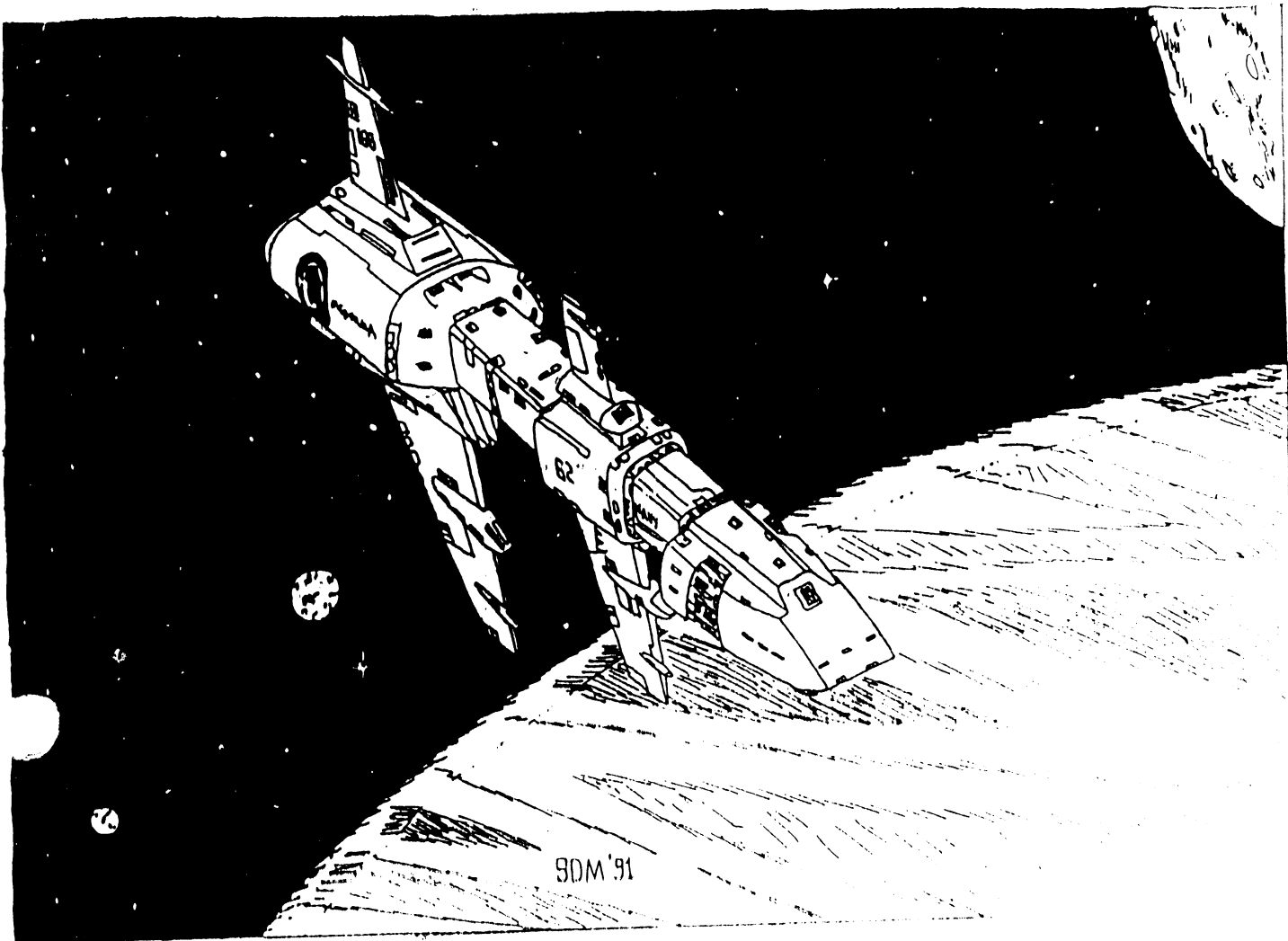
