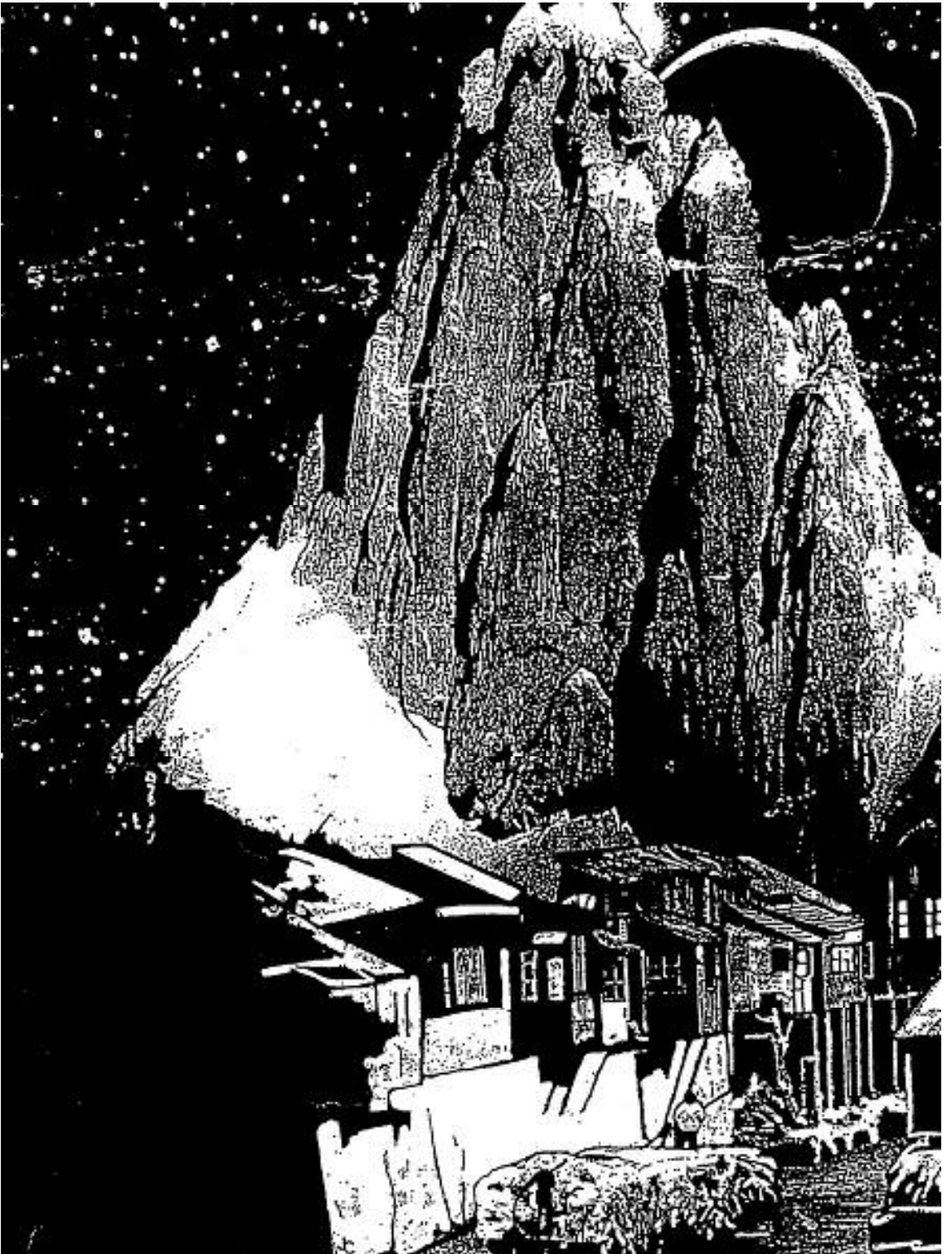


# Signal-GK

# # 1



*A Cry for Help—  
A Call to Adventure!*

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# AT THE CROSSROADS...

## A SECTOR ORIENTATION

**LOCAD: 22:31:44 090/1118 APPR LENASHUUK/  
ARGI (1331 DAGUDASHAAG)  
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CROSREF: BACKGROUND HISTORY  
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### Dagudashaag

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/Argi.

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 dreamworlds of Ushra, to the sulphur volcanoes of Lenashuuk, the macroengineering 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.

The advent of the Rebellion has struck Dagudashaag hard, bringing death to some and hardship to many. A settled, industrial centre has become the battleground for two of the greatest starfleets the Galaxy has ever seen. Entire planets have been laid waste -- others have tried to seal themselves off from the Universe in the hope of riding out the storm. Sector Duchess Karyn Viisarikaa, pursuing an idealistic course of neutrality, tries to preserve the principles of liberty and civilisation in the few systems she still controls. Her followers search for ways to strike back at the murderer Lucan and the Usurper Dulinor, who destroyed their sector. Outside a few havens of stability, the sector is a lawless frontier, the province of roving bands of pirates, and worse. Welcome to the civilised Imperial Core!

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## ARGI

### AMBER ALERT:

The Argi subsector is currently controlled by the Ilelish forces with the exception of Akiva and Gateway which have been declared neutral. This was after a treaty made in 1116 in which the Scanians granted Dulinor's forces the Naval base at Ha-Nasi (which had been mysteriously been vacated of all equipment six months before) and promised to remain neutral in the Lucan/Dulinor conflict. At this point in time, there are still occasional conflicts within the Gateway system but the rest of the subsector has been relatively untouched by the conflict and has returned to "business as usual". The only difference is that the main contractor is now the Ilelish Fleet!

### The Rebellion Effect

In 1116 as Hiirinan's forces withdraw from central portion of Argi subsector and Dulinor's forces advanced to fill the gap. Lenashuuk was retaken by Ilelish fleet after fierce battles with National fleets. Dulinor then broke through into the Sapphyre subsector in 145-1116 without encountering any resistance due to the fleet already having fled. Core and Ilelish fleets met in Pact and Sapphyre. Argi subsector is virtually untouched.

# CONTACT: THE SCANIA

## PHYSIOLOGY

Scanians were genetically engineered by a Solomani geneering company from normal human stock in order to allow colonisation of high gravity, water worlds. A Scanian male will average 1.8m in height and weights approximately 80 kilograms. A Female averages about 1.6m and 68 kilograms. Height-to-weight ratio for males is 45 kg per metre thereby increasing muscular capacity. The Solomani geneers decided to use a planet in the Dagudashaag sector [0935], which they called Gaea, for their experimentation. To endure the intense cold, high gravity and effects of the sea they altered the colonists' genes to create the following mutations:

- Polarised membrane covering the entire cornea of the eye to protect against sun, wind, dust and spray. This gives Scanians an overall white eye apparently devoid of iris or pupil which darkens to a light grey colour under intense light. Most unadapted humans feel that this gives the Scanian an inscrutable expression. The membrane increases near sight but at the cost of decreased long sight.
- Elongated eyelashes to protect the membrane from flying dust or salt particles.
- A pressure-sensitive membrane within the inner ear to protect the ear drum. This membrane is thin enough not to affect sound but hardens under pressure to form a shield. This obviously means that at great pressure the Scanian is rendered almost totally deaf but retains normal balance.
- Membrane-like filters within the nasal passages allows free flow of gases but prevents flooding by fluids.
- Secondary layer of subcutaneous fat under the skin to increase resistance against the cold and to increase frontal buoyancy. This means that Scanian males float face up like females rather than face down.
- Controllable melanin pigment under the skin allows the Scanian body to adapt to increased ultra-violet radiation. A Scanian's tan will darken or fade within 24 hours dependent on the amount of sunlight to which the body is subjected.
- Skin excretion of a waterproof oil which completely covers the skin to the depth of 1 micron. This enables the Scanian to remain absolutely dry even when swimming.
- Increased circulatory system to maintain blood flow under higher gravity.
- Bones altered so that they are composed of an internal honeycombed structure to increase weight-bearing capacity without increased weight.
- Increased muscle structure to enable Scanians to

cope with higher gravity without hindering work ability.

- Small breasts in females to prevent excessive drag due to increased gravity and to better streamline the figure.



## APPEARANCE

Scanians tend towards apparently fragile features, long eyelashes, white to grey featureless eyes, a crop of white course hair on the head and a lack of body hair on the rest of the physique. The Scanian male is tall, usually olive skinned, well muscled with an ease of movement that belays the high gravities of the worlds they usually frequent. Females are generally tall, with long white hair, full lips with a deceptive slimness.

## AQUAN PHYSIOLOGY

Aquans are Scanian's that have been fully adapted for amphibious living in oxygen-bearing oceans. They are descended from one of the early geneering experiments and are considered by many almost a separate race from the Scanians. The further alterations carried out by the geneers consists of:

- Valve placed deep in the trachea which is formed from 3 leaf-like cusps of a thin but fibrous tissue which can be voluntarily closed by reflex action to prevent flooding of the lungs.
- At the rear of the throat near the oropharynx is a gill. This extracts oxygen from the water entering the mouth by using the genetically strengthened muscles of the oropharynx to force water through the gill.
- The extracted oxygen is passed to specialised alveoli in the chest cavity while the excess carbon dioxide is used to expel the deoxygenated water through the Aquan's blow hole at the rear of the neck.

A major disadvantage of this adaptation was the total loss of speech. To compensate the Aquans have evolved a complex sign language which they use in the place of a spoken one as a result.

In addition Aquans' have an extremely streamlined body structure with retractable genitalia in the males. The fingers and toes have elongated and a thin fibrous webbing was formed between the digits to increase swimming ability.

Aquans have been known to have reached depths of 1 kilometre without ill effects.

When on the surface the Aquan's gill closes and the trachea valve opens to allow air to enter the lungs. The Aquans, while extremely graceful in the water are rendered relatively clumsy as a result of the limb alterations, on land.

## AQUAN APPEARANCE

Aquans are similar in appearance to surface-dwelling Scanians apart from the obvious physical differences; the blow hole at the rear of the neck and the elongated and webbed fingers and toes. To prevent blockage of the blow-hole while swimming all Aquans, male and female, wear their hair either short, tied up or in a mohawk crest. They are also less modest than Scanians, frequently only wearing sufficient clothes to cover the genitalia slits.

## REPRODUCTION

The genetic adaptations recorded above were permanently grafted into the Scanian male's DNA. While interbreeding between unadapted humans and Scanians or Aquans is possible, Scanian/Aquan offspring will only be born if the male partner is a Scanian or Aquan. Although the alterations are relatively stable in Scanian pairings there is a 1 in a million chance of a throwback to unaltered human and a 1 in 500,000 chance of a Sport. Sports generally carry partial adaptations and are usually sterile. These odds increase to 1 in a hundred chance of a throwback with a Scanian or Aquan male/ unadapted female pairing. Scanian females have a gestation period of only seven months in comparison to the normal 9 month period.

As a result there is a possibility that an unadapted male/Scanian female pairing will result in a miscarriage since such offspring are always unadapted. While pairings between Scanians and unadapted humans do occur, it is extremely rare for pairings between Aquans and surface dwellers, even Scanians. This is believed to be because Aquans find air-breathers movement in the water extremely clumsy and ungraceful. That, coupled with the strong possibility of such a pairing resulting in unadapted or Sport offspring makes such a relationship unlikely.

## PSYCHOLOGY

Scanians were originally intended to be dispersed

throughout the Imperium. As such, as many volunteers as were willing for their offspring to be born with such alterations, were gathered from any healthy, suitable source. Any binding culture was non-existent at first. Then the Long Night threatened and the project's funding was completely withdrawn. Although supplies and equipment were left behind, the lack of outside contact and the severe planetary conditions took its toll. Several segments of the colonists, in particular the more exotic or specialised adaptations, 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. The remaining people 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. Free expression is encouraged and nurtured among the children. The main Scanian holiday period is an extension of that - the Yarhei Kel'a (see below). There is very little sexual discrimination except in several small, variant sects to be found in Scanian communities. Males and females fight in the military together, can enter the Sanhedri or even become a member of the Twin Pillars.

Scanians have strong privacy customs yet they rarely abuse them. The Scanians have a social distance of 2 metres in comparison to the Imperial average of 1. Aquans usually expect a minimum of 3 metres and Rabbinic learn to cope with 1.5 metres. In addition Scanians are generally very modest and will generally wear clothes concealing most of the body. This varies though. Aquans will usually restrict clothing in their own colonies to sufficient to cover the genitals while Rabboni and mercantile Nehutei wear long robes with hoods that conceal their entire bodies. Despite this there are no modesty taboos to be found within any mainstream Scanian settlement. Scanians have a strong belief in the value of sentient life and although believe that war may be necessary to protect their cultural existence all other killing, including execution for murder, is wrong. Scanians have a strong conservation outlook and, although not vegetarians by any means will do everything they can to protect natural wildlife. It is believed that the blatant disregard for the local

environment by Imperial mining consortiums was as much to blame for the second Scanian riots as the cruelty of Shaida Gakushuu (see 'History' section). Scanians' strong work ethic reflects in their punctuality in meeting schedules but visitors can be dismayed to discover this does not carry over into any other aspect of Scanian life. A Rabbani may turn up several hours late and a study group may work far into the night if they are discussing an involved concept.

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**"There are only two things to fear in 'The Business', an Anpanaarian judge or a Scanian Customs officer..."**

Old Smuggler's Saying in Dagudashaag

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## TRADITION

Like the Vilani, the Scanians believe that tradition is the solid foundation upon which a stable society is built. Unlike the Vilani, Scanians believe in exploring the very limits of their imagination and talents. There is no aristocracy as such. Instead scholars, regardless of background, are revered and honoured. They study the past, but only so that they may better prepare for the future. Scanian scholars (Rab'an) may spend centuries dissecting and cross examining the most absurd of concepts, in the belief that should such a concept become reality the Scanian people will be prepared to cope with the consequences of its existence without delay. Scanians' view it thus; the matter has already been discussed and the true path chosen. Why hesitate?

The present, in the Scanian mind, is the time for action and preparation for tomorrow. This philosophy was clearly verified by the Psionic suppressions. Although the decisions reached may not always be the most racially beneficial in hindsight, the Scanians are always ready, and prepared, to react to any situation. To help with the cross-examination of decisions, all Scanians are expected to spend a period of 30 days every year (known as Yarhei Kel'a or "Time of Testing") at a Scanian centre of Knowledge evaluating and cross-examining the thoughts of the local Rab'ani. This concept of cross-examination is known as Ve'lma Iphka which translates as "Perhaps the opposite holds true..." Probably the best known trait of the Scanian, as far as Imperial society is concerned, is the Ve'dtok or "Path of True Seeing". Each Scanian is trained to constantly examine their surroundings so they can read the "truth" in all circumstances. Scanians have an exceptional capacity for logical deduction. This, coupled with their intense observational abilities (the magnifying abilities of the Scanian cornea membrane makes even the slightest movement noticeable) and knowledge of human and in some cases, alien body language, has given them the almost uncanny ability to read people like a book. There is an old smuggler's saying in Dagudashaag which states: "There are only two things to fear in 'The Business', an Anpanaarian judge or a Scanian customs officer".

## HISTORY

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**"History is always repeating itself, but each time the price goes up."**

Unknown

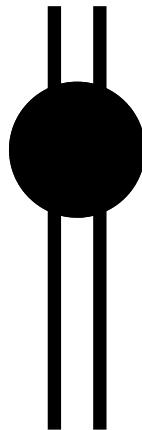
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The system was first surveyed by Vilani scouts in -4,000 but was left uncolonised until -2,053 when Solomanis attempted to set up a supply base on the surface. This proved unviable due to the excessive gravity and hostile environment and the base was moved to Abbayi in -1,994. Gaea (Akiva) was later colonized in -1,953 by a Solomani company dealing in genetic engineering. Several different approaches were apparently tried but only two have survived through to this day; Scanians and Aquans. These adaptations were carried out on the DNA of frozen embryos and once that adaptation proved stable the geneers altered that breed of DNA even further. The original base was sited at what is now known as Genesis, deep within the rock face. Whether any attempts were made to transport adapted

humans to other sites is unknown. What is known is that in -1,793 the company left Gaea never to return. Behind them they left centuries of adapted people who did not wish to return to Sol. The company left behind a great deal of supplies, data tapes and equipment, possibly intending to return for them at a later date. Whatever the reason, they never returned and most of the equipment remained hidden within their underground base. Over the next two centuries, the various races of Gaea fell back to tech 2 and stabilised. Most of the more exotic adaptations died off or were killed by roaming bands of pirates who terrorised the various small communities. During this time the Aquans remained deep beneath the sea, a stable tech 1 society who completely avoided the more violent surface-dwellers. Over the years they became little more than a myth to the surface dwellers. In -895 the various tribes were on a steep path to total extinction. There

was no co-operation between the various tribes and everyone's hand was against everyone else's. It was in this year that Benjamin Ra'Scania was born.

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 tapes 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.



Twin Lines  
Logo

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.

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**“To everyone’s surprise he, Benjamin Ra’Scania, stated that under no circumstances was any planet or city to be named after him...”**

Holo-Recording made in -837

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The display of rebuilt technology covered 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 Gaeen 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



Benjamin Ra’Scania

ceremony. It took a further 500 years before Gaea was fully united as a people. At the first united council held in -187 a holo-recording of Scania was played. In this recording, made in -837, Scania expounded his doctrines and stated that the planet was to be renamed to record forever in the minds of the people this momentous occasion. To everyone’s surprise he

stated that under no circumstances was any planet or city to be named after him. Instead he suggested the name "Akiva" (the Spirit of Co-operation). Centres of learning were set up and the people, now a single racial type, studied the Path of Scania. In -79 the Sanhedra Ben Hakhamim hypothesised the existence of the Aquan race. In -54 they (correctly) predicted the location of their ocean settlements. In -53 Scanians ventured down to the Aquan settlement of Atlantis and made peaceful contact with their cousins. By -42 Aquans were represented on the Sanhedra Ben Hakhamim and in -11 Sameii Dachaus, an Aquan representative on the Sanhedra was elected the first Aquan Nasii (twin ruler) and the Path of Scania was studied by every living sentient on the planet. Not blindly, learning by rote, but questioning and probing the very depths of available knowledge (at present the position of Nasii is held by an Aquan female Melissa Sa-Badasas). It was in this period that R. Hasseim succeeded in proving the existence of psionic ability and testing, and consequently training, began in earnest. Contact with other sentient races had begun in -306 with passing Aslani traders. Scanians travelled with Aslani ships throughout the sector and ship’s were purchased which were systematically dissected to better understand the principles. In -285 Akiva was "visited" by representatives of the Aakhri Empire based at Argi. The Empire was a Vilani settlement that had taken to enslaving the other local races which had been reduced to pre-space flight during the Long Night. An initial attempt to enslave various Scanian clans on Akiva failed. In part this was due to the intense gravity and extreme weather conditions, in part due to the difficulty in enslaving or controlling a seagoing community, but mostly it was the Scanian mentality which refused to be enslaved. In -283 The Aakhri gave up its futile attempts to enslave the Scanians and settled for a treaty allowing them to build a military base in the system sited on Ha-Nasi. When the Empire fell in 40 under the weight of its own caste-ridden structure the base reverted to the Scanian people. By 71 the Scanians had risen rapidly to tech level 10 and had a small fleet of jump-2 ship’s. The newly formed Third Imperium on its first contact with the Scanian thought it had found another major race until the Scanian council explained. To begin with the Scanians rejected offers of membership in the Imperium but decided to accept membership in 75 when it became plain that the Imperium was willing to move in force on non-aligned worlds. Thus Akiva escaped the worst of the Vilani Pacification Campaign and was able to begin seeding colonies of Scanians throughout the Sector. In most cases, the Scanians were willing to share their settlements with others and only in cases such as Gateway/Argi (1331) where the environment was suitable for Scanian occupation but hostile to unadapted races were full colonies created. In 235 Scanians discovered several major breakthroughs in psionic testing and training and this knowledge was exported throughout the Core. Scanian psionic teachers were to be found in almost every major psionic institute in civilised space. The Study supported psionic training extremely well. In 480 Zhodani diplomats were invited to Akiva to expound on

their psionic training. This cemented a strong bond with the Zhodani consulate which continued right up to the Crisis of 799. In 659 a newly elected Rabban named Hale Shagraa suggested the possibility of a psionic suppression by the Imperium. Although it was considered a very slight possibility at that time, it led to the seeding of major aspects of Scanian culture to the Scanian colonies. The system of Nehutei (Messenger/Traders) was established so that each centre would be able to retain free lines of communication and to prevent any of the various colonies from falling away from the Study and Path due to ignorance. In 787 it became clear to the Sanhedra that R. Shagraa's hypothesis was about to become reality. Rather than abandon the psionic teachings that had become so much a part of the Scanian way they elected to fight. The scattering of Scanian settlements were accelerated and all such settlements were instructed to put aside psionic training so that they would not become targets of repression. Links with the Zhodani Consulate were strengthened. Although they were prepared for war they did not expect the Imperium to strike so hard. The Imperium on the other hand was determined to decimate the Scanian Institute. In 800 Imperial forces took Akiva and successfully held it for 28 days but the combined problems of high gravity and the Sanheichiir (Scanian psionic commandos) attacks forced the troops to return to a high orbit siege. Even there the Imperial fleet were not safe from attack. True, no ship could leave port safely and the Scanian planetary defenses were limited but shuttles full of Sanheichiir were teleporting onboard the battle cruisers and had successfully taken six out of commission. Eventually, on instructions from Capital the fleet settled in for a total siege. This lasted for 22 years until the Scanian forces were sufficiently weak to be no longer able to prevent another invasion. Akiva was totally decimated. Troops killed thousands of known psionics over the next six month period. A holovideo of the Empress Paula II was placed in the Shrine of Creation at Genesis against the cultural beliefs of the people. This led to the first riots in 824 in which the Governor Riium was assassinated. The Imperium replied by promoting Riium's aide to Governor and granting him a free hand. Governor Shaida Gakushuu, known in Scanian history as "The Butcher" celebrated his new fortune by burning the University city of Gamala to the ground with all inhabitants inside.

Four million people were believed killed. Next he authorised the slaughter of every Rabban and their family on planet. Over the next 6 months it is believed that a further 12.5 million people died as a result of his acts. Other Imperials were sickened by his cruelty and by his sadistic banquets of death.

Report after report were sent to Capital but they were apparently ignored for 15 months. Instead Imperial mining interests entered the system and began to use Scanian slave labour to strip-mine Akiva. On 132-825 The Butcher was assassinated by Sanheichiir as he took part in another of his infamous banquets. His body was internally exploded by several top telekenetics who

had survived the earlier persecutions. This was the signal to start the rebellion. The Imperial's fled from the naked terror of a race gutted by torture and injustice. Once more the imperial's retreated to their Naval base on Ha-Nasi and awaited orders. On 305-826 a meeting was held at Rehin port on Rachel between the Sanhedra Ben Hakhamim and the Imperial forces. Due to the direct intervention of the Sector Duke, Davin Viisarikaa a compromise was agreed. This agreement placed the Akiva system-under martial law and restricted traffic entering or leaving the system to



Shaida Gakushuu - The Butcher

imperial ships and imperial citizens. Akiva was posted as a red zone but it placed Akiva, Yosua and Rachel back into Scanian hands. The agreement stated further that the practice of psionics must cease immediately and a Governor would be based at Genesis to oversee the Scanian government. It was a "marriage of convenience". Both sides knew it and agreed to it.

Imperial interests were allowed to return to Akiva but only on the understanding that a fair price would be paid to the Scanians and that a more ecologically sound method of extraction would be used. Akiva was apparently fully isolated. In 854 Ba'ko-ba (Akiva's secondary star) started experiencing extreme solar activity which completely messed up sensors trying to track ship activity but ground forces on Akiva claimed



Duko Davin Viisarikaa



nothing unusual was occurring. In reality the Scanians were using the cyclic flare activity to cover the coming and going of a secret merchant fleet which was trading Scanian minerals for technology. At the same time, Nehutei were using the situation to keep information flowing throughout the Scanian colonies. How the Scanians managed to amass such a large merchant fleet and how they managed to keep it completely secret from Imperial forces for over a hundred years is unknown. What is known is that Twin Lines, using unadapted Scanians, successfully negotiated several supply contracts, including the supply contract to and from Akiva. On Akiva the Scanians successfully turned from psionics, totally eradicating it from the Path and Study. In 1021 Akiva successfully negotiated for readmission into the Imperium.

This attempt was successful mainly because of then current Duke Viisarikaa's tireless efforts petitioning the Moot on their behalf. It is said that the Scanians never forget a debt, their loyalty has been to the Viisarikaa family ever since. Akiva still retained an Imperial Governor and the Naval base at Ha-Nasi would remain but Akiva could freely trade with the outside world. At the Liberation ceremony it was revealed that Twin Lines were Scanian owned. The new Governor is believed to have immediately asked for the seclusion policy to be reinstated. Akiva successfully maintained its independence. At the time of the Second Survey Akiva was given the UPP A98A859-D but as a silent protest the Sanhedra Ben Hakhamim demanded, and got, the Government code changed to 6 - A captive government. In 1115 representatives petitioned Emperor Strepheon for full rights. After examining the facts, this was agreed and a ten year withdrawal period was agreed to allow Imperial forces and mining interests to leave. This was acceptable to the Scanian people and power was slowly handed back to the planet. After the Emperor's assassination, the Scanians were among the first of the planets to back Karyn's stand.

## SCANIAN CULTURE

Scanians believe in the acquisition of knowledge as the only true aristocracy. Scholars are respected above all and a broad knowledge is respected most of all. Knowledge of the Teachings of Scania are not a prime requisite and, while the majority does believe in a divine creator, belief is not a prime requirement of their culture. They are not ready a religion so much as a way of life. The Scanian Government consists of people participation at all levels, at the Top is the Twin Pillars or rulers; the Nasii (Military and Governmental ruler) who is chosen by election of the populous from the Sanhedra Ben Hakhamim (Council of Scholars), and the Avi'Di (Law Giver) chosen by the Sanhedra Ben Hakhamim from the people. Their advisors are the Sanhedra Ben Hakhamim, who are made up of the scholars who have proven their mental ability in the testing, and the Savo'raim (Scholars of the Path, the "high priests" of Scanian teaching). Beneath them is a massive

bureaucracy which runs the world. The military consists of a conscripted force known as the Purifiers



and a paramilitary segment known as the Regulators . Advising the Avi'Di on legal matters and acting as a court of appeal is the Sanhedra Ket'ana which consists of 23 Judges. The local police force are known as Gatekeepers and legal matters are dealt with by three separate and distinct legal courts known as Gates . The Gate Bakamaa deals with all monetary matters, The Gate Bah'ezi deals with contract law including marriage contracts. The Gate Babha'ti deals with governmental law. Criminal law is dealt with by the Court of judgement which consists of trial by three judges. In minor matters a person can elect to have his case heard by Hedyo't . This consists of any three Scanians who are totally impartial and any judgement reached is considered legal. Appeal is to the Court of judgement in all cases where the decision of the Hedyo't is not considered satisfactory, and the complainant must pay the full legal costs in such a case. Since a single case can easily run into several thousand credits even for a simple legal matter, the decision of the Hedyo't is generally adhered to.

Marriage is considered a legal agreement and a contract must be made prior to pairing, laying down the terms and conditions of the marriage and the conditions of divorce. Before divorce can be granted the exact sum in hard cash must be presented to the other partner. This tradition even extends to a one night stand and standard contracts are available at all hotels.

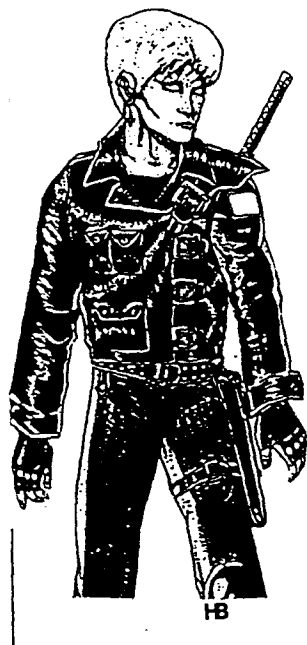
The distribution of wealth is fairly evenly spread with less than 1% classed as rich and only 2% considered poor. These are relative terms. The poor of Akiva would be classed as moderately well off on most other planets. Lack of wealth is not considered an obstacle to rising in Scanian society since intellect not money decides one's status.

Every Scanian, whether genetically pure or not, is entitled to a 30 day period known as Yarhei Kel'a when they attend the local Sanhedra and debate with the gathered Rabbani. This policy of cross-examination extends to all aspects of Scanian life and Government officials and judges frequently face cross-examination of their decisions by mere members of the public.

It should be noted that the Ve'lma Iphka must be original and show logic or the interrupter may find themselves in jail for "Ignorant or abusive interruption".

## REFEREE'S ONLY

1. The Scanians have not rejected psionics. In 799 a second Psionics Institute was established at Abbayi. The Scanian colony there is extremely small and new trainees arrived dressed in the dark cloaks of the Nehutei and trained psionics left in their place so the population at Ma'kot remained stable. Only Rabban who had achieved the rank of Sanhedra Rabbai were tested and only those who would not be missed were sent. In addition the Scanian's have a large population of non-adapted followers that the Imperial's seem to forget are totally Scanian in mind and ideal. Once the Centre was established, training of the Sanheichiir (Little Knives of the Mind) resumed in earnest. Each Scanian Sanhedra tests for psionic potential and those found trustworthy are sent to the Centre for further testing. In addition, selective breeding programs at several off-planet colonies have built up a sizable army of Sanheichiir ready to fight.



2. The reason the Imperial Navy never caught on to the Twin Line merchant fleet's coming and going's is the fact that each ship is secretly equipped with a black globe. The technology was "bought" from Medurman naval forces and duplicated on Akiva. There were originally ten ships so equipped, serviced by a single Medurman engineer. When he died the Scanian's kept the devices as well maintained as possible but currently only three are in full working order with another two working occasionally. Akiva is currently petitioning Karyn for a crew to repair the black globes.

