath also hold the planet sacred as their second Prophet, Shura Emmanuel was born in 105 at what is now the Shrine of the Soul. The planet is equally special to the Scanian's who celebrate it as the birthplace of the famous Rabban Halaac Shagraa and his School of Yarhei Ve'lma.

Throughout the centuries, although there has been a great deal of religious tensions between the various religions, the Scanian's have managed to maintain a degree of harmony. The only major export, apart from religious artefacts, is Memh.

### Naruppesh, The Remnants (1121) A688556-D Ag Ni Pr { 2 } (A46+1) [474C] BcC - - 203 8 ImDv M1 V M4 V

First Survey Planetary Designation: *Khukhiid*

Naruppesh is the rice bowl of Dagudashaag, with over 15,000 different strains of rice and grain. The terraced planet at full production can feed over 10% of the population of Dagudashaag sector. Perpetually hot and misty with extreme humidity and an extensive mountainous terrain Naruppesh has no open seas, instead it's 80% surface water is trapped in valley's and paddies of various sizes, ranging from lakes to shallow inland fresh water seas. There are no tides to disrupt the year round cultivation.

Prior to the colonisation of Naruppesh, water covered around 40% of the surface area but the extensive terracing and the creation of the paddies resulted in that doubling. The only real industry on this planet is to support the ever-increasing need for pumping apparatus, to literally prevent the stagnation of the agro-economy.

## Neanimorphic

Term meaning "looking younger than one's years". Often used to describe someone who supposedly uses anagathics.

## Negev, Kuriishe (2714) C5408AC-8 De He Po Ph Pi Pz { -1 } (E77+2) [B78B] BDe - A 404 14 ImDv M3 V M0 V

First Survey Planetary Designation: *Emguu*

Negev is a hot wasteland of shifting dunes, with a native population accustomed to fighting a rearguard action against the ever-advancing desert. They have cut their citadels into cliffs and use natural caves to construct dew-traps in order to try and scavenge what moisture is in the air.

They grow what food crops they can in greenhouses and sheltered spots, including various desert weeds, which they process to obtain hallucinogens. Other rare plants they grow provide drugs and medicines, which is the mainstay of what export economy they have.

Long ago, early in the First Imperium, settlers found a habitable world (X254000-0), which prospered and developed a fine economy, but embarked upon a misguided mega-Industrial programme which resulted in the loss of most of the planet's hydrosphere. Over the centuries, the people turned their backs on industry and turned inwards developing a fierce strength and determination, while attempting to restore their world. During the Long Night the Negev struggled to survive however, their fierceness saw them through where many failed.

Ruins of ancient Industrial plants, remnants of the Great Mistake, and of the cities of that time may be found across the world, but are of little interest to any but visiting Archaeologists.

In 804, Shadraei the First Prophet came, to lead the people to a greater future. Guided by an Inner Vision of Shatuu, he spoke of a Great Future. In his vision, the freemen of Negev in their flowing desert robes and with their long knives and laser rifles would storm the Galaxy and bring a new Empire to displace the 'soft water-fed fools who lorded it over them'. Unfortunately the Prophet had never encountered Imperial Marines in Battledress before, nor Fusion guns and Grav-Tanks, and their Jihad came to a quick and untimely end.

In 811, an Imperial Commission was established to discover the causes behind the revolt and recommend remedies. After several months, they conclusively determined that the people of Negev had been misled by their desire for water. To this end, they awarded an Imperial Monopoly on the Supply of Water to the lords of Dupusirlu, whereby the Gagnii-Shaszu Water Company would ship vast tankers of water to Negev, for a suitable commercial fee.

The Negev have now been led by a Prophet for as long as they can remember, each Prophet appointing a successor, so that they are now ruled by the 15th Prophet. It is written that the First Prophet had true powers of Prophecy, but his successors have relied on mundane means to guide the people.

## Nehuiter

Nehuiter are a caste of Scanian traders established in 663, on Akiva, Argi (0935), primarily to retain free lines of communication between Akiva and the many Scanian colonies spread throughout Dagudashaag.

Nehuiter always wear long cloaks with hoods that conceal their entire bodies and are renowned as efficient traders. The public image of the Nehuiter was, and still is, of inscrutable racial Scanians or Aquans however many Nehuiter are actually unadapted Scanians.

Nehuiter traders, like most Scanians, are skilled in using their ability to read body language to obtain the best deals possible, however their unflinching honesty means that no one they deal with ever feels cheated.

Most Nehuiter are independent, though a few Nehuiter corporations still exist, Twin-Lines and Omaat-Ba'Shahaam Trading House being probably the largest two. Nehuiter ships are generally painted black and can be found throughout the Sector.

## Neiikhi

(1) a type of pseudo-spider native to Morian Khama/Arnakhish. Neiikhi can grow up to 20cm in length and 50cm from front leg to rear. They have long legs, deep blue elongated bodies and although a Neiikhi bite will not kill a human it will make them seriously ill. These creatures are considered extremely bad tempered and will use their powerful legs to jump on a passer-by up to 1.5 metres away.

(2) Derogatory term applied to native humans born on the space settlement known as the 'Web' in the Morian Khama, Arnakhish system. The Web is maintained at zero-gee and as a result the permanent inhabitants have developed elongated bodies and delicate frames often growing to heights in excess of 2.25 metres. They take great pride in the deep blue-black colour of their skin caused by excessive exposure to excess radiation and will generally prefer to use skinsuits rather than shielded suits despite the fact that they must endure high doses of anti-carcinoma medication. Neiikhi are extremely agile in zero-gee and look down their noses at visitors who find it difficult to adjust to weightlessness.

### **Nei'Tan Corporation LIC.**

A biomedical co-operative run by the Snow Leopard tribe of Alikasch on Medurma, Nei'Tan specialises in research into new pharmaceuticals from native raw materials such as symal residues. Nei'Tan is expanding rapidly into the void in the market left by the Transgenic Incident, and is an excellent example of the new respectability and prosperity being achieved by some Alikasch tribes.

Rumours that Nei'Tan has developed a cheap and effective anagathic serum from symal residues have been consistently denied.

### **Neo-Khaanii <NK>**

The Neo-Khaanii movement consists of a number of racist political parties, often with pseudo-religious overtones, believed to be active in Laraa subsector (particularly on Kakar). Claiming to follow the teachings of Rev. Emil Khaanii, the movement is mainly about pro-Vilani claims of racial supremacy. Although originally banned, a number of xenophobic organisations have established themselves over the last fifty years claiming to follow the teachings of Khaanii.

Perhaps the best known of these parties is the para-military terrorist organisation, Khadhua. In 1112 Khadhua attempted to destroy the Harmony Museum on Kakar just a couple of days before its official opening. Many of the terrorists caught were juveniles who'd been brought up with the hate teachings of the NK movement.

At the official opening ceremony, Duke Viisarikaa said, "This Museum was not built to act as a reminder of Rev. Khaanii and the atrocities he perpetrated. It was not designed to wallow in ancient hatred. It was built to confront prejudice, racial discord and xenophobia and educate people about the true legacy of oppression and tyranny..."

See **Khaanii, Followers of**

### **Neurotechnology**

Neurotechnology is the science of interfacing electronic/cybernetic systems to a sophont's central nervous system (s). At lower tech levels, neurotech uses 'hardwired' techniques, which involve surgical implantation of interface sockets on the sophont, and Organo-Metallic links spliced directly into nerve tissue, with all its associated hazards.

The latest S'mrii neurotech uses advanced 'non-invasive' techniques, based on the Becklin-Sikia'mr Effect, an obscure quantum mechanical effect which allows neural signals to be induced very precisely from a distance of several centimetres. The neural inductor apparatus (or neurocoupler) may be worn outside the body (usually in the form of a 'helmet' or 'crown') and the need for surgery is eliminated.

Human neurocouplers are believed to exist, but are not yet commercially available.

### **New Titan, Pact (1726)** CAAA772-B FI { 1 } (E6B-3) [3817] B S - 714 8 ImDv M1 V

First Survey Planetary Designation: *Aarnirkuuk*

New Titan is a pleasant looking planet from orbit but its thick cloud cover hides a nightmare environment. The atmosphere of New Titan is predominantly composed of Methane, and great care must be taken by all visitors to prevent explosive mixture. It was necessary to destroy all native flora and fauna for a 25km radius around the settlements as the native life forms proved to be highly toxic to humans. Many had developed acidic defences which enabled them to breach the colonist's environmental suits.

Bio-geneered crops, specifically designed to thrive on methane in extremely low temperatures were planted in the sterilised zone to provide food for the colony. These plants have successfully allowed long-term colonisation to occur but have proved to be no match for NT's own flora and fauna. The colonists have been forced to retain a 1km chemical barrier round the bio-crops to prevent them being overrun by weeds and pests.



The local society primarily consists of family based clans that harvest the seaweed-like Havangii. This rough leather-like material is used to make cloth for export.

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N'Tit has another claim to fame; one it's tried extremely hard to hide... Their capital city, N'Tit Prime is built on stilts. If you ask one of the locals why, they'll quickly change the subject and no matter how hard you try, they'll refuse to discuss the matter. It took me years to finally find out why. You see, New Titan is home to the Khasaci, 2m long eel-like creatures that exist in the methane seas over 4,000 km away from N'Tit.

However, every eighteen local years the Khasaci changes colour and migrates en-mass to their breeding grounds in the mountains 500km to the East of N'Tit. Guess what lies in between?

Every eighteen years, billions of Khasaci swarm through the streets of N'tit, taking short cuts through ground vehicles and buildings. A massive river of living silver, that just happens to be extremely poisonous. When NT was first settled the colony was almost wiped out during the first migration and they quickly responded by rebuilding the houses on stilts. Now only a small percentage of Khasaci will attempt to climb the stilts and the death rate during the migration has dropped to handful each time... CyJac '13

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### **Newport, Laraa (3139)** A433204-F Lo Po { 1 } (711-1) [133D] B N - 103 12 ImDv G8 V

First Survey Planetary Designation: *ligan*

The Aakhri initially established a self-sufficient mining colony on the third world of the system. During the M'Nengi holocaust of 102 – 105, the colony was wiped out by marauding M'Nengi hordes. In 105 the Imperial Navy started its war of retribution on Newport, wiping out all the M'Nengi still on-planet.

The M'Nengi had expected 'honourable' hand-to-hand combat rather than the mass-destruction the Navy dished out from orbit before sending in the clean-up squads to kill any survivors.

Newport remained virtually deserted until the Imperial Civil War when the M'Nengi again escaped from Bechant and once more began terrorising the region. Once the threat had been contained, a naval base was established on Newport, officially to protect the Rim-Coreward region of the Laraa Main and provide additional protection to the Scout Information Depository at Reference (Core 0140).

Today Newport officially houses the 230th fast response fleet which patrols the Four Corners region of Dagudashaag, Core and Zarushagar (in addition to fleets based in the neighbouring sectors), and elements of the fleet can often be seen in adjacent subsectors as well as in Laraa. There are extensive naval shipyards, in addition to a small civilian starport. Its close proximity to the naval depot at Color (Massilia 0301) shows in the large numbers of naval vessels passing through Newport to and from the Depot.

The listed population is often swelled to 10 or 20 times the number through passing naval crews and traders. The navy maintains a squadron of 30,000-tonne fuel shuttles that continually move between the base and the inner gas giant.

**NEWTS** - See **BWAP**

### **Nexus, Pact (2225)** B666636-7 Ag Ni Ga Ri { 1 } (855+1) [5746] BC N - 723 12 ImDv G4 V

First Survey Planetary Designation: *Arim Imas*

This is one of only two agricultural systems in the subsector. Whilst not as large or as productive as Chandra's World, it is still considered a major agricultural supplier to many of the Rimward systems in the subsector. Lord Havillan governs this world which remains a personal fief of the Viisarikaa family. It is renowned for its innovative agricultural techniques and has successfully grown many rare transplanted crops.

In 988 ReGen was bought in and they have successfully geneered a number of Domination-originated modifications into the local plants: these include genes that block the enzymes that cause over-ripening and tougher skins to prevent bruising.

In recent years, Nexus has also made a niche for itself selling exotic plants and flowers for the luxury export market. Nexus has managed to successfully grow everything from Silver-Skins, to valentine roses in a variety of colours ranging from black to gold.

In addition, it is also known as a major centre of local culture throughout the Sector (and has been ever since the First Imperium), and the Viisarikaa's actively encourage its considerable contribution to the Arts.

The system has a considerable population of artists, poet's etc. The primary city of Arimim has a number of theatres, museums, art galleries and stadiums – perhaps the most famous, the Barrier Auditorium holds over 250,000 sentient and has acoustics second to none. Visitors to Nexus are assured that regardless of the season there will be a variety of cultural activities and events to enjoy.

The system is also the site of a large naval base but in respect of the population, (and the influence of the Viisarikaa family) this has been based on Kelemetia, a moon of the gas giant Obria.

**Nguma, Ushra (1613)** A9E4546-E Ni { 1 } (B45+1) [464D] B - - 422 11 ImDv M1 V M7 V

First Survey Planetary Designation: *Mankhe*

N'guma is a large unusual world which exhibits a large orbital eccentricity due to the gravitational effect of the central star's companion. The dense atmosphere is ellipsoid with a variation of two atmospheres between the less dense Polar Regions and the equator. There is free-standing water only in the higher latitudes during the 'winter' or the high altitudes of the Polar Regions during the short but intense summers. Much of the equatorial regions remain unexplored.

This inhospitable world has become an important juncture with ships passing into the heart of Ushra from Arnakhish subsector only because of the medically hostile nature of Lemuria. The class A starport is an orbital facility with a subsidiary class C port on the surface.

Drexen is the main employer in the system, using regions of N'guma to manufacture a variety of nanotech 'molecular machines' for export. Drexen has in recent years, been accused of abusing their position by insisting that everyone on N'guma undergoes genetic testing. Drexen admits that they carry out the testing to ensure that they do not risk hiring anyone who might be a potential burden on the corporate medical insurance through illness or who might have a disposition towards what Drexen considers to be undesirable psychological behaviour.

**Nidavellir, Zeda (0528)** C683104-7 Lo Re { -2 } (301-4) [1135] B S - 420 8 ImAp M0 V

First Survey Planetary Designation: *Inna*, Local Nahuatl Designation: *Tlacahpan*

Nidavellir is a wilderness planet with the only sign of habitation being the hunting lodges that dot the savannahs and equatorial mountain ranges of the primary continent. The Amec Sun-Born nobility maintains Nidavellir as a hunting reserve. Its frost covered plains are home to almost three hundred predatory species, all imported for their pelts.

These include Tkighirs, Dune Cats, Razorbacks, Tethys Tree-clingers and cutlass-teeth as well as a number of cloned, previously extinct, species of cat.

White Wolf, the environmental group, has publicly claimed that the imported species have seriously unbalanced the planet's native ecology, putting all the native species at risk of becoming extinct within the next decade or so. In particular, White wolf has highlighted the plight of the Moonbeam Dierii, a native grazer that has been hunted almost to extinction by the cats.

The Sun-Born generally hunt from air-rafts using a variety of weapons, ranging from spears to lasers. Non-Amec are not permitted to land on Nidavellir as it is claimed their presence could adversely affect the breeding patterns of the cats.

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Actually the reason I heard was that the Sun-Born often use criminals and expendable political prisoners as prey to hunt but don't want the Imperium to find out!  
CyJac'13

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**Niirkhi, Shallows (0613)** B657794-A Ag Ga { 4 } (E6D+2) [5B38] BCf W - 205 9 ImDv G1 V M2 V

First Survey Planetary Designation: *Kig*

The agricultural outpost of Niirkhi is geared towards the feeding of Diishalum. Although virtually all its foodstuffs are sold to its industrial neighbour, it still does not supply enough of Diishalum's needs to have any significant economic clout. Diishalum controls the prices of its imports from Niirkhi, and by extension, the wages of the local agricultural workforce. Through overt (and covert) pressure the industrial concerns of Diishalum have an exploitative trade agreement which sees the imports from Niirkhi purchased at prices well below the market rate and exports to Niirkhi (manufactured and processed goods) sold at a premium.

The seething resentment that this fosters has led to a number of protracted and costly strike-actions, which in turn has further eroded Niirkhi's finances and bargaining position. A possible resolution is in sight as the government of Irphothe has recently entered into negotiations for the Niirkhi harvest, and for 10% above the price Diishalum currently pays.

**Niishulam, Gadde (2623)** B432579-C Ni Po { 1 } (C45+2) [666D] B N - 614 11 ImDv M0 V

First Survey Planetary Designation: Pinirsa

Believed abandoned during the Pacification Campaign, Niishulam was secretly a pirate 'Pit Stop'. Admiral 'Stone' Jenkins discovered it in 485. He immediately bombed the secret port into submission and then proceeded to carry out mass executions of the survivors. These only halted when the Admiral was forced to leave in order to continue his hunt for the exiled Duke Tarok Viisarikaa. Thankfully he never returned, although a small Naval base was established which has remained to this day.

While all of the civilian population live within the same city, and must share life support facilities and Starport they have split into independent 'family clans' loosely based on the original pirate 'krewes'. Each 'krewe' maintain a couple of Free Traders for charter and scavenging/salvage operations. A great deal of rivalry exists between the clans and violence frequently erupts onto the streets.

**Nikhuskir, Kuriishe (2515)** C310779-A Na Pi { 1 } (96A+2) [886B] BD - - 600 12 ImDv K0 I V

First Survey Planetary Designation: *Inzir Ri*

Nikhuskir has a rich industrialised mining economy, exporting refined products and manufactured equipment with high material content. The planet itself is in an inclined eccentric orbit, showing that it is a captured wanderer. From the proportion of heavy minerals, radioactive ores and gems, it is thought that the planet is actually the core of a once much larger planet, shattered in some catastrophic collision and knocked out of its original stellar system. The low gravity and stripped core make mining operations particularly easy.

The population is divided between six huge domed cities, the Free Cities, each housing around ten million people. These six cities are fiercely independent and great rivals, each forming its own Government, controlling all activity within 500-mile region. Over their long history the Free Cities have evolved distinct traditions and government styles, so that for instance while Asuhuur has an egalitarian society, with extensive computer moderated democracy, Emsahibith has a highly stratified society where people are born into Castes which determine their role and occupation.

The Free Cities were each founded to exploit particular rich lodes and combinations of mineral resources, and the processing and manufacturing in each is different according to those resources. As a result their economic fates have been tied to the rise and fall of their different markets, adding to the rivalry between the cities, as a city may watch its export economy falling while another climbs through no direct actions of their own. All make considerable use of the most sophisticated tools and factory methods available to a TL-11 society. Currently, the ISS is considering re-rating the planet as TL-12 as progress continues.

Proposals for Union between cities have been raised many times over the centuries, but have always foundered, from rivalry, political or social incompatibility, or market sector mismatches. However, despite their differences, one unifying thread is that all the cities have remained prosperous, and their citizens largely content. When the citizens of Sramakh observed that their leaders were exploiting the workers "unfairly" and concentrating much of the wealth in limited hands, they staged a popular revolt, and replaced the previous Corporate Government with a series of Workers Councils and Co-operatives. Even in Emsahibith, where one's occupation is pre-determined by birth, success and prosperity are achieved by hard work and rewarded by fair distribution, via a complex system of bonuses, incentives, and share-holding participation.

Although the small world of Nikhuskir has no water to speak of, sophisticated recycling programs and extensive hydroponics provide an efficient closed ecology. There is also a series of open-sky farms on the subsidiary world of Magrathea

See **Magrathea, Garden Isles of**

**NIMLUIN, Bolivar (0736)** C7539EH-A Hi Po Pz { 2 } (F8C+5) [EBAF] BE S A 504 12 ImDv K0 V

This planet holds a society that is both violently agnostic and extremely xenophobic about having to make contact with cultures different to their own. Open statements of religious beliefs are banned and missionaries are liable to execution without trial if suspected of 'preaching'.

All Nimluins who come into contact with 'hostile' or opposing viewpoints must by law undergo regular counselling to ensure that they in turn do not risk contaminating others. Visitors are warned that these sessions are paid for by the contaminant – talking to a Nimluin about any unauthorised subject will result in heavy fines.

As a result, only the most trusted personnel are allowed to work at Nimluin's single (ground) starport. These are few in number and are so frequently overworked that they simply close the starport down to all traffic until they have caught up with the backlog.

In these circumstances a few ships running low on fuel have attempted to draw fuel from the oceans, and have fallen foul of the local naval patrol ships which will shoot to destroy. This response is seen as justified for the crime that the Nimluin authorities see as "theft of eco-resources". The scout base provides facilities for IISS ships because of the above, but on the whole it acts as a token presence only.

**Ninaan, Mimu (0601)** C544543-9 Ag Ni { 0 } (F44-3) [2526] BC - - 235 12 ImDv M2 V M1 V

First Survey Planetary Designation: *Duuvlili*

Ninaan is an agricultural backwater of a planet producing a selection of genetically tailored crops for mass consumption. Its tainted atmosphere is a result of year-round pollen contamination, which can block even the most hardy of equipment and is found everywhere in up to 30cm high pollen drifts. The colonists have adjusted by wearing sealed masks outdoors and installing blowers at all entrances. Despite this, pollen still manages to get everywhere.

One of the more common pollens has left a permanent reminder on all that live on Ninaan for any length of time: it permanently stains any exposed skin yellow. Certain Ninaans have turned this trait into an artwork using it to create permanent patterns on their skin.

For some as yet unexplained reason about 12% of all S'mrii born on Ninaan have bifurcated corneas (the so-called 'double-eye' syndrome). These function normally and although disconcerting, this causes no actual disability except slightly blurred vision. While this problem can be corrected by surgery it does carry a significant probability of total blindness, which is why so many S'mrii from Ninaan have elected to retain their distinctive double-eye structure.

**Ninlakim, Arnakhish (2208)** A100866-F Na Va Ph Pi Mr { 2 } (B7E+1) [7A4E] BDe N - 601 11 ImDv K3 V M8 V

First Survey Planetary Designation: *Digadapud*

Ninlakim is one of the main navy bases in the subsector and is home to major elements of the 205th fleet. The government of the world is provided by the Imperial Navy and seems to be mostly for the benefit of the navy. Originally settled by the Vilani, during the long night the world became a pirate haven that was used by raiders who struck throughout the subsector and beyond.

Ninlakim has a civilian population in excess of 600 million sentient's, primarily human. Although the system's primary importance is the Naval base, Ninlakim has a rich local culture that is little known outside the system. The majority of the civilian cities are inflatable domes. New dwellings aren't made so much as welded on to the outer skin and inflated. The end result is settlements that resemble more a clutch of millions of eggs than a man-made structure. Given the fragile nature of their dwellings, naked flame is banned. Ninlakim has a substantial population of Baraka Muslim's who have helped install a deep sense of civic pride and responsibility into all of Ninlakim's residents.

The 'city' of Medinah is a perfect example of a Ninlakim settlement. From above, Medinah seems merely part of the organic expansion that is the mega-city of Jameel continent. Inside, Medinah is only accessible from other 'cities' via three tunnels, despite being surrounded on all sides by suburbs of other 'cities'. Most of Medinah is a chaotic mixture of the residential and the commercial. Most streets are narrow and are layered over with bridges and walkways. The shops are located under, beside or above residential properties and sell everything from hydroponically grown spices and foods to information brokers and manufactured goods. Throughout each level, scattered apparently randomly, are squares or souks - each devoted to a specific type of business. To get around, it is better to travel by foot though small grav-scooters are common.

**No Hope, Pact (1924)** BB541699-A He Ni Po { 1 } (C55+2) [776B] B S - 113 11 ImDv K1 V

First Survey Planetary Designation: *Imar*

This colony was originally named Nokhopii, Vilani for 'Beauty'. The planet was truly full of natural beauty. Then the Vilani colony utterly vanished without trace. 10,000 men, women and children disappeared leaving behind an empty settlement. Everything organic in the camp had vanished. A second colony was established and it too vanished. This time it was able to pinpoint the disappearance to a three-month period corresponding to the summer. The planet was considered jinxed.

The Vilani renamed it 'Imar' – terror. However to the Solomani it became 'No Hope'. The planet remained uncolonised until 756 when ICE established a small research station, which was ordered to record everything. That summer the orbiting station witnessed the deaths of their team-mates on the surface as the summer heat brought a carnivorous 50cm-long worm to the surface of the planet in such abundance that the entire surface of the continent seemed to squirm. The colonists hadn't a chance.

Subsequently orders were given to hunt down and totally exterminate these creatures. Although total eradication of the Chronos Worm has proved impossible, safe zones have been established and successful colonisation has finally been achieved.

**Nox, Ushra (1115)** B9A5446-A Fl Ni { 1 } (834+1) [3549] B - - 220 13 ImDv M2 V

First Survey Planetary Designation: *Makhuushshiaark*

Nox is a large, cool world essentially known for its mysterious Joker's Tower and its small chirper population. The chirpers were relocated to Nox from Elysium in –276. Today they have equal rights alongside their human counterparts and even have substantial representation on the governing council despite numbering only about 300 individuals all of whom are situated in a single settlement.

When the planet was first discovered in –9,021 the atmosphere appeared to be heavily tainted with industrial pollutants, however the planet had apparently never developed a civilisation nor was there any sign that the planet had ever been visited. Except that is, for the Joker's Tower, a 1,550 metre-high mount on Gradaach plain. Actual exploration of the Tower has been complicated by the fact that the caverns at the peak are the home to a large colony of Noxian Spiders. The mystery of Nox and its impenetrable Tower has never been fully explained.

**Noxian Spider** <Also known as 'Hell-on-Legs'>

A 1.2 – 1.6m long carnivorous pseudo-anthropoid, the "Spiders" are the highest known pinnacle of Noxian evolution. Unlike insects, the Noxian Spider has an internal skeleton. The chitin exterior appears to have been developed as a defence mechanism.



The Noxian Spider has eight pairs of limbs in total; two pairs of leaping legs, which can enable the vicious creature to leap 10m in a single stride while another two slimmer pairs enable it to travel at speeds in excess of 35km per hour. Although it appears to have a pair of mandibles around its mouth, it is actually one of two pairs of manipulative limbs that protect the two pairs of eyes and mouth. A final pair of razor-sharp limbs is located under the body, generally folded flat against the chest. At the rear of its tail are twin poisonous barbs, similar to a scorpion's.

Noxian Spiders appear to reproduce by asexual reproduction yet are all females and have the biological mechanism intact that would enable it to breed sexually. Spiders are only found in one region of Nox, in and around Joker's Tower and are extremely dangerous.

Spiders are capable of short, fast sprints and can tear a human to pieces in seconds before wrapping the bits in a crystalline 'web-cocoon'.

**Nuaam Igzur, The Remnants (1227)** B541722-A He Po Pi { 2 } (96B-2) [3916] BD S - 400 4 ImDv M3 V

First Survey Planetary Designation: *Miuu Uur*

This cold, near-desert world survives due to presence of small, but very pure, deposits of Zuchai crystals which it exports to pay for the basics to live on this world. Most of the mined crystal is lifted off-planet in its native form to be taken for processing and refining on others worlds, especially Ispumer.

**Nueva Esperanza, Zeda (0123)** A555200-E Lo { 1 } (911-3) [1319] B - - 123 14 ImDv M1 V M8 V

First Survey Planetary Designation: *Kin*

Nueva Esperanza (or Nesp as it is known locally) has only recently been colonised. A number of corporate interests, headed by CLiP, have invested money in establishing a new centre for trade between Dagudashaag and Gushemege. Finance has been pumped into building the small, but superbly equipped class-A Starport.

The current population is mainly the remnants of the construction teams, who have decided to stay on, and Port Authority staff. Many firms have expressed an interest in setting up offices on Nesp. For example - Sesh-Ifaen freight Tractors Ag are currently in the process of negotiating landing, berthing, servicing and warehousing rights at the port.

The only block on colonisation is the marginal biosphere, the planet overall is a cold place to live. Local subsector government is currently offering grants to anyone willing to move to Nueva Esperanza, in direct opposition to the wishes of the Amec Trade Federation who had plans for colonising Nesp themselves.

### **Nuikh, Mimu (0201)** A310200-F Lo { 1 } (511-3) [131A] B - - 410 12 ImDv K9 V

First Survey Planetary Designation: *Kuuem*

Nuikh is a small planet in close orbit of its primary. Frederick Dela Rarchiikka owns the system outright. Rarchiikka is an extremely rich individual who made his fortune in the agroproduce market. He purchased the planet in 1105 and set up his sports training centre, which covers about 200 square kilometres of the planetary surface adjacent to the franchised starport. The centre has variable gravity throughout and some of the best sports facilities in the sector. The Rarchiikka Sports Stadium is a recognised centre of excellence for sporting achievement.

Teams of athletes from far and wide come to train in the first class facilities or to use the specialist medical facilities, which are made available to players for extremely modest fees.

### **Nukaush, Arnakhish (1906)** B684400-9 Ni Pa HamaW { 0 } (B33-4) [1414] Bc N - 923 8 ImDv M2 V

First Survey Planetary Designation: *Shinnagekhi*

Nukaush is a world of mystery. Surveys from space appear to give the illusion of massive ore deposits just beneath the surface of the planet. In fact this was the reason for the planet's initial colonisation, but to date, only very small deposits have ever been found.

There are many such weird and wonderful mysteries on the planet. It has been apparently colonised by Gograhah Reivers, and later by Dhuna fundamentalists, Hamaran and Vilani. It is one of only three planets within the Imperium to have successfully transplanted Ranther Millennium Trees. Though none have grown as large as the Emperor's Yggdrasil, several have topped 230 metres high. It is also only one of two systems in Dagudashaag to have developed polymorph lifeforms, the other being Karrana'ch, Mimu.

Their unique gene structure has been used by one of the several family-combines that run the planet, (in collaboration with Makhidkarun and SURD) to create prototype Androids or Artificial Persons (APe's). The most successful being the 'Grey' series, which are designed to be human enough for aesthetics, while sufficiently different to prevent 'Frankenstein Psychosis' in their eventual owners.

### **Null-G Kabbadi**

The game is played in zero-g environment within a marked "pitch" measuring 12.5m long by 10m wide by 10m high. The area is divided into two halves by a sensor barrier running across the middle. Each court is further divided in half by Baulk-lines - sensor screens running parallel to the central barrier. During the course of a raid an attacker must pass through the opponent's Baulk-line at least once. Two corridors run along the length of the pitch on either side. These are known as the galleries and are 1 metre wide. These only become an area of play after an attacker has touched an opposing player or has been tackled. Until then any player floating into one is considered out of court, and must leave the field. His team also concedes a point to the other team. A game lasts for two halves of thirty minutes each. Each team has seven players of mixed sex. The teams start at opposing ends of the field in their respective courts and take turns to make raids. The aim is for one player to raid into opposition territory by venturing through the baulk-line into their court, touching as many opponents as possible and returning safely to their own court. Throughout the raid the attacker must chant the phrase "Kabbadi, Kabbadi" in a single continuous breath. If he succeeds in touching and returning across the central barrier safely, all those touched or who stepped out of bounds are out and must leave the field. The defending team must try to avoid being touched or prevent the attacker from getting back through the barrier until they lose their chant. If caught, the attacker is out. Each team alternates between defending and attacking.

Scoring is as follows:

\* *Every time an attacker makes a productive raid, (i.e., touches and returns) their team wins as many points as opposing players sent out.*

\* *If an attacker is unsuccessful, (i.e., losses their chant, fails to pass through the opponents Baulk-line, steps out of court) they are out and the opposing team wins a point.*

\* Every time an attacker is successfully tackled by the defending team (prevented from returning across the central barrier) the attacker is out and the team wins one point.

\* If an entire team is out, the opposing team wins a Lona (2 bonus points) and then the other team brings all its players back into play and the match continues.

\* If a team carries out three unproductive raids (i.e., if the attacker returns to their own court without touching an opponent) in a row, the opposing team wins one point.

\* If a player floats into the galleries before a touch has taken place then they are out and give away one point.

\* If the attacker, after being tackled, manages to break through the central barrier without losing their chant, all those who were still holding are out and the attacker's team wins a point for each one.

Unfair Tactics: If a team plays dangerously or unfairly a point may be awarded to the other team.

\* A player cannot try to stifle an attacker's chant by shutting their mouth or by trying to throttle them.

\* Players cannot restrain an attacker in a scissor grip with their legs.

\* Punching and slapping are prohibited.

\* Players cannot deliberately push an attacker out of court.

\* Tackles must be to the attacker's body (i.e., not the clothing, genitals or hair)

\* Teams cannot delay more than 5 seconds from the end of their opponent's raid before sending in their own attacker.

\* Not chanting properly is considered unfair. A continuous chant is essential.

Kabbadi is considered an amateur game so, officially, players cannot be paid. The Megacorporations get round this by employing the best players as "Entertainment Consultants". The players are not expected to work but instead spend all their time training, playing in tournaments and winning matches. This competitiveness helps raise the corporation's profile. Players doing badly could be dealt with as being in default of their contract.

## **Nurashiu, The Remnants (1223) C100344-B Lo Va { 0 } (921-2) [1339] B S - 704 16 ImDv G4 V**

First Survey Planetary Designation: *lisgi*

Nurashiu has been selected as the home of new Brethren 'meditation' centre, a modern-day monastery. The centre is in its early stages of development - there is an application in progress for the construction of a Brethren Uplift Institute regional research unit. The application has been welcomed by the IISS which wants to instigate studies into the life forms of The Remnants (which has been sadly lacking) but had been faced with the closure of the local Scout base.

Apart from the IISS station, the remaining population is a small collection of independent miners who are mining the nearby mountain range for diamonds and semi-precious gems.

## **Nushilii <Pseudo-Coelenterates Nushilus>**

Nushilii are small, filter-feeding reducers from the water world of Tutrii, Laraa (3239). These creatures are composed of gelatine-based substances and exist in a multitude of shapes, the most recognisable of which is akin to the Terran jellyfish when feeding. The Nulishii feed on the microscopic lifeforms of Tutrii's ocean, passing through numerous openings that dot the expanded umbrella (hence their similarity to jellyfish). These openings filter the micro-organisms out, pass them into the gut to be digested, the water is expelled out through rear openings which propel the creature forward as it travels through its food. This means of propulsion can be used when the Nulishii is not feeding enabling it to travel at great speeds over short distances.

As the seas are rich in soluble forms of lanthanum and other rare earth's, the native lifeforms tend to accumulate high proportions of these compounds as part of their natural metabolism and interaction with their environment. The Nulishii are near the top of the food-chain (there are a few species of larger carnivore that feed on the Nulishii) and build-up the largest percentage of rare earths amongst their tissues of all the Tutrii aquatic lifeforms. It has been proposed that the Nulishii could be harvested and processed as a cheap means of obtaining lanthanum. Harvesting could be achieved through farming fishing or conventional trawling. One helpful aspect of the Nulishii behaviour is that the creatures tend to inhabit the upper warm layers of water in huge shoals. One interesting aspect of this behaviour is that at twilight and the early hours of the evening, the seas can be seen to glow with a pale blue light. It appears that the lanthanum in the bodies is excited by the exposure to the (primary) sun. This phenomenon lasts for a couple of hours until the energy is completely dissipated. It has been remarked that this is not unlike the mechanism that propels starships into and through jump-space.

The famous xeno-biologist Prof. Liam Desta (304 - 425) did apparently remark on the many similarities between this species and the Vacuum-dwelling Moses David discovered by his good friend Patriach Ba-Shuu. In 358 he supposedly suggested at a party that there was good reason to assume that the Moses David may have evolved from the Nulishii. This 'statement' has never been officially substantiated.

## O

**O Subsector** - See **Saphyre Subsector**.

### OdeN

Spacer slang for a ship's **Optical Data Network**, the primary computer network that links the various systems (including the trunk-links between the primary CPU's) throughout the ship.

### ODEN Gallery

Spacer slang for a ship's access tubes, named for the Optical Data links that run through the access corridors that feed the life support network.

**Oeth, Shallows (0419)** B310320-B Lo Zi adW { 1 } (921-3) [1416] B S - 622 9 ImDv K0 I V

First Survey Planetary Designation: *Kikar*

'Freedom by the sword' or 'living on a knife edge' is the meaning of the Ziadd word, Oeth, and the population of this world has taken the right to bear arms to new heights.

All persons living on this world must, by law, carry at least one weapon at all times and all government posts are held until the incumbent retires or is assassinated; the killing of a member of the government is considered 'every citizen's right of free speech' and not a crime.

The Oethei Senate protect themselves by using a shield wall of bodyguards at all times and never appears in public. Despite their paranoid precautions, at least one senator will be successfully assassinated on average every three years. Despite this, Oethei bodyguards are in extremely high demand throughout the Sector. Oeth is regarded as one of the Sector's Warrior Worlds.

Despite their violent reputation, off-worlders are safe as long as they do not interfere with local traditions or participate. A visitor is considered Zaeth, a "blunt"; someone who is unworthy or incapable of defending themselves – as protected by tradition from violence as a young child.

**Oewni, Shallows (0216)** B564466-9 Ni Pa Mr { 0 } (A33-1) [3448] Bc S - 422 7 ImDv K5 V M2 V M5 V

First Survey Planetary Designation: *Zikhiirke*

Oewni was initially colonised by humans sometime prior to -6,000. It was always assumed that this had been a lost Vilani colony but, in 877, this view was brought into question. Archaeologists working on one of the few surviving ruins found, preserved under the lava, a carved wooden statue and a series of intricate stone carvings that appeared to be Loeskaith in origin. The Loeskaith were an aggressive and warlike, minor human race that originated on Sagal, Vipach (Gushemege 0339). The race became extinct about -4,300 as the result of Vilani 'intervention'. The carving, which was believed to be a representation of the Goddess Xtahl (the healer), had only previously ever been found in Gushemege.

Most scientists still hold to the theory that the carving and stone patterns were probably brought to Oewni by 'conquering' Vilani. However, there are an ever-growing number of people who believe this had to have been a Loeskaith colony established by survivors fleeing the Vilani. To date, no one has been able to unearth any additional evidence that would clarify the matter, one way or another. What is certain, is the idea that Oewni may have been a lost Loeskaith colony, has captured the public imagination and traders throughout the subsector have begun to cash in on the 'legend'.

Whatever race they may have been, the colony was completely wiped out when fragments hit Oewni from a shattered comet. One fragment hit the continent of Brimstone, while another crashed into the sea off Chalcedony. Volcanoes were stirred into life all over Brimstone, which began a chain of eruptions that buried several main cities and flung millions of tonnes of dust into the atmosphere. The strike at sea probably followed within hours and resulted in a massive tsunami that smashed through the low-lying areas.



Within weeks the atmosphere became choked with dust and water vapour. A new ice age had begun. The few surviving colonists were ill prepared for the dramatic change to the weather and it is believed that the colony probably became extinct within a generation.

The glaciers had begun to retreat by -2,500 and in -1,921 the planet was once more colonised, this time by Kukhunen fundamentalists (later known as Lancian's). 200 years later Ziadd joined the neo-Lancian colony on Oewni. Although both colonies maintained their separate identities for centuries, there was a great deal of cultural cross-fertilisation of ideas and philosophy. Slowly, unique planetary traditions evolved from both mother cultures; traditions accepted and practised by both races. The Oewni began to integrate together.

During the Vilani Pacification Campaign, Oewni was one of several worlds in Shallows to be land-granted by Makhidkarun to the Universal Church of God in order to ensure that the existing colonists would be prevented in the future from 'further' rebellion against the Imperium. The system's inhabitants, predominantly Lancians and Ziadd, were forcibly 'converted' to Universalism against their will and so began a dark age of religious and cultural repression that was to last for Centuries.

During the period known as the Civil War, many of the native Lancian/Ziadd descendants took the opportunity to rebel against the Church and eventually, after a long and bloody uprising, successfully overthrew the existing church-led government.

In 903 the IISS decided that it was too restrictive to either have all independent traffic dealt with through Enoch Orbital or else, have to put up with the restrictions of the Church who still commanded the only proper Starport on the surface. They petitioned the local Government to have the surface port, Abram's Pride, handed over to the scouts to administer. The Government initially declined because they wished a Freeport. Eventually they agreed to 'ask' the Cardinal to hand the port over so that it could be jointly run by both the Lancian's and the Scout Service. Cardinal Z'yn refused but offered a compromise. The Church would build another port, to the same Imperial standard, in Lancian territory provided Abram's Pride could remain in Universalist hands. The Government agreed. The Church elected to build amidst the marshes of Penitent plains. The Port was built with eight supporting runways radiating out so that it would be completely stable. The local guilds quickly named the port Hades because of the sulphuric stench the marsh gave out. The name stuck. While the port was not as well equipped as Abram's Pride it was a Class B port. In 928 Hades Port was opened and all non-Church traffic was transferred to it. Today the 1155 enforce extrajurisdiction at the Port while allowing the rest of the planet to be governed by the Council of Babylon.

For most, the main reason for visiting Oewni is to explore the Liberty Hall area in the Lancian city of Babylon. Liberty Hall got its name from an ancient Terran quote, *"Come in gentlemen. This is Liberty Hall you can spit on the mat and call the cat a bastard"*. What Liberty lacks in technology, grandeur and size it makes up for in the quality of its 'entertainment'.

Despite partial recognition by the Imperium, Oewni is still the subject of fierce legal debate as the Universal Church (as the Government in exile) and the current Lancian-led government make claim and counter claim as to which of them is the legally appointed government. The argument is made even more awkward by the fact that even today nearly 50% of the population are practising Universalists.

### **Ohinoh-Jai Trade Consortium <ONO-J>**

ONO-J is a quick growing coalition of independent traders who seem to have developed the inside edge when it comes to trading both with the Ziadd and with the S'mrii. The apparent head of operations is Captain Cyrano Obediah Jones of the Far Trader 'Eye of the Storm'.

ONO-J is a corporate shell designed to allow a number of independent free traders to share a common merchant identity. ONO-J traders seem to be attracted to anything with a sufficiently large profit margin; its corporate record has been marred by a number of charges for smuggling. ONO-J's competitors have publicly called it "a predatory monstrosity, operating somewhere between accepted commercial practice and downright piracy".

ONO-J does not maintain regular corporate offices, instead they rely on independent brokerage firms and contacts on a number of worlds in the Spinward region of the Sector to provide cargo and to modify and maintain their vessels.

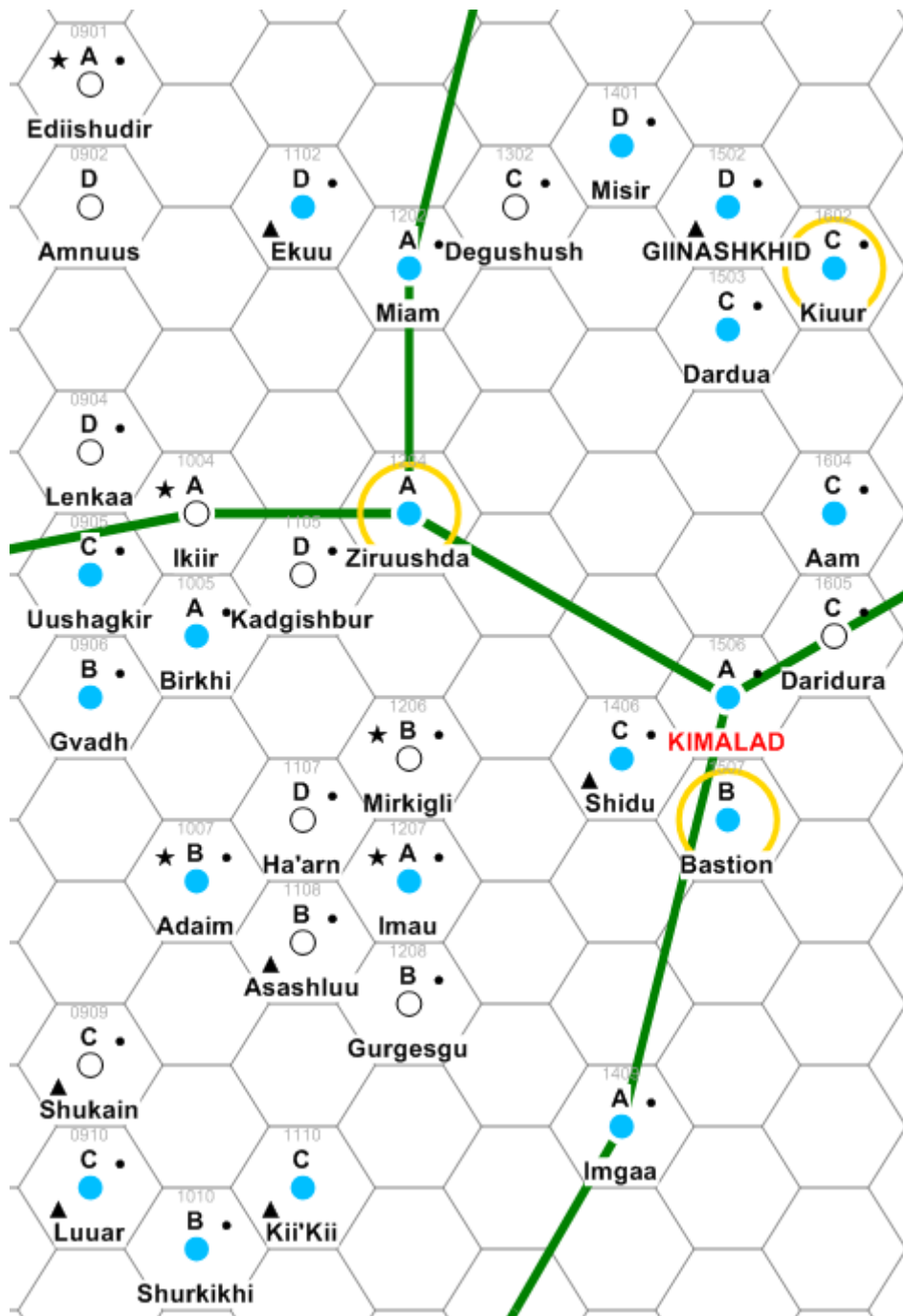
ONO-J is really a spiced up, revamped semi-legit smuggler's guild, which often uses its many criminal contacts to sweeten their pay-run. They even have their own encrypted information sub-net in a number of systems, hidden in the local datanets. One thing in their favour though, is that ONO-J will have nothing to do with slavers or organ-runners. Given that this is public knowledge, it does make you wonder who they've paid off? CyJac '13

**OLD SUNS Subsector** - Subsector B

Duchy Capital: Kimalad (1506 A7859CB-E)

The subsector is a technological backwater, with only four systems in the entire subsector are at, or above tech level 13. The subsector suffered a significant blow in 1062, when the I.I.S.S. regional headquarters for Dagudashaag were moved from Kimalad (1506), to Diishalum, Zeda (0714), in order to improve communications.

The Old Suns subsector contains 32 worlds with a population of 9.1 billion. The highest population is 6 billion, at Kimalad. The highest tech level is F at Ikiir. A number of planets to Spinward are members of the ConSentiency.



MAIN SYSTEMS IN SUBSECTOR

• Ediihudir	0901	A9B0642-C	He Ni { 1 } (C55-3) [2718]	B	N	604 10	ImDv	M2 V M7 V
• Amnuus	0902	DAAA745-8	Fl S'mr1 Kiak0 { -2 } (B66-4) [5536]	B		120 11	ImLc	G3 V
• Lenkaa	0904	D403266-9	Ic Lo Va O:0906 { -2 } (811-3) [1148]	B		904 10	ImLc	A3 V G7 V
• Uushagkir	0905	C552369-9	Lo Po O:0906 { -1 } (921+1) [426A]	B		704 11	ImLc	M1 V
• Gvadh	0906	B867730-A	Ag Ga Ri Varg6 S'mr3 Kiak1{ 4 } (C6D+1) [2B15]			BCf 103 9	ImLc	G0 V M5 V
• Shukain	0909	C6B1689-8	Fl He Ni { -2 } (C52-1)[7469]	B	S	422 7	ImDv	M4 II
• Luuar	0910	C653362-8	Lo Po Mr { -2 } (921-5) [1114]	B	S	622 7	ImDv	M2 V
• Ikiir	1004	A5A4304-F	Fl Lo { 1 } (621-1) [143D]	B	N	810 13	ImDv	M1 V
• Birkhi	1005	A4378A7-C	Ph { 2 } (F7C+2) [8A5C]	Be		505 10	ImDv	K1 V M0 V
• Adaim	1007	B427448-A	Ni Sa { 1 } (734+1) [455A]	B	N	601 4	ImDv	M0 V M4 V
• Shurkikki	1010	B527485-9	Ni { 0 } (933-2) [2437]	B		621 6	ImDv	K6 V M9 V
• Ekhuu	1102	D546789-6	Ag Pi { -1 } (966+1) [8667]	BCD	S	402 9	ImDv	M2 V M2 V
• Kadgishbur	1105	D540358-8	De He Lo Po { -3 } (621-3) [3158]	B		601 16	ImDv	M3 V M4 V
• Ha'arn	1107	D420236-9	De He Lo Po { -2 } (811-3) [1148]	B		804 8	ImDv	M3 V
• Asashluu	1108	B8B6534-B	Fl Ni { 1 } (945-1) [3639]	B	S	102 9	ImDv	M3 V
• Kii'Kii	1110	C743376-9	Lo Po { -1 } (621-2) [2248]	B	S	110 9	ImDv	M0 V
• Miam	1202	A567369-D	Lo O:1302 { 1 } (921+2) [446E]	B		204 16	ImDv	M0 V
• Ziruushda	1204	A977377-A	Lo Da Hama8 Aqua1 Bwap0 Di(Gograhah) { 1 } (521+1) [345A]	B	A	400 10	ImDv	M1 V
• Mirkigii	1206	B31067B-C	Na Ni LancW { 1 } (B55+3) [877E]	B	N	903 7	ImDv	G3 V
• Imau	1207	A564233-C	Lo { 1 } (611-2) [1329]	B	N	502 10	ImDv	M1 V
• Gurgesgu	1208	B5A4779-B	Fl { 2 } (D6C+3) [896C]	B		113 14	ImDv	M7 V
• Degushush	1302	C9C58A8-9	Fl Ph (Ziriduluush) Sa{ 0 } (C79+1) [8859]	Be		402 13	ImDv	K4 V
• Misir	1401	D425699-8	Ni { -3 } (F51-2) [7369]	B		925 12	ImDv	M0 V
• Shidu	1406	C565535-9	Ag Ni Pr { 0 } (C44-2) [3537]	BcC	S	814 8	ImDv	M0 V
• Imgaa	1409	A769762-8	Ri O:1511 { 1 } (F69-3) [3814]	BC		824 9	ImDv	M0 V M2 V
• GIINASHKHID	1502	D69799A-8	Hi In { 0 } (E89+2) [B97A]	BE	S	203 14	ImDv	M3 V
• Edaridur	1503	C667313-9	Lo Ga { -1 } (921-4) [1226]	B		104 10	ImDv	M2 V M4 V
• KIMALAD	1506	A7859CB-E	Hi Ga Cp Pr Pz { 3 } (E8F+5) [BC7G]	BcEF	A	603 7	ImDv	K2 V M2 V
• Bastion	1507	B957553-A	Ag Ni Da { 2 } (746-1)[2727]	BC	A	200 12	ImDv	M2 V M2 V
• Kiuur	1602	C435420-8	Ni Da { -2 } (B31-5) [1213]	B	A	605 10	ImDv	K3 V M0 V
• Aam	1604	C562224-9	Lo { -1 } (711-3) [1137]	B		403 12	ImDv	K9 V M0 V
• Daridura	1605	C550688-8	De Ni Po { -2 } (D52-2) [6458]	B		323 9	ImDv	G1 V M5



### **Omaat-Shahaam Trading House** <Also known as Om-STraH>

Om-STraH is a major Nehuitei trading corporation registered out of Akiva, Argi (1331). Set up in 891, on Abbayi, Argi (0936) the corporation specialises in the transportation of aquacultural goods and commodities throughout Remnants, Pact, Argi, Sapphyre, and Laraa subsectors.

In addition to a fleet of over 100 vessels, ranging in size from 500 tonnes to their 30,000 tonne bulk transports, Om-STraH has a chain of brokerage companies who specialise in handling the buying and selling of aquatic merchandise.

Stock Ownership:

*Omaat-Shadtrak family 37%, Shahaam Investments LIC 35%, Scanian Traveller's Aid Fund (STAF) 18%, private ownership 10%*

### **Omegindus, The Remnants (1424)** C587757-7 Ag Ri { 1 } (969+1) [7857] BC - - 713 10 ImDv M3 V

First Survey Planetary Designation: *Ukuur*

Omegindus is yet another prosperous rich, agricultural world within Remnants, producing a mass of foodstuffs, which find a ready market within the core regions of the Imperium. It is notable for the huge variety of produce, which it grows; many of the favourite food crops of the Empire have been successfully transplanted on this world.

Omegindus is home to the Inanger Ttah, a spider-like arthropod, cultivated for the material it uses for the cocoon phase of growth as it makes the change from immature to adult form. The fine thread is 'woven' into a dessert known as Websilk, it is of exceptional taste, lightness and iridescence which makes it a very sought after and valuable commodity.

**Om-STraH** - See **Omaat-Shahaam Trading House**

**ONO-J** - See **Ohinoh-Jai Trade Consortium**

### **Oracle, Arnakhish (2308)** D551645-4 Ni Po Chir2 { -3 } (851-5) [4332] B S - 511 12 ImDv M1 V M6 V

First Survey Planetary Designation: *Gaguushpa*

The only human settlement on Oracle is a temporary base set up by historians from the University of Korvell-Medurma. It was established to allow them to study and record the 'native' Chirpers who have a body of oral myths and legends that form the fundamental background to the Chirper society. The 'tribes' of scattered desert dwellers have maintained extensive oral myths, which seem to be the 'history' of their race; new events are either forgotten within a few generations or are incorporated into the song cycles. Chirper legends refer to the arrival of the Vilani scouts (about 12,000 years ago) as well as climatic changes and what could possibly be events from before the final war.

Other myths teach the young their duties and obligations, laws, social customs, and sources of food and water. Chirpers can navigate through unknown territory, following the ancestral paths identifiable through topographical features given significance in the song cycles.

Social life is complex and conservative. Precedent for any action has to be found in the Myths or to be inspired by the lives of legendary 'heroes'.

The planetary name was changed in 1032 after a Prof. Cohn Afunarosh noticed that certain Chirper legends appeared to be predicting events that were just occurring in the Imperium. Although it was proved that so extensive a range of myths would obviously offer some parallels with present day events (As explained by Prof. Doan Mayao in his book 'Research Mania - the problem of over-specialisation': Liberty Press 1022).

Prof. Afunarosh went on to write three bestselling dataclips of Chirper myths which he claimed prophesied future events, including another great civil war that would result in galactic devastation.

### **Osakis, Mimu (0202)** D675723-6 Ag Pi { -1 } (966-4) [4623] BCD - - 503 7 ImDv M2 V

First Survey Planetary Designation: *Ginmuu*

One of the main grain producing planets in Dagudashaag, the Osaki Ginmuu are renowned as a nomadic people always on the move. This is not totally true as many of the richer families have their own tracts of land to maintain and work. Most others however, do spend their entire lives travelling from farm to farm and from seasonal crop to seasonal crop as migratory workers.

Most of the land under cultivation is actually owned by co-operatives who pay its workers a dividend of the overall profit. These workers, who make up the largest segment of the population, reside in their large caravan convoys or in the free hostels that have been established throughout the land, constantly travelling back and forth between the farms along narrow roads that run alongside the massive fields. Initial genetic manipulation of the grain seed has allowed the crops to mature at different times throughout the orbital year.

### **Osha, Shallows (0519)** A625441-D Ni { 1 } (A34-3) [1519] B N - 204 10 ImDv M2 V

First Survey Planetary Designation: *Kuus*

Osha is a near-desolate world; the only settlement is primarily a Starport, a naval yard and an attendant Navy Base. The total system population is made up of Starport employees and navy base personnel. The navy base was originally established to help keep an eye on the Ziadd to rimward and the Ushran's to trailing, as were the other bases around this subsector. Today the base is mainly concerned with refitting the sector's fleet of supply ships.

Osha is on the main supply route to Dakushan and currently has a contract to build a fleet of multi-mega-tonne tanker ships to carry hydrogen to Dakushan and bring back the exports of that world.

### **Ostan-Kilgair, Paine Marii**

(b. 422 – d.469)

Born on Biik, Zeda (0323) to a family of Solomani farmers, all through her childhood Paine was fascinated by the stars and apparently left Biik sometime around about 437 to work as a roustabout on the Neheutei trader 'Fountain of Wisdom'.

The trader was captured by Universalist privateers in Bolivar Sector and most of the crew were slaughtered outright. Paine's elfin good looks apparently saved her life and she was presented as a gift to Arch-Pope Leon X. She was persuaded to receive baptism (she is believed to have returned to being a practising Baraka Muslim on Biik just before she died).

Paine was extremely bright and quickly rose through the ranks of the household servants, reaching the status of a personal advisor to the Arch-Pope himself. In 443 Paine was apparently caught in an indiscretion with a guard and was removed from her office, but not before receiving thirty strokes with a pain inducer.

Prof. Cassius <sup>de</sup>Polue in his book, 'A Higher Authority' points out that the normal punishment for adultery was usually about three stokes of the inducer, not thirty. Paine barely survived the punishment and spent three months recovering. The Professor goes on to suggest that it was highly likely that Paine had been Leon's mistress ever since entering the Arch-Pope's service. Leon was well known for his jealousy and revengeful moods and it was he who personally decided Paine's punishment. In 438 Paine records that she suffered a miscarriage after eating a meal specially prepared for her by Leon's own chef. Could this foetus have been Leon's child? Could a poison deliberately placed in her food have brought on the miscarriage?

Despite leaving the Arch-Pope's service in disgrace, Paine was sent to Dudin, Zeda (0230) where she initially served the Church as a Quaestor (magistrate and paymaster) under Cardinal Angelo Marius. The dominant aristocratic faction on Dudin quickly accepted her and she served for three years as the Church Consul. Deprived of a command at Marius' instigation in 448, she organised an attack on the Cardinal's palace to regain it. Marius was so impressed at her 'resourcefulness' that he reinstated her to the Office of Consul and gave her the task of subjugating the Ziadd and Lancian colonies in Shallows Subsector. She was appointed Dictator of Cablu, Shallows (0214) in 450 in order to reconstitute the state and to restore the church's power, primarily by imposing strict controls on the Churches' tribunes and magistrates.