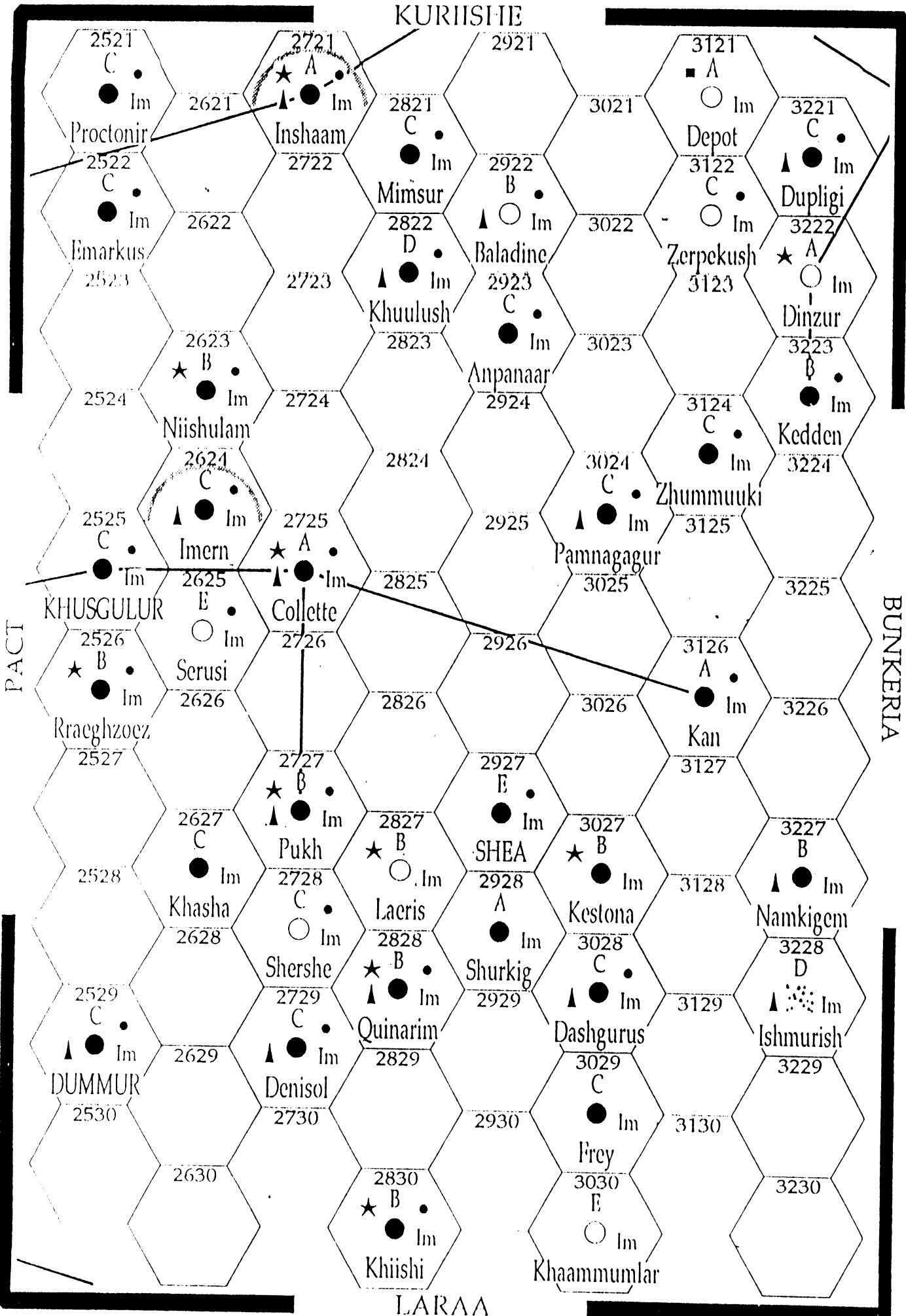