3. Karyn has been informed of the existence of the black globe equipped ships and that Sanheichiir troops exist. She does not know where the Institute is hidden though a select group of 4 Scanian sanheichiir have been sent as a personal bodyguard. This action didn't go down well with Karyn's personal guard, Dunbar's Dragons. This, coupled with Karyn's own prejudice against psionics has resulted in the Sanheichiir being kept at a distance. This alienation has resulted in the Scanians going about their appointed task in a rather unorthodox manner. Karl Ragoul, an unadapted Scanian has even formed close bonds with several Alikasch street gangs. In particular the Eihkiylreakhu gang are in very close contact with Karl and act as his eyes and ears on Medurma. Karyn has appointed Carl Tarrant to liaise with the Scanian Sanhedra at this time.

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"D.G.P. is working on A.I. - their own SF-RPG. I see TRAVELLER support falling off. Hardly ever see D.G.P. on GENIE any more (for TRAVELLER)."  
- Ed Edwards, HIWG ChairSophont, 4th Mar. 1991

Do you think MegaTraveller product support's failing off? Do you want to DO something about it? Why not write to Digest Group Publications, giving your support to the MegaTraveller system, and encouraging them to produce more works of the calibre of VILANI & VARGR and FLAMING EYE? A game will only survive if it has an active and loyal following. Of course, truly loyal fans will put finger to keyboard and WRITE new, high -quality supplements ...Over to you!  
- J. Duncan Law-Green, WING Vland Domain Editor

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Paper documents are expensive, generally if they are not available on disc they have to be ordered from Ed in the USA. The charge covers photocopies and printouts from a computer. Unfortunately this is per 'image' so double sided pages are £0.10 each.

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### Guiding Principle

The general idea is to split costs with contributors. Remember this all run in peoples spare time.

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The current HIWG(UK) representative is:  
Kevin Parry, 29 The Drive, Orpington, Kent, BR6 9AR

# PORT OF CALL: AKIVA

AKIVA 0935 A98A869-D N Ri Wa 1105 Im A2 V G8 D

Primary: Binary, Major- Kokhba, spectral class A2 V, mass 2.76, luminosity 2.648. Companion (close) - Ba'ko-ba, spectral class G8 D, mass 0.63, luminosity 0.09.

**Akiva:** Mean orbital radius 10 AU. Period 17.17 Std Years/6,273.2 Std Days. Diameter 13,984 Km. Mass 2.278 terra. Heavy core, density 1.60. Mean surface gravity 1.79g. Rotation period 33h 23m 18s. Axial inclination 53°12'25". Energy absorption 0.619.

Surface atmospheric pressure 1.90. Composition oxygen-nitrogen mix: Hydrographic percentage 97%. Mean surface temperature -2.47°C. Native life present, non-sentient. Total system population 187.35 million.

**Satellites:** Two - Yosua, orbit 30, 4940km; Rachel, orbit 39, 1560km.

**Primary cities:** orbital - Ha-Nasi... 1.25 million, Starport A, N; Yosua... 2.3 million, Starport C; Rachel... 5.8 million, Starport 8; Ma'Dakt orbital.. 0.34 million, Starport A Ground - Genesis... 102 million, Starport A; Gamala... 35 million, Starport B; Vedo'kr... 10.5 million, Spaceport F; Atlantis.. 21 million, Spaceport F; Lyonesse... 4.6 million, Spaceport Y; Mu... 2.5 million, Spaceport Y.

**World Government** is under Imperial martial law, local affairs are dealt with by a Feudal technocracy - (see Scanian Culture), Much of the bureaucracy is run by the Bwap colony at Tree. Social outlook: Progressive, advancing, competitive, peaceable, discordant, friendly. Law profile (Scanian - undivided), (Imperial - personal). 9-A6B69. Religious profile - 8B45B6-A.

**Population Breakdown:** 68% Humaniti, Scanian. 27% Humaniti, Aquans. 4% Bwaps. 1% Humaniti, mixed, Imperial.

## STARPORT PROCEDURE

A visit to an Akivan port can be an experience never to be forgotten, particularly if your cargo is not totally legal or your paperwork is not completely satisfactory. Scanian officials are extremely thorough in their examination and the Bwap obsession with the proper order of paperwork can be extremely frustrating.

**Landing Pattern** - Ships arriving in system must first wait at high orbit (900 km) until they receive clearance to proceed insystem. This may take up to 30 minutes before they are instructed to either dock at Ma'Dakt Orbital or if a planetary landing is desired to proceed to low orbit (190 km) and await a window and landing berth location. Once landed, the ship remains in

quarantine until its received Inward Clearance by the Port Authorities. Usually ship's can expect to wait no longer than 30 minutes before inspection. The Clearance party consists of a Port warden, health officer, customs official, immigration official (generally a Bwap), port engineer and their subordinates. Given the high value Scanian's place on honesty any attempt to bribe an official will be dealt with very severely. The best advice is - keep your nose clean and play the game. Scanian officials will be totally impartial and extremely efficient.

**Starport Facilities** - Akiva lacks any extrality. Scanian laws are in force throughout the system. A minimum of 50 Berths and runways are available on all planetary ports. Ma'Dakt has 120 berths. Traffic is currently 112% so expect delays in being assigned a berth. Starship and spaceship construction, maintenance and repair facilities are available and are extremely efficient. INDISS has given Akivan port facilities a full 4 star rating. Search and rescue facilities cover the entire system and are believed to be amongst the most advanced and effective in the Sector. Full starship facilities and amenities are available. Although free unrefined fuel is available from the sea the excessive mineral concentrate may damage the ship's purifiers.

**Port Costs** - Refined Fuel Cr.300, Unrefined Fuel (with minerals extracted) Cr.50, Berthing Costs Cr. 125 for the first 6 days, Cr.150 per additional day. Warehousing Costs Cr.15 per tonne per week. Security Costs Cr.50 flat tax per week. Shuttle fees - Cargo Cr.8 per tonne, Passengers Cr.50.

**Portside Facilities** - All ports boast TAS facilities and Traveller mission Hostels. Despite the lack of extrality most pleasures and entertainments are available except blood sports and illegal drugs. It can truly be said that Akiva lacks a black market. Crime is extremely rare and dealt with extremely harshly by means of fines and indenture. The best lodging is to be had at the Makhiir-Hilton's which rate 5 stars though most crews prefer to spend their stay at either the Devil's Bowl or Tetrachyal Inn's (3 stars each). Security is provided by Scanian police who are equipped with tasers. Undersea Monorail's connect each city and port with each other and the cost of a week's unlimited travel is a mere 50 credits.

Scanians are famous for their food. expect to pay between Cr.5 to 15 per meal. Speciality of Akiva has to be Zhoam Blue plate with Bawyati kebabs and Haurm garnish. Expect to pay about Cr.35 per person though. Try the Tr'akhi wine at Cr.45 per bottle. Argian bhair is available in most localities for Cr.3 a glass.

## SYSTEM DATA

Kokhba A2 V  
Ba'ko-ba G8 D

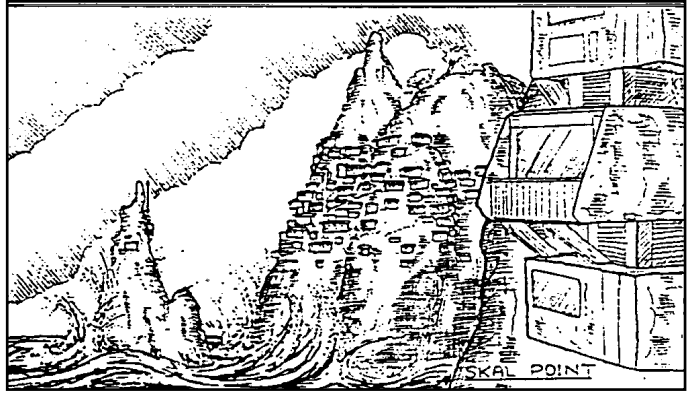
Hassidim	YS00000-0
Harkinas	Y610000-0
-Nathan'el	HS10210-C
Elazar Small GG	Y65-CA000-0
-Yohanaan	Y100000-0
-Zakkai	G330321 -C
Hyrscanus Small GG	Y34-AA000-0
-Edu'ot	YR00000-0
-Ha'kadosh	G240211-8
(Empty)	
Shmitah Large GG	Y224-B0000-0
-Berakh'ot	G250156-D
-Bikurin	G500115-C
-Jai'ger	F200155-D
Akiva A98A869-D	
-Yosua	C330669-D
-Rachel	B652769-D
Meir Large GG	Y236-C0000-0
-Asmakhta	G100000-0
Gamaliel Small GG	Y31-AA000-0
-Hil'el	Y200000-0
-Shamai	YR00000-0
-Ha-Nasi	A503684-D N

## A VISITOR'S GUIDE

**Exos** - Due to the extreme cold and gravity most visitors find it necessary to wear Environment suits during their stay. These suits increase body temperature to species normal while giving support against the effects of gravity and water. These suits, known as 'Exos' can be hired from the starport or from your hotel. Cost is generally about Cr.3 per day.

**Skal Point** - A land of force and grandeur. Feel the pure power of nature as the 30 metre high waves crash against the thousands of dwellings clinging to the sheer cliff-face of the island pinnacles. A common sport at Skal is Wave Riding. This sport consists of surfing on top of these gigantic waves in 2 metre length fragile self-righting trimarans, using only the twin internal rudders to avoid crashing into the rocks surrounding the islands. Be warned, the islanders have a natural skill and it is not as easy as they make it seem. Thousands of visitors each year suffer severe injuries trying out this sport. The buildings of Skal, like many buildings on Akiva, are ancient. Many date back to the constitution. On Skal they are formed of Ironite clay sealed with Sketra to form a hard, strong resin that is totally waterproof. The buildings are layered onto the cliffs and their rainbow colouring is due to the effect of centuries of sea, wind and smoke.

**Places to visit on Skal - Barnacle Inn.** Experience the raw joy of the environment at sea level. Enjoy true Scanian cuisine at its best. Scanian cooking is renowned throughout the Imperium. Only on Akiva are all the famous spices and minerals freshly available. Try Zhoam Steaks with a fresh Sketra salad.



**Immortality Bay.** Where the Zhoam come to die. Zhoam are 12 metre long predatory shark-like creatures 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...

**Genesis** - Home of the Scanian Culture. Most of the city is situated beneath the ground leaving the surface an island paradise.

**Places to visit** include the **Sanhedra** and a **Yarhei Kel'a Study Centre**. Visit the shrine where the first Scanians were genetically created. At the Butcher's Folly see holotapes of the Butcher's famous orgies and death feasts and see the original holo of Empress Paula II which sparked the bloody rebellion. The entire city is heated by an extensive network of hot underground springs. These bubble to the surface at **Hela** and it's claimed that the mineral is diluted within have a benevolent effect on a person's health. Visit the Bwap colony at **Tree**. These magnificent tree dwellings have been crafted out of ceramics to create an identical haven to Marhaban with a floating landscape and populated with animal species from Marhaban itself.

**Gamala** - Scanian university city totally devoted to learning and study. The original city was destroyed by

the Butcher. The current city is a majestic paradise of tall ceramic spires and crystal buildings that crowd the existing land space of the Gamala archipelago and the surrounding bays. The lagoons are totally safe due to the giant tidal ducks that surround the islands turning the constant waves into electricity. Gamala is famous not so much for its islands as for its house boat population. Over 75% of Gamala's population live on the sea. Many live their entire lives on these boats. Scanian house boats are designed on a trimaran design with self-righting cabin roofs. They naturally link together to form massive islands of several acres. The roof space is considered free market spaces and entire businesses are based there. Possibly the most valuable souvenir to take back from your visit to Gamala is a copy of the 'Teachings' and a mooring post hand carved by Scanian craftsmen.

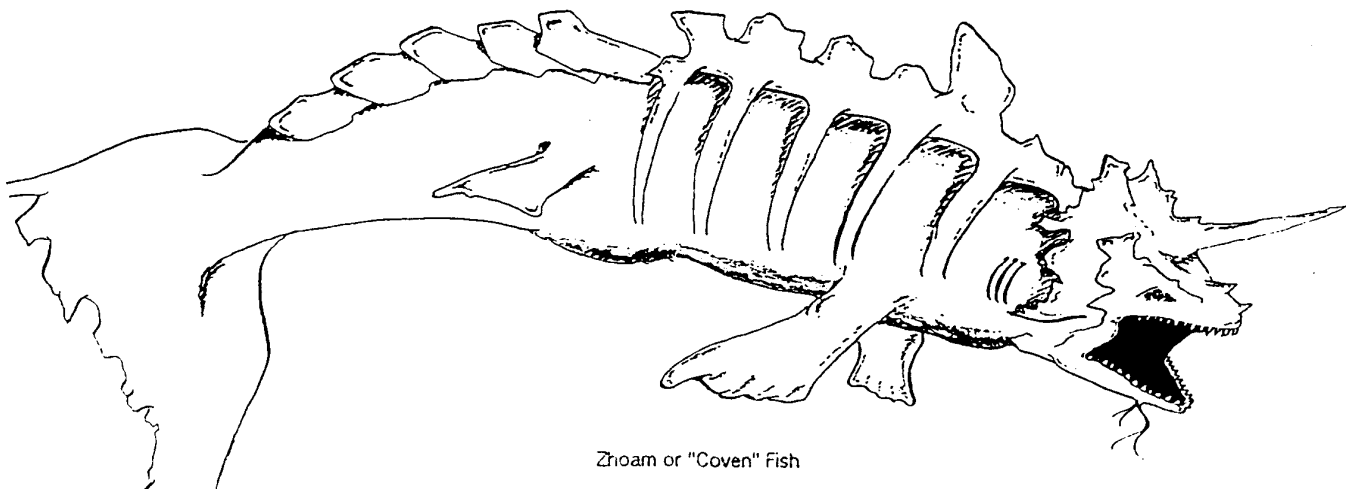
**Places to visit - The Bay of Paryala.** A year round wine festival where everyone must be masked and any non-criminal behaviour is acceptable. For those without sexual codes a visit the Barge of pleasure is a must.

metre high walls without a roof which forms the main living area of the family, with deep caves carved underneath which are the main sleeping quarters.

**Places to visit** include the Union parks where vast plantations of Haurm tree are grown. These parks are used by courting couples and many Aqua-villes have Haurm planted around the sleeping caves to encourage a romantic mood.

**The Golden Spire** is the cultural centre of Atlantis and is the Governmental home "under the sea". The Ghari reservation on the outskirts is the most famous aquatic zoological reserve in the Imperium and several species, now extinct in their home worlds, are to be found in the park.

Visitors to any Aquan city can elect to stay at special hotels set aside for oxygen breathers or experience sleeping underwater at an Aquan Inn. All visitors are fully trained to use rebreathing equipment before



Zroam or "Coven" Fish

**The Batalu Sagasso** is a gigantic forest of Halacuo fern, home of the only non-aquatic life on Akiva, the Bawyati. The Bawyati are a type of insect with triple 3cm wings that live on the fern. The Bawyati life cycle is of considerable interest since they begin life as krill feeding on the carcasses of their parents. Growing and undergoing four moults the creatures crawl out of the seaweed and change into grubs. These grubs are the favourite food, not just of Scanian chefs, but also of the bhari snail and the 85 metre long grag fish. Almost 80% of the grubs fail to survive this period of their existence. After 3 months they crawl up to the underside of the fern and enter the chrysalis stage. This lasts for 300 days, and when they emerge they have changed into flying Bawyati, where upon they live on the wing for a period of three months. mate and land to lay their eggs amidst the seaweed. Due to their lack of legs they are unable to take off and drown, thereby providing food for their hatching offspring.

**Atlantis** - First city of the Aquans. Atlantis is located at a depth of 600 metres and consists of thousands of circular homes surrounded by forest. Most Aquan homes follow a certain pattern; several circular 3

departing the mono-terminal and are recommended to hire an Aquan guide for the duration of their stay.

**TIPPING** - Not expected but a flat Cr.5 tip will encourage continued good service.

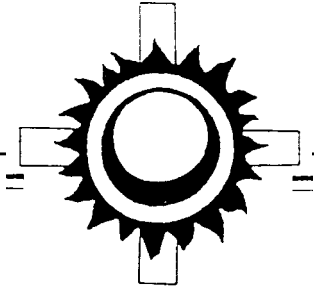
Remember, do not ask a Scanian to help you obtain illegal goods. Dishonesty is totally against their principles and they will feel no hesitation in turning you in to the local authorities.

## TASK LIBRARY

**To avoid injury during physical exertion on a high-G world:**

Routine, High-G Environ, Int (Fateful)

Referee: Exertion includes such things as running, hand combat, lifting loads in excess of Str x 1 and other physical activities.



## AKIVA: Medical Procedures

Travellers to Akiva/Argi should be aware that prolonged exposure to the high gravity environment can cause severe muscular and cardiovascular strain, and increase the risk and severity of accidents.

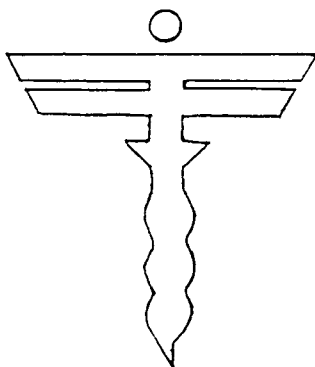
Although gravity-compensating exosuits are available many find these bulky and restrictive, and prefer to experience Akiva's environment "at first hand". If you intend to do this, we advise that you consult your general practitioner prior to departure for a full medical check up - a high gravity acclimatisation course, consisting of a regimen of physical exercise in gradually increased gravity, and lasting some two or three weeks, is also recommended. Many starlines operating services to Akiva offer such courses.

Once on Akiva, hire a wrist biomonitor, which continuously checks the condition of your cardiovascular system.

"Booster" drugs to lessen fatigue are available on Akiva. Although legal, we suggest that they only be taken under strict medical supervision, as temporary loss of co-ordination can result in certain individuals.

Following these few, simple measures will help make your stay on Akiva a safe and pleasant one.

Dr. Gerard de Chantuille Surgeon-General,  
Imperial Ministry of Health, Medurma



# GONE FISHING

It had been a bad week for the crew of the Andrea Fionna. War was proving bad for trade. What cargoes that were available left little margin for profit. Money was getting tight. The navigator had put out the word on the dataNet that the ship was available for charter, anything considered. Now they waited. The Tetrachyal Inn was a spacer's bar, a good place to hang out and listen for information. As they sat in their booth a tall dark-haired man approached. "I hear you are looking for 'employment'. I have a job for you. I want you to capture a fish. A dying Zhoam. I will pay CR.25,000 for one in the right condition.."

## THE JOB

The stranger wants the team to capture either a freshly dead Zhoam from Immortality Bay or one just about to die of natural causes so they can extract the growth hormone and try to artificially replicate it. The Zhoam is to be smuggled into orbit where it will be transferred to another ship for transport out of the system.

### To deduce further information about the patron:

Difficult, Int, Edu, Streetwise (uncertain)

Referee: Roll one task for each observation. If a Scanian character is being used this task becomes Routine. if the result of the uncertain task is - untruth: then totally misdirect the observations Some truth: point out the basic facts but misguide them. Total truth: supply the following information.

1) The patron is wearing a torc under his collar. Siian's wear torc's as a reminder of their ancestor's slavery at the hands of the Aakhrian Empire. Unlike the Argian torc, Siian torc's are made from plastisteel and are without decoration.

2) He is extremely nervous. He had already approached several other captains today (including a couple in the inn) with his proposition and as a result it is only a matter of days before he is Captured be willing to pay up to Cr.50,000 if an appropriate fish can be delivered within 2 days.

## RUMOURS

### To obtain covert information:

Routine, Streetwise, Int, 15 min (uncertain, unskilled OK)

Referee: Some truth at this task either Indicates the contacts reluctance to talk to a stranger, or the contact gives deliberately misleading information. On a mishap may indicate the person is either a Gatekeeper informant or will report the questions to the local police.

Roll 1D and read them the results of the following table:

1. A Vilani captain is being sentenced tomorrow for attempting to take a Zhoam from Immortality Bay.

True: Attending his court case will reveal that he used plastisteel drag nets but got caught by the Protectorate whereupon he tried to bribe them. He is charged with breaking the conservation laws and bribery.

2. Your patron is working for the Protectorate.

False: He is currently being followed by the Protectorate because he has been indiscreet with his offers. Further probing will reveal that this rumour is based on the fact that known Protectorate officials have been seen tailing him on several occasions. Another official is now following the characters. At some point in the adventure the characters will need to confront this character or lose him. Should they disappear suspiciously he will issue a 'stop and detain' order. If after two days there has been no suspicious activity he will stop following them.

3. Only Zhoam yearlings are supposed to be caught but rumour has it that the Government is secretly culling Zhoam from Immortality Bay.

True: but only a limited number are taken each year and each fish must be accounted for. Talking to the guards at Immortality Bay will reveal their method of using two fast hydrofoils with a plastisteel net dragged between to capture Zhoam (this is a well-known fact). The players could decide to and steal a Zhoam from Protectorate laboratories at Vedo'kr. The security etc. is left up to the referee to detail.

4. Zhoam can be pacified by spraying chlorine into water.

Note: Chlorine irritates their eyes and induces a raging fury. Chlorine is used not to pacify but to identify a naturally dying Zhoam. These excrete minor amounts of the enzyme into the water which reacts with the chlorine turning it purple.

5. The Protectorate has been using disguised subs to get close to Zhoam schools without inciting them.

True: The smooth shape of the sub's are disguised with modelling foam and the engine quietened by using a larger propeller and a deregulator to the turbine to randomise the engine pattern.

6. Due to the recent treaty only Dulinor's fleet are on system protection duty. They are bribable.

True: Scanian law is limited to the surface of the planet and their moons. If the characters can take off with the Zhoam then even if they are intercepted by Dulinor's men they will only be interested in offences that affect fleet or system security.

## ZHOAM FISH

Normal statistics

Are usually found in school's of 13; swimmer, 800 Hit

Pts 2D/1D+3; Armour, back - Battle -1, underbelly - Jack; Teeth, horns (treat as spear) & fins (treat as club); a Zhoam can perform two attacks per combat turn - A8 F2 S3.

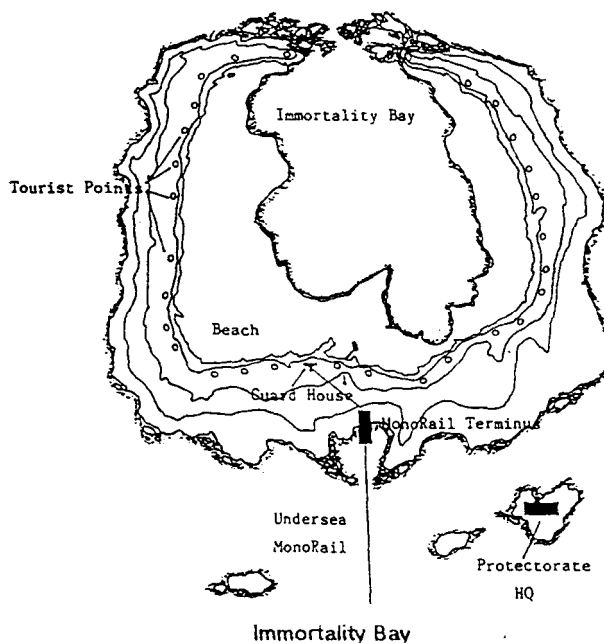
Dying Zhoam

Rare, solitary, swimmer, 750 kg, 2D/1D-3, ; Armour, back - Battle +1, underbelly - Jack -1, Teeth, horns & fins; A9 F0 S2.

## IMMORTALITY BAY

The bay is in reality the centre of an extinct volcano. The northern cliff-face collapsed in several millennia ago. The surrounding sides protect the bay against the elements. The beach is composed of black volcanic ash and the decayed fragments of Zhoam bodies. Tourists can visit the Bay but are restricted to top of the volcanic walls where they can use coin-operated telescopes to observe the Zhoam. No-one (except Protectorate) is allowed down to beach itself. The site is only open to the public during daytime hours and the bay is patrolled by two guards. During the day at least 6D of tourists will present and any attempt to climb down will result the Protectorate being informed. The bay is patrolled by 1D6 hydrofoils armed with lasers, and radio-linked back to base. Each boat holds four Scanian officials, each armed with laser pistols. Aquans avoid the area due to the danger of attack by dying Zhoam. At night the guard doubles.

Note: All guards and NPCs should be generated according to the quick NPC guide on P.43 of the Referee's Manual.



There are two possibilities for capturing a fish, catching it at sea or steal a freshly dead specimen from the beach. In order to ensure a dying specimen from the water the PCs will need to head into the Bay where you risk an increased chance of being spotted. In addition, healthy Zhoam schools may attack. It's

assumed that all attempts will be made at night. Any attempts made in daylight will be automatically spotted within 30 mins and Protectorate sent to investigate. On the beach the PCs must avoid dying Zhoam and find a newly dead fish.

Note: at any one time there will be 2D dying Zhoam on the beach at Immortality Bay and a further 1D in the water.

Zhoam can take several hours to die out of water. They seem to enter a type of suspended animation and only waken out of it when intruded upon. Beached Zhoam are just as dangerous as those in the water.

#### **To identify death in a Zhoam:**

Difficult, Medical, Biology, Hunting, Int, 1 min (uncertain, fateful)

Referee: If the result of the uncertain task is - No Truth: The characters are in combat with the Zhoam. Some Truth: The players must roll their Dex or higher on 2D to escape or they will be in combat. Total Truth: The Zhoam is dead.

#### **To determine enzyme level of the dead Zhoam:**

Difficult, Biology, Chemistry, Edu, 5 min.

Referee: The character must have access to the proper equipment to perform this task successfully. This task will determine whether the Zhoam has excreted its enzyme yet. The characters must decide on a method for transporting the Zhoam away from the beach without being interrupted by the guards and Conservation Protectorate boats...

If the characters decide to try and intercept a Zhoam on the way to Immortality Bay.

#### **To identify a dying Zhoam in open water (more than 25km from the Bay):**

Impossible, Hunting, Int, 3 hours (uncertain, hazardous)

Referee: If the result of the uncertain task is - No Truth: the characters boat will be actively attacked by a full school of adult Zhoam. Some Truth: the characters have found a solitary male but it will turn out to be scouting rather than dying and therefore useless. This will only be discovered after analysis of the carcass. Full Truth: The characters have discovered a Zhoam heading for Immortality Bay. Again this will only be revealed after analysis.

#### **To identify a dying Zhoam within 25km of Immortality Bay:**

Difficult. Hunting, Int. 10 min (uncertain. hazardous)

Referee: See task above.

### **METHODS OF CATCHING**

Weapons: Akiva has an extremely high law level and attempting to buy or smuggle heavy enough weaponry to perform the job will result in almost immediate arrest. Even if they escape they will be wanted characters. Explosives; while it's possible to buy explosives the noise it makes will arouse Protectorate

boats and the Zhoam will be totally destroyed. Speargun; The chances of penetrating a Zhoam's armour are extremely low, that coupled with the fact that they then have to try and land a furious Zhoam bent on revenge for the pain it has just suffered should rule out this method. Net; Providing the net is made of a strong compound which has a minimum of 1,000 kg breaking strain and is hard to cut then they should be able eventually to catch a Zhoam. Winches will be needed to lift the Zhoam onboard. How the characters pacify such a creature is left up to them to decide.

#### **To land a Zhoam by net:**

Difficult, Hunting, Str, 1 min (uncertain, hazardous, unskilled OK)

Referee: This task assumes that the characters are using a net that is strong enough and cannot be cut by the Zhoam's horn. If the net being used does not satisfy these criteria increase the task to impossible. This task must be rolled at least twice... Once to snare the fish and again to land it. If the result of the uncertain task is - No Truth: The fish has escaped from the net. Some Truth: The fish is partially snared but can still thrash out at the characters and boat causing full damage. Total Truth: The fish is snared and eventually entrapped.

If the fish manages to avoid capture for three successive attempts then it will be considered to have escaped.