Unfortunately she once more fell afoul of Marius, now elected Arch-Cardinal of Shallows. Although she had successfully brought Cablu back into the fold of the Church, Marius charged her with blasphemy and she was forced to flee. She 'requisitioned' a warship, the 'Shield of God' which she renamed the 'Bushwhacker' and fled to Zeda. The Ziadd, who had little love for the Universalist Church, agreed to employ her as a privateer though in reality she was little more than a pirate. Among her many exploits were the capture and ransom of Cardinal Dario Jhuan on Oewni (0216), the sacking of Port Lazarus (Cablu), and the capture of Cranium, one of the three moons of Icarbus (Ekli System, 0718). Marius relented and pardoned her in 463. Although appointed lieutenant governor of Oewni in 464, she continued to encourage piracy and lawlessness against the Church. In 466 a church tribunal was called by Arch-Pope Leon X with the task of excommunicating her for crimes against the Church but, before they could capture her, she vanished. She reappeared on Biik in 468 only to die less than a year later, apparently killed by an assassin.

Prof. Cassius <sup>de</sup>Polue states *'Paine was a unique individual. Beautiful, she was willing to use her mind as well as her body to get whatever she wanted. After Leon she quickly set her eyes on Cardinal Marius. There is little doubt that she completely captivated him, both in and out of the bedchamber. Unfortunately one man was never enough for her and her other relationships often led to serious conflicts between them. Twice she elected to break with Marius completely, twice he responded by withdrawing her from office. In the end her actions and her reputation had grown too much for the church. They could no longer risk her publicly revealing her affairs with both an Arch-Pope and an Arch-Cardinal and so they sent an assassin to end her life. Many historians believe that had Marius not been so enamoured with Paine he would almost certainly have become the next Arch-Pope...'*

Taken from the MemClip, "A Higher Authority", by Prof. Cassius <sup>de</sup>Polue, published by Liberty Press, (1088).  
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## **Oumuu, liradu (2904)** C97A575-7 Ni Wa { -2 } (742-4) [3335] B - - 900 10 ImDv M0 V

First Survey Planetary Designation: *Kirkuu Aak*

There is considerable volcanic activity on Oumuu, which has led to the existing sulphurous taint in the atmosphere which gives the Oumuan Ocean its distinctive yellowish hue. It is also partly responsible for the spectacular sunsets for which Oumuu is famous, and which many subsector wits describe as the only reason why anyone should wish to travel there.

Oumuu was originally settled by employees of three of the major corporations of Zugaa, who had been brought in by Sternmetal as sub-contractors to exploit the newly discovered mineral resources of Oumuu. The Zugaan corporations were used for their renowned expertise in water-world operations.

The volcanic activity on Oumuu had produced a large number of seabed 'black smokers', volcanic vents where the innards of Oumuu were vented under conditions of extreme pressure. The Sternmetal mineral operations were begun to exploit these resources.

Over the years it was found that the productivity of Sternmetal's operations was not enough to justify the resource expenditure, and the Megacorporation decided to terminate its operations. By this point there had been several generations born on Oumuu from the original Zugaan employees, who considered themselves Oumuan, and who wished to stay. Sternmetal agreed to leave them most of the equipment and resources in return for a percentage cut of any future mineral exports. Business analysts noted that the equipment was largely tending towards the obsolete and agreed that the deal definitely favoured Sternmetal.

The new Oumuan still identified strongly with their parent company ties, and the three original settlements formed the basis for the mini-states that make up present day Oumuu. Relations between the three have often been uneasy, but are particularly troubled at present. The largest settlement, New Shurruk is built on an island chain that is particularly threatened by new volcanic activity. The other two settlements, Imirisshiba and Kuyperon are extremely concerned that the Shurrukians are planning to take over the Imirisshiban settlement which is in one of the most geologically stable areas of the planet.

Kuyperon differs from the other two settlements in that it is not built on an island. Rather it is a floating assemblage of many different floating factories, ships and dwellings that have been bolted together over the years, forming a tangled warren of varied designs, which, it is rumoured, not even the inhabitants know their way around completely.

## **Outbound Run**

A sporting event sponsored by the LifeTech Corporation that takes place in the Uugmu Khimad, Laraa system.

Competitors race from Uugmu Khimad to each of the system's three gas giants, and then return to Uugmu Khimad again. All competing vessels are placed into one of six categories based on their drive performance (all entrants are subjected to thorough examinations before starting). Competitors must collect flags from corporate ships waiting at the gas giants in order to prove that they have completed each leg. The purse is one mega-credit, although the winners often earn far more from advertising deals and celebrity tri-vee appearances. The Outbound Run receives subsector-wide coverage.

## Oynprith, Language of

Common language of the Droyne; for centuries, only the vast distances separating Droyne worlds from each other concealed the fact that they all had a common language. That is not to say that every Droyne spoke the same language; indeed, different Droyne communities spoke different languages, often very different languages. However, all Droyne communities shared one common language - Oynprith, the language used in the coyn casting ceremony. Outsiders missed Oynprith simply because it was not used in public very often; it had a status as a ritual or ceremonial language, much like the status of Latin on Terra (Sol/Solomani Rim 1827).

In interstellar commerce, Oynprith was soon discovered by Droyne to be a universal language among their race; as trade increased, Oynprith became more commonly used, finally reaching a status as the universal Droyne language.

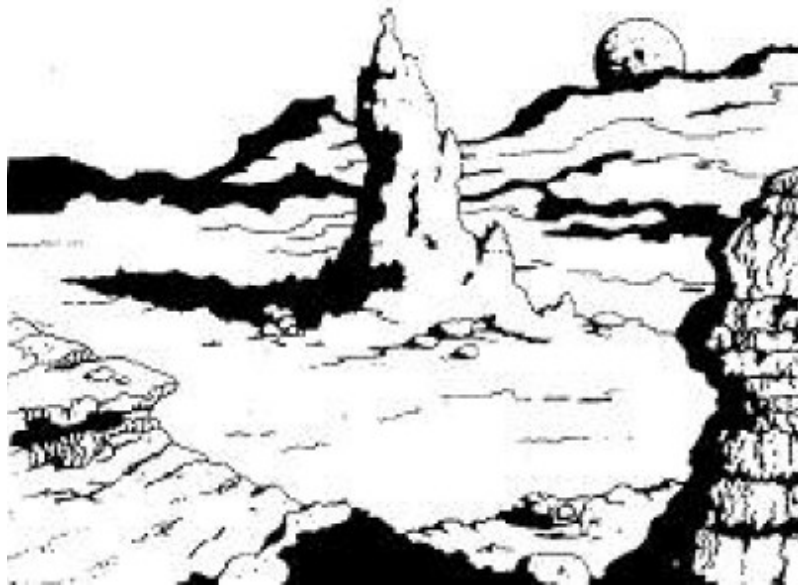
Example: *'Tyafelm kryu eskaisin proyrn Ssyux koynisinsyu'*

Translation (Galanglic): *'Loyalty to family first, brings eternal treasure.'*

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Joker's Tower, Nox, Ushra (1115)

# P

**P Subsector** - See **Laraa Subsector**.

## **Pacification Campaign**

<76 to 120>

A series of diplomatic, economic and military actions directed at forcing worlds, which had initially resisted the Imperium's efforts to annex them, into accepting membership. Although the majority of the campaigns were predominantly economic and diplomatic in nature, the Imperium resorted to using force when more peaceful methods failed.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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Four specific Pacification Campaigns were undertaken, each under the control of an Archduke of the Imperium. The Vilani Pacification Campaign was targeted at portions of Dagudashaag and Gushemege sectors. The Vilani were given the task of subduing the Sector in general and the S'mrii, Ziadd and Lancian colonies in particular.

The Imperium had already made major inroads into the Sector. The Kuriishe Eraki had already joined, as had the Kimalad Collective and the Guukian Federation (abet with a great deal of persuasion) and the Ushran Hansa was now economically dependent. Although the Pact had not yet capitulated, it was only a matter of time before they were 'starved' into submission. Imperial economists advised that rather enter into what would have become a long and protracted war, the Imperium should establish a blockade preventing the Pact from gaining access to vital resources. As a result, the Imperium subdued all the planets around the Pocket Empire and waited. In 90 the Pact finally capitulated without any major conflicts.

Elsewhere in the Sector, the Vilani were not so patient. Forward scouts of the expanding Sylean Federation had reached the ConSentiency at about -30. The S'mrii had responded rather coolly to their overtures, since they feared the submergence of their culture in a human-dominated state, and were quite happy trading independently with the Lancians to Spinward. Some initial progress had been made by about 60, when, due to Vilani pressure, the terms for entry into the Imperium were significantly changed, to the detriment of the S'mrii. The S'mrii rejected the proposals out of hand, and this was presented to the Emperor as a direct snub to his personal authority. Much of the Mimu/Tansa region was already beginning to destabilise, and the Imperium was able to take several worlds on the Trailward edge of the subsector by military intimidation. The Revolt of Shiramuunir from the Lancian Confederation and stiffening resistance by the S'mrii led to full-scale war in 77.

Vilani strategic control over the attacks meant that they were bloody and uncompromising. Out of sight of Sylean units, many atrocities were committed against S'mrii civilians. Mass executions were commonplace on Zuiar and Tree'chuakh. As a result of orbital bombardment Tae became a radioactive desert once more.

The Vilani forces established a number of exile camps throughout Laraa and moved entire civilian populations en-mass from subdued worlds in Mimu, Old Suns and Shallows Subsectors. In their place, Vilani settlers were brought in. However, not everything went smoothly and warships and privateers of the ConSentiency fleet successfully captured a number of Vilani transports and released the cargo.

Campaign was long and very bloody. By 99 the Vilani had begun to use some surprising allies, such as the Universalist Church, to help subdue troublesome worlds. The S'mrii resisted as best they could, but Mimu itself fell to Imperial forces by 108. By 120, after a long and protracted war, the Sector was effectively subjugated and the pacification campaigns ended. With it the initial phase of the Imperium's growth came to a close.

The Campaign has left a legacy of political repercussions, particularly amongst the S'mrii and Lancians and, even today, anti-Vilani feeling runs high in certain parts of the Sector.

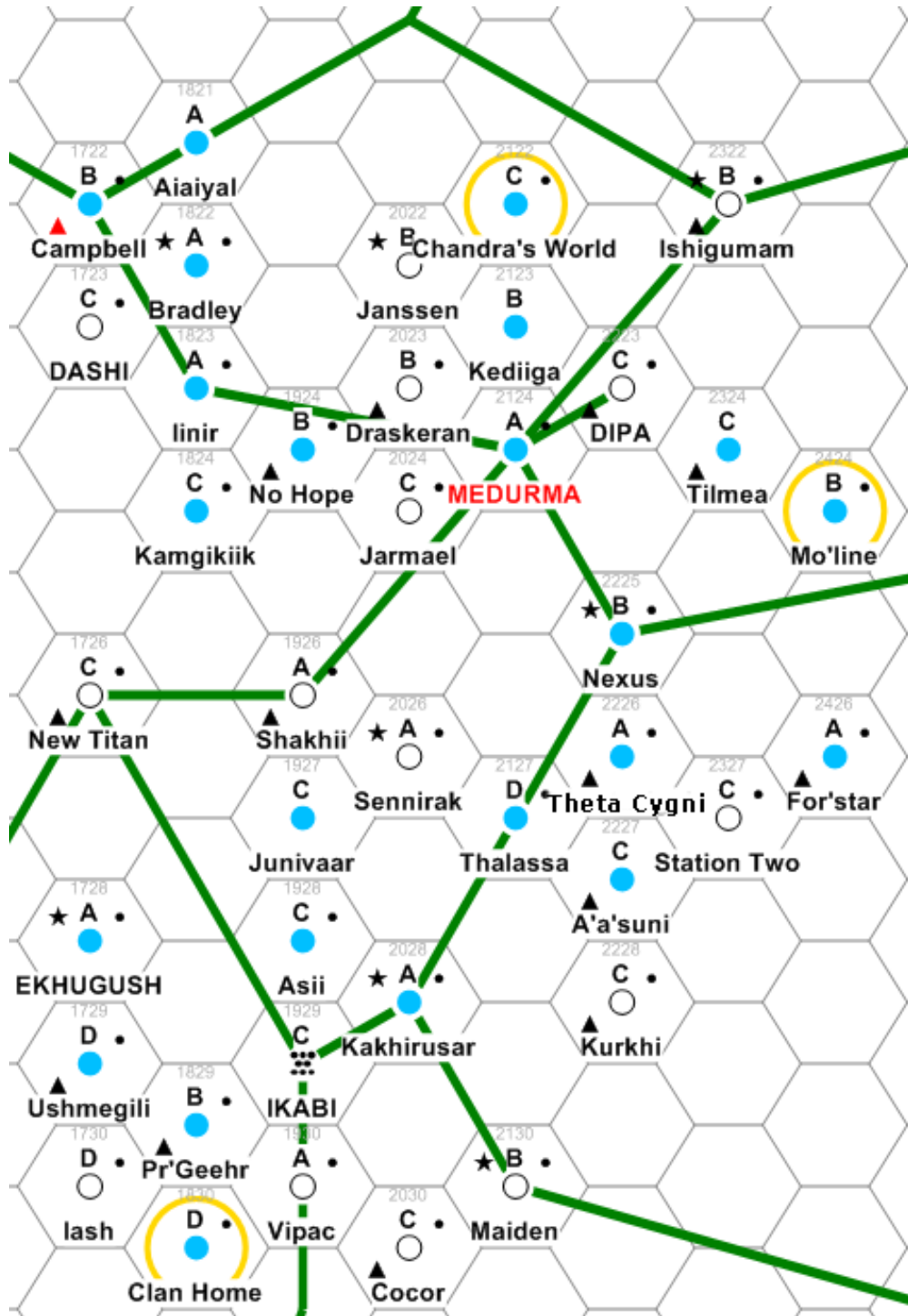


**PACT Subsector** - Subsector K

Duchy Capital: Medurma (2124 A9D7954-G)

Pact subsector is the most densely populated and technologically advanced of all the subsectors in Dagudashaag. As one Imperial economist once stated, '...the Dashi-Khusgulus-Argi triangle is a true industrial powerhouse. 'As befits such a region, it is a communications hub, and the majority of the traffic between Core and Gushemege passes through this area. The open trading policies of the Medurman government have allowed high technology to 'spill over' into surrounding systems - most of the systems between Campbell (1722) and Dipa (2223) are at or above TL13. The subsector is named after the Medurma Pact, a petty state that dominated this region between about -500 and -10.

The Pact subsector contains 39 worlds with a population of 95.4 billion. The highest population is 70 billion, at Dipa. The highest tech level is E at Campbell, Dipa and Theta Cygni.



**MAIN SYSTEMS IN SUBSECTOR**

• Campbell	1722	B99A200-E	Lo Wa { 2 } (811-2) [1419]	B	W	204 7	ImDv	M1 V
• DASHI	1723	C55098B-A	De Hi Po Asla0 S'mr0 { 2 } (F8C+4) [BB7C]	BE		404 11	ImDv	M2 V
• New Titan	1726	CAA772-B	Fl { 1 } (E6B-3) [3817]	B	S	714 8	ImDv	M1 V
• EKHUGUSH	1728	A63698A-D	Hi { 3 } (E8F+5) [BC7F]	BE	N	312 8	ImDv	M2 V M9 V
• Ushmegili	1729	D86A204-A	Lo Wa { -1 } (811-3) [1138]	B	S	722 14	ImDv	G1 V
• Iash	1730	D203883-8	Ic Na Va Ph Pi Sa { -2 } (E76-5) [5625]	BDe		604 7	ImDv	K2 V
• Aiaiyal	1821	A572845-C	He Ph Pi Asla4 { 2 } (B7C+1) [6A3A]	BDe		710 12	ImDv	K2 V
• Bradley	1822	A546200-D	Lo { 1 } (711-3) [1318]	B	N	803 15	ImDv	M3 V M3 V M9 V
• Iinir	1823	A557885-C	Pa Ph { 2 } (B7C+1) [6A3A]	Bce		401 11	ImDv	M1 V
• Kamgikiik	1824	C43655A-C	Ni (Kamgik) { 0 } (B44+2) [757E]	B		704 10	ImDv	K1 V M3 V
• Pr'Geehr	1829	B583435-9	Ni (Geehrtahe) { 0 } (B33-2) [2437]	B S		205 8	ImDv	G3 V
• Clan Home	1830	D789535-5	Ni Pr Da AslaW { -3 } (741-5) [3233]	Bc A		111 11	ImDv	M3 V
• No Hope	1924	B541699-A	He Ni Po { 1 } (C55+2) [776B]	B	S	113 11	ImDv	K1 V
• Shakhii	1926	A200697-D	Na Ni Va Sa { 1 } (C55+1) [675D]	B	S	504 11	ImDv	M2 V
• Junivaar	1927	C586112-9	Lo { -1 } (301-5) [1115]	B		800 13	ImDv	K6 V
• Asii	1928	C435894-7	Ph { -1 } (A77-3) [6735]	Be		205 10	ImDv	G0 V
• IKABI	1929	C0009DE-B	As Hi In Na Va Pz { 3 } (B8E+5) [DC9F]	BE A		800 11	ImDv	K4 V
• Vipac	1930	A401230-D	Ic Lo Va { 1 } (711-3) [1318]	B		803 10	ImDv	M1 V
• Janssen	2022	B420310-B	De He Lo Po { 1 } (921-3) [1416]	B	N	113 9	ImDv	G7 V M9 V
• Draskeran	2023	B311454-C	Ic Ni Sa { 1 } (934-1) [253A]	B	S	612 13	ImDv	M2 V M5 V
• Jarmael	2024	C512669-9	Ic Na Ni O:2124 { -1 } (D53+1) [756A]	B		732 9	ImDv	M0 V
• Sennirak	2026	A401797-C	Ic Na Va Pi { 2 } (E6C+2) [795C]	BD	N	414 13	ImDv	A3 V
• Kakhirusar	2028	A664378-B	Lo { 1 } (821+1) [345B]	B	N	903 9	ImDv	M2 V
• Cocor	2030	C6B2665-8	Fl He Ni O:1929 { -2 } (B52-4) [4436]	B S		303 7	ImDv	M3 V M5 V
• Chandra's World	2122	C9966AA-7	Ag Ni Da { -1 } (853+1) [8579]	BC	A	803 8	ImDv	K4 V
• Kediiga	2123	B778411-8	Ni Pa { -1 } (832-5) [1314]	Bc		920 9	ImDv	G6 V
• MEDURMA	2124	A9D7954-C	Hi An Cs Di(Miyavine) Asla1 S'mr0 { 3 } (G8E+1) [7C3A]	BEF		823 12	ImDv	G0 V
• Thalassa	2127	D56A557-9	Ni Wa Pr { -2 } (C42-2) [5359]	Bc		423 11	ImDv	K8 V
• Maiden	2130	B43069B-C	De Na Ni Po Da { 1 } (D55+3) [877E]	B N A		814 13	ImDv	M0 V M7 V
• DIPA	2223	C200AEB-E	Hi In Na Va Pz { 3 } (D9F+5) [CD7G]	BE S A		701 12	ImDv	A4 V M5 V
• Nexus	2225	B666636-7	Ag Ni Ga Ri { 1 } (855+1) [5746]	BC	N	723 12	ImDv	G4 V
• Theta Cygni	2226	A424100-E	Lo { 1 } (501-3) [1219]	B	S	702 10	ImDv	F4 V
• A'a'suni	2227	C5468AD-5	Pa Ph Pi Pz (Athar) { -1 } (A76+3) [C799]	BcDe S A		300 10	ImDv	M2 V
• Kurkhi	2228	C401578-8	Ic Ni Va { -2 } (C42-2) [5358]	B	S	514 9	ImDv	M0 V
• Ishigumam	2322	B100587-D	Ni Va { 2 } (946+2) [575D]	B	NS	102 9	ImDv	K2 V M6 V
• Tilmes	2324	C433644-8	Na Ni Po { -2 } (852-4) [4436]	B	S	500 11	ImDv	M1 V K8 V
• Station Two	2327	C560104-A	De Lo { 0 } (501-2) [1138]	B		202 11	ImDv	M4 V
• Mo'line	2424	B435655-C	Ni Da { 1 } (C55-1) [473A]	B	A	113 7	ImDv	M2 V
• For'star	2426	A623125-A	Lo Po { 1 } (801-1) [1238]	B	S	505 8	ImDv	M2 V M9

**Pämdeom <Böru Wheel of Life>**

Hamaran believe that life-long faithfulness to the concepts of Pämdeom will lead to their rebirth on a higher plain. The four 'spokes' or teachings that lead to a higher state of being are:

- Never take life (the majority of Hamaran are vegetarian),
- Never to steal,
- To remain celibate until the Hamaran's third season and thereafter practice monogamy throughout the rest of their life,
- Never to lie about spiritual attainments.

The rim of the 'wheel' consists of generosity, tolerance, energy, ethics, meditation and wisdom. To a devout Hamaran, wisdom means attempting to look beyond the 'fiction' of life to the reality within and thereby experience life as it really is. To do so they must first rid themselves of conventional ideas and perceptions as to who they are and what reality is.

**Pamnagagur, Gadde (3024)** C785497-9 Ni Ga Pa { -1 } (C32-1) [4359] Bc S - 915 13 ImDv M0 V M5 V

First Survey Planetary Designation: *Demir*

The planet is the third satellite of the large gas giant Dalsarin. When the subsector was first surveyed, Pamnagagur was listed, as a prime agricultural site was subsequently declared an Imperial reserve; the system was placed under the jurisdiction of the Ministry of Colonisation and held for future needs. Those needs were deemed to be pressing by the dawn of the eleventh century and Pamnagagur was opened for colonisation. Over ninety thousand settlers, mostly from high population worlds in Core Sector have relocated to Pamnagagur.

Most live in prefabricated towns dotted around the southern pole. More are arriving and it is believed that large-scale commercial agriculture will begin within the next five years. At present, the world is still governed by the Ministry of Colonisation although the reins of power are likely to be handed across to a locally elected government in the near future. There has been opposition to the settlement by environmental groups who believe that the world's delicate ecosystem is under threat.

**Pan-Galactic Friends of Life <PGFL>**

A dedicated, positive-action environmental group strongly concerned with protecting endangered species and threatened ecologies. Once considered a lunatic fringe group, over the last hundred years they have acquired a good deal of public respect and support.

Their defence of the declining herds of Dawnsingers on Phireene earned them considerable exposure. In 1089, PGFL succeeded in winning substantial funding from a number of Imperial corporations, including Naasirka, who wished to improve their image with environmental protest groups. In 1094 PGFL used part of the funding to establish a number of sanctuary worlds (including Khumara in Mimu subsector) which has further increased their credibility with businesses and the general public.

**Parendis, The Remnants (1525)** A639386-C Lo { 1 } (821+1) [244B] B - - 903 8 ImDv M1 V

First Survey Planetary Designation: *Gar*

The only population centre of the Parendis system is the Chaldea Highport - the main world around which it orbits is now a barren wasteland. The world was evacuated fifty years ago following an explosion at a chemical works on the edge of the small capital city, the explosion caused little direct damage but a huge cloud of toxic, volatile chemicals drifted over the city. The city of Calsus grew up in a hollow, at the site of a natural geothermal vent (which supplied the city with power), As a consequence of the site the Calsus the toxic cloud settled over the city, The little-changing weather systems and the generally cool climate has trapped it here since, Many of the chemicals have condensed into a thick, crystalline, deadly coating on every surface, The sporadic outpourings of the geothermal vent has dispersed some of the cloud but not before catalysing reactions between many of the compounds to produce to new poisonous material. The main-world is officially off-limits but there is little in the way of enforcement. The lethal nature of the only site of interest has persuaded most to stay off planet, despite numerous proposals to reclaim much valuable equipment that was left in Calsus when evacuated, There have been unsolicited attempts to explore Calsus but all have ended in tragedy,

**Parendis Meridian Cluster**

A cluster of seven systems in the Remnants and Pact Sectors between Ipkur and New Titan, all of which are limited to C starports except for the A port at Parendis and many are below the standard Imperial technology level. Considered a backwater region, the primary traffic into the region is via New Titan and are totally reliant on independent mechants to transport to and from the other systems, being completely bypassed by the Sector-wide transportation companies.

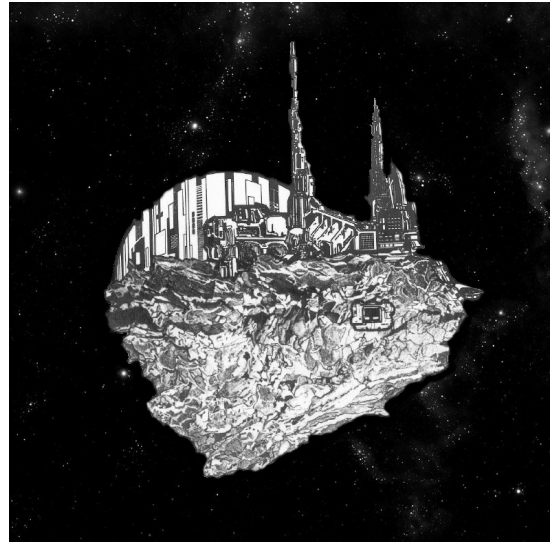
**Parliament, Pact**

An orbital city built on an asteroid, which was moved to a stable L5 orbit in 848 between Ambrym and Medurma (2124). Parliament was built by Duke Davin Viisarikkaa to house the Sector bureaucracy and to provide him with a representative advisory council.

Each system in the Sector is obliged to send a representative to Parliament where they represent the needs and views of their planet. These representatives meet in the Grand Chamber to discuss matters affecting the region as a whole. The subsector dukes and racial representatives meet in the Star Chamber with an equal number of representatives from the Grand Council. The Duchess oversees the Star Council, with her two advisors and a representative sent from the Imperial Court to represent the wishes of the Moot.

Parliament also houses the official Ducal Palace, a Naval base, a class A Starport, as well as the official headquarters of the Internal Sector Audit Team, InSec (internal Security), Ducal Bureau of Sentient Relations and the Ducal Office of High Justice.

The Ducal Palace is considered one of the Sector's architectural wonders. The palace is generally entered by means of the Grand Procession leading to the Ducal Audience Chamber, which is over 1,000 metres long and 4 storeys high. At the rear of the chamber stands the 35 metre-high Sector seal, which is located directly behind the Ducal throne. The oval chamber is surrounded by three Tri-vee studios, The Duchesses private quarters, banqueting hall, the Grand Chamber and the botanical gardens and aquarium (built by Duke Raegis IV to house his daughter's collection of aquatic species from Ambrym). Behind the throne, a corridor leads to the Hall of Gifts, Hall of Wisdom and the 'Seed of Law'.



The 'Seed' is a Gen 6 pseudo-personality computer complex presented by Emperor Gavin to all of his Sector Dukes and Duchesses. The 'Seed' contains a replication of Emperor Gavin's personality as well as an intelligent expert system database designed to help sector duke's reach decisions that are would accord with the wishes of the Emperor. Only a few, select people are allowed access to the 'Seed' – The current Duke or Duchess, their immediate family, the Lord High Chamberlain, Imperial Domain Representative as well as visiting Imperial Auditors.

The Hall of Wisdom currently consists of eleven S'mrii Ss'mitkr (ROM Constructs) which mirror the personalities of the last five Duke's as well as their most influential advisors. The Hall was presented to the Viisarikaa family after they helped the S'mrii secure the contract to build the Emperor's own Hall of Wisdom.

The Hall of Gifts is a large museum-like building. By tradition, each inhabited planet in the Sector is duty-bound to present a 'treasure' to the reigning Duke or Duchess on their ascendance to the Ducal throne. The hall houses the treasures of the current Duchess and consists of everything from antiques and furniture to a mated pair of Bloodstones presented by the Amec Federation, a carving in holowood from GateWay, Argi and 'Words of Wisdom' presented by the citizens of Ediishudir, Old Suns.

Parliament is considered out of bounds to unauthorised craft and is protected by a squadron of system defence boats and Rampart fighter craft.

## Passing Go

Spacer slang for receiving customs clearance.

## Pavement, The - See Chiauk, Mimu (0803)

## Pediica, Laraa (2938) C758164-9 Lo Re { -1 } (601-3) [1137] B S - 603 6 ImDv K9 V M5 V

First Survey Planetary Designation: *ArkLiouukii*

Pediica was a prosperous petro-chemical/processing settlement until late in 613 when, while the fleets were heavily involved in the Civil War, the planet was invaded by M'nengi hordes who exterminated the entire colony. The M'nengi were only finally defeated in 615 with the return of Duchess Julianne Viisarikaa and her war-weary fleet.

Pediica is now left as a planetary war memorial to the millions who were slaughtered by the barbaric M'nengi. Today the only permanent inhabitants are Scouts who look after the many graves and memorials and prevent unauthorised access to the Pediica spice workings.

## Pediica Spice <Also known as 'Rad' or 'Zero'>

Pediica Spice is a hallucinatory drug originating from the metamorphosed shells of a native crustacean, the Shasgahi. The crustacean floats on the world's equatorial oceans and, on their deaths drop to the seafloor. Over the millennia, countless billions of shells have built up and where they have fallen into areas with the correct pressure and temperature, the crushed remains undergo chemical changes that result in an organic hallucinogenic powder. When taken, the drug brings about a rapid increase in brain activity while slowing down the metabolism to a crawl. Many users enter what appears to be a catatonic state, unable to move or respond to external stimuli; in reality, the parts of the brain that governs imagination, art and abstract thought go into overdrive.

Long exposure to the Spice can lead to permanent addiction and catatonia, so miners are only ever hired for a three-month contract. Harvesting the shells is a difficult and time-consuming affair, made more complex by the fact that the drug is illegal on most worlds. Around a gram of powder generally sells for Cr. 1,000 and will provide two 'trips'.

**Perekir, Laraa (2932)** BB310634-9 Na Ni { 0 } (B54-2) [4637] B - - 403 17 ImDv M3 V

First Survey Planetary Designation: *Khanamusa*

Perekir is currently awaiting development and colonisation by the subsector government. The current population consists of prospectors who are employed by the Ducal Office to survey the world for the locations of any mineral sites that are present in big enough quantities to exploit profitably.

Although originally colonised early in the Rule of Man, the original settlement failed when they fell afoul of the Khana, carnivorous reptilians native to the equatorial mangrove swamps and believed at the time to potentially be evolving towards sentience. The Khana are still proving to be a major problem to colonisation. Resembling a cross between an alligator and a squid, the presence of the Khana on the world stopped any further colonisation for centuries. BUI and IISS were initially convinced that the Khana were on the verge of crossing over into true sentience provided they remained unexploited. However, after being under observation for over six hundred years, the IISS have finally accepted that they are evolutionary stagnant and are unlikely to ever progress any further. Their findings, released in 1102, have finally opened the way for Perekir to be colonised.

**Perkurshir, The Remnants (0927)** B566402-C Ni Pa { 1 } (934-3) [1518] Bc N - 703 8 ImDv M2 V

First Survey Planetary Designation: *Khar'magaa*

Although a beautiful world, only a small part of Perkurshir has ever been fully explored. The two main continents have remained virtually undisturbed since the initial survey, as few natives ever bother to leave the tropical archipelagos where they live. Most are content to live an idyllic life harvesting the sea for all their needs.

In fact, Perkurshir would be a complete backwater of a planet if it wasn't for the fact that the Bhuuta Chain of islands is home to the Chamberlain Preparatory College for Ladies and Gentlebeings of Distinction. The college caters for children aged 5 years through to 16 and has a scholastic reputation second to none.

See **Chamberlain Preparatory College**

## Phyla

S'mrii society is highly stratified, and monolithic in nature: the same basic social structure holds throughout Mimu and other S'mrii worlds. The S'mrii have no true nation states: their largest economic groups are the '*Zuichee*' or "phyla", which embody aspects of both nations and corporations. Phyla vary widely in size, having anything between 50 thousand and 15 million members, making the largest of them equal in economic power to some Imperial sector-wide companies. Phyla are broadly delineated by function (electronics, manufacturing, communications, transportation etc.) and higher status phyla tend to have wider regions of authority, and greater administrative responsibility for a particular aspect of S'mrii industry.

The lowest in status are the "contract labour phyla" which supply semi-skilled and unskilled labour to other phyla, and the highest are the "noble" phyla, descended from Iak'Kiaskui and his immediate followers, which provide strategic direction for S'mrii industry and govern the S'mrii people. The overall result is a social-industrial system, which is very efficient, but also highly interdependent, as contractual and feudal ties bind the phyla very tightly together. Conflict would be disastrous for all, and is almost unthinkable.

Within a phylum, the basic social unit is the *Ka'usui* or "family", consisting of a mated pair of S'mrii, their offspring, and attendant Kiakh'iee. Three or four *ka'usui* make up a *sk\*khua* or "circle", a broader concept than the Human extended family, as it may include individuals with no blood ties. It should be emphasised that the family and circle bonds in S'mrii societies are very strong. Loyalty to one's children and fellow circle members is what holds the fabric of S'mrii society together. Loyalty to the phylum governing council is also strongly imprinted in a Smrii's education.

Any social system has its outsiders, and in the S'mrii case these are the Excludes, who have forsaken phylum allegiance, or had it stripped from them. Freelancers, criminals, and agents, who must operate where the phyla may not go — all these are called Excludes, viewed with suspicion and contempt by those comfortable in the phylum hierarchy.

**Piileir, Sapphyre (1833)** A78457A-D Ag Ni Cp Pr { 3 } (C47+5) [787F] BcCF N S - 814 10 ImDv F4 V M8 V

First Survey Planetary Designation: *Namshuu*

Piileir is the trade and traffic nexus of Sapphyre and one of the largest exporters of agricultural produce in the Sector. There are huge, high-tech, semi-automated farms stretching over the entire surface of the land and on and under the seas. Not only does the world produce vast quantities of foodstuffs, its advantageous position at the crossroads on two vital branches of the regional trade routes means that it is a convenient distribution centre for the agricultural worlds of Uki (1839), Bountiful (1934) and Eikhoifiruah (2433) as well as transshipping exports from Durgaarur (1735). The orbital and surface starports are kept busy all round the clock, with representation from all of the major sector and imperial commercial corporations.

**Piirgu, Iiradu (2807)** BB200530-D Ni Va { 2 } (746-2) [1718] B W - 600 10 ImDv M3 V

First Survey Planetary Designation: *Shashuush*

This system lies only 36 parsecs from Vland and it was first visited soon after the Vilani invention of jump drive around ten thousand years ago. These early explorers were disappointed with the system's cool, dim, M-class sub dwarf and were quick to name its distant (and only) accompanying planet 'Shashuush' after a frozen hell mentioned in Vilani mythology. The surface temperature has been known to reach 33 K during abnormal flare activity, but rarely moves from an average of 31 K, and the slow rotational period of 23 days results in the lit side baking under harsh stellar radiation. Other more choice worlds of the subsector attracted initial colonisation efforts and it wasn't until the development of the X-Boat network through this area and growing trading links between Iiradu and Larmige that further thought was put into developing a human presence here. Today, the population of six hundred thousand are almost all employed within the scout way station and starport facilities and, due to reasons of environmental control, it was deemed to be safer to place these elements in low Piirgu orbit, rather than on the surface of the main world. The current structure has evolved into a roughly cubical six hundred metre assembly of variously shaped components and is capable of handling vessels up to around 5,000 tons in internal hangars. Vacuum docking connections are available for larger ships.

Several thousand people are employed on the surface of Piirgu, however, and are used to mine crystal iron-hard ammonia and methane ices from within sealed and insulated crawler/rigs so that pure hydrogen can be extracted and sent up to orbit by shuttle. Both merchants and the Scout service rely on commercial fuel within the Piirgu system, and the local ice-miners earn high rates of pay in one of the Imperium's most unforgiving environments. As accidents on the surface are frequent (and are invariably fatal), stress levels are high. Since the bars around the starport area are often full of off-duty miners returning from the planetary surface, travellers should be aware of the associated problems that this can entail.

### **Pit Stops**

Derivation unknown, Pit Stops are illegal establishments usually located on moons of outer gas giants or infrequently patrolled asteroid belts. It is here that pirate crews, skipped starship crews and other less than legal persons are supposed to go for Rest & Relaxation. They were also supposed to be black markets. The last such establishment known in Dagudashaag (in the Vipac system) was officially closed down in 785.

**Planet of Dreams** - See **Karsa, Iiradu (3103)**

**Popsicle** - See **Cold Cargo**

**Pr'Geehr, Pact (1829)** B583435-9 Ni (Geehrtah) { 0 } (B33-2) [2437] B S - 205 8 ImDv G3 V

First Survey Planetary Designation: *Miriim*

Pr'Geehr is a small, cool world (average global temperature -90C) with a dense atmosphere. The initial surveys conducted by early Vilani explorers missed the planet's indigenous minor race the Geehrtah in the thick equatorial forests.

The planet itself had little in the way of resources to offer investors and the low gravity discouraged colonisation. Pr'Geehr was regarded as a pretty, little world unlikely to account for much. That was until the discovery of the Geehrtah. The population once numbered in the tens of millions at the time of their discovery. Contact with humaniti almost brought the race to the edge of extinction. A 'harmless' human gut bacterium had a devastating effect on the Geehrtah, causing an excessively aggressive skin infection, which resulted in massive necrotic lesions. Death usually followed within a week caused by excessive fluid loss and osmotic shock.

It was only due to the intervention of the Scout Service that the epidemic was finally halted, but not before the plague had devastated both the race and its culture. All visitors are subject to a full quarantine prior to landing and are limited to visiting only the region around the human settlement of Hands-off.

See **Geehrtahe**

### 'Princess Alianthe', CA-91

The Legend of the 'Princess Alianthe' is a relic of the pre-Pacification Campaign era. The 'Princess A' was an Imperial 'Tsarina' class heavy cruiser that was forced to flee from Pact forces in 77. This was typical of the early Pacification Campaigns when the petty states could often muster a local naval superiority. After the last contact with Pact forces, when she received heavy damage to her jump drive, she did manage to jump. She never arrived at her destination, and it was assumed that she was lost in jump space with a catastrophic jump failure.

That, however, was not the end of the story. In the years since, sightings of an early Imperial cruiser, bearing the insignia of CA-91, have been made in Pact and Gadde subsectors. The ship has never responded to hailing frequencies, and has always moved away from craft carrying neural activity sensors. Once, in 766 the ship was reported to have been located above Colette Naval Base, scrambling fighters sought to intercept the ship. When the fighters fired across her bows, the ship returned fire, destroying the fighters and then accelerated away at an accurately recorded 11.98 G.

### Prison Hulk

The practice of using former Imperial starships converted for use as penal rehabilitation centres and placed in orbit. Modern reform and rehabilitation methods are used on a variety of Imperial offenders in a setting removed from normal pressure and routine; the Ministry of Justice reports excellent results in its programs, with a recidivism rate approaching zero.

The orbiting prison is an interesting study in economy, converting an otherwise useless starship to an important social institution. The two upper decks are generally retained for guard crew quarters and essential administration, while the lower decks are turned over to the inmates for quarters and recreation.

### Procreanil

Procreanil is a widely used male contraceptive patch, which when applied, is effective for three months. The patch must be applied for at least ten minutes, at least an hour prior to sex.

The patch also leaves a temporary 'reapplication date' tattoo until three days before its expiry date whereupon it activates as a bright neon date stamp on the skin. Procreanil is produced by Zia'zak Phylum from natural products and is 100% effective.

### Proctonir, Gadde (2521) C424258-C Lo { 0 } (911+1) [225C] B - - 823 11 ImDv M1 V M4 V

First Survey Planetary Designation: *Kismiga*

This world is something of an oddity - the planet does not, at first glance, offer much and only supports a small population (around 850) yet has a high tech level (E). This can be explained by the peculiar nature of the government, a feudal technocracy, with an absolute ruler. The ruler is elected following a series of technical exams in a variety of scientific subjects every five years. The exams are open to every Proctonirian, and the person achieving the highest marks becomes ruler. The ruler, known as the Technician Primus, has the primary role of representing the populace and fostering the advancement of (particularly) scientific knowledge. To this end the 18th Technician Primus, Jose Herreira-Shiglii, established the small but well-regarded Proctonir Institute of Technical Sciences.

Those six individuals with the next highest scores after the Technician Primus become chief advisors, helping in the TP's duties. Their social status is enhanced by the speed with which they disseminate new information, innovations and inventions. The Chief Technicians (as the advisors are called) constantly vie with each other to pass on this new knowledge and imported gadgets in an effort to maintain their position of power. Their positions are not as secure as a ruler's, a Chief Technician can be ousted by an individual who can demonstrate greater technical competence. The present Chief Technicians are trying to attract outside investment and individuals to expand the economy and population.

The current Technician Primus is Gweyn Laforte, who first achieved top marks in the pentannual exams in 1104, followed by success in 1109 and 1114. He is looking for a record-breaking fourth term in 1119.

### **Proximity Access Terminal** <Also known as 'ProTerm's' or 'PAT's'>

Computer interfaces capable of accessing closed computer systems merely by being in proximity to them. For centuries such terminals were considered mythical. Legends told of Calamatchi monks ('techno-mages') who could reprogram closed systems such as wrist computers, Idex cards or smart weapons merely by being able to get within line of sight of them.

The first commercial ProTerm was developed by the S'mrii in 1012 and almost immediately found a niche market amongst Lancian Data-runners; the latest model, a Zui'Zuak Model 3, produced by Kiaatrutkr SIA. weighs 10 kg and in order to function must be within 10m radius of the target system and 'tuned' to match the operating frequency. The model is unable to access shielded units though rumours state that a number of data-runners have discovered a way of duplicating the Calamatchi PAT's which are reputed to be able to be able to gain access to all systems, shielded or unshielded.

### **Proytheyath, Laraa (3238)** B558831-8 Pa Ph Droy3 { 0 } (E78-4) [4814] Bce - - 313 16 ImDv K1 V M5 V

First Survey Planetary Designation: *Guuka Nuuri*

The Starport has recently been upgraded following the discovery of large offshore petrochemical reserves. The majority of the (human) population has greeted this with glee and sees a chance for prosperity in this otherwise economically deprived world. This opportunity however, has not gone down well with the Droyne, who make up a third of the planet's population. The offshore rigs are to be placed along the coastline of the Droyne settled areas, and the major refinery is to be sited on Droyne land. Dry land is at a premium on Proytheyath and the Droyne believe that they are going to be gradually discriminated against in law so as to be moved off to smaller, less favourable sites. This would then leave the companies free to take over the land for industrial development. This has led to a number of quite heated arguments between Droyne and human pressure groups, the latter accusing the former of sanctioning a number of recent acts of sabotage at some of the new construction sites.

### **Pseudo-Reality Communication** <PRC>

PRC consists of communication via a specially programmed pseudo-reality computer. The computer queries the sender of the message extensively, building up a large database about both the person and the message. It can then act as a stand-in for the sender when delivering the message. The recipient can discuss the message with a computer image of the sender, just as if they were physically present. Available at tech level 15.

### **Psionics Suppressions** <800 to 826>

The revelation of scandals (financial, ethical, and moral) within the Psionics institutes in the years 772 to 798 resulted in a shift in public opinion against the institutes. Over a 26-year period, various institute charters were cancelled, leading figures jailed or otherwise repressed, and restrictive laws passed limiting or prohibiting the practice of Psionics. Many institute figures went underground, to espouse their cause in a type of guerilla war.

Popular prejudice against Psionics continues to the present day. The average citizen will admit to a general dislike of Psionics, and if pressed, will usually state that Psionics violates a person's right to mental privacy.

Sixty-five Psionics institutes held Imperial charters in 800. The suppression orders issued by Paula II, appearing over a period of 10 years, first "suppressed" the various charters (rendering them temporarily suspended) and then revoked them at a later date. The result is that all Imperial charters of Psionics institutes were revoked and never reinstated.

The psionic suppression directly led to the Akivan Crisis.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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### **Pukh, Gadde (2727)** B535610-B Ni { 2 } (D56-2) [1816] B N S - 714 14 ImDv M2 V

First Survey Planetary Designation: *Gili Ad*

Pukh was abandoned during the Long Night and was colonised by Sternmetal in 122. This occupation came to an end in 755 after a particularly vicious trade war with Naasirka. The war came to a vicious end after Naasirka used a converted tanker to carry out a sneak attack during which the planet's primary power plant was utterly destroyed. Within two years Sternmetal had abandoned the system and Naasirka had elected to leave the system fallow.

In 876 the world became the corporate headquarters of the giant chemical combine Zadush-DagChem LIC (ZDC). The city of Giliad is essentially the financial and administrative heart of the company, although there are extensive storage and research facilities.



The company produces a wide range of refined and unrefined chemicals for the petrochemical, engineering, medical, pharmaceutical and food industries. ZDC chemicals are used in an extremely broad base of everyday consumer goods, and their success has elevated them in the last decade to the top chemical producer in the sector.

The economic and strategic importance of Pukh has necessitated the continuance of the Imperial Naval (and Scout) base.

### **Pulmn**

Pulmn is incense made from dried kelp grown on Ishkaa. It burns with a soft fruity aroma. Although not an extremely valuable cargo, Pulmn does provide most of the income for the planet Ishkaa, Arnakhish (2309).

**Pure Brotherhood** - See **Khaanii, Followers of**

## **Q**

### **Qaesvr**

An orchid-like flower native to Zeda, Zeda (0721) the petals and leaves of which are usually purple or black in colour symbolising death in Ziadd culture; it is used the ritual of Zhiavr'ka where it is used to warn the victim as to the assassins intentions by the arrival, several days before the 'hunt'.

### **Qha**

A fast-growing root vegetable native to Thalassa, Pact (2127), yellow in colour with numerous fleshy tendrils; Qha is a popular and fragrant plant covered in a thick inedible skin beneath which is a lemon-tasting flesh that is highly nutritious. Qha has also been found to have a number of pharmaceutical properties.

### **Qualimala**

Formed in 830 by the Amec Trade Protectorate, the Qualimala are merchant-scouts formed to ensure the continued expansion of trade with the rest of the Imperium and to ensure the government's share of the profit was maintained.

This was important because the merchant houses paid their tribute (taxes) in merchandise, the Qualimala were created to continually expand the Protectorates trading opportunities and act as a way of trading with the rest of the Imperium.

### **Quetzal**

Unit of local currency or credit used within the Protectorate, it has remained stable against the Imperial Credit at 2.54 credits to the Quetzal for the last fifty years.

As the Protectorate is currently in the process of changing its old currency for newly commissioned designs, you may find as many as 16 different types in circulation. The old 100 and new 500 Quetzal Units are easily confused both being gold coloured and the same size.

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If you do ever visit the Amec Protectorate, whatever you do, do not use the automated credit readers. Most are provided by Calpulii Aymara, who have set their auto-exchange mechanism at Cr.3 per Quetzal value and default to deduct a minimum of 1 Quetzal equivalent per transaction requiring a credit exchange. This means that even a chocolate bar will cost you Cr. 3 unless you use Quetzal's.

Best to get your credits exchanged at the Starport – of all the so-called independent bureau de change, Randell's have a set fee of Cr.5 per transaction up to Cr.250 - the cheapest fee I've found!

CyJac '13

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### **Quick Brown Foxx LIC, The** <Also known as QBFLIC>

The Quick Brown Foxx LIC started life as a charitable educational foundation, which specialised in sending deserving students from poor worlds in Dagudaashag to school and university on high tech worlds such as Medurma and other worlds with good universities.

Later the foundation branched out into funding research projects throughout the sector. Many of those employed on the research projects are those who's education had been helped by the foundation, as are many of the foundations staff.

The Foxx family founded the Quick Brown Foxx Corporation as an educational charity one hundred and fifty seven years ago. This was done by a combination of means including grants and loans to deserving cases, subsidised schools on poor low-tech worlds, student placements, etc.

QBFLIC also opened research stations throughout Dagudaashag which were dedicated to pure research in numerous fields. The knowledge gained and patents received, along with money collected for educating the "poor", have given QBFLIC a large and secure financial base.

QBFLIC currently fund extensive research programs into intelligence and education augmentation by drugs and other means as well as research into artificial births, genetic engineering, clone acceleration techniques, cybernetics, robotics, artificial intelligence, as well as a number of other special training programs.

**Quinarim, Gadde (2828)** B98A47B-D Ni Wa { 2 } (935+4) [667F] B N S - 403 12 ImDv G4 V M3 V  
First Survey Planetary Designation: *Agag*

Like many water-worlds, Quinarim's modest wealth relies on aquaculture. Its only other industries of note are infant mining and tourist operations. The small but well-equipped starport is more than adequate to serve the planet's trading needs.

The only significant development on the horizon is the possible purchase of wide tracts of ocean by Scanian representatives who are eager to establish a colony. While many of the small businesses welcome the prospect of an increase in the population base to boost their trade, many of the general population are suspicious of any Scanian immigration. Some vociferous opponents have formed a pressure group to campaign against the arrival of the Scanians.

Ships visiting Quinarim should be aware that the equatorial region suffers from almost continuous storms and lightning strikes. Instrument landings are recommended.

**Quaira, Kuriishe (2918)** CA9A8C9-6 Oc Ph Pi Pz { -1 } (A76+1) [9767] BDe S A 500 9 ImDv G2 V M6 V  
First Survey Planetary Designation: *Igmias*

Quaira didn't always use to be a water-world; during the time of the First Imperium, a Vilani starship attempted to enter jump too near to this system's only gas giant. The misjump caused a massive explosion, and matter from it was sent flying out across the system. Some of this matter and gas reached Quaira, which was fortunately in orbit on the far side of the system at the time. The collision as certain chemicals in the gases caused a greenhouse effect to occur, making Quaira's polar ice regions melt over a period of about twenty years. Only during the last five years of this global warming did the planet's rulers realise that Quaira was on its way to being completely flooded out.

Quaira's population used to number in the billions before this catastrophe happened, and many of them were able to survive due to an unknown chemical in the atmosphere that caused much of the planet's plant life to undergo a drastic change. The most significant of these changes was to the Igmian equivalent of the humble water lily, known locally as a gangua. They grew to such fantastic sizes that the planet's inhabitants found that they could live on these with no discomfort whatsoever. The ganguas grew to be miles across, and the largest of them ended up numbering around half a million. They can be found all over Quaira, with many being located in the equatorial region of the planet. Because of this, from orbit it looks as if the planet has a fine green belt around it. Each gangua can be occupied by anything between a few dozen well-off inhabitants to thousands of people, in effect making the latter into small floating cities. Many ganguas have now had rows of giant steam turbines fitted that enable them to be moved to other parts of the planet whenever the need arises.

It is predicted that the waters will subside enough for land to be seen again one day, but this isn't thought likely to occur for at least a thousand years. Needless to say, a vast amount of early Igmian culture lie lost deep beneath the all-encompassing sea.

# R

**Rabir, Arnakhish (2402)** C540777-8 De He Po Pi (Ashdak Meshukiiba){ -1 } (B67-1) [7658] BD - - 402 10 ImDv K3 V  
 First Survey Planetary Designation: *Larshaa*

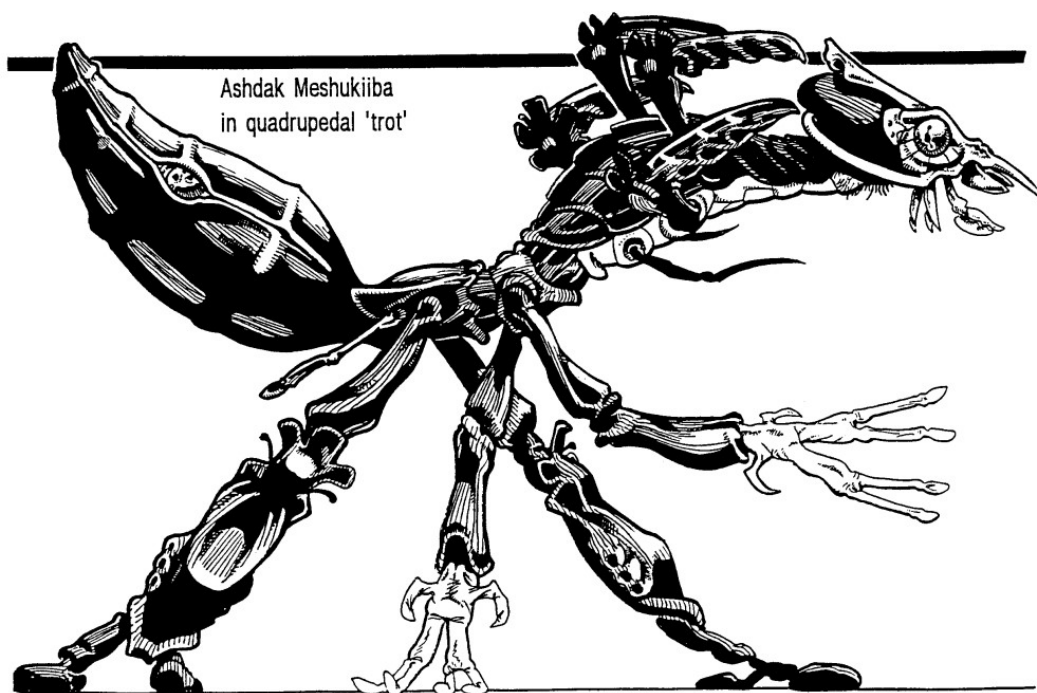
Vilani farmers and miners originally settled Rabir some six thousand six hundred years ago. The original Makhidkarun settlers, paid very little attention to the planet's non-profitable resources, in particular they ignored the fauna of Rabir.

Rabir has a vague resemblance to Terra in size, rotation, gravity and natural satellite. Rabir however has elevated levels of oxygen and carbon dioxide in the atmosphere, giving acidic precipitation. Both plants and animals native to this planet are accustomed to the high carbonic acid levels in the rain, but long-term visitors should take precautions). Rabir has large bodies of water, but its close orbit prevents ice caps forming, and with elevated ozone in the atmosphere weather world-wide, is always found to be clement. Very few species of fauna exist (5% of Terra), and very many species of flora (twice as many as Terra). All major landmasses are covered by rainforest to the seashore. The atmosphere is humid and hazy, and the whole surface of the planet is subject to great fogs and mists, on a scale rarely seen. Ecologists speculate that the planet is in a minor greenhouse effect, apparently recovering from a major ecosystem overload, which occurred circa -300,000 Imperial. Rabir has a 28-hour day and a *154-day* yearly rotation, with almost no axial tilt at all.

The far northern and southern latitudes have long since been colonised by Vilani farmers and miners. They're self-sufficient at TL 9, trading in spice, staples, rice and ores, off world through their two B-class Starports. The local society is both friendly and gregarious to travellers. It is recommended that you do not leave without sampling the fine ales and spiced seafood dishes of the northern climes.

Rabir is also host to one of the universe's most remarkable symbiotic unions where the sum of the whole is so much greater than the sum of the parts - between Ashdak Meshukiiba and Spence's Dracaena Marginata Shrimp, which are usually only found deep in the equatorial mangrove swamps. In 1102 Saloika Brehuri discovered the true nature of the Spence's (dragon tree) shrimp and astounded the scientific community of Xeno-biologists by revealing the first unique reproductive cycle found in over 2 centuries. The discovery came from a long term study of the habits of the 2 major life forms on this planet, the shrimp, and what appeared to be a distant relative, the Ashdak Meshukiiba or *cow-ant* a large, non-sentient insect-like creature standing at 2.2 metres. Brehuri discovered that when an adult shrimp merged with the brain of an Ashdak Meshukiiba, it almost immediately causes its 'host' to develop true sentience for the lifespan of the symbiotic relationship. When the shrimp is removed or drops off, the Ashdak Meshukiiba will revert to being non-sentient.

See **Ashdak Meshukiiba**



**Raphael de Mon, Cardinal Aramis** - Cardinal of the Church of the Brethren, Pastor to the Ducal Court  
(b. 1033 – d.)

Cardinal Raphael de Mon once stated "Every priest would like to be remembered as a priest and all that it conveys, rather than as a public figure with all that it conveys," it is a philosophy he has tried to live up to throughout his life.

The fourth of five children, Aramis was born on Narkur'le, Laraa (3031). His father was an agnostic dock worker and his mother, Mary de Mon (nee Raphael) a devout Brethren. His mother suffered from sudden and undiagnosed blindness whilst he was a toddler only to have a miraculous recovery several years later that left de Mon with a sensitivity to disabled people for the rest of his life.

As a result of being taught at the School of the Brethren, he was inspired to take up a religious life. He entered St. Charles Seminary on Medurma at age 16 and was ordained nine years later. After ordination, he worked as a diocesan priest for seven years in Deeplevel, Korovall. His days and nights were full with teaching at a Brethren high school, helping at a night school for adults, hosting a weekly, Brethren Newscast and volunteering in two psychiatric hospital wards.

Responding to a plea for additional chaplains, he subsequently entered the Sector Navy. When he retired 27 years later, he had risen to the rank of Rear Admiral and Chief of Chaplains. After leaving the Navy he was appointed Archbishop of Messiah, Dipa a post he held for less than a year before being chosen to succeed Cardinal Cooke as the Cardinal of Medurma. On his 75th birthday, as required by Church law, he submitted his resignation, but was asked by Duke Raegis Viisarikaa IV to take on the role of Pastor to the Ducal Court, a role which he continues to fulfil to the best of his abilities.

**Rarchiikka, Frederick Dela**

(b. 1076 – d.)

Frederick Rarchiikka though not a member of the aristocracy, is one of the richest men in the sector. He inherited his fortune (believed to be in excess of a hundred billion credits) from his father. Damien Rarchiikka made his money on Ushra where he invented and held patents on a number of TL16 technological designs including an EMS Active Array, which he sold to LSP.

Frederick has estates throughout the Sector and has spent billions on encouraging sporting excellence throughout the region. He has been romantically linked with a number of women over the last three decades but has not entered into a long-term relationship with anyone.

Frederick lists his interests as Null-G Kabbadi, gymnastics, athletics as well as fine architecture, personal charities and beautiful women, not necessarily in that order.

**Ra'Scania, Benjamin** - Sanrab'i or First Knowledge-giver of the Scanian Philosophy

(b. -895 to d. -698)

Born on Akiva during the Long Night, the lack of outside contact and the severe planetary conditions had taken its toll on the genas left behind; the more exotic or specialised adaptations had completely died out in the intermediate period of isolation. The Scanians would have probably remained as little more than warring tribes on the road to extinction were it not for the actions of the first Scanian prophet, Benjamin Scania.

Legend has it that he was almost drowned as a child because of his small stature. Little is known of him prior to -862 when he stumbled upon the Geneer's supply base on Genesis. Others of his age would have wrecked the place looking for loot. Scania was of a totally different nature. He gathered together the data-clips and over the next few months figured out how to make them work. He was fascinated by all the knowledge even although he didn't, at that time, understand it. Over the next two years Scania gathered together supplies and gradually made Genesis a fit place to live. Then he withdrew to his data tapes and books. It was 22 years before he saw another human being. He immersed himself in the knowledge, learning how the technology worked, learning the history of his people for the first time. In -838 Scania reappeared.