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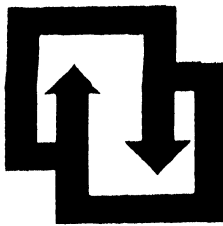
LARAA

SUBSECTOR DATA

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 bases between Shea (2927) and Khusgulus (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/Inshaarn (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.

- Proctonir 2521 C424258-E Lo Ni 823 Im M1 V M4 D
- Emarkus 2522 C555485-8 Ni 504 Im M2 V
- KHUSGULUR 2525 C373988-D Hi In 813 Im G3 D M7 D
- Raeghzoetz 2526 B775452-E N Ni 212 Im K3 V M3 D
- DUMMUR 2529 C5299BB-E S Hi In 801 Im M4 III
- Niishulam 2623 B432579-C N Ni Po 614 Im M0 V
- Imern 2624 C748654-6 S Ag Ni A 801 Im K0 V
- Serusl 2625 E540667-6 Ni Po De 402 Im G3 V
- Khasha 2627 C672235-A Lo Ni 400 Im M8 V
- Inshaarn 2721 A66958B-C A Ni A 504 Im A4 V
- Collette 2725 A342644-F A Ni Po 414 Im M3 V
- Pukh 2727 B535610-B A Ni 714 Im M4 V
- Shershe 2728 C340874-B Po De 502 Im K9 V M0 D
- Denisol 2729 C655754-7 S Ag 403 Im M1 II
- Mimsur 2821 C224349-C Lo Ni 222 Im K1 V
- Khuulush 2822 D651210-5 S Lo Ni Po 222 Im M6 V M2 D
- Laeris 2827 B100447-B N Ni Va 720 Im M2 V
- Quinarim 2828 B98A47B-E A Ni Wa 403 Im G4 V M3 D
- Khilshi 2830 B77A279-E N Lo Ni Wa 203 Im K8 II
- Baladine 2922 B303420-D S Ni Va Ic 203 Im M3 V
- Anpanaar 2923 C343531-7 Ni Po 923 Im M1 V M3 D
- SHEA 2927 E651976-8 Hi Po 303 Im M0 V M5 D
- Shurkig 2928 A234665-F Ni 610 Im M0 V M1 D M8 D
- Pamnagagur 3024 C785497-A S Ni 915 Im M0 V M5 D
- Kestona 3027 B576322-8 N Lo Ni 310 Im M3 V
- Dashgurus 3028 C768635-5 S Ag Ni 912 Im M0 V
- Frey 3029 C361303-9 C0 Lo Ni 700 Im K1 V
- Khaammumlar 3030 E230761-6 Na Po De 520 Im M0 V M5 D
- Depot 3121 A310244-D D Lo Ni 310 Im M1 V
- Zerpekush 3122 C120744-A Na Po De 804 Im K0 V M0 D
- Zhummuuki 3124 C74A622-7 Ni Wa 522 Im M1 V M1 D
- Kan 3126 A433314-G Lo Ni Po 204 Im G2 IV
- Dupligi 3221 C76A105-A S Lo Ni Wa 113 Im M1 V
- Dinzur 3222 A120326-E N Lo Ni Po De 310 Im G9 V
- Kedden 3223 B485524-A Ag Ni 313 Im M2 V M2 D
- Namklgem 3227 B665648-9 S Ag Ni Ri 600 Im M3 V M8 D
- Ishmurish 3228 D000200-B S Lo Ni As 700 Im F6 V M1 D



LIBRARY DATA

LAST UPDATED 363-1115

Anpanaar

2923 C343531-7 Ni Po 923 Im M1 V M3 D

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

The planet's main claim to fame is not the planet but the fact that the Anpai natives suffer from what IISS sophontology experts call a 'pathologically misstructured culture'. There are many things wrong with Anpai culture, but the most important is its views on the value of sentient life. On the Aspects of Culture table (TD#16) Anpanaar is rated as 'killing equal or lower classes is OK, slavery allowed'.