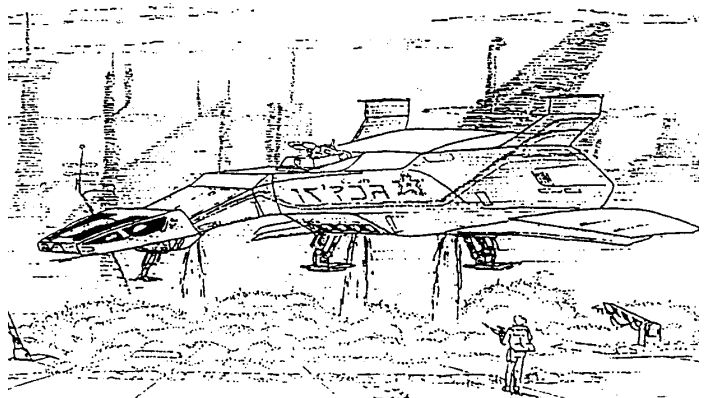
#### **To by-pass Scanian Protectorate boats:**

Difficulty, Off=Sensor Ops, Def=range, 3 min (confrontation)

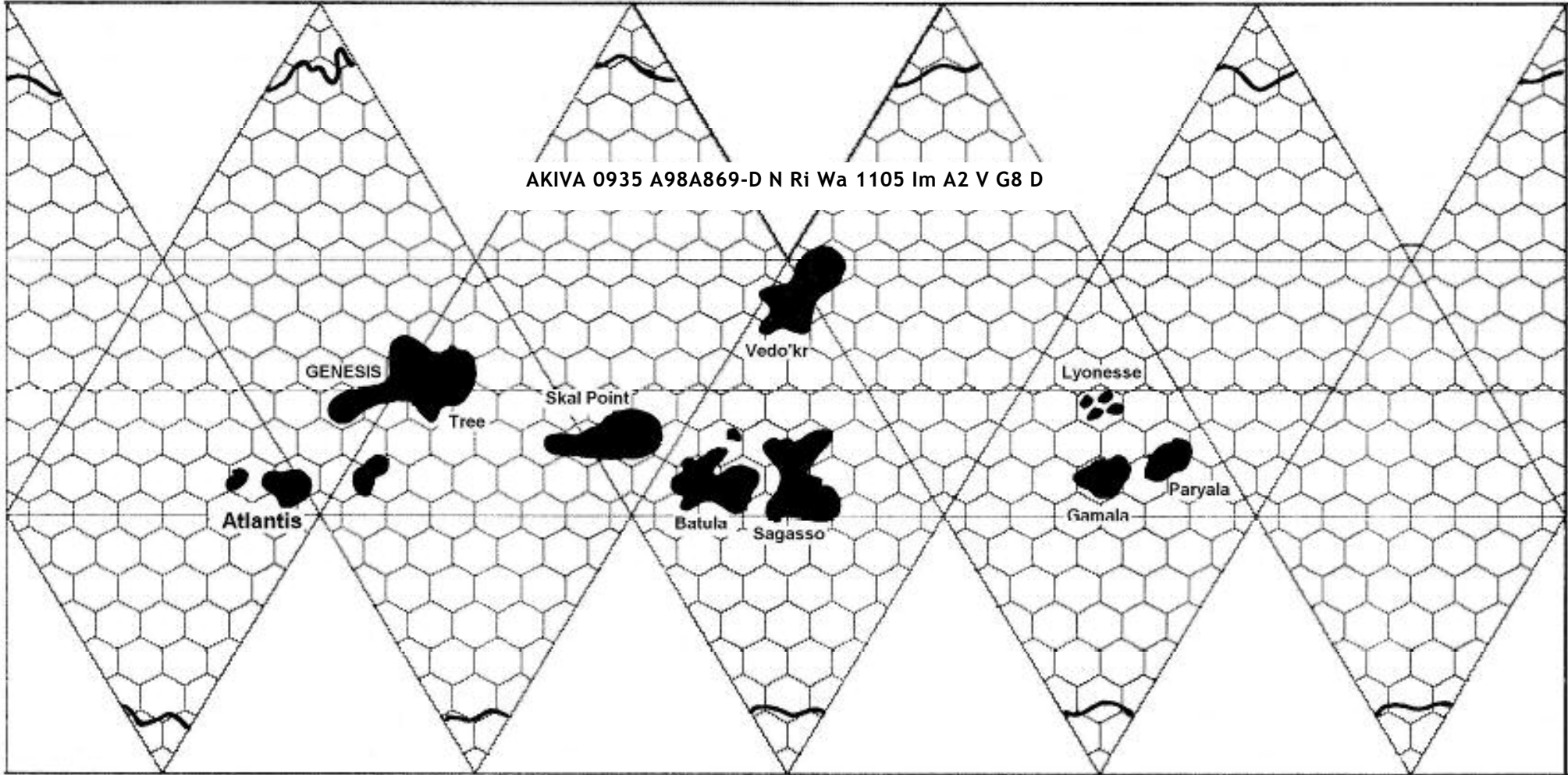
Referee: Use the most favourable sensor scan difficulty level from among the unit's UCP. Use the range from the sensing unit to the target unit as a negative DM. Optionally the character may use his Computer skill in place of sensor ops. Evaluate the results of this task as -Extreme failure: The scan failed and the characters are totally unaware of the Protectorate boat's location. Failure: An unknown target identified but unable to pinpoint location. Success: Target and direction identified but range not known. Extreme success: Target's identity and exact location pinpointed.

#### **To evaluate a Scanian Official's susceptibility to bribery:**

Simple, Bribery, Soc (Confrontation, uncertain, hazardous)







Referee: Scanian's will always refuse bribes and will take any attempt to bribe them as an insult. If the characters fail this task let them attempt to bribe the official.

**To successfully lie to a Scanian:**

Formidable, liaison, skill (confrontation, uncertain)

Referee: The unnamed skill is some skill appropriate to the lie (Admin, Trader, etc.) If the Scanian is an adept the task becomes impossible. Familiar aliens such as Vargr or Aslan treat at a lower difficulty level. Totally inhuman or lesser known aliens treat as a simple task. If the result of the uncertain task is - No Truth: The Scanian will confront the character with his lie. Some Truth: The Scanian is uncertain and will ask more questions (re-roll task) to confirm his suspicions. Total Truth: The Scanian is completely fooled as long as the players don't do anything suspicious.

Once the fish is captured it must be smuggled onboard their ship and hidden until they are out of the system.

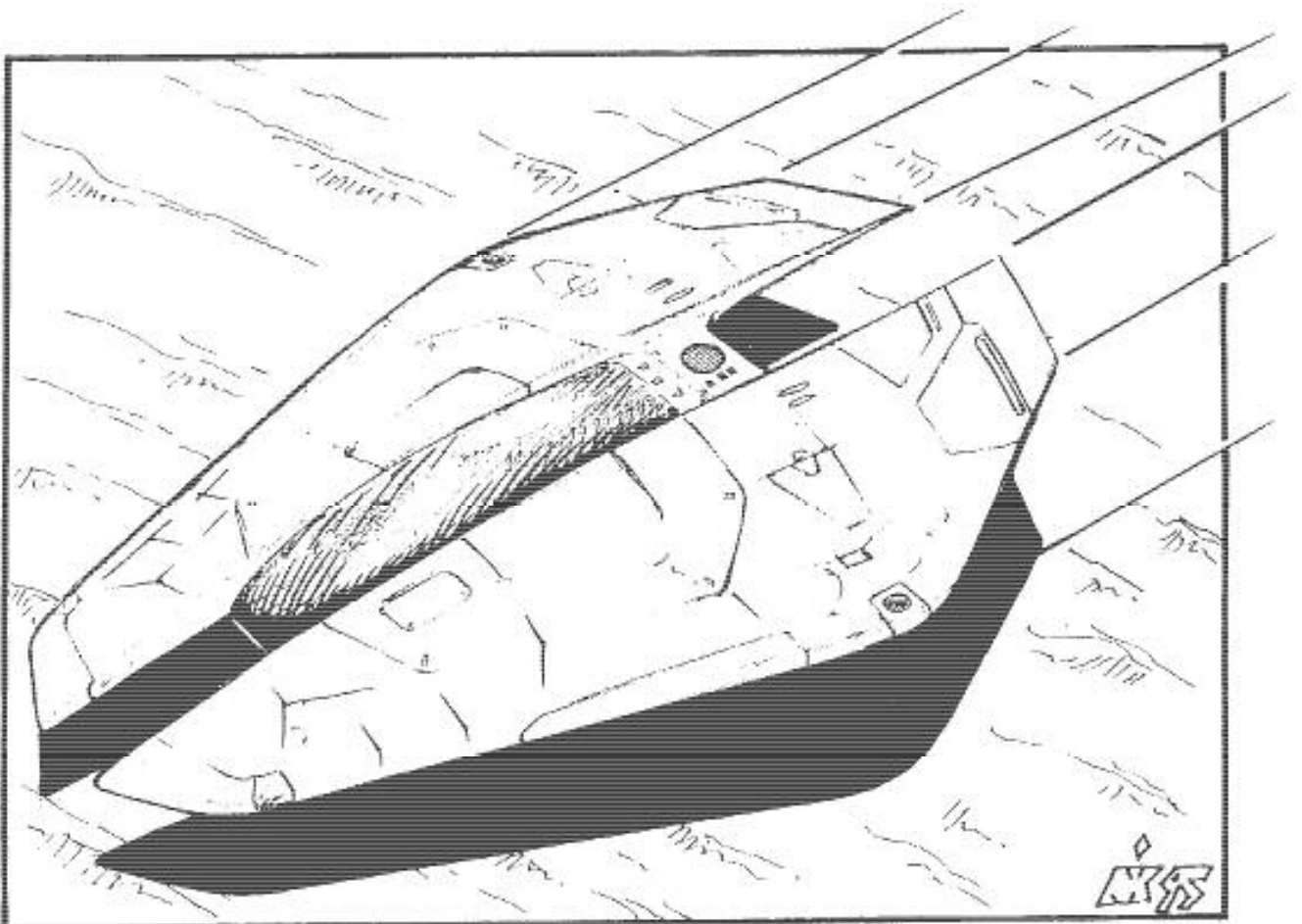
Cargoes available to ship out of system include; Radioactives, Cubed fish paste in kilolitre containers, Wood, various chemicals in sealed containers, live fish in a massive cold storage facility.

It is left to the characters and referee to decide on the method of getting the Zhoam onboard and passed customs. It should be noted that the customs are extremely efficient. Attempts to takeoff and land

outside of a port will be treated extremely suspiciously and a team of marines and customs officers (including an engineer) will be dispatched to any ship in minutes of landing. Once in space the characters need only dial a local commnet number for the Siian to arrange an interception within an hour for the cargo to be transported.

**Final note:**

The Sii will be unable to synthesise the enzyme and will ask the PCs to supply them with a regular supply of dying fish at Cr.30,000 a carcass. It's up to the players whether they accept this offer... the crew of the Andrea Fionna didn't.



# YES, BUT WHAT ARE PSIONICS, EXACTLY?

## ABSTRACT

This document will set out (in my usual rambling fashion ) my views on psionics, and the 'variant' which I use in my campaign. That is, it will attempt to rationalise this highly contentious area of the Traveller rules, putting psionics on a pseudo-scientific basis, rather than a mystical one.

Acknowledgements to:-

Ed Edwards (background information)

Andrew M.J. Boulton (questions)

Pete Wake (playtesting & helpful comments)

## PSIONICS: JUST THE FACTS!

The problem here is that there is absolutely no information in the Traveller literature as to how psionics actually work. This can lead to some sticky situations (as referees will, no doubt, have found). Some questions I have come across are:

- Is psionics instantaneous, or speed-of-light?
- Can clairvoyance be used on a dark room?
- Is it safe to teleport through a superdense/bulkhead?
- Can psionics be used through a black globe?

Some or all of these questions will (hopefully) be resolved by this document. It should be emphasised that this is a variant; it has no official standing - rather, it is merely the system I use (and will continue to use, regardless of official pronouncements!)

## PSIONICS: SOME RIDICULOUS ASSUMPTIONS

To be able to put psionics on a "pseudo-scientific" basis, we need to be able to make some general statements about the way it works, in order to provide a framework for more detailed comments. Well, here goes...!

By late TL8, it is known that fundamental particles fall into two categories, quarks and leptons. There are found to be six varieties of quark (termed up, down, strange, charmed, top, and bottom), and six varieties of lepton (the electron, muon, and tau lepton, and their corresponding neutrinos). TL8 physics also knows of four "virtual bosons", or force-exchange particles: the photon, graviton, gluon, and weakon. (Still with me? Abandon hope, all ye who read on. That was the last piece of solid science in this whole document!).

Developments in supersymmetry theories early in TL9 suggest that there should be two further virtual bosons, for a total of six. The four already known fall into two categories: spin 1 particles, and spin 2

particles. Spin 1 virtual bosons (the photon, gluon, and weakon) give rise to repulsive forces between similar particles - that's why like electrical charges repel. Spin 2 virtual bosons (the graviton) give rise to attractive forces between like particles - that's the fundamental reason why gravity can only be an attractive force.

"In a very few cases, it is found that some lifeforms can control, subconsciously or consciously, this particle emission. These lifeforms are termed psionic..."

The fifth virtual boson, discovered early in TL9, is termed the "omegon". The omegon is a spin 1 particle, similar to the graviton, but more massive, and thus shorter-ranged (its range is less than 50,000 km). The omegon is the fundamental basis of "anti-gravity". The sixth virtual boson is an extremely elusive particle, only discovered early in TL16. What truly astonishes the researchers are the circumstances under which these particles are produced. These particles, called psions, are radiated during specific electron transitions in biological molecules. Neurotransmitter reactions in an organism's brain are identified as an important source of these unusual particles.

In short, it is found that all organic lifeforms emit psions in a random, uncontrolled manner. However, in a very few cases, it is found that some lifeforms can control, subconsciously or consciously, this particle emission. These lifeforms are termed psionic...

## PSIONICS: THE PSION

The psion is an extremely unusual particle. It has a near-zero mass, which means that it can travel very close to the speed of light. How a psion interacts with matter depends upon its energy - simply put, the more "effort" a psionic puts into a psion-related activity, the more energy the psions will have. Psions can also exist in more than one state; these are termed "resonance states", and there are four currently known, the p-, k-, t-, and c-psion.

A couple of comments in the *Players' Manual* are worth noting. These are that "psionic activity, at the ranges given, is effectively instantaneous", and that psionics is "not affected by intervening matter in most cases". Note the use of "effectively", and "in most cases". I would argue that a liberal interpretation of these statements can make for more interesting psionics, and enlivened play.

For instance, light-speed communication over a range of 5,000km (Planetary), has a signal lag of 0.0167 seconds, which I would call "effectively instantaneous", from a human point of view anyway.

## THE PSIONIC BACKGROUND

Psions are not just emitted by biological reactions. Other sources, such as cosmic-ray interactions, and the radioactive decay of elements in rocks, cause a certain amount of psionic "background interference". This can limit the range of psionic talents.

## PSIONICS: SPECIFIC TALENTS

This section will attempt to take the general assumptions already made about psionics, and apply them to the individual psionic talents, in order to shed some light upon them. Taking the psionic talents in order, from the Player's Manual.

### 1) Telepathy

Telepathy is reasonably straightforward. Life Detection involves the psionic detecting p-psions radiated by all organic lifeforms. Telepathic communication involves the psionic emitting a more powerful, directed beam of p-psions, towards the target. When the psions impinge on the target's brain, they interact with neurotransmitter molecules (the reverse of the original emission process). The target "hears voices in his head", because his auditory centres are stimulated directly. Reception of the target's thoughts involves picking up, and deciphering the weak p-psion signal from a non-psionic.

A psionic probe involves the direction of a very finely-defined beam of p-psions at a target's brain. These p-psions stimulate individual synapses in the target. Secondary signals will then be generated in adjacent synapses (in a kind of "cascade effect"). The psionic then studies the p-psions produced by these secondary signals, to gain information.

P-psions do interact with ordinary matter, but only slightly. The effect of ordinary walls is slight, but p-psions suffer more significant scattering and absorption when passing through superdense materials. Telepathy may sometimes be "fuzzy" through starship bulkheads.

All telepathy suffers from a light-speed signal lag.

### 2) Clairvoyance

This one is tough. Remote sensing of an area through solid matter. What can pass through solid matter? Mesons, neutrinos, fast neutrons, gamma rays? Ick. Whatever clairvoyance relies on, it isn't "conventional". So, we have to fall back on the trusty old psion. It has already been stated that psions are radiated by natural processes. However, the psion flux thus produced is far too low to be used as a form of imaging system. This means that clairvoyance has to be "active", rather than passive. For clairvoyance, the psionic produces an intense beam of c-psions of carefully defined energy. The energy of a c-psion determines how far it travels before it interacts with matter (sort of like mesons). When a c-psion interacts

with matter, it is "reflected" as a p-psion, which the psionic detects. "Clairaudience" involves a similar technique, sensing of the movements of air molecules (ick).

The energy of the c-psions produced during clairvoyance can never be perfectly defined; also, c-psions can interact spontaneously with matter, regardless of the distance travelled. This means again, that superdense materials can sometimes make clairvoyance "fuzzy".

Since clairvoyance is an "active" process, this leads us to an obvious conclusion. If there is a psionic in the area being scanned, he should be allowed a roll to detect the flux of c-psions permeating the area. If he succeeds, he will know the direction, and distance (from the c-psion energy) of the "clairvoyant". It is then a relatively simple task to send a telepathic assault up the incoming beam of c-psions ( Ha! Try to spy on me, would you? I'll fry your brains, sucker!!). Yes, I know Players' Manual says that psionics can't detect clairvoyance attempts, but that makes the talent too powerful. Sorry.

The reflected p-psions may affect non-psionics in the area being scanned ( "I have this terrible feeling we're being watched...").

Again, since clairvoyance is an "active" process, it can be used totally independently of the amount of available light in the area being scanned. The "clairvoyant" can still "see" if the area is pitch black. All clairvoyance suffers from a light-speed signal lag.

### 3) Telekinesis

This one is also fairly tough. Exert force at a distance...? Ok, here goes! Telekinesis involves the emission of an intense beam of k-psions, of carefully-defined energy. AS with c-psions, the energy determines how far a psion may travel before interacting with matter. K-psions have a complex interaction with matter - when a beam of k-psions strikes an object, it creates a rapidly-oscillating electromagnetic field around the object. This oscillating field then emits omegons - essentially, the object is suspended in an anti-gravity field. ( A similar oscillating field is produced by standard null-grav modules ).

The oscillating field may be detected by certain sensors. See Sensors And Stuff for further information.

### 4) Awareness

This simply postulates a conscious ability to control the autonomous central nervous system, and the endocrine system. From the point of view of this variant, Awareness is not particularly interesting.

Mind over matter.

## 5) Teleportation

Ah, the really interesting one! This psionics “variant” incorporates all the standard rules on conservation of momentum and energy, so I would advise you to consult the relevant literature before reading further.

Teleportation is remarkable among psionic talents, because it is the only one which can effectively exceed light-speed. Sounds good? Well, it isn't. Read on. What happens when a psionic teleports? Well, it's a little complicated...

First of all, the psionic sends an intense string of pulses of p-psions of varying energies and speeds towards his intended target point. This string of pulses provides a “reference grid”, so that the teleporter can re-orientate himself on the molecular level, when he re-emerges.

Next, the teleporter begins radiating t-psions. This causes an electromagnetic field to build up around him. In a similar manner to a starship entering jumpspace, the fabric of space-time “unweaves” around him, and he enters an alternate space (akin to jumpspace), called p-space. The process of entering p-space, or “popping out”, is effectively instantaneous. The time spent in p-space is independent of distance travelled, and is about 0.1 milliseconds.

Leaving p-space at the target point, or “popping in”, is a somewhat more involved process, taking up to 1.5 seconds. The teleporter needs to be able to pick up his “reference beam” that he transmitted as he “popped out”. Since the reference beam travels at a maximum of lightspeed, it is possible for the teleporter to “outrun” it, and arrive at the target point before the beam of psions does.

If the teleporter does not outrun the reference beam (i.e. teleports less than about 4 km), then there are no problems. Pop! You're there!

If the teleporter does outrun the reference beam, then he has to receive it within the 1.5 seconds of “popping in”. Receiving the reference beam part way through “popping in” causes temporary disorientation. If the teleporter does not receive the reference beam, or the beam is scrambled, then he'd better check his life insurance policy, because the results are messily lethal. The result of this restriction is that teleportation is restricted to distances less than roughly 1.5 light-seconds (about 450,000 km). Another restriction - remember that psions can sometimes interact with matter when you don't want them to. This can give rise to a very small, but definite chance of superdense material scrambling or absorbing the reference beam. Think carefully before you to teleport onboard a ship! (Yuk! Anyone cot a spatula?)

A psionic shield will block the reference beam completely - see Shields and Stuff later. Remember that, in addition to the restrictions on energy and

momentum, if the exit and entry points are at different atmospheric pressures, teleportation is not silent. That's why it's called “popping”!

Last word on teleportation; given the rules on conservation of energy, how did the Zhodani manage to teleport to orbit? That's what I'd like to know!

## 6) Special

This is obviously far too big a category to discuss in any detail in this document. However, I will take this opportunity to list a few unusual psionic talents I've thought up, or come across in campaigns, or dredged up from other role-playing games.

Use of Awareness to heal/enhance other.

Teleport other object (does this include a foe's vital organs?).

Pyrokinesis. Careful with this one. I lost a very good NPC this way. Insist on a vulnerable combustion source (such as a pool of oil), and excess oxygen.

Electronic field control. Implies the ability to cause electricity to “arc”. The psionic can affect/destroy circuitry. Again, careful - this one is open to abuse.

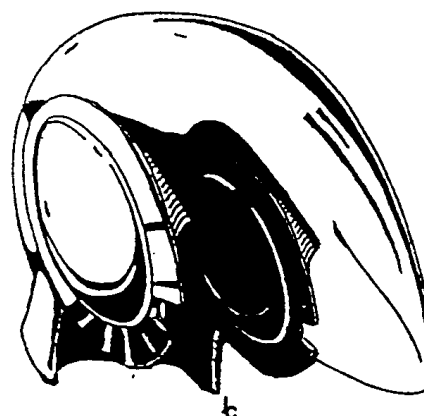
“Premonitions” - the ability to see a short period into the future - I don't like this one, not least because of what it does to the principle of causality.

Seeing into the past - the ability to know whether a significant event has happened where the psionic is standing. “Sensitivity to psionic impressions”. This one is probably OK for Traveller.

“Possession”/“Suggestion” - the ability to influence, or even gain control of another sophont's mind. Never, ever let a PC have this talent, if you want to keep your campaign. But then, I don't need to tell you that, do I? It could be OK for an NPC. though...

## SHIELDS AND STUFF

A naturally-generated psionic shield involves both passive and active defence. The shield adjusts the



psionic radiation emitted by the psionic to background levels. Also, the psionic is able to absorb incoming psions. Both these activities are unconscious in a trained psionic.

An electromechanical psionic shield is a conducting network, which emits an electromagnetic “white noise” signal. Actually, it is remarkable that the psionic shield helmet works at all, since psion interactions are not yet understood at TL12! Contrary to what is believed at TL12, the white noise signal does not protect the wearer's mind directly - rather, the charged conducting network absorbs psions travelling in either direction through the shield.

Since the electromechanical shield is known to be effective, one question which is often asked is - is it possible to “shield” larger volumes, such as rooms, buildings, or vehicles? I would say, yes, but it's usually prohibitively expensive to do so. Multiply the helmet's Cr.4,000 price, by the relative increase in size involved in shielding a vehicle, and you have rather a lot of money. A paranoid millionaire might find it worthwhile...

Supplemental: This one is entirely optional (ever more optional than the variant as a whole!), but can be amusing when used at just the right (or wrong) moment for the players.

With only a very slight alteration, it is possible for an engineer to “bleed” a small amount of power (about 10-20 kilowatts) from the power plant, into a starship's Jump field network. Once charged, the hull acts as a reasonably effective psionic Shield. The crew can have a great time sending the cleaning 'bots round to clear up the Zhodani commandos who tried to teleport aboard ... Hours of fun! Now, to clear up the question about black globes. A black globe is essentially a volume of “rotated space”. Imagine drawing a circle on a piece of graph paper, cutting it out, then replacing it in a slightly rotated position. The lines don't match up any more, right? Since all particles and radiation have to travel along the lines, they're blocked when they reach the black globe, and that includes all psions. You can still teleport inside a black globe, but you wouldn't make it in one piece...

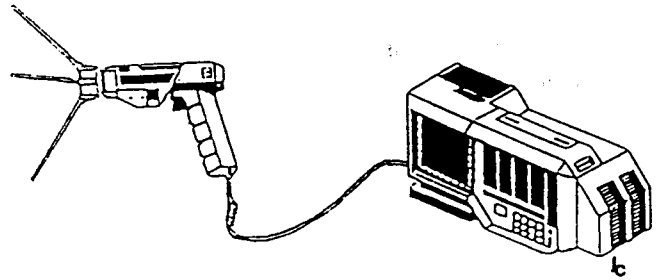
## SENSORS AND STUFF

In this section, we discuss that most mysterious of sensors, the Neural Activity Sensor. I would argue, that at TL15 and below, a NAS is primarily a highly-sensitive magnetometer - detecting the weak electromagnetic fields produced by a sentient's brainwaves. This would mean that the range of the NAS is vary limited at low TL's, and the NAS is also vulnerable. Operating a NAS during a thunderstorm, or near electrical machinery is asking for trouble.

It should be noted that a lifeform's muscles also create weak electromagnetic fields, so a NAS should really also be a MAS, or Myoelectric Activity Sensor.

Hmm...how does a psionic screen the activity from his muscles? Stand still?

At TL16 and above, with the knowledge of psion interactions, a NAS becomes a hybrid magnetometer/psion detector, resulting in vastly increased range. This is one great argument. against having instantaneous psionics. If this is so, as soon as you have an understanding of psion interactions, it should be possible to construct a psion-based FTL communications system, and the central precept of



Traveller comes crashing down. (This problem was first noted by David Lai.)

Any use of psionics should produce pretty fireworks on a psion-based NAS. Any use of telekinesis will cause the object being telekined to register on a magnetometer-based NAS. This should cause more than one nervous breakdown! (“I tell you that tree was waving at me! Look, it's showing ‘complex, unknown’ on the NAS...!”).

## RANDOM THOUGHTS

The example of the Ancient Artifact possessed by the Zhodani is often touted as an example of “instantaneous psionics”. I'm suffering from the handicap of not having the Zhodani Alien Module to hand, but I would argue that only the “output stage” of the artifact is psion-based (similar to a cathode-ray tube on a modern device). The artifact is actually a tachyon receiver.

Ancient teleporters could work on the same principles as psionic teleportation, except that the “reference beam” is tachyonic, rather than psionic. This means that tachyonic FTL communication is a prerequisite for instantaneous teleportation (that is, it would probably arise a TL earlier).

Have Fun And Never Give A Zho An Even Break!!

# CAR WARS

## SUMMARY

This scenario revolves around a group involved in some industrial espionage after being a near-witness to a murder. The action is centred on the world of Argi (1431 A330ACC-F), the largest technical equipment manufacturer in the sector. The Players are given the task of infiltrating Gravatics Technologies Limited to uncover technical details of a new grav speeder for a rival company.

## REFEREE'S INTRODUCTION

The Gravatics Technologies Ltd (Gravatic's or GTL) "Tansui" grav speeder has been the centre of recent interest and speculation by the grav industry. The rumour mill that operates within the grav vehicle trade has begun to spread quiet words about a new high-tech demonstration speeder (the "Tansui") that Gravatic's are due to launch at the industries premier trade fair on Argi in three months time.

**CRAFT ID:** "Tansui" experimental grav speeder, TL 16; Cr. 1,364,600

**Hull:** 1/3, Disp = 1, Config = 1AF, Armour = 8G, Unloaded = 3.95 tonnes, Loaded = 4.013 tonnes.

**Power:** 1/2, Fusion = 3.5175 mw, Duration = 5/15.

**Loco:** 1/2, Std Grav = 20 tonnes, NOE = 200 kmph, Cruise = 2550 kmph, Top = 3400 kmph.

**Commo:** Radio = Continental, Maser = V. Distant

**Sensors:** EM Mask, Passive EMS = V. Distant, Active EMS = V. Distant, Densitometer = Low Pen., Neutrino = 1 kw, Neural Activity = V. Distant, Act Obj Scan = Difficult, Act Obj Pen = Difficult,

Pas Obj Scan = Routine, Pas Obj Pen = Routine, Pas Eng Scan = Difficult, Pas Eng Pen = Routine.

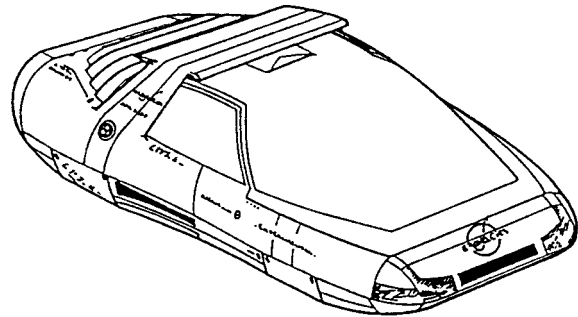
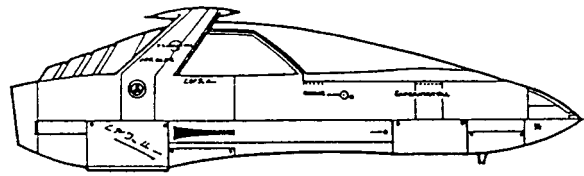
**Off/Def:** Hardpoints = 1.

**Control:** Computer = 0/bis x 2, hololink, HUD, Environ. = Bas Env, Bas LS, Ext LS, Grav Plates, Internal Comp.

**Accom:** Crew = 1 (operator), Seats = 2 (Roomy).

**Other:** Fuel = 0.9k1, Cargo = 0.8 kl, Obj Size = Small, EM Level = Faint.

This vehicle was designed to demonstrate the new breakthroughs in technology that is emerging on Argi. Built by Gravatics Technologies Ltd in late 1120, it has been given the name "Tansui" after a mythical winged creature believed to existed on Gateway in the distant past. Its official designation is the APR 363CX. GTL have kept the vehicle a closely guarded secret in order to stay ahead of their competitors. There has been strong interest by certain military officials attached to Dulinor's forces for the vehicles development as a recon/attack speeder. The armoured hull allows the "Tansui" to make prolonged sub-orbital and sub-surface "covert" flights (top sub-surface speed = 100 kmph).



The trade is a multi-billion credit business with all the various companies big and small trying all manner of tricks (some legal, some not) to hold and increase their share of the market. To this end security is all important in maintaining an edge over the competitors and GTL are no exception.

The "Tansui" has been hidden within GTL's Research and Development site 300km outside of Innesville (Argi's capital) well out of sight of interested parties. Access is strictly controlled, all visitors have to make an application for a visit two months in advance of the intended date. On arrival they are screened for weapons/explosives and recording devices to prevent sabotage or industrial espionage. Visitors are escorted everywhere and kept away from the most sensitive areas.

## PLAYER'S INTRODUCTION

The players are in a starport bar watching the local holovision while waiting for a passage out-system. Suddenly the sound of gunfire can be heard in the street. People start to move outside. Following the crowd to the scene you can see an air-raft speeding away leaving a prostrate figure lying in an ever-widening pool of blood.

**To notice the licence number of the air-raft:**

Difficult, Stealth, Int, 5 sec (absolute, unskilled OK)

Referee: the vehicle can be traced to its owner but was reported stolen two hours prior to the incident.

The crowd circle the body, stunned by the violence that's intruded upon their quiet lives. If one of the PCs does not approach the body then the figure will call

out in a hoarse whisper and beckon the nearest character to him. When the PC reaches him he/she will see that the man is riddled with gunshot wounds - death is but a few seconds away. He points to his belt pouch and mutters: "Take it! Take it to Devrin!" With this he silently dies.

A quick search of the body will reveal an identity card showing the victim to be one Anatholy Commis, a mechanics operative of Gravatics Technologies Ltd. A search of his pouch will reveal a small holocrystal and a slip of paper with a ten digit number.

**To avoid notice when taking any items:**

Routine, Intrusion, Dex, 5 sec (absolute)

Referee: A failure means that a member of the crowd will notice the 'theft' and call the police. A rough description of the group will be circulated. Patrols will be stepped up in an attempt to solve the murder quickly and the PCs will be wanted for questioning about the incident whether anyone noticed the theft or not.