Benjamin Ra'Scania

He taught the benefits of knowledge and learning at various local population centres but was invariably chased away. Despite this, over the next two years, he gathered together a small nucleus of disciples who he trained at Genesis. They were trained to study, to use the knowledge of the past to understand the future. It was in -831 that he made his first move. His disciples, armed with grav-belts and lasers, kidnapped the eldest son of each tribal leader and brought them to Genesis in secret. There they were brainwashed into learning. Next Scania informed the various tribal leaders that their sons were alive and that if they attended a meeting at Skal point they would be returned alive. The leaders came to do battle, proud and defiant. They left shattered men.

The display of rebuilt technology cowered them into submission. They expected Scania to enslave them. Instead he asked only that each of their children be sent to Genesis for a period of three years at the end of which they would be returned. Slowly society was altered from within. As well as raising the technology he taught principles of civilisation.

According to legend Scania is supposed to have lived until -698. Before he died he called together his disciples, his sons of knowledge (Ba-Rab'i), and formed the first council of knowledge (Sanhedra). Rather than have his mortal remains become a religious symbol he ordered that his body be disposed of at sea without ceremony.

The people of Akiva were bound together as one people by his teachings. He taught the vital importance of tradition and the power of knowledge. From his teaching (known as the Path) the Scanians learned to work together as a people, to learn from the past to prepare for the future and to work towards the perfection of the Scanian ideal. Over the centuries his teachings have created an almost unique culture. The physical adaptations and the emphasis placed on logical deduction has resulted in a strong sense-oriented realism. They believe work must be carried out to the best of a person's ability and that good workmanship is a source of pleasure. This desire to give of their best may also be responsible for the almost total lack of dishonesty exhibited by this culture. They can be devious but not untruthful. This work ethic is even to be found in the Scanian recreation. Most spend their spare time as part of voluntary study groups examining and cross-examining various matters. The subject isn't important. That the conclusion reached is both original and/or logical is.

### **Rashiki, Argi (1235)** A678455-C Ni Pa Scan4 { 1 } (B34-1) [253A] Bc - - 823 11 ImDv M2 V

First Survey Planetary Designation: *Ashkukir*

Although a large Scanian colony has been established on the planet, most of the population is Imperial who have adopted traits from the Scanian culture, essentially their government model. The people of Rashiki have made a virtue out of self-sufficiency and are conscientious about preserving the planet's unique ecosystem.

The planet has no native carnivorous animal life and insects have evolved to fill the eco-niche of culling the herbivore population down. Perhaps the nastiest of the insects are the Banauk or 'piranha' wasp. Despite their small size (less than 1cm in length), these insects will swarm in their thousands around their victims, apparently playing with them until they collapse with nervous exhaustion before heading in to strip the still living animal to the bone. A normal sized swarm can strip an adult goat to a skeleton in less than three minutes.

Because of the Rashikiian attitude to ecological preservation, all native animals (and insects) are protected. Most people wear flexible armour when they go on expeditions to the outback as a protection. Although the armour will protect against being eaten, care must be taken not to enter the eye of a swarm, as their mass will block intake valves causing asphyxiation and death. However the biggest danger from Banauk is not its appetite but the danger a swarm may cause to aircraft. Flying through a swarm will frequently cause a crash due to sheer weight of numbers settling on the vehicle.

### **Rasii-Fish** <Siganidae Rasii Sh'si> <also known as 'Rat-Fish'>

Rasii is a large fish widespread in the oceans of Sh'si, Argi (1635), so-called because of the blunt snout and rat-like appearance of the jaws. About ten species are known, all shallow-water reef fishes, which feed on algae. The spines on the dorsal, anal and pelvic fins (each pelvic fin has five sharp spines) are hollow and contain toxic mucus, which can cause painful wounds.

### **Rathas, Mimu (0210)** A95A8DB-B Wa Ph Pz { 2 } (D7C+4) [AA7D] Be - A 903 10 ImLc M2 V M6 V

First Survey Planetary Designation: *Mibu*

When Rathas was initially discovered, the S'mrii thought they'd discovered an intelligent, albeit primitive race in the aquatic Cat-like Ratha. The Ratha resembled in outward appearance, massive Terran panthers except they had fins instead of feet and four tentacle-like appendages sprouting from their front shoulders. These, they used to manipulate primitive stone tools and appeared to have a comprehensive language.

For almost five hundred years the planet was left uncolonised though under close observation but the Ratha never showed any signs of evolving. By this time the S'mrii had made contact with the Vilani, and through them several other minor races, and had begun to realise that what they'd discovered was an intelligent animal rather than a primitive sentient race. Eventually the S'mrii agreed to open the planet for colonisation though only in the colder polar seas that are not inhabited by the Ratha.

In -105 a scientist discovered what appeared to be the remnants of a giant stone wall which ran for 20 kilometres before stopping suddenly in the shallow seas of Chukhzui. Extensive excavations in the area and landsat scans have revealed no other signs of civilisation on the planet and it is still unclear whether this is some sort of natural phenomenon, something left by a visiting race or the last remnant of a once mighty Rathas civilisation. There are still some who believe the Rathas may be the devolved remnant of a once sentient race but the majority of sophontologists does not support this view.

### **Red Eagles** <Reactionary People's Front for the Liberation of Solomani Ideals>

Red Eagles are a violent, pro-Solomani, terrorist organisation that have been active mainly in the Bolivar, Argi and Sapphyre subsectors of Dagudashaag. However, operations funded by the Red Eagles have been traced across the entire sector. This terrorist group was most active between 990 and 1009 but sporadic incidents have been attributed to them right up to present day. The last major act that could be traced to the Red Eagles, was the attack on the University of Ushra's surface base at Uurdi Zaa, which resulted in the death of 100 personnel. The Red Eagles claimed this attack was because Ushra had 'sold out' the Solomani ideal. Red Eagles are also believed to have claimed responsibility for the death of Duke Raegis Viisarikaa.

In 12-1114 a co-ordinated ambush was carried out on a terrorist base on Sharaa which is believed to have wiped out the core of the group. Nothing has been heard from them since and it is believed that the Red Eagle Leader, Kylie Two-Shadows, may have been killed in the attack. There is still a Cr. 10,000 reward outstanding for information leading to the capture of any Red Eagles member.

### **Refuge, Mimu (0509)** D578664-5 Ag Ni O:0708 { -2 } (852-4) [4433] BC - - 224 9 ImLc K1 V

First Survey Planetary Designation: *Undba li*

A rugged, but reasonably earth-like world, Refuge escaped colonisation during the Ziru Sirka as a result of the heavy metal taint in the planet's soil - traces of copper and selenium accumulated in settlers' bodies and inevitably proved lethal. Vilani medical science was unable to cope with Refuge's biosphere, but to the Solomani, the prospect of a near-earth like world in S'mrii space was impossible to resist.

A Solomani geneering company was commissioned by the Rule of Man administration to produce colonists able to tolerate the higher levels of heavy metals. The project was judged a success, and the start-up colony (originally named Cochrane) was in place by -2014. The onset of the Long Night severed Refuge's ties with the outside universe, and the world regressed to pre-industrial levels. The ConSentiency ignored the world, as the heavy metal contamination was equally lethal to S'mrii.

After the region's incorporation into the Third Imperium, Refuge was originally slated by the IISS for protective interdiction. This was opposed by a number of Dagudashaag corporations, anxious to develop the world, and the Navy, which needed base facilities in the Siakmasfa cluster. The IISS reluctantly agreed, and in 704 a port was established on the unpopulated western continent.

To ensure that the native population would not suffer epidemics from foreign pathogens when the immigration started, the IISS hired Braddock GenoTechnics to perform a covert biosurvey of the natives. Braddock reported the alarming fact that the Solomani adaptations appeared to be 'breeding out' of the population, and that symptoms of 'selenium sickness' seemed to be increasing. Without seeking IISS permission, Braddock went ahead and developed a 'booster' retrovirus to correct the perceived deficiency.

Both the observations and the manufactured retrovirus were faulty. During a secret field trial, the retrovirus escaped into Refuge's biosphere. Instead of the intended effect, it eliminated the heavy metal tolerance of as many as 25% of those it infected. Countless thousands of Refuge natives died from selenium poisoning, despite the best efforts of the IISS. The final death rate was estimated at 'over fifteen percent', and the Braddock Plague shattered several of the larger native nations.

Braddock was immediately charged with causing death by gross negligence and gross breaches of the IISS biosphere integrity regulations. The case was heard in the Mimu subsector court, infamous for its labyrinthine bureaucracy. Although Braddock GenoTechnics only survives as a near-bankrupt shell, the legal wranglings have lasted over three hundred years to the present day.

Refuge remains under the administration of the Mimu subsector court, and all corporate land claims are held in abeyance until the settlement of the court case. The surviving native's exhibit varying degrees of xenophobia, and the IISS describes contact as 'inadvisable'. As of 1110, it is reported that wildcat miners and squatters have breached the court settlement restrictions, and reopened the semi-derelict Scout port.

### **ReGen** <Reshumirak Gen-Tech S.A.R.L.>

ReGen was founded in 839 on Reshumirak, Remnants (1025) and initially specialised in adapting and marketing Domination authored biotechnology for the Imperial market. Since then, ReGen has branched out to provide a wide range of geneering expertise as well as regeneering a wide range of Domination biotechnology to make it more attractive to humans.

Although the company has remained relatively small, ReGen has an annual turnover in excess of 4.8 billion credits. It markets most of its technology through Makhidkarun under its own trademark.

Stock ownership:

*House Tarlo, 15%; Duke Phoastr, 15%; Makhidkarun, 13%; House Cantrell, 12%; Domanatrix Trading S.A.R.L.; Hortalez et Cie, 5%; noble families, 15%; investment trusts, 10%; private ownership, 5%.*

### **Rehman-Mianda, Duke O'Connor of Laraa** - Marquis of Laraa, Kusharkarun of Mianda.

(b. 1032 - )

Duke Rehman-Mianda is the twenty-eighth Subsector Duke from the House of Mianda to hold the fiefdom of Laraa for the Emperor. The family is descended from 'High Captain' or Kusharkarun (Vilani: 'Wise Ruler') Gimmi Mianda who was responsible for the colonisation of Mianda, Laraa (2533) during the First Imperium.

During the reign of Cleon III (better known as 'Cleon the Mad'), the then reigning Ducal house fell into disfavour, and the Emperor had the entire Tarinii family executed, supposedly for treason. His majordomo - Baron Antares Mianda of Mianda was immediately raised to the office of Subsector Duke. Much to everyone's surprise, Mianda proved to be a highly competent administrator and loyal to the Moot, rather than to the Emperor.

Since then the House of Mianda, with one very notable exception, has provided a succession of extremely efficient and popular Dukes and Duchesses.

The current Duke prefers to be referred to by his official title as 'High Captain'. He is a major shareholder in both the LifeTech Corporation and is the only individual shareholder of Cluster Cargo Carriers LIC. He is married to Lady Shadriik Lamii Rehman, niece of Duke Criston Lars Rehman of Corridor Sector, and they have had three sons and five daughters. Over the last ten years, he has relinquished most of the official duties of state to his twin sons, Meshak and Shadra (b. 1076), preferring to spend more and more time on either his family estates on Mianda or their 'villa' on Laraa.

Duke Rehman-Mianda lists his interests as xenobiology, reading and botany, particularly growing his prize winning valentine roses.

### **Remanec, Kuriishe (2711)** C577532-6 Ag Ni { -1 } (743-5) [1412] BC S - 400 15 ImDv K0 V

First Survey Planetary Designation: *Andam'a*

Remanec is a world of great beauty. Its oceans swarm with bioluminescent life, its seas are a majestic emerald green, and the hills are mainly composed of a local mineral, Cainite, which is blood red in colour and chalk. Many tourists visit Remanec simply to witness dawn breaking off the coast of the Remanec continent. The sun rising over the coastal mountains highlights the red and white mineral streaks and green vegetation on the land while the sea glows with light.

Remanec has two main sources of revenue. The tourist industry, which is tightly controlled by the Seventh Heaven Tourist Company, wholly owned by House Mendlsohn, and its agricultural exports, which are jointly run by all of the seven controlling houses.

These noble houses, run the local government. The local population has lived for centuries under the thumb of the noble houses. The media is tightly controlled by House Ulk who uses blatant subliminal messages to reinforce the rule by nobles and primarily highlights the philanthropic good works of the nobility.

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If you are of noble birth, you can look forward to a visit filled with fêtes, dinner parties, balls and control of government primarily to further their own self-interests,. Otherwise your true worth on Remanec is calculated by your credit rating. The rich non-noble is tolerated, just. If you are poor and not a noble, keep your head down and your mouth shut otherwise you might find yourself in a 're-education' centre for a few years... CyJac '13

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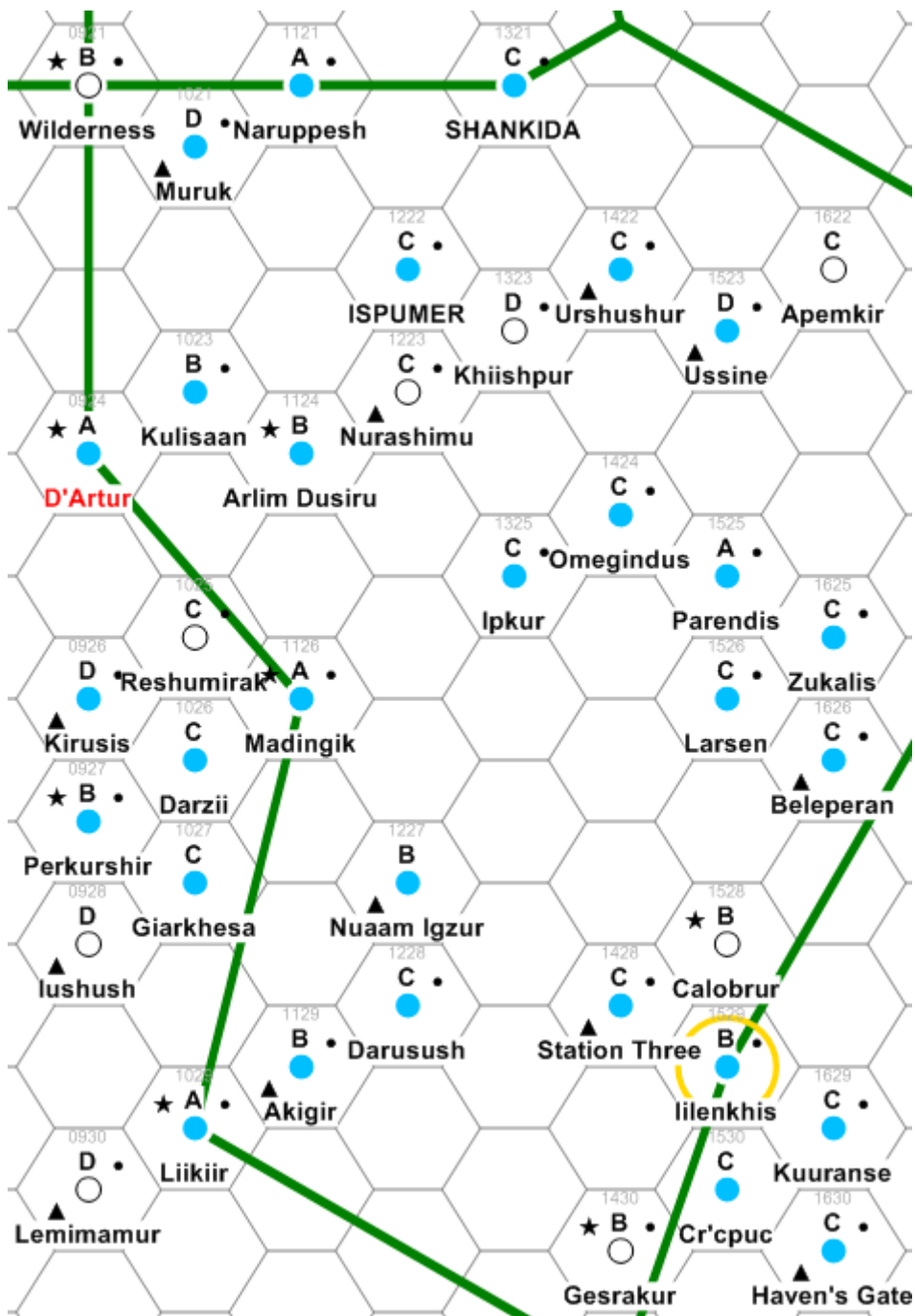
**REMNANTS Subsector, The** - Subsector J

Duchy Capital: D'Artur (0924 AAE7443-F)

As its name suggests, this subsector has, perhaps, the last remnants of sparsely-populated border-style wilderness in what is otherwise a heavily-settled and civilised sector. It is a region of stark contrasts - the high-tech orbital complex of the Ducal palace at D'Artur (0924) is only three parsecs away from the TL4 world of Muruk (1021).

The most important astrographical formation in this area is the 'Mainbridge', a Jump-1 string of stars and the portion of the Dagudashaag Main between Uргу and Dashi. The Mainbridge carries a great volume of Jump-1 trade. With the advent of higher Jumps, however, the primary communications route between Medurma and Ushra now goes directly from Campbell, Pact (1722) to Nakharpii, Ushra (1420) thus bypassing the subsector completely. The region has suffered economically as a result.

The Remnants subsector contains 38 worlds with a population of 14.5 billion. The highest population is 8 billion, at Ispumer. The highest tech level is E at D'Artur.



**MAIN SYSTEMS IN SUBSECTOR**

• Wilderness	0921	B540766-A	De He Po Pi Mr { 2 } (A6B+1) [6949]	BD N	201 10	ImDv	G6 V M9 V
• D'Artur	0924	AAE7443-E	Ni { 1 } (834-2) [152B]	B N	420 8	ImDv	K1 V M5 V
• Kirusis	0926	D533355-8	Lo Po { -3 } (A21-5) [1136]	B S	523 13	ImDv	K3 V
• Perkurshir	0927	B566402-C	Ni Pa { 1 } (934-3) [1518]	Bc N	703 8	ImDv	M2 V
• lushush	0928	D7B0410-8	He Ni { -3 } (831-5) [1113]	B S	420 9	ImAp	G0 V M5 V
• Lemimamur	0930	D8B4210-8	Fl Lo { -3 } (711-5) [1113]	B S	321 8	ImAp	M3 V M9 V
• Muruk	1021	D651566-4	Ni Po Mr { -3 } (741-4) [4243]	B S	721 10	ImDv	G3 V M5 V
• Kulisaan	1023	B424435-A	Ni { 1 } (A34-1) [2538]	B	213 10	ImDv	M1 V
• Reshumirak	1025	C400534-9	Ni Va (Domination) Sa { -1 } (A43-3) [3437]	B	103 14	ImDv	K8 V
• Darzii	1026	C674444-9	Ni Pa { -1 } (632-3) [2337]	Bc	200 9	ImDv	K3 V
• Giarkhesa	1027	C542366-9	He Lo Po O:1129 { -1 } (621-2) [2248]	B	210 11	ImDv	M0 V
• Liikiir	1029	A664695-C	Ag Ni Ri Cp { 4 } (A58+2) [4A3A] BCF NS		602 9	ImDv	G8 V M1 V
• Naruppush	1121	A688556-D	Ag Ni Pr { 2 } (A46+1) [474C]	BcC	203 8	ImDv	M1 V M4 V
• Arlim Dusiru	1124	B552556-B	Ni Po { 1 } (745+1) [464A]	B N	600 5	ImDv	M1 V M8 V
• Madingik	1126	A588366-D	Lo Chir3 Mr { 1 } (821+1) [244C]	B N	903 9	ImDv	M1 V
• Akigir	1129	B664747-A	Ag Ri { 4 } (E6D+4) [7B5A]	BCf S	405 11	ImDv	G4 V M6 V
• ISPUMER	1222	C4349BA-C	Hi Pz { 2 } (F8D+4) [BB7E]	BE A	813 8	ImDv	M2 V
• Nurashiu	1223	C100344-B	Lo Va { 0 } (921-2) [1339]	B S	704 16	ImDv	G4 V
• Nuaam Igzur	1227	B541722-A	He Po Pi { 2 } (96B-2) [3916]	BD S	400 4	ImDv	M3 V
• Darusush	1228	C42679B-8	Pi Pz { -1 } (E67+1) [967A]	BD A	505 12	ImDv	M2 V
• SHANKIDA	1321	C552997-A	Hi Po { 2 } (G8C+2) [9B5A]	BE	632 13	ImDv	M1 V M2 V
• Khiishpur	1323	D8A5610-8	Fl Ni { -3 } (951-5) [1313]	B	601 8	ImDv	G1 V
• Ipkur	1325	C564543-9	Ag Ni Pr { 0 } (C44-3) [2526]	BcC	305 8	ImDv	M1 V
• Urshushur	1422	C563444-9	Ni { -1 } (A32-3) [2337]	B S	104 15	ImDv	M0 V M9 V
• Omegindus	1424	C587757-7	Ag Ri { 1 } (969+1) [7857]	BC	713 10	ImDv	M3 V
• Station Three	1428	C735220-A	Lo { 0 } (B11-4) [1215]	B S	425 12	ImDv	K5 V M8 V
• Gesrakur	1430	BAAA203-D	Fl Lo { 1 } (911-2) [132A]	B N	914 8	ImDv	M3 V
• Ussine	1523	DA5A354-6	Lo Oc { -3 } (521-5) [1134]	B S	705 8	ImDv	M2 V M3 V
• Parendis	1525	A639386-C	Lo { 1 } (821+1) [244B]	B	903 8	ImDv	M1 V
• Lansen	1526	C565330-7	Lo { -2 } (521-5) [1112]	B	503 11	ImDv	M1 V M9 V
• Calobrrur	1528	B560488-B	De Ni { 1 } (734+1) [455B]	B N	110 10	ImDv	K0 V
• Iilenkhis	1529	B551343-A	Lo Po Da { 1 } (821-2) [1427]	B A	703 10	ImDv	M0 V
• Cr'cpuc	1530	C564455-A	Ni Pa { 0 } (633-2) [2438]	Bc	700 7	ImDv	K0 V M5 V
• Apemkir	1622	C8A8456-A	Fl Ni { 0 } (633-1) [3449]	B	700 8	ImDv	K3 V
• Zukalis	1625	C421798-A	He Na Po Pi { 1 } (C6A+1) [785A]	BD	503 8	ImDv	M1 V M6 V
• Beleperan	1626	C788676-8	Ag Ni Ri { 0 } (D54-1) [5647]	BC S	805 15	ImDv	M2 V M2 V M9 V
• Kuuranse	1629	C5348AA-7	Ph Pz { -1 } (A77+1) [A779]	Be A	204 13	ImDv	M3 V
• Haven's Gate	1630	C548200-A	Lo { 0 } (911-4) [1215]	B S	614 12	ImDv	G5 V

**Reshumirak, The Remnants (1025)** C400534-9 Ni Va (Domination) Sa { -1 } (A43-3) [3437] B - - 103 14 ImDv K8 V

First Survey Planetary Designation: *Liimki lir*

Reshumirak is a one of three moons orbiting the Gas Giant Shumirak or 'Serendipity', as it is now known, in the outer orbit of the system. Originally excavated by independent Vilani miners during the First Imperium, the settlement had to be abandoned as uneconomic after only a few years. During their stay, the miner's colony remained completely unaware of the Domination settlement located deep within Serendipity's atmosphere. Their every move however, was under constant observation.

In -209 a Pacter warship, Dragon's Breath, met a 'Living' Domination starship coming out of Jump into the Reshumirak system. The crew was astonished to see the giant bioconstruct appear one that registered as a single living entity on their sensors, and yet was obviously jump-capable. Contact was attempted at the time but without success. It was a further three hundred years before humans mastered communication with the Domination and in the process learnt the secret behind the Domination's jump capacity - in the miners haste to depart the moon, three damaged Vilani starships had just been abandoned. The Domination had geneered their bioconstruct spaceships after studying human ships that skimmed Serendipity's upper atmosphere. The creature was technically dead but a trio of Dominatrix riders maintained its life support systems. One of their bioconstructs had 'landed' on the moon and found the jump-drives.

It took them hundreds of years to work out what the drives were for and a further seventy-five to generate bio-links to enable them to graft the artificial jump-drives into their ships. Reshumirak was the first Domination settlement to make contact with oxygen breathers. Later a number of other settlements were discovered scattered throughout Imperial space.

Reshumirak was resettled primarily by scholars wishing to study and document the Domination's culture. Jump drives were traded with the Dominatrix in return for various bio-constructs. In order to better explore the race, an embassy was established on the moon and several oxygen-breathing sentients agreed to become riders (a symbiotic merging between a Dominatrix and another sentient allowing the symbiot access to both minds and abilities) in order to further inter-species communication. Tri-vee Recorder-Drones were used to explore and document Domination settlements deep inside Serendipity's atmosphere. Later the S'mrii were hired to create sensory drones, controlled by SimStim computer couplers, to enable the scholars to more fully experience the Domination way of life. As a result, a substantial number of grav-powered recorder-drones became redundant overnight and these were eventually 'sold' on to people on Reshumirak as toys.

As a result people on Reshumirak could own as many as twenty robotic drones, often with SimStim capability. Most were kept busy exploring the atmosphere of Serendipity trying to expand the knowledge of Domination society and culture, though a number of Reshumirak's took to using recorder-drones to document their own lives. The computer controller units were kept as simple as possible so that they were incapable of mimicking sentience. The Reshumirak's have become extremely paranoid over the centuries and will not trust self-aware technology. Gradually, the colony on Reshumirak began to change. The people became extremely self-centred and isolated from one another. Today most live surrounded by their camera drones using the recordings to make continuous documentaries about all aspects of their lives. As the primary communication link between the Imperium and Domination, Reshumirak's enjoyed unlimited wealth, entertainment and status. They became one of the primary sources of bio-constructs within the Domain.

Reshumirak has become a major trade centre between the hydrogen-breathing Domination and the oxygen-breathing races. The local Dominatrix controls much of the trade between the various Domination settlements of Dagudashaag. Visitors are reminded that many of the bio-constructs on sale in Reshumirak's markets are considered alive and may have to undergo quarantine on arrival in other systems the same as livestock.

### **Respirovest**

A type of high-collared straitjacket wound with multiple wire coils that, when properly energised, creates a magnetic motor-field which pumps oxygen into the wearer. The molecules are impelled into the nostrils and/or mouth and pushed down into the lungs. Carbon dioxide molecules (inversely magnetic) are pushed the other way. The 'vest' will maintain breathing functions even for a badly injured person. Uses include victims of cracked ribs or lung diseases and firemen and rescue workers who are investigating its use as a gas mask in smoke and fumes.

### **Resurrectionists**

Less a religion than a life style or philosophy, Resurrectionists practice immortality through cloning. For centuries, the technology (TL 10 or above) has been available to record memories for transfer to the newly formed clone, however as the Resurrectionists have discovered, memories are not the same as transferring the personality, complete with skills and abilities. Most of the Resurrected are able to 'remember' their past life, but gradually begin to develop their own unique personalities.

The Resurrectionist movement had limited appeal until recently when the public announcement by Makhidkarun of their experimental work on Personality-Transfer Cloning (PTC) created major interest.

Under Imperial law, property and titles cannot be transferred to clones in preference to their natural offspring. On Nukaush (1906), Makhidkarun has been experimenting with the use of S'mrii 'Ss'mitkr' (ROM Constructs) to record human personalities onto ROM which could be theoretically be transferred using specialised equipment into the organic brain of clones or androids. Unlike mind taping, Personality-Transfer appears to create a complete duplication of the original.

There is a great deal of public distaste for the concept, primarily it is claimed, amongst those who cannot afford the privilege. Under the ruling of Emperor Paulo III (1170) memory-clones are technically illegal since, under current interpretation, it would be seen as 'tampering with the mind of a sentient life-form, similar in concept to psionics.' In 1111, Makhidkarun applied to the Sector Court of High Justice for a ruling regarding the theoretical implications of Personality-Transfer.

After two years, the court ruled that hypothetically, should Personality-Transfer be de-regulated by the Emperor, recipients of such a transfer should not inherit their 'own' estate except in cases where the 'original' is now deceased and has left no living kin. While not completely happy with the ruling, Makhidkarun accepted that the Court interpretation could eventually result in the practice being accepted as a legitimate practice.

However while waiting with great anticipation for PTC to become legal, many of the more traditional Resurrectionist families have declared themselves extremely unhappy about Makhidkarun's and SURD's attempts to use Personality-Transfer on androids, a process that many feel borders on the blasphemous.

Marquis Sunu Miah of Nukaush is an acknowledged Resurrectionist who admits to consulting his cloned ancestors regarding all decisions. Like most Resurrectionists, his home has over eight generations living under the same roof.

## Rider

Name given to a symbiotic link up between an individual Domination (generally referred to as a Dominatrix) and another sentient species.

Shortly after contact was established with the Domination, Imperial scientists discovered that Dominatrix were completely mute and could communicate telepathically but only with others of its own species.

The researchers eventually discovered that the only way the Domination can communicate with other sentient races was through a type of physical symbiosis with a member of the other species. This is known as 'Riding' and the merged personality is known as a 'Rider'. This is achieved when an adult Dominatrix merged physically with its host. It pierces the hosts' body and inserts its tendrils (consisting of thousands of thin nerve fibres) throughout the host's body. It then inserts its major organs inside the hosts' chest, safely behind the ribcage. Once the Dominatrix' body is physically joined with the host, their minds begin to merge together creating a combined personality which controls the symbiot. Full and open inter-species communication only occurred when the first Riders were created.

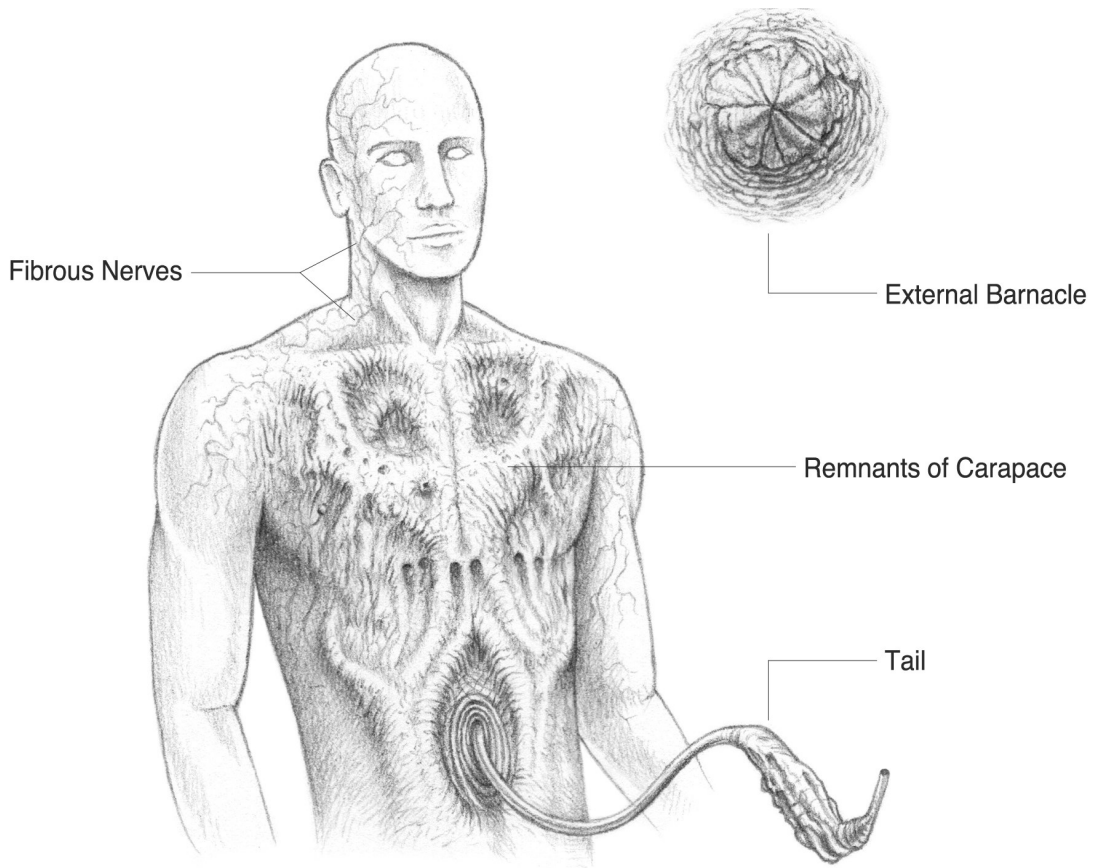
Other Dominatrix considers this multiple personality 'insane'. This type of merger is only possible if both parties are in agreement as the end result is a complete merging of personalities. After a short period of time, the host's body undergoes adaptation. Oxygen atmospheres poison Dominatrix, potentially killing them within a few days if unprotected. Oxygen-breathing Riders are left carry a large 'barnacle'-like growth on their bodies which are the remnants of the Dominatrix' original body; the 'barnacle' is the hardened 'skin' which acts as an organic shield. Most Riders are recognisable by the clusters of nerve fibres running just under the surface of the skin and by the 'barnacle' covering the Dominatrix' entry point however the symbiosis gives the host immunity against the effects of illness, poison, ageing and injury, though should a Rider be injured beyond the ability of the Dominatrix to heal, it will flee the host to seek out other hosts.

Riders retain the ability to communicate telepathically with other Dominatrix and can communicate messages to other races through their host.

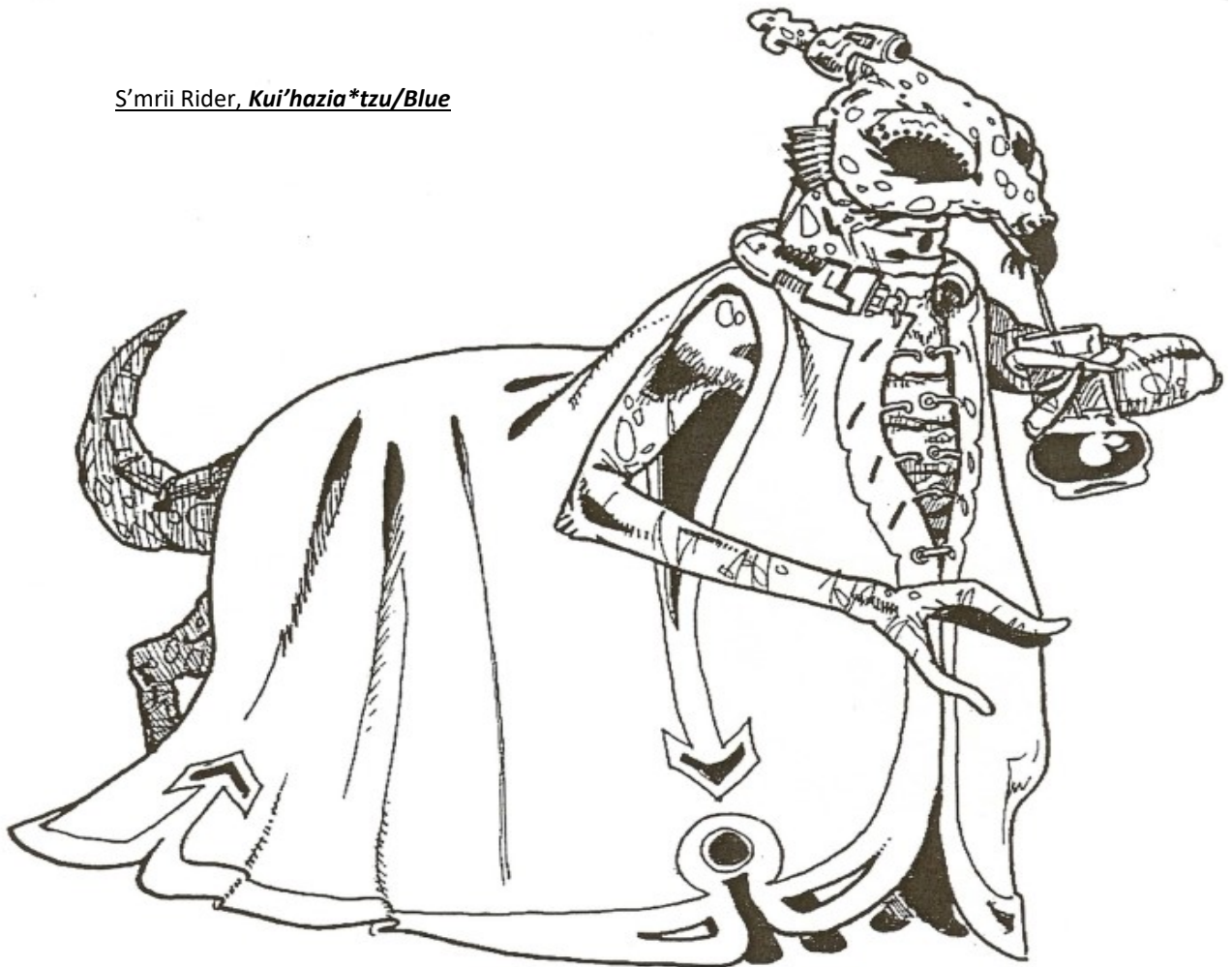
The first Riders were formed in the early 300's when the Domination used a series of diagrams shown on their bio-screens to explain how they communicated with other sentient species.

At first, the humans were distrustful of the whole process. The first human Rider was Professor Jose Delphi who, in 322 volunteered. As the process of merging began, Delphi began screaming in agony and many of his colleagues were all for killing the Dominatrix. However, within minutes the excruciating pain had subsided and Delphi had collapsed. 48 hours later he awoke and introduced **Delphi/Red-Eye** to the gathered people. Many thought at first that the Dominatrix had found a way to mimic Delphi but were convinced after a number of interviews with the symbiot. Other human volunteers followed with many subsequently leaving Reshumirak, Remnants (1025) to explore the Imperium. Suddenly communication with the Domination was possible. Trading houses discovered that the Domination also had a commerce-led society and trade negotiations were quickly arranged, though the Domination refused to let anyone trading house have a monopoly on trade. The first S'mrii Rider, **Kui'hazia\*tzu/Blue**, was created in 786.

The Domination have never explained how the race first discovered 'Riding', or what alien races they had met and merged with prior to meeting humans.



S'mrii Rider, *Kui'hazia\*tzu/Blue*



**Rias'qanaa, Zeda (0621)** D420445-9 De He Ni Po { -2 } (A31-4) [2237] B S - 804 12 ImDv K2 I V

First Survey Planetary Designation: *Kiikke Nim*

A dead world, Rias'qanaa was once a moon in orbit around Ghiri. Excavations have proved that it once had an atmosphere as well as an extensive jungle ecosystem teeming with life. Then, about two million years ago, Rias'qanaa was knocked out of orbit, killing all life, and eventually entered into an ecliptical orbit around the sun.

Today Rias'qanaa is home to an excavation team from the Amec University of Epantla who are attempting to prove that the legendary Xihcoatl or 'Fire serpent' once originated here prior to the disaster and must have been exported across the region by a race or races unknown.

The Xihcoatl was at one time only believed to be a local myth, a legend claimed that the creatures were capable of expelling hydrogen, which it then ignited using swallowed flints in its first-stomach. An eight metre long lizard-like creature whose fossilised remains were first uncovered on Ekha, Bolivar (0137) in 732 though the fossils' were not native to the system. In 844 similar fossils were discovered on Feym'n, Bolivar (0236) though it was impossible to confirm that, despite appearances, they belonged to the same species. Later similar fossils were found on Zeda, Zeda (0721), Eddum, Bolivar (0531) and Nimluin, Bolivar (0736). Most Imperial scientists believe that the Xihcoatl fossils have been deliberately seeded to create a deliberate mystery. However, scientists in Amec space do not share this belief. If the Xihcoatl can be proved to have existed in a number of systems, then this may prove that a race with deep space capability truly did inhabit the Bolivar and Zeda Subsectors of space over four million years ago.

**Riimsha, Sapphyre (1836)** B502400-B Ic Ni Va { 2 } (C35-2) [1616] B N S - 624 9 ImDv K4 V M8 V

First Survey Planetary Designation: *Si in*

Riimsha holds an important strategic position for the Imperial Navy, overlooking the two branches of the Dagudashaag Main – the Durgaarur Arm leading to Spinward and the Sabaash trail to rimward. The base is home of the 991<sup>st</sup> cruiser squadron.

The scout base concerns itself with studies of the sub-planetary bodies, notably the rich cometary band that orbits the primary (Insuerra) that is perturbed by its red dwarf companion, Hiigah.

The world of Riimsha is itself of little interest with the class-B starport offering all that travellers could need. The majority of the permanent population are either Imperial Navy or IISS personnel who either maintain a permanent residence on-planet or use the starport for R and R whilst on leave.

**Riinya, Sapphyre (2035)** C558868-8 Pa Ph Pz Mr { -1 } (F77-1) [8758] Bce S A 305 11 ImDv M2 V M6 V

First Survey Planetary Designation: *Arshii*

Riinya is the second moon of Arshii, the innermost of five small gas giant's orbiting a pair of close binary stars. It is a pleasant (if slightly cold) world that has been continuously inhabited since its initial discovery during the First Imperium. During the early 500's, Riinya became an important destination on the Durgaarur Arm, a cluster of systems lying on the rimward edge of the Dagudashaag Main. Riinya became a major market world and trade centre and, as its power grew it colonised Linara (1936) and Sabhaash (2036). Over the years as its wealth and power increased its government became more and more bureaucratic and impersonal to the needs of its citizens.

By the 900's petty laws and red tape was beginning to seriously affect off-world trade. When protests against government policy were voiced, the dissenters were forced into silence, summarily tried for crimes against the state, imprisoned or simply 'disappeared'.

A guerrilla movement, dedicated to the overthrow of the regime sprang up in response. In 1054, with the vanished now numbering well into the hundred thousands, the citizens began a peaceful protest that ended in the Sharikii Massacre when over three thousand peaceful protesters were summarily and publicly executed for their protest. The massacre sparked an open and bloody rebellion. In 1057 the Government collapsed when the Council of Servants fled. Anarchy followed and the Imperium was obliged to send in marines to restore order.

The Scout Service who is assisting the Voice of the People, Riinya's interim shadow-government, to once more attract trade to the system currently administers Riinya. Despite the many ruins and the obvious poverty of many of its homeless citizens, Riinya has a festival atmosphere as it continues to celebrate its survival.

**Roach's** <also known as 'Bugs' and 'InSecT's'>

Derogatory name given to officers of the Sector's Internal Security Force's Covert Action Teams.

**Rom-Constructs** - See 'Ss'mitkr'

**Rooner**

A specialized smuggler/thief/plunderer. A Rooner deals in artifacts from (mostly) extinct civilizations, a thriving and lucrative quasi-legal profession. From an ancient Terran slang word meaning "Someone who ruins things rather than preserves".

There is a lucrative market for rooners across the sector; Dagudashaag has innumerable 'unclaimed' ruins about and even more collectors avid for new acquisitions. Don't be tempted though, the authorities come down hard on smugglers and even if you aren't arrested think about the historical damage and lose of knowledge about the past you might be causing. Just say no if someone asks you to smuggle historical and archaeological artefacts. CyJac '13

**Rose Invisible, Society of the**

The Rose Invisible are a society or group of likeminded individuals who claim to be above the concept of 'petty' religion and are the better for it. This society claims to be descended from a secret society that originated on Sol called the Free "Workers in Stone". Participants are said to exist throughout the Sector and are supposedly in constant communication with each other to further their own ends. Despite the secretive nature of the Society, some of their teachings have apparently been revealed by ex-communicants and appear to be highly ritualistic and arcane in nature with barbaric penalties threatened for revealing Society 'truths' to the 'unprepared'. The size of their membership is unknown but thought to be in the tens of thousands.

**Rothery, Dr. Middleton**

(b. 1065- )

Rothery is a Bolivaran palaeontologist and archaeologist, best known for his text 'A Deeper History' (1109), in which he reveals his discoveries on Ambrym and Besayes in the Medurma, Pact system, which purport to show that they were inhabited at around -355,000. Rothery attributes this settlement to a previously unknown technologically advanced group of S'mrii, which he calls the Hierarchs. Carballoy and plasteel fragments found at the sites indicate a level of technology at least equal to current Imperial maxima. Rothery states that he retrieved a complete mummified S'mrii specimen from the site on Besayes, and holographs of the find are included in the book. The specimen was, however, destroyed in a shuttle accident before it could be subjected to further study on Medurma.

Rothery has little scientific standing with others in his field, who seem to regard him as a crackpot. Since 1112, he has become increasingly irrational, and has made only fleeting appearances since 1113, when he claimed that he was being pursued by a S'mrii 'hit team'.  
CyJac '13

**Rraeghzoetz, Gadde (2526)** B775452-C Ni Pa VargW { 1 } (934-3) [1518] Bc N - 212 7 ImDv K3 V M3 V

First Survey Planetary Designation: *Liplii*

Rraeghzoetz is one of only three Vargr colonies within Dagudashaag. The planet was originally colonised by a small group of Suedzuk and Gvegh-Aek civilians fleeing the violent retaliations that followed the Sack of Gashikan. The fleet entered Vland Sector about -1650 but failed to establish a permanent colony. Remnants of the fleet entered Dagudashaag about -1600 where they apparently separated into three fleets. Several ships agreed to follow Dzaekh Rraeghzoetz in her search for 'Knoez-Rruerrgh', a legendary paradise planet that Dzaekh believed existed somewhere in Dagudashaag. Eventually the ships began to malfunction and Dzaekh was finally forced to colonise Rraeghzoetz.

The colony was 'discovered' by the Medurman Pact in -213. Unfortunately a couple of mining companies decided to also settle Rraeghzoetz (which they renamed Bitchin). At first the Vargr colony put up with the human presence but the flagrant disregard for their rights as sentient beings and the abuse the miners poured upon their heads led to a violent revolt in -186. The Vargr fought bravely but were ill equipped for war against the technologically superior miners. The miners won and virtually enslaved the surviving Vargr. This vagrant abuse of sentient rights continued unchecked for centuries. Vargr were forced to live in shanty towns and commute in to the human settlements to work as 'servants', often not seeing their families for several months at a time. A Vargr could be openly killed or tortured without fear of the law, yet the slightest mistake by a Vargr was punishable by death.

It was only in the early 600's that the Third Imperium finally decided to do something about the situation. Marines were permanently stationed on-planet to protect the rights of the Vargr who agreed to take over the agricultural and mineral-poor Southern Continent. The miners won the right to remain on the renamed planet but were forced to alter their lifestyle.



Today, although prejudice against Vargr is still common in the Northern Continent of Superior, it is now possible for a Vargr to find meaningful employment there, however most Vargr still remain on the Reservation where they farm the land and sell trinkets to visiting tourists. The human colonists run the government though in recent years some of the Vargr seem to have begun to regain charisma and have begun campaigning for self-government. In addition, there have been several violent terrorist campaigns carried out against the human colonists by Vargr freedom fighters over the last 200 years.

**Rruekhsik, Bolivar (0738)** B866145-A Lo Ga Varg9 { 1 } (301-1) [1238] B N - 700 3 ImDv G5 V

First Survey Planetary Designation: *Aargi*

Thanks to the Bolivar Terraforming Initiative and the IISS, Rruekhsik has become a new idyllic colony world. Now that the stability of the altered biosphere has been proven, the IISS and the Bolivaran Colonisation Board are actively promoting the influx of people from the core regions of Dagudashaag and the Imperium.

At present the only permanent population established on the world are an extended family of about sixty vargr, living on the North Polar landmass. The group are Imperial vargr who decided to flee the corsair-plagued regions of the coreward Corridor-Vland border on their family-owned free merchant. They have been doing good business with the IISS and (token) naval personnel, trading in luxury items unavailable to the enlisted rank-and-file. The naval base is due to be closed down in the next couple of years.

**RUKHIGU, Khandi (1918)** C410976-C Hi In Na { 3 } (C8E+2) [8C4B] BE S - 710 9 ImDv F4 V M7 V

Split into a dozen overcrowded independent states, Rukhigu has an atmosphere as tense as that found on any world on the brink of war. Population and resource pressures have forced a number of the states to start looking off world for a means of relief. The states of Henagal and Ias (located on the southern continent of Berakhiistuga) have co-operated to begin surveying the neighbouring system of Dehkaim, with a view to colonise. Their annexation of the mainworld has brought an aggressive response from the others countries on Rukhigu. Many of the states are gearing their industries up for conflict as they see war as the probable arbiter of the dispute.

It is believed that many of the numerous colonies in the system (on the space stations) are on the brink of declaring independence from their parent states. The IISS station on the world is actively trying to diffuse the situation by acting as peace brokers.

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If one can ignore the current troubles on the Rukhigu, the visitor will find the world has plenty to offer in trade opportunities. The competition between the countries has given rise to production of quality, and low-priced, industrial and consumer commodities. Prices tend to run at ten percent less than the Imperial average; greater discounts can be obtained if one is prepared to bargain.

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CyJac '13

### **Rumko Conspiracy, The**

The Rumko Conspiracy occurred in 1110 when rumours began to surface on the sleepy backwater planet of Eshsii, Arnakhish (2409) that there was a high level conspiracy to assassinate the Emperor. The rumours claimed that several highly placed nobles close to the Emperor, including a member of the Imperial family, were behind the plot.

Investigation by the Ducal Office of High Justice (The Ducal 'Eye') revealed that the rumours were in fact part of an attempted blackmail attempt on several highly placed nobles in the Sector by a local con-artist, Phylep Rumko.

The investigating officer, Detective Superintendent Calum Rys-Jons, was responsible for tracking down Rumko who committed suicide rather than face arrest. Joint investigation of the 'evidence' by both IRIS and the Ducal Office of High Justice proved conclusively that it had been falsified in order to force a number of innocent nobles to comply with Rumko's blackmail demands rather than risk being publicly 'exposed' as potential traitors to the Iridium Throne.

Due to the potentially embarrassing nature of the allegations, the entire investigation was held in secret and the allegations never publically revealed. However there has been a great deal of public speculation as to which nobles Rumko had used and whether or not any had agreed to his demands.

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In 1113 the Conspiracy NewsFAX, Area 51 claimed to have unearthed evidence that Rumko's bank account had received a payment of over Mcr.2 just prior to his death. Area 51 stated that he had been murdered (by Rhy-Jons?) as an independent autopsy proves that it would have been impossible for him to have committed suicide. It is interesting that Rhy-Jons took early retirement in 1112 at the age of 52 and immediately entered service as Security Advisor with Duchess Alissa Jalandri. How true it all is, who knows...

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CyJac '13



**Rusadaa, Arnakhish (1709)** B555555-C Ag Ni { 3 } (B47+1) [383A] BC N S - 504 8 ImDv M1 V

First Survey Planetary Designation: *Nanarzan*

Although orbiting a cool M-class star, extensive ocean-centred tectonic activity warms Rusadaa significantly, through thermal venting, to make the world a reasonably pleasant place to live. The seas themselves are warm enough to prevent any ice formation even at the poles in winter. A rich aquaculture has developed, with a mix of fish and plant life being harvested, usually by means of huge factory farms and ships.

The price to pay for this habitable biosphere is the constant threat of massive tsunamis originating from the deep ocean seaquakes. Most structures are 'hardened' to protect the inhabitants from all but the largest waves. The IISS maintain an extensive geological and meteorological monitoring service. The majority of the funds for the continued presence comes from the subsector government' highlighting Rusadaa's importance as a primary agricultural exporter.

The Nanar live on floating platforms that are constantly on the move, trawling the world shallows. The catamaran-style platforms use gravitics to 'push' the fish into the cities collectors where the catch is automatically processed and freeze-dried ready for export. Smaller trimarans are used for fishing the ocean depths.

The system is at the head of the astrographical region known as the Nanarzan Trace, named after the systems original designation.

## S

**Sabhaash, Sapphyre (2036)** B799100-D Lo { 1 } (601-3) [1218] B S - 603 12 ImDv K1 V

First Survey Planetary Designation: *Kikhash*

Sabhaash is a world with a warm climate and a single continent surrounded by shallow oceans. Although Sabhaash appears hospitable, the local plant life is extremely lethal. Almost all native plants are able to absorb the nutrients released by decaying meat, and many have developed means to trap and kill the native wildlife. The atmosphere is also tainted by a variety of airborne pollen spores that can trigger severe allergic reactions in humans.

The best known of Sabhaash's wildlife is the laser snake, a small 25cm long snake-like creature that is a bio-luminescent red colour and is extremely poisonous. Laser snakes are nocturnal and will lie dormant until prey approaches, whereupon it will dart out and constrict their prey. An adult is capable of reaching speeds in excess of 85kmph for very short distances, with a bioluminescent trail that is like a laser display. Many visitors specifically risk night trips inland just so they can enjoy watching the display caused by a pack of laser snakes hunt or mating.

Sabhaash is also home to the Lebühornh Clinic, which claims to be the Subsector's best-known Drug Rehabilitation facility.

**SAC Plc.** <Spectrum Anonymous Communications Plc.>

SAC is the Sector's largest, independent Commnet link reseller. Although all TL 10 and above computers have the ability to be linked to the planetary net as a communications device for a small fee, Commnet will not generally provide the user with a commnet identity or contact number without a valid idex identification. In 923 SAC bulk purchased the 0011 – 0099 suffixes from Commnet and reissued them to the general public as anonymous comm-link numbers.

SAC assures its users of complete confidentiality. Anyone can purchase a SAC computer interface complete with built-in source code scrambler from a number of commercial stores. The unit costs Cr. 120 to purchase or can be hired separately for an additional monthly charge and it needs a computer to function. The purchaser or hirer is supplied with an unlisted comm-link code which can be charged with specific amounts of on-air credit at a number of automated outlets. Once charged, a single call to the planetary SAC nexus activates the code within that solar system for a period of one month.

The user purchases their payment in advance in minimum units of Cr. 10, which then pays the rental charge and cost of the calls. SAC is available in over 200 systems throughout the Sector. Although there are now a number of independent resellers (mostly megacorporation subsidiaries) no other company within Dagudashaag has the same range of numbers, its confidentiality protocols or its sector-wide coverage.

SAC is wholly owned by Zarathustra Holdings GMBH.

You might be wondering why Indiss, who after all own shares in Communet, are openly advertising SAC in their Encyclopædia. The reason is quite simple, money! Indiss owns a substantial share of Zarathrustra Holdings through one of its many investment corporations. As a result SAC is 35% owned by Indiss and they like to ensure a good return on their investment.

The bulk purchase of the suffixes was unusual since normally only planetary governments and megacorporations are supposed to be able to buy comunet identities in bulk and then only for their own users.

Actually SAC's are extremely useful. It provides almost total confidentiality (yes, I know Communet promises total confidentiality but read the small print on your contract - it clearly states that anonymity will be breached in all matters of state security). It also allows blanks (the unregistered) and those who don't want to be traced to access the planetary databank and communications net. I know some people who have never bothered registering for a 'leash' (Idex) as the SAC system allows them full access to society's wonders.

Actually SAC's can only ensure complete confidentiality for both caller and receiver provided the call is both made and received within a 25km radius of a local SAC communication Nexus (these are predominantly located only in the planet's main settlements). The reason is that the callers SAC' will first encode the transmission (the code for cracking it is pre-set to the receivers 'phone answering code) and transmits it to the nearest Nexus. It is then routed to SAC's local office where its computer will first circulate the call over the local net before uplinking it onto the comunet's planetary satellite network. If the call never leaves SAC's own local network it remains completely untraceable. If, on the other hand, the call is made a distance away from a Nexus (meaning the call is first transmitted through the Communet) then theoretically the caller and receiver could be traced. Similarly if the caller starts inside the local Nexus radius, but only the Communet network can contact the receiver then theoretically the receiver could be traced (though not the caller). It would however, require the tracers to know the callers signal code.

One trick for secret continental communications is to use the SAC's intelligent redirect facility to reroute the incoming signal to a second SAC. Obviously it only works if the receiver is within the radius of a local Nexus and the second SAC is also located within the same area. The trail goes completely cold as soon as the message is redirected!  
No wonder the criminal underground swears by SAC's. CyJac '13

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### **Sadiikashe, Arnakhish (1910)** E7C48BE-9 FI Ph Pz { -1 } (F78+3) [C79D] Be - A 323 8 ImDv K3 V M9 V

First Survey Planetary Designation: *Shikuu*

This world is currently in the throes of technological regression following a devastating plague in 912. Sadiikashe no longer has the technology to maintain its environment systems against the insidious atmosphere, and according to IISS experts it is only a matter of time before a major disaster occurs.

The 'President' of Sadiikashe, Maximillian Graves, has reacted in what many have called "a typically blinkered fashion", refusing off-world aid and restricting personal freedoms in order to minimise the risk to the remaining life-support systems. Any technical personnel left on the planet are said to be desperate to get off-world as any further failures are being seen as sabotage rather than system failures and punished accordingly.

The 'President's' actions have also decimated out-system trade, thus leading to a crippling economic situation. The only thing holding back major civil unrest is the fear of the consequences in terms of environmental collapse. The 'President's' policy is to prey on the populace's fears, in order to keep them in line. The previous Duchess of Arnakhish's lack of positive action in this crisis highlighted what many saw as her complete incompetence.

Appeals to the current Duke, Prince Varian have resulted in an investigative team overseen by the Wardens being sent to evaluate the situation.

### **Saffron, Kuriishe (3018)** A646110-D Lo { 1 } (401-3) [1218] B N - 101 9 ImDv M1 V

First Survey Planetary Designation: *Kaagii Shim*

The planet Saffron, or New Saffron as it used to be called, is a private research facility owned by Saffron Tech, subsidised heavily by Imperial coffers. Saffron Tech is headed up by Professor Bej Siwel, one of the Imperium's foremost scientists. Corporate visitors will be well served by the excellent starport, and will be unaware of the Imperial Navy ships in orbit. The Navy maintains a presence at Saffron to thwart untoward attempts by outsiders to obtain the advanced technology available on the planet.

Until 1099, only high ranking military officials and the Emperor himself are aware that Saffron was under the indirect control of the Imperium, via the back door subsidy that Saffron Tech received from it. Professor Siwel and all at Saffron Tech were also unaware that the Imperium has designated it as an Imperial Research Station - designation; Lambda-3.

Siwel's assistant Marla Gray was revealed, by an undercover INDISS Reporter, to be an Imperial agent. INDISS uncovered that the Imperium was considering taking over the facility and using their scientific discoveries for military applications. When the truth of the Imperium's involvement was uncovered, Saffron Tech managed to arrange for the Imperium to back out while maintaining its core funding. Public opinion was such that they also agreed that Saffron Tech discoveries in future would only be used in non-military applications. Since then, Saffron has made a deal with Naasirka to develop some of their research for civilian use.

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Gray is also said to have covertly conversed on a semi-regular basis with the commander of the Imperial fleet stationed in orbit. Her primary function was apparently to report on any details that Siwel might have 'forgotten' to divulge in his own reports to the Imperium. Talk about a serious lack of trust, makes you wonder what he was working on that warranted that degree of Imperial paranoia.