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

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

Baladine

2922 B303420-D S Ni Va Ic 203 Im M3 V

A tiny Gas Giant moon, Baladine is an airless ball of rock with large methane icecaps at the poles. The planet is the site of a major scout base and is home to the Scout Service Vacuum Training College. Scout personnel from across the Imperium (as well as private citizens who can afford the fees) gain experience in low-gee environments and are taught a variety of vacuum-related skills. Military and Scout vessels are common within the system and training ships are regularly encountered amongst the three gas giants. A sizeable community has grown up around the Starport, serving the needs of the students. Please note that many areas of the system have been classified as off-limits to casual visitors.

Church of the Cleansing

Formed in 1100 on Ushra, the Church believes that God, known as the Amúun, is going to sweep away all unbelievers from the physical universe, except for those designated as the Chosen One's. To become one of the chosen you must prove worthy enough to survive the apocalyptic cleansing that will precede her return. The Church left Ushra in 1105 and moved with all its adherents to Kan, following media revelations into the financial records of their Prophet, Aziel. The official reason given by the Churches' PR Department was that Ushra was a 'daemon-tainted world that would be utterly consumed at the Time of Cleansing'. The Church actively proselytes and new adherents to the faith are encouraged to join, however the cost of becoming a member in full standing is a commitment in resources equal to that of the average member - about 2 MCr. as of 1115.

Collette

2725 A342644-F A Ni Po 414 Im M3 V

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

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

Other claims to fame include the Vance Brand Naval Base and the TNS-William Sinnott Regional Data Processing Centre. The Vance Brand is one of the most advanced Naval bases within the Sector, operating orbital docks capable of repairing all classes of Imperial warship. It also houses the CINC219 Fleet, 75th Naval Ordnance Development Section and the Trailward Dagudashaag Logistics & Strategic Planning Section. The William Sinnott RDPC is a computer facility operated by the TNS news agency for the collation of news and information from throughout the Dagudashaag and Core Sectors as well as the preparation of reference material. The Centre is also renowned for its work into pseudoreality simulation systems.

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

(See Spindrift Tree)

Dashgurus

3028 C768635-5 S Ag Ni 912 Im M0 V

Dashgurus was originally colonised less than a hundred years before the onset of the Long Night. It proved to be a highly fertile, jungle planet teeming with a wide variety of carnivorous life. While the environment proved to be extremely hostile, the settlers had the technological edge. Machines pushed back the wild frontier, creating large tracts of highly fertile land. Cities began to spring up all over the Southern continent, then disaster struck. With the onset of the Long Night the supply ships suddenly stopped coming. Machines began to break down with alarming regularity. The Jungle and its inhabitants began to once more encroach upon the settlements.

The Dashguru quickly adapted to the requirements of their new home. They evacuated the cities and moved to small settlements along the coast where they voluntarily adopted a low but self-sustainable tech level and began to rebuild their lives. Later when the Kurilsh Eraki arrived, they found a thriving fiercely independent Tech 3 society. Dashgurus remained independent until annexed by the Third Imperium. Even after entering interstellar society, the Dashguru stubbornly refused to accept an externally maintained tech level preferring instead to only adopt those technological advances that could be built and maintained on-planet. About 700 they reached and stabilised their society at tech level 5. While the Southern continent is now completely tamed and is prime arable land the Eastern Continent is maintained as a Jungle. Dashguru young about to enter maturity must undergo the trial of surviving three days and three nights in the jungle interior without equipment if they wish to be classed as full citizens.

Denisol

2729 C655754-7 S Ag 403 Im M1 II

Denisol supplies the majority of the rimward portion of Gadde with it's food. Grav shuttles move continuously between the surface and the orbital starport where huge transporters ship the produce to Durnmur and Shea. There are always numerous small cargoes of luxury produce to be had by the speculating trader.