**To avoid police patrols:**

Difficult, Stealth, Int, 20 sec (absolute, fateful)

Referee: Failure means the characters will be stopped and taken for questioning but will be released in 1D hours. If they are also wanted for the theft they will be kept in a cell overnight and next morning will be brought before a judge for a preliminary hearing of the case. If you so desire this hearing can be prolonged with various legal tasks made ball is achieved. The characters will be searched in all cases. This task assumes that the characters have been recognised or at least the police believe they recognise the group who were near the body.

**ENTER MS. DEVRIN**

The number on the slip of paper is the communit number of a vidcom registered to Alyas Devrin. The characters will have to guess its meaning unless you the referee prepares a (routine) task for it.

Once the players have related the Commis incident to Devrin she will agree to meet them at a nearby hotel restaurant. In addition she will advise them to keep out of the way of the police.

If the players decide to view the holocrystal beforehand they will be disappointed - it is encrypted. The original holocorder was retuned to record at an unusual wavelength and can only played on a 'corder tuned to the same frequency (which Devrin has).

On meeting the group (show the illustration if you wish) she will thank each one individually. She will be exceptionally delighted if the group have mentioned the crystal and hand it over. She will give them Cr.200 each for their trouble and tells them "not to hesitate in calling her if they are in need of help while on Argi". Devrin will ask the PCs to be discrete and not mention her or 'his meeting to anyone. She will not say

why or shed any light on the death of Commis about which she seems detached and unconcerned.



**ALYAS DEVRIN:**

UPP 8A489A, Age: 32, Height: 1.9m.

College degree: Business Studies, 1 term Merchant, 1 term Bureaucrat.

Skills: Persuasion-2, Bribery-2, Liaison-1, Legal-1, Streetwise-1, Gravitics-1

She has been in her present position for 6 years.

**"I'M INNOCENT HONEST!"**

Shortly after leaving the restaurant the group will notice a lot of police activity. Sooner or later the group will be stopped and taken to the central police station for questioning. This can be played out with a number of close shaves or chases but guns should not be involved. Remind the players of the seriousness of confronting the police with weapons. At the police station the characters will be interrogated individually.

Here the referee can worry the players by asking them a set of questions about the Commis incident to each in private, or alternatively give the players a set of the questions on a card which they each must answer without conferring. Hassle the players over any discrepancies.

**To avoid revealing any past or current criminal activity:**

Routine, Legal, Streetwise, Liaison or Int, hour (fateful)

Referee; Depending on the level of the mishap detain each character who fails pending further enquiries. Superficial - release after a couple of hours; Minor - 1D+1 hours; Major - Overnight; Destroyed - 1D days. In all cases the PCs will be instructed not to leave Argi until the police are satisfied with their stories (2D days).

If the players insist on a phone call and contact Devrin she will send a lawyer who will manage to have them released within an hour. The lawyer will have an air-taxi to take the to Devrin's office.



## THE PROBLEM

Whether the group contact Devrin immediately or not, engineer a chance meeting after their release at an appropriate location - i.e. within the business district of Innesville and she will invite the PCs to her office with an offer of work.

On arrival the group will be quickly ushered into Devrin's office (small but plush). Besides Devrin there sits a middle-aged man of Vilani descent who Devrin introduces as Serali Hamuusham. Both Devrin and Hamuusham greet the characters warmly.

Devrin informs them that her associate (Hamuusham) and herself are Argian representatives of Ikensaag Gravity Industries (IGI), a large company based on Sh'si (1635 A354476-F). IGI are second only in size to GTL within the Bolivar/Argi/Sapphyre subsectors. Devrin's main job on Argi is to keep a close eye on GTL and pass any useful information on to head office. Unfortunately the death of Commis was a tragic escalation of the cat-and-mouse snooping that both sides engage in. She has asked the players to her office to offer them some simple, routine and safe surveillance work.

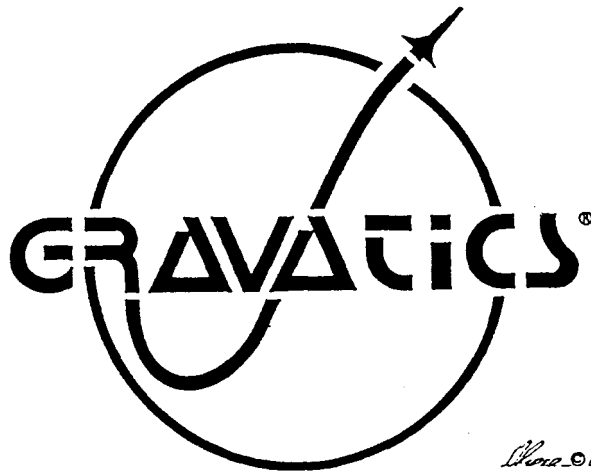
## THE PROPOSITION

If the players are interested Devrin will ask them to swear that any details that they are about to hear should not go beyond those present in the room. The referee should hint strongly enough to persuade the PCs that breaking the promise and betraying Devrin's trust will have very serious consequences (after all a big company like IGI or GTL will not worry about the elimination of troublemakers and those that threaten their company operations). Also make the point that co-operation will be very profitable. Devrin will tell the group of the general struggle to stay ahead of one's competitors and in certain cases the boundaries of the law are "stepped over".

In the case of Commis, Devrin recruited him to obtain as much information as he possibly could without arousing too many suspicions. Embittered at being passed over for promotion and tempted by offers of easy money, Commis was a willing pawn, useful but limited in his abilities. If the characters commit themselves Devrin will ask for a brief resume of their experience and skills before continuing with her proposal. She has it on good authority that in two days time a small group of journalists from Rashiki (1235

A678455-C) will arrive on Argi for a guided tour of GTL's R&D site. The group is exactly the same size as the players and Devrin has planned the abduction of the journalists and their replacement by non-Argian's; the characters would be ideal. The GTL staff do not know what the journalists look like (the visit was only arranged 3 weeks ago by the Rashiki branch of GTL's PR department, about a third of the required to prepare for a visit and no proper vetting has been able to be carried out). GTL believe the visit has been arranged in sufficient secrecy that they're secure from outside intrusion.

Devrin informs the group of the scanning procedure and instructs the PCs not to jeopardise the mission by taking weapons or recording devices along. She tells the characters to keep both eyes and ears open for any snippet of information that may be useful. The primary goal is to obtain technical data on a new experimental grav speeder coded APR 363CX. The group will not be given access to any facilities or information regarding this vehicle. Its up to them to figure away for a couple of PCs at the most to try and slip their escorts and do a little research on their own. She states that she realises how unlikely this will be but she's desperate to obtain information on the speeder and will try anything.



"When you Need the power: Gravatics!" -  
GTL Advertising Slogan

Hamuusham speaks up at this point and tells them that there is one piece of equipment that they can give the group to help them with the mission. He puts his hand inside his pocket and pulls out a small, thin, cylindrical object; "This ladies and gentlemen is a fountain pen. A primitive device used for the transcription of written symbols onto a non-electronic recording medium." At this stage he pulls a white sheet of paper from the desk, unscrews the cap and begins to write on

the paper. "This device is much loved amongst journalists however anachronistic in our technical age! This supply of staining fluid is kept in a refillable reservoir in the barrel. But this is no ordinary pen for it has a second smaller barrel concealed within the fast which contains a tranquillising agent. Twist the lower half of the barrel a quarter turn, point at your intended victim and press the butt. The aerosol will spray to a distance of 30 cm and should bring about an immediate loss of consciousness. The effects last for only ten to twenty minutes with the victim remembering nothing about the incident. It has been designed to evade most scanners so you should be safe smuggling them into the GTL site." There are two of the special pens available plus a selection of normal pens and note pads for all (to complete the "look").

Devrin and Hamuusham will give the PCs a primer on GTL and the grav industry. This is easier if any characters have extensive grav skills.

## THE TOUR

When the day comes the abduction goes smoothly as the journalists are apprehended at the starport and the characters take their place. There is a courtesy car waiting outside to take the group to the site. On arrival they are met by a PR officer and a security guard. The characters will have to pass through the scanners but should face no problems providing they have followed Devrin's advice.

All guards should be generated according to the NPC guide on P. 43 of the Referee's Manual. They will be armed with snub revolvers with tranq rounds. They do not wear armour. The group will be shown into a seminar room where they will be given light refreshments and shown a holo-vid about the company, its work and in particular, the role of the research and development site.

In all, this will last for about 90 minutes. Then the PR officer (who introduces himself as "Marik") begins the guided tour of the facility. The group will always be in the company of Marik and the security guard.

It's up to the individual referee to detail the inner details of the complex using the rough outline of the site as a guide. There are a few points to remember;

1. This is a working environment and therefore there will be people moving around as the characters go round the site.
2. There are a number of holo-vid cameras around for general security.
3. Within the complex there should be a number of laboratories, test areas, monitoring rooms, offices and storage rooms. Vehicles and components/miscellaneous equipment will be undergoing tests and evaluations for stress/metal fatigue, reliability, crash protection etc.
4. Argi is a vacuum environment. Attempting to go outside without a vacc suit will be hazardous to the character's health.

### **To slip away from the party without being noticed by either Marik or the security guard:**

Formidable, Stealth, Intrusion, 5 sec (absolute, fateful)

Referee: any failed attempt will result in a polite but firm caution. Persistent transgressors will be escorted back to the seminar room by another guard for the remaining portion of the visit. The alternative to slipping away unnoticed is to use the tranq-pens. The best place would be in one of the lifts where there are no holo-vid cameras to monitor (let the players work this out for themselves).

### **To successfully spray the pens into a victim's face:**

Routine, Dex, Instant (fateful)

Referee: on success the victim will slump forward immediately and remain unconscious for 3d+7 minutes (the referee should roll and keep the time secret. It's up to the Players to be back before they awaken or a general alert will be issued). On a failure, roll for a mishap. Superficial/minor - missed the victim. Major - sprayed into the face of the nearest person to the victim's right or left (roll randomly). Destroyed - sprayed tranquilliser into own face, roll for time unconscious as above.

There are plenty of items that can be used to bind and gag a victim if required. If and when they get away from their minders they can look for information by either examining rooms barred to them or break into the computer system. Unoccupied rooms will be locked.

### **To break into a locked room:**

Difficult, Electronics, Intrusion, 5 sec (uncertain, fateful)

Referee: If a major mishap is rolled the silent alert system will activate and two armed guards will appear after 1d minutes.

### **To locate useful information:**

Difficult, Grav Vehicles or Gravitics, Edu, 10 mins (absolute)

Referee: Hasty and cautious task modifiers apply. On exceptional success reward the Players with a hard copy technical readout of the APR 363CX.

### **To break into the computer network and bypass the alarm:**

Formidable, Computer, Edu, 1 min (fateful)

Referee: use hasty or cautious modifiers as above. On all mishaps greater than minor the silent alarm system will activate and guards will appear in 1d minutes.

### **To locate appropriate computer files:**

Difficult, Computer, Edu, 1 min.

Referee: on success give some minor technical information. On exceptional success give the vehicle data sheet.

The PCs could have the computer print out a hard-copy of the data, record the information on a holocrystal or copy the data into their note pads manually. If the players are caught in the act of anything illegal they will be held at the site for "questioning" after which they will be taken to a local police station where they can expect a tough time. But that's another story!

## DEPARTURE

### **For the PCs to make their way to the exit/reception area:**

Routine, Hunting, Int, 2 min (uncertain)

Referee: any sort of success will get the players to the reception area. Any failure and the players will be lost. A new task must be attempted at a higher task level to duplicate the players' apparent confusion.

Every ten minutes roll 1-3 on 1d for an employee to

walk around the corner and bump into the group whether they are trying to leave the site or searching for information. Without their guides the PCs will be stopped if seen and unless a convincing explanation is given guards will be summoned.

Make the players give you a rough explanation and construct a task based on the plausibility of their story; the more unlikely the story in your mind the more difficult you should make the task. On success, the group be allowed to go unhindered about their task. If the group 'borrowed' Marik and the guard's clothes then they will only interrupted if they are acting suspiciously or the employee notices that the uniform doesn't fit. In addition its up to the referee to detail a task for the unconscious bodies of Marik and the guard to remain undiscovered based on the hiding place chosen for them.

To get past the reception area (always a guard present remember) the story must be re-told. If the characters retrieve Mark and the guard before they wake up then they will be escorted out without any problem by the confused pair otherwise as long as the characters remain calm they should achieve success and a courtesy air-raft will arrive in 1d minutes to take them back to the capital. Play on the characters nerves by having the (male) receptionist keep looking at them strangely. The group will not be screened on the way out and should be safe unless they act too suspiciously. The alarm will only be raised once they are back at Innesville unless they were extremely careless.

#### A JOB WELL DONE

Devrin will congratulate the group on their good work, assuming they managed to obtain some information. She will give each PC Cr.5,000 in cash and an open Middle passage voucher. If the group managed to get the full technical readouts to the "Tansui" APR 363CX grav speeder Devrin will give each character Cr.10,000. She knows that GTL suspect her of organising the 'raid' but they do not have any proof, are unsure what information was actually obtained and anyway would not like the incident to become public knowledge. The real journalists will be released once the PCs have returned. Questioning of them by the police will not shed any light on the incident. If the players stay around for a day or two the police will give them authority to leave. Staying around for more than a couple of days could result in GTL catching up with them.

# PORT OF CALL: GATEWAY

**GATEWAY 1331 B98A654-D N Ni Ri Wa 701 Im M1 V M9 D**

**Primary:** Binary, Major - Ukaa, spectral class M1 V, mass 0.457, luminosity 0.48. Companion (close) - Gagamshuu, spectral class M9 D, mass 1.1, luminosity 0.07.

**Gateway:** Mean orbital radius 0.2 AU. Period 48.3 Std Days. Diameter 15,091 Km. Mass 1.40 terra. Molten core, density 0.98. Mean surface gravity 1.10g. Rotation period 35h 22m 5s. Axial inclination 35° 32' 04". Energy absorption 0.619.

**Satellites:** Three. Ukumikuug, orbit 7,630km; Shir, orbit 12, 820km; Lishashukh, orbit 25, 1,260km.

Surface atmospheric pressure 1.90. Composition oxygen-nitrogen mix. Hydrographic percentage 98.5%. Mean surface temperature 7.53°C. Native life present, non-sentient. Total system population 7.76 million.

**Primary cities:** orbital - Gateway Prime, 1.5 million, Starport B; Highway, 1.3 million, Starport C; Stargate Control, 1 million, Starport B. Ground; Hajaan, 2.2 million, Spaceport F; Deep Six, 1 million, Spaceport F.

**World government** is a feudal technocracy. Social outlook: Progressive, indifferent, competitive. peaceable, discordant, friendly. Law profile - undivided, 4-56462. Religious profile (Scanians) - 8B45B6-A. Technology profile - D8-EDDDE-CEDD-BB-F.

**Population Breakdown:** Orbital - 78% Humaniti, mixed, Argians. 12% Humaniti, Scanian. 5% Aslan. 5% Bwap. Planetary - 65% Humaniti, Scanian. 22% Humaniti, Aquans. 3% Humaniti, mixed, Argians. 10% Bwap.

## STARPORT PROCEDURE

Orbital facilities are classified as a Freeport and several reasons exist for using Gateway as a stopover point. Gateway itself is classified as a typical Scanian port and care should be taken about ensuring that cargoes intended for the surface are correct and properly documented.

**Landing Pattern** - Ship's arriving in system are contacted re needed facilities. Ship's transferring cargoes are directed to the orbital warehouse facilities and once unloaded are directed to dock at either Stargate Control or the Highway. Due to the extensive system traffic arriving ship's-are requested to follow docking procedures exactly or to transfer control over to the System's docking computer, Hermes. All clearance procedures are carried out in orbit and actual landing on Gateway is restricted. Clearance will arrive within an hour and consists of a port

## SYSTEM DATA

Ukaa M1 V  
Gagamshuu M9 D

Gateway B98A654-D  
-Ukumikuug FS00250-C  
-Shir FS11310-C  
-Lishashukh FS32310-C  
Piileirhash Large GG Y210-B0000-0  
-Shaidamina H321110-A  
-lir YS00000-0  
Kukamashni Y420000-0  
Luuashegaku F431452-D

Warden, health official, port engineer and their parties. Customs and immigration are only required for cargoes and/or passengers going down to Gateway or travelling on to Argi. While Stargate Control is an Argian settlement, the Highway is a joint Argian! Scanian enterprise and its recommended that extreme honesty is practised while onboard, the only possible exception is Highway Three. Outgoing cargoes are loaded from the warehouse facilities immediately prior to leaving the system.

**Starport Facilities** - Orbital facilities are classed as a Freeport and no taxes are payable. Illegal cargoes (psi drugs, stolen articles etc.) however, are not welcome and ship's found to be carrying such items will be dealt with harshly (ship's found to have knowingly carried such cargo are exploded and the insurance disqualified). Highway has 200 berths and Stargate Control 50. Traffic is currently 146% but only 40% stay for more than 1 day before continuing their journey. Starship/spaceship construction, maintenance and repair facilities are available and have been rated 3 stars by INDISS.

**Port Costs** - Refined fuel is free as is oxygen. These are considered a by-product of the Highway and are supplied from the Tower without cost. Berthing costs Cr.200 for the first six days and Cr.50 per day thereafter. Warehousing for goods intended for Argi or Gateway are supplied free of charge, intermediate warehousing costs Cr.5 per tonne per day. Shuttle fees - Cargo Cr.5 per tonne, Passengers Cr. 100. Transport by the Tower costs Cr. t per tonne and passengers pay Cr.25 per day's travel.

**Portside Facilities** - All orbital ports have TAS hotels and Traveller Mission Hostels. Most crews stay at the "Pussy Posse" or the "Hot Tin Roof" while on Stargate control or at any of the many entertainment centres on 220/245 (Highway Three). The most popular, and most expensive, is MacKhan's. Highway Three is renowned for its liberal attitudes and anything can be bought within the 220/201 to 2201205 sector known

as the Maze. Security is provided by Scanian police though only murder and assault are dealt with as crimes; all other offences are considered civil offences punishable by severe fines. Scanian food is available as are Argian, Medurman and S'mrii. Costs are about Cr. 12 per meal.

## HISTORY

Originally an Argian settlement the fierce waves, extensive volcanic activity and lack of land prevented planetary habitation though minimal settlements were made on Luashegaku and Gateway's two moons, Shir and Lishashukh. With the amount of agriculture passing through the system extensive orbital facilities were built around Gateway arc these gradually extended into the massive L5 station now known as Stargate Control. Massive 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. 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). The Scanians of Gateway never suffered severe persecution and have built up a reputation for extremely high quality workmanship.

## A VISITOR'S GUIDE

**Highway** - 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 the tower (known as the Highway) has been extended by using derelict Argian orbital stations to create a ring of living accommodation. This marks the point of the towers extralidity and apart from extensive living quarters, shopping centres etc., the city have extensive docks, engineering facilities, communications as well as the Tower Travel terminus Centre (T3c). 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 sea water 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 Scanians is known locally as 220/1 to 220/500.

**Cargo Orbitals** - This prosperous system is notable for having massive orbital warehousing and bulk-cargo

handling facilities. The system acts as a trans-shipment point for the dozens of multi-kiloton agroproduct bulk carriers travelling weekly from the agricultural worlds of Sii (0932 Argi), Shidka (1032 Argi), Liikiir (1029 The Remnants) and Akigir (1129 The Remnants) to Argi itself.

**The Stargate** - A relatively recent invention consisting of a series of satellites orbiting the planet at the leading and trailing Trojan positions absorbing solar energy which are then transferred via couplers to starships fitted with external power couplings. These satellites are 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.

For further information see the Article "Stargates & Jumpsails - Alternative Jump Drives".



Logo: MacKhan Entertainments Consortium

**Gateway** - 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. Despite this there are several places worth visiting. The ring of undersea volcanic mountains illuminates the sea around the Bhaki archipelago. The islands themselves are covered in several metres of grey ash and are totally without life. Visit the excavated Khaarkhi settlements on Bhaki Prime. The islands themselves are still active volcanoes and care must be taken when visiting. Visit the Lava rivers of S'mulla where the fire-resistant Takai lizard resides. This lizard can live in temperatures up to 300°C and can grow to a length of 30 cm. Visit Hajaan Major to the North of the Glass Sea, the only occupied landmass. Here the living area has been extended to Scanian houseboat colonies which exist, sheltered within the eight 25 kilometre lagoons made by the

massive tidal ducks used to control the tides around the islands. All other non-tower residences on Gateway are floating because of the current instability but several major terraforming experiments are currently underway which should help to tame the wild magma heart of the planet. Visit the polar base of Hades and take a trip in a heat-resistant sub through the magma-filled caverns of Hkarha. Visit the submerged city of Rhula and dive amidst the sunken streets.

Gateway is a naturalist's dream and wildlife includes the 900 metre length Hades worm and the aquatic Seachimp. Because of the potential damage to existing ecologies by the constant draining of the ocean, several massive reservations have been built surrounded by plastisteel walls which jut out of the water by 100 metres. These reservations are up to 100 kilometres across and show the oceans of Gateway as they once were. The rest of the ocean has been extensively cultivated and the planet is self-sufficient in Aquaculture. Animals worth seeing are the polar Hades worms. These creatures dwell near undersea volcanoes absorbing heat through their skin. They are about 50 metres diameter and covered in hair-like spines filled with an extremely poisonous toxin. The mouth has up to 18 sets of teeth which curve inwards thus preventing a prey from escaping once it's been caught. The creatures are extremely fast and have been recorded at speeds of 13 kph when chasing prey. The Seachimp is an aquatic mermammal which grows to a length of 1 metre from head to tail. The head is remarkably human-like and the body covered in fine spine-like scales which taper off towards the fish tail. The creatures have a limited intelligence and can be taught to obey simple commands. They are extremely mischievous and are constantly getting into trouble. They form strong family attachments but will leave clan for the constant companionship of a human or Aquan. Seachimps cannot be made into pets as such since they have to choose their own owners. Seachimps taken away from their clan by an unchosen sentient quickly pine away and die.

**Holowood** - Perhaps the most famous export of Gateway 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 then exposed to an image or scene. 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.

# FRIEND OR FOE?

## FRIENDS & ENEMIES

A chart of the most widespread races within Dagudashaag and their general reaction to each other.

Attitude Towards...

Group Has ...	Vilani	Solomani	Alikasch	Aslan	Ziadd	Scanian	S'mrii	Bwap
Vilani	P	A	A	N	N	N	A	L
Solomani	A	P	P	N	N	A	L	A
Alikasch	A	P	P	A	L	N	A	A
Aslan	N	N	A	P	L	N	A	A
Ziadd	N	L	L	L	P	A	N	N
Scanian	N	N	N	N	N	P	N	L
S'mrii	H	L	A	A	N	N	P	N
Bwap	L	N	A	A	N	L	N	P

P Preferred  
 L Like  
 N Neutral  
 A Antipathy  
 H Hostile/Hate

### Notes

The Scanian row reads mostly neutral because "The Way" teaches them to treat other races equitably. They have, however, built up an excellent working relationship with the Bwaps. The Solomani antipathy towards Scanians is part due to emotional reasons and part their xenophobia. Emotionally Solomani feel ill at ease because "Those eyes... You can never tell what they're thinking..." The Solomani mind frame hates the fact that although directly descended from them, the Scanian have become a separate species within the same genus.

# FIRE & WATER

Extracted from the Zhakirov Memorial Lecture held at the University of Ushra, 234-936. The lecturer was Professor Akaka Ugusmid, Head of the Hydrophysics and Hydrography Departments. The Professor was a consultant for the Gateway Tower Project regarding environmental considerations.

We join the lecture as the Professor begins his discussion on the evaluation of the Tower's design.

".. and so the research vessel sank! As I said, water worlds are not the idyllic paradises they are popularly considered to be and Gateway was no exception. I would like to go into further depth on this matter.

"As any secondary student knows, or at least should know, whenever a differential exists within a system, that system will try and correct it by moving to a new point of equilibrium. It is from this basic physical concept that the weather patterns of any planet can be modelled and analysed.

"I stated weather patterns would be examined because these are the most important influences on the ocean surface waves. This proves especially true for water worlds.

"The major cause of change in a global weather system is? That's right, temperature. Due to differing distances from the system's star, the various parts arc atmosphere of a world will be at different temperatures This disparity sets up a global atmosphere circulation, as shown in even the most basic application of the Jocastan global atmosphere model. From these we see that cyclonic and anit-cyclonic pseudo-bodies will arise. Within these pseudo-bodies, pressure differences will occur, again as shown by Jocasta, and thus winds occur.

"Even a basic Bernoulli analysis will show this wind will set up motions in the fluid beneath it. The resulting wave size depends very heavily on the wind velocity.

"So what? Does this not apply equally to planets with land as well as water worlds? Yes, but to investigate we must look at the exact mechanisms by which wind is generated. Don't worry, I won't go into the full details otherwise we'd still be here until Holiday! If you want more details then sign up for my course next semester. Back to the matter at hand, waves. A major limitation on their size on wet worlds is the presence of land. Even worlds like Terra, which are over 70% water, never saw waves of great magnitude because of this. Land and shelf boundaries inhibit the occurrence of fully-developed waves. In most cases, this limitation on wave development does not exist on water worlds. They therefore become fully developed. This fact is of

immense importance. When we apply the Tcredi--Oaiylrieatow-Anderson equations and criteria to these figures we get some very interesting results; whereas on wet worlds 30 metre waves are the exception, on water worlds 50 metre waves become commonplace.

“Now the Gateway Tower, because of its extra-atmospheric nature, had to be designed to full Imperial Design Regulations. Because of the unique nature of this structure and the novel and creative use of the regulations, it would make a Memorial Lecture in itself, if you could find someone willing to tell the true story! But I digress. The wave design requisite that the tower had to be built to, was for a 1,000 year wave. That is, the most powerful wave that could theoretically occur within a 1,000 year span. Due to the location of the tower, on the equator, it would be vulnerable to hurricanes. Thus we could expect to regularly see waves as strong as 100 kph. By applying the T-O-A equations we can see that the Tower would regularly encounter waves of 150 metres. As an aside, were it not for the world's inhabitants being of Scanian origin and thus immune to motion sickness, these waves would prevent any use of surface transport through user incapability even without looking at the transport design.

“So, you can see from this computer-generated model, that a water world's distinctive wave patterns will heavily influence the design of any structure that penetrates the ocean surface.

“Now let's discuss the second part of this lecture, fire. As I mentioned at the beginning, Gateway is prone to extreme volcanism. Indeed, it was this factor that led to the Tower being required in the first place. As chance would have it, the only stable point on the planet was at the equator. Thus the tower is not going to disappear down a newly erupting volcano or be split asunder by an earthquake. However volcanic action will still effect a fluid environment. Why? Because of the excellent vibration-propagation qualities of fluids. So, while a land volcano will cause only an immediate locality effect, an island or sub-surface volcano will effect much larger areas. This is because they generate tidal waves, or more correctly, tsunami. These are products of the initial shock wave emitted by the erupting volcano. The size of tsunami can reach mythological proportions; the largest on record was 1,000 metres high and had already travelled a distance of 1,500 km! Gateway, itself, has seen 600 metre tsunami. No wonder the Solomani legend of Atlantis tell of a continent disappearing overnight.

“Despite their size and effect, or perhaps because of it, tsunami magnitudes and occurrence are incredibly notorious to predict. Even with detailed mantle and core samplings it is difficult to put ball park figures to their size. This data is rare even for old, highly populated worlds. The last set of measurements on Vland were carried out in the 800's and are not expected to be retaken until the 1200's.(\*1) However, if suitable safety factors are used, we can still use the data to give as a reasonably accurate guesstimate.

Unfortunately this data was not yet available for Gateway. So, thanks to the pioneering work of my colleagues here at UU, namely Dr. Jane Yoshida from the Geology Department, working figures were obtained. Dr. Yoshida's theories propose an empirical relationship for tsunami intensity. In computer simulation it proved to be an amazing 98.5% accurate and these figures, with suitable safety figures added, were applied to the structure.(\*2)

“At this moment, due to the careful analysis applied to the design, the construction of the Tower is well on schedule. Barring major mishaps, Gateway will have its highway to the stars completed on time.” (\*3)

- 1) In 1104 a highly effective and quick method of generating mantle and core data, the Dolosov Probe, was developed. Now these samples are checked every year.
- 2) The Yoshida Relationship is now considered the standard method for evaluating tsunami. Subsequent modelling and comparison with actual data has shown the actual accuracy to be 99.97%.
- 3) This is believed to be the first recorded reference to the Tower as the “Highway”.

#### NOTES ABOUT THE AUTHOR:

Sub-Lieutenant Machin is currently studying Naval architecture as part of his training for the Royal Corps of Naval Constructors. His studies have included long term prediction of waves and their effects on ships and oil rigs. Despite the trappings of pseudo-science, many of the figures above have been produced using formulae which is applied to modern ship and rig design.



# STARGATES & JUMPSAILS

## ABSTRACT

A rough calculation of the amount of energy required by a starship's Jump net in order to enter Jumpspace. Using this information, alternative methods of providing the energy needed to Jump are discussed -- namely, solar-thermal (JumpSail) and solar-electric (StarGate) power sources.

## INTRODUCTION

The idea of using a power source other than a high-output fusion plant to charge a Jump net has an excellent pedigree. Adventure 1, *Annic Nova* discusses a craft fitted with a device called a "solar collector". However, the concept seems to have fallen into disfavour - in fact, I have it on good authority that Marc regards *Annic Nova* as "unofficial".

So, you may well come across arm-waving arguments about zuchai crystal discharge rates which say that only fusion plants are suitable to power Jump drives. Don't believe it. Electricity is electricity is electricity - and if you can generate enough of it safely, then you can enter Jump, and it doesn't matter how you generate it.

**External Power:** After a thorough reading of Starship Operator's Manual, I have found nothing which says that the means of generating the energy to charge the zuchai crystals has to be inside the Jump net. The Jump fusion power plant consumes its allotted fuel supply over a period of 10-20 minutes, as it charges the energy sinks. After this, the plant is superfluous, *so why have it inside the hull at all?* Sure, it has the advantage of being able to "go anywhere", without needing insystem installations. However, it also has plenty of disadvantages - Jump fusion plants are expensive, difficult to maintain, and temperamental.