Today, any ships making an unscheduled arrival in-system are likely to be met by a rather large Imperial Naval vessel. Visitors such as this will find that even a minor slip of the tongue can result in arrest. CyJac '13

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### **Sagan, Zeda (0425)** B877212-B Lo { 2 } (811-2) [1417] B N S - 704 10 ImDv K3 V M1 V

First Survey Planetary Designation: *Radisar*

On the surface, Sagan appears to be a near ideal colony world with its exotic flora and high mountain ranges but the presence of a high concentration of highly dangerous native microscopic life forms, renders the world extremely hazardous without a sealed bio-suit. A ReGen-owned medical research base is actively developing a wide range of vaccines and treatments in the hope of allowing open inhabitation of the world in the foreseeable future.

At present, ReGen has been testing a Domination-authored bio-suit out to see if it could successfully cope with the dangers of Sagan. The suit consists of a chest-mounted bio-construct, which weaves an armoured but extremely flexible cocoon round its wearer. By adding a life-support unit and transplax faceplate to the weave the suit becomes fully self-sufficient, as the bio-construct will recycle the suit's air almost indefinitely. When exposed to large concentrations of neon, the weave dissolves and the bio-construct goes into hibernation until it is again physically awakened. To date, all tests have been extremely successful and ReGen has tentatively began further field tests to see whether or not the weave could make colonisation of Sagan possible within the next few years rather than the decades required to generate a permanent solution.

The Imperial Navy also maintains a small orbital facility, recently established to 'keep an eye' on the growing commercial tensions between Bolivar and the Amec Trade Federation.

### **San-Hajun, Arch-Bishop Pol** - Ducal Interpreter of Faiths & Arch-Bishop of the Brethren College of Comparative Religions, Dipa

(b. 1021 – d.)

Pol San-Hujun was born on Abbayi, Argi (0936) and aged 15 entered the Seminary. In 1043 he became the Church liaison at the Abbayi College of Philosophical Thought where he excelled at comparative studies of the Sector's thousands of religions. He was instrumental in translating and interpreting Böru scriptures of the Hamaran which led to a much clearer understanding of the race. He subsequently did the same for the Eliyoh philosophy.

He is considered the sector's foremost authority on local religions. In 1081 he was elected an Arch-Bishop and assigned to the Brethren College of Comparative Religions on Dipa. In 1091 he was asked to create the Office of the Ducal Interpreter of Faiths as an aide to furthering diplomatic relations with both other races within the Sector and with religious groups. Despite a remarkably small staff team and budget, Arch-Bishop San-Hujan and his team of scholars are considered a valuable asset within Sector Government.

### **Sanheichiir** <Göheimsan: '*Little Knives of the Mind*'>

Sanheichiir were a type of Scanian psionic commandos - trained warriors who are reputed to have had immense psionic abilities. When, in 800, the Imperium took action to prevent the spread of Zhodani teachings through its pawns, the Scanians, Sanheichiir troops successfully held off the might of the Imperial Navy on Akiva.

This lasted for a period of 22 years. Once the Imperium was finally in control, action was taken to brutally suppress the Sanheichiir and psionic teaching but this subsequently proved to be only partially successful.

The last recorded incident involving the Sanheichiir was the assassination of the Imperial Governor Shaida Gakushuu (known as the 'Butcher') on 132-825 by internal telekenesis. The few remaining Sanheichiir were disbanded as part of the Treaty of Rehin (305-826) and are now merely a chapter in history.

**Sagikii (0319)** AD10088A-9 Na Va Ph Pi Ziad9 { -1 } (C78+1) [A77B] BDe S - 702 13 ImDv K4 V M5 V

First Survey Planetary Designation: *Kherlu*

Sagikil, unlike its near neighbour Oeth, has banned the possession of weapons by any but the police including blades which is defined as any knife longer than the shortest finger of the owners hand. The world is famous for the production of the popular hot and spicy Yamok sauce. The recipe, which uses only locally obtained plants, fish and spices, has been handed down from mother to daughter in just one family and they employ the majority of the planets population in its production.

**Sapphyre, Sapphyre (2137)** AA977200-D Lo { 1 } (811-3) [1318] B - - 804 15 ImDv M3 V K0 V

First Survey Planetary Designation: *Admii*, Subsector Capital of Sapphyre, the Ducal Palace and the Imperial Subsector Administrative Headquarters are located in Solidarity.

The name of the main-world is truly descriptive – native micro-organisms in the planet's oceans metabolise copper salts dissolved in the water, contaminating both the atmosphere and water and tinting both an intense blue colour, which is beautiful to behold. However, what is beautiful can also be deadly. No human can breathe the air of Sapphyre unprotected – metal salt-saturated water droplets in the air will trigger crippling allergic reactions within minutes following exposure.

Though Sapphyre has a chemistry which is profoundly non-Terran, it has none the less developed a wide variety of complex life forms, which have evolved to cope with Sapphyre's metal-saturated environment. Some native life forms secrete metal compounds into their carapaces, which they then shed at regular intervals. Others incorporate metals directly into their skeletons or other body structures.

The most surprising illustration of this was discovered in the early years of the Third Imperium – when some examples of Sapphyrian fauna were discovered to utilise nervous systems consisting of pure metallic fibres which are used to carry modulated electrical signals; described by some early biologists as 'organometallic cyborgs', such life forms are almost unique in Imperial Space and Sapphyrian biology is the subject of intensive study.

Sapphyre was settled in the c.-550's by an all-female group of ex-Medurma Pact military personnel led by Sub-Admiral Madelaine Takachiho of the Pact Space Marines. Takachiho resented the 'male domination' common at that time within both the Medurman government and military and she subsequently fermented an uprising against the ruling family and the ruling hierarchy. This failed when several of her subordinates (specified as all male in Takan history) reported her treachery and she and her command team were put on trial for treason.

She and two dozen of her senior staff were subsequently sentenced to death for their crimes but managed to escape in commandeered auxiliary vessels. Takachiho's attempted coup is often referred in both Medurman and Takan history as the "Sapphic Betrayal" though for very different reasons. The Sub-Admiral herself has become a figure of intense hatred amongst native Medurman.

Subsequent events regarding Takachiho's flight remain unclear but both Pact and Aakhri archives suggest that her band took to piracy to survive and her crew grew as female survivors were given the opportunity to join with her or die with their male crew members. At some point, they managed to capture cryogenic gamete storage systems from an Aakhri colonisation vessel, which gave them the means to increase their population. As attacks on commerce trading began to become too hazardous, Takachiho decided to establish a settlement on Sapphyre which lay well outside any patrol routes.

Through a combination of sperm geno-selection (and it is rumoured infanticide), the Takans have managed to maintain an all-female population to the present day. Since the discovery of Sapphyre's immense heavy metal resources in the early 300's and its subsequent designation as duchy capital in 498, the Takans have become immensely wealthy through grants of lands and mineral exploitation rights to Sternmetal Horizons and the Imperial Government. Though most have subsequently left Sapphyre for more comfortable and pleasant worlds, about a 100 Takans (males are not counted as part of the census) still reside on the world, living in near complete seclusion on private estates, only dealing with outsiders and especially off-world males through comlinks or S'mrii-designed intermediary robots.

Visitors to Sapphyre should note that the terms of the Takan land grants prohibit anyone apart from direct representatives of the Imperial Government or female Takan descendants from permanent residence on-world.

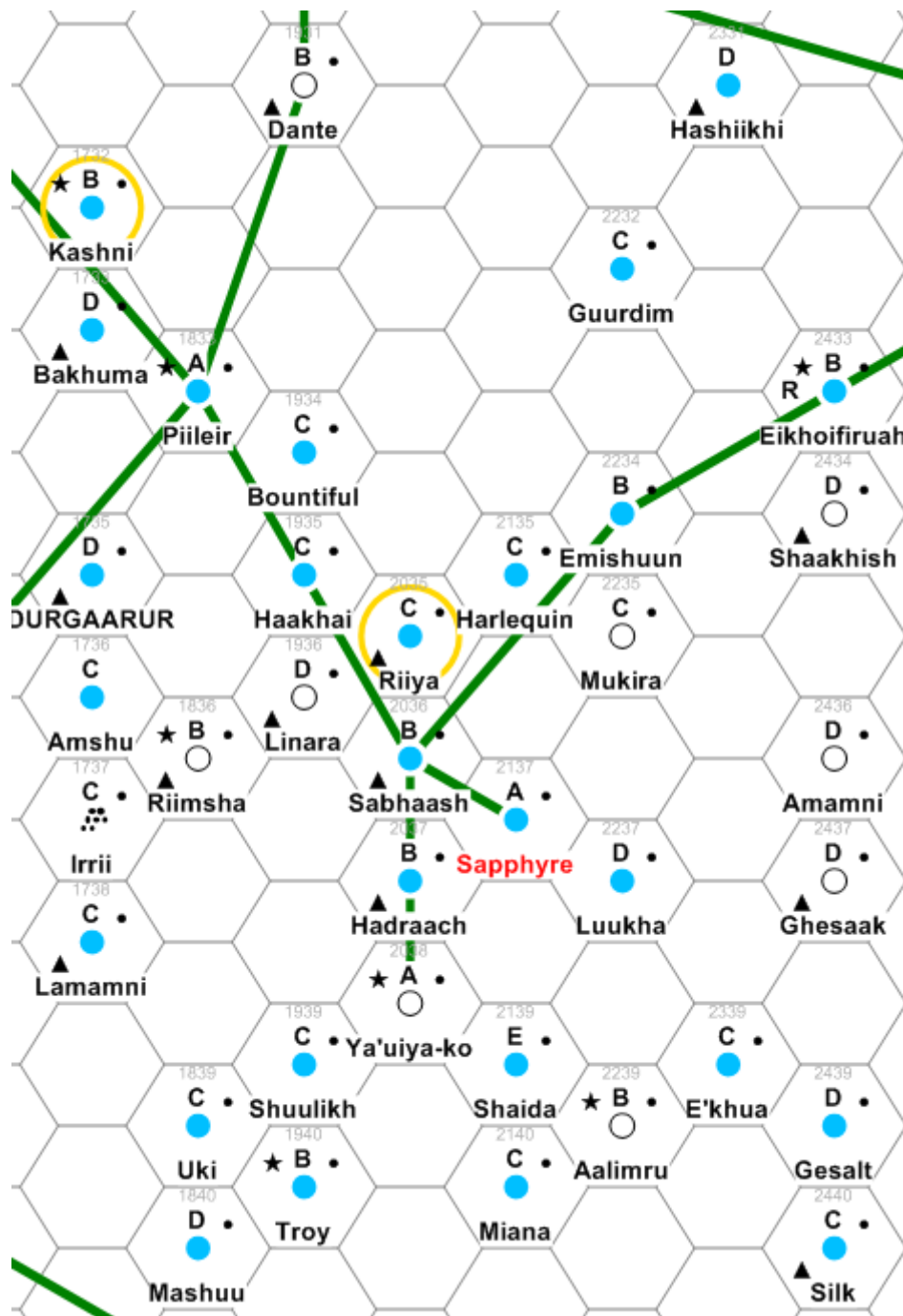
Imperial corporations usually rotate their work force on and off planet on a six to twelve month cycle. Sapphyrian habitation complexes tend to be modular in design so that they can be rearranged to suit the needs and tastes of new arrivals with little fuss.

**SAPPHYRE Subsector** - Subsector O

Duchy Capital: Sapphyre (2137 A977200-D)

This subsector is relatively sparsely populated - there is only one high-population world in the subsector (Durgaruur/ Sapphyre). The vast majority of the systems lie on the Dagudashaag Main. Even though the volume of intersystem trade in this subsector is less than in, say, Argi or Pact, it is still economically important, as the only direct Jump-2 point-of-contact between the Dagudashaag Main and the Sylean Main is between Gia'rk and Ghesaak.

The Sapphyre subsector contains 37 worlds with a population of 21.7 billion. The highest population is 20 billion, at Durgaruur. The highest tech level is E at Aalimru.



**MAIN SYSTEMS IN SUBSECTOR**

• Kashni	1732	B422201-B	He Lo Po Da { 1 } (711-3) [1317]	B N A	512 10	ImDv	M1 V
• B'khuma	1733	D5367A5-6	{ -2 } (965-4) [5534]	B S	203 11	ImDv	M1 V M4 V M9 V
• DURGAARUR	1735	D434A64-C	Hi Mr { 1 } (G9C-1) [8B3A]	BE S	204 12	ImDv	G1 V M2 V
• Amshu	1736	C674354-8	Lo { -2 } (521-4) [1136]	B	600 9	ImDv	K1 V
• Irrii	1737	C000100-B	As Lo Va { 0 } (501-4) [1116]	B	502 7	ImDv	K1 V
• Lamamni	1738	C437569-B	Ni Mr { 0 } (944+1) [656C]	B S	602 8	ImDv	M0 V
• Piileir	1833	A78457A-D	Ag Ni Cp Pr { 3 } (C47+5) [787F]	BcCF NS	814 10	ImDv	F4 V M8 V
• Riimsha	1836	B502400-B	Ic Ni Va { 2 } (C35-2) [1616]	B NS	624 9	ImDv	K4 V M8 V
• Uki	1839	C558512-9	Ag Ni { 0 } (C44-4) [1515]	BC	714 8	ImDv	G4 V M2 V
• Mashuu	1840	D725413-8	Ni { -3 } (731-5) [1125]	B	401 16	ImDv	M0 V
• Dante	1931	B403472-C	Ic Ni Va { 1 } (A34-3) [1518]	B S	613 11	ImDv	M7 II M8 V
• Bountiful	1934	C547733-6	Ag Pi { 0 } (967-3) [4723]	BCD	204 12	ImDv	K1 V M0 V
• Haakhai	1935	C8D5457-B	Ni { 0 } (C33+1) [445B]	B	624 12	ImDv	M2 V
• Linara	1936	D8B6867-8	Fl Ph Mr { -2 } (D76-2) [8658]	Be S	303 11	ImDv	M3 V
• Shuulikh	1939	C88A585-9	Ni Wa Pr { -1 } (943-3) [3437]	Bc	602 12	ImDv	M2 V
• Troy	1940	BA9A210-9	Lo Oc { 0 } (611-4) [1214]	B N	802 8	ImDv	K5 V M2 V
• Riinya	2035	C558868-8	Pa Ph Pz Mr { -1 } (F77-1) [8758]	Bce S A	305 11	ImDv	M2 V M6 V
• Sabhaash	2036	B799100-D	Lo { 1 } (601-3) [1218]	B S	603 12	ImDv	K1 V
• Hadraach	2037	BAE5353-C	Lo { 1 } (A21-2) [1429]	B S	323 9	ImDv	M2 V
• Ya'uiya-ko	2038	A52077A-C	De He Na Po Pi AslaW { 2 } (D6C+4) [997E]	BD N	904 7	ImDv	K1 V
• Harlequin	2135	C433433-A	Ni Po { 0 } (B33-3) [1427]	B	623 13	ImDv	K4 V M4 V
• Sapphyre	2137	A977200-D	Lo { 1 } (811-3) [1318]	B	804 15	ImDv	M3 V K0 V
• Shaida	2139	E521742-7	He Na Po Pi Chir1 { -2 } (966-5) [3513]	BD	615 10	ImDv	M2 V M8 V
• Miana	2140	C649442-9	Ni { -1 } (A32-5) [1315]	B	913 8	ImDv	M2 V
• Guurdim	2232	C681105-A	Lo { 0 } (901-2) [1138]	B	524 10	ImDv	G1 V M1 V
• Emishuun	2234	B538230-C	Lo { 1 } (A11-3) [1317]	B	424 14	ImDv	K5 V M2 V
• Mukira	2235	C540640-8	De He Ni Po { -2 } (E52-5) [1413]	B	824 11	ImDv	M3 V M8 V
• Luukha	2237	D657332-7	Lo Ga { -3 } (521-5) [1113]	B	304 13	ImDv	G7 V
• Aalimru	2239	B430451-E	De Ni Po { 1 } (934-3) [151A]	B N	303 13	ImDv	F8 V M6 V
• Hashiikhi	2331	D575268-7	Lo Mr { -3 } (411-3) [2157]	B S	600 8	ImDv	G0 V
• E'khua	2339	C65588B-8	Ga Pa Ph { -1 } (E77+1) [A77A]	Bce	904 15	ImDv	M2 V
• Eikhoifiruah	2433	B5676B6-A	Ag Ni Ri Asla9 { 3 } (C57+2) [5949]	BC N	113 15	ImDv	M2 V
• Shaakhish	2434	D100335-A	Lo Va { -1 } (621-3) [1238]	B S	601 4	ImDv	M1 V
• Amamni	2436	D430300-A	De Lo Po { -1 } (721-5) [1215]	B	411 8	ImDv	M5 V
• Ghesaak	2437	D100400-B	Ni Va { -1 } (932-5) [1316]	B S	903 12	ImDv	G4 V
• Gesalt	2439	D663422-7	Ni { -3 } (631-5) [1113]	B	423 9	ImDv	G4 V
• Silk	2440	C554377-9	Lo { -1 } (821-1) [3259]	B S	703 11	ImDv	K9 V

**Saven, Laraa (3240)** A5A0734-D He { 2 } (D6D+1) [593B] B N - 613 11 ImDv G2 I V

First Survey Planetary Designation: *Miiam*

This inhospitable desert world, ravaged by violent toxic winds, is home to a very hardy group of humans. These inhabitants are descendants of 'prisoners' - Vilani political and social malcontents exiled to Saven during the Rule of Man. There are a few of Solomani descent, mainly those who were sympathetic to the Vilani or tended towards violence. The Second Imperium maintained a naval base and interdicted the world in an effort to keep people out of the system as much as keeping the prisoners in. During the Long Night, the Miia nearly died out but were saved by the intervention of nearby systems that had obtained jump capability from the Pact.

In modern times the world has benefited from the reestablishment of the naval base which houses a 'Rugged Environment' training school. The world provides a taxing environment for the training of Marines and Naval personnel in survival techniques. Saven also provides, for exactly the same reasons the Imperial Navy and Marines train here, some of the most respected mercenaries in the Imperium. As a result, Saven is classed as one of the so-called 'Warrior Worlds'.

In addition Saven also houses the subsector's high security facility. The Salvation Correctional Repository was recently privatised and is now run by the LifeTech Corporation. LifeTech used to have the maintenance contract to service Saven's cryogenic wing, which houses prisoners serving extended life sentences.

The prison is rumoured to still have a number of prisoners from the Civil War period and (some claim) even earlier. Given that these prisoners are apparently serving permanent imprisonment for either treason or unspecified war crimes, there are no records available to confirm or deny these rumours.

### **SCANIAN, Akivan** <Geneered Human Variant>

Scanian's were genetically engineered from Solomani stock by an unknown company between -1,953 and -1,793 on Akiva, Argi (0935) a water-world that had remained virtually uncolonised until the -1,950's when it was apparently used by an unknown Solomani company as a breeding ground for a number of genetic experiments on humans, the majority of which were non-viable. The end result was two distinct human subspecies; the surface-dwelling Scanians and the amphibious Aquans. This mythical company apparently abandoned the planet in the -1,790's forcing the abandoned experiments to survive as best they could. During the Long Night the surface dwellers fell into barbarianism which threatened to eradicate them completely. This threat ended in -831 when the Prophet Benjamin Ra' Scania united the surface dwellers under a single all-encompassing philosophy of life. This subsequently helped unite the surface-dwelling Scanians with their aquatic cousins and led the way to the Scanian teachings on psionics.

Genetic Scanians are perfectly adapted for water-worlds and/or high gravity planets. Their eyes are protected by a polarised membrane which gives Scanian's the appearance of an overall white eye apparently devoid of iris or pupil. Membranes in the ears and nose prevent drowning or pressure problems. Bones have been altered and muscle structure increased to cope with high gravity. The Scanian adaptation is also the ancestor of the Aquan which was apparently genetically engineered from Scanian stock.

Today the term Scanian also refers to those who follow the teachings of the Prophet Benjamin Ra' Scania regardless of race. The teachings of Scania are supposed to teach its followers never to lie or cheat and to give them the ability to read the truth in others (i.e., read body language).

### **SCANIAN, Kemshigeshian** <Geneered Human Variant>

A sub-species of Scanian initially discovered on Kemshigesh, Laeth in Gushemege, they would appear to be a genetic missing link between the Akivan-bred Scanians and the Aquans. Although they have no respiratory adaptation beyond a slightly enlarged lung capacity and genetically modified haemoglobin, they are able to swim without oxygen for up to 5 minutes and at depths of up to 250 metres without artificial aid. They also have the Aquan's webbed membrane between their fingers and toes. This race is most noticeably different from the Akivan breed by their total lack of psionic ability which would appear to have been genetically engineered out of them.

The Scanians were apparently transported to the planet by their 'creators' prior to the closure of the genetic research station on Akiva, though a colony of Akivan Scanians did arrive on Aslan transports sometime during the -200's. Both groups intermarried and by -177 the Scanian Philosophy and racial name had been adopted by the planet.

Legends found on Kemshigesh would appear to indicate that the Akivan Scanians had access to ancient records at that timeshowing the location of the colony and that the expedition deliberately set out to join up with the Gushemege Scanians. Unfortunately, no trace of the original data has ever been found.

## **Sector Nobles**

Rank nobles can be divided into two subtypes. The first subtype comprises the "local nobility", who make up the majority of Imperial nobles. They serve as Imperial representatives in systems that have a government somehow not conducive to administration by high nobility. These representatives occupy specific governmental offices, and have little power outside their local sphere of influence. The second subtype of rank noble is the "administrator", a citizen who holds Imperial office. Often, these nobles administer worlds or territories with no formal Imperial representation. The title is tied to a position, so these patents are not hereditary (although the use of the noble title is still allowed upon retirement). Their sphere of influence includes operational territories or influence among others within a specialised field.

High nobles hold hereditary office, and are responsible for direct administration of Imperial territories. They are personal representatives of the emperor, with the responsibility of holding together an interstellar community. High nobles frequently hold noble ranks of lesser precedence, which may include other local titles. Their sphere of influence is essentially the area administered by their local peerage. They have almost direct control of entire economies, and spend large amounts of time and resources developing their territories.

Generally, the nobility in that area settles decisions affecting one area of the Imperium. The nobility is allowed this power mainly due to the communications lag which exists when trying to control such a vast area as the Imperium; requests and orders take too long to reach higher authorities and return.

Nobles are regulated through standard codes of behaviour known as protocols. Protocols aside, nobles have few obligations in terms of provision for one another, notwithstanding the payment of taxes, attendance of summits, and settlement of disputes that fall within each other's jurisdictions. Members of the nobility are largely autonomous and have few restrictions on their activities, especially if they are in a backwater.

The nobility contains a subset called the peerage, consisting of all nobles except knights and baronets. Collectively, the peerage constitutes the Moot, the Imperium's only deliberative body. Technically, the Moot is supreme in the Imperium, but its power is extremely limited. In practice, its deliberations are advisory to the emperor, and he is wise to heed them. The Moot has one main power: to dissolve the Imperium. When this power is brought to bear, it compels compromise between opposing factions. The Moot also has the power to confirm emperors and other nobles to their posts.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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- Renowned Nobles of the Ducal Court of Dagudashaag

#### Ducal 'Family'

Sector Duchess	- Duchess Karyn Dea Viisarikaa
Sector Heir (Official Locum)	- Marquess Alicia Blaise Viisarikaa, Guardian of HighPeak (aged 9)
	- Sharik Alexi Viisarikaa (aged 6)
	- Marjori Anastassia Viisarikaa (aged 6)

#### Ducal Advisors

Prime Councillor	- Duke Skuissch*r Kiaskui of Mimu
Lord High Chamberlain	- Lord Tyle Cassius, Marquis of Argiluu
Prime Regulator of the Imperial Moot	- Lord High Ambassador, Baronet Dlaupsu Iapi

#### Sector Representatives to the Imperial Courts

Sector Representative to the Moot	- Duke Edward Amekaa Simalr of Ushra
Sector Representative to the Grand Council of the Vland Domain	- Lady Jianik-Anne Simalr

#### Nobles of the Star Council

A	Mimu	- Duke Skuissch*r Kiaskui
B	Old Suns	- Duchess (Avi'Di) Mak'ala Gishvii-Makhenzii
C	Arnakhish	- Prince Varian Alkhalikoi
		(Represented by Joint Wardens: Lord Mazun Kasii & Lord Marcus Haiakha)
D	Iiradu	- Duke (Karun) Eneri Ganidiirse Ishuggi
E	Shallows	- Duchess Kiyrel Vashkin-Simalr
F	Ushra	- Duke Edward Amekaa Simalr
G	Khandi	- Duke Anyu Ishaira
H	Kuriishe	- Duke Cieran St. John
I	Zeda	- Duke Georg Miguel Innes
J	Remnants	- Duke Stefan de Bere-Owstrowski
K	Pact	- Duchess Karyn Dea Viisarikaa
L	Gadde	- Duke Poul Vincent Sherac
M	Bolivar	- Duchess Alissa Jalandri
N	Argi	- Duke Huan Han-Ch'ing
O	Sapphire	- Duchess (Dom') Eiyessa a'Johari yá Samawati
P	Laraa	- Duke (Kusharkarun or 'High Captain') O'Connor Rehman-Mianda

#### Racial Representatives of the Star Council

Ducal Bureau of Sentient Relations	- Sir Dumont Eli D'Urvil
Advocate for Sentiency	- Dame Marcia del Monaco of Dipa
Amec Trade Protectorate	- Tlatoani Tlacahuepan Motecuhzoma
Amec Ambassador	- Bishop Tzime Sanchez of Eddum
Saqqari Ziaddishi	- Lord High Senator (Ka) Bh'aedl Gliimr'ash Hiaqq of Zeda (Zeda Alignment) Racial
Racial Representative	- Chuk*rrii U'Chakz [ <i>S'mrii</i> ] of Phylum Reeskia'mrassa



## Encyclopaedia Dagudashaag

Racial Representative	- Moko Læthri (b..) Agoré (c..) [ <i>Eliyoh</i> ] of Nest Naohma (a.)
Racial Representative	- Gyasö Ezün Tzãniúi [ <i>Hamaran</i> ] of Tas Hachar
Racial Representative	- (Satha-a-atta-wapawab) Kerwba BawaPa Pawaawa [ <i>Bawapakerwa-A-A-Awapawab</i> ] of Crèche Pawa1 Kerpawaa

### Ducal Office of Sector Government

Chancellor of the Purse	- Marquis Kowiti Gishvii-Makhenzii of Birkhi
Lord of the Ducal Treasury	- Baronet Mya Chu'Chi of Argi
Lord Superintendent, Imperial Shipping Commission: Dagudashaag	- Sir Robb Longstaff-Brooke
Lord of High Protocol	- Lady Vahdi Choi-Li
Bureau of Cultural Affairs	- Sir Roald Hault-Dermaen
Seneschal	- Sir Sharik Urkenim
Sector Sysop, Ducal Census & Records	- Lady Natasha Heinrich Hault-Gremin
Inquisitor General, Sector Audit Team	- Marquis Gordon Ghadu-Vasil of Inshaam
Surgeon-General: Dagudashaag	- Dr. Gerard de Chantuille
Ducal Almoner	- Father Dominic de Gotha of the Church of the Brethren

### Sector Office of High Justice

Director, Ducal Office of High Justice	- Sir Carl Tarrant
Council to the Ducal Court	- Sir Wilhelm Gaviac Kavanagh

### Sector Office of Defence

Sector Grand Admiral	- Admiral Sir Alyxandar DeVitt-Langdon
IISS Sector Director	- Marquis Hiirinanan Kal Ar of Nimluin
Marine Commandant	- Major-General Sir Marc Isaac Ideraan
Sector Grand Marshal	- Field Marshal, Lady Seini Jalandri

### Ducal Board of Advisors

Pastor to the Ducal Court	- Cardinal Aramis Raphael de Mon of the Church of the Brethren
Spiritual Advisor to the Court	- Arch-Cardinal Boaz Z'yn of the Universal Church of God
Ducal Interpreter of Faiths	- Arch-Bishop Pol San-Hajun, Brethren College of Comparative Religions, Dipa
Director, Brethren Uplift Institute	- Dame Mizän Hilton-Sarirka of E'Draconis
Keeper of the Ducal Archives	- Sir Olexandr de Bellague of Akiva
Master of the Titles	- Dame-Dowager Shona van Siraas-McAlistaar of Iiradu
Bureau of Media Affairs	- Windrose Montgeumri Tantalos
Voice Appointed: Pilots & Astrogators Guilds of Dagudashaag	- Commodore Sal Andros
People's Moderator	- Baronet Olev de Hassiem of Gareesh Ra
Court Liaison, Sector Treasury	- Sir Edmund Tyburn-Kant, Oni-Oloru of Zugaa (CEO, Banque de Dagudashaag)
Director, Economic Institute of Dagudashaag	- Dame Elect, Danielle Szekanizky of Pallas

### Ducal Shield

Ducal Protector(s)	- Lord Protector, Marquis (Juok) Heise San'Ju of Dipa - Sir Maarten Murdoch-Dunbar
Ducal Guards	- Medurma Militia: Dunbar's Black Dragons

### Seminary, Mimu (0604) C422425-B He Ni Po Da { 0 } (633-2) [2439] B S A 900 11 ImLc M1 V

First Survey Planetary Designation: *Ashle Mi*

Seminary is the spiritual home and training ground for a small religious movement known as the 'Host of the Holy Union'. The group is a militant evangelical organisation, which has sent numerous missionaries sector-wide to convert the local populace. Their zealous approach and questionable activities have led to a number of serious, violent clashes with various populations and local police. The world has very little to offer the traveller, whether trader or tourist.

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Not a good place to be stranded, believe me! The only thing freely available on Seminary is a conversion! CyJac '13

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### Sennirak, Pact (2026) A401797-C Ic Na Va Pi { 2 } (E6C+2) [795C] BD N - 414 13 ImDv A3 V

First Survey Planetary Designation: *Gindgadshaan*

Originally colonised by Dashi, the planet failed to prove viable as an industrial site and the Combine cut its losses and withdrew in 357.

Many of the families, however, decided to stay. Salvaging what they could, they built their settlements deep underground though they maintained numerous dome-covered parks on the surface to provide food and oxygen. Since the withdrawal, the Senni have managed to expand by mining hydromethane fire-ice from the ice-fields for both fuel and for export.

Visitors are warned that failure to pay the local air tax results in instant expulsion onto the surface. Plants, because of their oxygen-creating properties are held in high regard and any wilful or deliberate damage to a healthy plant is punishable by death.

### **Serpent's (Forked) Tongue, The**

Derogatory term used in the Imperial Court to refer to those who champion liberal political solutions to acts of sedition. The term was first applied to the policies of both the Simalr and Viisarikaa families. There are two possible origins for the comment;

(1) The phrase may have originally been connected with the spinward region of Dagudashaag, which is sometimes referred to by nobles of the court as the Serpent's Bosom. The term could refer to the two families' frequent defence of the sophonts of that region during their many rebellions.

(2) The phrase could refer to the theory that both families are merely unwilling puppets of the S'mrii who are supposedly manipulating them for their own ends.

### **Serpent's Bosom, The**

Derogatory term applied to subsectors in the Spinward edge of Dagudashaag and Trailing subsectors of Gushemege. This area has a reputation for rebellion and sedition comprising as it does, the Lancian Cultural Region, the S'mrii ConSentiency, the Ziadd Confederation, the Amec Trade Federation and the Gushemege Cybertech region.

The term is attributed to Empiress Margaret who is believed to have frequently referred to the region as 'a serpent in our bosom'. This was later shortened to 'Serpent's Bosom'.

Many historians believe that the term 'serpent' may have been intended as a direct reference to the S'mrii.

### **Serpents Reach, Mimu (0402)** A66975A-E Ri { 3 } (E6E+5) [9A7G] BC S - 514 8 ImDv K1 V M0 V

First Survey Planetary Designation: *Kuush*

An idyllic, earth-like world, Serpent's Reach is an important joint Human-S'mrii colony. When the system was undergoing heavy expansion under the auspices of the Imperial Ministry of Colonisation in the early 300's, it was found that the population growth rates were falling well below their targets. An IISS investigation discovered that a trace organic compound, Retroviral HCG, present in the local flora, was suppressing Human fertility. When it transpired that the search for an antidote would take too long to meet the Ministry's needs, they authorised the use of a wide-scale cloning programme to boost the population. That programme continues to the present day: gleaming high-tech metroplexes stand empty, waiting the day when they will be populated. Present Ministry targets call for a population of 270 million by the year 1190.

The primary provider of clones on Serpent's Reach is the S'mrii biomedical services phylum Zia'zak. Their contract is directly with the Imperial government, and they are forbidden by law to sell clones or cloning services to individuals or independent organisations.

Zia'zak SIA and LaForge BioTechnology of Medurma harvest the flora of Serpent's Reach to extract the RHCG. This is processed to form Ovonil, a widely-used long-duration Human contraceptive.

(Acknowledgements and apologies to Carolyn Cherryh).

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Although nothing has ever been proved, rumours persist that clones and 'nonstandard geno-products' (i.e. androids) are available 'for the right price'.CyJac '13

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### **Serusi, Gadde (2625)** E540667-6 De He Ni Po O:2525 { -3 } (851-3) [6356] B - - 402 6 ImDv G3 V

First Survey Planetary Designation: *Khakiir Nara*

Serusi was originally established as a penal planet by the Kuriishe Eraki and later saw service again during the Vilani Pacification Campaign. Today the descendants of the original prisoners still live here. The populace is extremely self-sufficient; crops are grown in hydroponic tanks but most live a nomadic tribal existence with their cattle.

The planet is currently governed from Collette although several attempts have been made, unsuccessfully, over the centuries to introduce self-government. There is almost no planetary or cultural identity outside the family amidst the local population, and inter-family feuds are extremely common. Co-operation between families is rare and the single city of Halikhesh is plagued by violence.

**Sfuizia, language of** <Also known as S'mrii or 'Lizard'>

Sfuizia is the language of the S'mrii, a minor race native to Mimu, Mimu (0208). They had colonies on worlds throughout the coreward-spinward edge of the sector thousands of years before the Vilani achieved space travel, and Sfuizia became the race's common language. Since then it has evolved slowly, absorbing some alien words and adjusting them for S'mrii vocal abilities. Almost all Sfuizia speakers are S'mrii, and are found within the ConSentiency.

Research into the glottochronology of Sfuizia is ongoing but it is believed that they may have been speaking a single, global language as early as -12,000. Sfuizia (it translates as 'Interlanguage') is particularly rich in sibilants and explosive consonants, and as such is extremely difficult for humans to pronounce.

Example: 'Zuka s'mrii\*ruar sk\*aaseesk ssiakhiss kh'mee'

Translation (Galanglic): 'One sentient race understands not the pleasures (of) another.'

**Shaakhish, Sapphyre (2434)** D100335-A Lo Va { -1 } (621-3) [1238] B S - 601 4 ImDv M1 V

First Survey Planetary Designation: *Eniir*

A small, almost insignificant, colony consisting of three domed cities almost equally spaced around the equator of one of the largest satellites in the system. The colonies are connected by a covered monorail system. Either side of the tracks are long hydroponics chambers where Akivan algae is cultivated before being processed into acaik, the primary food eaten by the majority of Eni throughout their lives. Shaakhish, despite its lack of natural resources, has managed to become self-sufficient though most Eni are forced by necessity to live a life of virtual poverty.

There is little to recommend the system to travellers, apart from it being the birthplace of Lorna Belshandar, actress and singer, whose endeavours are considered to constitute some of the best holo-pic's of the 1040's. Lorna's shrine in Shaakhish contains a thousand holo-booths showing every pic' Lorna ever made, in a continuous loop.

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It should be noted that although Shaakhish was Lorna's birthplace and she did indeed grow up there, she refused to ever return and her final remains were in fact cremated in Ushra's Sun.

CyJac '13

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**Shabamiir, Argi (1437)** C7C2442-A Fl He Ni { 0 } (633-4) [1416] B S - 100 8 ImDv K5 V M2 V

First Survey Planetary Designation: *Uurdi Zaa*

Atmospheric composition - Hydrogen/Methane/Ammonia mix, rated insidious defeating all personal protective measures within 2-12 hours. EXTREME CAUTION ADVISED.

Shabamiir's atmosphere is highly dangerous to human life. The University of Ushra has established a colony in orbit with shifts journeying down to the surface base where work is currently being undertaken to research superconductors. The surface base was the subject of a terrorist attack by a violent pro-solomani terrorist group known as the Red Eagles in 1112 which resulted in the deaths of over 100 personnel.

**Shaida, Sapphyre (2139)** E521742-7 He Na Po Pi Chir1 { -2 } (966-5) [3513] BD - - 615 10 ImDv M2 V M8 V

First Survey Planetary Designation: *Pikaa*

Shaida is a world on the Silk Road branch of the Dagudashaag Main, however as four of the five worlds to trailing have a total population of less than 100 thousand, the volume of trade through the system is relatively small and the main world has only rudimentary starport facilities. With a harsh, sub-zero climate, Shaida was colonised as the most habitable base from which the exploitation of the system's five planetoid belts could proceed. Prospecting in fusion-rocket seekers, a large belter community supports the rest of the population. The families of beltlers can often be identified by their surgically-implanted respirators.

Given the dangerous nature of prospecting, cybernetic prosthetics are common and cyborgs are an accepted part of local society. There is even a sect of Mekha's slowly growing amidst the inhabitants in the city of Tin-Can Alley. In addition to the predominantly human inhabitants, there are 2.6 million chirpers on Shaida itself; imported centuries before as slave labour, most chirpers are involved in tending the hydroponic farms which provide the bulk of Shaida's basic food needs. Although not citizens, chirpers are well treated and accepted part of local society.

**Shakhii, Pact (1926)** A200697-D Na Ni Va Sa { 1 } (C55+1) [675D] B S - 504 11 ImDv M2 V

First Survey Planetary Designation: *Kuuuun Gi*

Shakhii is the outmost moon of the gas giant, Pesh. Seas of dust cover the world. There is a single city/Starport at Du' Saurier, and most of the population are independent miners, primarily of ores and crystals.

Shakhii should just be another mining colony; however it has been settled continually since the Rule of Man and has developed a number of local customs that gives it a unique personality of its own. For example, local tradition insists that Ku'Gi males never cut their hair throughout their life, wearing it rolled up on the top of their heads with only a small pony-tail hanging out, while the Ku'Gi females must shave themselves bald every day. Both sexes are tattooed with their clan allegiances and must pierce themselves with rings made from each ore-strike they locate and mine.

Local status is gained through the granting of gifts to those poorer than themselves and great effort is made to find unique and exotic gifts to grant so that the giver can increase their social position, however should visitors try and exploit this custom or do not participate in the tradition of passing on gifts to those poorer than themselves, they will quickly find themselves ostracised.

**Shakuur, Arnakhish (2010)** C523565-8 Ni Po O:2208 { -2 } (B42-4) [3336] B - - 104 8 ImDv M1 V M2 V

First Survey Planetary Designation: *Muud*

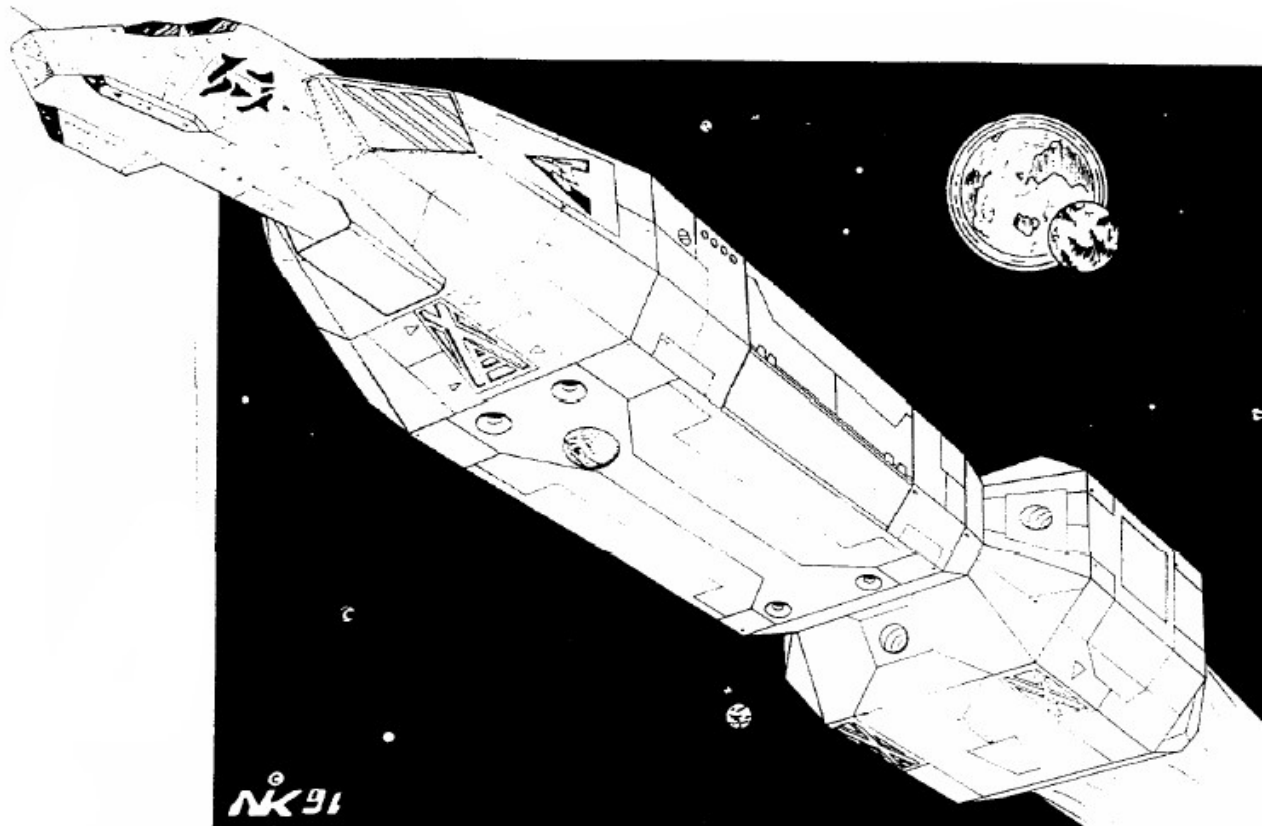
Shakuur is another of the relatively unimportant worlds of the Nanarzan Trace; it sees more stellar traffic than most other systems on the trailing periphery being on the edge of the main X-boat/ trade route into Khandi subsector. The reasonable starport facilities and moderate law level has encouraged many smaller independent merchants and organisations to make regular stops on Shakuur and a small independent commodities market has developed independent of the starport or the local authorities.

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Often a 'blind eye' is turned to the minor neglect of trading regulations and commercial law. Consequentially the world is experiencing a moderately large influx of money which in turn greases the wheels of local authorities so they ignore all but the most gross of trafficking offences.

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CyJac '13





## Encyclopaedia Dagudashaag

• Gwi	0117	D563430-7	Ni	{ -3 } (631-5) [1112]	B S	612 14	ImDv	M0 V M7 V
• Iliika	0211	A436615-D	Ni S'mr6	Kiak2 { 1 } (E55-1) [473B]	B N	824 11	ImLc	M0 V M7 V
• Khikaeg	0212	D565643-6	Ag Ni Ri	{ -1 } (853-4) [3523]	BC S	504 11	ImDv	M1 V
• Aaki	0213	B434553-D	Ni	{ 1 } (C45-2) [262A]	B	123 9	ImDv	G7 V
• Cablu	0214	D548543-7	Ag Ni	{ -2 } (742-5) [2324]	BC	100 13	ImDv	K1 V
• Oewni	0216	B564466-9	Ni Pa Mr	{ 0 } (A33-1) [3448]	Bc S	422 7	ImDv	K5 V M2 V M5 V
• Fau	0217	B423766-A	Na Po Pi	ZiadW O:0320 { 2 } (96B+1) [6949]	BD	300 9	ImDv	K5 V M7 V
• UNISHPIIR	0311	B86A961-C	Hi Wa Pr	Ziad5 Lanc4 O:0111 { 3 } (F8E-1) [5C18]	BcE	704 9	ImLc	G1 V M4 V
• Sagikii	0319	D10088A-9	Na Va Ph Pi	Ziad9 { -1 } (C78+1) [A77B]	BDe S	702 13	ImDv	K4 V M5 V
• Adaskaglu	0320	A5448AE-C	Pa Ph Pi Pz	{ 2 } (F7C+5) [CA9G]	BcDe N A	923 8	ImDv	K9 V M9 V
• Amigu	0412	C436530-B	Ni	{ 0 } (C44-4) [1516]	B	814 12	ImDv	K0 V M9 V
• Oeth	0419	B310320-B	Lo ZiadW	{ 1 } (921-3) [1416]	B S	622 9	ImDv	K0 IV
• Cleci	0420	C561554-9	Ni Pr	{ -1 } (C43-3) [3437]	Bc S	214 15	ImDv	K0 V
• Gishi	0513	C555677-8	Ag Ni	{ -1 } (853-1) [6558]	BC	500 15	ImDv	M3 V M4 V
• Tarterus	0514	B000431-E	As Ni Va	{ 1 } (734-3) [151A]	B N	101 15	ImDv	A2 V K3 V
• Irphothe	0515	D67989A-5	Ph Pi Dolp1	{ -2 } (A75+1) [A677]	BDe S	400 9	ImDv	M0 V
• Station One	0517	C668843-8	Ri Pa Ph	{ 0 } (C78-3) [5825]	BcCe S	702 16	ImDv	K5 V
• DAKUSHAN	0518	E2009A8-A	Hi In Na Va	Ziad7 { 2 } (B8C+2) [9B5A]	BE	900 13	ImDv	K5 V
• Osha	0519	A625441-D	Ni	{ 1 } (A34-3) [1519]	B N	204 10	ImDv	M2 V
• Sloethu	0520	C69A552-C	Ni Wa Sa	{ 0 } (B44-4) [1518]	B S	713 13	ImDv	M2 V
• Niirkhi	0613	B657794-A	Ag Ga	{ 4 } (E6D+2) [5B38]	BCf W	205 9	ImDv	G1 V M2 V
• Gladsheim	0614	B9D5102-D	Lo	{ 1 } (301-3) [1219]	B N	100 9	ImDv	K9 V
• Gaae	0615	C540538-7	De He Ni Po	(Ka Kelaree) { -2 } (742-2) [5357]	B S	100 13	ImDv	K4 V M1 V
• Kaelm'katwi	0619	A553500-D	Ni Po	{ 1 } (E45-3) [1618]	B N	125 10	ImDv	G1 V
• Glachith	0620	C6A4855-9	Fl Ph	{ 0 } (D79-2) [6837]	Be	503 10	ImDv	M3 V M3 V
• Kima	0711	C522873-9	He Na Po Ph Pi	{ 0 } (D79-3) [5826]	BDe S	903 11	ImDv	M3 V M5 V
• DIISHALUM	0714	B420988-E	De He Hi In Na Po	Cp { 4 } (F8G+4) [9D5E]	BEF S	913 8	ImDv	M3 V
• Hourara	0716	A578335-C	Lo	{ 1 } (821-1) [143A]	B N	703 8	ImDv	M0 V M1 V M8 V
• Ekli	0718	C5437A9-8	Po An Pi	{ -1 } (B67+1) [8669]	BD S	820 10	ImDv	M1 V M5 V
• Ziamr	0719	C310888-A	Na Ph Pi	Ziad8 { 1 } (A7A+1) [895A]	BDe	900 11	ImDv	K2 V
• Kashki	0811	C541336-9	He Lo Po	{ -1 } (A21-2) [2248]	B	314 11	ImDv	G9 V
• Lau	0812	C54179A-8	He Po Pi	{ -1 } (F67+1) [967A]	BD S	424 14	ImDv	K3 V
• Diraan	0815	C676114-9	Lo	{ -1 } (301-3) [1137]	B	100 15	ImDv	M2 V
• Ufesk	0816	D9AA301-B	Fl Lo	{ -1 } (621-5) [1217]	B	501 15	ImDv	K3 III
• Miku	0818	C666543-7	Ag Ni Ga Pr	{ -1 } (743-4) [2424]	BcC	404 9	ImDv	G0 V
• Ardchi	0819	B100541-B	Ni Va Ziad9	Sa { 1 } (B45-3) [1617]	B N	304 9	ImDv	M3 V
• Drya	0820	C99A522-9	Ni Wa	{ -1 } (943-5) [1415]	B	202 12	ImDv	G2 V

**Shammud, Zeda (0223)** C546154-9 Lo { -1 } (601-3) [1137] B - - 603 10 ImAp K5 I V M1 V

First Survey Planetary Designation: *Asun Ar*

Shammud is a backwater world of little significance. Once a minor agricultural exporter, a small fragment from a comet crashed into the planet in 642 devastating the biosphere. Thirty-percent of the atmosphere was 'blown away' with the shock wave created at the time of impact along with twenty-percent off the freestanding water. The remaining atmosphere was heavily contaminated by dust a high proportion of which still remains.

Half of the original 10,000 inhabitants died at the time of the impact or shortly after through after effects of the event. Most of the remaining population was evacuated although a few families elected to stay. Although agriculture is possible, most are little more than subsistence farmers. The planet produces little to attract interstellar trade and the survivors have become extremely insular as time has gone by.

### Shampka

Religion found largely on Jarsae and Mikakesh but has adherents on other worlds in the subsector. The followers subscribe to belief in One God, creator of the Universe. They are 'lively' in their worship and produce works of art that are widely admired (mostly wood carvings and tapestry work but other items as well) and often sought after. The religions exact beliefs vary widely across the subsector, making it difficult to classify precisely. Advocates are not restricted to humans and include a number of alien species.

**Shanim, Bolivar (0540)** B000661-C As Na Ni Va Mr { 1 } (B55-3) [2718] B N - 803 7 ImDv G1 V

First Survey Planetary Designation: *Irkhadii*

Once an important mineral exporter in the early years of the Third Imperium, operations (supported by DagMet) in the Shanim Belt declined in the early 500's when the major deposits were worked out. Small amounts of valuable minerals and ores are still produced, although Shanim has lost its industrial pre-eminence.

The re-establishment of Shanim's importance came with the decision of the Imperial Navy to build an additional naval support facility in the wake of the outbreak of the Illelish Revolt. Housed in a sizeable, half-hollowed asteroid, called 'Yosuf's Heart', the naval base still provides the navy with a large maintenance facility. It specialises in hull and intermediate systems repairs, overhauls and constructions. In an attempt to reduce its costs the IN has recently sold the repair side to the private sector which comes with the secured navy contract for the next five years. Lemur-Bolivar Stellar Constructs hope to expand the site to increase its commercial business and currently has a large number of employment opportunities in-system.

**SHANKIDA, The Remnants (1321)** C552997-A Hi Po { 2 } (G8C+2) [9B5A] BE - - 632 13 ImDv M1 V M2 V

Shankida is a small hot ball of a planet, with a thin atmosphere, low hydrographics, and a close orbit of the primary star. Shankida is a difficult place to live. The entire population live in deep caves which open on the shores of the two inland seas K'lachtikin, and B'rhumn, and lie deep below their seabeds. The Ziadd settled Shankida early in the eighth century of the Third Imperium.

Shanky society is bold and self-sufficient. Generally single minded and self-opinionated, Shankys have attained a stable tech level B. Serfdom is common on Shankida; all children are owned and must work their way to freedom by repaying the society at large for its upbringing and education. Those who do not achieve freedom (some 40%), for whatever reasons, remain serfs in service until their deaths. Most households of 15-20 people contain 6-8 serfs. Treated as aides and cherished family members, penalties for mistreating serfs are severe in the extreme.

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Instead of serf, read slave. Just because the Shankys aren't excessively cruel to their servant class doesn't make it any better. Often these serfs were members of their own family that either failed to achieve something worthwhile before their 25<sup>th</sup> birthday or their families were unable to raise their Upbringing Price. To the Shankys, cruelty to a subordinate 'slave' is akin to mental disorder; after all destroying your own 'property' is obviously madness. CyJac '13

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**Sharaa, Argi (1539)** C432563-9 Ni Po Mr Sa { -1 } (A43-4) [2426] B S - 303 7 ImDv K0 I V M4 V

First Survey Planetary Designation: *Pinun*

Sharaa is a gas giant satellite, settled by Solomani late in the Long Night. The settlements are all heavily shielded as sections of the planet regularly suffer from mysterious power drains. These appear randomly and are capable of completely draining a vacc-suit of all its battery power in minutes. Despite centuries of research and investigation, no one knows what causes the phenomenon.

The planet is mainly known for its active Solomani-sympathies. The inhabitants are extremely xenophobic. After the planet was discovered to be a supply depot for Solomani terrorists during the Solomani Rim War (990-1002) the planet was placed under military control. The population still has extremely strong sympathies towards Solomani policy and are believed to be supporting the Red Eagles, a terrorist group until recently working within the sector.

**SHARDI, Laraa (3236)** C426ADB-C Hi In Pz { 3 } (G9E+5) [CD7E] BE S A 604 10 ImDv M0 V

Human habitation in the Shardi system grew hand-in-hand with the colonisation of Kadushi. This system is very rich in rare earths and precious metals, and very quickly major mining activity was established after the first mineral surveys. The main world, a satellite of the gas giant in the second orbit, itself was particularly rich in minerals and supplied the Vilani with the material needed for their expansion rimward. Over the next five centuries much of Shardi was worked out of ores, and attention switched to the other small rocky bodies of the system. The shafts and galleries were reworked and modified to provide homes for the growing permanent population.

Shardi, Kadushi and Amluamii managed to survive the Long Night relatively unscathed and supplied the economic impetus and leading political figures in the region's emergence from the chaos.

**Shashankhu, Bolivar (0832)** D424640-7 Ni { -3 } (851-5) [1312] B S - 532 10 ImAp G2 V

First Survey Planetary Designation: *Kashiinkhind* <Also known as 'Cash in Hand'>

Local Nahuatl Designation: *Tetzatotec*

Shashankhu was originally established as a prison planet during the Vilani Pacification Campaigns and had a reputation for extreme brutality. In 322 the prison was closed down and the planet was handed over to the surviving inhabitants to run. The local people managed to survive by turning the work factories and mines into extremely profitable businesses. In 905 the Council of Decision elected to join the Amec Trade Protectorate.

Today, 'Casher's' have a reputation for working hard and playing hard; it is the only world within the boundaries of the Amec Protectorate that has not criminalised drunkenness or murder. The only crime on their statute books is theft, which carries the sentence of death by being flayed alive.

**SHEA, Gadde (2927)** E651976-8 Hi Po { -1 } (E88-2) [8847] BE - - 303 6 ImDv M0 V M5 V

Shea was a well-established Vilani colony world stretching back to the early years of the First Imperium but became a refuge for millions of Vilani fleeing the rimward sectors following the collapse of the empire at the hands of the Solomani. The huge influx of refugees over a 50-year period increased the population ten-fold, from a stable 18 million to nearly 200 million. With restrictions on the movement of large sections of the Vilani population and the later collapse of the Solomani Empire the number of inhabitants steadily grew until the huge population had stripped the planet of almost all its resources.

Shea's only real export now are its well-trained people, most of which most are of pure Vilani lineage, for the world has a number of large, excellent universities, institutes and academies including the city of Kasiiga University. Shea's capital (Urshiiiglii) also holds one of the largest MemClip libraries in all the Imperium, following closely behind Vland, Terra and Capital.

**Shéaniki, Mimu (0801)** CC 612521-7 Ic Ni Droy2 Sa { -2 } ( 742-5) [1313] B - - 604 7 ImDv M2 V

First Survey Planetary Designation: *Nemuun*

Shéaniki is the outer moon of Pelmarlu, the system's innermost gas giant. It is a frigidly cold world retaining a trace atmosphere of helium and ammonia, thrown off by the gas giant. Shéaniki displays an impressive degree of volcanism, but when the world is in alignment with Pelmarlu and the star seismic activity reaches a peak. Around half a million Humans live in a city fusion-tunnelled into a mountain, located in one of the geologically quieter areas.

The remainder of the population are Droyne, who live in the unstable equatorial lowlands. Fragmentary records dating from the First Imperium indicate that a Droyne Oynprith was present on Shéaniki when it was first explored by Vilani scouts. While the Droyne maintain a stable and sustainable tech seven society the Humans have an artificial tech level of around ten, but have to import everything they need, including maintenance personnel to keep their city running.

**Shegimuud Trace**

The Trace is a cluster of twenty-seven systems all accessible by jump-one ships and entirely contained within the coreward edges of Arnakhish and Old suns subsectors. The origin of the name (Vilani: 'Heavenly' or 'Eternal Twins') is lost in the mists of time but popular belief holds that it is derived from the two type II giant stars (named Meshurish and Mendadii after a squabbling pair of Vilani heroes) that lie at its heart. The trace retains a strong Vilani flavour and many worlds adhere closely to Vilani tradition.

**Sheràc, Duke Poul Vincent** - Duke of Gadde Subsector

(b. 1053 - ).

Duke Sheràc's family became the ruling family of Gadde in 421 after the previous Duke Emil Ghadu-Sai committed suicide. The Sheràc family was sponsored in achieving their ambitions by the mega-corporation, Sternmetal. Most assumed that this would lead to a political bias in favour of that particular company but the first Duke, François repeatedly proved his independence from political manipulation. Over the centuries the Sheràc family have proved to be adequate, if unimaginative, administrators.

The current incumbent Poul Sheràc is the last of his lineage and lists gambling, xenorasty and wine-tasting as his major activities. He was married to Lady Vahdi Choi-Li (between 1110 and 1112), though it is public knowledge that the marriage was never consummated.



**Shershe, Gadde (2728)** C540874-8 De He Po Ph Pi { -1 } (C77-3) [6736] BDe - - 502 10 ImDv K9 V M0 V

First Survey Planetary Designation: *Luursaam As*

Shershe was once a pleasant little world with a breathable thin atmosphere, thirty percent of the planet's surface covered with water and a mild climate; it could boast a population of nearly three-quarters of a billion souls. But in 953 fractionation of the government into a small number of aggressive, competing states led to a full-scale global conflict. No weapon or means was spared in the attempts of all sides to annihilate each other; all that is worst in war was used; nuclear, biological and chemical. By 979 the population had crashed to 12 million, virtually all the surface water was lost or heavily contaminated and all agricultural (and industrial) capacity was destroyed.

It was only direct rapid intervention by the IISS in delivering massive food relief that prevented the remaining population collapsing into oblivion. Many observers wondered why the relief came at all as there was no effort to at least initiate any kind of peace process and thus prevent the disastrous later stages of the war.