Depot

3121 A310244-D D Lo Ni 310 Im M1 V

This system (originally named Minowara) is the depot system for Imperial Navy in Dagudashaag. Due to recent events in Lishun, the system is now generally off-limits to non-military or contractor personnel. The system is home to over a million naval personnel and long-term civilian contractors, the majority of whom live in Yokohama Orbital. This massive base houses the main Dagudashaag Naval Academy and has space to house four numbered fleets. The system also has over forty million displacement tons of mothballed warships in orbit around the main world Kasigi.

Dinzur

3222 A120326-E N Lo Ni Po De 310 Im G9 V

Dinzur is a Gas Giant moon. It remained uncolonised until 766 when the Navy built a research station. It's primary function remains research into starship fuel purification systems. However, over the years a small civilian centre established itself round the port facilities and Dinzur, almost by chance, took on a secondary role. It quickly grew into Dagudashaag's primary Naval surplus distribution and resale centre. Dinzur deals mainly in uniforms, obsolete hand-held equipment and weapons to authorised civilian corporations.

DUMMUR

2529 C5299BB-E S Hi In 801 Im M4 III

"The industrial world of Dummur lies somewhat off the main trade and communications route of the Imperium. Durnmur has an extremely profitable industrial base, made possible in part by the ability to dump waste heat and pollutants into the environment. On the other hand, Dummur is dependant on imports for a large fraction of its nutrients and organic raw materials.

At one time the world was ruled by a flamboyant dictator (Loki Chemarl Odessi) who helped direct its industrial output towards profitable markets within the sector. When he died, his successors proved to be much less flamboyant and somewhat less effective. At the same time, the mood of the world population turned inward and isolationist..”

See "Rebellion Sourcebook" p.24

The only place on Durnmur that isn't totally isolationist is the underground Hive Cities on the continent of Wyst. The cities are best renowned for their liberal policy towards its people: While immigrants to the planet are no longer openly welcome, visitors may come to the Hive Cities where they can stay on three months visas while they experience living in a totally socialist society where all receive equally according to need and money is non-existent, at least officially. All who visit will receive food sufficient for their needs (admittedly from the foodvats - natural food is not available on the Wyst continent) clothes and a roof over their heads. In return, each is expected to work for a single day a week on 'maintenance', either working in the giant automated factories, cleaning out the garbage or working as caretaker in the dormitories. (Work rotas are allocated by lottery rather than by skills and experience). The rest of the time is spent in pleasure-seeking activities providing of course one can find the items required since there are no shops. How long this artificially maintained society can continue to exist is a subject of fierce academic debate. Local leadership is provided by the 'Vance', a literal descendant of Wyst Vance who, over 200 years ago, first established the Utopian policies that now govern the continent. The current Vance however seems to lack Wyst Vance's political and business acumen which enabled him to maintain his concept of utopia and it is rumoured that the Hive Cities maybe almost bankrupt.

(Acknowledgements and apologies to Jack Vance)

Dupligi

3221 C76A105-A S Lo Ni Wa 113 Im M1 V

Dupligi was a major colony during the Rule of Man but was wiped out in -677 due to a mutated viral infection. The planet remained unpopulated until 322 when the IISS decided to establish an underwater Scout base there to aid in the training of underwater contact skills. The only permanent residents of Dupligi are the dolphins (Tursiops Galactus) brought to the planet in 905 to act as underwater specialists but who decided to stay on after their contract had finished to colonise.

Emarkus

2522 C555485-8 Ni 504 Im M2 V

Emarkus is a backwater colony world housing some of the population overspill from Rukhign and Khandi in Khandi subsector. The cool climate and the thin atmosphere has been a disincentive for settlers despite the offer of relocation payments and special allowances by the local governments. A number of small corporations have made the transfer to take up the offer of lucrative tax breaks (including some who have set up dummy companies to gain these financial benefits).