So, it makes sense that in settled, peaceful areas, (such as the imperial Core) where insystem installations can be reliably maintained, governments and corporations would examine alternative Jump systems, if only on grounds of cost.

For the purposes of this article, I will refer to conventional starships as "internal power" Jump craft, and those which mount the Jump power plant outside the hull net as "external power" craft.

## BASIC CONSTRUCTION

Naturally, external power craft omit a fair proportion of the standard Jump Drive and all of the 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:

### "Trickle" Power Plant:

15 MW per 100 displacement tons, plus sufficient fuel for 7 standard days.

### Power couplings:

Superconducting power connections on the hull permit connection to an external power source. They cost Cr.5,000 per displacement ton, but occupy no volume.

### Jump Power Consumption:

A Tech 15 standard power plant displacing 14+ kilolitres produces 18 MW per kl, and consumes 0.009 kl of fuel per kl per hour.

This works out to an energy content of  $7.2 \times 10^{12}$  J/ kilolitre, if fused in a conventional plant [Only one part in 900,000 of the fuel's mass is converted to energy. The true figure for proton-proton fusion is one part in 150. Oh well, who said this game was realistic?!].

If our "standard ship" is a 1.000-ton, Jump-1 craft, it needs 1350 kilolitres of fuel, with an energy of  $9.72 \times 10^{15}$  J.

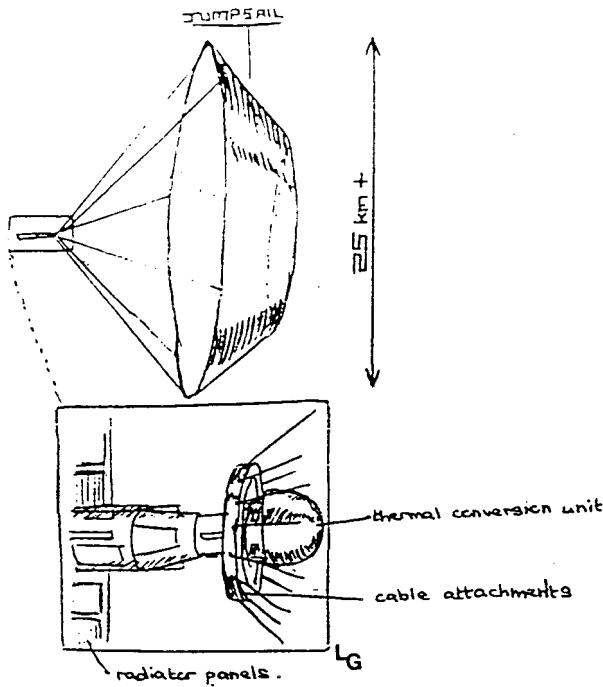
Assume that a "high-yield" Jump power plant is 0.3 times as efficient as a standard power plant. This gives a Jump fuel energy content of  $2.916 \times 10^{15}$  J for our standard ship. This is the amount of energy needed for the ship to enter Jumpspace.

This fuel is consumed over a period of approximately 20 minutes. The average power developed by the reactor is  $2.43 \times 10^{12}$  W, or 243 million MW. Shows how much of an IR and neutrino beacon a ship entering Jumpspace is!

## SOLAR-THERMAL POWER

The solar-thermal external power generation system relies on a large neomylar reflector (usually in the shape of a truncated cone) which focusses solar radiation onto a thermal conversion system, which generates energy. The reflector (or JumpSail) is unfurled by computer control before charging begins. Automatic cable cutters jettison the Sail immediately prior to Jump. Once jettisoned, the Sail can be salvaged and re-used.

"1 Sol" Solar energy/unit area at 1 A.U.: 1400 W/sq. metre Neomylar reflectivity, 99 percent.



### SOLAR-THERMAL JUMPSAIL

#### Thermal conversion unit:

High-temperature reservoir: Pressurised gas at 3000K.  
 Low-temperature reservoir; Liquid Hydrogen at 12K.  
 Carnot efficiency between these two reservoirs: 0.996.  
 Assume 95 percent of ideal (Carnot) efficiency: 0.9462.

Thus, useful energy per unit area =  $1400 \times 0.99 \times 0.9462 = 1311$  W/sq. metre.

To generate 2.43 million MW, we need  $1.85 \times 10^9$  sq. metres of reflector. A typical sail design would be an annulus, outer radius 24.5 kilometres, inner radius 3 kilometres. Naturally, the JumpSail is also an efficient solar sail, and would be used for maneuvering in realspace prior to Jump.

Neomylar (produced by zero-G vacuum deposition, and 50 times lighter than contemporary mylar) weighs 0.1 grams per square metre. The JumpSail for our standard ship would weigh 185 tons, plus probably 25 tons for monofilament cabling. Assuming highly efficient packing techniques, the Sail could probably displace 250 tons including cabling if carried as internal cargo. With mass production of neomylar, the Sail would probably cost less than MCr.0.75, and could be re-used many times. Clearly, carrying a "spare" for the return trip makes the design noticeably less efficient than a standard ship, but this is not really the intention of the design. I conceived the design for one of two roles. Firstly, a one-way colonisation vessel for a civilisation lacking advanced fusion technology. Secondly, a vessel serving heavily-settled areas, where pre-packed Sails could be attached externally at orbital installations.

I leave it to you to speculate on Traveller variants where the JumpSail is the sole method of FTL travel.

**Thermal conversion unit:** Displaces and weighs one --quarter and costs one-third of the equivalent Jump Drive. Cable controls - 75 KCr. 0.15 MW per 100 displacement tons.

### SOLAR ELECTRIC POWER

With the ready access to space which a culture achieves as it reaches TL9, it is common for solar energy to be harnessed by satellite solar power systems in stationary orbit, or at a Trojan point, and beamed to a planet's surface by microwave. Some or all of the output of such a powersat could be diverted for the necessary 20 minutes or so to charge, the zuchai crystals of a starship. Diagram 2 shows a powersat which has been designed with such an application in mind. The six solar arrays surround a hexagonal "core" of truss beams, on which are mounted hydraulic arms carrying the superconducting cabling necessary to connect with the starship's jump net. Such powersats are usually known as "StarGates".

StarGates are usually positioned at the leading and trailing Trojan positions of a planet's or moon's orbit, to ensure that they lie outside the 100-diameter limit.

Before we examine the figures for such a system, there are a couple of points in the *Referee's Manual* treatment of solar cells which need to be clarified.

Irregular structures have far more surface area in relation to their volume than other configurations. Irregular structures may mount up to five times the two-thirds power of their volume of solar cells. The surface area of a hull is determined by the two-thirds power (NOT the square root) of its volume. That is, surface area equals the cube root of the square of the volume. *MegaTraveller Referee's Manual* is incorrect in this respect.

Craft which are only capable of low acceleration may mount solar cells on extended arrays, with minimal structural bracing. A craft which can only accelerate at one-half gravity may mount up to twenty times the two-thirds if its volume of solar cells - these consume only one-tenth of the volume of standard solar cells. The configuration is automatically USL.

The output of solar cells is dependent on the light energy falling upon them. Multiply the output figure given by the luminosity of the primary (in sols), and divide by the square of the distance from the primary (in A.U.). The maximum possible multiple is the square of the TL divided by 10; thus, TL8 cells can give up to 6.4 times their rated output before burning out.

#### The StarGate:

The power output of MegaTraveller solar cells seems to increase as a geometric progression with the tech level. The editors seem to have lost sight of the fact that there is a fundamental limit to the output of solar cells - namely, the amount of light energy falling on a unit

area (0.0014 MW per square metre, for one sol at 1 A.U.). Contemporary gallium arsenide solar cells are about 40% efficient. The TL12 solar cells given produce *fifty-eight times* more energy than they receive. This is clearly impossible.

However, we have to use the figures we are given. To generate 243 million MW using TL12 solar cells, we need 30 million square metres of solar cells. The StarGate illustrated would need six solar arrays, each one kilometre by five kilometres. The solar cells alone would cost MCr.60,000 - however, I feel that the price figures for solar cells are outrageously high. Taking into account mass production in orbit, a more reasonable figure would be Cr.100 per square metre, bringing the cost down to MCr.3,000 for the solar cells, or probably MCr.5,000 including the structure and cost of assembly. For this, we get a facility able to launch one 1,000-ton ship every 20 minutes, 24 hours a day, and sufficient power to supply most of a planet.

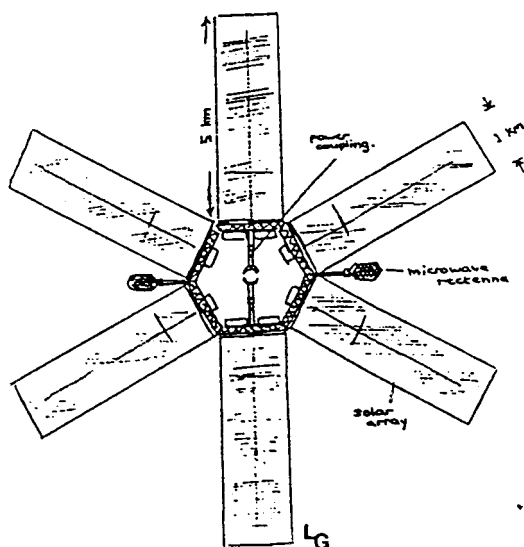
Additional features are possible, such as mounting microwave rectennas on starships, allowing the StarGate to broadcast power to a starship within Planetary range. However, the additional cost and complexity of this would probably not be worthwhile.

**Jump net:** A StarGate starship requires only external power couplings (see above), plus the Jump net and basic control gear. This displaces and weighs one-tenth, and costs one-quarter of the equivalent Jump drive.

## REFERENCES

*The Starflight Handbook*, E. Mallove & G. Matloff, Wiley Science Editions (1989). Highly recommended.

*Statistical Physics*, F. Mandl, Wiley Science Editions (1988). -Not recommended at all!



SOLAR-ELECTRIC STARGATE

# GATE TO HADES

"The Gate To Hades" is an adventure for 2-4 characters, set on, and under, the world-circling seas of Gateway. It deals with the efforts of the players to mount an expedition to gather data for an elderly marine biologist. Their efforts are challenged by obstructive Highway Authority personnel, hostile subsea mining workers, and the strange fauna of Gateway.

Reference to the Gamelords publication "The Undersea Environment" is strongly recommended.

## SETUP

The following introduction assumes that the players are the crew of a merchant starship, and may be read to the players if the referee wishes:-

*"It was a good vacation. GateWay Port has the lowest berthing fees in this whole quadrant, so Skipper worked it so we could take our customary two weeks off while the ship was having its annual overhaul. We sampled the delights that Highway Three had to offer, and then we made our way down to Surface, at the beanstalk's root. If you like watersports, it's the place for you, with those giant calm-water lagoons behind the tidal power systems. Maila took up sailing, Jev decided to go diving, out among the neocoral to the north. Me? I just topped up my suntan*

*"Then the Port Authority called. Their techs had found a hairline crack in the main superconducting busbar to the manoeuvre drives. Try to run the manoeuvre drives at above rated power, and... boom! So, they said, come up with the cash to get it fixed, or the Imperial Ministry of Transport will pull your flight certification.*

*"So, for the next couple of days, the Skipper wandered around with a face like a beached larca fish, while the rest of us scanned the wanted ads on the Highway net.."*

The most attractive ad the team finds reads as follows:-

**WANTED:** Gravitic vehicle crew for routine scientific data-gathering mission. Familiarity with advanced sensor systems an advantage. Duration 14-18 days Good remuneration. Apply email; garamshi data.

After presenting this information to the players, proceed to nugget 1.

## 1. THE MISSION

The PCs meet their patron, and learn of their task.

Scene: The Thalassa, an open-air restaurant set into the side of the Highway, several hundred metres

above sea level, is bathed in brilliant sunshine. You are seated at a table, sipping cups of Scanian coffee, when you see an elderly gentleman, supported by a medical droid, approach you. He waves the droid aside, and sits down at your table. He introduces himself as Dr. Gani Garamshiir, a marine biologist.

**Action:** Dr. Garamshiir sets out the terms of his job offer. He begins by saying that he has formulated certain theories about the fauna on Gateway, and needs a team to go "into the field" to gather data for him. The mission involves a twelve-day voyage in a gravitic submersible, and the placement of a number of automated sonar buoys. The teams will be required to make holorecordings of a number of aquatic species "at close quarters". Dr. Garamshiir would have been making the trip himself, but for "certain medical reasons, you know...". The total mission length will be 14 to 16 days, including preparation, and transfer to the north polar region (the voyage is along latitude 62°N, from 0°W to 120°W). Payment is Cr.8,500 per person on completion, plus an unspecified bonus for any interesting holorecordings obtained.

If the players ask about his theories, Dr. Garamshiir appears deeply troubled. After a pause, he explains that he believes the suction created by Highway operation is beginning to alter deep ocean currents all around the planet. Migrating sea creatures follow these currents, and so this could have important consequences for the whole planet's biosphere. The Highway Authority refused to listen to his ideas, and would not provide the resources for this follow-up mission, so he has had to fund it privately.

If the players try to negotiate for higher pay, Dr. Garamshiir is unreceptive (increase task difficulty one level), but will go to a maximum of Cr. 11,000 per person. If the players press too hard, the droid will intervene and ask them to desist.

Nugget 2 covers any investigation of Dr. Garamshiir's credentials. Nugget 3 covers the meeting with Highway bureaucracy, and the departure for the polar regions.

## 2.SUSPICIOUS?

The PCs search for information about their patron.

**Scene:** Data flashes up on the terminal in front of you, as you search for information on Dr. Garamshiir

**Action:** A routine data search requires the following task:

### **To gain information on Garamshiir:**

Routine, Computer, Edu, 1 min

**Referee:** On success, the PCs learn that Dr. Garamshiir is indeed an emeritus professor of marine biology from the University of Bolivar. He is apparently perfectly genuine. Players with Int 8+ will be able to extract the information about his theories given in Nugget 1, from copies of his scientific papers on the net.

## 3. HIGHWAY ROBBERY

The players encounter obstructive Highway bureaucracy

**Scene:** The cavernous vehicle bay in the heart of the Highway Surface Structure echoes with your footsteps as you approach the cargolifter along a narrow access bridge. Just then, you see a Bwap in Highway Authority uniform and two Scanian security troopers standing at the other end of the bridge. The lifter crew are standing by their vehicle, and seem impatient and annoyed.

**Action:** The Bwap approaches the PCs brandishing a sheaf of papers. "Are you the reprehensible of Dr. Gani Garamshiir?" he demands. (The presence of the Scanians should persuade them to tell the truth). He continues, "The thumberthible aboard thith vehicle hath been found to have inadequate thatey thertification under Ththatute 491-8 of the GateWay Vehicle Regithtration Code, and ith therefore impounded..."

Encourage the players to roleplay this to the full. Conspiracy theories should abound, but in fact the Bwap is just missing some paperwork. If the players try to 'phone Garamshiir, he is unavailable.

If they wish, the players may attempt the following task.

### **To Persuade the Bwap to release the submersible:**

Formidable, Admin, Int, 3 min

**Referee:** Any mishap will result in the Bwap stalking of, saying "I WILL conthult with my thuperlorth..."

After ten minutes, the lifter crew will slouch off in search of a drink. They will ignore PCs attempts to persuade them to stay.

Eventually, one of the PCs may think of checking out the submersible themselves. The Bwap, Mwam'elappu, will allow one person on board, provided he is accompanied by a guard.

### **To search the sub for safety documentation:**

Routine, Int, 30 sec (uncertain)

**Referee:** This tack may be repeated as necessary, but the PCs won't find anything... But then, in a high-tech world, you shouldn't just look for hard-copy documentation...

### **To power to the sub's computer:**

Simple, Computer, Instant

### **To search on the computer for safety documentation:**

Routine, Computer, Int, 30 sec (safe)

**Success!** The sub was given safety clearance when it was imported via GateWay Prima, but no-one thought to give the Highway Authority a hardcopy. These things happen... Armed with a printout, the PCs can approach the Bwap again. The negotiation task above becomes

Routine, safe. Now all they have to do is find the 'lifter crew again. Carousing tasks, anyone?

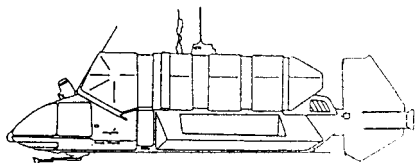
#### 4. ABOARD THE 'JULES VERNE'

The PCs familiarise themselves with the submersible.

Scene: Holodynamic panels bleep, and flash on-line as you power up the sub's internal systems. Judging from the readouts, everything seems to be working fine.

Action: The 'Jules Verne' is a 4-man minisub manufactured by GTL (Argi) for small-scale exploratory and repair work. It has gravitic propulsion - direction control is provided by auxiliary vectored thrust fans. Cruising speed is 30 kph, though the sub is capable of 'sprints' of 40 kph. The crew positions are:- pilot, navigator/sonar ops, engineer, and remote systems operator (camera, robot arms, etc.)

The 'Jules Verne' has twelve imaging sonar buoys slung in external cradles along its sides. The mission calls for the deployment of these buoys at 24-hour intervals during the sub's voyage. Each buoy consists of three components linked by a cable - the first is anchored to the sea bed, the second, which floats above it, houses the imaging sonar and, the third, which floats slightly below the surface houses low-frequency (LF) radio and blue-green laser satellite data links.



The 'Jules Verne' also mounts LF radio and laser communication links - the laser is limited to 1 km range underwater, so a close approach to the surface is required.

*(If desired, a MegaTraveller design may be produced for this vehicle using the 'Hass' minisub in '101 Vehicle' as a model.)*

#### 5. IN THE DRINK

The PCs begin their mission with a splash!

Scene: The grey, forbidding sea opens out below you as the 'lifter breaks through a low cloud bank. Drizzle mists the 'lifter's forward screen as it loses altitude. Glancing at the nav displays, you suddenly gain a sense of the majestic scale of Gateway's oceans. The 'ripples' you can see below are huge waves, fully 40 metres high!

The pilot leans across and grins; "ETA at Pallisar Circle ten minutes. You guys had better get ready."

Action; The players move into the aft cargo compartment, enter the 'Jules Verne', and begin the power-up sequence.

#### To power up the submersible:

Routine, Grav Vehicle, Computer, 30 secs (uncertain)  
Referee: System crosschecks may be performed by declaring a Cautious attempt - otherwise, implement a 'warning light' event on Some Truth.

The 'lifter comes to a hover over Pallisar Circle, a calm-water lagoon used as a repair and replenishment centre for vessels serving the north polar platforms. The PCs can see waves breaking over the opposite seawall (fully sixty metres high), which brings home to them the violence of Gateway's climate. The 'lifter pilot signals ready to 'unlatch'.

#### To notice a problem:

Routine, Int, Instant.

Wait a minute, aren't we supposed to be closer to the water? Too late. A sickening sensation of falling, and the sub hits the surface of the water from a height of about six feet. Once the PCs have cursed the 'lifter pilot in several Galactic dialects, they begin checking the sub for signs of damage.

#### To diagnose damage:

Difficult. Grav Vehicle, Computer, 2 min (uncertain)

Whether or not the 'Jules Verne' is damaged, (or if the effects of any damage only appear later) is entirely up to the referee. A stopover at Pallisar while minor damage is fixed, would give the PCs an opportunity to talk to Subsea workers about their mission.

Once the 'Jules Verne' has cleared the sealocks in the sea wall of Pallisar Circle, the PCs are finally in the open ocean. Onwards!

#### 6. RANDOM NUGGETS

**Brief encounters in the oceans of Gateway Icebergs:**  
The area ahead is blocked by icebergs calving from the north polar cap. The PCs will have to go through (risking being trapped) or round them (adding to their journey time) to get to their destination.

**Blipperfish:** The sub is surrounded by a shoal of blue-green fish, each emitting high-pitched chirps as a mating signal. The resulting cacophony is blinding the sub's passive and active sonar, and vision is also impaired. The PCs will have to stop dead and wait for the fish to go away. Trying to outrun them will probably result in them running into a rock outcrop.

**Net:** The sub runs into a drift net being trailed (illegally) by another sub. How the PCs resolve this is up to them.

**Quake:** The sub is travelling along a subsea valley, when a tremor triggers a collapse in one of the walls. Task rolls are necessary to escape damage.

**Wreck:** A wrecked grav vehicle/spacecraft is discovered on the seabed. The site may be marked by a sonar beacon. If the crash was recent, a recovery

operation may be in operation.

## 7. MONKEY BUSINESS

The PCs encounter seachimps.



Scene: You are cruising low over the weed-choked seabed, having just deployed one of your sonar beacons, when your navigator turns to you.

“Eight ...no...ten traces. Bearing oh-eight-five to one-three-zero and closing slowly.”

Straining your eyes, you begin to make out vague shapes ahead of you. With rising excitement, you realise that these are wild Seachimps, and you instruct your computer to ready the external holocamera.

Action: Seachimps (proper name: *Filssa Oceanus Parasimian*) are naturally inquisitive and mischievous creatures. They will lead the PCs a merry dance, swimming round and round the sub, and playing ‘chicken’ with the whirling thrust fans.

### To take holos of the Seachimps:

(Difficulty), Sensor Ops, Edu, 1 min.

Referee: The player may choose the *difficulty* of this task - the more difficult the task, the more valuable the resulting holo is if he succeeds.

### To manoeuvre the sub Mills filming the Seachimps:

Difficult, Grav vehicle, Dex, 1 min. (hazardous)

Referee: A failure on this task indicates that the sub has become snagged on the weeds which blanket the seabed. A serious mishap means that a thrust fan had become an impromptu chimp-slicer, seriously damaging itself in the process (*Yuk!*.)

These weeds have the tensile strength of plasteel cables, so someone will have to go outside and cut the sub free. Attempts to manoeuvre the sub out of the weed will just result in it becoming more tangled.

### To cut the sub free:

Difficult, Vacc suit, Mechanical, 3 min.

The grav-augmented pressure suits on board the ‘Jules Verne’ are sufficiently close to vacc suits that that skill will serve in place of Diving skill.

## 8. MINE! ALL MINE!

The PCs trespass on an undersea mining facility.

Scene: The sub has just crested a ridge-line, and you head down into the basin beyond, preparing to deploy the next sonar buoy. Ahead, you think you can begin to make out vague glows and linear shapes on the seabed. The navigator reports that there are strong sonar

returns from that area.

Suddenly, a menacing, inhuman shape appears atop the rock outcrop directly in front of you. It extends a skeletal arm. and a dazzling whitish light springs from its tip.

Action: The PCs have stumbled on a seabed mining operation owned by Drach-Kehlsen N.V. Their map data is out of date - it shows this area as a featureless expanse of seabed. They have encountered a general-purpose mining robot, which is currently attempting to hail them by laser.

### To notice the communication attempt:

Routine. Computer, Commo, Instant.

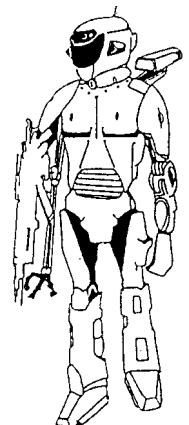
All the players will get is a string of binary - a corporate ID code. The waiting for the countersign. If the PCs respond if any way, the ‘bot will inform them that they are trespassing, and order them to remain where they are. If they attempt to escape, a second robot appears, and will attempt to grapple with the sub to hold it stationary. If the PCs persist, the robot will try to cripple the sub's propulsion systems with plasma torches.

After five minutes, two Aquans will appear, armed with blue-green spectrum laser rifles. They signal for the sub to move (or be dragged) to the central habitat. Once inside the habitat, the PCs will have some explaining to do about how they come to be trespassing on corporate property. If they come up with a reasonable story (select an appropriate interpersonal task), the mining crew will be quite apologetic, explaining that they have had border violations by rival mining corporations, and have perhaps been a trifle trigger-happy. Any necessary repairs can be dealt with quickly by the automated systems at the mining base.

## 9. THE GATE TO HADES

The PCs encounter the awesome power of the Hades Worm, and attempt to avert a tragedy.

Scene: Almost finished! The entrance to the Carsalin Valley, a subsea fissure, is coming up on the sonar, and a little way beyond the other end, some 40 km to the south, is the site for the final sonar beacon. The ConAm drilling platform there will be able to radio the ‘lifter to come and pick you up, and..



Suddenly, there is a yammering alarm on the sensor board. The navigator begins relaying the readings, “Bearing zero-nine-three, almost due North. I'm picking up a lot of turbulent water, like a shock wave. There's something inside it.... Can't make it cut clearly.. Very large. Range...

Uh... three point four kilometres.. speed twelve point five klicks per hour, directly towards us!". The navigator looks at you anxiously.

Action: It couldn't possibly.. but it is! A Hades Worm, - only a small one mind, a little over six hundred and sixty five metres long and massing close on eighteen hundred tonnes. The PCs have sixteen and a half minutes to decide to do something, before their cute little submarine gives it a mild case of indigestion.

If they haven't done their homework on Gateway fauna, the PCs may want to scan the approaching monster..

**To perform a pinpoint active sonar scan:**

Routine, Sensor Ops, Edu, 20 Sec (Uncertain)

Referee: **This task** becomes simple at Distant (2 km) or less. **Rut would** the PCs want to wait?!

The Hades Worm will actually swerve and slow slightly under the effect of the intense sonar beam.

**To notice the Hades Worm slowing:**

Difficult, Int, Instant

Referee: All crew members may roll.

This should give smart players a clue as to what to do.

**To boost sonar output power:**

Difficult, Sensor Op's, Computer or Electronics, 30 Sec (Hazardous)

Referee: Any mishap is applied as damage to the sonar system. (Gee! Betcha can spell those burnt-out components already!). A major mishap indicates a complete electrical shutdown in the sub.. Meaning no manoeuvre power.

**To fire the home-made stub gun:**

Routine, Sensor Ops. Dex, 20 sec (Hazardous) Referee:

Marginal success means the worm slows, but keeps coming. Exceptional success means the worm swerved out of the way, and swims away to the West.

If the PCs fail at the above tasks, or if they do not think of that course of action, the Worm will continue to approach the mouth of the Carsalin Valley, threatening the inhabited ConAm drilling platform at the other end of the valley. Other courses of action include approaching the surface and beaming a warning by laser, heading down the valley in front of the Worm at top speed to give the platform an advance warning, and getting out of the way and letting the worm collide with the rig (shame!). Useful tasks are shown below.

**To approach the surface:**

Difficult, Grav Vehicle, Dex (1 min)

Referee: Failure indicates the sub is still too deep to establish a comlink. A mishap indicates damage to the sub by Gateway's huge waves.

**To establish a laser comlink:**

Difficult, Commo, Int. 1 min.

**To pilot the sub at "sprint" (35 kph) speeds:**  
Routine, Grav Vehicle, Dex.

**Epilogue:**

Dr. Garamshiir will pay Or 1,000 to Cr.3,000 in bonuses to each PC for good quality holo's obtained (You didn't have the camera running when the worm was attacking? How sad!), and will give them a letter of introduction, which will assist them in getting similar academic research work in the future.

Any action taken by ConAm Minerals LIC is up to the referee..

# CONTACT: JALA'LAK

UAAM 0940 A579546-14 NI 814 IMP M2 V

PRIMARY; Major - Rhaiyo. Spectral class M2 V, mass 0,426, luminosity 0.386.

UAAM; Mean orbital radius 0.20 AU. Period 111.922 Std Days. Diameter 8,320 Km. Mass 0.549 terra. Rocky core, density 2.25. Mean surface gravity 1.41g. Rotation period 15hrs 33min 20sec. Axial inclination 38°. Energy absorption 0.62 Surface atmospheric pressure 1.100, composition Oxygen/Nitrogen mix  
Satellites; One. Bhaioi, orbit 30, size 5101m.

## Library Data

Planet's divided into two 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 radioactives 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 southwestern jungles support the Jala'Lak; an indigenous native race, which is subject to some controversy. The Jala'Lak are peaceful and live in harmony with the jungle. they are a race of large simians. The forests they live in are filled with temples, apparently to their various gods and the University of Ushra maintains a base there in order to better study this fascinating Neolithic race. The JaLa'lak can also be 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 much debate.

## PHYSIOLOGY

### Height & Weight

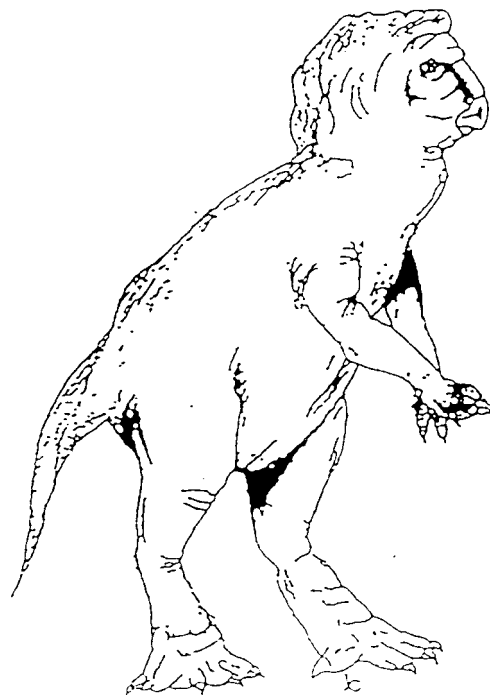
The average male stands 2.2m high in a semi-erect stance and weighs in at 80.2kg. The

average female is slightly shorter at 1.98m but weighs 85kg. The additional weight is located in an extra fat layer on the chest.

## APPEARANCE

Jala'Lak are the slow-moving giants of the forest. They are believed to be descended from brachiator primates but have adapted to their larger size by becoming bipeds. They manipulate with arm-like appendages but can also grasp hold with their small, thick prehensile tail. The mouth

is encased within a hard beak and the eyes are located at the front of the face. They do have external ears but they are hidden under the head fur. The entire body is covered in several layers of thick, curly fur which varies in colour from white to a dark grey. The feet are broad and circular with five toes while the hands consist of two fingers and an opposing thumb and two striking claws. The sex organs are retracted in both sexes. On first impressions the Jala'Lak of Uaam may look extremely fierce: but are normally very passive.