The war ground to a halt shortly after the IISS intervention in 980 and the population has steadily grown back to near its pre-war level (following Imperial reinvestment in the world's infrastructure and industry). Yet the devastating effects on the world's ecosphere can be seen. The atmosphere still has taint classification - there are chemical and radioactive dust clouds, which scour some of the wilderness areas. Occasionally they drift into the inhabited regions forcing drastic public health measures and evacuation from affected sites.

All attempts at reclaiming water trapped under the planet's surface to relieve the parched landscape have been fruitless. This problem in addition to the increased competition for the scant remaining resources threatens to open up the old divisions and rivalries into renewed conflict.

**SHIBISHLIM, Khandi (2015)** B566A55-D Hi { 3 } (D9F+1) [8D3B] BE N - 801 12 ImDv M3 V

Shibishlim society is traditionally insular and reserved. Its citizens seem content to go about their day-to-day business and let the swirling currents of Imperial history sort themselves out. Off-worlders are welcomed politely but without great warmth.

Surprisingly in contrast to these attitudes of benign indifference, the government and media seem to loudly proclaim injustice and deliberate bias by the subsector government in favour of other star systems, that the aggressive trade policies of Khandi are harming Shibishlim's economy and that even the Dagudashaag Gravball league is actively working to prevent its franchise team, the Blokaders from winning the championship.

Why the people are so passive whilst their politics are so aggressive is a sociological mystery – the local people avidly read the media without any obvious pleasure yet will suffer serious depression if deprived of such biased and pro-Shibishlim viewpoints on a daily basis. It may be that the Shibishlim as a race actually believe that they are the long-suffering victims of external bias and this is the only outlet they allow themselves to vent their frustration. Whether there is any basis of truth behind their claims is also difficult to assess. It is true that the Blokaders have not won a trophy in 60 years and some Subsector governmental departments are hesitant to send their staff here, however financially Shibishlim has benefited from governmental grants that almost any other planet in the subsector.

Other inhabitants have been known to use the term 'whining Shibishlim' to derogatorily refer to someone who complains unceasingly for no apparent good reason.

**Shidka, Argi (1032)** B564688-8 Ag Ni Ri Da { 1 } (955+1) [6758] BC - A 901 14 ImDv F3 V

First Survey Planetary Designation: *Erka*

Shidka is one of the main agricultural supply worlds of Argi. The planet is a botanist's dream, the flora is constantly mutating and adapting and the natives of Shidka are renowned for their knowledge of local plants and herbs and their beneficial uses. Most Shidkans live in houses surrounded by large grounds completely covered in native flora. Every aspect of their lives is bound up with the local plant-life. Plants whose bouquet induces sleep surround their beds, other plants are used to absorb body wastes or filter the air. The speed of evolution here means that 95% of all flora on the planet is still not been properly named and classified though the Shidkans claim to have intimate knowledge of many more but seem unwilling to share that knowledge.

The primary agricultural exports are grain crops, various varieties of fruits and berries and tubers which are grown in abundance. In addition, numerous pharmaceuticals are harvested from the plants.

There is an indigenous race of Chirpers, living in the equatorial rain forests. Although very little research has ever been carried out on the Chirpers, local legends state that they are almost mystical botanists.

It should be noted that animal life above insect level never evolved on the planet and several species of plant have adapted to fill their various ecological niches. Gliding plants and helicopter seeds fill the sky and floating sac plants cover the oceans.

**Shidu, Old Suns (1406)** C565535-9 Ag Ni Pr { 0 } (C44-2) [3537] BcC S - 814 8 ImDv M0 V

First Survey Planetary Designation: *Nipe*

Shidu, as well as being one of the major agricultural producers in the region, is considered to be one of the best examples of Lancian culture in the whole subsector and its arts are renowned throughout Dagudashaag for their fresh individualistic approach. Unfortunately this renaissance has not been without a price - too many local youth, captivated by the wealth being made by successful artists, are leaving their traditional agricultural lifestyle and flooding the art colleges with their often mediocre talent. Not only has this saturated the market with interior art but many of the plantations now have too few workers to properly cultivate the land.

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Shidu is now considered a prime tourist destination because of this art renaissance but it's really not worth the effort - Vhari Jyavil is a case in point. Vhari was a common Shidu fam-hard who was elected by 'popular demand' to the position of Court Artist to Duchess Mak'ala Gishvii-Makhenzii for his holo-depiction of a Guukian Sanheichiir psionically assaulting a young child. The picture, which most art critics secretly believe is poorly composed and structured (and it is common knowledge that the Duchess hates it with a passion, having banned it from her palace) but it and his later works have become familiar and popular symbols of 'Shidu modernism'. Jyavil's sudden rise to fame has exacerbated the problem, as many of Shidu's youth feel that if he can achieve such fame for his inferior artwork depictions, they should also be able to achieve greater fame for their artistic work. CyJac '13

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**Shifaowoi** - See **Aiaiyal, Pact (1821)**

**Shigkhu, Iiradu (2605)** C643340-9 Lo Po { -1 } (721-5) [1214] B S - 820 11 ImDv G1 V

First Survey Planetary Designation: *Khupar En*

The planetary atmosphere is tainted by the fragrance of Shigkhu's most prominent tree, the Arubu tree; this large black barked tree, with its small, delicate white flowers that bloom for most of the year, have become a symbol of the planet and are used as a symbol of peace. The fragrance is a pleasant one and is believed to have therapeutic properties. Visitors are warned that some trees on rare occasions have the yellow fungus disease. This can render the Arubu pollen poisonous to the touch depending on the fungus's degree of maturity.

Originally a colony from nearby planets, the progressive attitude of the inhabitants has not altered the fact that this is a friendly place to visit; even the criminal element has come to respect its 'Haven' status in the sector. The famous Oval Building has been the site of many Peace Talks over the years, where off-world representatives can come together in a neutral environment to solve inter-system political squabbles under the guidance (if desired) of counsellors from Representative House.

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Extravagant captains often pay exorbitant amounts to outfit their quarters with Arubu wood. It has excellent properties (appearance, flexibility and durability) and its pleasant smell has been found to last for many years.

Trouble is unwanted on Shigkhu and anyone who may cause it may find themselves with a large bounty on their head. Alternatively the adventurer who likes to be well paid for his bounty work may find Representative House a handsome if discrete employer. CyJac '13

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**Shimmersilk, Ushran**

A soft sparkling white cloth made from mono-crystalline fibres woven from petrified Ushran plant life destroyed during the planetoid bombardment 10 million years ago. Drexen Nanobots weave the remnants of crystalline fossils into a shimmering diamond-like thread that is then used to create some of the most expensive clothes in the Imperium. Described as flowing white diamonds, the material is flexible but almost completely impenetrable to physical objects such as blades and can absorb up to 50% of the force of a physical blow.

**Shimmerstone**

Some types of stone, after they have been exposed to Akimu's chemical oceans - Akimu, Mimu (0106), gain a shimmering, iridescent quality that has made them popular as a building material. The iridescence gradually fades unless the rock is carefully prepared and the way the stone is 'fixed' is a closely guarded secret. Quarrying the correct stone, which only occurs on Akimu, is dangerous and time consuming and the exorbitant prices charged for the finished product reflect this; nevertheless it is highly sought after for up-market building projects throughout the Domain.

**Shirlukam, Kuriishe (2618)** D573243-5 Lo { -3 } (411-5) [1122] B - - 704 13 ImDv G9 V M7 V

First Survey Planetary Designation: *Kakpir*

The 720 inhabitants of the main world of this system are the descendants and dedicated followers of a quasi-religious sect which first settled on this world over three centuries ago. The original settlers were led by a charismatic leader, Aren Lukam, who proposed a colony established on the grounds of a 'minimally appropriate technology' set up for the good of all. (Shir Lukam means 'the place of rest' in an ancient Vilani dialect).

These Lukam's have, over the generations, maintained a strict embargo on TL5 and above to enable a small but flourishing society to develop in conjunction with the local ecosystem. The sect, whilst always small in number, has created some of the best pre-electrical technologies seen in human space, and their hard-working communal lifestyle and tolerant nature are renowned throughout the sector.

Although Aren Lukam died over 250 years ago, his peaceful, relaxed vision of a humanist low-tech social ideal still lives on. The Lukam's live within three main villages all situated within 20km of each other, money is unknown and is replaced by a semi-formal system of bartering, while a local analogue of the horse provides the primary beast of burden and transportation. In terms of planetary government, all the inhabitants - regardless of their age - vote annually to elect a board of twelve representatives. This board reflects the commitment of the twelve original settling families, and generally deals with only a few internal matters and the limited interstellar contact in the course of its term of office. Today, this contact is conducted through Shirlukam's Starport which is essentially a small, cleared area of compacted soil surrounded by low berms, with nearby paddy fields providing free unrefined fuel for visiting ships.

Rather like the Shaker sect of ancient Earth, Shirlukam-produced "primitive" furniture, pottery and crafts are all highly valued and choice items have found their way into the homes of the rich throughout the sector and beyond. Unfortunately for visitors wishing to purchase these items from their sources, the Lukams have little need to trade goods. For the dedicated collector cultivating friendliness with the inhabitants over a long period of time is often the best way to achieve a "gifting".

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Although for most of us off-worlders spending more than a few days here this potential utopia has often been (justifiably) described as "boring" and mind-numbingly tedious. Guests are not allowed to work and even music and dancing are banned - the main form of entertainment consists of choosing the most appropriate passage to quote from in the collected works of Aren in a battle of words.

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CyJac '13

**Shogun, Zeda (0729)** B89A545-D Ni Wa { 1 } (945-1) [363B] B N - 711 8 ImAp M1 V

First Survey Planetary Designation: *Bakha Lii* Local Nahuatl Designation: Huehuetecuhtli

Shogun has a population that is predominantly Afro-Japanese. These are known as Tecuhtl or 'wave riders'. Most live their entire lives on their fishing boats harvesting the seas for Feathered Serpent Pharmaceuticals, the main employer. In recent years however a sizeable population of young people have been leaving the planet to join the Quahmala (the Amec Merchant-Scouts).

The remaining locals harvest the sea plants around the small, rocky atolls that form the only solid land on Shogun and cultivate the coral-like Iquehuac which often grow to a diameter of several kilometres just below the surface of the ocean. Shogun is plagued by several species of marine predator such as the 50 metre long Ixtlil or Sea-Hydra which feeds on the coral and which the Tecuhtl hunt.

The Pan-Galactic Friends of Life have recently declared the Ixtlil an endangered species and have made frequent appeals to the planetary High Guild to put a stop to the annual slaughter but to no avail. The High Guild is currently claiming that Friends of Life are behind the eco-terrorist movement, White Fang which has taken to wrecking their Iquehuac refineries.

**Sh'si, Argi (1635)** A554476-D Ni Pa { 1 } (A34+1) [354C] Bc - - 413 9 ImDv M3 V M6 V

First Survey Planetary Designation: *Kuuguu*

Sh'si is a small, low gravity (0.39g) world. Despite its size and surface temperature, Sh'si has a breathable atmosphere. Originally settled by various companies during the First Imperium these evolved into separate city-states during the Long Night. Despite their small size (each city is less than 10,000 citizens) they are completely self-reliant and compete with the others for technological excellence and innovative ability.

Citizens of each city eat their evening meals together in large halls and the peacekeepers are selected from the nobility. In true Vilani tradition, the noble peacekeepers of Sh'si wear large gloves to show that they do not need to use their hands; all citizens are duty bound to carry out whichever orders the peacekeepers give them. There are no taxes; however citizens must give regular gifts to the city-state, either in the form of additional hours of work or innovations which has led to several major advances in widely diverse fields being developed by the various cities.

**Shuada, Khandi (1718)** B100634-D Na Ni Va { 1 } (955-1) [473B] B - - 401 11 ImDv K9 I V M9 V

First Survey Planetary Designation: *Vliiir lir*

A recent zuchai crystal find has catapulted Shuada from an uninhabited rock into a bustling, thriving mining centre. Sternmetal now holds the majority of the mining rights, with smaller stakes held by GenMett and independents. The aggressive tactics used by Sternmetal to buy out the lesser stockholders and deny other players gaining a larger share of the market has led to increasingly more violent acts of sabotage against the megacorporation. As a consequence there is now a heavy Sternmetal security presence, which operates as the 'official' planetary police force.

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Sternmetal has installed a sympathetic puppet government, which almost always bows to the needs and whims of the megacorp. There is always an opening for mercenaries, to work for Sternmetal, GenMett or independent co-operatives. Shuada has a boom-town frontier feel. You can physically taste the tension. CyJac '13

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**Shuakhuar, liradu (2506)** B5728BD-A He Ph Pi Pz { 2 } (A7B+5) [CA9E] BDe N A 600 12 ImDv M2 V

First Survey Planetary Designation: *Zuushgi*

The companies that operate on this planet date back many hundreds of years. During the planet's past these corporations grew so large that it was deemed necessary to maintain their own armies. Some upset local countries and even fought wars with them. Currently, a company's history is its pride and a company's strength is its army. Shuakhuar has a bloody past strewn with minor wars over its limited natural resources.

Company generals are regarded as heroes. The soldiers are rewarded with prizes and decorations. These decorations have social status attached to them and are worn with pride by recipients, the decorations for valour being the most prized.

Some companies have allegiance to one or more heads of state of the planet's countries and this can reflect favourably upon its inhabitants. Such links are especially useful for recruiting new army members during populist celebrations like the anniversary of the Mulkar Desert Campaign.

Shuakhuarans regards off-worlders with some suspicion and don't usually travel away from their home world. This is encouraged by companies as a significant rise in imported goods would affect their trade. Any merchant wanting to buy goods (for export) however, will be pampered and looked after.

A favourite animal on the planet is a large dog-like creature that is quite intelligent and is able to understand some complex commands. These 'dogs' (commonly referred to as 'Pulch') have been used extensively for combat purposes in the planet's history and have often been awarded decorations. The Pulch handler trade is a highly regarded and respected position in Shuakhuar society. Off-worlders are strictly banned from buying these 'dogs' and/or exporting them.

**Shukain, Old Suns (0909)** C6B1689-8 Fl He Ni { -2 } (C52-1) [7469] B S - 422 7 ImDv M4 II

First Survey Planetary Designation: *Khuunis*

The oppressive planetary atmosphere has limited development of this world throughout the centuries. The extremely hot, corrosive atmosphere has restricted colonisation to the Polar Regions. The Vilani had set up a number of nearly automated factory-mines during the Rule of Man to extract and refine raw minerals. After the withdrawal, a shipload of Vilani executives fleeing the chaos of the Long Night crash-landed near the mines and was forced to make Shukain their home.

The survivors adapted the factories to extract frozen oxygen from the surface and were able to combine it with hydrogen to make water. There had been several years' worth of food stockpiled and this lasted long enough for the Board of Executives to have set up a functional hydroponics farm deep beneath the surface in the mineshafts. The Khaini survived by repairing the functional mining factories using parts salvaged from those that were non-repairable. Over the centuries, the Khaini have grown into a number of separate settlements and have developed into specific 'clans', each completely independent and with a distinct identity.

Today the three remaining factories are steam-powered and run on coal, though many systems are being upgraded as the Khaini progress. The settlement still uses primitive environment suits that resemble ancient Terran diving suits to go onto the surface and tentative contact has been established with the ConSentiency to supply much needed food in return for minerals.

Despite offers, the Khaini have rejected offers of assistance to artificially increase their technical level, preferring to advance at their own pace. Within the last three hundred years, they have erected a number of inflated domes over the mine entrances. Many are seriously considering returning to the surface permanently. In 1098, the IISS received permission to build a small research station on world to study the Khaini's progression from an appropriate distance.

**Shulasgu, Argi (1636)** C430327-B De Lo Po Sa { 0 } (621+1) [335B] B S - 610 10 ImDv M0 V M1 V M7 V

First Survey Planetary Designation: *Kaangarar*

Shulasgu is the innermost of five moons in orbit around the gas giant Gavhaa. A cold, hostile world, it remained uncolonised until an independent mining survey team discovered a wealth of diamonds. The test samples proved to be of extremely good quality and size. The news eventually leaked out and Shulasgu was flooded with independent miners looking for the mother lode.

After the diamonds were eventually mined out, a number of the miners decided to stay on and three settlements were established under dome. Although extremely thin, the planet managed to retain an atmosphere, which, during the extremely hot 'summer' was rich in Oxygen, and water lay frozen just beneath the surface, ready for 'harvesting'. Each 'city' was built to filter the oxygen and nitrogen content out of the atmosphere while special drilling platforms were designed to dig deep beneath the hot surface to find and tap massive underground fields of frozen water. The Shul also managed to trade decorative native crystals for the items they were unable to produce themselves.

At first, Shulasgu seemed to be heading towards sustained self-sufficiency but, over time, the cities have become extremely run down and several major disasters have occurred in the last 200 years. While the crystal exports are still sufficient to meet the cost of essential off-world items, they do not generate enough revenue to cover the cost of a major systems overhaul for even one city, never mind all three. At present the options available to the Shul are extremely limited. None of the cities are large enough to house the whole population thereby enabling them to salvage parts from the other two settlements, and they have insufficient wealth to enable a mass exodus off world. One option currently being explored, given that most of the structure is modular in design, is merging the three settlements into one sharing facilities and resources. A delegation has been sent to the Ducal Court to see whether there is any chance of financial aid to finance the operation.

**Shumuu, Bolivar(0631)** C300100-A Lo Va { 0 } (501-4) [1115] B S - 202 18 ImAp M5 V

First Survey Planetary Designation: *Lashka*, Local Nahuatl Designation: *Huahuantli*

Shumuu was once a major mining colony, which had almost been mined out and headquarters of Amec Corporation, House of Yeipanitl until the Eddum disaster. When the disaster struck, the people of Shumuu elected to abandon the moon colony and use its entire resources to support the rescue effort. Afterwards House of Yeipanitl was rewarded with great honours for its unselfish actions and was granted estates on Asimisiske. Today Shumuu is little more than an automated Starport while House of Yeipanitl maintains a robotic mining facility involved in strip-mining the planetary surface.

In 302 the remains of an AAB repository was uncovered in the Medrak Hills but unfortunately all the data crystals were too far deteriorated to be recoverable.

**Shurkig, Gadde (2928)** A434665-E Ni O: 2727 { 1 } (955-1) [473C] B - - 610 6 ImDv M0 V M1 V M8 V

First Survey Planetary Designation: *Amkuu*

Shurkig is famed for its commercial shipyards and the production of its (state-of-the-art) tech level 15 vessels. All the standard designs (and many more besides) are built under license. They are all of excellent quality, constructed to the highest standards. There is a continuous backlog of orders, despite charging premium prices.

The yards are also a source of quality services; repairs, refits, spares and second-hand vessels. A consortium of many of the larger, well-established starship manufacturers on Shurkig are actively undertaking research in the development and implementation of TL16 systems for commercial ships using technology imported from Ushra.

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Individuals and corporations are often prepared to pay these high prices, and many will offer extra to jump the order queue. There is also a thriving market in retrofitting TL15 parts and equipment into older vessels in such a way that they do not appear to have been updated.

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If you want smaller, more efficient manoeuvre drives (or a pop-turret) fitted in such a way that the additional space is not apparent, then the Shurkig Docks may be worth visiting. CyJac '13

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**Shurkikhi, Old Suns (1010)** B527485-9 Ni { 0 } (933-2) [2437] B - - 621 6 ImDv K6 V M9 V

First Survey Planetary Designation: *Iduun Am*

A system explored early in the Vilani's first expansion into Dagudashaag. Shurkikhi has little to offer since its old ore mines were worked out prior to the collapse of the First Imperium. Its derelict B class Starport is a reminder of when Shurkikhi was a major naval staging post during the Terran Gashukubi ('certain death') offensive on the Vland Sector during the Nth Interstellar Wars.

Abandoned during the Long Night, Shurkikhi has recently become the home of a number of Lancian artists, primarily following the Ultra school, including many ultra-extremists. In 1083 the colony welcomed Gahiir Kulbrahn and his followers; a caste of Barbardak's who had been exiled from Lancian space because of the questionable and often violent activities of some of Kulbrahn's followers in pursuance of their 'artistic' aims. To date, Dagudashaag officials have been unable to find any reason to bar Kulbrahn or his followers, though Kulbrahn has claimed that his followers have been harassed and prevented from holding exhibitions anywhere except on Shurkikhi.

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Many people believe that Kulbrahn was behind the Barbardak assault on the Viisarikaa Museum of Fine Art on Medurma last year. Because of insufficient proof, Kulbrahn has never been charged and he has proved himself quite capable of suing anyone who has publicly attempted to link him to the crime. Oops! Guess that's another person after my blood! CyJac'13

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**Shuulikh, Sapphyre (1939)** C88A585-9 Ni Wa Pr { -1 } (943-3) [3437] Bc - - 602 12 ImDv M2 V

First Survey Planetary Designation: *Shuurlerdaguus*

Shuulikh is almost entirely covered in oceans of liquid water. Thick icecaps, in some places over a kilometre deep, extend down from the poles to the mid-latitudes. Although the sea remains liquid around the equator, icebergs and pack ice are a constant hazard. The port facilities are located on Vhiil, the largest island and landmass on Shuulikh, situated just north of the equator. The system's entire human population are port and startown workers and their dependants. Governmental duties are carried out by port administration and policing by port operatives working overtime.

A small Chirper population also exists here. They live an isolated, nomadic existence on the permanent icecaps and shun outside contact. Almost nothing is known about them, including how they manage to survive the harsh, freezing conditions.

**S.I.A.** <S'mrii Incorporated Association>

A legal device created by the Imperial Government to allow S'mrii 'pseudo-corporate' phyla to trade on an equal regulatory footing with Human companies; a pseudo-corporation.

**Siakmasfa, Mimu (0506)** A540233-D De He Lo Po S'mr7 Kiak1 { 1 } (811-2) [132A] B N - 704 13 ImLc K2 V

First Survey Planetary Designation: *Sham*

Siakmasfa was the location of a S'mrii base from before the Long Night. Why the system was subsequently abandoned remains a mystery and there are no records available that would explain why the system was never recolonized. A team of archaeologists from Mimu is now in the process of excavating the original colony site. So far, they have discovered nothing of interest.

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THEY say they have discovered nothing of interest to anyone; however the Navy seems to be supplying a large number of technical support staff for such an 'uninteresting' site. The deep caverns to the north of the colony ruins seem to be the focus of their attention and the entrances are heavily guarded. Might be worth a sneaky peek one of these days though be warned the guards have orders to shoot first and interrogate the corpses. CyJac '13

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**Sidarous** - See **Daas, Iiradu (3107)**

**SIDDIS** <Sector Information and Data Distribution Service>

SIDDIS is an information and data Distribution Company which is a subsidiary of Eko (Information Retrieval) of Gushemege. Specialising in obtaining original information, it has been described as "part news agency, part intelligence agency and wholly extortionate". SIDDIS specialises in revealing cover-ups, including political and media. Their clients include subsector governments, commercial interests and military agencies.

### **SI'FTA** <Sesh-Ifaen Freight Tractors Ag>

SI'FTA are Bulk cargo shippers serving the subsectors bordering Gushemege and Dagudashaag. The company have their origins and main base at Masa (Gushumege 2513) with a regional base for Dagudashaag at Ushra.

The company came into existence in 936 as a small brokerage firm but expanded into carriage after being let down with the delivery of freight. The company operate a number of different ship designs (the most numerous is a version of the Tukera 3,000-ton freighter) and in total run a total of thirty-two jump-capable vessels.

The company operates ships out of all class A and B starports along the Gushumege-Dagudashaag border, as well as all major worlds with class C starports, agricultural, rich or industrial status.

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One of SI'FTA's smaller vessels, the 'Carolisee' went missing last year while approaching the starport at Theta Cygni (2226). No trace of the subsidised merchant (a jump-2 version) has yet been found. Popular legend attributes the loss to the 'Phantom Ship' the Lundqvist. SI'FTA is offering a reward for information leading to the recovery of the vessel or information on its loss.

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### **Signal GK** <GK is an abbreviation for 'Gashimeku Kaalariin'>Translation (Galanglic): 'vessel in distress'

The code signal GK originated on Vland as a distress signal in maritime and aviation activity, and was one of the standard communication codes recognised throughout the Vilani (or First) Imperium. When the Second Imperium succeeded it, Signal GK was retained as a distress code co-equal with the Terran Signal SOS and Mayday.

The Imperial Navigation Act of 103 requires all vessels, whether military or civilian, to respond to the GK, SOS or Mayday signals, provided such a response does not endanger the ship or crew of the responding vessel.

### **Sii, Argi (0932)** B888540-A Ag Ni Pr { 2 } (A46-2) [1715] BcC S - 312 12 ImDv M1 V

First Survey Planetary Designation: *Maan*

Originally settled by Solomani colonists during the Rule of Man, Sii is blessed with flat, arable prairies covering its two continents, which are located on either side of the equatorial ocean.

During the Long Night, Sii became a slave world of the Aakhri Empire. Their people were enslaved and brutally treated. By the time of their liberation by Pacter forces, the local population had been so badly treated that over 30% of the population were sterile and approximately 10 million enslaved Sii had been executed during the occupation. The people still wear a plain plastisteel torc around their necks, similar in appearance to the Aakhri slave collars as a reminder of the horrors their ancestors faced.

Sii is one of the main agricultural supply worlds of Argi; the people are famous for its ability to grow a wide variety of crops with little or no genetic adaptation. Its most famous export is probably Argian Bhair, which although bottled in distilleries on Argi, is produced using Sii hops, Flauk and Sii produced evefruit mixed with Gaesh grain.

### **Sii Worm** <Hemichordatae Gigas Sii Sii>

A soft-bodied, worm-like animal closely related to vertebrates, native to Sii, Argi (0932). Sii Worms are usually 1- 4.5m long, although a sub-species, can reach 12.5m in length. They live in sandy sea beds, with only the front of the body emerging to feed; and for this they use gill slits, acting as filters. These structures are also found in sea squirts and fishes. Sii Worms are a popular food source, which have been successfully transplanted throughout the Sector.



## Silk Road

Name given within the Dagudashaag to a trail of seven systems stretching from Silk, Sapphyre (2440) to Ya'uiya-ko (2038) where it then joins onto another trade spur and the Sapphyre extension of the Main. In reality there is an eighth system on the route, Mystic in Zarushagar and this infrequently used trade route is primarily called the 'Mystic Path'.

## Silk, Sapphyre (2440) C554377-9 Lo { -1 } (821-1) [3259] B S - 703 11 ImDv K9 V

First Survey Planetary Designation: *Iram Ar*

Silk is primarily known for its exported 'Tao'l Silk' a brightly coloured silk-like cloth which is produced already naturally patterned by genetically altered Tao'l Spiders which have been specifically bred to produce a particular pattern. A spider that produces a new successful pattern can sell for up to 2.5Mcr since they are capable of producing about eight hundred eggs during their lifespan, each of which when hatched will mature into an adult capable of producing the same patterned cloth as its parent.

The only settlement on Silk is located on the edge of the Q'habora Sea and most of the buildings are built over water, creating a vast network of canals which are the primary means of local transport around the settlement.

There are five ruling clans, known collectively as Lao, each independent of each other. Each clan has absolute power and control over their indentured servants who rely on their Ruling Family for everything (since on Lao can own property and goods outright).

Visitors to Silk should note that there is no extrality on the planet and all new arrivals are expected to swear 'temporary' allegiance with one or other of the clans in order to be able to buy food and lodgings from their host. Visitors who do not wish to form such alliances generally find it extremely difficult to obtain even the necessities of life whilst on the surface.

## Sima, Laraa (2736) C9D6574-9 Ni Px { -1 } (B43-3) [3437] B S - 904 7 ImDv M0 V M9 V

First Survey Planetary Designation: *Irash In*

Sima was initially colonised during the Rule of Man as a mining settlement, but the harsh environmental conditions proved too much for the minimal results. While most left, a small group of about 35 families stayed behind and this small colony, regressed to a Stone Age existence, managed to survive through the Long Night.

Then in the early 100's, the Imperium elected to make Sima the site of one of their many exile camps in this subsector. The natives were driven into the barren lower levels where they still live in absolute squalor. The rest of the population is made up of the descendants of those who were shipped here and managed to survive the harsh conditions found on this world. The Atmosphere on Sima is only breathable above 10,000 meters above sea level which has restricted the population to the high mountain chains where the only source of water is the snow which falls for about 3 months each year. How the aboriginal natives manage to survive without access to a means for storing the snowfall is unknown.

## Simalr Family, The

The title of Duke of Ushra is held by members of the Simalr family. This family has had a long and distinguished history - The Simalr claim ancestry from the Amsadege family, who settled in the region at about -5,900, and gave the sector at least two Vilani provincial governors. The Simalr themselves formed the majority of the rulers of the Ushran Empire during the Long Night.

Although the Simalr claim noble Vilani descent, they are of mixed lineage, and are unashamedly sophontist. Ushra itself still bears many signs of the original colonisation by the Solomani. They are skilled administrators, who show genuine concern for their subjects. One of the Simalrs' most noted policies is that of persuading surrounding systems to adopt a liberal, democratic style of government. This gradual, voluntary process has so far resulted in ten democratic systems.

The Simalr family have fallen out of Imperial favour on occasion and has twice had their ducal titles removed though in each case it has subsequently been returned a generation or two later as the family loyalty to the Imperial family has never been in question, just their willingness to instigate policies that may harm the Sector.

These enlightened policies, together with distinguished naval service, have earned the current incumbent, Duke Edward Amekaa Simalr, a prestigious seat on the Imperial Moot. He is noted throughout much of the Imperium for his campaigns for sophont rights.



Other notable members of the Simalr clan are Jianik-Anne Simalr (32), Edward's sister, and chief Dagudashaag representative to the Grand Council of the Vland Domain and his oldest daughter, Duchess Kiyrel Vashkin-Simalr of Shallows took over the reins of governing the subsector in 1109 after the death of her husband, Duke Sharik Vashkin from an untreated spore infection.

**Simalr, Duke Edward Amekaa** - Duke of Ushra, Current constitutional monarch of the Republic of Ushra. (1045- ).

Duke Edward is an ex-naval commander; awarded a Starburst of Extreme Heroism after an incident in Corridor Sector in 1089, in which Vargr corsairs seized a liner on which he and a number of high-ranking naval officers were travelling. Simalr regained control of the ship's computer, and managed to bluff the Vargr into surrendering, despite the injuries he had suffered at the corsairs' hands.

Edward Simalr took over the duchy when his father stood down in 1101 because of ill health. He has become a prominent member of the Imperial Moot, campaigning on a wide range of sophontarian issues, and holds many proxy votes from other Dagudashaag nobles (including Duchess Karyn Viisarikaa's proxy). He married Baroness Myselle deForrester of Shibishlim in 1067. They have two children; Duke-Designate Khugi Laragii Simalr (who is married to Heiress Jessica Gaarasa Ling) and Lady Kiyrel Vashkin-Simalr, Duchess of Shallows. He currently has two grandsons, Ganidiirsi Ling Simalr and Chaerlés Simalr (nee Vashkin-Simalr).

### Simplist Movement

The Simplist movement follows a philosophy, which states that the only healthy, morally correct way to live is through a combination of low technology and hard physical labour. Simplists follow the teachings of their rather bizarre prophet, Ignaaz Flansheet (800-995). He believed that society placed far too much trust in technology, and as a direct consequence a new Long Night would occur. The only way to avoid such a conflagration, he argued, was to revert to a far simpler way of life. Although Flansheet was never taken seriously during his lifetime his collected writings were published after his death, and gained a small following. Simplist societies can be found across the Imperial core.

**Singing Caves of the Enishi Desert** - See *Asii, Pact (1928)*

**Sivvista, Kuriishe (3120)** A4288BA-E Ph Pi Pz { 2 } (E7D+4) [AA7G] BDe - A 413 10 ImDv K0 V M8 V

First Survey Planetary Designation: *Gaga As*,

Subsector Capital of Kuriishe, the Ducal Palace and Imperial Subsector Administrative Headquarters are located in Triumph, St. John.

The glory days of Sivvista are long gone. At the height of its power, not only was the Sivvista system a major industrial force, it was also considered a centre of learning, culture and freedom. Today, however, while still visible in the surviving architecture, museums and government approved libraries, the planet itself struggles to keep hold of any power and influence it once held. If anything, Sivvista is a relic of a past age.

Sivvista's fall came about following the death of Protector Darien Xiox, who while essentially taking the role of dictator believed in a very laissez-faire attitude towards trade, life and art. Much of his time was spent financing great projects of urban renewal and forming strong trade links with neighbouring systems. It was under Xiox's rule that all which made Sivvista great was founded. Following his death, however, many programs were abolished by his power hungry under-cabinet as they struggled to decide which of them would replace the late ruler. For over a decade the planet was left with little real control and, when a new protector was finally decided upon (due more to careful assassination and bribery rather than politics) the planetary well-being had already begun to break down.

Following the Great War of Zasje, Sivvista had become the landing ground for huge numbers of refugees, effectively quadrupling the population. Furthermore no effective governing had caused great civil unrest in the cities - rioting and looting destroying both fundamental infrastructure and many businesses.

New protector, Gardinia Maal, took to his rule with an iron fist, oppressing the people and attempting to regain respect, both of his own subject and of the neighbouring systems' governments.

While returning a small degree of stability to Sivvista, Maal has left the population fearing the government. The planet is overcrowded and production is heading towards an all-time low.

### **Skai'i'uss** <ConSentiency High Council>

The Interphylum Congress of the Consentency based on Mimu, Mimu (0208) whilst the Consentency's Administrative and judicial functions are performed by Phylum Kiaskui, a quasi-corporate entity, the Skai'i'uss, a standing conference of the subsector's leading phyla, enacts new legislation and provides political direction.

### **Skill Overlay Technique**

Technique invented in 1107 at the Tamai Xeno-Medical facility to aid in cross-species medical research, Professor C.R. Riket developed the overlay technique using a wafer jack to emulate alien abilities and personality. While it successfully transferred the sophonts personality and knowledge, the transfer process resulted in the death of the donor and caused total character alteration in the host, blanking out the host's original personality.

In 1112 Dr. Emil Zinan, while working with Lancian neuro-processors and magna-bubble storage systems discovered a method of using personality overlays similar to wafer jacks to create a type of external cerebral multi-tasking. By using personality overlays of top medical personnel from a variety of other races, stored in externally mounted datachips called Rom-Constructs which were then interfaced through a neuro-processor, the wearer was able to access the alien donor's perceptions and knowledge and be influenced by it's thoughts, emotions and even body movements while retaining their own personality. In addition, the donors survived the transfer process.

This allowed the wearer to become the alien doctor, perform tasks with the same skills and understand the problem from their prospective while still retaining their own skills, personality and viewpoint usually as a passive observer.

While this has resulted in a great deal of original research and innovative work, it does have a dangerous side effect, which has prevented its use in more general situations. Each Rom-Construct leaves a residual trace personality in the host, which can lead to severe emotional disturbance and even severe multiple schizophrenia with an alien personality potentially becoming the dominant personality. See **Wafer Jack**

### **Slaver Empire, The** - See **Aakhri Empire, The**

### **Slicing the 'E'**

Spacer slang for a ship's re-emergence from JumpSpace, the term refers to a ship switching off its protective JumpSpace envelope when it re-enters normal Space-Time.

### **Sloethu, Shallows (0520)** C69A552-C Ni Wa Sa { 0 } (B44-4) [1518] B S - 713 13 ImDv M2 V

First Survey Planetary Designation: *Luunnuuan*

Sloethu is the inner satellite of Denerta, a large gas giant. An ocean of ice covers the planet tens of kilometres deep. Below the ice a combination of pressure, salinity, and heat from geothermal activity create liquid water. The glaciers and ice floes are constantly moving, buckling and folding into ridges. In places chains of volcanic peaks protrude above the ice and on the largest is Pelisad, the world's starport-city. The colony has a long history of scientific research, specialising in life support systems. The life support systems in Pelisad use a combination of mechanical and bioengineered organic technology.

The Sloethu system contains unusually high concentrations of meteoric and cometary debris, and many of the bodies pass through Denerta's orbit. As yet there have been no major impacts on the world, although scientists are monitoring a massive body, Icarus, and predict an eighty percent chance that it will hit the gas giant or one of its moons sometime in the early 1130s.

### **SMK** <Sk\*akia, Muisk'mii & Kkaskuama>

Sk\*akia, Muisk'mii & Kkaskuama (better known as SMK) while a fairly small firm (only three main partners) is among the most respected law firms in Dagudashaag, their main offices are based on Kashmiir. SMK is renowned for specialising in taking on Governments and megacorporations on behalf of the 'little man' and winning. While unorthodox in their approach they do have an unusually high success rate and attract some of the best young lawyers in the sector.

### **Soreal Incorporated**

Soreal Inc. based on Daas, Iiradu (3107) specialise in providing all manner of security services ranging from bodyguard teams to planetary security. Only Daas has availed themselves of Soreal to provide planetary security. Soreal maintains a relatively large force of troops which are mostly licensed out to other organisations as security guards and mercenaries.

Major Shareholder: Hegan Kisniili, holding 25% of total shares.

## S'MRII

The S'mrii are a species of hexapedal pseudo-reptiles native to Mimu (0208).

The following material is excerpted from "*Pillar of Dagudashaag: Physiology and Sophontology of the S'mrii*"

As a race, the S'mrii participate widely in interstellar society, and yet are still seen by many humans as enigmatic.

It is true that the S'mrii are not an overly assertive race -- unlike certain other groups, they do not proudly proclaim their heritage. It is, however, a heritage to be proud of -- the S'mrii were starfarers when the Vilani industrial revolution had barely begun. But for a truly unfortunate incident many millennia ago, the history of the Galaxy may have been very different. The S'mrii claim to be "the major race that so nearly was".

**S'MRII PHYSIOLOGY:** Reliable S'mrii medical records span some twenty-six millennia -- and our species has changed little in that time. The following general observations can be made about the physiology of our race.

The typical S'mrii male measures about 1.9 meters head-to-tail, and weighs about 60 kg. Females are slightly smaller, measuring 1.7 meters, and weighing 52 kg. Height at the shoulder is typically about 1m. Largely because our homeworld is a low-gravity planet, we have a comparatively light bone structure. We more than make up for our lack of physical strength, however, by our high degree of manual dexterity.

The most comfortable gait for S'mrii is a "semi-erect" four-legged one, superficially similar to that of the K'kree, which leaves the forward pair of limbs free to manipulate objects. The centre pair of "claw-hands" can be used to grasp or steady equipment, but less dextrously.

I would not be so immodest as to claim that S'mrii are a particularly attractive race, but many humans react positively to our appearance. Males of our species have a dark green scaled skin, shading to blue-green on the underside, while females are a lighter "silver-green" colour. The skins of many individuals also bear geometric designs in metallic silver, bronze, or gold. Some humans seem to believe that these designs are cosmetically applied - they are, in fact, genetically transmitted.

Cranial structure, and the detail of skin colouration, varies quite widely among members of our race. By no stretch of the imagination do we all look alike!

We are basically carnivorous, preferring cooked meats rendered down into a thick paste, and mixed with a wide variety of spices and sauces. However, we do enjoy seeds, nuts, and similar plant-derived produce for variety.

We are an oviparous (egg-laying) race. The eggs, once fertilised, are kept within the female's body for approximately 11 months before being laid. The eggs are originally soft-shelled, but the shells of the viable eggs harden rapidly on contact with air. Clutches of three to five eggs are usually laid, but it is rare for more than three to be viable. .

S'mrii juveniles develop slowly -- maturity is reached at thirty-two standard years, and they require parental attention for much of that time. The need to devote so much effort to caring for our children has shaped our society considerably.

S'mrii senses are quite acute when compared with those of humans. Our eyes are sensitive to shades from orange to near-ultraviolet, and we are also sensitive to infra-red -- though we cannot form images in this band.



The complex structure of the S'mrii eye gives us excellent wide-angle vision and S'mrii hearing extends somewhat further into the high-frequency domain than does humans. Our senses of smell and taste are roughly equivalent to human norms.

In common with other reptile-analogues, we are poikilothermic ( sometimes wrongly termed "cold-blooded" ) and are thus sensitive to rapid changes in temperature. We usually overcome this with temperature-control "oversuits". In the absence of such technological remedies, we tend to become sluggish in cold conditions ( below about 80C ). The S'mrii cardio-vascular system is similar to that of humans, but less efficient. The oxygen-chelating compound is haemoglobin, as in humans. We have four lung sacs, but these are relatively small - we experience discomfort when breathing "thin" atmospheres, and we use a filter/respirator combination under these conditions. Conversely, the S'mrii have a greater tolerance for higher pressures than do humans, and are less subject to nitrogen narcosis.

We are among the longest-lived of all motile sentient species. S'mrii typically live 250 to 270 standard years. Anagathics for S'mrii have never been developed -- we do not possess a racial drive to lengthen our lifespans.

PSYCHOLOGY: Stability without stagnation, order without repression -- these are our watchwords. An unstable society can only be damaging for both individuals and groups, yet a rigidly-enforced stability will destroy a society just as surely as war or revolution. Radicalism of any description is to be avoided -- we must seek a middle path, just as a physical system seeks its equilibrium position. Although leaders must be endowed with responsibility, a system of checks and balances is essential, to ensure that this responsibility is not abused.

A person should never occupy a position of authority which he does not possess the abilities for. Aptitude testing is an everyday part of life for those S'mrii in authority, so that those they lead may feel secure in placing their trust in them. The degree of trust which S'mrii show in their scientific and political leaders is often found disconcerting by humans, but you may rest assured that we do not give this trust lightly. A S'mrii leader will always defer to another's expertise in a particular field, even if he be of lower rank.

We have a strong appreciation of our own heritage, yet we do not let it blind us to the wonders of the Galaxy. We were spacefarers when all the major branches of Humaniti dressed in animal skins, and lived in caves.

The desire for creative self-expression is common to all sophonts, and the S'mrii are no different. We have embraced the latest technology wholeheartedly in the search for new creative experiences, and have developed virtual reality systems to a level unknown anywhere else in Imperial Space. Virtuality systems replace many more primitive means of entertainment, creating a media environment which many Humans find totally alien.

The Virtuality Dreams, as they are known, fall into four basic categories: Dream-of-Self, an intensely private virtuality experience created by an individual S'mrii; Dream-of-Circle, a virtuality entertainment shared by a group of friends; and Dream-of-Phylum and Dream-of-Race, public entertainment events which imbue a spirit of personal well-being, as well as dedication to one's phylum and loyalty to society as a whole.

S'mrii society is highly stratified, and monolithic in nature: the same basic social structure holds throughout Mimu and other S'mrii worlds. The S'mrii have no true nation states: their largest economic groups are the Zuichee' or "phyla", which embody aspects of both nations and corporations. See **Phyla**

The phylum system is definitely technocratic, and it is natural that the S'mrii show respect to their high-ranking scientific figures. However, because of this, the overall direction of S'mrii scientific endeavour tends to be dictated by a few individuals. A junior researcher in a particular field would never contemplate questioning the pronouncements of more senior scientists, even if experiments suggest they are wrong. An ill-considered statement by a prominent scientist can stifle a line of research for decades, and even centuries. S'mrii technology has gone through long periods of "horizontal" progress, where existing designs are refined, but no new technology is introduced. Responsible senior researchers thus do their best to assemble teams of the most promising students they can find, and encourage them to be assertive with their findings.

#### HISTORY:

The S'mrii have always been reluctant to allow detailed examination of their historical records by Imperial authorities. The following account is derived from the work of Professor Konstantin Andriseyev of the University of Ushra, and represents a "best guess" of S'mrii historical events.

The S'mrii are descended from flying carnivore/pouncer stock native to Mimu, which inhabited deeply-eroded forested valleys common to the areas surrounding Mimu's small seas.

Details of the evolution of the S'mrii are still somewhat sketchy, but the key event is thought to be an unusual sequence of magnetic field reversals at around -1.6 million. The planet's magnetic field "flipped" polarity repeatedly over a period of about 10,000 years, which caused an increase in the amount of hard radiation reaching the surface.

This heightened radiation flux depleted much of the foliage in forested areas. The proto-S'mrii were forced to co-operate, in order to fend off other carnivores from their increasingly rare herbivore prey. In addition, the increase in radiation accelerated the rate of genetic change. Older proto-S'mrii lost the ability to fly, and so had to prey on tree-climbing omnivore/gatherers. Proto-S'mrii "herded" these creatures, the Mikhiakh, as long ago as -800,000.

S'mrii history followed a similar course to that of many other sentient races, passing through hunter-gatherer and subsistence agriculture phases, leading to a system of primitive feudal states by about -33,000. The technological development of the S'mrii began to accelerate somewhat after -27,000; their Industrial Revolution is generally acknowledged to have occurred at about -26,300.

The most critical turning point ever in S'mrii history occurred in -25,790. According to the archaeological and geological evidence gathered by the S'mrii over subsequent millennia, this event was a thermonuclear holocaust, in which nuclear devices totalling some 4,100 megatons were detonated over major population centres. The holocaust is known in S'mrii literature as the Satkrsach\*'m\*'iassiisk, or "Day of Dying". Pre-"Day of Dying" historical information is fragmentary at best, but it is thought that S'mrii society was originally much closer to a system of nation states.

Needless to say, the effects were devastating. Some four-fifths of the planet's population of 2.05 billion S'mrii died in the five years following the holocaust. The Skak Kakchuassa, the most densely populated, technologically-advanced, and agriculturally productive region on the planet was turned into a radioactive desert. The climatic changes triggered by the war were also severe. Changes in the planetary albedo caused repeated "mini-Ice Ages", each lasting one or two centuries, as Mimu's mean surface temperature oscillated wildly. This phase of S'mrii history, "The Darkness", was characterised by a simple fight for survival. No-one was interested in the rebuilding of civilisation.

Mimu's climate finally reached a stable equilibrium at about -22,200, some three-and-a-half millenia after the original holocaust. By this time, any memory of their previous civilisation had been all but erased. All that survived was a fear of technology. The S'mrii rebuilt themselves into tribes, clans, and finally city-states, with an average tech level of 2. The S'mrii found a level of technology which gave them an acceptable standard of living, and they stagnated there.

Palaeotechnological surveys by Imperial researchers indicate that a period of quite rapid technological development took place on Mimu between -15,000 and -13,800.

The S'mrii Reborn had a truly rare opportunity: to build a global technological state from scratch, and they set about it with a will. The S'mrii returned to space in -13,610: Suikhtreekh Orbital Facility was rebuilt. They expanded slowly and methodically, first with chemical rockets, and later with fusion propulsion further out into Mimu system, establishing colonies, and exploiting the rich resources of the system's planetoid belt. In -12,230, they stood at the edge of their system.

The scientific patronage system which had served the S'mrii so well up to now, would prove to their detriment when they faced the stars however. Iaru'azikua, the greatest physical scientist in a millennium, the harnesser of fusion energy, had stated that faster-than-light travel was impossible. So be it -- all research in that area was frivolous, and the S'mrii would travel to the stars at a more stately pace using Bussard ramjets. The ships were rugged, supremely reliable, and beautiful, but no fundamental advances in propulsion technology were made.

Between -11,900 and -10,900, multiple colonization missions were made to worlds within six parsecs of Mimu. The efficiency of the ramjets was increased: a one-parsec journey could be made in fifteen years, making commerce possible for the long-lived S'mrii. The Alliance of Worlds, a trading association, was established, and sublight transport became regularly scheduled.

The S'mrii had discovered only semi-sentient animals on the worlds they had explored, and seemed to believe that they were alone in the Galaxy -- so First Contact came as a complete surprise to them. The meeting occurred in -9,090, when a sublight colonisation transport from the S'mrii colony of Zuilar arrived in the Karrana'ch system (0302), a system already occupied by a Naarsirka frontier base.

S'mrii passengers would be allowed travel but by low berth only. Naarsirka began regular freight runs along the Mimu branch of the Vilani Main by -9,020. Additional trade concessions were made conditional upon the dismantling of the Alliance administrative structure.

In -8,932, the Alliance of Worlds ceased to exist, and power passed to the Vilani provincial governor.

The years -9,000 to -6,000 saw the S'mrii suffer gradual stagnation, as the Vilani thought their technocratic phylum society too dangerous to allow them complete freedom to function. However, neither were they completely restricted -- trade and cultural links for example developed with the Lancians.

By about -6,200, the Vilani relaxed the travel restrictions on S'mrii: allowing them to travel as middle or high passengers and allowed to crew Jump-capable vessels. In -6,143, Naarsirka allowed Phylum U'Chakzii-Ziask to build starships at its yards on Mimu and Zuiar, though Jump drive "black boxes" were still shipped in from Vland Sector.

In -5,288, an incident occurred between the Vilani provincial governor, and Phylum Kiaskui which led to the onset of the Laashuurarir or "Courtesy" War. The few surviving documents speak of a "breach in technology dissemination restrictions" by Phylum U'Chakzii-Ziask, which provoked an immediate and violent backlash from the Vilani. The S'mrii rapidly tried to arm the merchant vessels they possessed, and sought assistance from the Lancians, but they were no match for the Vilani Grand Fleet. Several large cities on Mimu, including Zaa'mikh and Chak\*m Zaak, were devastated by conventional and nuclear weapons. The outcry among other minor races in the region at the treatment of the S'mrii was a significant factor in the onset of the Consolidation Wars.

By the conclusion of the Wars, several colonies had been damaged or destroyed altogether. The S'mrii retreated. Vilani armies of occupation were placed on the remaining S'mrii worlds. The Vilani implemented re-education policies, attempting to model S'mrii society along Vilani lines. The S'mrii retained sublight transport for communications between Mimu and its colonies, but any ships straying outside the "quarantine zone" were destroyed.

The first Solomani expeditions reached Mimu in -2,173 where they were hailed as liberating heroes. The Solomani forced the Vilani to pay the S'mrii reparations for the damage they had caused: S'mrii were promoted to senior posts in the sector administration, S'mrii outlying colonies re-established and S'mrii scientists assisted in the establishment of colonies on Medurma and Ushra.

The Solomani had provided the S'mrii with everything they required to form their own independent state: Jump technology, a revived industrial base, and the confidence to deal with other races on an equal basis. After -1600 interstellar trade in the Mimu region effectively depended on them. By -1570, the last splinters claiming authority from the Rule of Man had destroyed themselves in internecine conflict, and the S'mrii declared the formation of the Reeskia'mrassa, or S'mrii ConSentiency.

The expanding Sylean Federation reached the ConSentiency at about -30. By about 60, under Vilani pressure, the terms for entry to the new Imperium were significantly changed, to the detriment of the S'mrii. The S'mrii rejected the proposals. This was presented to the Emperor as a direct snub to his authority. Much of the Mimu/Tansa region was already beginning to destabilise, and the Imperium was able to take several worlds on the trailward edge of the subsector by military intimidation. The Revolt of Shiramuunir from Lancian Confederation control (and stiffening resistance by the S'mrii) led to full-scale war in 74.

Vilani strategic control over the attacks meant that they were often bloody and uncompromising. Out of sight of Sylean units, many atrocities were committed against S'mrii civilians. Mass executions were commonplace on Zuiar and Tree'chuakh. Tae became a radioactive desert once more. The S'mrii resisted as best they could, but Mimu fell to Imperial forces by 108.

The Vilani megacorporation Makhidkarun began a major settlement programme in the Mimu/Tansa region following the end of the Pacification Campaign, and the S'mrii had little choice but to bear its indignities. Like their comrades the Lancians, they decided that apparent compliance with the Imperials would serve them best.

The subsequent creation of the Lancian Cultural Region by Empress Arbella in 639 benefitted the S'mrii greatly. They re-established the ConSentiency as a loose trading association.

Material is excerpted from Pillar of Dagudashaag: Physiology and Sophontology of the S'mrii Race, by Professor Kaskia Skui'lachasi of the University of Mimu, (published by Makila-Selwyn-Tobermory, 1114). Reproduced with permission, all rights reserved.

### **Spindrift Tree** <'Woolbush' or 'Cottonwood'>

Primary flora of Collette, this fast-growing bush-like plant has monopolised many areas of the planet. Under good conditions it can grow up to 25m in height and has a complex, interlocking root system which stores copious amounts of water - it has been estimated that if the water stored in the spindrift root system could be released the planet's hydrographic percentage could be increased by as much as 6%. The plants Fast-shedding fuzzy 'bark' serves a dual purpose; as a defence against wood-boring insects and as insulation.

The spindrift 'bark' is the primary taint in Collette's atmosphere since it consists of lignin fibres between 100 microns and 2mm in length. Breathing can be affected after only a few seconds of exposure and may trigger allergic reactions akin to eczema. Prolonged exposure may result in a debilitating lung condition similar to asbestosis. Filters and eye protection are advised at all times. Compacted spindrift 'bark' makes an excellent building material and is exported throughout Gadde.

### **Spiral Caverns of Folly**

The Spiral Caverns are a famous tourist destination on Folly, Khandi (1713), famous for its hundreds of sinkholes that spiral down below the surface for a depth of up to a kilometre. These caverns range in width from approximately three metres across to several that are almost a hundred metres in circumference. The walls of the caverns are formed of a glass-like silicate similar in structure to the nearby Glass-bowl Craters. Several of the sinkholes are completely circular and smooth. The circumference of the tunnels are often maintained for thousands of metres before gradually reducing down to several metres high as the tunnel spirals down evenly like corkscrews burrowed deep under the surface. What caused the creation of such structures is still a matter of great speculation.

**Ssi, Mimu (0708)** A75886A-C Pa Ph S'mr7 Kiak3 Mr { 2 } (D7C+4) [AA7E] Bce N - 803 6 ImLc K6 V M9 V

First Survey Planetary Designation: *Uummairkuur*

Ssi is a long inhabited S'mrii world whose government is run by the ConSentiency from Mimu. After ten thousand years of colonial government, it seems that the S'mrii of Ssi have no wish to pick up the actual government of their world themselves. A number of referendums have been held over the centuries and each has failed to get sufficient voters to participate to reach a decision. The last referendum, held in 1110, managed to get less than 2% of the adult population to voice an opinion either way and was declared null and void as a result.

When asked why they do not wish to govern themselves, most Ssi S'mrii will reply 'why should we do something that others are willing to do for us?' This attitude runs through all of society on Ssi, if you want something done then you must do it yourself because no-one else will do it for you. This laid back attitude is extremely uncommon amongst the S'mrii and some believe it may be the result of some sort of undiagnosed psychosis. It should be noted that it does not appear to affect their work ethic as the planetary economy is healthy and extremely efficient.

**St. John, Duke Cieran of Kuriishe** - Count of Sivvista, Duke of Kuriishe Subsector

(b. 1082 – d.)

Duke Cieran is considered a hardworking and able administrator, famous for working 18 hours a day, 365 days a year. He has a clear love for his subjects and the Subsector as a whole and has personally funded a number of improvements on planets within his realm.

He is married to Lady Marei Dawhin Urkenim having been together since they first met at a ball when they were 17. They have three children, Sara 10, Phylp 8 and Rachal 3. His busy lifestyle and commitment to his people does not leave him any time for other interests other than his family.

### **Stargate**

The Stargate was first activated in 977 by the Stargate Consortium (comprising funding from the Argian government and the ScanianTraveller's Aid Fund) having taken almost 35 years to plan and construct.

The stargate network consists of a series of satellites orbiting the planets of GateWay and Argi in the Argi subsector at the leading and trailing Trojan positions absorbing solar energy which are then beamed to specially modified starships fitted with external power couplings.

Such external power craft utilises only a very basic Jump Drive and do not carry a Jump fuel supply. However, they require a secondary or "trickle" power plant which supplies power to the Jump systems while the craft is in Jumpspace. Superconducting power connections on the hull permit connection to an external power source beamed from the satellites prior to jump. A StarGate starship requires only external power couplings, plus the Jump net and basic control gear which displaces and weighs one tenth and costs one-quarter of the equivalent Jump drive. This also increases the ship's cargo capacity.

At GateWay solar power is also supplemented by additional power beamed from the Highway. The Stargate is currently only to be found on Gateway and Argi with other gates planned for Gigi, Ashmasa and Akiva. Specially designed ships are required to benefit from the 'Gate mechanism.

**Station Four, Ushra (1618)** C545201-9 Lo { -1 } (611-5) [1115] B S - 202 7 ImDv M1 V

First Survey Planetary Designation: *Gashbag*

One of a chain of monitoring stations established at the time of the Third Imperium's entry into Dagudashaag. The Station was closed down in 342 and is now maintained purely as an automated facility for refuelling IISS ships. It should be noted that any attempt by unauthorised ships to access the automated facility results in the automatic guard facility activating and hostile force used to prevent any attempt to steal fuel.

**Station One, Shallows (0517)** C668843-8 Ri Pa Ph { 0 } (C78-3) [5825] BcCe S - 702 16 ImDv K5 V

First Survey Planetary Designation: *Kheik Asam*

Station One was part of a chain of ten stations established on desolate planets throughout the sector at the time of the Third Imperium's entry (infiltration) into Dagudashaag. The station was closed down in 342.

Even by that time it had become apparent that the world was an uninhabited paradise, so that most of those who had been posted there moved in with their families and settled the world. The original families have continued to dominate the government. 86% of the population of this world are of Sylean descent and the primary language is that of the Sylean League. It has been said that this world is more Sylean than Sylea ever was. By law 85% of the planet must always remain undeveloped and untouched with access to these areas only by license.

**Station Three, The Remnants (1428)** C735220-A Lo { 0 } (B11-4) [1215] B S - 425 12 ImDv K5 V M8 V

First Survey Planetary Designation: *Aashga Kiish*

Station Three is one of the ten outposts; it is now a minor semi-automated IISS station. There is only a skeleton crew of four permanent staff who supervise the refuelling and serving of Scout Service Couriers who are moving off the X-boat link into The Remnants proper. Station Three is also the primary storage site for the majority of IISS vessels decommissioned in the subsector. These are mothballed in the valleys around the primary refuelling and purification refinery at Sloth Station.

**Station Two, Pact (2327)** C560104-A De Lo { 0 } (501-2) [1138] B - - 202 11 ImDv M4 V

First Survey Planetary Designation: *Iirgash*

One of a chain of ten stations intended to monitor potential trouble spots such as the Pact. They were discontinued in 342 and most of the bases were renamed and handed over to the IISS. Station Two was considered relatively useless and the base was simply stripped.

Since then, the port has been maintained as a near-automatic facility serviced by personnel from MMSL. Recently there has been some discussions by MMSL, after a recent Tri-Vee program by Lars Grihl on surviving the wilderness of Two, about turning it into a tourist destination with activities including skiing of the dustbowls and vacc survival trips but no progress has been made in the last couple of years due to the problems of insuring tourists participating in such high risk activities.