Jala'Lak  
[Nivsa-Therapsid Paramammalia  
Yetiforme]

## DIET

Jala'Lak are gatherers and are classed as omnivorous. Their normal diet consists of insects, larvae, vegetation and roots but are not averse to fresh raw meat but will

rarely hunt for it preferring freshly killed carrion. They are particularly fond of the Jhawa bud which makes up about 45% of their diet. The tack of activity of the Jala'Lak is actually an adaptation to high concentrations of toxic compounds that are manufactured by the Jhawa buds as a defence against herbivores. By coupling minimal activity with a low metabolic rate and an extremely dense coat they can substantially reduce their food requirements and consequently their intake of toxic chemicals. Jala'Lak on Giirakh or raised in captivity on a different diet are fast, agile creatures. Research has found that the Jhawa bud extract can be refined into a superior quality fast drug. Fortunately the Government, because of the plant's importance



to the Jala'Lak diet, its relative rarity and inability to grow under cultivation, has expressly forbidden harvesting.

Jala'Lak will rarely take long rests preferring several short naps spread throughout the day. The males will always sleep at different times so that one adult male is always awake. The rest of the clan will usually enter a deep sleep during the midnight and midday period and are most likely to be active in the dawn and twilight periods when they do most of their gathering.

## REPRODUCTION

Jala'Lak still retain breeding seasons and females not currently nursing a pup will enter a receptive stage lasting 22 local days every local year. At this time the female becomes agitated and extremely active. The anal fur changes to a dark blue colour as a indication of the females current readiness. They will endeavour to present themselves to any adult male at every opportunity and are extremely promiscuous. Males are strongly attracted to the females behaviour and anal fur colour change and will line up patiently waiting their turn in the mating queue. Even strangers can join as long as they leave the clan's territory immediately afterwards. It should be noted that the males are not particularly fertile and as such the female will only become pregnant occasionally despite its promiscuous behaviour during the entire period. Fertilised females will generally only have a single pup after a gestation period of 300 local days. For the first two years of its life the pup is totally defenceless and remains both blind and deaf. It will remain with the mother being nursed for a total period of five years. The onset of milk production also releases an pseudo-oestrogene-like compound into the body that delays the onset of the female season. At five the mother will wean the pup and the proto-oestrogen enzyme will stop production so that the female will once more become liable for seasons.

Jala'Lak have frontal, binocular vision. They have a light-reflecting layer at the rear of the eye called the tapetum lucidum which increases visual acuity by reflecting weak incoming light back onto the retina enabling the Jala'Lak to utilise every scrap of light that enters their eyes. This adaptation has meant that they are colour blind. Their hearing is excellent and they are capable of hearing much higher pitch than humans, up to 65,000 cycles per second in comparison to the human maximum of 20,000 cycles. They have an extremely poor sense of smell but they have compensated for this by very sensitive taste buds on the tongue. For this reason Jala'Lak will

generally put strange items into their beaks in order to "taste" their scent.

## ANATOMY

Jala'Lak are vertebrate mammalian primates. Originally using all four limbs for movement. through the trees they have increased in size and become bipeds. They have adapted to the extreme climate by developing thick curly layers of insulating fur that allows it to stay warm during the bitter winters by trapping several pockets of warm air between the layers, in addition, their blood contains an anti-clotting agent that acts like an antifreeze preventing both blood and organs from freezing up. This same fluid is also excreted through the tear ducts protecting the eyes. In summer the fur flattens and acts as a mere coat. The brain, like most mammals and pseudo-mammals is cased within the head cavity. The mouth and nasal organs are housed within a beak formed of calcified nail which protects the organs from damage. The jaw is mostly adapted to the vegetarian diet with sharp cutting teeth to the front and grinding teeth to the rear with the exception of two large canines in the males. These canines are only bared during territorial disputes or to tear at carrion which is then chewed to



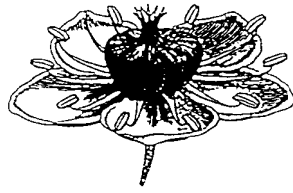
soften it before regurgitating it for consumption by the females and pups. The prehensile tail has shortened and thickened to act as a counterweight to assist with bipedal mobility but still retains its prehensile ability with over 300 bones and many powerful muscles

housed there. The leg joints bend backwards and end in circular, padded feet with five toes, three to the front and two to the rear. The broad, circular pads allow the Jala'Lak to safely navigate the many marshes that exist within the jungles. When running they adopt a digitgrade gait, running on the toes rather than the full foot. The hands also contain five digits but two of them have regressed and calcified into mobile claws which are usually folded against the wrist. The other three are extremely flexible with one forming an opposing thumb to allow 3 powerful grip. They are not very dexterous and small or delicate manipulation is beyond their abilities.

## CULTURE

History: Archaeologists believe the Jala'Lak are descended from a common ancestor with the dwarf Hala'aak since it is the only other known arboreal species on Uaam with a prehensile tail. Unfortunately due to the carnivorous nature of most of Uaam fauna there are no known fossil deposits containing the remains of mammals until

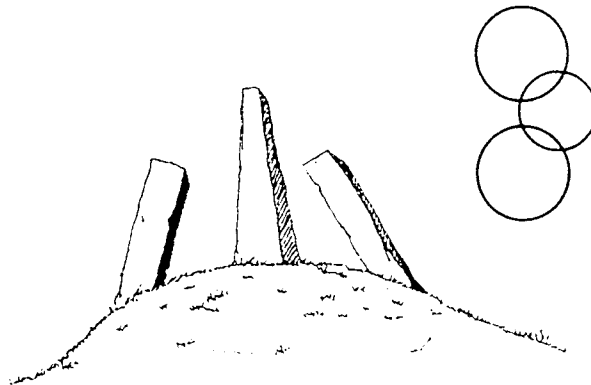
relatively recent times. They apparently developed sentience about 200,000 years ago as the forests of the North died and forced the pre-Jala'Lak to flee southwards. There they found a comfortable niche at the top of the food chain and stopped evolving. Recent studies seem to point towards the Jala'Lak addiction for the Jhawa bud which seems to cause a mild euphoria as a possible cause. They have never evolved any culture beyond small packs and their highest evolutionary achievements has been the ability to produce crude stone tools and to make fire using flint chippings. The Jala'Lak were discovered several centuries after Uaam was colonised and given their relatively small numbers and near extinct nature permission was given for the colony to remain.



### Social Structures

The Jala'Lak live in small family clans consisting of 3 adult: males, 9 - 12 females and about 6 pups. They are territorially nomadic moving around within a 50km area that the females mark out with their urine. They dwelt in weaved huts made from dead branches which they refurbish once they return to that particular area. The Jala'Lak of Uaam are extremely passive, avoiding fights at all costs.

Territorial disputes are settled by displays of aggression rather than aggression itself and consist of the males displaying their canines and striking claws. They are a shy yet inquisitive race much given to mimicry. They appear to have primitive rites which centre around the 250+ "temples" spread throughout the forest. In fact out of 342 known words in their vocabulary it is believed that over 124 make reference to these rites. These temples are perhaps the greatest mystery of the race - each is identical: two 0.5 tonne Myer stone pillars from the Northern Atlas mountain range 2,500km distant are set at a slant facing inwards, exactly 5.32m apart. A single 1 tonne blue stone pillar is set in the middle of the mound in an upright position. The two Myer pillars have been cut into a rectangular shape with the central pillar tapering slightly towards the top. Incisions have been carved into the inner faces of the Myer pillars of three intersecting circles. These *temples* can also be found on among the Giirakh Jala'Lak where local stones from a mountain range 560km distant were used. How the race were able to transport the stones such a distance, how they *measured* the settings, how the



incisions were made and why are still mysteries. A basic translation of their Language has discovered that the race identifies the temples with an entity best translated as the "God-Creature". There is also the mystery of how such a primitive race was transported to another planet many subsectors away. Both sub-races practice a form of crisis monotheism centred on the temples. Intensive LanSat searches of both planets have revealed no signs of any other settlements, advanced technology or manipulation by the ancients. The Giirakh Jala'Lak have developed differently from the homeworld race; they are fast and agile, are extremely savage and feral with cannibalistic tendencies. 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 remain a total mystery.

### Locality

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 died the hot springs of that region were unaffected but because the additional heat was no longer contained it quickly dissipated. Many species were forced to either adapt to the bitter weather or flee.

Jala'Lak are a protected species. Visitors to the jungles are warned that injuring or killing a Jala'Lak carries an automatic death penalty.

# LIBRARY DATA: ARG1

## Duchy Capital: Argi

Argi subsector is an important industrial centre, and communications link - the Dagudashaag Main covers the trailward half of the region, and the waystation 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 coreward tip of the Nimluin cluster, part of which part of in Argi subsector, is a rich agricultural region.

Liishuga	0931	D66388C-7	S	Ri						200	Im	K1	V
Sii	0932	B888540-A	S	Ag	Ni					312	Im	M1	V
Mishu	0933	BAD1348-A		Lo	Ni	Fl				603	Im	G7	V
Akiva	0935	A98A869-D	N	Ri	Wa					105	Im	A2	V G8 D
Abbayi	0938	C682343-8		Lo	Ni					804	Im	K2	V M0 D
Uaam	0940	A579546-E		Ni						814	Im	M2	V
Shidka	1032	B564688-8		CO	Ag	Ni	Ri	A		901	Im	F3	V
Khulim	1038	B354410-D	N	Ni						824	Im	M1	V M8 D
Lushanuma	1040	D225545-7	S	Ni						613	Im	M3	V
Adakhem	1134	C434214-D		Lo	Ni					103	Im	H5	V
Gukhemuuka	1138	D434268-A	S	Lo	Ni					904	Im	K4	V
Umri	1234	D9C4869-9	S	Fl						501	Im	K1	V
Rashiki	1235	A678455-C		Ni						823	Im	M2	V
Gateway	1331	B98A654-D	N	Ni	Ri	Wa				701	Im	M1	V M9 D
Ashmasa	1333	D250741-7		Po	De					104	Im	M8	III
Kiirishi	1335	C6A4223-B		Lo	Ni	Fl				104	Im	K7	V
Luushama	1336	C585504-B		Aq	Ni					102	Im	M2	V M0 D M0 D
Arlu	1339	AA8A520-D	N	Ni	Wa					404	Im	M3	V
ARGI	1431	A330ACC-F	N	Hi	Na	Po	De			904	Im	G0	V M1 D
Lumnu	1432	C568101-A	S	Lo	Ni					711	Im	K7	V
Gigi	1433	A693214-E	N	Lo	Ni					300	Im	M7	V
Shabamiir	1437	C7C1442-B	S	Ni	Fl					100	Im	M4	V K5 D
Ur	1532	B400551-F		Ni	Va					504	im	M1	D M0 D
Mijr	1634	A65A687-F		Ni	Wa					224	Im	M3	V M5 VI
Aiish	1535	C201458-E	S	Ni	Va	Ic				604	Im	K3	V
Zalaana	1537	C410322-B	S	Lo	Ni					302	Im	M3	V M6 D
Muukhim	1538	D97A400-A	S	Ni	Wa					923	Im	K4	V M9 D
Sharaa	1539	C232563-9	S	Ni	Po					303	Im	K0	IV M4 D
Gaesh	1631	B4946AB-8		Ag	Ni					204	Im	M1	V
Anomaly	1633	C9E7366-C	S	Lo	Ni	Fl				812	Dr	M2	V
Sh'si	1635	A354476-F		Ni						413	Im	M3	V M6 D
Shulasgu	1636	C130327-B	S	Lo	Ni	Po	De			610	Im	M1	V M7 D M0 D
Zish	1638	D2106B9-8	S	Na	Ni					413	Im	G3	V
LENASHUUK	1640	A7A8A76-F	W	Hi	Fl	A				400	Im	K7	III



### Abbayi 0936 C682343-8 Lo Ni 804 Im K2 V M0 D

A cold, dismal world with a mean surface temperature of -74°C and a gravity of 0.69g. Some heat is provided by the several active volcanoes in the habitable zone. Abbayi is primarily a mined-out world. The planet's currently best known for its settlement by several religions including the Scanians, Vargr Church of the Chosen Ones, The Church of the Stellar Divinity and the Khaarkhi Cult who have established a centre for religious discussion on the planet.

### Adakhem 1134 C434214-D Lo Ni 103 Im M5 V

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 Aakhri Empire conquered them they had reverted to a tribal Tech 1 culture. They were enslaved and brutally exploited. With the collapse of



LR

Tribal Artifact

the Empire the Adakhemians placed severe restrictions on visitors to the planet. It is only in the last 300 years that the deep lanthanum mines were rediscovered but the Adakhemians refused to allow exploitation. Then in 787 all contact with Adakhem stopped and visitors to the planet discovered only 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 to account for their sudden disappearance and within the last hundred years the planet has been sold to SUSAG who are currently strip-mining the lanthanum.

### Aiish 1535 C201458-E S Ni Va Ic 604 Im K3 V

A Gas giant satellite, the planet is controlled by the Technocratic "Rulers of the Eye" who govern the city life support. The mining and city complexes are completely automated and the whole system is controlled by the Master Computer (MC). Status is determined by ability to predict correctly the Robotic games in which contestants program warbots to try and defeat the MC's machines. Gaining a draw is rewarded by entry into the Ruler class who service the MC. To date, only one person has totally defeated the MC and he is regarded almost as a god by the population.

### Akiva 0935 A98A869-D N Ri Wa 105 Im A2 V G8 D

Home world of the Scanian culture and the Aquan adaptation. Famous for the Scanian ability to read body language and Scanian culinary arts.

(See "Port of Call: Akiva" for details. )

### Anomaly 1633 C9E7366-C S Lo Ni FI 812 Dr M2 V

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 IISS 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 insystem. Some of the Droyne research the planet, whilst others undertake small-scale mining insystem. The IISS 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.

### Aquan

Aquan's are Scanians that have been fully adapted for amphibious living in oxygen-bearing oceans. They are descended from an early geneering experiment carried out before -1,793 and are considered by many almost a separate race. The Aquan is able to breathe on the surface as well as underwater but the adaptations resulted in a loss of speech. To compensate, the Aquans have evolved a complex sign language.

(See "Contact: The Scanians")

### ARGI 1431 A330ACC-F N Hi Na Po De 904 Im GOV M1 D

Gas Giant satellite, Argi has been extensively colonised with vast underground city complexes (known as Pellucidar). The planet was originally colonised by Vilani nobles during the First Imperium and retained much of their technology during the Long Night. This evolved into the Aakhri Empire which perverted the Vilani caste system into a slave-based republic. The Empire used its technology to

enslave much of Argi and Sapphyre subsectors. Over the centuries they became 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, decedent master class. The revolt when it occurred was quick and bloody. The surviving Aakhri families were forbidden to ever again hold property or position. Most Argian's are descendants of the freed slaves and the few remaining Aakhrian's are only to be found in menial positions or acting as "Servicians" - prostitutes. Aakhrian's can only leave Argi if they supply a MCr.1 bond to "re-pay" the Argian people for their historical suffering. Most Argian's (except Aakhrian's) wear silver torcs encoded with their clan, occupation and status using an eight band colour code, as a reminder of their origins. Argi is the largest manufacturer of technical equipment within the sector.

**Arlu 1339 AA8A520-D N Ni Wa 404 Im M3 V**

A Bwap colony specialising in crystal production. Most of the cities (pods) are built upon floating islands of a coral-like substance and a symbiotic relationship has developed between the Bwap's and the island ecology. The Bwaps provide fertiliser for the many plants that grow within the coral and protection from the large ocean predators that like the soft coral underside. In return the ecology supplies food and protection. 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 has been classified differently because each city or pod sends a chosen representative to a common 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.

**Ashmasa 1333 D250741-7 Po De 104 Im M8 III**



**Majestrix Omni, Ashmasa**

A harsh world ruled by a strict matriarchal society which restricts male rights to the role of possessions to be bought and sold. Off-worider's are considered free of these restrictions providing all negotiations with the natives are carried out by females.

**Bwap**

Bawapakerwa-A-A-Awapawab

<Also known as Newts, Bwaps, Waps, Towel-heads>

A minor 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**

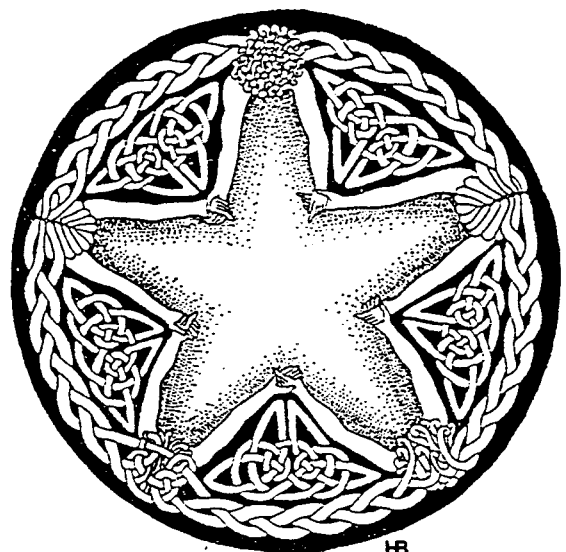
[Further details on the Newts may be found in Journal of the Travellers' Aid Society No. 71 & Best of the Journal No.3]

**Communet**

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.

**Gaesh 1631 B4946AB-8 Ag Ni 204 Im M1 V**

Originally established by Vilani zealots fleeing religious persecution, the colonists were obviously influenced by alien artifacts found on planet during the period of the Long Night. By the time they were



**HB**

**Pearl Screen, Tralaarwi, Gaesh**

re-contacted they have evolved a strong dictatorship whereby the ruler is a mysterious character chosen by the people at maturity and then cloistered within the Pearl Tower at Tralaarwi. 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 sits the ruler. Only his outline is seen and even his voice is only heard by the First Prelate who repeats his words for all to hear. This 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 cities are famous for being made of large granite blocks cut exactly to shape and size so that not even a needle can be inserted between the un-cemented blocks. Gaesh exports Greum beet throughout the system as well as the grain used to make Argian Bhair.

### **GateWay 1331 B98A654-D N Ni Ri Wa 701 Im M1 V M9 D**

This prosperous system is notable for having massive orbital warehousing and bulk-cargo handling facilities as well as the only functional example of an orbital tower to be found in the Sector.

(See "Port of Call: Gateway" for details.)

### **Gigi 1433 A693214-E N Lo Ni 300 Im M7 V**

Company planet and headquarters of Interstellar Petrochemical Processing LIC. IPP owns the planet as well as several others and specialises in the extraction of valuable organic chemicals from exotic or corrosive planetary atmospheres.

### **GTL - Gravatics Technology Ltd.**

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.

(See 'Car Wars' for details)

### **Gukhemuuka 1138 D464268-A S Lo Ni 904 Im K4 V**

Scientific colony from the University of Ushra. They are currently examining a First Imperium settlement that was recently excavated.

### **Huan Han-Ch'ing, Duke of Argi**

Descended from the Han Ch'i Tai'Pan dynasty, Huan is renowned as a businessman and peace-maker. His

family own 63% of Argian industry and are a major owner of agricultural land on Khulim, Sii and Shidka.

### **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.

### **I dex**

<Also known as Mark, Leash, Face>

A universally recognised form of identification 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 a unbreakable code. I dex can be issued at all C+ Starports. All pertinent data is recorded within the microcircuitry of the card and includes birth registration details, (legal) medical history, (legal) career history, educational history and record of Imperially recognised crimes (if any). If an I dex is tampered with it automatically blanks out. Although there is no legal power requiring a citizen to carry an I dex 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.

### **IGI - Ikensaag Gravity Industries**

IGI is a sector-wide combine based on **Sh'si/Argi (1835)**, whose main field of expertise is Gravatics and their industrial applications. They are the second largest producer of Grav vehicles in the sector after GTL.

### **IPP Interstellar Petrochemical Processing LIC**

IPP specialises in the extraction of valuable organic chemicals from exotic or corrosive atmospheres. They are the second largest landowner in the Remnants Subsector.

### **Jala'Lak (Nivsa-Therapsid Paramammalia Yetiforme)**

<Also known as Woolles>

Jala'Lak are slow moving giant simians native to **Uaam/Argi (0904)**. The south-western jungles support this indigenous race, which are the subject of some controversy. The Jala'Lak are peaceful and

live in harmony with the jungle. A race of large, bipedal simians 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 better study this fascinating neolithic race. The Jala'Lak are also found on

**Giirakh/Zeda (0326 B86768-C)** but for an as yet unexplainable reason, their temper is vastly different - much more savage, even cannibalistic. Clearly they are not native to Giirakh and consequently are the subject of much debate.

[See 'Contact: Jala'Lak' for details]

**Khulim 1039 8354410-D N Ni 824  
Im M1 V M8 D**

The world's landmass consists of a single continent, a jungle consisting mainly of fungus and lichen cover most of it. The spores released by the massive jungles of fungus render the air unbreathable for two months a year and they can lodge in an individual's lungs, growing inside, slowly suffocating the carrier. Due to the dangers involved only indentured personnel actually stay on the planet. The Companies maintain bases in order to search for and gather various fungus but in particular the large fungi known as Golden Spores which can restore vitality and health (but not youth or regeneration) to the human organism.



Golden Spore Fungi

**Kiirishi 1335 C6A4223-B Lo Ni FI 104  
Im K7 V**

Gas giant satellite, the atmosphere is composed of an unbreathable 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. The natives believe an uncovered face to be obscene.



Face Mask, Kiirishi

**LENASHUUK 1640 A7A8A76-F W Hi FI A 400 Im K7 III**

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. The world was originally settled by

several rival mining companies, intent on exploiting the world's immense reserves of titanium and molybdenum. 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 Viisarikka IV was killed on Lenashuuk in 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.

**Liishuga 0931 D66388C-7 S Ri 200 Im K1 V**

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 causes the zone to shift back and forth in a regular pattern providing periods of light and dark. An extensive ecology exists in the zone and exotic variations in the less pleasant sunward and nightward zones. Most of the planet live in a massive twilight metropolis known as Heimdall. Expeditions to Sunward has revealed molten metals lying in surface pools. Exploitation of these metals are the source of the planet's wealth.

**Lumnu 1432 C5681011-A S Lo Ni 711 Im K7 V**

A prosperous colony during the First Imperium and Long Night the population began to die of a mysterious plague in 366 which caused severe physical mutation. The planet was quarantined. It was discovered that victims removed from the planet stopped mutating (though they were unable to be cured) and appeared to no longer carry any traces of the plague. In 369 the decision was made to evacuate the planet completely. Scientists are still unable to find a reason for Lumnuan plague though it appears to be still active on the surface. 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.

**Lushanuma 1040 D225545-7 S Ni 613 Im M3V**

The planet has little to offer - very little mineral deposits, and 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, its claimed that anything can be obtained here - for a price.

#### **Luushama 1336 C585504-B Ag Ni 102 Im M2 V M0 D M0 D**

Vilani society famous mostly for its wines and fruit reserves. The population have adopted a weird mix of Vilani traditions and neurotechnology.

#### **MacKhan Entertainments LIC.**

A company specialising in "Adult" entertainment. ME-L 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 studio's throughout the Sector.

#### **Miir 1534 A65A687-F Ni Wa 224 Im M3 V M5 VI**

A Bwap/Scanian colony, the planet is extremely rich in aquaculture. The government is based on the Bwap model and is extremely frustrating for visiting humans. There is currently much debate 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 time and the local Scanian Sanhedra wishes to call in the Scout service to re-evaluate their status. This course has been rejected by the Bwap Government who appear willing to force the race into extinction.

#### **Mishu 0933 BAD1348-A Lo Ni FI 603 Im G7 V**

Dense atmosphere has resulted in a thin atmospheric band high in the Eyrie mountain range where humans can live. Much of the fluid on planet is concentrated beneath large dust plains of hydrochloride crystals. Recently Zuchai crystals have been discovered at sea level. This has resulted in a mining boom.

#### **Muukhim 1538 D97A400-A S Ni Wa 923 Im K4 V M9 D**

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.

#### **Nehutei**

Scanian traders, established in 660 primarily to retain free lines of communication between Akiva and the many Scanian colonies spread throughout Dagudashaag. These traders always wear long cloaks with hoods and are renowned as efficient traders. Nuhutei can be found throughout the Sector where they use their training in reading body language to obtain the best deals possible.

#### **Rashiki 1235 A678455-C Ni 823 Im M2 V**

A large Scanian colony has been established on the planet but most of the population are Imperials-who have adopted traits from the Scanian culture, mainly their government model.

#### **Red Eagles**

Reactionary People's Front for the Liberation of Sollornani Ideals

A violent, pro-solomani, terrorist organisation 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 Shabamiir 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 1114. In 1115 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, was killed in the attack. There is still a Cr.10,000 reward outstanding for information leading to the capture of any Red Eagle members.

#### **Sanheichiir**

<Little Knives of the Mind>

Scanian psionic commando's - 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. This lasted for a period of 22 years. Once the Imperium was in control, action was taken to suppress the Sanheichiir and psionic teaching but this proved to be only partially successful. The last recorded incident involving the Sanheichiir was the assassination of the Imperial Governor Shalda 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.

## Scanian

Scanians were genetically engineered from Solomani stock by an unknown company between -1,953 and -1,793. They are perfectly adapted for water worlds and/or high gravity planets. Their eyes are protected by a polarised membrane which gives Scanians 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 developed 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.

(See "Contact: Scania" for details).

## Shabamiir 1437 CM 442-B S Ni FI 100 Im M4 V K5 D

Atmospheric composition - hydrogen/methane/ammonia mix, rated insidious defeating all personal protective measures within 2-12 hours. EXTREME CAUTION ADVISED. Atmosphere highly dangerous to human life. A colony has been established in orbit by the University of Ushra 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 in 1101 by a violent pro-Solomani terrorist group known as the **Red Eagles** which resulted in the deaths of 100 personnel.

## Sharaa 1539 C232563-9 S Ni Po 303 Im KO IV M4 D

Gas giant satellite Sharaa was settled by Solomani late in the Long Night and the planet is primarily known for its active Solomani-sympathies. The inhabitants are extremely xenophobic. After the planet was discovered to be a secret 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 Eagle Terrorist group until recently working within the sector.

## Shidka 1032 B564688-8 CO Ag Ni Ri A 901 Im F3 V

One of the main agricultural supply worlds of Argi. The planet is a botanist's dream, the flora is constantly mutating and adapting. The natives of Shidka are renowned for their knowledge of plants and herbs and their correct applications. 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.

## Sh'si 1635 A354476-F Ni 413 Im M3 V M6 D

Originally settled by various companies during the First Imperium these evolved into separate city states during the Long Night. Each city competes with the others for technological excellence and innovative ability which had led to several major advances in several diverse fields being developed by various cities.

## Shulasgu 1636 C130327-B S Lo Ni Po De 610 Im M1 V M7 D M0 D

Gas giant satellite, originally settled as a mining settlement after diamonds were discovered of extremely good quality and size. After the diamonds were mined out many of the miners decided to stay on and the three settlements were built under dome. Since that time the cities have become extremely run down and several major disasters have occurred in the last 200 years.

## Sii 0932 B888540-A S Ag Ni 312 Im M1 V

Originally a slave world of the Aakhri Empire, the people still wear a plastisteel torc as a reminder. Sii is one of the main agricultural supply worlds of Argi.

## Twin Lines Shipping LIC.

A Scanian shipping line formed in the 850s using unadapted Scanian followers. 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 Scanians and Imperials.

### **Uaam 0940 A579546-E Ni 814 Im M2 V**

Planet's divided into two 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 radioactives 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 southwestern jungles support the Jala'Lak; an indigenous native race, which is subject to some controversy. The Jala'Lak are peaceful and live in harmony with the jungle, they are a race of large primates. The forests they live in are full with temples, apparently to their various gods and the University of Ushra maintains a base there in order to better study this fascinating neolithic race. The Jala'Lak can also be found on Giirakh/Zeda 0325 (886768-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 much debate.

### **Umri 1234 D9C4869-9 S FI 501 Im K1 V**

Colony world of the methane breathing SS'riarr. They attempted a major terraforming exercise on the planet In 547 which went dramatically wrong and permanently altered the atmosphere. The SS'riarr have responded by building sealed cities deep underground.

### **Ur 1532 B400551-F Ni Va 504 Im M1 D M0 D**

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 Onnesium-118 on the planet. The lucky few who discovered sufficiently large deposits became billionaires and built grav-palaces, the rest reside within deep underground cities dreaming of finding the 'mother lode'. A social rank based on success determines privileges and responsibilities. Only successful miners can stand for governmental positions.

### **Yarhei Kel'a**

<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.."

### **Zalaana 1537 C4103T2-B S Lo Ni 302 Im M3 V M6 D**

A gas giant satellite, tidal locked. The bases are established in the Twilight zone where the temperatures are sufficiently warm to sustain life. The planet specialises in exploiting the many exotic plant and animal life that live in the sunward and nightside.

### **Zish 1638 D2106B9-8 S Na Ni 413 Im G3 V**

A small, extremely hot, captured planet. The system has a major scout training academy. A large civilian population has grown up to support the base which is used to train Scouts in vacuum and near vacuum conditions.

## **FOR YOUR EYES ONLY ... REFEREE'S INFORMATION**

### **Abbayi:**

In 799 the Scanians established a secret Psionics Institute on the planet which has continued its training up to the present day. Only unadapted Scanian's and Sanhedra Rab'ani who would not be missed are tested and sent. Once trained they return to their communities and teach the chosen how to become Sanheichiir.

### **Anomaly:**

The Ancient's originally intended to transport Anomaly via Jumpspace to the Medurma/Pact system, where it would have formed part of a three world rosette. The experiments were interrupted by the Final war and the distortion of the planetary crust was caused by the "arcing" of jump energy from the field cables implanted in the crust. TL16 high penetration densitometer readings have shown a number of artificial voids at about a 20km depth, but this information has not been made public.

### **Lenashuuk:**

Sector Duke Raegis Viisarikaa IV was assassinated by agents of Archduke Dulinor of Llesh, who wished to destabilise the Sector in preparation for his bid for the Imperial throne. Karyn Viisarikaa is unaware of this fact.