**'Stella'**

Spacer slang - abbreviation of 'Interstellar', used to refer to non-spacers such as tourists who frequently attempt to emulate the fashions and style of the Interstellar traveller community while apparently deliberately trying to ignore their own background and planetary culture.

The term is generally considered an insult.

**Stig'** <abbreviation of 'Stigaroon' - definition unknown> <Free Journeyman>

An artisan or craftsman who works their passage between the stars; most Stig's are workers who had served their apprenticeship but are not yet in a financial position to set up as master craftsmen. The Vilani and Lancian guilds, by restricting the number of masters without limiting the number of apprentices, has caused increasing numbers of discontented and unemployed journeymen to leave their homes and travel the stars in search of work .



**Stim-Cez Oy** <also known as Cez>

Headquartered on Liigash, Isi Ahto (Gushemege).

In a culture of creativity it is hardly surprising that an entertainments company should rise to a position of great influence. Cez has its power base not only in Lancia but also across all of Gushemege, parts of Dagudashaag, and tentacles that spread to the furthest reaches of the Imperium. Cez makes programmes, commercials, tri-vee and simstim for consumption by the Imperium's media hungry population. Studios and facilities are maintained on many worlds in Lancia and a few outside, including Mimiu. Stim-Cez, the simstim branch of Cez, funds an extensive research effort. Its research teams are at the forefront of work on simstim and pseudo-reality entertainment.

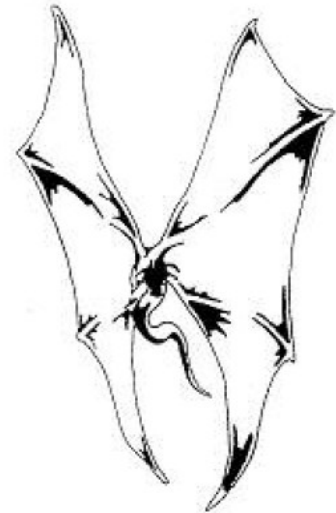
Stock Ownership:

Noble families, 19%; Esgakii, 15%; Makhidkarun, 13%; investment trusts, 14%; private ownership, 39%.

**Stone Jenkins** - See **Jenkins, Admiral Everett Justinian**

**Stöpuen** <Kiriani: 'Funeral Casket'>

When the first Tä Gyasu (the first Hamaran to walk the path to mortal godhood by following the teachings of Shaihyka) died, his body was cremated and his ashes placed in a traditional Stöpuen (funeral casket) to be cast into the sea. The symbol of the casket has subsequently become the preeminent symbol for the enlightenment of Tä Gyasu. There are five (and one other) principal forms of Stöpuen representing the different aspects of enlightenment. The three most common are the Tä Stöpuen symbolising his illumination and enlightenment, the MarÜ Stöpuen symbolising his conquest of the demonic or chaotic aspect and the Ni Stöpuen his passing away and conscious rebirth.



**Stormsingers of Medurma** <Procellacantor var.>

A semi-mythical winged creature supposedly native to Medurma, Pact (2124) with a fifteen-metre span, the Stormsinger is said to ride the powerful updrafts which cause the violent electrical storms which periodically lash Medurma's populated areas. A strangely elusive creature, the Stormsinger has only been sighted on a few occasions in modern times, and only a few indistinct holo-recordings exist. Many teams have attempted to track or capture the Stormsinger, but those who have heard its bewitching calls have suffered mysterious equipment failures, and there is still no satisfactory hard evidence.

Links have been drawn with the legend of the Tansui on GateWay, Argi.

**StrandGrass**

StrandGrass is an extremely versatile plant local to Inshaam, Gadde (2721).

Although it's capable of being used in many different ways its most commonly exported as a brightly coloured cloth renowned for its durability and comfort.

**Strephon's Wall**

Complementary term for Dagudashaag and Gushemege Sectors attributed to the Emperor Strephon Aella Alkhalikoi. The Emperor allegedly used the description in reply to an unnamed noble's reference to the region as the 'Serpent's Bosom'.

The Emperor is alleged to have said that 'these sentients are not so much a serpent in our midst, as a living wall that may one day protect us all from the forces of the night. They may be rebellious, yet I assure you that they would defend the ideals of the Empire to their very last breath. Even against the Imperium itself.' The term is most commonly used by residents of the region to refer to themselves as a collective whole.

**Suakan, Arnakhish (2410)** C591423-8 He Ni { -2 } (931-5) [1225] B S - 112 11 ImDv M0 V

First Survey Planetary Designation: *Darii*

Suakan is the most rimward of the worlds of the Ninlakim Trace. The atmospheric taint has meant that life is confined to a series of domed cities along the chain of lakes that dominate the north east face of this world. Suakan has an extremely high oxygen level that leaves those exposed to the atmosphere drunk with euphoria. In this state, people are inclined to be careless or even suicidal.

Suakan has little to offer off-worlders. Barely self-sufficient in minerals and food products, its inhabitants are extremely insular and do not welcome off-worlders. There is only one item worth exporting, wild beakers. Beaked monkeys were accidentally introduced into the local ecology in 105. It was assumed that the small monkey-like creatures would die out very quickly exposed to the unusually high oxygen content. In fact the beakers have thrived, carving out a niche for themselves fairly high up the native food chain. A small number of Suakann's have begun to trap young Beakers for export as pets - Suakann's themselves see Beakers as major pests to be exterminated or at least contained to non-agricultural territories.

In 1103 White Fang exposed the trade, showing that the method used by most Suakann trappers consisted of killing the beaker parents to enable them to easily capture the vulnerable pup. White Fang also managed to capture a Suakann cargo ship transporting a huge consignment of Beaker pups and broadcast their findings - 1 in 3 pups lay dead in their cages, many of the corpses were torn open and had obviously been partially eaten by the surviving pups. Given that Beakers are normally vegetarian, subsisting primarily on nuts and seeds, the fact that so many were driven to abnormal cannibalistic behaviour showed the trauma the pups were experiencing. Although White Fang managed to reduce the trade, the demand for Beakers as pets has proved too great to eradicate the export completely.

### Subbie

Spacer slang for any crew member of a subsidised merchant.

### Summer Rebellion, The - See **de Wyndheim, Kabuki**

<1093 - 1094, Sapphyre, Sapphyre (2127)>

### Sumuu, Zeda (0725) C300500-B Ni Va { 0 } (B44-4) [1516] B - - 213 11 ImDv K2 V

First Survey Planetary Designation: *Gagi Pa*

Sumuu is probably the most disorganised planet in the sector. Its 200,000 inhabitants are currently without a coherent government. Almost 40 years ago the planet was a representative democracy when the 'visionary' president Tein Amix decided that the ultimate government could only be determined by methodical testing of all the available types. Surprisingly, the populace did not immediately vote him out of office and the concept was enshrined in the statutes. A representative democracy soon failed when a plan emerged to allow a tiny minority to use a public holiday to vote themselves into power. A revolution temporarily regained power for the people then a short surge of admiration for the Universal Church brought the holy man Abaeus Yerani into power. Yerani's soft Innocentine approach allowed a coup, funded by a banking organisation which was quickly reversed by the return of native holoivid star Paul Van Derosko whose popularity forced the coup leaders to present him as figurehead leader. Derosko's lack of business acumen and diplomatic skill quickly led to problems with neighbouring worlds. A trade blockade was imposed a year ago for non-payment of imported goods and Derosko's government collapsed. Individual areas each decided localised bureaucratic councils would best serve the planet - there are now nine such councils, which meet at irregular intervals and have little liaison between them.

The result of these varying rulers has left Sumuu with a hashed-together mix of old and new laws and statutes. All administration tasks are enmeshed in red tape with its resultant delays.

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Perhaps the most unfortunate aspect of this culture is its honesty: the bureaucrats are not even sufficiently corrupt to accept bribes to 'smooth' the way - the system must be followed to the letter and cannot be rushed. Some 'simple' paperwork has become so complex that a trader may have to hire several lawyers and accountants just to handle a single transaction. Thankfully the rate of pay for these administrators is not as high as elsewhere.

CyJac '13

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### Suvae

A beautiful and delicate blue flowering orchid native to Oewni, Shallows (0216) the Suvae is considered to symbolise death in the Ziadd culture.

### Symal

Nutritious residue extracted from the Symmonds Tree indigenous to Medurma, Pact (2124). The material is processed into a protein-rich cake called symal, which can be used much like soya protein in food preparation. The discovery of symal was a major factor that led to the decision to permanently colonise the planet.

### Symmonds Tree <Caligoarbor Subtilis Symmondsi>

An unusual plant that will grow only in, and is native to, DeepLevel on Medurma, Pact (2124) which is used as a food source as well as providing several unique pharmaceuticals.

DeepLevel is the region of Medurma between sea level and approximately 4,500 metres; a storm-wracked land of perpetual darkness, frequently drenched in acidic rain with a sulphuric taint from all the constant volcanic activity. The surface temperature averages about 90oC, though the sheer weight of planetary atmosphere prevents it boiling away. The oxygen pressure is at 1.8 atmospheres which is toxic to humans without full-body protection.

The Symmonds Tree is the primary flora of the region and is a thick-stemmed 'bush' which grows to about eight metres in height. The plant appears to be chemosynthetic and is a symbiont with an underground network of hyphae or nutrient-carrying tubes which can extend underground for several kilometres. Strangely, many aspects of the tree's biochemistry still defy analysis and has yet to be successfully placed in the Medurman evolutionary scheme.

The Symmonds Tree has proved to be a rich source of precursor chemicals for certain pharmaceuticals, including fibrinases and nerve growth factors. A residual extract is also able to be made into Symal, a soya-like protein. Huge plantations of Symmonds Trees are harvested by corporations such as DeepLevel Harvesting and Symmonds Xenoculture using both advanced robots and human labour.

### **Symmonds Xenoculture Inc. <SXC>**

Founded by Frederick Maximillion Symmonds in 316, to harvest the Symmonds Trees of Medurma, they have since expanded to form a major agropduct harvesting and shipping company in Pact. In recent years the company has been plagued by rumours of financial mismanagement.

Symmond Tree harvesting still forms a major aspect of SXC's production though work at DeepLevel is both difficult and extremely dangerous. SXC, like DeepLevel, has an extremely poor accident record with workers complaining of constant migraines or hallucinations, which often leads to accidents or suicides. Company physicians have generally put this down to the effects of stress compounded by sensory deprivation caused by working long hours in complete darkness.

SXC's position as leader of the domestic Medurman market no longer looks secure as newer companies such as DeepLevel Harvesting LIC, are proving to be more productive and innovative.

### **Synod of Knowledge, the**

Formed by Chanak'ra Vura in the state of Zordin on Gian, Zeda (0825), this group has grown exponentially over 26 years to a membership of millions. Based upon Chanak'ra's need to determine the existence (or not) of God (or Gods), the movement's scientific approach seems to appeal to people from all walks of life. Members all contribute to the Synod which then funds research teams which travel across (and outside) the subsector investigating any and all events and artifacts which might prove God's existence.

The Synod has built up a substantial library of knowledge of other religions in the area and an unbiased analysis of each has been prepared (although not widely published as yet). Areas of research have included psionics and the Ancients. Chanak'ra's own experiments are more extreme. It is rumoured she has pushed senior members of local religions into chasms simply to see if their God(s) will save them from their death.

Synod research teams may be found on many planets in this subsector, although some worlds regard them as dangerous heretics.

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They are certainly not welcome on Uргу, Zeda (0823) for example!

CyJac '13

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### **Syrna, Zeda (0329)** B9668CC-A Ri Pa Ph Pz { 3 } (E7C+5) [BB8D] BcCe N A 613 14 ImAp M2 V

First Survey Planetary Designation: *Uushar Kaam*, Local Nahuatl Designation: *Tzocochtli*

Syrna is famous for its garden cities, each of which is built on the surface of a lake. Each settlement consists of thousands of beautiful houses, pyramids and towers covered in frescoes, flowers and vines growing from their many tiers and balconies. Surrounding each of the floating settlements are even more floating gardens. Nowhere is the Amec passion for flowers more apparent than on Syrna where millions of species have been bio-modified to thrive in the local climate. The actual islands of the lakes have been turned into hunting preserves for the local sun-born and commercial farming of literary thousands of species of cat from all over the Imperium are selectively bred here for their fur.

Perhaps the greatest of all the floating cities is Nahlténochtitlan which is considered the cultural capital of the Protectorate and hosts the Chapultepec Arts Festival every decade which attracts exhibitors of every conceivable art form from all over the Quadrant to the planet.

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**Tae, Mimu (0408)** C552664-8 Ni Po Mr { -2 } (C52-4) [4436] B S - 604 17 ImLc M2 V K0 V

First Survey Planetary Designation: *Givla*

Originally colonised by the S'mrii by sublight vessels at about -11,700, Tae developed rapidly under the aegis of the Alliance of Worlds, and later under the Ziru Sirka. It soon developed an important industrial base, supplying precision components to the spacecraft manufacturer U'Chakzii-Ziask. Its population grew steadily to reach the high tens of millions by -6,000.

All this came to an end in the first spasms of the Vilani Consolidation Wars. The Vilani intended to punish the S'mrii for their presumption in developing an advanced technological base, and threatening Vilani megacorporate monopolies. Tae was a prime target. In -5,287, the world was systematically depopulated by orbital nuclear bombardment, and subsequently interdicted.

The S'mrii regained possession of the world in -2,155, by which time the Solomani had securely established their control over the region. With technical assistance from the Solomani Rydell-McRae Corporation, the S'mrii set about decontaminating and terraforming Tae. The collapse of the Rule of Man meant that the S'mrii had to devote their energies to maintaining their own interstellar civilisation, and the Tae terraforming effort was progressively turned over to automated systems. The world became safely habitable at about -400, at which point the ConSentency established a start-up mining and manufacturing colony.

Tae once again saw conflict during the Vilani Pacification Campaigns. In 77, the colony was damaged by a near-miss nuclear strike by Vilani-dominated Imperial Naval units, and subsequently evacuated. The Imperial military inherited a deserted, mildly radioactive dustbowl of a world, and proceeded to ignore it for three centuries.

In 398, Phylum Kiaskui, supported by the Duke of Mimu, purchased the land rights for much of the surface from the Imperial government. Clean up operations were completed in short order, but the S'mrii did not reoccupy the world. Instead, Tae was advertised as open to settlement by all, with precedence given to refugees from conflicts in the Vilani sphere. Immigrants streamed in from all over the Vilani domain, and were greeted with open arms by the S'mrii, who had ensured that there was an extensive infrastructure already in place. Government was lax, and the S'mrii encouraged the new residents to express themselves freely. Strangely enough, the population seemed to include a high proportion of anti-Vilani political dissidents...

Tae is now recognised as a 'writers' colony', and hard-text and video publishers form the world's most productive industry. A fair proportion of Tae's literary output is strongly anti-Vilani: political critiques, historical essays on Vilani subjugation of minor races (including the S'mrii) and so on. The Imperial government is in the embarrassing position of owning a world which is intensely annoying to the Vilani, but being unable to do anything about it, short of direct military intervention, because of the terms of the land grant to Phylum Kiaskui.

Tae is outwardly a desolate world, with jagged ochre cliffs surrounding the few small, intensely blue mineral-rich seas. The encroaching deserts conceal many unexplored S'mrii ruins dating back to the Ziru Sirka and before.

## Talking Temples of Uaam, The

Uaam, Argi (0940) is home to an extremely primitive race of large simians, the Jala'Lak. They are a shy, unassuming race. Yet, for all that, they are a race surrounded in mystery. There are no signs that the race was ever further advanced or, for that matter, was visited by a more advanced species prior to the Vilani. Yet the race can be found in two separate systems in Dagudashaag; Giirakh, Zeda (0325) and their home planet, Uaam, Argi. The Giirakh tribes are believed to have been transported less than 4,000 years ago. Who transported them? No one knows.



Both branches of the Jala'Lak practice primitive religious rites which centre around "temples" found on both worlds. Each temple is identical; on Uaam this consists of two 0.5 tonne pillars cut from the Atlas Mountains 2,500 km distant are set into the ground at a slant exactly 5.32m apart. A single 1 tonne pillar is set upright in the middle.

Each of stone pillars has been dressed and three perfectly symmetrical circles each intersecting have been carved into the inner face of the two outer stones. On Giirakh the temples are identical even down to the distance between the stones - 5.32m. Here local stone from a mountain range 560km away were used. How did this race transport the stones such a distance? How did they measure the distance between them so accurately and why? How did they cut the incisions? These are still mysteries.

Their language identifies the temples with a mysterious entity best translated as the "God-Creature". Who or what is the God-Creature? He is not the normal God for such a primitive race; he remained aloof from their affairs and was only interested in the creation and maintenance of the stone temples.

There is a further mystery, one not often spoken of by the sober citizens of Uaam; several good, upright citizens claim to have heard the temples talk. Between -407 and 600 there are 23 separate reports by local's that while touching the stone incisions that they heard a voice speak to them in the Jala'Lak tongue. The voices sounded like a quiet whisper that filled the hearer's full of urgency but to do what they didn't know. To further confound matters no Jala'Lak was generally within 20km of the sites at the time. Since the 600's the temples have remained as silent as the Giirakh temples. What is the answer? Are the Jala'Lak psionic? All tests seem to rule out that possibility but if that's the case who spoke. Unfortunately no recording was ever made and the Jala'Lak language was only successfully translated in 843. Whatever the message, it is now apparently lost in the mists of time..

Taken from the Mem-clip, "Legends and lore of Dagudashaag Sector", by Ishmaga Ershuk, published by Sherver Press, Ushra (1115). Used with permission, all rights reserved.

### **Talnes'ra, Ushra (1017)** CC565845-8 Ri Pa Ph { 0 } (C78-2) [6836] BcCe - - 520 11 ImDv M0 V M9 V

First Survey Planetary Designation: *Diirmuu*

Talnes'ra is a resort world for the very rich. The entire planet has been extensively transformed and its surface modelled so that it resembles over 200 exotic locations. Each park is maintained as a game resort - where the rich can hunt or just relax. In order to not 'spoil' the view, all permanent settlements have been built underground.

Even the common tech level is deliberately maintained at an artificially low level, though visitors can purchase almost any luxury possible even up to tech level 16, provided you can afford to pay. In addition, local law demands that all locals undergo genetic manipulation and/or cosmetic surgery so that the entire population appears visually 'beautiful' for the visitors.

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Provided you're well-padded financially, Talnes'ra is a lovely world to visit if you're into theme parks – almost nothing of the original world exists and there is something aesthetically unsettling about a planet that is composed of slices of other worlds – if I wanted to see Medurma or Mimu or even Capital, why not go there rather than visit a fake version..? The beautifying of the locals is another issue for me, they all seem to convey a similarity of looks as though they are all each other's' beautiful inter-married brother, sister or cousin – no-one stands out because they are all as beautiful in the same ways as each other – the result is a bland lack of variety... CyJac '13

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### **Tansui**

"Tansui" is a mythical winged creature believed to have existed on GateWay, Argi (1331) in the distant past. Although no remains have ever been discovered, descriptions have been found in the earliest literature of native fauna.

The Geehrtahe appear to resemble the descriptions given for the 'Tansui', which has aroused speculation that the Geehrtahe may have once inhabited Gateway, transplanted there by agents unknown. This theory has been dismissed by most respectable sophontologists. Links with the near mythical Stormsingers of Medurma have also been drawn with the legend of the Tansui on Gateway/Argi.

### **Tao'l Spider** <Pseudochilopoda Arachnidae Tao'la>

A gigantic, carnivorous invertebrate arthropod closely aligned to the Megapede family and native to Silk, Sapphyre (2440). A Tao'l Spider more closely resembles the fearsome Laraa Megapedes that a spider and are only called spiders because of their silk-producing abilities. With its spider-like head and long millipede-like body, this insect has been genetically altered to increase in size; in the wild these insects grow to a length of about a metre but domestic varieties are generally three metres long. The body consists of twenty segments each with a pair of Major Legs containing their poisonous claws and forty minor legs, each of which has a spinneret similar in design to a spider. When 'weaving' the spiders lie on their back and spin thin strands of silks from each of their minor legs forming a brightly patterned sheet of strong cloth. In the wild, this was used to keep the spiders eggs safe above the ground in a type of hammock resembling in colour and shape the brightly patterned and parasitic tree worm.

Even whilst weaving a Tao'I Spider can defend itself – each of its forty Major Legs can rotate through a full 180° so that it can either run away or, if trapped, can defend itself with its poisonous claws. In addition, each spider can spray a foul fluid from stink glands in its lowest segment which is almost impossible to remove. The males are extremely aggressive and are recognisable from the females by their large pincer-like jaws that are capable of cutting a man in two.

Cultivated spiders are specifically bred by each of the five ruling clans (Lao) on Silk, to produce a particular pattern. Each will produce the same pattern throughout their life and can produce up to 75 centimetres square of cloth a day. Each of their 800 minor spinnerets can produce a different colour of thread which it then is genetically programmed to blend together into a specific pattern. Spiders producing new and pleasing patterns can often sell for up to 2.5 Mcr each as their many offspring will thereafter continue to produce the same pattern of cloth as their parent.

### **Tardis Communications** <T-Comm>

Although not one of the largest x-boat communication subcontractors, T-Comm has made a name for themselves in Dagudashaag with their aggressive marketing strategy and open franchises.

X-boat communications are charged according to the data size and number of jumps required for the message to get to its destination. Communication sub-contractors work by reducing the cost of interstellar communications through working out the route to the intended destination that requires the least number of jumps (ie. using jump 4 rather than jump 1 routes) and by filtering out unnecessary information from the message. T-Comm uses a system where large chunks of information in the message are exchanged with a single code letter (T-Comm appears to use the 648 written characters of the Amisal language) prior to encryption.

T-Comm franchises out their transcription equipment in the form of recording booths. The client enters the booth, selects either vid-mail, voice-mail or data and proceeds to record their message. The booth automatically works out the best x-boat route including local mail runs, and provides the customer with an encrypted message often a third of the original file size. T-Comm will charge the client 1cr. for every 5cr. saved. The client will then send the message and a separate message containing the single decoding key word. At the other end, the recipient takes the encoded message to any T-Comm booth, pays a flat fee of 5cr. and enters the data message and key word. The booth will then unencrypt and proceed to reinsert phrases or data clusters back into the message. Many claim that messages sent through T-Comm often contain serious errors when unencrypted and that their vid and voice-mail arrive looking and sounding mechanical and flat. Despite the well-deserved criticism, T-Comm appears to be booming, and franchises can currently be found on over two hundred and eighty worlds in the Sector.

#### Stock Ownership:

Kayne-Weston Investments LIC. 31%, Skuissa'mr-S'mak SIA 29%, Simalr family 12%, Viisarikaa family 9%, other Imperial nobility 5%, House of Zaiben 5%, private ownership 9%.

### **Tarija, Bolivar (0539)** B20056B-C Ni Va O:0240 { 1 } (845+3) [767E] B - - 810 13 ImDv M1 III

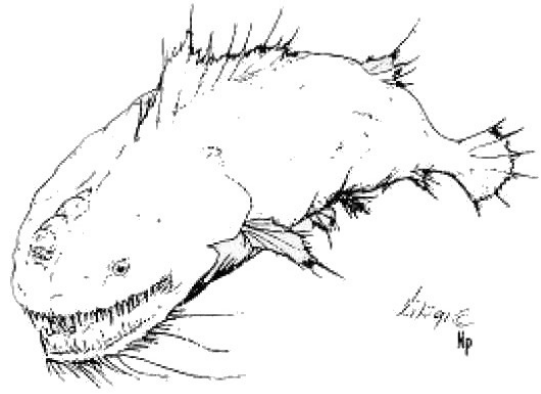
First Survey Planetary Designation: *Dalaza*

Tarija is a declining mining outpost on the outer edge of the Tarija system; established shortly before the initial colonisation of Bolivar, in -2,125 by Camrii-La Paz Pan-American Industrial Consortium (CLiP). Most of the company's administration for this region switched to Bolivar. Tarija was still a reasonably important source of raw materials, and hence profit, for CLiP. During the Long Night the base was effectively shut down, accelerated with a large reduction in the workable ores mined at this time. With the re-expansion in trade and travel that heralded the beginning of the Third Imperium the base was reopened. New mining techniques and the need for a base closer to the heart of the new Imperium and Terra saw Tarija's fortunes wax once again.

In a continuation of the economic cycle, financial pressures have led to a contraction of Tarija's worth. The last of the ores worth extracting were mined-out a hundred years ago and the need for a transit depot has been diminished. The population has dropped by half since 1010. The recent rumours that CLiP are to pull out from Tarija altogether will further undermine the shaky economy. This would lead to the other businesses on Tarija to pull out and start a further exodus of the population.

## Tarok

Taroks are an aquatic predator native to Thalassa, Pact (2127). Taroks grow to 5m long and up to 2m wide at the anterior ('head') end. They have two jaws, one huge gaping maw (a metre and a half wide) and an upper projectile jaw. The projectile jaw is about the size of two large cupped hands with 15cm long scythe-like teeth and is held in place within the Tarok's head with elastic contractile muscle tissue. These muscles can propel the jaw up to 2 and a half metre's in a fraction of a second. The Tarok is incredibly accurate in its attacks using the projectile jaw as a spear, which will 'grab' its victim and pull it towards the main mouth.



Taroks are extremely vicious and will attack almost anything, including prey three times its size. It will continue its attack until it is either killed or scared off by bright lights.

## Tarterus, Shallows (0514) B000431-E As Ni Va { 1 } (734-3) [151A] B N - 101 15 ImDv A2 V K3 V

First Survey Planetary Designation: *Sharsha Ar*

The Tarterus Belt was once a major exporter of valuable ores; however most of the deposits have now been worked clean. The starport remains the primary reason that the system is still inhabited. Virtually all of the permanent population of one thousand, two hundred are involved in some way or other with the running and maintenance of the facility. Based with the asteroid Styx, the starport was designed to provide for a permanent population twenty times its current level. Most of the excess areas have been closed off over the last two hundred years.

A Timers Club is rumoured to still exist within the depths of the decommissioned sections, once operated by the now defunct Future Promise Enterprises. The facility was definitely in operation in 903 and although records indicate that the 'inhabitants' were scheduled to be transferred to the neighbouring system of Niirkhi (0603) later that year. The facility at Niirkhi was itself de-thawed only a few years later under extremely dubious circumstances just prior to the financial collapse of the company and all its records were subsequently destroyed leaving no conclusive proof that the transfer and facility closure was ever actually carried out.

The overall collapse of the economy and industrial base in Tarterus saw the system's population fall off dramatically over the last two centuries. This led to a fall in the local law level as the means to maintain it disappeared but did lead to new traders arriving who would benefit from the relaxation of restrictions in trade items.

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Or in other words, with local law enforcement now virtually absent, a number of black marketeers took over the trade markets. Now most items that would be restricted by Imperial law can be obtained in the Tarterus system somewhere – if you know the right contacts. This has meant the local economy has recently improved slightly which is good news by the remaining administration facilities and businesses however neighbouring systems have complained (too many shady deals now bypass them and head straight to here instead) and have asked the authorities to address the problem. Officially the Sector lacks the resources to do much and their departmental heads are happy that so much criminal activity is now centred on a single system making it easier for them to monitor all the major movers and shakers in the Subsector's underworld.

CyJac '13

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## T'azhqava, Zeda (0530) C43027B-9 De Lo Po { -1 } (611+1) [417B] B S - 802 10 ImAp G6 V

First Survey Planetary Designation: *Udgi\_* Local Nahuatl Designation: *Tlacaelel*

T'azhqava is an Amec military training ground where its Marines and Qualimala (Merchant-Scouts) are trained in Vacuum conditions and zero-gee combat. While the starport around Tlacaelel Down is open to the public, visitors are warned that the entire planet, outside the IISS Research Station and Imperial Consulate, is run on strict military discipline with no court of appeal.

Like most planets in the Protectorate, alcohol is only consumed by Amec's on feast days. Although alcohol is freely available at all times, visitors must remember that public drunkenness is illegal, punishable by the death penalty.

**Techno-mage** - See **Calamatchi, Brotherhood of**

**Teochichimecatl** <Slang variant - Teoch'atl>

Nahuatl term meaning a 'barbarian'; frequently used to describe all humans born outside the Amec Protectorate.

**Teoech, Shallows (0113)** C977559-7 Ag Ni { -1 } (743+1) [6468] BC S - 102 11 ImDv M1 V

First Survey Planetary Designation: *Irraki*

Teoech, on first sight appears idyllic. Beautiful scenery, magnificent mountain ranges and spectacular coast lines surround massive fields of Davizi Maize overseen by independent homesteads linked together only by communit. However, Teoech is a world haunted by an undefinable spirit of death. Teoech has the unwanted distinction of having the highest suicide rate of any world in Dagudashaag and even S'mrii have been known to fall prey to the suicide urges here. Psychiatrists from all over the Imperium have visited the planet in the hope of understanding the source of this problem but, beyond the stress of isolation brought on by the immense physical distances between each of the homesteads they have, as yet, been unable to understand the cause of the problem.

In the past some potential suicide victims have been known to kill themselves in spectacular and reckless ways which have resulted in thousands of innocent deaths. To protect against this, Teoech has imposed a curfew and weapons control and the people are governed by a committee composed predominantly of law officers, religious leaders and psychiatrists.

**Tepanec** - Amec (Nahuatl) designation for Iur, Zeda (0628).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Tethys, Ushra (1114)** B89A241-C Lo Wa (Hamaran) { 1 } (611-3) [1318] B - - 111 11 ImDv M1 V M0 V

First Survey Planetary Designation: *Gak*

Homeworld of the Hamaran, at the time of their contact by the Vilani, they had reached a stable tech level five society, but were near to collapse due to population problems given the limited amount of land available on-world. Their unusual affinity for electronics meant that they were quickly integrated into Vilani society and over the next few hundred years several colonies were established throughout the Sector though they never colonised a world on their own, preferring to partner other races in their endeavours. During the Rule of Man and the Long Night, Tethys developed into a major trade port. All that changed when the Ushran Empire conquered Tethys. The Ushran's were guilty of condoning extremely harsh treatment of its sentient population resulted in the exodus of the majority of the race to the ConSentiency. Despite the advent of the Imperium, the Hamaran have elected to not recolonise Tethys.



Tethys is today considered sacred and only the Haja'qi (priests of racial knowledge) are allowed to dwell upon its surface. Each year millions of Hamaran and humans come in pilgrimage to visit the beautifully preserved buildings and temples and to taste the sea. Most Hamaran consider it their sacred duty to visit Tethys at least once before they die.

**Thalassa, Pact (2127)** D56A557-9 Ni Wa Pr { -2 } (C42-2) [5359] Bc - - 423 11 ImDv K8 V

First Survey Planetary Designation: *Muuam*

This unimportant, water-covered world lies off the major subsector trade routes despite lying on the Dagudashaag Main. The relatively poor starport facilities are almost entirely due to the lack of available dry land; it is nothing more than a convenient stopping off/refuelling point for the itinerant free trader captain. The small population is almost exclusively concerned with the farming of Qha, which has various dietary and pharmaceutical properties.

Even this is on the wane as products can now be more easily and cheaply produced synthetically. The world does have an abundance of native life, all aquatic and all confined to the warm equatorial oceans. The two most notable species are the huge, carnivorous Tarok and the pseudo-crustacean Zyroach.

**Theimr Aeki University** - See **Glachith, Shallows (0620)**



**Theta Cygni, Pact (2226)** A424100-E Lo { 1 } (501-3) [1219] B S - 702 10 ImDv F4 V

First Survey Planetary Designation: Uurgi

Theta Cygni is a strategically important system serving as a trade connection between the Rimward regions of the Main and the capital, Medurma. The extreme fluctuations in planetary temperature caused by the planet frequently wobbling on its axis have deterred colonisation yet its location has required the construction of a high quality orbital starport to serve the abundant traffic that passes through this system.

**Thousand Tasty Flavas' Restaurants** <Also known as TTF's or 'Tasties'>

Flavas Unlimited (Catering Franchise) PLC.

Set up in 1112, TTF's are a popular fast food restaurant found on many high population worlds throughout the Sector. Sir Piotr Flavas who adapted his famous cuisine into a low cost, highly nutritious fast food, set up the franchises. Flavas uses, wherever possible, local meats and vegetables or imports cheap sources. Despite the variety of basics used all TTF meals taste similar from world to world. This is because of Flavas' secret recipe sauces, which is used to flavour the meals. In addition to being considered extremely tasty, each sauce contains all the necessary proteins and vitamin supplements the human body requires to stay healthy and alive. While slightly more expensive than normal fast foods, TTF's have been recommended by both the Surgeon General and the Brethren Church for their overall nutritional Value.

Flavas uses a rather unorthodox method of 'selling' his franchises. He recruits people off the streets and trains them up as chefs. Once they have successfully completed the training, and proving themselves to be honest, hardworking and free of any substance abuse, Flavas will set them up running one of his franchises. The managers pay Flavas 10% of the restaurant's profit's for the franchise, must buy all their stock from him and pay him a further 25% of their profits to pay back the set up costs. Interest is charged at 10% PA until the restaurant is fully paid for.

To date, 267 TTF's have been set up and Flavas has set up thirty catering colleges in partnership with the Brethren Church.

**Tiffany, Khandi (1913)** D558520-7 Ag Ni HamaW { -2 } (742-5) [1312] BC S - 322 9 ImDv K4 V

First Survey Planetary Designation: *Ingesh*

Tiffany is a lush garden world teeming with native life. The planet is predominantly a water world with literally millions of tiny island archipelagos festooned around, teeming with native flora. Almost all the animal life is aquatic though a wide variety of flying insects abound on the surface. Due to the metallic taint in the air, few humans are comfortable for any length of period outside without a filter mask. As a result, Tiffany has been primarily colonised by Hamaran who are unaffected by the taint.

Set up in the early 200's, the planet has a small but stable population. Most islands hold a single family unit, often living in the forest tops and communicating with others for most of the time only by Communit. The planet currently exports over 200 different types of fruit which are in wide demand despite their slight metallic tang.

**Tilmes, Pact (2324)** C433644-8 Na Ni Po { -2 } (852-4) [4436] B S - 500 11 ImDv M1 V K8 V

First Survey Planetary Designation: *Khar*

Originally established as a mining community during the First Imperium, the Tilmen are known predominantly for their xenophobic traditions. Due to a belief that the universe will end if all of the 1,000 names of God are ever spoken out loud and a fear that most of those names have already been spoken, The Tilmen wish to ensure that the no more names are spoken outright and especially by accident.

As a result Tilmen restrict their spoken communications to a vocabulary of 3,000 selected words which are known to have been used previously and all visitors to the planet must keep their mouth covered when in the presence of Tilmen and must not speak whilst on the planet.

The Tilmen themselves are prohibited from speaking to off-worlders and all contact must take place either in writing or via e-mail. Those who fail to follow these laws will find themselves facing an obligatory month of ritual cleansing if they wish to avoid being flogged for desecration.

**Timers Club** - See **Glachith, Shallows (0620)**

**Tlacaoelel**

Amec (Nahuatl) designation for T'azhqava, Zeda (0530). Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

### **Tlakahpan**

Amec (Nahuatl) designation for Nidavellir, Zeda (0528). Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

### **Tlatoani, the** - Motecuhzoma Tlakahuepan

(b. 998 - )

The Amec Trade Protectorate is officially classed as an oligarchic government ruled over by the Tlatoani. The Turquoise Throne is currently held by Tlakahuepan Motecuhzoma, the third born of the previous Tlatoani, Baron of Eddum and a direct descendant of Sanchez.

Most Tlatoani are elected by the Council of the Sun-Born (through the six elected members of the Tlatocan) on the death of the previous ruler because they have shown outstanding military or commercial talent and have added to the Protectorate in some way. Generally the position is offered to the oldest son of the previous Tlatoani although they must still have proved their competency and worth. The last four to sit the Turquoise Throne had successfully expanded the boundaries of the Protectorate by conquest. Tlakahuepan Motecuhzoma was selected in 1019 over his older brother (Baron Ixtilcatl of Eddum) because of his brilliant military coup in destroying the Ba'Xipe Totec Corsairs.

Tlakahuepan is now a frail old man who has done much during his reign to build up good relations with the Imperium. He has proved a good regional administrator and has formed strong bonds with the Church. He was a strong supporter of the late Duke Viisarikaa although he does not always agree with his democratic reforms.

Tlakahuepan is expected to be replaced by his first born son, the Tlachtecatl-Nauhyotl Cozcatezcatl Khidhir who was responsible for the acquisition of Coroico. His second son, Tlaxca served as Arch-Pope Aliskhandar VIII until his assassination in 1105.

### **Tlaximetcatla** - Amec (Nahuatl) designation for Ushkhir, Zeda (0129).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

### **Tomb, Khandi (2111)** B000575-E As Ni Va { 1 } (B45-1) [363C] B N - 504 14 ImDv K0 V

First Survey Planetary Designation: *Uurgu*

Tomb is a hollowed out asteroid on the edge of the Meshurish Belt. Colonised sometime near the end of the Ziru Sirka, the asteroid, then known as Mendadii, was the major settlement and supply depot for the miners of the belt. History shows that a dispute arose between the miners and Makhidkarun over working conditions that ended with the miners declaring themselves independent and Mendadii an open market. Within a week the entire resident population was dead. An unknown toxic gas had been released into the life support system. 205,332 people, mostly women and children, died in prolonged agony as their lungs melted. The miners that had been off-station at the time of the attack blamed Makhidkarun. Makhidkarun claimed to have found evidence that the attack had actually been carried out by Makhadu, a miners separatist movement prevalent at that time, with the intention of laying the blame for their actions at the Megacorporation's door. Whatever the truth, Mendadii was finished. On the express instructions of the surviving miners, the settlement was sealed. The bodies left where they had fallen.

In 202, Mendadii Port was visited by the IISS. The scouts discovered that exposure to vacuum had 'freeze dried' the corpses. The bodies were as fresh as the day they had died, the terror of their slow, agonising death still frozen on their faces. The scouts renamed the system 'Tomb' and gave it an amber classification out of respect for the dead.

Then in 988, Simeon McKhan of McKhan Entertainments LIC, arranged to buy the system from the Imperium. The official responsible for the sale was later charged with corruption. McKhan however had already obtained the system and had immediately begun work on changing the Port into a massive theme park.

The corpses were sealed in plastic and put on display. Entire buildings were composed of human remains. The whole world became a giant horror tri-vee studio, filled with real corpses.

Since its official opening in 997, almost a billion tourists have visited the theme world which is jointly run by a conglomerate of businesses who have bought the franchise rights to several of the 'entertainments'. Descendants of the original settlers as well as Makhidkarun are currently suing McKhan Entertainments for desecration but are unlikely to succeed since McKhan and the business conglomerate are recognised as the current planetary government.

**Tonuetiuhl Sunflowers** - See Ekhon, Zeda (0227)

**TransMain Zeda** - See Hias'deaaq

## Traveller

Spacer slang used to refer to those sentients who regularly travel between star systems. Travellers generally consider themselves members of the Interstellar community first and loyal to any single planet second. An adventurer.

## Traveller Mission

Traveller's Missions can be found on most high population planets throughout Core, Dagudashaag and Gushemege Sectors. The first such missions were initially constructed for proselyting purposes by the Brethren which was then just beginning to spread out from Dipa, Pact (2223). It was Abbot Saul Benedict who, in 98 first saw the need for the Church to construct buildings whose primary purpose would be to feed and house the physical man rather than the spiritual. He based his concept on an ancient Terran institution, the Seaman's Missions.

Abbot Benedict purchased and erected the first pre-fabricated mission houses and sited them in the startown's and slums on neighbouring systems. So great was the demand for these 'temporal' shelters that Abbot Benedict went on to make it his life work to raise the funds necessary to construct mission buildings on all high worlds and many of the Class A & B starport-equipped planets in the Sector. When he died in 197, he had managed to build in excess of one thousand hostels throughout the Sector.

These days the pre-fabricated Missions come equipped with weapon scanners, a waiting room that doubles as beds for those too poor to afford a sleeping chamber, counselling rooms next to the small chapel, a dining area and 'soup kitchen' and the dormitories stacked with hundreds of individual coffin-like sleep chambers and a small free medical clinic for when staff are available.

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There are those who say that the Brethren use post-hypnotic and subliminal suggestion to program their clients against violence, keep them calm and stop depression as well as make them more susceptible to the message of the Church. Not sure about the latter but what is true is that suicides and violent behaviour are remarkably rare in Missions. If you are down on your luck, give it a try.

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CyJac '13

## Traveller's Aid Society <TAS>

The Traveller's Aid Society is a private organisation which maintains hostels and facilities at all class A and B starports in many parts of human space. Facilities are available (at reasonable cost) to members and their guests.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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**Tree'chuakh, Mimu (0405)** B789753-C Ri { 3 } (A6D+1) [4A29] BC N - 810 12 ImLc M3 V M1 V

First Survey Planetary Designation: *Guugi Ir*

Tree'chuakh (a broad translation would be 'Pitchdark'), a tidally-locked world circling a close pair of dim red stars, is a major S'mrii colony, and member of the original Alliance of Worlds. The world's primary stars, Si'is A and B, emit primarily in the deep red and near infra-red, and the S'mrii are effectively blind in Tree'chuakh's environment. The world's 'twilight zone' is home to a wide range of highly active native flora and fauna (described by human explorers as a 'seething mass of teeth and tendrils'), and only the bravest (or most foolhardy) venture into the Tree'chuakh wilds ill-prepared.

The S'mrii colonists treated Tree'chuakh's threats with characteristic disdain, meeting claws and fangs with fusion fire. Six 'arcology zones' have been cleared, equally spaced along the terminator, and drawing energy from the world's core, now glow so brightly with UV-rich light that this 'world-necklace' is a spectacle to rival the primary stars for ships arriving in-system. The native fauna have been proved to be an important source of pharmaceuticals (a fact which certainly saved them from annihilation), and S'mrii corporations often hire Human collectors to obtain specimens in conditions where even their most advanced robots have failed.

The star Si'is A is a subject of continuing study, as it is at least fifty times more luminous than conventional astrophysical theories would predict. The best explanation is that a naturally- occurring miniature black hole has become lodged in the centre of the star, causing its core to contract. Probes are regularly launched into the star's outer envelope.

### **Troy, Sapphyre (1940)** BA9A210-9 Lo Oc { 0 } (611-4) [1214] B N - 802 8 ImDv K5 V M2 V

First Survey Planetary Designation: *Gia*

Troy is a large water-world located in the only stable orbit between the system's two stars. Because the world lies within a hundred diameters of the primary star, ships are forced to merge from jump at a distance of 0.53 AU beyond the orbit of the companion star Achilles. Prudent captains take the time to fly their ships out to a safe distance before entering Jumpspace but jumping close to Troy is not unknown. The Imperial Navy maintains a small training base on Priam, the primary moon of the innermost gas giant.

Troy is a geologically active world with an atmosphere tainted by volcanic gases. The planet is rich in minerals and petrochemical extraction rigs owned by the Assica Corporation dot the oceans. The orbital port facilities were originally built to handle bulk petrochemical tankers, not civilian craft and berthing fees for private vessels are considered expensive.

The company administration offices and a small downport are located on Illiad, a large equatorial island. The associated has gained a reputation for lawlessness and violence and travellers are advised to exercise caution whilst on-world.

### **Try Five's** <Tri-Fives or 555'>

Spacer slang – meaning to communicate with a starship in dock using the local planetary communications' net. The term originates from the Communit's practice of using this specific code to represent calls shunted to park bays.

### **Tsaadl Khu'ch** <Klatha'sh; "Song of (the) Stars">

<-28,000 to -12,000>

The Tsaadl Khu'ch was a legendary race of supposedly intelligent winged reptiles, recorded in early Ziadd legends. They were reputed to have attacked the primitive Ziadd from 'the stars' as far back as 30,000 years ago. Described as a warlike race that was reputed to have attacked the primitive Ziadd Chaiklin (clans) 'from the stars'. The Tsaadl' Khu'ch were described in these early legends as winged reptiles that walked on four legs and spat fire...

No confirmed remains have ever been discovered of the Tsaadl Khu'ch on Zeda and the general scientific consensus is that the Tsaadl Khu'ch never actually existed. There have been theories that the Tsaadl Khu'ch were raiders from other systems ("from the stars") and have cited the hoax corpse on Oewni, Shallows (0216) and the artefacts on Ishigumam, Pact (2322) which Professor Xavier Esunimi identified as Tsaadl Khu'ch as evidence of this. However, most respectable scientists have dismissed any such theory since it is a well-known fact that there were no 'lost' major races between the time of the Ancients and the rise of the Vilani. Without jump capability, there is no way that a race could be in Pact, Shallows and Zeda Subsectors at approximately the same period of time.

### **Tsaadl Khu'ch Corpse, Legend of the**

In 347 a small team of students apparently uncovered a mummified alien body lying in the bog marshes at the foot of Mount Revelations on Oewni, Shallows (0216). The main importance of the bog marshes of Oewni, in archaeological terms, is its potential for the preservation of organic material such as wood, fabric and even bodies. These materials rarely survive the centuries but the damp conditions on Oewni are ideal for preserving remains for thousands of years in a near perfect state.

The students stated that they had discovered a stone cairn near the base of the mountain with several empty cists (stone coffins) as well as a great store of wooden fittings, such as barrel stocks, widely scattered round the site. In the centre the small group of students (their identities failed to be recorded for history) found the mummified body of a creature; a winged horse-like creature with a reptilian head twisted round as though brutally murdered...

The students proceeded to exhibit their find (though they claimed at the time that it had to be fully encased, to prevent further deterioration). Scientists took samples from the head and legs and proclaimed the DNA structure unique belonging to no known race at that time. The body had been dead for 30,000 years at least,

Over twenty books were written based on the find in the first year alone. Most agreed that the creature would have been too tall to be one of the Ancients though most disagreed on what exactly the creature was. Several authors tried to link it in with the fabled Tsaadl' Khu'ch from early Ziadd legends- a warlike race that were reputed to have attacked the primitive Ziadd Chaiklin (clans) 'from the stars'.

Early stone carvings from as far back as -12,500 showed a creature not dissimilar from that displayed. The chest area was different and the arms shown in the carvings were more human-like though the difference could have been due to artistic interpretation. The public lapped it up.

Then, in 350, serious doubts began to be expressed by Diishalum University Department of Biology. Detailed observation of the specimen revealed that the head had obviously been detached from the body and reattached after both had been mummified. The discoverers were the obvious choice but why? If the body and head had been found near each other there was no reason to try and hide the fact. Further examination of the original DNA revealed that while the tissue of the head matched in type it clearly had not been cut from that particular body. The wings also appeared to be misplaced on the creatures' anatomy: another inconsistency were the fore-claws; they appeared to be covered in fur unlike the rest of the body and were obviously designed for excavation; something that the rest of the body was obviously not designed for!

The Department demanded that the body be released so that a thorough examination could be carried out. The students lawyers refused and by this point public opinion began to turn against them. The final nail in their collective coffin occurred the following year when a Dr. Jhanki uncovered on Oewni the preserved corpse of an extinct native mammal which became known as an Earth Devil. The creature had identical front paws to the corpse. There was no longer any doubt, the body was a fake; made up from several unrelated items bonded together. Within a week the student-discoverers had vanished off-world. The body now known as the Tsaadl' Khu'ch hoax vanished from public view forever.

While this author acknowledges that, in his mind, the composite creature was a fake, apparently engineered by the students, there are still a few unanswered questions. All attempts to discover the site of the cairn where the students 'claimed' to have discovered the body have found nothing, yet why make such a detailed description of the surroundings up? Observations recorded of the specimen at the time proved that the body and legs appeared unmodified in any way, as was the head. Both were found to be in excess of 30,000 years old, belonged to the same unknown species and appeared to not be related to any other species found on Oewni (or anywhere else for that matter).

It or they had obviously died a savage death as the massive wounds to the chest and the severing of the head from the body bore witness. What then was this creature? Nothing like it has ever been found since except for the stone carvings of the T'saadl Khu'ch on Zeda? Or has there? On Ziruushda, Old Suns (1204) can be found thousands of monoliths and statues of races from throughout Dagudashaag and Gushemege sectors apparently carved by an extinct race known only as the Gograhah Reivers. On the western shore of the Tagaz continent can be found a monolith with a carving engraved on it. A carving that looks a little like a K'kree with wings or like that of the Tsaadl' Khu'ch hoax! True the wings sprout from the shoulders rather than the back; the arms are very different, being more dexterous and the neck and chest are much longer.

Some have claimed that the creature is mythological like the myriad of giant scorpion-like creatures found scattered around the coastline; but what if it wasn't? What if, like the majority of statues and carvings, it was a depiction of a very real, if now extinct, race? Perhaps even the real 'Tsaadl Khu'ch' of Ziadd legend.

Perhaps, just perhaps, the youth found the mummified remains of several corpses preserved in the moss and decided that it would be more 'profitable' to have one complete corpse rather than several damaged ones? None of the students were apparently biologists or archaeologists. They took what they could find and tried to fit them together - once they had become famous it may have been too late to own up to what they had done without losing face,. We may never know the truth unless someone still has the Tsaadl' Khu'ch hoax or unless anyone else finds more corpses though, after all that has gone before who would believe them?

Taken from the Mem-clip, "Legends and lore of Dagudashaag Sector", by Ishmaga Ershuk, published by Sherver Press, Ushra (1115). Used with permission, all rights reserved.

**Tscho, Mimu (0109)** C685767-8 Ag Ga Ri S'mrW O:0111 { 1 } (D69+1) [7858] BC - - 904 12 ImLc K2 V M3 V

First Survey Planetary Designation: *Irer Muu*

Tscho is a privately owned planet belonging to the Akui Miasksk\*k corporation. Although originally a mining colony the planet was extensively terraformed into a garden paradise in 788. As well as being a major agricultural exporter of exotic fruits it is also a major holiday site and caters for millions who come to enjoy the adventure safari's or lay around in the domed paradise villages that are scattered throughout the equatorial belt. Akui Miasksk\*k have been extensively refurbishing the starport and is in the process of applying for B status.

**Tsuchi, Zeda (0322)** B310225-B Lo Da Px { 1 } (A11-1) [1339] B - A 815 15 ImAp M2 V

First Survey Planetary Designation: *Emaam Uun*

In the last couple of years, Tsuchi has been re-established as a penal colony, this time to enable the Amec Trade Confederation to house its worst criminals outside Federation space. At the moment there are only low-risk convicts who are building the underground habitats and developing the starport, which is away from the ever-growing prison and an open port. The planet outside of the starport holds an amber classification and a zone with a radius of 25 Km centred on the prison has the equivalent of a red classification in force - total restriction on any entry into the area. The Amec are currently experimenting with Virtual Reality as a means of punishment.

### Tukera CoreSpan

A sector-wide passenger and cargo services, which operates a vast fleet of jump-3 and jump-4 liners and transports which follow the established x-boat routes.

### Tukera Lines LIC.

The Imperial megacorporation Tukera Lines actually predates the formation of the Imperium. The original corporation held a charter from the Sylean Federation; with the establishment of the Imperium in the Holiday Year zero, all such charters were automatically recognised by the Imperium.

Tukera Lines concentrates on the main communication links within the Imperium, and operates a vast fleet of jump-3 and jump-4 liners and transports which follow the established xboat routes. In some subsectors (especially the older, more established regions of the Imperium) Tukera has a virtual monopoly on long distance shipping and travel.

In Dagudashaag, Tukera CoreSpan faces serious competition with Imperiallines, as their MMSL subsidiary has successfully cornered the major passenger routes on the Medurma Main.

Current Owner: Count Blaine Trulla Tukera and his two brothers. Stock Ownership:

Tukera family, 6%; Imperial Family, 32%; large corporations, 6%; investment trusts, 25%; public ownership 25%.

### Tumble

Spacer slang for the moment when a starship exits Jumpspace back into normal space.

See **Fall**

**Tureis, Bolivar (0839)** D748369-6 Lo Mr { -3 } (521-2) [4167] B S - 104 13 ImDv G3 V M9 V

First Survey Planetary Designation: *Arza*

Tureis is an enormous marine research base run by the IISS and as such boasts an extremely wide and varied range of marine flora and fauna. Rumours persist that the IISS are preparing the world to become an aquatic zoo, taking in examples of marine lifeforms from all over the sector. Amongst the species believed to be one of the more recent treasured imports is Akivan Zhoam. The Scout administration flatly denies the presence of any introduced species on Tureis, although they haven't denied the possibility at a later date.

It should be noted that ocean refuelling is strictly prohibited. Orbital beacons state this in the strongest terms and redirect starships to the system's four gas giants.

**Tutrii, Laraa (3239)** DA7A266-8 Lo Oc Mr { -3 } (611-4) [1147] B S - 102 7 ImDv G9 V M4 V

First Survey Planetary Designation: *Khiud*

The hundred or so inhabitants are all members of IISS; part of a small survey team investigating the Nushilii, aquatic reducers which feed off the various microscopic life-forms that exist in the seas.

The World Ocean itself contains huge quantities of soluble rare-earth compounds, and as part of the food chain, the compounds build up in the bodies of the native life. Near the top of the food chain are the Nushilii who, like the Moses David, naturally accumulate large percentages of rare earths, including Lanthanum, as part of their biomass. No one seems to know what benefit the Nushilii derive from the absorption. The survey teams are preparing the way for possible harvesting of the Nushilii for their rare-earth compounds from their body tissues.

See **Nushilii**

### **Twin Lines Shipping LIC.**

A Scanian shipping line formed in the 850's using unadapted Scanian staff. The line was extremely successful in winning trading contracts throughout the Rimward edge of the Sector and currently maintains a fleet of thirty free traders. The origins of the Company were not known until 1021. In 896 they successfully negotiated the Akiva supply run during the Scanian interdiction, thereby maintaining contact with its colonies throughout the quarantine period. Today Twin Lines uses mixed crews of Scanian Nehutei, unadapted Scanian's and Imperials.

**Tzocochtli** - Amec (Nahuatl) designation for Uushar Kaam, Zeda (0329)

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.



# U

**Uaam, Argi (0940)** A579546-E Ni (Jala'Lak) { 1 } (C45+1) [464D] B - - 814 8 ImDv M2 V

First Survey Planetary Designation: *Uunish*

The planet's divided into two equally sized continents; one polar and desolate, the other sparsely populated and covered with jungles and thick rainforests. The deserted eastern side of the continent holds several vast, mostly automated open-cast mines. There are very high quality radio-actives to be found in the rock under the seabed, and a number of deep sea mining installations have been developed specifically to mine them.

The south-western jungles support a number of nomadic tribes of the Jala'lak, an indigenous native race. Since the confirmation of the Jala'lak sentiency, there have been numerous calls for the mines to be withdrawn from the planet, however since the Jala'lak cannot survive unassisted outside of the heat-reflecting foliage and hot springs of their forest environment, it has been decided that the mines can remain for present provided they do not impact any further on the natives.

The Jala'lak do allow a limited number of guided tours into their forests and even to visit some of their temple sites (though not to enter the clearings themselves) provided they do not attempt to interfere with either the sites or interact with their way of life. The temples were formed from 0.5 to 1 tonne stones transported from the Atlas Mountain range to the North prior to the forest shrinking.

**UBD** <Unabhängig Bergbaubund aus Dagudashaag>

Registered out of the tax haven of Kakar, UBD is an independent Mining consortium that was initially established to represent the freelance miner against such mining 'giants' as GenMett and ICE. It has become rich and extremely successful by staking miners who each become a shareholder, in return for a share of the potential profit and development rights. Today UBD retains the legal expertise of Sk\*akia, Muisk'mii & Kkaskuama to represent its clients and has constantly maintained the highest safety record of any mining corporation in Dagudashaag.

**U'Chakzii-Ziask SIA.**

Phylum U'Chakzii-Ziask have been building starships since -12,000, and although they have long since diversified into heavy equipment production, they still remain at the core of S'mrii interstellar civilisation.

U'Chakzii-Ziask built the first Bussard ramjets which carried S'mrii to the stars when the Vilani were discarding their bronze axeheads for iron ones, and fusion rocketry remains their speciality. They produce a wide range of high-gee interceptors, fast transports and courier vehicles which leave gravitic vessels standing.

U'Chakzii-Ziask allied itself with the ruling Kiaskui phylum in -2,000, a move which benefitted both phyla greatly. The Kiaskui phylum was becoming too small to be an economically viable entity on its own, and may otherwise have been toppled by an ambitious competitor such as Kiaatrutkr. Kiaskui has subsequently grown rich from its holdings in the neurotech industry, but would certainly be 'always looking over its shoulder' without the protection of U'Chakzii-Ziask.

**Ufesk, Shallows (0816)** D9AA301-B Fl Lo { -1 } (621-5) [1217] B - - 501 15 ImDv K3 III

First Survey Planetary Designation: *Arkgiirnar*

In -691 the small resident community on Ugesk were slaughtered; every man, woman and child were found hacked to death. All evidence pointed to the involvement of Ziadd pirates. The victims were fundamentalist members of the Universal Church of God, and were probably attacked in retaliation for the decimation the previous year on Fau, Shallows (0217).

Since then, the world has been recolonised by Universalists who maintain a monastic-like settlement, dedicated to deep theological contemplation. A cadre of 'warrior'-monks now acts as protectors of the inhabitants. The settlement of Job primarily serves as a media censorship facility for the Church and selected monks oversee the massive computers which are designed to remove any blasphemous references from library data, news broadcasts and approved MemClips. Other monks oversee the print and duplication facility, which produces censored versions under licence for distribution on Universalist colonies.



**Uki, Sapphyre (1839)** C558512-9 Ag Ni { 0 } (C44-4) [1515] BC - - 714 8 ImDv G4 V M2 V

First Survey Planetary Designation: *Kaashgi*

Uki is an important agricultural world. It exports 95% of its produce to the high population systems in the Dagudashaag-Zarashagar border region. Durgaarur is a major importer of Uki foodstuffs, taking a full third of the planet's annual exports.

Although Uki primarily exports a wide variety of cereal crops, it is particularly renowned for the Uki, a small edible beetle which is best eaten alive and after which the system was subsequently renamed, and the quality and excellence of its honey-based products, including mead. Many of the prairie farms have vast apiaries, housing billions of Terran honey bees, and breed millions of Uki in their shallow basements.

**Umeeshe, Kuriishe (3117)** C542427-9 He Ni Po { -1 } (632-1) [4359] B - - 300 5 ImDv M1 V

First Survey Planetary Designation: *Gishgigiga*

Umeeshe is a lonely world with only one other, barren, companion beside its satellites. It circles its star at a distance of nearly 30 million kilometres, and has a sharp axial tilt (nearly 50 degrees) leading to one side of the planet being significantly cooler than the other. Atmospheric pressure and gravity are about half Terran Standard as a result of the small size of the planet. The atmospheric taint comes as a result of windblown erosion carried by the strong wind systems arising from the differential heating of the planet's surface. Although not fatal, over time they can cause significant damage to human lungs, so long term residents and regular visitors are advised to wear filter masks.