### **Miir:**

The Gaerkh are not an intelligent species, merely tool using. Clubs are only used for hunting, not migration. (Those Gaerkh seen with clubs were on a hunt prior to attempting their seasonal migration, which leads them directly through the Scanian/ Bwap cities.) Only the deep jungle hunters are aware that Gaerkh have always used clubs, but they have never felt the need to report it.

### **Sanheichiir:**

The Sanheichiir have not died out. In addition to training on Abbayi there are several selective breeding programs underway on non-Akivan soil and in this way a sizeable army has been created.

### **Twin Lines:**

The reason that the Imperial Navy never caught on to the fleets coming and goings is the fact that each of the ten original ship's were equipped with a black globe. Currently only three of the ship's have fully functional devices with another two working occasionally.

# WAR ZONE: ARGJ

## The Rebellion in Argj Subsector 1116 to 1120

This is the first in a series of articles that will seek to illustrate the ongoing conflict in Dagudashaag sector. These articles will deal with a single subsector in turn and will be concentrating on the naval conflicts that are taking place. Even though a subsector is a relatively small area of space, due to the period of time that is being examined, the individual battles in the systems will not be discussed in detail. Instead, the 'grand picture' will be under the microscope. So then, to begin.

### 1116

The war came early to Argj subsector. This was due to its close proximity to Illeish, bastion of Dulinor. With Bolivar subsector aligning itself with the Archduke, this put Argj to the front line. Argj subsector is heavily industrialized and much of this of high technology. This makes the subsector a useful conquest. At first there was a subsector wide crash at the news of the assassination of Strepheon and the expectancy of civil war. This ended in the wake of the news that the Duchess Karyn intended to keep Dagudashaag out of the war. Unfortunately for Argj Dulinor and Lucan didn't hear, or didn't want to hear, Karyn's message. The first battle involving the Argj fleet (the 159th) took place on 259-1116 in Arlu (1339) against the 83rd fleet, which had declared for Dulinor. This fleet was bound for Lenashuuk, a high population world that also served as a communication nexus. The 83rd brushed aside the few squadrons deployed at Arlu and arrived at Lenashuuk, where covert forces had already captured the way station. Two major battles later on 299, the 83rd fleet had been beaten off after expected reinforcements had failed to arrive and they had been outnumbered by the combined 169th and 1817th reserve fleets under Admiral Beth Hiirinanan. The remainder of the year was spent in skirmishes at the spinward subsector boundary. Thus the year had ended on a high note for the Argj fleets. They had seen battle for the first time in nearly 1000 years and had won. However, the Loyal Fleet was being mustered as the last message from the 83rd fleet at Lenashuuk served as a reminder: "We'll be back."

### 1117

The Loyal Fleet entered Dagudashaag on 009-1117 and after picking up the remnants of the 83rd, were soon on their way into Argj. They first attacked at Akiva, where Hiirinanan had mustered the main strength of her forces. Against the huge forces arrayed against her, it was only through her deft skill

that the military base on Akiva and the majority of her forces escaped. With the magazines of Akiva empty, Dulinor's forces had to wait to bring up sufficient supplies. In the interim, Hiirinanan based her forces at Rashiki. Additional time was lost by Dulinor's fleet trying to fight the Scanian's on a fierce water world with excessive gravity. So successfully were the Scanian attacks that within a year Dulinor had agreed to a treaty allowing the Scanian people self government in return for neutrality. He gained Naval bases but the planets of Akiva and Gateway were allowed to remain unaligned.

A second Illeish attack was launched on 060, and this was intended to strike at the Ikabi/Enkugush cluster in Pact subsector. Hiirinanan fought this behemoth as best she could, but she was always giving ground and could expect little better with no reinforcements available. By 110, Hiirinanan had been forced to pull back to the Gateway corridor to protect Argj's population. Illeish forces then rapidly broke through to Sapphyre subsector on 145. The only resistance encountered in this drive was at Lenashuuk from the balkanized world's national fleets. The Loyal Fleet rear echelon continued a coreward/trailing offensive in an attempt to give the front line forces engaging in Pact subsector bases from which to operate. However, by the year's end, the key bases of the Gateway system, Argj and Gigi had not fallen, despite much effort and high casualties on both sides. This failure certainly hampered the Loyal Fleet's efforts against Medurman and Lucan forces in the battles to secure Ikabi.

The year had seen a massive reversal in fortunes for Argj. The massed Illeish forces had removed the early optimism. Several worlds were now under direct Illeish rule, and many others had sworn allegiance and neutrality in the conflict rather than be 'persuaded' by the Loyal Fleet.

### 1118

1118 started much the way of 1117 finished off. The Loyal Fleet continued their advance towards Pact subsector. Gradually Gateway, Argj, Gigi and the other remaining worlds in Argj subsector that were members of the Free Medurman Federation (FMF) were taken by Dulinor. Little of the 159th and 1817th fleets remained. Some fled to Pact, but some remained in Argj under the command of Hiirinanan to act as raiders against Dulinor and as a contact group for those worlds that were covert members of the FMF. This force remained in action until mid-1120 when FMF forces, in the wake of the successful Lucan offensive, reclaimed many of the worlds in Argj for Medurma.

At the end of 1118, Argi was under the yoke of Ilelish. Fortunately, unlike the rule of Lucan, the Ilelish occupation forces were under orders to treat the population well, so the acts of barbarism so often seen to trailing were very rare. Also, the free remnants of the 159th were available to offer relief, and much effort was spent, and wasted, by Ilelish forces to track them down.

### 1119

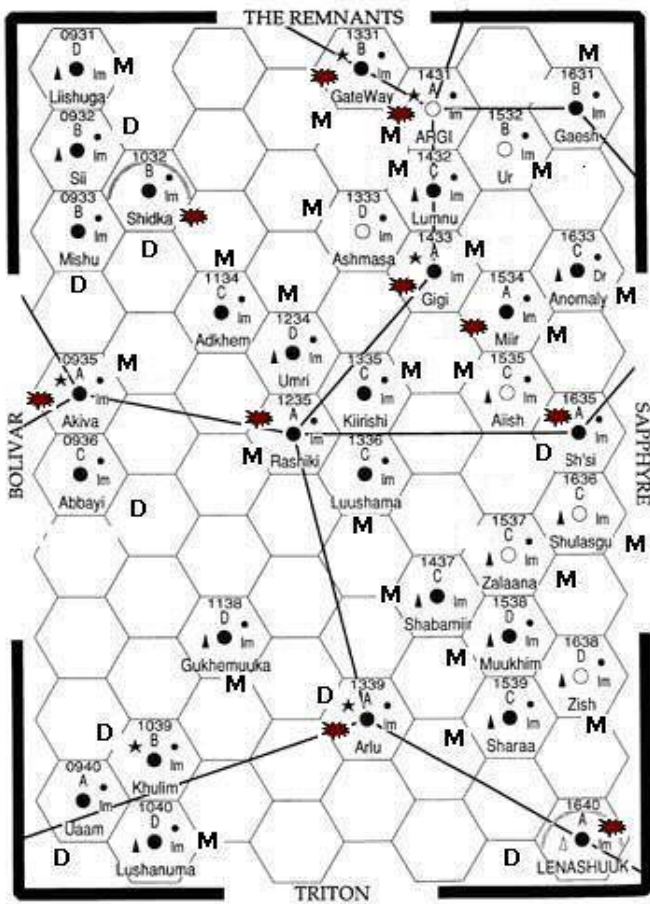
Apart from Hiirinanan's fleet and other small raiding and privateering forces, Argi saw little conflict. The exception to this was the Gateway system. Gateway was a stop off for Dulinor's forces as they fled from the slugfest that had smashed the main element of the Loyal Fleet in Pact and The Remnants. Gateway saw several rear action and counter attacks as Ilelish forces sought to regroup to spinward. Although Dulinor respected his neutrality policy with the Scanian's, Lucan did not. In fact, he was so sure that the policy was a trick to allow Dulinor to maintain a secret base that he ordered a nuclear strike but for some unexplained reason the ship exploded before it could carry out its grim task. Fortunately for Dulinor these rear action battles and the state of the Vengeance Fleet after previous battles meant that this regrouping could take place. The fault for this failure by the larger Vengeance Fleet could be laid on Lucan, who was personally in command of the Imperial forces. His lack of knowledge of strategy turned the war from one of manoeuvre, into one of attrition. The Loyal Fleet lost, but the victory was pyrrhic. In private, many imperial admirals were making poor comparisons with Terra's first world war (this was characterised by many pointless attacks that resulted in huge casualties on both sides). At the end of 1119, Argi remained in the hands of Dulinor. However, he was now on the defensive against Lucan. Already Imperial scouting forces had penetrated Argi from Sapphyre subsector. Doubtless, this was in preparation for a major offensive.

### 1120

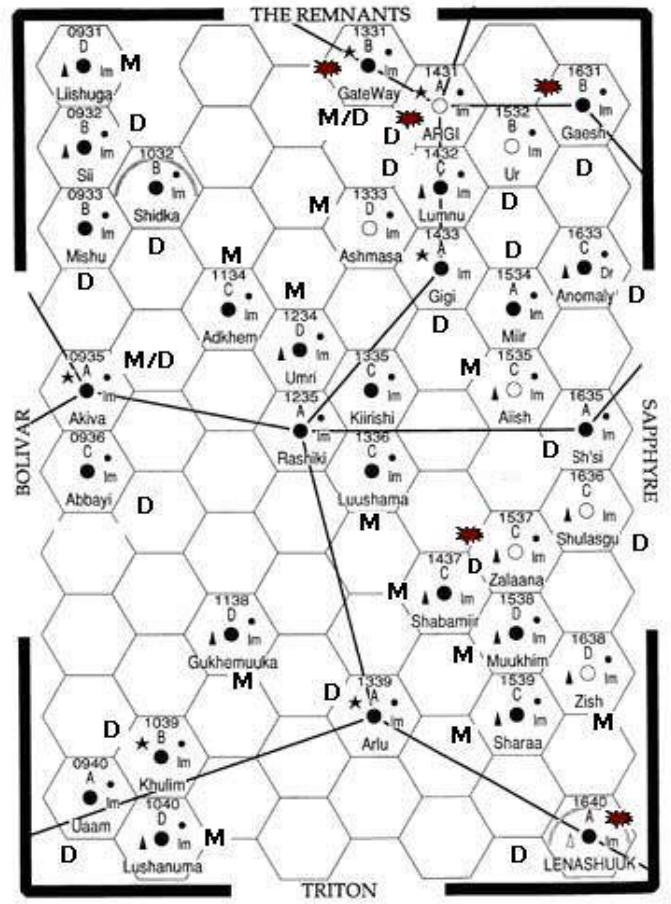
The offensive that everybody knew was going to happen happened. Like previous attacks launched by Lucan, it was characterised by its complete lack of strategic knowledge. Firstly it was launched against Dulinor's salient, the spinward. Secondly, no subtlety at all was employed. Tabloid editors with recorded IQ's of under 80 successfully predicted Lucan's targets. Successes came, but only through superior numbers and at huge cost. In addition to these tactics (or rather the lack of them), Lucan was willing to accept victory at any cost. Many worlds that were regarded to difficult to take or defend had already been devastated by the Vengeance Fleet. In Argi several worlds were devastated by nuclear missiles: Shulasgu, Mishu, Liishuga, Shidka and Ashmara were among those worlds to be so attacked. This combination of planetary destruction and attrition warfare

forced back Dulinor's fleet until the only world in Argi that could be described as loyal was Uaam. Only a few worlds in Argi were actually occupied by Lucan for use as supply points for his fleets. Those remaining worlds became reconnected with the FMF. Imperial admirals were happy to let this happen, as FMF forces assisting ravaged worlds could not attack Imperial forces elsewhere. However, it did give the Free Medurman Navy (FMN) many potential bases from which to strike. Argi is again in the front line. Lucan's concept of warfare virtually ensures that this will remain so as his diminished fleets combat Dulinor's equally reduced units. Both sides are heading for exhaustion. Indeed, in Dagudashaag, the next few years of the rebellion would see the front line advance by only 10 parsecs. Argi will remain the battle ground for what remains of the largest fleets in existence since the interstellar wars. What lies in the future? Certainly it will be a long time before it returns to its position of the industrial heart to the Imperium.

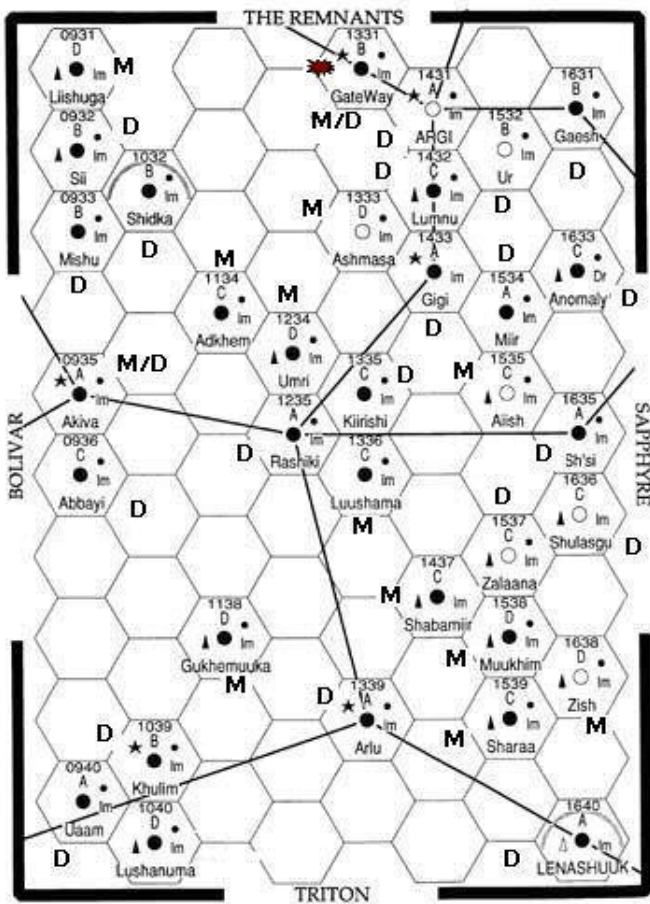
365-1117



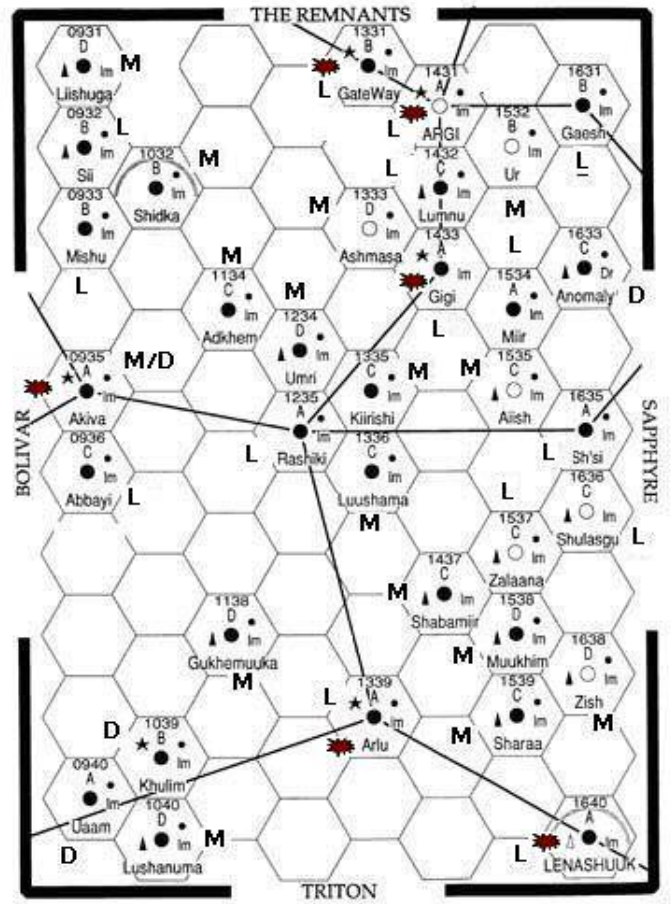
365-1118



365-1119



365-1120



Key to Allegiances: D—Federation of Ileish, L—Lucan's Imperium, M—Free Medurman Federation  
 ★ Site of major battle



# DAG DEVELOPMENT NOTES

Subject: First Thoughts on Dagudashaag Sector (Revision V.2.1) By J Duncan Law-Green

This document is being prepared as a counterpart to David Lai's work 'Gushemege - Random Notes and Questions'. Acknowledgements to Clayton R. Bush and Karl Gaarsoe for additional information and feedback.

How much do we know? What do we know about Dagudashaag Sector? Hardly anything at all, which, on the face of it would tend to make my job as a Sector Analyst easier, since I'm starting from a clean sheet, and all that. However, a few things do spring to mind:-

1) This sector would originally have been settled by Vilani during the rule of the Grand Empire of Stars, at about -8,300. This is given by the timeline in Imperial Encyclopaedia, plus the information given in 'Gushemege - Random Notes and Questions (GRN)'. Settlement of this sector could have been delayed somewhat by the fact that it is isolated from the Wand Main, the Jump-1 route which passes through much of Vland and Gushemege sectors (see "Astrography" later).

2) The sector would, to some extent, have been influenced by the Loeskalth civilisation, which acquired Jump technology at about -6,000. This assumes that the Loeskalth were located in subsector D of Gushemege, adjoining Dagudashaag (see GRN page 3). If this is indeed the case, then the Loeskalth would probably have had some significant impact on the coreward-spinward portion of Dagudashaag between about -5,500 and -4,100. Just how much impact is a question which is worth further consideration.

3) The sector, like neighbouring Gushemege, was extensively affected, by the Vilani Pacification Campaign (76-120), in which the various petty states which had arisen in this region were subdued, and incorporated into the expanding Third Imperium. In all, eight subsectors were affected [inside front - cover].

4) Subsector A of Dagudashaag sector falls within the boundaries of the Lancian Cultural Region. (For a fuller discussion of Lancian culture, see the document 'What is the Lancian Culture?' by David Lai).

5) There appear to be no general discussions of Dagudashaag in the Traveller literature, but one specific piece is worth reading; the account of the blockade of Duumur (2529 Dagudashaag C5299BB-E) by Lucan's forces (Rebellion Sourcebook, p.24).

## Astrography

Following the format of GRN, we now examine the sector map of Dagudashaag in Atlas of Imperium

1) There is one, moderately extensive Jump-1 main in the sector' the "Medurma Main", which runs from 0412 to coreward/spinward to 2440 to rimward/trailward. It covers subsectors E, F, I, J, K, L, N and O. The remainder of the sector appears to be broken up into relatively small clusters. The only other astrographical formation of note is the Eraki "mini--main" in subsectors G, H and L.

This is an extension of the Sylea ( or Capital ) Main, which covers much of Core Sector. Eraki could therefore represent the Third Imperium's first point of contact in Dagudashaag Sector. This system would have become very prosperous as a trade gateway with Dagudashaag Sector. The systems of Mimu, Akimu, Upag, Unishpiir, Zuiar, and Bolivar lie on the Vland Main. This jump-1 route represents the first point of entry by Vilani scouts into the sector.

It should be noted that the interior of this sector is isolated (from Jump-1 travel, at least) from Vland and Gushemege sectors.

2) There are no class-X starports in this sector (at least, I couldn't find any). Conclusion: the Mature system generation table (Referee's Manual, p.24) was used to generate this sector. An interesting aside, according to this criterion, the following sectors are mature: Vland, Lishun, Dagudashaag, Core, Illeish, Zarushagar and Massilia. This astrographical region may represent the core of the First Imperium.

This would suggest that the sector has had a very long and civilised history - all of the alien minor races in this sector have been contacted by the I.I.S.S. and assimilated into Imperial culture. It seems that there are few wildernesses remaining in Dagudashaag.

3) There is, of course, the small matter of how we actually spell the name of this sector - GDW is inconsistent on this (compare Atlas and RS), so for the sake of consistency, I have, and will continue to spell it with a double-a (Dagudashaag).

4) The sector capital, Medurma (Dagudashaag 2124) appears to have been slightly misplaced by Rebellion Sourcebook - RS places it in subsector O when it is in fact in subsector K (who drew these maps anyway? ). One notable effect of this is to place Medurma outside the area of major battles or clashes in 1117 shown by Rebellion Sourcebook. My guess is that Lucan manages (or at least tries) to use Medurma as a supply base and stronghold from which to launch his assaults on



Dulinor. There would be a very significant force concentration of Lucan's ships in this area, but his strategy appears to suffer some setback, judging by the way the borders look in 1118. Additional information: See HIWG Pub 032.02, "Oh No, Not Again!" The situation I have postulated, is that Lucan's forces initially try to launch a direct assault on the Medurma region, but because of Ilelish thrusts in the Argi and Ushra subsectors, and increasing opposition from Dagudashaag fleet fragments congregating in that region, the attack is "wrongfooted". The Imperial forces retreat to a rather less satisfactory base immediately to trailing.

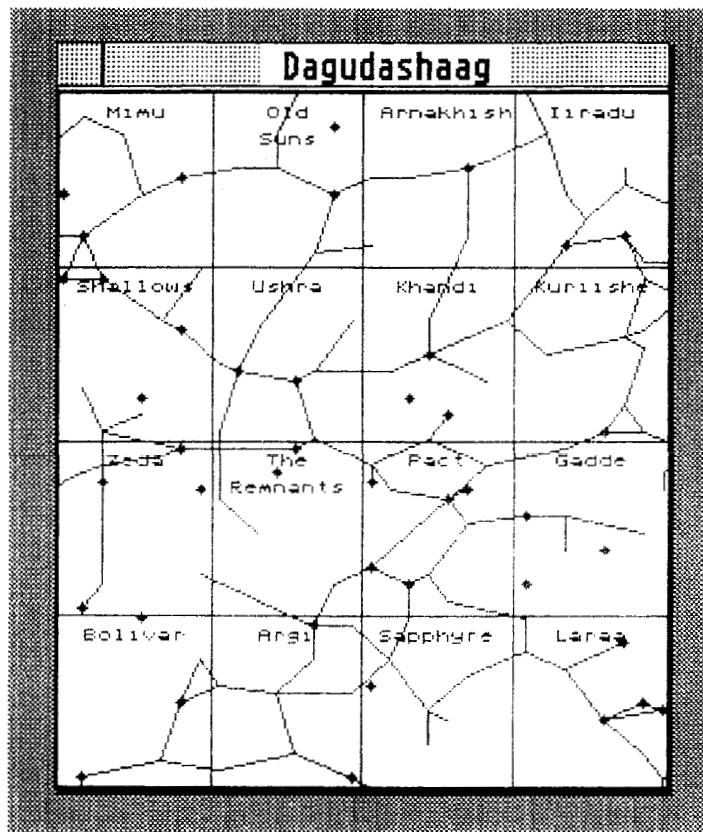
A number of months later, another assault on Medurma is launched, under the direct initiative of Emperor Lucan himself. An invasion force achieves a foothold on the planet, after a fake diplomatic mission to the Sector Duchess. Although great progress is made in the first few weeks by the ground troops (leading Admiral Wainfrost to state that "the planet is securely under our control"), local conditions, the planetary tech level of 16, and stiffening opposition from native forces and the population turn the tide. Within a matter of a few weeks, the invasion force has been "mopped up", and Imperial squadrons forced to retreat to the outer margins of the system. Medurma (and later Dipa) remain independent until further notice! Whether Lucan blames this defeat on Wainfrost, and strips him of his Starburst remains to be seen...

5) Looking at the Atlas maps, there appear to be concentrations of Imperial Scout bases in subsector I (just to spinward of the Zeda system, Dagudashaag 0721), and subsector N (around 1538). There is also a fair-sized cluster of Naval bases in subsector L, in the region between Khusgular (2525) and Shea (2927), specifically, at 2725, 2727, 2526, 2827 and 2828. This grouping could well be related, by its proximity, to Depot/Dagudashaag (3121 A310244-D).

6) The best-quality (type A & B) starports seem to be reasonably randomly distributed, although there is a fair cluster of A's around Eraki and Depot. I envisage

this Eraki region as being a high-tech industrial grouping (possibly a TL16 world here - we'll just have to wait for Second Survey until we can find out). The region between 1821 and Medurma is also well-developed - this may be one of the older centres of civilisation in the sector.

7) The place names in this sector are predominantly Vilani, perhaps to a greater extent than in Viand sector itself!) - this fits well with its long history. It seems to me that most of the Hi Pop worlds lie in a band running from coreward/spinward to rimward/trailward. This may well represent the original course of the colonisation wave from Vland, branching off from the Vland Main as it enters Gushemege. Second Survey may show this 'band' as being a major trade route. The



SECTOR MAP

Showing X-Boat Routes & Industrial Planets

map of the Fist Imperium in Travellers Digest #5 shows a diagonal "mixed control" passageway in this area. Could this have been the Anshulam Bilanidin, the original "Imperial Starlane"? Bolivar (Dagudashaag 0240) is a Solomani name with interesting possibilities. Only wish I knew more Solomani history...

8) The "Droyne" Alien Module shows a Droyne colony world in subsector N. The first draft of the Second Survey data lists it as: 1633 C9E7366-C S LO NI FL DR G

The temptation to call this an important Ancient site is almost too strong to resist! It certainly is an interesting place! For

further information, see David Lai's document, "The Droyne and the Rebellion".

## Background Notes

That concludes the overview of the published information on Dagudashaag Sector. Now comes the difficult part - piecing the info together jigsaw fashion (personally, I always start at the corners..!).

Firstly, my feeling is that Dagudashaag has a very long history - a history of which it can be justifiably proud. I'd really like to give the sector some kind of culture prior to the Vilani colonization wave at about -8,600. To this end, I've come up with the S'mrii (pronounced

roughly as “Smurree”), an intelligent minor race of hexapedal reptiles native to Mimu (Dagudashaag 0208). The S’mrii are naturally long-lived (around 260 standard years), and consequently take a rather conservative view of life. Their technological development as a race was unusually slow, and was slowed still further as a result of a holocaust suffered 26 millennia ago. This holocaust had a shattering effect on the S’mrii collective psyche - the race is generally held by neighbouring humans to be pacifistic. They will, however, fight fiercely in their own defence - this was proved conclusively in the Rebellion (and to a much lesser extent, in the Vilani Pacification Campaign).

A recurring theme in S’mrii literature is “Kakh\*chiatkr”, broadly translated as “what might have been”. A significant number of influential S’mrii regard their race as being of almost major status - if only their Holocaust had not occurred, then they would have developed J-Drive millennia before the first Vilani experiments. Humans regard this attitude with amusement at best, and prejudice at worst. It took the S’mrii many painful millennia to recover their previous TL of 6, but by about -13,000 they regained the technology of spaceflight.

[In fact one of the oldest, non-Ancient manufactured articles still in reasonably functional condition is a S’mrii TL6 planetary resources satellite. c. -25,920,

now on dry display at the Museum of Sector History, Meduma/Dagudashaag].

Sublight interstellar vessels were developed a number of centuries later, and the S’mrii set about colonising the surrounding systems in their typically slow and methodical manner. The S’mrii were in fact the first to contact the Loeskalth, around a thousand years before the Vilani arrived on the scene - but the unfortunate S’mrii colonists were wiped out, by the belligerent Loeskalth, and by human viral strains to which they then had no immunity. Loeskalth/S’mrii relations were never better than frosty as a result of that first contact.

The S’mrii ConSentiency falls within the borders of the Lancian Cultural Region, and it seems likely to me that the Lancian culture has been “coloured” to some extent by their alien way of thinking. Obviously, this needs further development in another document, but I envision that neurotechnology (NAS sensors, psi shield helmets, neurocouplers) is a S’mrii speciality - see “What is the Lancian Culture?”, page 3.

The S’mrii would best be described as “neosophontists”, and this explains why the ConSentiency (covering a sizeable chunk of subsector A), sides on bloc with the “Real” Strephon in 1113. For additional information, see the HIWG Pub “Contact: The S’mrii”. But then one minor race isn’t really enough for a

Finally here are a few additions to the timeline presented in GRN:-

- c. -1.6 million S’mrii evolve to intelligence on Mimu (Dagudashaag 0208 )
- c. -26,000 S’mrii progress to TL6. Primitive spaceflight.
- 25,790 “Day of Dying” - global nuclear war triggers nuclear winter, and new dark ages.
- c. -13,000 S’mrii again reach TL6.
- 12,500 S’mrii colonise other planets in own system.
- 12,050 Sublight ships launched to neighbouring star systems,
- 9,300 S’mrii contact the Loeskalth
- 9,200 S’mrii colonies now cover a sphere five parsecs in radius. Rate of exploration slows.
- 9,090 S’mrii contact me Vilani (and not the other way round).
- 6,150 S’mrii acquire Jump Drive.
- 4,000 Khandi (then Maakgishiin) made regional capital.
- 3,400 First Great Plague of Dagudashaag.
- 2,150 Second Great Plague of Dagudashaag.
- 2,095 Medurma, Ushra, Bolivar settled during Rule of Man.
- 1,776 Long Night begins.
- 1,690 Establishment of S’mrii ConSentiency.
- c. -750 Other petty states arise, including Zeda Alignment, Ushran Empire, Medurma Pact.
- c 40 Dagudashaag Sector contacted by expanding Third Imperium.
- 45 Kuriishe Eraki joins the Third Imperium. Eraki’s economy prospers under the increased flow of trade.
- 72 The S’mrii elect to join the Third Imperium. War breaks out with the Loeskalth Union. Other petty states join in the fray.
- 75 The Imperium steps in “to protect its interests”. Vilani Pacification Campaign begins.
- 106 Vilani Pacification Campaign ends. The Imperium now rules the whole of Dagudashaag.
- 128 Displacement of S’mrii inhabitants of a number worlds in Gushemege D/Dagudashaag A by Makhidkarun colonists creates ill-feeling. Formation of pro-Vilani and anti-Vilani factions in S’mrii government.
- 274 Medurma designated sector capital.
- 629 Triask ii Kiaskui appointed Duke of Mimu.
- 698 Jan Viisarikaa I becomes Sector Duke.

sector now is it? The cluster of Scout bases around Zeda (Dagudashaag 0721), suggested the idea of an interesting human minor race, the Ziadd. I feel a case of Grand Census coming on...