The Umeeshe system is one of the two main gateways into the Daad cluster, being only two parsecs from the Sylean Main. Until recently it had seen much less traffic than its neighbour as it is less convenient to refuel in, having no gas giants compared to Larmai's four. Additionally, the two dominant worlds of the cluster, Kherse and Imsu, are three parsecs away, requiring a further two jumps for the average trader.

Recently, the traffic through the Umeeshe system has grown following the imposition of refuelling licences by Larmai's government. The recently elected government of Umeeshe shrewdly allowed free refuelling in the oceans of the planet, and discounted the cost of refined fuel at the downport. This has led to a small economic boom in the local industry, particularly in the growing pharmaceutical establishments on planet.

There are three satellites in orbit of Umeeshe; Emipimidaar, Girasgiishe, and Giaa. Giaa, the outermost, is being developed into a Starport in place of an orbital highport. It is a vacuum world with virtually no gravity, and is being exploited to develop the world's economy as fast as possible. Girasgiishe has a small vacuum colony present, engaged in mining the extensive radioactive and rare earth deposits found on the satellite. Up to ten percent of the Umeeshe's population may be found at this site at one time, as the mines is one of the big investments being made at present.

The system was only re-settled just after the Third Frontier War, with funding being made available by financial institutions on Imsu. Many of the companies involved in this development are owned by trusts on Imsu. Initial growth was slow, as extensive surveys were made of the system first allowing development to be specifically targeted, and funded employed in the most efficient manner. Even now, there are only some 38,000 people on the planet. Interestingly, many are vegetarian, possibly as a result of the first colonists relying on food shipments from Larmai during the initial development of the world. Despite the rivalry for passing trade, the two worlds are still strong economic partners.

**Umnudar, Arnakhish (2108)** A430643-E De Na Ni Po { 1 } (C55-2) [372B] B - - 713 10 ImDv K2 V

First Survey Planetary Designation: *Inig*

Umnudar is the only dedicated civilian shipyard in the subsector since Ninlakim is mostly concerned with producing military vessels. The space port and associated facilities is the major employer on the world, however they have recently suffered a staffing crisis due to a sizeable percentage of the local population turning their backs on the high tech lifestyle and taking off into the outback of the world to live a nomadic lifestyle.

It is estimated that in excess of 5% of the population have recently established themselves in the oasis springs that dot the Southern desert. No-one seems to know what has prompted so many skilled technicians to leave their employment and take their families into such a hostile environment.

The shipyards specialise in producing and customising Class F far traders and prospector vessels.

A CyJac encoded download has been found - enter code for unencryption



[Code accepted.]

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Welcome to CyJac's Hidden 'Vaults of Knowledge'.

The following information must remain confidential. The Umnudar-Katrik Yard has a reputation for being able to carry out 'special orders' such as hidden compartments or upgraded weaponry - no questions asked provided you're willing to pay the bucks. This is one place where it pays to walk softly and carry a big wad of cash... CyJac'13

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**Umri, Argi (1234)** D9C4869-9 Fl Ph BuruW Mr { -1 } (B78+1) [976A] Be S - 501 11 ImDv K1 V

First Survey Planetary Designation: *Kiuum*

Sole colony world of the Burugdi in the Imperium, the Burugdi are a minor alien race from Bur'vr'di'klr (2112) in the Theta Borealis Sector. In 899, the Bur'Kln'avr Clan purchased the desolate world from the Sector Government and attempted a major terraforming exercise to make it more Bur'vr'di'klr-like. Unfortunately the attempt went dramatically wrong and permanently altered the atmosphere leaving it extremely insidious. The Burugdi responded by building sealed cities deep underground, inside which they have recreated the 'beauty' of Bur'vr'di'klr.

The Burugdi 'palaces' have an excessively high level of carbon monoxide in the atmosphere, and the air conditioning is set to leave the air uncomfortably dry for human visitors. The average temperature in the cities and palaces averages about 15°C. They also don't go in for decoration and their audience chambers are built round their feeding pits.

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First there was the scandal of the sale of the planet with at least three bureaucrats forced to take early retirement and have their bank accounts frozen for an eternity or three. Officially the planet was declared unsuitable for colonisation and then sold for about a tenth of its market value. Admittedly after the Burugdi had finished Bur'vr'di'klr-forming it, it was an accurate valuation!

Many believe that the Bur'Kln'avr Burugdi are behind much of the illegal activity in the Rimward and Spinward subsectors. What is known for definite is that the Burugdi are behind most of the loan shark operations throughout this region, in direct competition with Zaiben! CyJac'13

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**U.M.T.** <Ushra Materials Technology>

An Ushran based company, which specialises in applied 'creative technology'. That is, the use of both commonplace and exotic materials to manufacture unusual robotic equipment. UMT has gained a reputation for creating extremely versatile and innovative mining equipment amongst other things.

**Undim, Ushra (0914)** C000343-A As Lo Va Di(Shassahrhi) { 0 } (A21-3) [1327] B - - 514 14 ImDv K7 V M4 V

First Survey Planetary Designation: *lishmu Gi*

The whole population of the Undim Belt resides in the settlement of Olosquis and work for UMT, which houses one of its major research bases in the system. The settlement both tests new equipment and mines the belt for its many unusual elements.

Whilst UMT is the only employer in the system, the Government is run separately by a panel of elected officials each representing the primary corridors on Olosquis, though the views of UMT do carry a great deal of weight.

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Rumours abound of weird alien artefacts being found in the Belt, yet no one appears to be investigating. If you find yourself out this way, hunting or trading for artefacts could be an extremely profitable side-line. CyJac'13

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**UNISHPIIR, Shallows (0311)** B86A961-C Hi Wa Pr Ziad5 Lanc4 O:0111 { 3 } (F8E-1) [5C18] BcE - - 704 9 ImLc G1 V M4 V  
Unishpiir was first mentioned in -7,710 in connection with a newly established Vilani company called Da'Gu'Dushaage which manufactured life support equipment. The company apparently went into liquidation sometime prior to the Rule of Man but the Vilani colony has remained. Today, Unishpiir is the primary Dagudashaag distribution point for all of Makhidarun's entertainment programmes coming in from Gushemege. It also manufactures several models of hand computer and Tri-Vee consoles for the sector's domestic market.

Despite a high proportion of Ziadd and Lancian's in the population, the entire system is run along Vilani lines by representatives from Makhiddarun. Racial tensions have been known to run high and visitors are advised to avoid the Ziadd ghetto areas as military intervention by Corporate troops is a regular event.

## **United Meditate Industries - See Darusush, Remnants (1228)**

### **Universal Church of God, The**

The Universal Church is a breakaway sect of Terran Roman Catholicism (itself a sub-sect of Christianity). After the Vatican V Council failed to agree on the status of genetically altered races, several Cardinals declared the then Pope Joan-Paul II an anti-pope and fled to the stars in order to re-establish the See of Peter on 'unpolluted' ground. During the Rule of Man several Universalist colonies were established throughout Dagudashaag; primarily in Bolivar, Zeda and Shallows subsectors. Legend has it that it was the Dominican priest, Friar Kendric Melatino of Bolivar who managed to re-establish communication between the various colonies during the Long Night. Using his fellow Dominican's to rid the colonies of 'heresy', he re-elected Cardinals and called a Council to elect a Pope. Friar Melatino was quite unsurprisingly elected as Arch-Pope Innocent XV. His first act was to excommunicate Pope Joan-Paul II and all her subsequent successors. Since that time the Church has amassed a great following in the Spinward regions of Dagudashaag in some part added by political treaties both with the Ushran Empire (later Hansa) and later with Makhidkarun during the Pacification Campaign which placed entire worlds into their control. The Universal Church is extremely fundamentalist in its teachings and maintains them with an iron hand and the threat of a visit to its ever present House of Inquisition.



The church is currently governed by Arch-Pope Benedict XVIII who claims descent from the St. Peter through the Terran catholic Popes. His Most Holy College of Arch-Cardinals assists him in his task.

### **University of Ushra Institute of Advanced Technology**

Officially classified as an Imperial Academy of Science and Medicine.

Imperial Academies of Science and Medicine (IASM) provide the training-grounds for the majority of top Imperial scientists, medical practitioners and researchers across the Imperium. Founded in 341 by Imperial decree, by 950, branch campuses had been established on 31 worlds throughout the Imperium including on Ushra. The Academy is known and respected beyond the Imperium's borders, and researchers affiliated with the Academy are received with all the pomp usually reserved for visiting dignitaries.

The Academy was the chief instigator in the creation of the Imperial Science Union, a major imperium-wide research organisation.

The Academy consists of 4 colleges: the College of Medicine, the College of Physical Sciences, the College of Social Sciences, and the College of Engineering. Graduates obtain a doctorate, may be accepted as a member of the Imperial Science Union, and may even be granted access to one of the Union's lab ships to carry out further research.

The IASM on Ushra houses its four primary colleges of the University of Ushra Institute of Advanced Technology at Athene as part of the Free University of Ushra. In addition to the IASM traditional subjects, this city-wide facility is considered one of the foremost seats of advanced learning in the Third Imperium. Founded as the Republican Military Scientific Academy in -1440 the University has since grown to number some 40,000 permanent teaching staff and 200,000 students. The university is acknowledged as a centre of excellence in many subjects, both arts and sciences, but is particularly well known for its historical/sophontological studies and its research in physical science and engineering.

One of the greatest claims to fame of the Engineering Faculty is its formation of OrbiTower Corporation, the design consultancy which drew up the plans for Dagudashaag's first beanstalk on GateWay/Argi.

UUIAT, a specialist science and engineering research centre was formed in 741 with the aid of generous funding from Arkayne, Naasirka and the Imperial Naval Technical Services Branch.

### **UPAG, Shallows (0111) A310A76-F Hi In Na LancW { 4 } (H9G+3) [9E4E] BEf - - 914 8 ImLc M0 V**

Upag is a major manufacturing centre for the design and production of advanced computer processing chips. The planet is renowned for its ability to successfully combine S'mrii and Lancian innovation and technical flair with Imperial manufacturing know-how. Several competing mega-corporations have been established on Upag for centuries and each have their own independent cities and manufacturing sites under the surface of the planet. Each enclave considers itself a separate 'nation' and governs its territory accordingly. This has resulted over the years in a great deal of tension existing between the various city-states and as a result industrial espionage between the various companies is rife.

Upag has a secondary claim to fame; as the retirement capital of Dagudashaag. Over 76% of the population are geriatrics that have retired to Upag and now 'live' a life of virtual reality-maintained 'youth', while their physical requirements are sustained by computerised life support systems. Such retirement is not cheap but several of the mega-corporations now include retirement to Upag as part of their corporate pension package

**Ur, Argi (1532)** B400551-E Ni Va { 1 } (B45-3) [161A] B - - 504 10 ImDv M0 V M1 V

First Survey Planetary Designation: *Mim*

Ur is a cold, vacuum world which is subject to extreme daytime temperatures in excess of 220°C and night-time temperatures of -250°C. The world was colonised by vacuum miners who discovered traces of Onnesium-118 on the planet. This sparked a mining boom in the 850's primarily attracting independent prospectors.

Those few who discovered sufficiently large deposits became billionaires and built the grav-palaces that still orbit the surface, the rest were forced to reside within deep underground settlements where they continue to dream of finding the mother lode. Claim ownership forms and service contracts are often put up as collateral to cover living expenses for the miners and their families and this has led to claims that both have become a form of illegal local currency.

A social rank based on success determines privileges and responsibilities on Ur. This has meant that only successful miners can stand for governmental positions and even those who have inherited wealth are restricted by tradition as to what power they can exert over others.

**Urdanis, Laraa (2637)** B6117CC-B Ic Na Pi Pz Chir1 { 2 } (D6C+5) [A98E] BD S A 922 9 ImDv M3 V M8 V

First Survey Planetary Designation: *Gerki Ish*

The tunnel environments of Urdanis have been home to Chirpers for as long as records have been kept. The tunnels (the name is misleading: there are in fact more large chambers than tunnels) are concentrated around a huge, three kilometre deep crater in Northern Hemisphere which sustains its own self-sustaining ecosystem. The origins of the tunnels are a mystery, but no one disputes that they are artificial.

Some hold that the tunnels are the remains of an Ancients site, but so far, the scout service has refused to give them this classification as there is no evidence to substantiate such a claim. The LifeTech Corporation is currently financing a scout service study of the world and is believed to have been considering using the Chirpers in future colonisation experiments.

**Urdu, Khandi (2216)** D3106A9-8 Na Ni { -3 } (A51-2) [7369] B S - 602 10 ImDv K0 V M4 V M6 V

First Survey Planetary Designation: *Inmiind*

Urdu is the location of an IISS seismological research establishment. The majority of the population is descended from bonded labourers brought from Khandi to build the Scout facility, and abandoned here when the contracting companies decided they were not worth shipping home when construction was finished.

They live in the caverns beneath the research base, which is sited on one of the few seismically stable locations on the planet. The world was governed for centuries by an oligarchy comprised of descendants of the original construction site foremen. Their rule was often harsh, and there were frequent disputes with the Scout administrators over sophont rights issues. In 1079 an uprising led by Lai Astervada, a corporal in the Civic Guard overthrew the oligarchy, which made an unsuccessful attempt to restore its rule by military force in 1095.

Astervada and the other heroes of the revolution are now growing old, and the new generation of leaders has been tainted by corruption scandals. Meanwhile, the population is growing disenchanted with the inability of their new leaders to deliver the promised improvements to their quality of life.

**URGU, Zeda (0823)** EA8A9DG-8 Hi Oc Pr Pz { -1 } (H88+4) [E8AD] BcE - A 115 10 ImDv K4 V

Perhaps surprisingly, over a billion people live on the archipelagos and floating cities of this thickly vegetated water-world. The dense heavy atmosphere is constantly cloudy with huge fogs and considerable rain falls almost every day.

Urgu is ruled by the Ziadd Dominican, Bhad Moq. The extremes of control imposed by his Religious Correction Squads ('RCS') have almost led to this planet being rated a prohibited world.

Outsiders are allowed on-world but the populace regards them as inferior and there are many laws to reinforce this attitude.

To take but a few examples: Outsiders must have their food prepared separately from Uргуans by non-Uргуans as any cross-contamination would be considered a sacrilege; outsiders may not spend the night under the same roof as an Uргуan; requests for privacy (closed meetings, etc.) are regarded as impolite (even amongst Uргуans themselves) - such meetings if held surreptitiously may attract the attention of the RCS with all present severely punished; gift-giving is considered a form of heretic bribery thus in all interactions there must always be some form of exchange.

Visitors to Uргу will find the authorities very unhelpful with no warning of the hazards. All visitors are advised to purchase the TransZeda Guide which contains extensive details of the laws for Uргу and other worlds in the subsector. It also indicates the severity of the law - for example giving a coin to a street beggar (without allowing the beggar to perform some return service such as carrying one's baggage) could lead to heavy fines and 3 months 'ritual purification' in an RCS 'correction' centre.

In the last decade, a number of subversive opposition groups to what they see as Bhad Moq's heavy-handed leadership have sprung up across Upag. This has resulted in a number of terrorist attacks against RCS compounds though recently these attacks have also been targeted against off-worlders as well – the attack on the Hotel Pariah and the Startown market not only killed RCS officers, dozens of visitors were also maimed and killed.

**Urkenim, Sir Sharik** - Seneschal to Duchess Karyn Dea Viisarikaa  
(b. 1083 – d.)

Sir Sharik's father, Earl Geri Urkenim was Seneschal to Duke Raegis Viisarikaa IV during the initial years of his reign before leaving to take up a position as advisor with Archduke Dulinor Astrin Ilethian of the Domain of Ilelish until his recent and sudden retirement two years ago.

Sharik was born on Medurma but moved with his family to Ilelish where he grew up. Despite his fathers' title as Earl of Locus, Sharik will not inherit it as it is a courtesy title given by the archduke himself and is not hereditary. Sharik studied business and civil governance before electing to return to Dagudashaag to study further at the Free University of Ushra where he gained a degree in Sector history and sophontology. He subsequently got a post as Cultural Attache on Parliament where he met and renewed acquaintances with the Viisarikaa family.

When Duchess Karyn took power she elected to appoint Sir Sharik as her Seneschal. Despite its vague title, the post of Seneschal is almost equal in power and status to the Ducal Advisors having full charge of domestic arrangements for the Viisarikaa family, arranging ceremonies and acting as the Duchess' liaison to the Sector Office of High Justice.

Sir Sharik remains single though a number of local newsmagazines have suggested a personal relationship was developing between him and the Duchess, something both have taken every effort to deny.

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Met him once, really didn't like him. Despite his immense charm, humour and conversational skills, I personally found him to be a vindictive and self-centred creep who carries a chip on his shoulder about his lack of inherited status. He really believes he should be at the top. Does seem to have ways of ensuring he always receives good publicity and isn't afraid to pull others down to raise himself up and I wouldn't be surprised if he had personally engineered the rumours about the duchess and himself to see how Karyn would respond. CyJac '13

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**Urkesh, Kuriishe (3019)** B574113-B Lo Da { 1 } (701-2) [1228] B S A 604 7 ImDv M0 V M3 V  
First Survey Planetary Designation: *Makugpaa*

Urkesh is described in the adverts as 'a paradise for the exhausted crew, a land in which dreams are realised and where life may begin anew. Only on Urkesh can you experience what happiness truly is.' This is somewhat of an exaggeration, but perhaps explains what RecreStation-Urkesh Incorporated is trying to achieve on its recreation planet.

The surface of Urkesh has been extensively terraformed in order to conform to the whims of Lance Ak'var, the CEO of RecreStation. As a result, the somewhat too perfect rock formations, the grass which is constantly the same shade of green and the seas which, throughout the resort area, remain at a pleasing thirty degrees Celsius all appear to be too perfect, unnaturally so.

At any one time the planet's resident population consist of exactly seventy-one employees. Lance Ak'var is a strong believer in a pseudo-scientific theory which stipulates the importance of key numbers, colours and sounds to create the perfect business environment. As such, there have occasionally been times when people have been asked to leave the planet before their vacation had finished due to 'Upsetting the synchronistic harmony of Urkesh.'

Employees themselves also have to conform fully to Lance Ak'var's ideals. Before an employee is accepted they must undergo a year of training in which they learn both the way in which they play a part in the planetary harmony and how to exist such that they are always happy and ready to attend to a guest's needs.

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While, at first, you'd think this 'perfection' would be pleasing and relaxing. However after a week or two, most visitors generally begin to become ever so slightly unnerved. You also have to sometimes wonder whether Ak'var is running a business, or a religion on this planet.

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CyJac '13

**Urpa, liradu (2505)** B776555-B Ag Ni (Urpayans) { 2 } (A46+1) [3739] BC - - 803 14 ImDv K4 V

First Survey Planetary Designation: *Pirga Uur*

Urpa is a fascinating world, well worth a visit from anybody interested in the diversity of near-human races within the universe. The Urpayans are virtually identical biologically to Humaniti save for minor physical differences; their skin pigmentation, large purple eyes without sclera, lack of nostrils, four digits on their hands and feet, coarse head crests formed solely from keratin and their ability to breathe their home-world's tainted air. Internal anatomy, although simplified, is similar to humans except Urpayans have an extremely efficient filter within their large lungs and an intestinal tract capable of digesting cellulose. Despite the similarity in sexual genitalia, they are capable of sexual relations but not able to interbreed with humans.

Urpayans are officially classed as non-intelligent. They seem to be at the same evolutionary and intellectual level as unaltered Terran chimps. They are extremely passive and easily trainable and are generally used as a type of beast of burden. The fact that servant Urpayans enjoy wearing clothing adds to the confusion as to their intelligence.

Urpa was first surveyed by a ship belonging to the Restryk Corporation, which currently regards the planet as its own property and treats the Urpayans as property, albeit well-treated ones. Urpayans are not permitted to leave the planet or to take employment with anyone other than the Corporation. However, outside visitors are welcomed. The main products of Urpa include sweet vegetables, handicrafts and mechanical locks of great beauty and effectiveness.

An Urpayan leaving Urpa would require dietary supplements and a breathing apparatus to supply trace gases - poisonous to other beings but vital for their survival.

Archaeologists studying the Urpayans have noted the absence of any other similar species, either now or in the past, in the Urpa ecosystem, which would appear to contradict the possibility of parallel evolution at work. There had been some debate as to whether or not the Urpayans were in actual fact a highly adapted MHR (Minor Human race) brought to the planet by the Ancients, but the facts do not support this theory. Their intelligence level is sub-sentient and even the BUI accept that they lack the motivation to progress towards true sentience.

In 899, an archaeologist called Hiram Temple, published a book 'Castaways - another look at the Urpayan Mystery' which revealed that no-one has successfully found any trace of the Urpayans having existed on the planet before the Rule of Man. The Urpayans were an extremely primitive species prior to contact and did not have any form of cohesive spoken language nor were they able to make any form of record, which could explain the mystery.

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I once met a Mega-Corp'se geneer who mentioned that she personally believed that Urpayans were most likely descended from a batch of breeding androids. She pointed out that the modern Urpayan has very little inactive DNA introns, unlike most natural races, which have evolved over millennia. She also mentioned that that it is rumoured that in the 899 analysis, traces of what might have been a genetic trademark was found in some of the earliest Urpayan DNA. DNA which was radically different from the DNA of modern Urpayans! Why Restryk would wish to cover up these discoveries if true remains anyone's guess though.

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CyJac '13

**Ursushur, The Remnants (1422)** C563444-9 Ni { -1 } (A32-3) [2337] B S - 104 15 ImDv M0 V M9 V

First Survey Planetary Designation: *Zigida*

Ursushur was settled in the early stages of the Vilani expansion into Dagudashaag, its fortunes (and population) have waxed and waned but has never really been more than a quiet Vilani outpost. Most of the ten thousand inhabitants are small-scale farmers producing and exporting a series of local delicacies collectively known as Urshushar Cold Fruits. These are harvested from local plants that thrive in the cool climates on the edge of the Northern Deep lakes. Two of the fruits have become extremely popular; Vikkaari'Na or Ice-Melon is fermented into a popular local wine and Urshu and sharp tasting berry which causes the consumers mouth to chill after eating.

Cultivated plants do not have the same depth of flavour as the wild variety and so farmers are forced to gather their crops from the wild.

**Ursimga, Laraa (2936)** E687742-4 Ag Ga Ri ScanW { 0 } (966-4) [3711] BC - - 103 9 ImDv M2 V

First Survey Planetary Designation: *Lirur Uushis*

Ursimga is a Scanian colony that was initially established in 211 by the Akivan Psychic Research Institute to study the habits of the Habacuu; a native bird-like creature that is born with the psionic ability to teleport. In the intervening centuries Ursimga developed into a major cultural centre with a large Aqvan population. It initially developed one of the finest Psionic Research Institutes in Dagudashaag but voluntarily closed its doors in 023-788 on advice from Akiva's Sanhedra Ben Hakhamim.

Gradually over the next hundred years the planet appeared to withdraw from the galactic community except for the sale of agricultural produce - primarily Memh; a reed-like plant that grows in the shallows off the coasts. Memh has a variety of uses - as food, a mild narcotic, paper and the seed oil is extracted for use in the manufacture of fire-resistant plastics.

Ursimga might have remained a virtual non-entity were it not for the rumours that had begun to circulate concerning a certain group of Aqvan's living out in the wilds of the ocean who apparently have developed unusual psionic powers. These rumours eventually became so strong that in 1002 an Imperial Covert Investigations Team was sent to discover the truth. This revealed that although the 'Free People', as they were known, were not practising psionics they had developed the genetic ability to knowingly manipulate their natural hormone and pheromone excretions to enable them to control the behaviour of certain native species of mammals. What did cause alarm however was confirmation that certain female Aqvan's, known locally as 'Aphrodites', had discovered how to use their naturally excreted pheromones to affect human males and make them 'fall in lust' with them. Continued contact with the Free People has proved difficult to maintain primarily due to mistrust and their nomadic lifestyle.

One mystery that still hasn't been solved is how the various families communicate with each other over long distances particularly given their dislike of technology.

**Ushiik, Laraa (2831)** D768774-3 Ag Ri Bwap2 { 0 } (966-2) [5731] BC - - 303 12 ImDv M0 V

First Survey Planetary Designation: *Giidaamuu*

Ushiik is the rice basket of Laraa subsector, it provides the main source of gena-rice not only for much of the subsector markets but also provides emergency rations for the Imperial Navy stationed throughout the Domain. These ready meals are produced and packaged on Ushiik.

The climate of this world also appeals to Bwap's and a large colony of this minor race has established itself on the south polar continent. As yet the Bwap's have had little effect on the planetary government (apart from reputedly taking a large share of the civil service jobs) however this could change as the Bwap population grows.

**Ushkhir, Zeda (0129)** C724664-7 Ni O: 230 { -2 } (852-4) [4435] B - - 303 12 ImAp M0 V

First Survey Planetary Designation: *Duudir*, Local Nahuatl Designation: *Tlaximetcatla*

According to records from the end of the First Imperium, Ushkhir was once a standard atmosphere planet colonised by early Solomani settlers. When rediscovered after the Long Night, Ushkhir had fallen victim to some unknown disaster. The initial survey team was shocked to discover that the planet's atmosphere had almost completely vanished; severe seismic activity had completely altered the landmass and caused most of the planetary oceans to seep into fissures deep beneath the surface. Despite intense research, no-one has been able to discover what caused the disaster.

Today Ushkhir is a major source of heavy metals and has several moderately large underground mining settlements. The Amec Trade Protectorate carried out a hostile take-over of the corporate government in 862, which has resulted in the planet's current political classification.

**Ushkhuur, Mimu (0502)** CCA7A774-9 Oc Pi { 0 } (A69-2) [5737] BD - - 510 11 ImDv G2 V M2 V

First Survey Planetary Designation: *Gaak*

Ushkhuur is a chilly world entirely covered in oceans of liquid water. The poles are covered by small icecaps and only the equator avoids the year-round drift ice. Weather patterns are unpredictable and often violent and can range from huge electric storms and violent rains right through to dense sea-mists and even, on occasion, gloriously sunny days. The planet has an extremely high gravity: the world is twice as dense as Terra and has a surface gravity of almost 2.5 gees.

The local population lives in large seabed metroplexes, each of which is self-governing and are protected from the local climate and gravity. Most of the population has little interest in their world and many claim to have never been outside of the cities. For those who do venture into the watery depths of Ushkhuur there are rich rewards: the local lifeforms are intriguing and varied and a well-organised underwater expedition can find spectacular vistas.

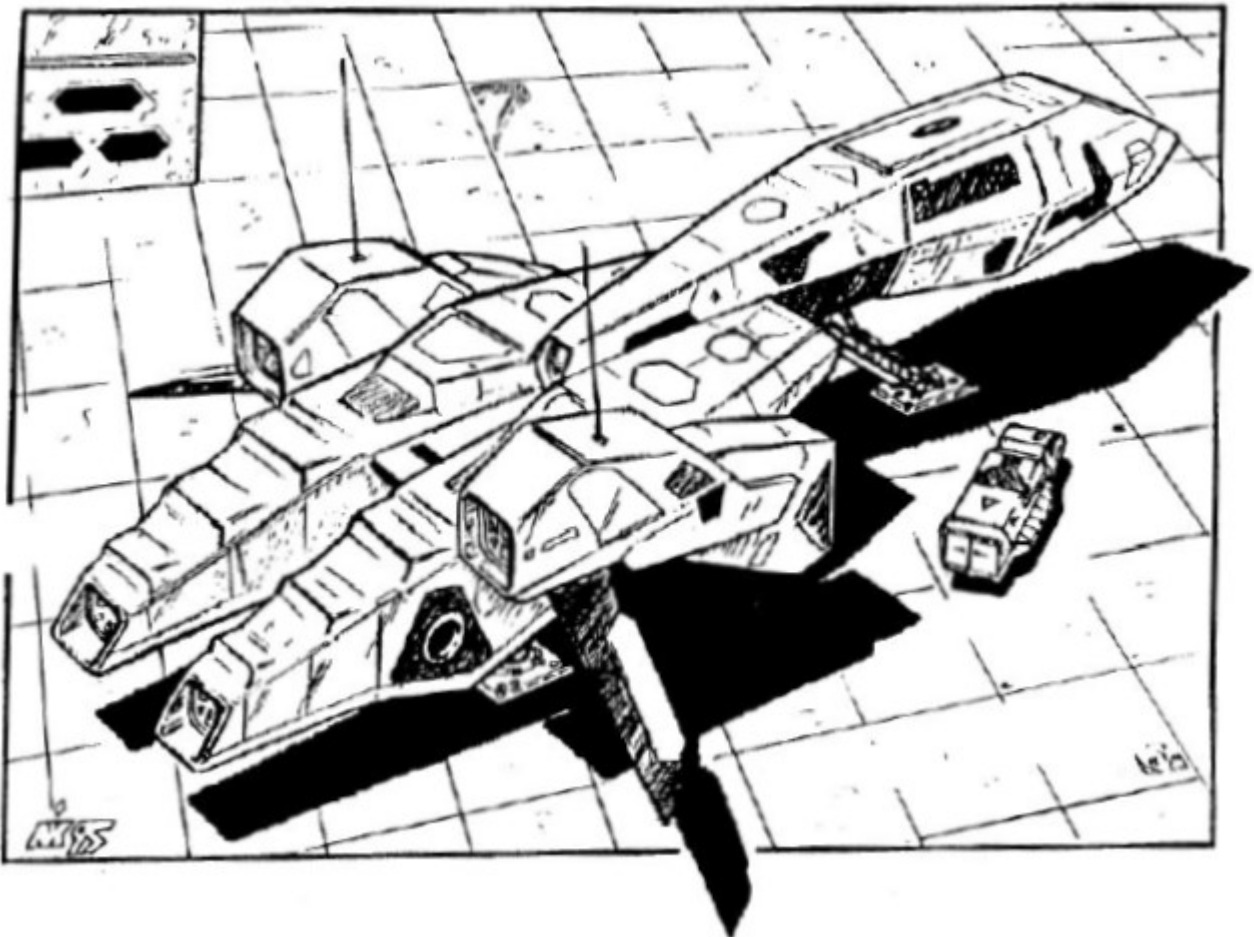
In recent years, although not classed as an agricultural world, Ushkhuur has become famous for its exotic seaberries, which are predominantly exported as sweets or liqueur. The berries are harvested from a local plant, which floats on the surface of the World Ocean. Each berry has a secondary air-filled skin that helps keep the plant afloat.

**Ushmegili, Pact (1729)** D86A204-A Lo Wa { -1 } (811-3) [1138] B S - 722 14 ImDv G1 V

First Survey Planetary Designation: *Vliin*

This large water world shares many features with Thalassa (Pact 2127). Lack of available land has restricted the expansion of the starport. The climate of the planet is unkind to human habitation (average temperature is approximately  $-37^{\circ}\text{C}$ , with the equatorial regions a rather pleasant  $20-22^{\circ}\text{C}$  during the 'summer') despite the ideal atmosphere.

The resident population is composed of scientists from the Imperial University of Medurma planetary physics department and the IISS undertaking a joint investigation into the 'Ushmegli Rings'. These rings are large, 500 metres wide circular depressions in the seabed which have a varying number of concentric, evenly-spaced ridges emanating from the centre of these crater-like depressions. Their age, origin and purpose (if any) remain a mystery.



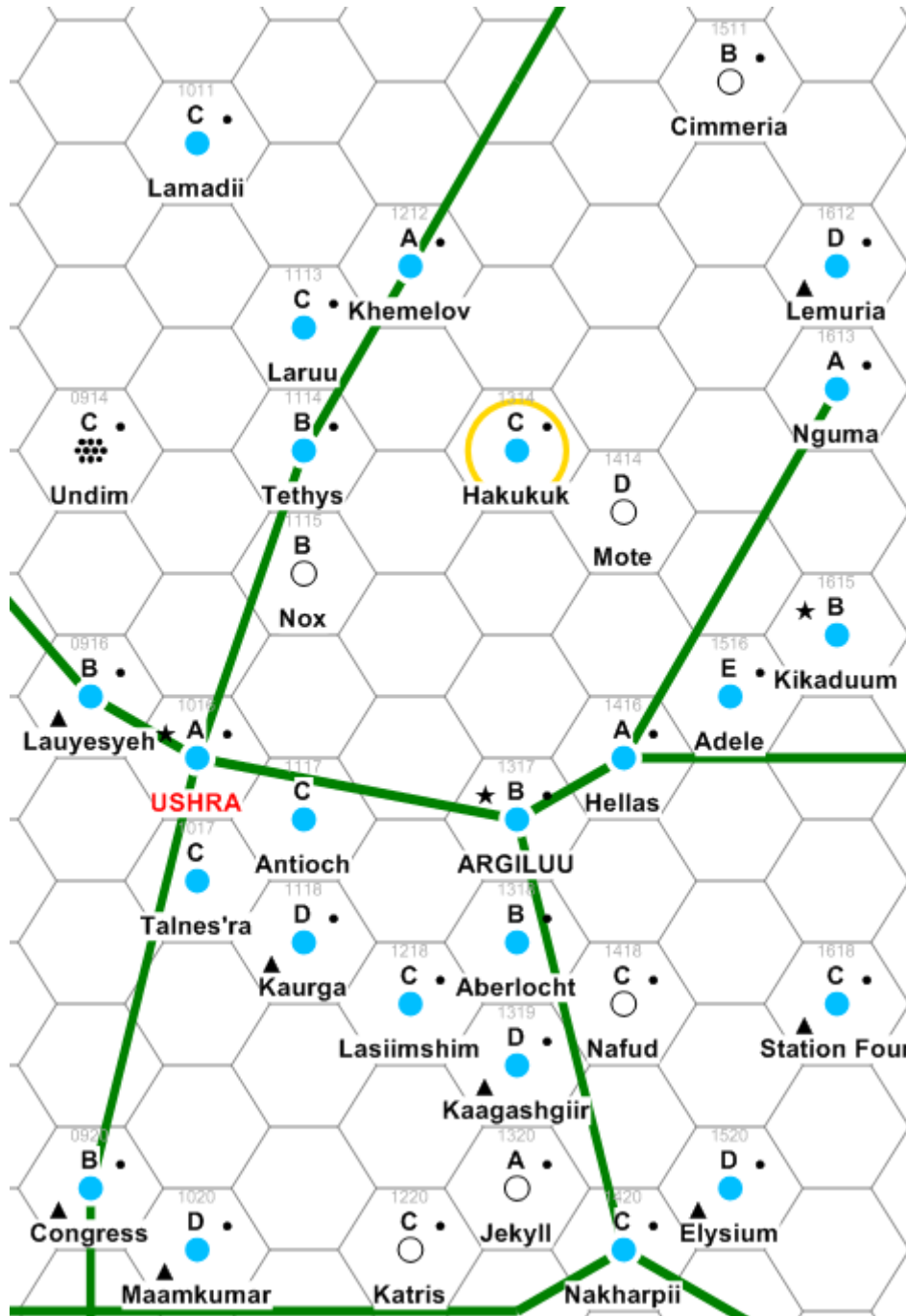


**USHRA Subsector** - Subsector F

Duchy Capital: Ushra (1016 A625943-G)

Individually the system of Ushra is important, having had a major effect on the political structure of Dagudashaag since the middle of the Long Night - at its height (at about -300 to -120) the Ushran Empire (later Hansa) covered two-thirds of the present Duchy, plus part of neighbouring Zeda subsector. The subsector as a whole is now important, as a communications link between Medurma and the subsectors of Mimu and Zeda.

The Ushra subsector contains 31 worlds with a population of 11.9 billion. The highest population is 9 billion, at Ushra. The highest tech level is F at Ushra and Jekyll.



**MAIN SYSTEMS IN SUBSECTOR**

- Undim 0914 C000343-A As Lo Va Di { 0 } (A21-3) [1327] B 514 14 ImDv K7 V M4 V
- Lauesyeh 0916 B7678AC-A Ga Ri Pa Ph Pz Asla8 { 3 } (E7C+5) [BB8D] BcCe S A 504 8 ImDv K0 V
- Congress 0920 B545348-8 Lo { -1 } (A21-1) [3258] B S 214 14 ImDv M0 V
- Lambda Cygni 1011 C679443-A Ni Varg2 { 0 } (A33-3) [1427] B 404 14 ImDv G2 V M1 V

• USHRA	1016	A625943-F	Hi In Cp Asla0 S'mr0 Ziad0 { 4 } (H8G+1) [6D2C] BEF N 933 11 ImDv M2 V
• Talnes'ra	1017	C565845-8	Ri Pa Ph { 0 } (C78-2) [6836] BcCe 520 11 ImDv M0 V M9 V
• Maamkumar	1020	D535110-7	Lo { -3 } (301-5) [1112] B S 904 10 ImDv K3 V
• Laruu	1113	C521111-7	He Lo Po { -2 } (301-5) [1113] B 404 16 ImDv M1 V
• Tethys	1114	B89A241-C	Lo Wa (Hamaran) { 1 } (611-3) [1318] B 111 11 ImDv M1 V M0 V
• Nox	1115	B9A5446-A	Fl Ni { 1 } (834+1) [3549] B 220 13 ImDv M2 V
• Antioch	1117	C545741-8	Ag Pi { 0 } (968-4) [3714] BCD 700 9 ImDv K3 V M8 V
• Kaurga	1118	D686411-4	Ni Ga Pa { -3 } (631-5) [1111] Bc S 601 7 ImDv M2 V M6 V
• Khemelov	1212	A772697-C	He Ni { 1 } (B55+1) [675C] B 612 15 ImDv G1 V
• Lasiimshim	1218	C421557-A	He Ni Po { 0 } (844+1) [555A] B 601 13 ImDv G5 V M1 V
• Katris	1220	C41047B-9	Ni { -1 } (832+1) [637B] B 602 15 ImDv M2 V M5 V
• Hakukuk	1314	C594447-6	Ni Pa Da { -2 } (631-2) [4256] Bc A 911 12 ImDv M0 V
• ARGILUU	1317	B68A997-C	Hi Wa Pr Sa { 3 } (G8E+3) [9C5C] BcE N 114 10 ImDv K8 V
• Aberlocht	1318	B544357-C	Lo { 1 } (921+1) [345C] B 704 7 ImDv M2 V
• Kaagashgiir	1319	D553113-7	Lo Po { -3 } (301-5) [1124] B S 904 13 ImDv M3 V M3 V
• Jekyll	1320	A430458-F	De Ni Po { 1 } (C34+1) [455F] B 624 9 ImDv K7 V M6 V
• Mote	1414	D100420-A	Ni Va { -1 } (732-5) [1315] B 210 14 ImDv K2 V
• Hellas	1416	A55567C-C	Ag Ni Asla0 { 2 } (B56+5) [988F] BC 603 6 ImDv M3 V
• Nafud	1418	C430773-7	De Na Po (Inchok) { -1 } (967-4) [4624] B 114 9 ImDv K4 V M9 V
• Nakharpii	1420	C755400-A	Ni Ga Pa { 0 } (B33-4)[1415] Bc 714 12 ImDv K2 V
• Cimmeria	1511	B310878-A	Na Ph Pi { 2 } (D7B+2) [8A5A] BDe 803 10 ImDv M0 V
• Adele	1516	E676559-8	Ag Ni { -2 } (B42-1) [6369] BC 104 11 ImDv M2 V M6 V M6 V
• Elysium	1520	D765443-5	Ni Ga Pa { -3 } (631-5) [1122] Bc S 714 8 ImDv M2 V
• Lemuria	1612	D68948A-8	Ni { -3 } (931-1) [617A] B S 103 11 ImDv M1 V M7 V M3 V
• Nguma	1613	A9E4546-E	Ni { 1 } (B45+1) [464D] B 422 11 ImDv M1 V M7 V
• Kikaduum	1615	B551459-C	Ni Po { 1 } (734+2) [556D] B N 410 14 ImDv M2 V
• Station Four	1618	C545201-9	Lo { -1 } (611-5) [1115] B S 202 7 ImDv M1 V

**USHRA, Ushra (1016)** A625943-F Hi In Cp Asla0 S'mr0 Ziad0 { 4 } (H8G+1) [6D2C] BEF N - 933 11 ImDv M2 V

Ushra is a world of fire and ice. Tidally locked to the super-jovian gas giant Cocchinus, Ushra receives sufficient infrared radiation to create a narrow zone of habitable temperatures between about 20° and -100° of the terminator. Water boils at relatively low temperatures under the planet's tenuous atmosphere, giving rise to the Mare Fervens or "Seltzer Sea". Intense "slick storms", where moisture nucleates around dust particles, and rains out as muddy slurry, are a frequent occurrence in the temperate zones.

At various points in Ushra's history, its primary star Sangis has undergone episodes of intense activity, pushing back Cocchinus's magnetospheric bowshock to within Ushra's orbit and bathing the main-world with intense doses of particulate radiation. Other cultures would burrow deep under, to escape this hazard, but the Ushrans approached it in an entirely different manner. Shortly before the onset of the Long Night, they made a racial decision to use genetic engineering to give them greater radiation resistance. This meant that subsequent generations would have to be produced in vitro, in shielded artificial wombs, where the necessary changes could be carried out with maximum precision. All citizens were sterilised upon reaching adulthood. When they were judged fit to take care of children, each partner would provide a cell sample. The genetic material would be combined and any errors corrected using molecular machines. The result was a population which was totally free of genetic disease and which steadily became more resistant to radiation.

The Ushran government has imposed comprehensive restrictions on the import of live plant and animal specimens, to protect their newly terraformed regions from contamination. Veterinary clearance papers should be obtained from the Ushran Consulate at the port of departure. Travellers are not permitted to bring their own personal communicators for use on Ushra, as all the microwave frequencies which are able to penetrate the gas giant Cocchinus' broad-spectrum roar are monopolised by the Imperial Navy. Efficient personal beamcast communicators are available locally.

Ushrans are classical philanthropists, deeply interested in improving the living conditions of their fellow sophonts. The major interstellar relief agency Medicins Sans Frontieres is based on Ushra, and gains much of its funding from the population. Ushran efforts have brought greater freedom and democracy to many surrounding systems.

This would be all well and good were it not for their attitude towards genetic purity. Ushrans have a deep-rooted fear of people with such horrifying genetic disorders as red/green colour blindness, myopia (short sight) or protruding ears. This is encapsulated in the Ushran dialect word for foreigners – ‘glitches’ - people who are somehow damaged. Travellers are not likely to encounter any problems in the major urban areas where off-worlders are common. In outlying areas, such as the Rimwall district of Jason however, it is not unknown for traders to refuse to serve people with visible “defects”.

ALL travellers to Ushra are required by planetary law to undergo a genetic examination, usually in the form of a simple blood test prior to landing on Ushra.

Ushra is the only tech level-16 Industrial world in Dagudashaag sector, and so occupies an important position in the sector's economy. Interestingly, the democratic nature of Ushra's government, has meant that TL16 technology has reached the general population far sooner than might otherwise be expected (the highest levels of technology are often monopolised by the military in many systems). The standard of living enjoyed by the population is second to none.

Eden Orbital Naval Complex is a large facility devoted to shipbuilding and repair of naval vessels. A great deal of development work is done at the complex, directed towards the production of prototype TL-16 naval vessels. Several successful designs have been produced so far, the largest of these being the 40,000-ton strike cruiser Alexander Brayden. Other research work is carried out at naval installations elsewhere in the system. Reports that the Navy has established an antimatter production and containment facility insystem have been consistently denied.



## Ushran Empire & Hansa

Although often used interchangeably, these were two separate and distinct entities at least within the Empire itself, though any threat to the interests of the Ushran trading confederation did often result in the Empire carrying out “gunship diplomacy” far beyond the Empire’s boundaries.

Ushra was first visited by a Vilani survey vessel in -9,022, which noted the world’s mineral riches, but nearly perished as a result of an electromagnetic pulse from Sangis, the primary star. The system was ignored until Naasirka took an interest in developing the area in -7,600. It took almost a century of charting the system’s magnetosphere ebbs and flows with automated satellites before Naasirka felt safe in beginning colonisation efforts. The infant colony was almost snuffed out in -7,200. An asteroidal bombardment over at least 20 years shattered links between the settlements and prevented ships from landing safely. However, the damage was repaired, and the colony continued to grow, its capital at Shaaukdur. The world became regional capital of the Vilani province of Dagudashaag, until that honour passed to Khandi/Khandi in -3,986.

The arrival of the Solomani in -2,075 was somewhat more peaceful than at Medurma. The Terrans simply ignored the Vilani, rather than massacring them outright. The Republic of Ushra was founded, with its capital at Ilium. A major colonisation programme led by American and European corporations was commenced and the world’s population topped forty million by -1,870. With the progressive collapse of the Rule of Man government,

Ushra and Argiluu formed a mutual defence association in -1,760. Budget restrictions had meant that the Solomani could not duplicate the massive gravitic structures of Vilani cities, relying instead on pressurised domes protected from radiation by active electromagnetic shields. The compromise started to tell - birth defects and carcinomas started to spread among the population. The crisis came to a head with a major stellar flare in -1,604, which inflicted radiation sickness on fully 5% of the population. The Solomani applied their formidable biological knowledge and arrived at a radical solution – cytogenetic reproduction. The move was controversial and it took a change of government before the measures could be applied.

The Second Ushran Republic (the Purity Republic) was established in -1,423. The tireless efforts of the Republican Academy had managed to keep a handful of Jump-capable vessels operational through the depths of the Interregnum.

The key to resumed ship construction was provided by the Aslan who arrived in -960. In return the Republic ceded them the system of Austin (now Lauyesyeh), one parsec to coreward on the Dagudashaag Main. Republican President-for-Life Daniel Simalr was sufficiently sure of his popular standing that in -741 he declared the establishment of the Ushran Empire, and launched on an aggressive policy of expansionism. At its height, the Empire stretched from Shukain/Old Suns to Bradley/Pact, from Zeda/ Zeda to Rukhigu/Khandi - the largest interregnum state in Dagudashaag.

By around -720 Eraki had been contacted by the Ushran Empire and succeeded in persuading them to supply Eraki with starships and crews to enable them to contact other systems locally in return for supplying the Empire with high technology.

The Ushran Empire was responsible for a series of prolonged racial abuses both independently and in partnership with the Universal Church who exchanged trading rights for Ushran support. The Ushran Empire's capture of the Zeda Cluster in the -600's and their subsequent partnership with the Universal Church led to racial repression of both the Ziadd and Lancian people and several Ziadd Chaiklin or clans were forced off-world living entirely on their ships.

–524 Medurma and Dipa jointly established the Medurma Pact. The Pact was at war with its neighbours the Ushran Empire almost from its conception. The Medurmans were repulsed by Ushran genetic policies: particularly by their imposition on worlds that they laid claim to: Dauni/Khandi and Dehkaim/Khandi. The war was fierce and damaging; with the Pact gaining control of Bradley, Campbell and Dauni. Border clashes continued for many years after.

During the -400's the Universal Church sent several ecclesiastical fleets through the Ushran-controlled Zeda cluster to establish missions in Shallows subsector. These fleets were supported by Ushran Guild merchants (the first official mention of the Hansa) and Empire battle cruisers.

Tethys had been a major trade port prior to the Fall of Man, however all that changed when the Ushran Empire conquered Tethys. The Ushran’s were guilty of condoning extremely harsh treatment of its Hamaran population resulted in the subsequent exodus of the majority of the race to the ConSentiency.

The Ziadd also suffered severely, primarily because of the agreement between the Universalist Church and the Empire and the subsequent use of the Empire's fleet to punish the various Ziadd rebellions that resulted. The Universalist Church amassed a great following in the Spinward regions of Dagudashaag in some part added by political treaties both with the Ushran Empire and later with Makhidkarun during the Pacification Campaign which placed entire worlds into their control.

The Hansa was a commercial and defensive confederation of Ushran merchant guilds and their markets formed independent of the Empire that dominated trade across Dagudashaag between -350 and 120. The Hansa was created to protect economic interests and diplomatic privileges in the systems along the trade routes the merchants visited. The Hanseatic clients usually retained their own legal system and furnished their own armies for mutual protection and aid.

The Pact eventually formed a mutual protection pact with Ushra in -324. This was what the Hansa needed to begin its trade monopoly across the entire sector, only the Aakhri Empire was considered officially off-limits.

In -289 the Ushran Hansa set up a semi-automated depot on the surface of Adaim, Old Suns (1007) the first of many established outside the boundaries of the Empire. Between -285 and -283 over a million Scanian refugees were relocated by Ushran traders to Imau, Adaim and Mirkigii fleeing the advances of the Aarkhi Empire.

Hansa Master-Traders became a common sight across the sector as they lived up to the Hansa motto of "all the traffic can bear".

In common with other minor states, the Empire was in decline by 20, under economic pressure from the Third Imperium, and capitulated in 83. It was the sector-wide expansion of Makhidkarun back into the Sector that finally resulted by 120 in the formal bankruptcy of the Hansa.

Ushra's economy began to grow rapidly once more, with the improved trading links possible under Imperial rule though the Hansa monopoly was now dissolved, and Ushra was designated as the subsector capital of District 34 in 133, the Simalr family being elevated to the Duchy. Ushran corporations such as Arkayne stretched their influence across the entire sector and beyond.

#### History of the Ushran Empire and Hansa

-9,022	System surveyed by Vilani.
c.-7,600	Detailed survey of system carried out by Naasirka.
c.-7,500	Initial colony established.
c.-2,075	Solomani arrive in-system and sets up the on Ushra, ignoring original Vilani settlers for the most part.
-1,998	First Purity Republic established.
-1,760	Ushra and Argiluu form a Mutual Defence Association.
-1,604	Stellar flare results in extensive radiation sickness across Ushra.
-1,423	Second Purity Republic formed, cytotenetic reproduction begins.
- 960	Aslan Ihatei fleet arrives in-system.
- 741	President Daniel Simalr forms the Ushran Empire and launches policy of expansionism.
c.- 720	Traders from Ushran Empire contact Eraki Kuriishe.
c.- 600	Kuriishe Eraki formed, Ushran Empire captures Zeda Cluster
- 524	Medurma Pact formed by the joint governments of Medurma and Dipa
c.- 500	A series of border wars break out between the Medurma PACT and Ushran Empire.
c.- 400	Universal Church sent several ecclesiastical fleets to the Zeda cluster and Shallows Subsector.
c.- 400	First mention of Ushran Hansa trade guild.
- 390	Tethys is conquered by Ushran Empire, Hamaran exodus begins.
c.- 350	Ushran Hansa as a sector-wide Trade Protectorate formally recorded.
- 324	Mutual Protection Pact signed between PACT and Ushran Empire.
- 302	Medurma Pact starts trading with the Kuriishe Eraki.
c.- 280	Hansa expands its influence across Dagudashaag.
- 155	War finally breaks out between the Pact and the Aakhri Empire.
- 76	First of several short truces agreed to allow both Aakhri Empire and Pact to recover.
20	Empire in decline, contact made with expanding Third Imperium.
83	Ushra capitulates to Imperium.
120	Ushran Hansa formally bankrupted by Makhidkarun's expansion across the Sector.

**Ussine, The Remnants (1523)** DA5A354-6 Lo Oc { -3 } (521-5) [1134] B S - 705 8 ImDv M2 V M3 V

First Survey Planetary Designation: *Kaniash*

Ussine has had a tortuous existence. Small meteorites, giving rise to scores of giant tidal waves that sweep across the planet-wide ocean continually bombard the world. This violence has halted any large-scale colonisation of the small chains of islands, on this otherwise pleasant world.

There are a small number of tourists who visit to wonder at the ocean's anger and its peaceful moments, when the seas take on the appearance of a smooth sheet of copper.

Perhaps the most unusual aspect of Ussine is their annual Kōn Takai, a race in small wind-powered catamarans, which takes the contestants through the Sea of Anger. The constant bombardment means that ships not only risk being hit by a falling meteorite, but also need to use all their skill to survive the tempestuous sea. Despite the fact that every year over a dozen men and women die while participating, the race is extremely popular and hundreds compete every year for the honour of presiding over the annual sacrifice to the great sea Kaken.

**UUMIRSA, Laraa (3032)** B000954-F As Hi In Na Va Cp { 5 } (F8H+3) [7E3D] BEF N S - 404 13 ImDv K2 V

Uumirsa is a primary producer of computers and computer components, which are often resold throughout the Imperium under brand names. The Uumir are best known for their A.I. computers which mimic sentient thought. So great is their skill that the entire planet is governed by a series of A.I. computers called Monad which are capable of interfacing directly with the population through its 'temples' and with the ruling families through home-based nodes. Each inhabitant is required by law to have a recorder in their rooms and are required to answer any and all questions put to them by the Monad, honestly and accurately. Monad will randomly pick a selection of the population each day and use their opinions to modify its decisions so that the population will be contented. Monad also has the ability to 'bless' and 'curse' - It will grant individual blessings on a random basis provided such wishes will have only a minor effect on others. In addition it will randomly 'curse' wrongdoers by adding selective poisons to that individual's food and water. Recent research by the IISS have revealed that while the current generation of Uumir are both happy and contented they do seem to be lacking the same innovative drive of their ancestors. Uumirsa is also home to Dagudashaag's largest dance festival, which takes place every year and lasts for over two months.

**URPAYANS** - See *Urpa, Iiradu (2505)*

**Uurku, Arnakhish (2405)** B986445-9 Ni Pa Sa { 0 } (A33-2) [2437] Bc - - 222 8 ImDv K1 V

First Survey Planetary Designation: *Largi Iiur*

Like its neighbour, Khaem (2406), Uurku is another minor planet owing its inhabitation to a modest supply of useful metal ores. The first prospecting teams (from Benshiir-Hayden Metals, later incorporated into DagMet) arrived in 586.

The world is a satellite of the innermost gas giant, Stayla. Uurku appears from the available geophysical and planetological evidence to be a fragment of a larger body. Scars on the surface of the other satellites of Stayla seem to indicate a multiple collision, possibly from a body that wandered too close to the gas giant, was struck and then broke up under the massive tidal forces.

Uurku has also made a name for itself producing a wide range of zero-g, high tensile plastics, which are exported throughout the subsector.

**Uushagkir, Old Suns (0905)** C552369-9 Lo Po O:0906 { -1 } (921+1) [426A] B - - 704 11 ImLc M1 V

First Survey Planetary Designation: *Kir*

Uushagkir would be a typical Vilani world were it not for the Uushagkiran's custom of tattooing. Each person is gradually tattooed from head to toe throughout their life with each tattoo having a special meaning. Upon reaching adulthood each Uushagkiran will receive the tattoos of his family - icons representing celebrated ancestors and historical achievements. As the Uushagkiran grows his companions will award him further tattoos as a mark of his own achievements. Each can determine a great deal about each other from their tattoos. Most visitors find them colourful but lack the specialised knowledge to decipher their meanings. Few off-worlders have studied the intricacies of those symbols. The best known tattoo is the icon of shame which symbolises that the person has committed and been convicted of serious crimes. Rather than imprison offenders the authorities tattoo the person and then release them. The tattoo covers a large segment of the right hand side of the face and many Uushagkiran's will commit suicide rather than face this fate.

**Uushar, Bolivar (0840)** B561422-B Ni { 1 } (834-3) [1517] B - - 902 13 ImDv M2 V

First Survey Planetary Designation: *Rash*

An armed inspection of the primary settlement by the Ducal Office of High Justice found Uushar to be the scene of some of the most flagrant contraband and arms dealing in recent years. The city of Uushar is primarily a market place with little agriculture or home industry occurring other than to cover the essential needs of their own population; they are reliant on merchants visiting to sell their goods here to other off-world merchants and buyers.

Uushar is a first-class example of the "anything for the right price" principle. Uushar attracts more than its fair share of low-lives. Representatives from more than one organisation under investigation for major criminal activities can be found here. The world fills the role of the "stellar motel", the pay by the hour variety and consequently boasts (?) one of the largest and most advanced STD clinics in the subsector. CyJac '13

## V

### V'Actor

Virtual reality computer-generated personality and image - the Com-gen character is often indistinguishable from 'real' people and a number of studios have specialised in resurrecting ancient characters from history as V'actor personae.

### VARGR

Intelligent Major Race derived from Ancient genetic manipulations of Terran carnivore/chaser stock, apparently dating from approximately the same time that Humaniti was scattered to the stars.

See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

Dagudashaag was first colonised by Vargr in -1600 by Suedzuk, Gvegh-Aek and Urzaeng Vargr fleeing the Sack of Gashikan. The fleet split soon after arriving with the Urzaeng and some of the Gvegh-Aek colonising Gvadh, Old Suns (0906) and the rest of the fleet following Dzaekh Rraeghzoez in her search for 'Knoez-Rruerrgh', a legendary paradise that Dzaekh believed was in Dagudashaag. Eventually ship malfunctions forced the survivors to colonise what became Rraeghzoez, Gadde (2526). Vargr make up less than 1% of the Sector population.

There are three main subspecies of Vargr in Dagudashaag:

**Suedzuk** - a Vargr subspecies with predominately reddish fur. Many other Vargr treat Suedzuk with disdain because of their involvement with the consairs during the Sack of Gashikan. Packs are not as loose as other vargr packs, tending to be enduring with many packs of adolescents remaining intact throughout their lives, forming strong personal bonds.

**Gvegh-Aek** - a Vargr subspecies with tawny-black fur.

**Urzaeng** - possibly the best known Vargr subspecies in the Imperium. Urzaeng are taller and more powerfully built than the average human, and are reputedly are capable of holding their own against an adult Aslan male in close combat. Believed to have been specifically geneered for menial labour, Urzaeng are reputed to lack the full mental facilities enjoyed by other Vargr.



**Vasco's Glider** - See **Chraenta**

### **Vashkin-Simalr, Duchess Kiyrel** - Duchess of Shallows Subsector

(b.1071 – d.)

Duchess Kiyrel Vashkin-Simalr of Shallows took over the reins of governing the subsector in 1109 after the death of her husband, Duke Sharik Vashkin from an untreated spore infection two years ago. She has one son, Chaerlés Simalr (nee Vashkin-Simalr). Duchess Kiyrel is famed for her beauty having been a tri-vee actress for several years prior to marrying. She subsequently went into relative seclusion following her marriage and raised their child Chaerlés away from the Subsector court.

Since her husband's death she has stepped once again into the limelight and so far has successfully managed the various political, religious and racial factions within her domain. She lists her interests as reading, clothes and her local charities.

### **Viisarikaa, Duchess Karyn Dea** - Sector Duchess of Dagudashaag, Duchess of Pact Subsector, Marchioness of Adele

(b. 1090 – d.)

Karyn Dea Viisarikaa the eldest daughter of Raegis Viisarikaa IV, became Sector Duchess on 137-1114, at the age of 24. As such, she is the youngest person currently holding this noble rank, and is in many ways a symbol of the renewed youth and vigour of a sector which had previously been regarded as ossified.