The Duke of Ushra: Rebellion Sourcebook p.50 states that "The most visible leader of the Brothers of Varian is Duke Simalr of Ushra. Shortly after being placed under arrest on his estates on Capital, he fled. No specific leader controls the Varian faction.

- Q 1) Is this Ushra the same Ushra Dagudashaag 1016?
- Q 2) If so, does the Duke flee towards his home system? Unlikely, I would have thought.
- Q 3) Is there any significant strength of feeling for the Varian faction in this region?
- Q 4) Would the Varian faction establish a base of operations here? There must be better places.
- Q 5) Would the Varian faction actually have such a thing as a base Of operations?

Well, now I've gone to the trouble of asking these questions, I'll provide a few of the thoughts I've had about them!

- 1) Well, it's a choice between Dagudashaag 1016 and Core 1016 (How's that for a coincidence!). The Ushra in Dagudashaag seems to be a more important place, so that's the one I would choose.
- 2) It is at least possible that the Duke flees towards Dagudashaag - he may not head for Ushra itself; indeed, he may have holdings elsewhere in the sector.
- 3) There would be popular support for the Duke in his home subsector. He may be able to use this to his advantage...
- 4)/5) The Brothers of Varian would, by their nature, tend to avoid such things as established bases of operations. However, alliances between the Brothers, and other organisations in Dagudashaag with similar aims are at least possible (and certainly desirable), so how would these organisations establish points of contact with the Brothers?

The Sector Duchess of Dagudashaag: (See previous section on Medurma.) A possible explanation for Lucan's failure to secure Medurma as a stronghold and supply base against Dulinor, could be a massive civil rebellion against Lucan's forces, following the removal of the highly popular Sector Duchess, Karyn Viisarikaa, when she refused to sanction what Lucan was doing to her sector. That is, Karyn is abducted by Office of Internal Security (OIS) personnel during the confusion of the ground invasion of Medurma I envision her subsequent escape from Lucan's clutches, with the help of the S'mrii, to re-emerge later in the Rebellion.

For additional information, see the HIWG Pub "Personality: Karyn Dea Viisarikaa".

## Planned Documents on Dagudashaag

i) Thoughts on Dagudashaag. This document will take the draft Sector Survey data for the sector and attempt to pick out any consistent patterns on a subsector and sector-wide scale. In addition, it will pick out certain systems, and develop general library data suggestions for them. This will lead (hopefully) to a number of other documents:

- ii) Dagudashaag: An Astrographical Analysis.
- iii) Library Data of Dagudashaag.
- iv) History of Dagudashaag.

Subject: Thoughts on Dagudashaag Sector 2:

To: Ed Edwards, Chairsophont

David Lai: Vland Domain Analyst, HIWG(UK) Chief

This document will hopefully fulfil a variety of aims.

Firstly, it is a catch-all, intended to deal with some of the points I failed to address in "First Thoughts". Secondly, since the "Second Survey" data for the sector has now been released in draft form, the document will examine that data and attempt to pick out any consistent patterns on a subsector-wide and sector-wide scale. Thirdly, it will pick out certain systems, and develop general library data suggestions for them.

Most of the comments made in this document will be broad, sweeping generalisations. It's my feeling that it's better to develop an outline of the whole sector in very broad terms, before addressing specific points. Besides, it's easier to charge later if it turns out to be blatantly wrong..!

## Miscellany

1) DAGUDASHAAG (dah-guh-dah-SHARG) is a corruption and contraction of the Old High Vilani Dakhukuga Gulike Dushaage which means "Rimward Galactic Province". This term refers to the sector's astrographical position, relative to Vland.

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.

2) Supplement to the information contained in "First Thoughts", p.5, Duke Simalr of Ushra is a native of Dagudashaag. A personality article will follow when time permits.

Too Ten TPI's:

The Traveller Power Index system allows a relatively quick determination of the relative economic and political influence of systems within a particular area. To that end, I have compiled a list of the ten highest Traveller Power Indices in Dagudashaag Sector.

## System TPI Comments

1	Argi (1431) 11,200 Duchy Capital
2=	Medurma (2124) 11,088 Sector Capital
2=	Ushra (1016) 11,088 Duchy Capital
4	Bolivar (0240) 10,080 Duchy Capital
5=	Iiradu (3008) 9,600 Duchy Capital
5=	Khandi (2119) 9,600 Duchy Capital
5=	Mimu (0209) 9,600 Duchy Capital
8	Upag (0111) 8,000
9	Kimalad (1506) 7,776 Duchy Capital
10	Uumirsa (3032) 7,560 Duchy Capital

The implications of these TPI values will be discussed later in this document. It should be noted, however, that the nature of Argi's political structure must be considered carefully, because of the wide-ranging implications this has on the politics and economics of the sector as a whole.

## S e c t o r Astrography

The "physical astrography" (that is, the positions of systems) of Dagudashaag Sector has already been discussed in some detail in "First Thoughts". This discussion was primarily based on the sector map in Atlas of the Imperium.

With the availability of Second Survey data, it becomes possible to discuss the "economic and political astrography" of the systems of Dagudashaag. Below is a list of thematic sector maps, which I have, or will be intending to prepare, and which I consider instructive.

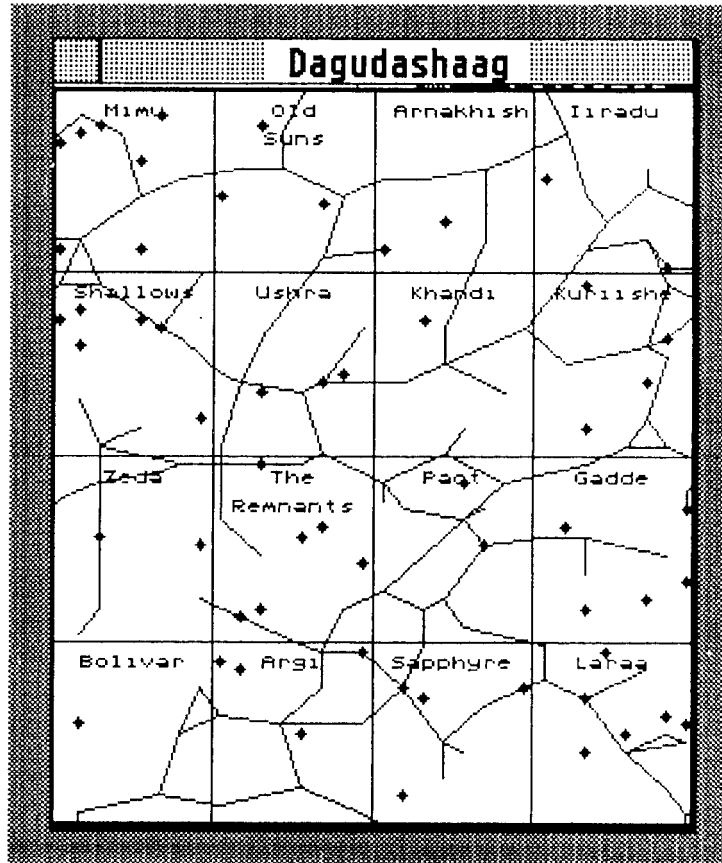
- i) A colour-coded map showing worlds with tech levels 13 and above.
- ii) A map highlighting worlds with type-A starports.
- iii) An "agrocombine map". This involves plotting the agricultural worlds of the sector, and then linking them by Jump-3 (and occasionally Jump-4) routes to the nearest Hi population worlds. "Zones of influence"

are then drawn around the nearest agricultural worlds to a particular Hi Pop world. I would envisage that these "zones of influence" correspond to agrocombines, or trading associations intended to aid the flow of agroproducts from producer to market.

iv) A map showing the links between Poor Worlds, Rich worlds, and Industrial worlds.

## Sector Description by Subsector

Subsector A: MIMU (ConSentiency Trailward)  
Duchy Capital - Mimu (0208 A583AC9-F)



SECTOR MAP

Showing X-Boat Routes & Agricultural Planets

Mimu subsector is heavily agricultural (there are seven agricultural worlds in the subsector). The five major agrocombines in the Coreward-Spinward region (Akimu, Zuiar, Mimu, Upag and Unishpiir) export raw and processed foodstuffs to surrounding regions in Corridor, Vland and Gushemege.

The subsector is now dominated by the S'mrii ConSentiency, an economic union covering Dagudashaag A, and parts of Gushemege D, which had its roots in the autonomous state formed by the S'mrii at the beginning of the Long Night.

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 3,090, at a Naarsirka prospecting case on Karrana'ch (0302).

The majority of the systems in this subsector lie on the Vland Jump-1 Main.

0108 Zukchurukh C582867-8 RI IM G

The name for this system can best be translated as "Navigational Error". When the first S'mrii sublight colonisation vessel arrived here in -11,914, one of the crew quipped that the world was so Mimu-like, that the ship must have flown round in a circle, and the name stuck.

0208 Mimu A583AC9-F HI IM G

The S'mrii homeworld. For further information, see "Contact: The S'mrii".

0803 Chiauk A231557-G NI PO IM G

The S'mrii ConSentiency PanPhylum Research Facility. Phyla working in different disciplines are able to coordinate their efforts, in order to produce new technological breakthroughs. The ConSentiency government generates additional income, by allowing human corporations to use the research facilities, on a "first come, first served" basis.

U'Chakzii SIA: A major shipbuilding corporation based on Mimu (0208): U'Chakzii's "trading sphere" covers more than a sector. One of the corporation's particular specialties is the high-efficiency fusion rocket - several models of fast cargo shuttles (capable of at least 12-G) are produced.

The Fifth Fleet: Imperial Numbered Fleets 1-4 are based in Core Sector, around Capital. The Imperial 5th Fleet is based in Dagudashaag A. Why? It could easily be argued that the numbering sequence has little significance, but I feel that the sequence gives rise to interesting possibilities. Two of these are discussed below:- The first possibility is that the 5th Fleet was originally assigned to Dagudashaag A on a "flag-flying" exercise during the Kiakh'iee controversy ( see "Contact: The S'mrii").

The second possibility is that the 5th Fleet is composed of elite S'mrii naval forces. The S'mrii ConSentiency was among the first Dagudashaag states to join the Third Imperium and would have aided Imperial forces in the pacification of surrounding areas. Since then, as Ed Edwards states, S'mrii have supported the Third Imperium in wars both foreign and domestic with spacecraft and ground troops. The prestigious designation of Imperial 5th. Fleet would be fitting recognition of this.

Additional: Why don't Corridor O & P have a Numbered Fleet? Which Numbered Fleet has responsibility for patrolling this area?

Subsector B: OLD SUNS

Duchy Capital - Kimalad (1506 A7859C8-E)

A technological backwater. 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, to Diishalum/Shallows (0714), in order to improve communications.

1004 A5A4304-F N LO NI FL IM

The site of Aldiss-Vincent Weapons Test Centre, a major Imperial naval weapons testing and development facility. The base has a permanent population in excess of 4,000, and also has shipbuilding and drydock installations serving the bulk of the Imperial 186th Fleet.

Subsector C: ARNAKHISH

Duchy Capital: Likhukam (2204 8200953-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 1904 and 2402.

1904 C25359A-C C2 NI PO IM G

This world was the site of a massive "artifact rush" in 967, when rumours spread of a massive find of Ancient Artifacts at a small Ling-Standard Products titanium mining installation. The rumours were lent credence by the fact that the planet has a sizeable population of Chirpers.

For some eight or nine months, the areas around the mines were thronged with those seeking a quick fortune. The subsector administration eventually called in the I.I.S.S., and they, together with staff from the University of Mimu carried out a complete investigation. To everyone's disappointment, the artifacts were found to be of First Imperium vintage. Everyone, that is, except the mine installation's management, which had happily 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 tourists, and sophontologists doing holo-documentaries about the Chirpers.

1910 Sadiikashe E7C48BE-3 FL IM A G

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 I.I.S.S. experts, it is only a matter of time before a major disaster happens. The President of Sadiikashe has reacted in a typically blinkered fashion, restricting personal freedoms, in order to minimise the risk to the remaining life-support systems. Any technical personnel left on the planet are desperate to leave.

The President's actions have also decimated out-system trade, thus causing a crippling economic crisis. 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 Duke of Arnakhish's lack of positive action in this crisis has given rise to rumours of corruption, but most attribute it to sheer incompetence.

Subsector D: IIRADU, Sector Duchy - Iiradu (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.

#### 2603 A685202-F LO NI IM G

A personal fief of the Duke of Iiradu, ceded by the Viisarikaa family in 727. A terraforming project conducted by Con-Amalgamated World Technologies of Core Sector was pronounced complete in 1031, and major settlement efforts began the year after.

#### Subsector E: SHALLOWS, Duchy Capital - Diishalum (0714 B120988-F)

This area is important from the point of view of communications, as the most direct link between the Vland Main and the Medurma Main is the Jump-2 link between 0412 and Unishpiir (0311). The system of Diishalum has relatively little influence within the subsector - the region is effectively overshadowed by the more powerful areas of Mimu and Ushra. In recent years, the subsector's economic centre of gravity has shifted to the Upag/Unishpiir region, as these worlds have prospered under increased trade with the ConSentiency. The subsector is influenced significantly by the Zeda cluster, a Jump-1 astrographical formation immediately to spinward of Zeda/Zeda (0721). The world of 0619 has a majority population of Ziadd (q.v.) and several other worlds have sizeable minorities.

#### 0111 Upag A210A76-F HI NA IM G

Among the nations of this world is A'mr, an influential nation of 1.6 billion S'mrii. A'mr owns one of the four major orbital starport complexes - billions of credits worth of agroproducts pass yearly through these port facilities from the neighbouring worlds of 0109, 0113 and 0212.

#### 0614 B9D5102-E N LO NI FL IM

The orbital starport in this system was originally established in 699 by a consortium of Dagudashaag firms, including Hias'deaaq (TransMain Zeda) as an important refuelling point on the Dagudashaag main. Almost all activity is concentrated in orbit, because of hostile surface conditions, and because densitometer surveys have shown the planet to be commercially worthless.

In recent years, investment in the system has been increased (the starport was upgraded to type-B in 878), and warehousing, naval, and shipbuilding facilities have been added in stationary orbit. As of 1109, the starport has a total population of almost 12,000, working eight to fourteen-month tours of duty.

The "mainworld" itself has an ecosphere, which is both hostile and scientifically interesting. The world has a Dense, High atmosphere - the pressure at sea level is in excess of 70 atmospheres. There is little

documented life on the planet, although tantalisingly, the crude vertebrate forms that do exist, seem to get more advanced, the deeper one ventures. Several scientific expeditions (mostly commercially-sponsored) have been undertaken. The most recent of these, the Hayes-Rydell expedition of 1112, brought back evidence of extensive crystalline formations on some coastal plains. These formations only remain stable under high pressures. and their composition currently defies analysis.

The only permanent inhabitants of this system are small numbers of planetary scientists, and Imperial Naval researchers working on new equipment for use in hostile environments.

#### 0619 A453500-D N NI PO IM G

This world is mostly inhabited by Ziadd, who sought to escape from the military rule of Zeda/Zeda (0721), which was instituted in 874. They have established a thriving economy based on family/clan firms.

#### Subsector F: USHRA

##### 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 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.

#### 1016 Ushra A625943-G N HI IN IM G

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 in system have been consistently denied.

#### 1118 Kaurga D686411-4 S NI IM G

Kaurga is wholly owned by the Kaurga Agroproduce Combine (usually known as "KaurCorp"). 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. 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, Kaurgan 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 KaurCorp has successfully resisted, so far.

#### The Simalr Family:

The title of Duke of Ushra is held by members of the Simalr family. This family has had a long and distinguished history - the majority of the rulers of the Ushran Empire were Simalr's unusual for a ruling family to survive the transition from petty state to imperial Duchy). The Simalrs traditionally claim descent from the Amsadege family, which is documented as settling in the region at about -5,900, and which gave the area at least two Vilani provincial governors (although it should be noted that this claim is now generally discredited).

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 (totally unlike that proposed by Archduke Dulinor) has so far given the subsector ten democratic systems (Ushra, 0914, 0920, 1007, 1011, 1017, 1114, 1115, 1117, 1314 ).

These enlightened policies, together with distinguished Naval service, have earned the current incumbent, Duke Edward Amekaa Simalr (41), a prestigious seat on the Imperial Moot. He is noted throughout much of the Imperium for his campaigns for sophont rights.

(See the HIWG Pub “Personality: Edward Amekaa Simalr”)

Another notable member of the Simalr clan is Jianik-Anne Simalr (32). Edward's sister, and chief Dagudashaag representative to the Grand Council of the Vland Domain.

#### Arkayne LIC.

Originally a collaborative venture between Kugmika Arkuukhumlar, a Vilani noble and industrialist, and Dr. William David Kayne, a prize-winning gravitics

scientist, in 412, Arkayne has since grown until its trading sphere covers much of Dagudashaag and Core Sectors. Arkayne's primary products are gravitics and inertial compensator systems, and the company has become a major supplier to the Imperial Navy. The company maintains a reputation for innovation and superlative quality.

#### Subsector G: KHANDI

Duchy Capital - Khandi (2119 A222A87-F)

Khandi is a subsector which has experienced many ebbs and flows of power. The system of Khandi was declared regional capital of Dagudashaag at about -4,000, but the colonisation wave by the Solomani during the Second Imperium shifted emphasis towards Medurma, Ushra and Zeda. The fact that Khandi is isolated from Jump-1 travel effectively prohibited it from forming a petty interstellar state during the Long Night.

The subsector is taking a long time to recover Khandi's rapidly-growing population, together with its lack of a native agricultural capacity, creates a great need for imported Agroproduce, which the nearby worlds cannot fulfil

1712 C7AA886-C S FL WA IM G

(Home to an unusual alien minor race. Details later)

#### Subsector H: KURIISHE

Duchy Capital - Sivvista (3120 A4288BA-E)

This subsector has seen many political intrigues. The Duchy capital was originally at Eraki (the capital of the Kuriishe Eraki, the petty state which 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 I, 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 would like to see the change reversed, even though the St.John family have proven highly competent administrators. No-one is more anxious for change than Baron Niesma Imlagaklus of Eraki - but the faith that the populace has in him is sadly misplaced. In many ways he is a reincarnation of his infamous ancestor: he is ambitious, totally without scruples, a liar, and a hedonist to boot. He should go far in Lucan's Imperium...

Subsector I: ZEDA, Duchy Capital - Zeda (0721 8873967-E)

This region is a victim of arbitrary subsector divisions. The Duchy capital was sited at Zeda, largely because that is the homeworld of the Ziadd, an influential human minor 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 was originally scheduled to be made in 1127.

#### 0230 Dudin B9CA9CE-F HI FL WA IM

The population of Dudin is generally hostile towards Ziadd, because they feel, that they have robbed Dudin of the prosperity it would otherwise have had as subsector capital.

#### 0823 Uргу EAEA9DG-8 HI WA IM G

A backwater world (no pun intended!) with a rather nasty form of religious dictatorship, based on worship of the ocean.

#### Ziadd:

A human minor race originating on Zeda/Zeda (0721 8873967-E). When they were first contacted by the Vilani, the Ziadd were at about TL6, but showed little interest in space exploration. At first, the Ziadd were receptive, and even enthusiastic towards Vilani contact, but matters rapidly turned sour. When the Ziadd discovered that the Vilani were not about to explain the mysteries of Jump travel to them, and that they were not to be permitted to explore and trade freely (and set up their own empire), they rejected the Vilani violently. After two scoutships were destroyed by nuclear weapons, the Vilani decided that the Ziadd were better left alone.

Contact was again attempted when the Solomani took over the sector. After an initial period of mutual mistrust, the Ziadd were given Jump technology, and accepted into the interstellar community.

#### Hias' deaaq (TransMain Zeda):

A merchant line covering some twelve subsectors of Dagudashaag Sector. Hias'deaaq's homeport is Zeda/Zeda (0721 B873967-E). Much of the company's trade is in medium-to-high-value cargoes such as manufactured goods, as the bulk cargo/low value trade is still heavily monopolised by Tukera Lines.

The deregulation of corporate activities by Raegis Viisarika, and later by Karyn, has given a significant boost to Hias'deaaq, and the company has been undergoing an extensive scheme of modernisation and re-equipment. The 2,500-ton Freespace Gateway-class freighter (manufactured by Medurma AstroTech, and licensed to U'Chakzii SIA) now forms the backbone of the company fleet.

#### Subsector J: THE REMNANTS

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 is only three parsecs away from the TL4 world of 1021.

The most important astrographical formation in this area is the "Mainbridge", a Jump-1 string of stars, the

portion of the Dagudashaag Main between Uргу and Dam The Mainbridge carries a great volume of jump-1 trade. With the advent of higher jump however, the primary communications route between Medurma and Ushra now goes directly from 1722/Pact to 1420/Ushra, thus bypassing the subsector completely, and the region has suffered.

#### 1032 B564588-8 CO AG Ni RI IM 4 G

This world has been afflicted by civil unrest following the construction of a class-B startport, in a joint venture between the planetary government and outside industry. The population resents the prospect of an imminent influx of tourists, as they only wish to keep themselves to themselves improved communications with the rest of the sector have also brought to light the dwindling population of Chirpers. A number of outsystem environmentalist groups have persuaded the government to pass stringent legislation protecting the Chirpers. The populace regard them as pests, and are angered at the infringements of their personal freedoms.

#### Interstellar Petrochemical Processing LIC.:

In many ways, The Remnants is a company subsector, because the largest single landowner (outside of the Imperial Government) in the subsector is IPP. The company specialises in the extraction of valuable organic chemicals from exotic or corrosive planetary atmospheres. IPP owns outright, and has active manufacturing operations on 0929, 0930, and 1323, and the company headquarters are situated on the prime real estate of 1433/Argi (A693214-E).

Note: IPP installations are notoriously lawless. "Anything goes" would be a good way of describing it. The company has claimed that their small corporate security detachments are highly-trained, and sufficient to cope with the size of workforce they have. They aren't - budget restraints (and possibly internal corruption) would be a better explanation. (Remember Outland? It's like that, only worse!)

#### Subsector K: PACT

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-Khusgular-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 subsector is named after the Medurma Pact, a petty state which dominated this region between about -500 and -10.

The open trading policies of the Medurman government have allowed high technology to spill over into surrounding systems - most of the systems between 1772/Pact and Dipa/Pact are at or above TL13.



2124 Medurma A9D7954-G HI IM G

Medurma, the capital of Dagudashaag was originally the subject of a major effort by the Solomani at about -2,099, during the Rule of Man.

Although there had been a few exploratory mining installations set up on the world by the Ziru Sirka, Medurma had been largely neglected by the Vilani. Almost immediately, the colonists made a startling discovery - extensive ruins indicated that Medurma had been home to a human minor race as recently as -19,000. The "Medurman" civilisation had apparently reached TL3 or 4 at its height, and there is no clue as to the reason for its disappearance.

Now, the planet is extensively settled - the largest cities are sited inside mountain peaks, whilst high technology maximises the agricultural yield from the few high-altitude plateaux. At lower levels (the area between 0m and 2,000m. elevation is termed "DeepLevel"), conditions are harsh, as the temperature hovers at about 80°C - 95°C, and the pressure is about 5.5 atmospheres. Mining operations are extensive and advanced at DeepLevel, as is the cultivation of the unusual "Symmonds Tree". The Symmonds Tree was first discovered in 311, and was found to be an excellent source of protein and carbohydrate, suitable for human consumption. Biochemically, the Symmonds Tree is an enigma, as it is considerably more advanced than other plant forms at the same altitude.

Several independent companies (including DeepLevel Harvesting LIC., and Symmonds XenoCulture Inc.) compete to cultivate and harvest this remarkable plant. Medurma is now more or less self-sufficient in staple foods.

Symmonds XenoCulture Inc.:

Founded by Frederick Maximillian Symmonds in 316, SXC has since expanded to form a major agroproduct harvesting and shipping company in Pact subsector. In recent years, the company has been plagued by rumours of financial mismanagement. Its position as leader of the domestic Medurman market no longer looks secure, as newer companies such as DeepLevel Harvesting LIC. are now more productive and innovative.

Subsector L: INSHAAM

Duchy Capital - Collette (2725 A342644-F)

Astrographically, this unremarkable subsector is a collection of small clusters. The most notable feature of this area is the large number of Imperial Naval cases between Shea (2927) and Khusgular (1525). 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/Inshaam (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.

2529 Duumur C5299BB-E S HI IN IM G

See Rebellion Sourcebook, p.24

2923 Anpanaar C343531-7 NI PO IM G

This system looks innocent enough, your average run-of-the-mill backwater dirtball. It isn't. Anpanaar suffers from what the I.I.S.S. sophontology experts call a "pathologically misstructured culture". There are many things "wrong" with the Anpanaari culture but the most important is its view of human life. On the 'Aspects of Culture: Value of Human Life' Table in TD#16, Anpanaar is rated as killing equal or lower classes OK, slavery allowed.

At the time the Imperial Second Survey was being compiled, the government of Collette had intervened militarily in the affairs of Anpanaar some fifteen years previously, "persuading" the planet's (all-male) ruling council to adopt more enlightened policies, and replacing those members who dissented. The I.I.S.S. judged the situation to be stable, and designated the system Travel Zone Green.

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 tends to be socially stratified by altitude - the deeper-level areas are populated by lower classes.

It lasted just five more years. A string of assassinations in 1067 was followed by the announcement that the old order had been restored. The system is now rated Travel Zone Amber. The events caused the downfall of the elected government on Collette, and the present administration does not sanction further interference

Subsector M: B O L I V A R

Duchy Capital - Bolivar (0240 A78699D-F)

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.

The Bolivar system itself was settled by Solomani during the first years of the Rule of Man. [Reference: Hutchinson's 20th. Century Encyclopaedia: Simon Bolivar (1783-1830); South American soldier-statesman, known as the Liberator], Bolivar subsector is another agricultural desert - there is only one agricultural world in the subsector, at 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.

0240 Bolivar A78699D-F A HI IM G

Settled by the Camri-La Paz Pan-American Industrial Consortium (a Solomani mining/manufacturing concern) in -2,108, Bolivar is a pleasant, Earth-like planet. Bolivar has seen numerous military coups in its history, but the most recent of these was some four centuries ago. The victorious faction was forced to introduce stringent legislation so as to maintain order. The planet is now politically stable, and the need for such legislation is long past, though the government has difficulty appreciating this. The world is noted for having several active Solomani Parties.

Subsector N: ARG1

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 waystation 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 1331/Argi and Durgaruur/Sapphyre are at or above TL13.

The Coreward tip of the Nimluin cluster, part of which falls in Argi subsector, is a rich agricultural region.

1331 B98A654-D N NI RI WA IM G

This prosperous system is notable for having massive orbital warehousing and bulk-cargo handling facilities. The system acts as a trans-shipment point for the dozens of multi-kiloton agroproduct bulk carriers travelling weekly from the agricultural worlds of 0932/Argi, 1032/Argi, 1029/The Remnants and 1129/The Remnants to Argi itself.

1533 C9E7366-C S LO NI FL DR G

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 insystem. Some of the Droyne research the planet, whilst others undertake small-scale mining insystem.

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.

1640 Lenashuuk A7A8A76-F W HI FL IM A G

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. The world was originally settled by several rival mining companies, intent on exploiting the world's immense reserves of titanium and molybdenum. 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 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.

Subsector O: SAPPHYPE

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 2237/Sapphyre and 2437/Sapphyre.

2137 Sapphyre A977200-D LO NI IM G

The name of this world (and the name of the subsector), comes from the intense colour produced in the planet's oceans, caused by vast numbers of micro-organisms which metabolise copper compounds dissolved in the water.

2234 8539230-D LO NI IM G

An interesting feature of this system is the orbital radiotelescope array, some 28 km. across, owned and operated by the University of Libuka/Zarushagar.

Subsector P: MIANDA

Duchy Capital - Uumirsa (3032 B000954-F)

Mianda subsector is a prime agricultural region (there are some six agricultural worlds in the subsector). Much of the region's agroproduct surplus is exported

# TRANSPONDER ALERT!

## SIGNAL-GK

A distress signal. A cry for help... A cry to adventure!

Welcome to the back pages! For those of you who think this is a weird place to place an editorial - think about it! The editorial is the last thing written and probably the most boring part... I think I've got it right. Actually GK {that's the house name} doesn't have a proper editorial - this is the letter page. Obviously because this is the first issue there are no letters to print but I can hope that you'll fill this page (and possibly others as well) in Issue 2.

I thought I'd fill in a little of the background to GK. If you get bored just turn back and read that article you said you'd read later.. I started with Traveller about 11 or 12 years ago when I bought an original set of 3 books. From that point on I was hooked. Then about 5 years ago I moved to London and no longer had any players. That combined with my job's wierd hours meant I ended up giving up Traveller. Then Mega-Traveller came out, I got hold of my first copy of the Digest (issue 9) and I was hooked again. Last year I decided to put out a Traveller fanzine probably based in the unaligned worlds to the Rimward of the So - ward Marches. Then I read Duncan's advert for people in Britain to join HIWG. That was in December of last year. Before I knew what was going on I'd been passed Dagudashaag to develop. Duncan had put together some fascinating data and I wanted to take all the parts and expand upon them. That was a couple of months ago. GK is the end product. A Fanzine which will issue by issue combine together to form an in-depth Encyclopaedia Dagudashaag!

Each issue will concentrate on a specific subsector and will detail the worlds and personalities of that subsector, each article and adventure will be set or relate there. In short each issue is an invaluable aid to adventuring within the Dagudashaag sector and believe me when I say - You've seen nothing yet!

## THE TEAM

Unlike most fanzines GK is very much a team effort. Each member of that team is as valuable as any other. There are few articles in this issue that has not been improved as a result of another member's help and assistance. That's what make GK so special - Teamwork!

## Dag Development Notes Continued...

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 serious competition.

3032 Uumirsa 8000954-F A HI NA IN AS IM G

Uumirsa Belt is the home to Miradyne-Shumaar Shipyards LIC., one of the best-known producers of asteroid-hulled spacecraft in the Imperial Core. Miradyne has produced several series of planetoid monitors for a number of important Core and Dagudashaag systems, including Argi, Ekbugush, and Sanches.