Karyn had a happy and contented childhood, living a life of luxury in the mountaintop palace complexes of Nuage. As a youth, she found the staid and conventional education of a noble's daughter uninteresting. Although she had a string of private tutors, she paid little attention to her studies. Instead, much to her father's distress, she preferred to spend much of her time on Medurma's resort moon Ambrym (F266534-F).

During her time there, Karyn found something which captured her interest - the marine fauna of Ambrym. The moon has an extensive and unusual biosphere, and Karyn finally found a subject which had her father's (grudging) approval - marine biology.

At the age of 16, Karyn met Duke Skuissch\*r Kiaskui, who was attending an economic conference on Ambrym at the time. She admired his even-temperedness, good humour and common sense. The two became good friends, with Karyn often asking Skuissch\*r's advice on various matters.



Karyn Dea Viisarikaa

In 1108, Raegis Viisarikaa travelled with his daughter to Capital, on the occasion of her appointment as Marchioness of Adele. There, she was granted a private audience with Emperor Strephon. It was at this time that according to local gossip that a certain princeling became enamoured of her, but she apparently did not share his feelings.

Raegis' sudden death on Lenashuuk/Argi (Dagudashaag 1640) placed a great strain on Karyn especially after her Uncle Duke Jian Viisarikaa refused to reclaim the Ducal throne. Many of the nobility felt that such a young and inexperienced Sector Duchess would have difficulty providing effective leadership for Dagudashaag. However Duchess Karyn has proved them wrong. She has shown great intelligence, and equally importantly, a willingness to learn. She now has an extremely competent team of advisors led by Duke Skuissch\*r Kiaskui.



### **Viisarikaa, Marjori Anastassia**

(b. 1108 – d.)

Youngest daughter of Duke Raegis and twin to Sharik; both children suffered great tragedy when their mother, Duchess Grace died from severe complications whilst giving birth to them both. They have been brought up since their fathers' death last year by their Uncle Duke Jian and his partner on their estate on Ambrym.

### **Viisarikaa, Marquess Alicia Blaise** - Sector Heir, Marquess of Medurma & Guardian of HighPeak

(b. 1105 – d.)

Alicia is the second oldest child of Duke Raegis and Duchess Karen's appointed heir. Currently she is preparing to leave next term for Chamberlain Preparatory College, the first of the Ducal family to not be home educated in almost 300 years.

### **Viisarikaa, Duke Raegis IV** - Sector Duke of Dagudashaag, Duke of Pact Subsector

(b. 1045 – d. 1114)

The second son of Duke Raegis III, Duke Raegis IV inherited the ducal throne when his older brother Duke Jian abdicated in 1086. Considered a caring and intelligent ruler, he married Grace Anatolyvna, a commoner in 1088.

Sector Duke Raegis Viisarikaa IV was killed on Lenashuuk, Argi (1640) in 110-1114, when the accidental firing of a mass-driver artillery weapon ruptured the pressurised habitat he was visiting, during a visit intended to bring peace to the troubled world. Red Eagles claimed responsibility for the death but this has never been confirmed.

### **Viisarikaa, Sharik Alexina**

(b. 1108 – d.)

Youngest daughter of Duke Raegis and twin to Marjori; they have been brought up since their fathers' death last year by their Uncle Duke Jian and his partner on their estate on Ambrym.

### **VILANI**

Intelligent major race, evolved from a branch of humaniti which was deposited on Vland, Vland (Vland 1717) by the Ancients in approximately -300,000. Physically they are identical to Solomani, Zhodani, and many other branches of humaniti.

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See **Library Data** for further information. Access to an AAB or Travellers Aid Society Account at Traveller Library level or higher is required to proceed with data download.

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### **Vilani, language of** - See **Bilanidin, Language of**

### **Vipac, Pact (1930)** A401230-D Ic Lo Va { 1 } (711-3) [1318] B - - 803 10 ImDv M1 V

First Survey Planetary Designation: *Ashshaa Uum*

Primarily a transport junction between Pact and Sapphyre, Vipac is staffed by Ikabian's who have been brought in to maintain the near automated starport facilities for Tukera. I.I.S.S. has openly admitted that less than 5% of the planetary surface has been explored.

The equatorial savannah is covered in Razorstrand, a 'grass' with extremely tough (and sharp) blades that are capable of cutting through most materials if accidentally brushed against. Tukera are looking for a commercial use for the material and recently approached the Drexen Corporation about the possibility of using nanotechnology to harvest the savannah and recover the metallic element. Although tests have proved the concept is possible, a larger scale operation now seems unlikely to proceed due to the relatively small profit such a crop would bring.

### **VKK Holdings**

Investment arm of the Sharusharid Bureau in Dagudashaag.

### **Voltan, Sir Francis** - Fifth Marquis of Osha, Shallows

<b. 396 - d. 499>

Sir Francis was commonly known as the 'Wizard' Marquis, for his lifelong belief in the supernatural and his reputed ability to affect the world through the use of rituals and 'Magic'. A patron of the arts and quite brilliant scholar, Sir Francis was a confidant of the Dukes of Dagudashaag and Emperor's Martin III, Martin V, and Cleon IV. He retired to Station Six in 490 where he spent the final years of his life writing what he described as the ultimate grimoire. Sir Francis disappeared in 499 along with his book and is presumed to have died whilst wandering the outback of Station Six.

## VSR

A variant form of the Charonaei plague whereby the victim also exhibits a violent schizophrenic response (VSR).

See **Charonaei**

# W

## Wafer Jack

A Wafer Jack is an implant allowing use of skill or personality wafers and direct access to computer systems.

## W.K.S. <Weinhandlung Klosterhof Schuman GMBH> <Also known as Wike's>

The largest wine distillers and Transportation Company in the sector; they are better known for their generic house wines rather than the many rare and delicate vintages they also produce which are mainly exported to Core.

## Warrior Worlds, the

A term applied to worlds in Dagudashaag whose primary export is military personnel – there are five worlds that fit the popular classification, Cimmerica, Ushra (1511), IKABI, Pact (1929), Maiden, Pact (2130), Oeth, Shallows (0419) and Saven, Laraa (3240). Beyond their warrior ethics, the systems so classified have very little in common.

## Websilk Dessert -See Omegindus, Remnants (1424)

## Weinhandlung Klosterhof Schuman GMBH - See W.K.S.

## Whistleweed

A small flowering plant native to Inshaam, Gadde (2721). The plant is unusual because it produces a high-pitched harmonic hum, triggered by chemical signals, when it is approached by the amphibious grazers native to the world: the grazers find the hum irritating and move off. Selective breeding has allowed whistleweed to respond to a range of other stimuli and to produce a variety of sounds which humans find soothing. This combined with its delicate perfume and attractive appearance has made whistleweed popular as an exotic decoration.

## White Fang

Environmental terrorist group, primarily across Bolivar subsector, known for destroying the Freighter Bacchus and killing a twelve year old girl in the process.

See **Cobija, Bolivar (0440)**

## Wilderness, The Remnants (0921) B540766-A De He Po Pi Mr { 2 } (A6B+1) [6949] BD N - 201 10 ImDv G6 V M9 V

First Survey Planetary Designation: *Shuarlirk*

Classed as a poor world, Wilderness simply chooses not to trade off-planet. This is not a reflection of a xenophobic mind set as Wilders, as they call themselves, are very open and friendly to all types of off-worlders. Wilders are hunters, craftsmen and farmsteaders, rugged and self-sufficient. Colonised in the 800th year, of the Third Imperium, by Antarian travellers; these sophonts (Human, Vargr and H'kir) soon learned the secrets to survival on Wilderness. In 956 the colony applied successfully to be included as a member of the Ziadd Confederation, despite the fact that less than 10% of the population were of Ziadd extraction. The "captive government" classification exists because the planet is still directly subordinate to the naval attaches' office (and will remain as such until the official handing over ceremony planned for 1130). This is a matter of jurisdiction and actually Wilders are left to rule themselves. With land schooners (maglev wind driven desert ships) trading the windswept plains between the many nomad communities and the Mecca cities (enclosed cities established on the farming belt of the planet). The Meccas grew from the trade of locally cultivated Klesh - a large seasonal juicy vegetable with siphon roots that drag water from deep permafrost.

Trade is carried out in millies and litres; a person seen without their waters kin and jug is considered a "poor sight to behold" and are often spat upon as a mark of understanding of their dire straits (a sort of payment or charity for the poor) "giving water" freely is a mark of respect and a way to agree a bargain; hold up your hand as if to say "stop", spit in your counterparts also raised hand then grip each other's palm tightly and say, "Yah, hi". Do not try to trade in credits on Wilderness, do not attempt to import water, both are frowned upon. Credits because they are detract from water as currency, and off world water because it will destroy their already critically balanced ecosystem.



**Xenorasty** <Terran Greek, 'xeno' - alien, foreign; 'erastes' – lover>

The act of intercourse between sentients of differing races or species. The Ushran Kanumaar-Bruning legislation of 1022 which legalised the act between consenting adults in private, is a major target of the CPR and other conservative organisations.

**Xihautl biochips** - See **Hu, Zeda (0229)**

**Xiuhcoatl** - Amec (Nahuatl) designation for Mimku, Bolivar (0831).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Xiuhcoatl Dragon**

Rias'qanaa, Zeda (0621) is believed by some to be the home-world of the legendary Xiuhcoatl Dragon or 'Fire serpent' once originated here prior to the disaster and must have been exported across the region by a race or races unknown.

The Xiuhcoatl was at one time only believed to be a local myth; An eight metre long lizard-like creature whose fossilised remains were first uncovered on Ekha, Bolivar (0137). Legend claimed that the creatures were capable of expelling hydrogen, which it then ignited using swallowed flints in its first-stomach. The fossils' were not native to the system. In 844 similar fossils were discovered on Feym'n, Bolivar (0236) though it was impossible to confirm that, despite appearances, they belonged to the same species. Later similar fossils were found on Zeda, Zeda (0721), Eddum, Bolivar (0531) and Nimluin, Bolivar (0736). Most Imperial scientists believe that the Xiuhcoatl fossils have been deliberately seeded to create a deliberate mystery. However, scientists in Amec space do not share this belief. If the Xiuhcoatl can be proved to have existed in a number of systems, then this may prove that a race with deep space capability truly did inhabit the Bolivar and Zeda Subsectors of space over four million years ago.

**Xochinelhan** - See **Heartstones**

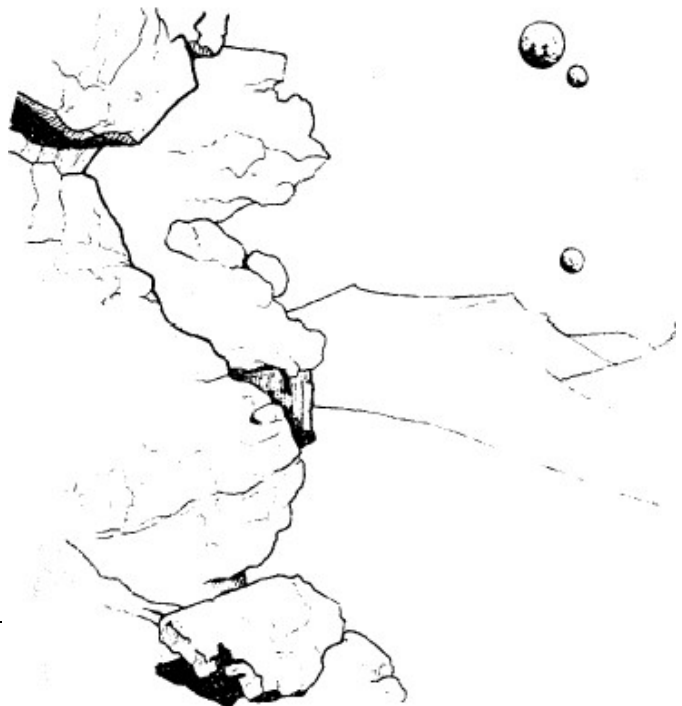
**Xochinenen** - Amec (Nahuatl) designation for Hu, Zeda (0229).

Although the current Nahuatl designation is not official, it is included in order to assist travellers who may find it beneficial to use this planetary designation while travelling within the Federation.

It is strongly recommended that visitors obtain a good quality translator MemClip prior to entering Federation space. INDISS produce a high quality Galanglic-Nahuatl two-way clip available from all good data libraries, price Cr. 150 rrp.

**Xohueotloch** - Amec (Nahuatl) designation for Ekhor, Zeda (0227).

Although the current Nahuatl designation is not offi...



Blah, Blah, Blah... Let's all sing along together now folks, I'm sure by now you know the words by now.

CyJac '13

# Y

## **Yá Samawati, Duchess (Dom') Eiyessa a'Johari** - Duchess of Sapphyre Subsector, Dominatrix of Sapphyre (b. 1077 - )

A true birth, rather than a clone, Duchess Eiyessa was imprisoned under her half-sister, Dom' Marii (a clone of Dominatrix Chanil) during her short reign as Dominatrix (1094 - 96) for suspected implication in the 'Summer' Rebellion. She is well educated in the humanities, and, succeeding to the throne on Marii's death, she has proved to be an industrious and intelligent monarch. The regime she established, with the indispensable aid of her Seneschal, Wilmaa de Cedil has enjoyed a considerable degree of popular support: the subsector has achieved a new stability and prosperity under her rule and enjoyed a 'golden age' of achievement in art, music, and literature.

She has not pleased everyone. Her Rights of Men settlement (1098) offended clones and true births alike by its very moderation in granting legal rights to males whilst on Sapphyre. Her refusal to produce offspring, either true births or by clone and ensure the Ducal succession has further irritated certain Members of the Subsector Parliament, as has her liberal financial demands and her lengthy procrastination over the demanded execution of Kabuki de Wyndheim, leader of the 'Summer' Rebellion.

## **Yahg**

Yahg is a popular, if illegal, hallucinogenic resin produced from Broadleaf, a bramble-like plant native to Bountiful, Sapphyre (1934). The drug is easy to manufacture and the 'host' plant is considered vital to the local economy where it is used in a number of other products. The Sector Duchy has responded by declaring the transportation of Yahg a class 2 offence.

## **Yamok Sauce** - See **Sagikii, Shallows (0319)**

## **Yarhei Kel'a** <Göheimsan: 'The Time of Testing'>

The Yarhei Kel'a is a period of 30 days each and every year in which Scanian followers take time off from their employment to attend a local Centre of Knowledge, so that they may assist the Scholars (Rab'ani) by evaluating and cross-examining their thoughts and theories. This concept of cross-examination is known as Ve'lma Iphka or 'perhaps the opposite holds true...'

## **Ya'uiya-ko (2038)** A52077A-C De He Na Po Pi AslaW { 2 } (D6C+4) [997E] BD N - 904 7 ImDv K1 V

First Survey Planetary Designation: *Pir*

First settled in the Aohalai/Oakhtai'yal migrations of the Long Night, Ya'ulya-ko was a major staging post for Aslan expeditions deeper into Dagudashaag. Clan vessels found a world, which though marginally habitable at best, has a valuable, natural resource. Ya'uiya-ko is circled by the Ftya Khuika 'Sable Prowlers', several large carbonaceous ice asteroids (100-200km across) which are usually rich in deuterium and rare carbon isotopes which make them a prime source of high-grade fusion fuel.

Centuries of mining work by prospectors has begun to break up the Prowlers into a dark ring of debris circling Ya'uiya-ko, however ice supplies seem sufficient for many hundreds of years.

Ahriy who have been able to assert territorial claims over part of the Prowler 'belt' have enjoyed considerable wealth, but unfortunately that wealth has not always filtered down to groundside Ahniy. This has resulted in severe social strains and the fracturing of the two founder clans into at least a dozen bickering sub-clans. Fteirle cultural strictures have prevented a descent into anarchy, but duels, assassinations and the 'ousting' of unproductive or complacent spacesider Ahriy are very common.

The situation is complicated by the presence of the Imperial Naval Base. Recent NI plans to establish a high-grade fuel processing facility in orbit around the innermost gas giant threatens to disrupt the entire system economy.

The expansion of the surface installation and the immigration of some 5,000 additional civilian support personnel (including at least a thousand Medurman Alikasch) have introduced even greater tensions. Ya'ulya-ko is regarded by many as 'an incident waiting to happen'.

## Z

**Zaamish, Laraa (2536)** C8A7610-9 FI Ni { -1 } (C53-5) [1514] B S - 313 12 ImDv K4 V

First Survey Planetary Designation: *Uugmu Khimad*

Zaamish is a large cold world with an exotic atmosphere. It is home to approximately three million people, who live in a huge orbital habitat known locally as Outpost. The habitat was constructed by the LifeTech Corporation during the 900s, and is still governed by the company. The habitat is a freeport: there are very few trade laws, and anything can be bought and sold (although the scout service keeps a close eye on commodities controlled under Imperial law). While certain areas of the habitat have strict weapons restrictions (such as near the power plant) most other areas are free fire zones. An individual's status is measured by the amount of protection they can afford.

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While working as a bodyguard on Zaamish is dangerous, it can earn extremely good money; if you pick the right boss, of course.

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CyJac '13

**Zaankhid, Khandi (2318)** A300533-F Ni Va { 1 } (945-2) [262C] B N - 611 8 ImDv M1 V M3 V

First Survey Planetary Designation: *Egkhu*

Zaankhid houses the subsector's main naval base. It is a training and reserve centre, keeping a number of mothballed vessels on Tanner-IX, the outermost moon of the system's only gas giant. The main naval base is on Jenner, the sixth moon of Tanner.

There are a small number of prospectors working the asteroid belt mid-system. Many naval personnel can be found here on leave taking in some entertainment at one of the small, independent spaceports.

Even though the civilian population within Zaankhid is small, the presence of the Navy has ensured good supplies of the necessities, and even access to cheap second-hand ex-naval equipment.

**Zabeh, az-Rabayr Mehrban**

(b. -302? - d. -264)

Zabeh was a rebel military leader. Apparently born an Aakhri slave, he first appeared in the Ghazr al-Bahlaal region of Sii, Argi (0932) as a lieutenant of the Aakhri slave-trader Zabayr Icaduchda. In -267, when General Banerjan of the Pact defeated Icaduchda in the course of stamping out the slave trade on Sii, Zabeh found himself without a master.

Rallying 400 Aakhri slaves, he gradually assembled an efficient army. In -266 he sacked the city of Bhgiimi, and then Khulaii. As the undisputed master of the Northern hemisphere, he attacked Shiakhu, capital of the Southern hemisphere but was eventually repulsed. He was killed in -264, when a Pact army assisted by a crack combat team defeated him.

History records that Zabeh had 'acquired' a vast treasure of Aakhri jewels, including the legendary Icaduchda Black Sapphire, which has never been found.

**Zadush-DagChem LIC.**

Sector-wide chemical company wholly owned by House of Khondafuen, Zadush-DagChem LIC. produces a wide range of refined and unrefined chemicals for the petrochemical, engineering, medical, pharmaceutical and food industries. ZDC chemicals are used in an extremely broad base of everyday consumer goods, and their success has elevated them in the last decade to the top chemical producer in the sector.

**Zalaana, Argi (1537)** C410322-B Lo Sa { 0 } (721-4) [1317] B S - 302 6 ImDv M3 V M6 V

First Survey Planetary Designation: *Inuur*

An escaped gas giant satellite, tidally locked, Zalaana still occupies the same orbit as its parent planet Qhè. The settlements are located in the Twilight zone where the temperatures are sufficiently warm to sustain life. The hardships of survival on Zalaana have raised a very hardy people, self-reliant and insular.

The planet specialises in exporting the many exotic plant and animal life that live in the sunward and night side. Zalaana travel in small caravans in order to harvest or hunt utilising survival suits specifically made on Zalaana to cope with the trials and tribulations of travelling into both the sunside or night side.

The differences between the two environments are such that no suit has ever been designed that are capable of handling both extremes. As yet, no one has succeeded in cultivating the native flora or fauna though several attempts have been made.

In 988 a small company, Zalaana-Esgakii Armour Oy (partly funded by Esgakii, a major Lancian investment corporation) was set up to sell specialised survival suits utilising Zalaana technology. By 1010 the company had a sector-wide reputation and had a Mcr. 320 annual turnover.

### Zaraduk

Drya, Shallows (0820) is home to the Zaraduk, an ocean-dwelling predator that lives in hunting packs. Zaraduk bear a passing resemblance to an ancient Terran species, the plesiosaur. They have a small head at the end of a long sinewy neck, a large streamlined body with three pairs of huge flippers, and a long tapering tail ending in a huge rudder. The mouth contains rows of razor-sharp teeth.

On average Zaraduk mass five thousand kilograms and measure fifty meters in length, although specimens of twice this size and weight have been reported. They eat almost anything, and regularly attack boats or submersibles that stray out of shallow water.

### Zashe, Kuriishe (3220) C6348B6-6 Ph { -1 } (A76-2) [7745] Be S - 903 10 ImDv M0 V M5 V

First Survey Planetary Designation: *Giza*

Zashe is a planet in recovery. Until a decade ago civil war razed its surface, causing destruction and devastation, forcing most of the population out of their towns and houses and into nomadic colonies roaming the planet's surface in an attempt just to stay alive. Hundreds of millions of people left the planet as refugees looking to start a new life on the nearby world of Sivvista. Everything seemed to be in chaos with no hope of improving.

Since that time things have settled down, a new ruler is in charge (Alexander Montford) and has played his part in attempting to get people to move back to the cities and begin rebuilding some form of civilisation. So far there has been little investment in Zashe by interplanetary corporations who fear that, as Montford's government has only the support of a relatively small minority it is likely that any small alteration in the balance of power could cause the war to begin all over again. The planets population, however, know this is unlikely. So long as they are allowed to survive in peace, no matter how bad the conditions, anything is better than the war they remember.

The larger cities have been rebuilt, albeit with flimsy and simple construction techniques and some production of simple goods, mainly for the consumption of the planets own populace has started. The population, while relatively uneducated by imperial standards, are fitter and more skilled in manual labour than is the norm, suggesting that the planet may, one day, be ideal for utilisation by industry.

For now however the planet is one, which remains divided. Factions include those who live in the cities, those who still roam the countryside, those who were part of the winning faction and those who took the losing side. Yet the traveller will find that there also exists a strong bond as people work together to rebuild what was once a far stronger economy. Zashe truly is a phoenix rising from the flames.

### ZEDA, Zeda (0721) B873967-C Hi In Cp (Ziadd) Mr { 4 } (H8F+4) [9D5C] BEF S - 524 14 ImDv K4 V

Important cities include Gliakl, noted for arts and crafts, and Iaq'tsur and Reth, ancient enemies that face each other across the fertile Ishaar: all turn a tidy profit from tourism, particularly from major events such as the re-enactment of battles or the staging of religious ceremonies. The industrial centres of Hiaqq, Zud, Shoez, B'kurr and Dryaez are important producers of manufactured goods, particularly vehicles and heavy machinery.

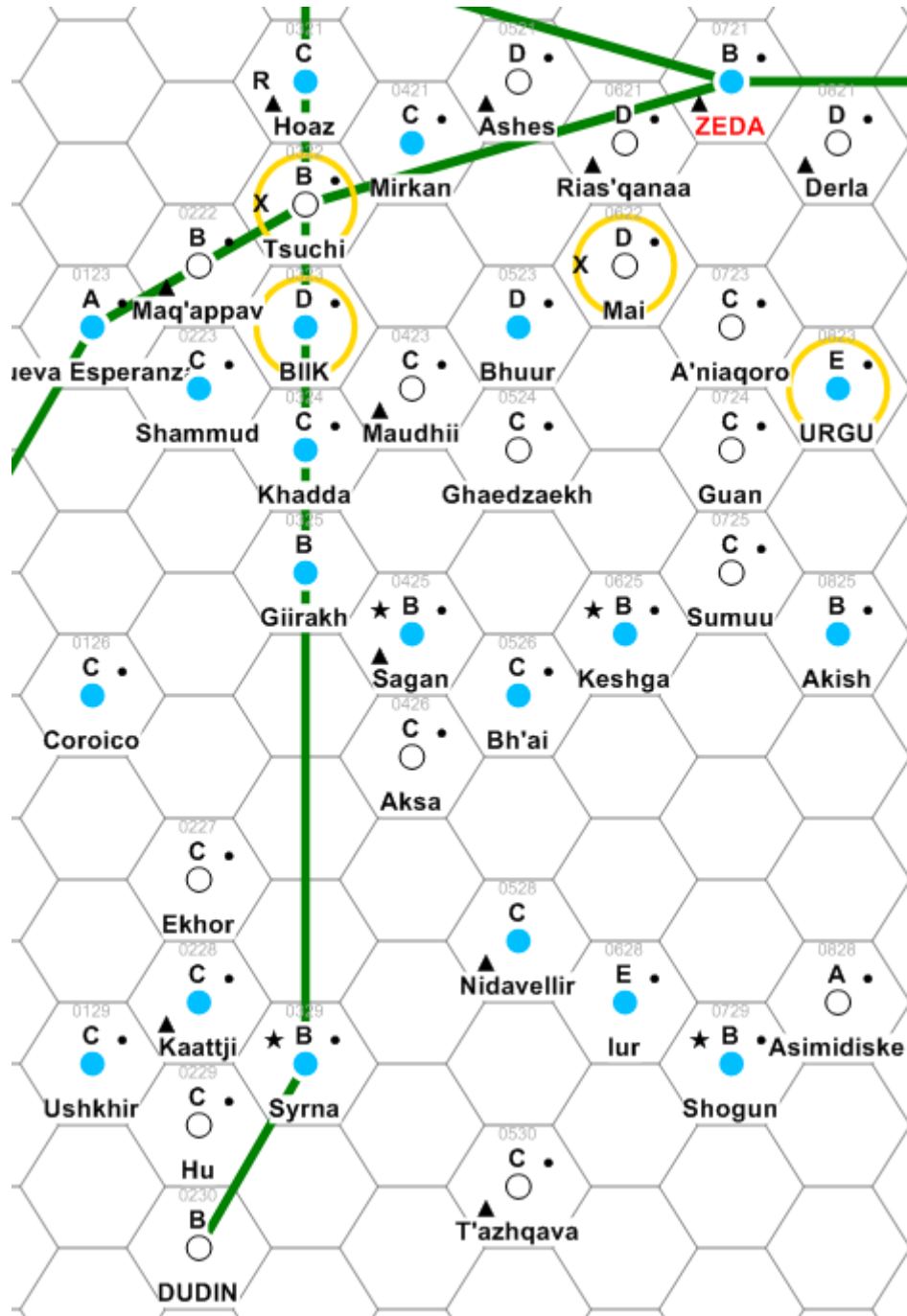
Zeda is the namesake of the Zeda subsector, the homeworld of the Ziadd, an important industrial centre, and a major tourist attraction. The world has a rich cultural heritage and is steeped in history. This can be brought dramatically to life by the many Ziadd who still follow the 'old ways' (the Ziadd hold tradition and heritage very highly, and casual travellers are warned to treat high-ranking individuals with the respect their status warrants). Most cities are dominated by networks of Citadel-fortresses, and most feel more like gigantic living museums than highly advanced industrial centres. The world is regarded as an Ancients site because that race transplanted the Ziadd there from prehistoric Terra. No actual Ancients sites have ever been discovered.

**ZEDA Subsector** – Subsector I

Duchy Capital: Zeda (0721 B873967-E)

This region is a victim of arbitrary subsector divisions. The Duchy capital was sited at Zeda, largely because that is the home-world of the Ziadd, an influential minor human race. However, the arbitrary layout of the Duchy boundaries has meant that much of the Zeda cluster, with its population of Ziadd, falls within Shallows subsector. Several appeals for the boundaries to be redrawn have been made, and a boundary change is scheduled to be discussed in 1127.

The Zeda subsector contains 38 worlds with a population of 66.7 billion. The highest population is 50 billion, at Biik. The highest tech level is E at Nueva Esperanza, Dudin and Asimidiske.



**MAIN SYSTEMS IN SUBSECTOR**

- Nueva Esperanza 0123 A555200-E Lo { 1 } (911-3) [1319] B 123 14 ImDv M1 V M8 V
- Coroico 0126 C665357-8 Lo Ga { -2 } (A21-2) [3158] B 514 13 ImAp K5 V M7 V
- Ushkhir 0129 C724664-7 Ni O:0230 { -2 } (852-4) [4435] B 303 12 ImAp M0 V
- Maq'appav 0222 B200310-D Lo Va ZiadW { 1 } (A21-3) [1418] B S 914 9 ImAp M2 V



Encyclopaedia Dagudashaag

▪ Shammud	0223	C546154-9	Lo	{-1}	{601-3}	[1137]	B		603	10	ImAp	K5	IV	M1	V
▪ Ekhor	0227	C7A8588-9	Fl Ni	{-1}	{A43-1}	[5459]	B		203	8	ImAp	M2			
▪ Kaattji	0228	C545230-9	Lo	{-1}	{711-5}	[1114]	B	S	603	12	ImAp	M2			
▪ Hu	0229	C8B6410-A	Fl Ni	{0}	{933-4}	[1415]	B		903	11	ImAp	M3			
▪ DUDIN	0230	B9CA9CE-E	Fl Hi In Pz	{4}	{B8G+5}	[DD9J]	BEf	A	900	8	ImAp	M2			
▪ Hoaz	0321	C545464-9	Ni Pa Di(Ancari)	Re	{-1}	{632-3}	[2337]	Bc S	500	14	ImDv	M2			
▪ Tsuchi	0322	B310225-B	Lo Da Px	{1}	{A11-1}	[1339]	B	A	815	15	ImAp	M2			
▪ BIIK	0323	D557AFG-9	Hi Pz	{0}	{H9A+5}	[FAAE]	BE	A	523	11	ImDv	K1	V	M2	V
▪ Khadda	0324	C421210-9	He Lo Po	{-1}	{711-5}	[1114]	B		703	12	ImDv	K4	V	M3	V
▪ Giirakh	0325	B986768-A	Ag Ri Jala4 O:0329	{4}	{B6D+4}	[7B5A]	BCf	720	13	ImDv	G0				
▪ Syrna	0329	B9668CC-A	Ri Pa Ph Pz	{3}	{E7C+5}	[BB8D]	BcCe	N A	613	14	ImAp	M2			
▪ Mirkan	0421	C422241-A	He Lo Po	{0}	{711-4}	[1216]	B		721	10	ImDv	G9	V	M2	V
▪ Maudhii	0423	C550853-9	De Po Ph Sa	{0}	{E79-3}	[5826]	Be	S	904	9	ImDv	M3			
▪ Sagan	0425	B877212-B	Lo	{2}	{811-2}	[1417]	B	NS	704	10	ImDv	K3	V	M1	V
▪ Aksa	0426	C8C3403-9	Fl Ni	{-1}	{832-4}	[1326]	B		102	17	ImDv	K1			
▪ Ashes	0521	D5405AE-7	De He Ni Po Da	{-3}	{741+1}	[929B]	B S A	903	11	ImDv	M2				
▪ Bhuur	0523	D899303-9	Lo An ZiadW	{-2}	{721-5}	[1126]	B		802	9	ImDv	M2			
▪ Ghaedzaekh	0524	C315330-B	lc Lo VargW	{0}	{A21-4}	[1316]	B		814	11	ImDv	M3			
▪ Bh'ai	0526	C86A358-A	Lo Wa Aqua4 Dolp5	{0}	{921+1}	[335A]	B	704	11	ImDv	M3	V	M7	V	
▪ Nidavellir	0528	C683104-7	Lo Re	{-2}	{301-4}	[1135]	B	S	420	8	ImAp	M0			
▪ T'azhqava	0530	C43027B-9	De Lo Po	{-1}	{611+1}	[417B]	B	S	802	10	ImAp	G6			
▪ Rias'qanaa	0621	D420445-9	De He Ni Po	{-2}	{A31-4}	[2237]	B S		804	12	ImDv	K2			
▪ Mai	0622	D530624-7	De Na Ni Po Da Ziad8	Px	{-3}	{851-5}	[4335]	B A	422	7	ImDv	M2	V	M2	V
▪ Keshga	0625	B666441-8	Ni Ga Pa	{-1}	{C32-5}	[1314]	Bc	N	724	9	ImDv	G4			
▪ lur	0628	E796442-7	Ni Pa	{-3}	{631-5}	[1113]	Bc		402	8	ImAp	M3			
▪ ZEDA	0721	B873967-C	Hi In Cp (Ziadd)	Mr	{4}	{H8F+4}	[9D5C]	BEf	S	524	14	ImDv	K4		
▪ A'niaqoro	0723	C9AA333-C	Fl Lo	{0}	{921-3}	[1329]	B		104	8	ImDv	M2	V	K4	V
▪ Guan	0724	C510410-7	Ni	{-2}	{631-5}	[1212]	B		501	9	ImDv	M0			
▪ Sumuu	0725	C300500-B	Ni Va	{0}	{B44-4}	[1516]	B		213	11	ImDv	K2			
▪ Shogun	0729	B89A545-D	Ni Wa	{1}	{945-1}	[363B]	B	N	711	8	ImAp	M1			
▪ Derla	0821	D8B3557-9	Fl Ni	{-2}	{B42-2}	[5359]	B	S	313	10	ImDv	F2			
▪ URGU	0823	EA8A9DG-8	Hi Oc Pr Pz	{-1}	{H88+4}	[E8AD]	BcE	A	115	10	ImDv	K4			
▪ Akish	0825	B57577C-8	Ag Pi	{1}	{E69+4}	[A88B]	BCD		105	10	ImDv	M0	V	M0	V
▪ Asimisiske	0828	A100757-E	Na Va Pi (Calipha)	Sa	{2}	{C6D+2}	[795E]	BD	912	15	ImAp	M0			





**Zeenie'** (Solomani Anglic, fr. xenorasty)

Slang referring to anyone who engages in xenorastic behaviour; i.e. sex between sentient alien species - considered by some an insulting term meaning the receiver of the term is a contemptible person.

**Zerpekush, Gadde (3122)** C420744-A De He Na Po Pi { 1 } (D6A-1) [5838] BD - - 804 15 ImDv K0 V M0 V

First Survey Planetary Designation: *Kir*

Zerpekush is a desolate world with most of the population forced to live together in one, small, cramped city dome. This was not always so. Only ten years ago the system had a population of less than 60,000; however a freak find of Lanthanum on the world has brought miners and prospectors from across Dagudashaag.

This has placed a massive burden on the system's government and life support systems of the world. The government gets none of the revenue from the mining because of contracts signed by the last President regarding land ownership.

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Whilst the ex-President and his colleagues are getting rich from kickbacks, the local government has been forced to appeal to the Subsector Duke, Poul Vincent Sherac for economic assistance to cope with the massive influx of people. Fat chance he'll help though! CyJac '13

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**Zhiavr'ka** <Klatha'sh: 'Path of Assassination'>

Zhiavr'ka are the formal rules created by Ziadd society for governing ascension in status through the art of assassination. The code governs all aspects of honourable behaviour expected of the assassin, the client and the proposed victim. Failure to follow the rules is punishable by death and dishonour.

The Zhiavr'ka demands that the victim is warned as to the assassin's intentions by the arrival, several days before the 'hunt', of a flower such as the black Qaesvr of Zeda or the blue Suvae of Oewni. Both plants symbolise death in the Ziadd culture. The Zhiavr'ka lays down the rules of conduct that must be followed by assassin, victim and guards. It also forbids the use, by anyone concerned, of any long-range weapons. Zhiavr are allowed to practice their art provided it follows the Zhiavr'ka does not put any non-Ziadd at risk and is only carried out in Ziadd settlements.

**Zhi'laem Avr** <Klatha'sh: 'Assassin (Clan) without kin'>

An independent Ziadd assassin's guild set up to train those of the assassin caste to carry out the Zhiavr'ka (Path of assassination) honourably. The guild trains the prospective assassins from birth in the twin arts of stealth and murder. They become experts in all forms of weapons as well as numerous forms of hand-to-hand fighting. While each clan trains up their own assassins, the best are universally acknowledged to be the Zhi'laem Avr, independent assassins who recognise no clan.

While contracted, the Zhiavr wear their hair in a waxed topknot and openly proclaim the crest of the Zhiavr on their clothing. This allows them to be easily recognised by their victim.

**Zhoam** <Also known as 'Coven Fish'>

Zhoam adults are 12 metre long predatory shark-like creatures native to Akiva, Argi (0935) that have earned themselves the nickname of Coven Fish due to their schools always consisting of 13 adults. Zhoam are extremely vicious creatures, killing other vertebrates over twice their size. Those not culled by the Scanian's as food live for a life span of 25 cycles. When they reach that age they head for Immortality bay where they ground themselves in their thousands on the beach. They then lay their eggs and die. The bones of the Zhoam contain an extremely powerful enzyme which is only released as the bones start to decay. This enzyme seeps into the sand and activate the newly hatched worm-like Zhoam. They then undergo an almost immediate transformation doubling in body weight in minutes. These then escape into the sea and slowly over the next two months alter into miniature Zhoam.

Scientists have discovered that the Zhoam enzyme is an extremely powerful growth agent and can be used to increase animal growth to the species maximum. Unfortunately this enzyme is only really powerful in naturally dying Zhoam and the Scanian Government has refused exploitation of the Bay's reserve on the grounds that exploitation may lead to the eventual extinction of the species. Attempts to try and catch live Zhoam to breed have proved totally unsuccessful. It has been estimated that over 12 billion Zhoam have died on Immortality bay.

*Sample HOMO ZIADD; average male & female with comparative male HomoSapien*



**Zhummuuki, Gadde (3124)** C74A622-7 Ni Wa { -2 } (852-5) [2413] B - - 522 9 ImDv M1 V M1 V

First Survey Planetary Designation: Ribakhid

Zhummuuki is a water wilderness with only a few mountain peaks extending above sea level. Although the planet has never developed any land-based animal life, the seas are covered in a thick mat of algae and its ocean depths teem with locally evolved aquatic life forms.

It has become a favourite hunting ground for underwater big game safari operations and biological students. For the hunters the greatest prize is the Sevolg, a huge, seafloor-dwelling carnivorous reptile. The beast, despite its size is very agile and adept at hiding itself amongst the lush vegetation of its seabed habitat. Many would-be hunters have ended up supplementing the Sevolg diet.

**ZIADD** <Homo Sapiens Neanderthalensis Ziadd> (Minor Human Race)

Ziadd have been genetically engineered from Homo Neanderthalensis by the Ancients around the year -400,000 taken from Terra by the Ancients and transplanted to Zeda,Zeda (0721) in Daguadshaag. Ziadd are generally mesomorphic with thick ridges of bone above the eyes, a pronounced jaw and the eyelids have an epicanthic fold, typical of oriental descent. The head, shoulders and back are covered in a thick mane and both sexes grow extensive fine hair over their entire body. The arms are longer and more heavily muscled than normal humans. Ziadd have been extensively geneered. A transparent membrane covers the eye and the nose contains a gas permeable membrane to keep out dust. A similar membrane protects the ear. The hands consist of three fingered hand with each finger mutually opposable. The toes end in two prehensile toes. Ziadd are extremely dexterous and strong as a result.

The most noticeable difference is the skin: the surface epidermis is course and hard and helps to protect against windblown dust. In addition Ziadd display stripes. This is as a result of their pigment melanin being concentrated in bands running across the body. A small number have a mottled colouration instead.

Some Imperial geneticists have proposed that the Ziadd striped colouration are a variation of the usually invisible Blaschko's lines found in homo sapiens and may have been a recessive trait already present in Terran Neanderthals, similar to albinism but the issue is currently undecided.

As a race they tend to be individualistic, but bonded to a particular area. Most are motivated by personal or family honour. They see the Community as "an ideal that has to be protected. This can be a deceptive term: it includes such things as the family. a town, a nation, or even a world. The Ziadd are by nature aggressive. They tend to launch into an attack either physically or verbally, rather than looking for a peaceful solution to a problem. Tact is necessary in many situations, but force is preferred. Social status is affected by physical strength. Ziadd tend to act in a haughty manner toward" those who are weaker and deferential to those who are stronger. They are aloof towards strangers, and treat them as inferiors until they have proven their worth.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

**Ziamr, Shallows (0719)** C310888-A Na Ph Pi Ziad8 { 1 } (A7A+1) [895A] BDe - - 900 11 ImDv K2 V

First Survey Planetary Designation: *Gir*

Ziamr has a population of almost nine hundred million sophonts. Seven hundred million of who are ethnic Ziadd, the descendants of miners who first colonised the world during the heyday of the Ziadd Alliance: the remainder are humans descended from wealthy Solomani who settled on Ziamr at the start of the Third Imperium. The Solomani generally have money, and in many cases they have controlling interests in large on-world businesses. Ziamr's present government is a bureaucracy, and is entirely controlled by Solomani interests. Ziadd are actively discriminated against, and are regarded as second class citizens.

The government's restrictions against Ziadd are harsh. Some public amenities are segregated, and in the tunnel cities there are Solomani Only facilities and districts. It is fairly easy for non-Ziadd to travel to the world, but those of Ziadd descent must wait for several years and pass through endless checks and red tape. Even after this they have few rights, and can be expelled if the government deems them to be 'undesirable'. Those who express sympathy for the Ziadd can also be deported as 'disruptive elements'. The Ziamri police force is clinically efficient and has a bad reputation with regard to sophont rights.

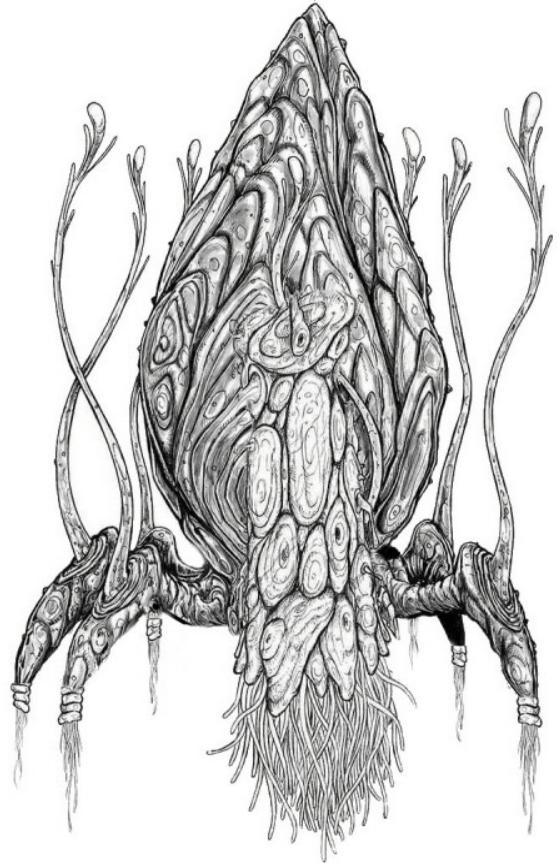
The Ziadd do not take this lying down. There are legal campaigns against the government's policies, and protest movements of varying size and effectiveness. A Ziadd terrorist movement, the Khurum, has gained a massive following in the squalid slum districts, and there is an escalating cycle of repression and violence.

The Solomani themselves have found little sympathy amongst the governments of neighbouring systems, and have become increasingly isolated. The Red Eagles, the pro-Solomani terrorist group, has found a small but powerful following on this world.

## ZIRDULUUSH

The Zirduluush are a near-sentient race native to Degushlish, Old Suns (1302). The name is Vilani and translates as 'Strange Ones'. To human eyes, the Zirduluush are primitive and warlike. They appear to show little interest in humaniti although they have been known to attack vehicles that have trespassed into their lands or even remote communication towers. From what little is known of them, they appear to live in small, nomadic 'family' groups, which range far across the rugged plains and badlands scavenging for food.

Their bodies consist of misshapen, upright cones, mottled in colour that measure about 3 metres in height. Their leathery skin is coated in a mucus slime that seems to protect them against the corrosive effects of their world's atmosphere. On the base of the body is a mouth surrounded by a mass of rope-like feelers, each capable of extending out by about a metre. Each feeler is equipped with taster organs that sense organic material in the ever-present winds. Each feeler is capable of discharging an extremely powerful bioelectrical attack capable of stunning its prey. Mounted around the base of the body are collections of tiny but sensitive ears. The Zirduluush are completely blind. Internal gas sacs allow them to float just above the level of the ground trailing their feelers in search of food. Research has shown that the sacs contain naturally produced hydrogen and that they breathe ammonia.



Their home-world's hostile atmosphere presents the biggest problem to accurate research into the Zirduluush as it quickly destroys all lifeless organic material. This has made further research into their physiology and evolution extremely difficult. Relatively few studies have been able to be carried out into their psychological and social structure, mainly due to the difficulties involved in maintaining accurate long-term contact.

See **CROWE'S ENCYCLOPÆDIA XENOBIOLÓGICA**

**Ziruushda, Old Suns (1204)** A977377-A Lo Da Hama8 Aqua1 { 1 } (521+1) [345A] B - A 400 10 ImDv M1 V

First Survey Planetary Designation: *Gaash Iish*

Ziruushda has been home to many races over the centuries. Initially colonised by the Vilani it was abandoned in the early days of the Rule of Man after a plague of chickenpox wiped out 90% of the population almost overnight. During the Long Night the planet was believed to have been colonised by the now extinct Gograhah Reivers who also vanished leaving only thousands of statues and carvings around its coasts and under its shallow seas.

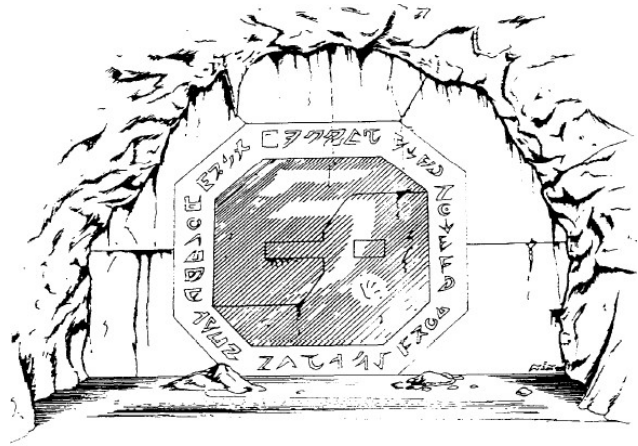
These statues depict all of the then known races of Dagudashaag (including a number from Gushemege Sector) as well as several mythical creatures. When the planet was rediscovered in -323 by the ConSentiency the planet was again abandoned. Extensive archaeological excavations have failed to discover anything about the race that created the statues. No buildings or burial sites were uncovered. Only a symbol found on all the statues is able to confirm that these are indeed the work of the Reivers.

Ziruushda was initially re-colonised first by Aquans fleeing the Aakhri invasion and then in -93 by Hamaran, a minor alien race from Tethys, Ushra (1114). While the Aquan occupied the seas, the Hamaran settled the land.

At present the planet's fledgling government is overseen by the ConSentiency though a fledgling local government exists along Hamaran lines. Ziruushda, like all Hamaran settlements is dominated by religion. Most music and nearly all art personify some aspect of the Hamaran religion, Böru. A common misconception exists that the Hamaran of Ziruushda practice a different religion, a shamanistic form of Böru heavily influenced by the statues that festoon the coasts as well as by the Scanian philosophy.

This misconception is further reinforced by the endless number of ferocious, seemingly demonic deities that peer at you from the endless street murals that decorate their settlements. Böru does not denounce local gods, instead it absorbs them. In this way converts are able to continue to use their traditional symbols but within the context of a highly evolved religious system of value and meaning. Ziruushda is different only in the fact that it has adopted many of its deities from a seemingly extinct race and incorporated them into their existing religious practices.

Böru influences every aspect of Hamaran life and without understanding the basic tenets of belief it is impossible to understand the Hamaran.



Holo of the Entrance to the Lost Mound on Tagaz

**Zish, Argi (1638)** D3106B9-8 Na Ni Da { -3 } (C51-2) [7369] B S A 413 10 ImDv G3 V

First Survey Planetary Designation: *Kis*

Zish is a small, extremely hot planet. Its location in the system (inside orbit 0) and its unstable orbital pattern show that it is apparently a captured planet. The system is a major training academy for vacc-sports instructors and belters. A large civilian population has grown up to support the academy which is also used to train Scouts in vacuum and near vacuum conditions.

Native Zish are instantly recognisable; their faces are painted white to protect against effects of solar flares and they usually wear large and elaborate headwear (which hides the 'hood' of their concealed skinsuits) except when suited up on the surface.

**Zishku, Mimu (0610)** C7A5776-9 Fl Pz { 0 } (F69-1) [6748] B - A 524 9 ImDv K0 V

First Survey Planetary Designation: *Arad Uu*

Zishku is a high gravity world with an exotic atmosphere consisting mainly of nitrogen gas. There is a minimal percentage of oxygen, roughly equalled by the combined mix of other more exotic atmospheric gases. The surface temperatures are close to normal but unusual pressures and environmental conditions create nitric acids, which fall as rain on some areas of the world. The shallow oceans are made up of liquid water and the poles are covered by small icecaps. The population is almost entirely human and comes from a wide variety of backgrounds.

Zishku is divided into a bewildering mixture of ethnic and religious groups, many of whom are further divided by differences in their language. Some of the more powerful have staked out countries for themselves while the smaller groups live in their shadow. Tension in such an environment is inevitable and brushfire wars on the world are common.

**Zugaa, Iiradu (2710)** B96A8AA-A Ri Wa Ph Pz { 3 } (D7C+5) [AB7C] BCe - A 212 8 ImDv M0 V M1 V

First Survey Planetary Designation: *Igkagish*

Zugaa is governed by a civil service bureaucracy, which has evolved out of the increasing links between the seven large corporations which dominated the Zugaan economy, and the official agencies of government. The government is known formally as the Office of Commerce and Government, ComGov for short, and informally as the Kurrubiish, which also happens to be the name of a large and extremely ponderous Zugaan cetacean.

Zugaa's wealth is mainly founded upon the harvesting and export of Millions, krill-like plankton which has renowned medicinal properties and which is exported for use in pharmaceutical manufacture throughout the sector. The Millions trade is carefully regulated and husbanded by ComGov, which has taken over many of the roles of Zugaan corporations such as Geshemirk and KuyperCorp which built their wealth on the Millions trade. Zugaan government circles are continually buzzing with rumours about how one of the Imperial Megacorporations is trying to muscle in on the jealously guarded trade. One of the largest scandals to hit Zugaa in recent years was when a senior economic planner in the Kurrubiish was found to have been leaking details of forward trade planning to an unnamed Megacorporation.

In addition to the Millions farming industry Zugaa has a reputation for the production of high quality submersibles and diving equipment (exported to Oumuu, for example). There is a very large industry manufacturing food products from kelp and farmed fish for off-world export. On Zugaa this occupation is regarded with some derision.

Many of the population of Zugaa live in arcologies built in the shallow water around the few islands, which rise above the Ocean. The islands themselves are generally reserved as playgrounds for the very rich, and the very powerful. There is a strong and growing popular opinion that more of the islands should be opened up for the general public. Many of those involved in the processed food production industry live in arcologies in the deep ocean; there are those who have never seen the surface. The most excitedly discussed public project on Zugaa is the proposed construction of the world's first grav town, which will float in the air rather than on the waves. There is considerable manoeuvring by anyone who is anyone on Zugaa to be included in those who will have the right to live there.

**ZUIAR, Mimu (0705)** B550967-C De Hi Po S'mr8 Kiak1 Mr { 3 } (G8E+3) [9C5C] BE N - 323 8 ImLc K0 V

A major S'mrii colony and member of the original Alliance of Worlds; Zuair has a large industrial base, concentrating on electronics, vehicle and heavy equipment manufacturing. During the Pacification Campaigns, the Vilani recognised that Zuair was too valuable a target to depopulate completely, and so the world was occupied and Makhidkarun began a major settlement programme. In many cases S'mrii urban centres were simply bulldozed to make way for the Vilani, and their populations forced out into the deserts.

At present, Humans (mainly Vilani) form about sixty percent of the world's population, and tensions between the Human and S'mrii communities run high. The S'mrii seem intent on regaining their lost territory by any means short of actual violence. The future seems bleak for the Human community, as their ancient S'mrii-built aquifers and irrigation systems break down and cannot be repaired (without outside help...) Water riots are becoming increasingly common, especially in the mixed-race cities.

See **Gates of Zuair**

**Zukalis, The Remnants (1625)** C421798-A He Na Po Pi { 1 } (C6A+1) [785A] BD - - 503 8 ImDv M1 V M6 V

First Survey Planetary Designation: *Akkiiskhuush*

Zukalis, a moon in orbit around the gas giant Khalis, was originally a valuable mining colony established by IPP. After over fifty years of exploitation, the colony was finally closed down as no longer financially viable.

In 866, IPP transferred ownership of the moon to the Vilani Megacorporation, Naasirka on the understanding that the bureau would undertake to build a public Class C starport on the rock as required under IPP's original charter. Much to IPP's surprise, Naasirka immediately began work on converting the deep underground mines into a substantial settlement. IPP had used imported water to force trapped petrochemical reserves to the surface. With advanced filtration systems, this water reserve was siphoned up to holding tanks in order to be able to be used as part of the colony's life support reserves. Naasirka then proceeded to transfer the head offices of its entire financial and insurance services from throughout the Sector to Zukalis. The settlements' primary function is to house both the Administration centre for Naasirka-Mehdaat Insurance Consortium, the largest insurance underwriters in the Sector, and the central clearing house for the Banque de Dagudashaag. Due to the Sector-wide importance of the two companies, every other major insurance and banking institution in the Sector has subsequently found it necessary to also set up offices in Zukalis, tripling the system population as a result.

Most of the population is employed directly by either Naasirka or its many competitors, and the employee settlements are considered completely off-limits to all but people with the appropriate security clearance to guard against the possibility of blackmail and kidnapping. Naasirka maintains a private Class A port for use by its own fleet of Courier ships and a larger B Class port for use by other companies. Due to restrictions imposed by the inherited Imperial charter, Naasirka has had to create a small public starport on the surface and has elected to create a small fully security-enclosed startown to house visitors and relatives. Despite the system's obvious wealth, the planet is officially listed as 'poor' because the majority of its inhabitants are indentured to the corporation.

Zukalis is a planet that is rarely visited, yet known to many, primarily because of the number of ships officially registered with or through Naasirka-Mehdaat Insurance Consortium who also maintain the Sector's official Registry of Shipping.

**Zukchurukh, Mimu (0108)** C582867-8 Ri Ph S'mr8 Kiak1 O:0208 { 0 } (G78+1) [8858] BCe - - 715 9 ImLc M2 V

First Survey Planetary Designation: *Nipa*

Zukchurukh has a majority S'mrii population, first settled around -11,300 with sublight Ramships. The name is S'mrii for 'navigational error' as the initial scoutship believed initially that they had in some way come full circle and arrived back at Mimu, so alike did Zukchurukh initially appear. The illusion was shattered when it was realised that Zukchurukh was a tidally locked world. It was still a prime S'mrii site.

The Twilight band is considerably cooler at 185 kelvin and the S'mrii have to live more towards the centre of the brightside. There are human settlements in the system, mainly in the mining bases of the Ckur-ka belt and the Khu Trade Centre in orbit round the Vivka gas giant.

The main world derives its wealth from production and research into medicine, genetics and cybertech, particularly in regard to climatic adaption. There are drugs to overcome low oxygen atmospheres (aka altitude sickness), gene therapy for modifying sweat glands to become more effective (in high temperature environments) and cybertech implants/hardening of body parts. Half the human population and nearly a third of the S'mrii are followers of the Lancian culture.

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Well worth a visit, either to take in the atmosphere and culture or to upgrade yourself. Licensing to allow body-shops to undertake body-mods is a bit liberal and there are some real cowboy outfits to be found just off the main strip, better to pay a bit more and head to a fully licensed Lancian modifier in the Taru Provence than risk a cheap and potentially malfunctioning upgrade.

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CyJac '13

## Zura S'mrii

A rare mutation in the S'mrii genome has resulted in one of the most remarkable conditions ever to have been discovered amongst the known sentient races - the 'Zura' or 'double-brained' syndrome. S'mrii suffering from this genetic defect develops two pairs of cerebral hemispheres, one behind the other. Zura S'mrii are immediately recognisable because of their much enlarged cranium's.

It is currently believed that in most 'Zura' the voluntary or 'higher' neural functions of the secondary, rear brain never develop and that the 'back-brain' is mainly used as additional information storage by the primary brain. This means that all 'Zura' have truly remarkable powers of photographic recall.

S'mrii authorities seem very reluctant to allow 'Zura' to be medically examined by non-S'mrii and so accurate information on this condition is still sadly lacking.

What is known is that in a very few cases the 'back-brain' does manage to fully develop, resulting in the 'Zura' developing two separate and distinct personalities. Clearly, in order for the S'mrii to function, the two personalities have to develop a kind of 'timesharing' arrangement over the sensory and motor functions. Rumours continue to persist that these 'Zura' have extraordinary psionic powers, supposedly giving them the empathic power to detect and control aggression in sophonts.

**Z'yn, Arch-Cardinal Boaz** - Ducal Pastor, Cardinal of Medurma; Universal Church of God, Spiritual Advisor to the Court.

(b. 1042 – d.)

Descended from Cardinal Z'yn who in the 900's built Port Hades on Oewni, Shallows (0216), Boaz was born on Eddum, Bolivar (0531) into a life of wealth. The fourth of five children and the last of three sons: Boaz was delicate from childhood, and has suffered frequent bouts of ill-health throughout his life.

He entered the Church in 1070 and following graduation from Seminary he was appointed Bishop of Ufesk, Shallows (0816) where he served for three years before being made a Cardinal and appointed to the Church Secretariat of State where he formed a close friendship with Tlaxca (later Arch-Pope Aliskhandar VIII). On Aliskhandar VIII's ascension to the Papal Throne, he was appointed as Arch-Cardinal of Medurma and later Church liaison to the Ducal Court in 1104 by the Arch-Pope. He has retained his position following the Arch-Popes death and is seen as a powerful figure in Medurman politics, not least because of his willingness to make alliances with non-Universalists in attempting to achieve his political goals.

He is equally famous for his patronage of the arts; most notably, he founded the Académie Universal on Medurma, a powerful society to record and report on all cultural and historical matters pertaining to the Universalist Church within the Sector.



ONLINE RESOURCES

System data and UWP interpretation for Dagudashaag Sector is available online at <https://travellermag.com>

Traveller Library Data can be found at <http://wiki.travellerrpg.com>

Dagudashaag-specific data starts at [http://wiki.travellerrpg.com/Dagudashaag\\_Sector](http://wiki.travellerrpg.com/Dagudashaag_Sector).

Back issues of the Signal-GK Fanzine can be found at <http://wiki.travellerrpg.com/Signal-GK/issues>



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