Frey

3029 C361303-9 C0 Lo Ni 700 Im K1 V

Frey is the largest tomb in known space. For thousands of years the wealthy of literally hundreds of races came great distances in order to be buried in the natural catacombs deep beneath the surface. The majority of the living inhabitants on Frey are chirpers who live on the margins of the rainforests. The rest of the population consists of a very small human community surrounding the starport at Odine, pander to the tourists and researchers, making a healthy living out of selling excursions and essential items at inflated prices. The Chirpers jealously guard the underground tombs. For this reason they have become known as the Keepers, who's apparent sole function in life seem to be to maintain and protect the tombs and mausoleums. In recent years the number of sentients wishing to be buried on Frey has dropped off and the Keepers have been inundated with requests by Archaeologists to excavate the earliest tombs. Requests that so-far the Keepers have managed to refuse though there is increased political pressure on the Imperium to at least allow the tombs to be examined. Currently visitors to the planet are restricted to the surface tombs. However, because many believe the catacombs to be treasure houses of immense wealth and artefacts the keepers have to remain constantly vigilant against the increasing number of tomb robbers that attempt to break in and, each year about twenty offenders are publicly executed for the crime in the hope of deterring others.

Gadde, Marcus Kingsley

< 2102 to -2047 >

Admiral Gadde was the senior official of the Rule of Man in this subsector when the Plague of Dushkir struck. Many of the worlds in this subsector (originally named Inshaam) had very high Vilani populations and these were very badly effected by the Plague. Gadde played an key part in getting relief to the infected and devastated worlds. Often it was only his personal example of being

the first to land on a world to bring aid that encouraged further assistance. Once a cure had been found a poll of the subsector's people led to the name of the subsector being changed to recognise Gadde's important role. Admiral Gadde died attempting to secure the Imperial throne in one of the ugly succession wars that typified the later Rule of Man.

Imern

2624 C748654 B S Ag Ni A 801 Im K0 V

An agricultural planet renowned for its aquaculture and cuisine. Imernl are believed by many to be some of the best seafood chef's in the entire Imperium. The planet teems with an incredible variety of edible seafood. The IISS maintain a catering college on the capital platform of Fhrain.

Inshaam

2721 A66958B-C A Ni A 504 Im A4 V

Originally the Subsector capital of Gadde, this office was transferred to Collette in 421, after it was publicly revealed by INDISS that the affairs of the Ducal office were utterly corrupt.

The then residing Duke, Emil Ghadu-Sai, committed suicide rather than face trial. He left no heir. Inshaam never fully lived down the disgrace and the subject is still liable to cause tempers to flare even today.

Inshaam itself is a cold world that retains an oxygen-nitrogen atmosphere. The only areas of dry land are a single small continent in the northern temperate latitudes and a group of large islands close to the equator. Chains of archipelagoes link the two landmasses and dot the wide oceans. Inshaam supports an extensive ecosystem, mainly based around marine plants and animals. The land is rich with exotic plantforms although only a few species of amphibious creatures have colonised the islands so far. One of the world's most important exports is textiles. A local plant called StrandGrass is harvested and processed into long thin fibres. The fibres are then woven into cloth which is treated with fluoride to give it a variety of textures and colours. Inshaam is an important military base, supporting military manoeuvres along the coreward edge of the subsector.

Ishmurish

3228 D000200-B S Lo Ni As 700 Im F6 V M1 D

The inhabitants of this asteroid belt are all dependants and families of the Scouts stationed here. These families have engaged in a little small time prospecting while waiting for their Scouts to be transferred to other locations. The Scout base was originally set up to investigate the unusual system formation since, apart from the system's primary and close companion, the only stable orbiting bodies are the asteroid belt and two trapped comets. According to theory, this system should have been home to several planets and gas giants.

Kan

3126 A433314-G Lo Ni Po 204 Im G2 IV

The planet was mined out during the Second Imperium and was almost utterly ignored until 1105 when it was settled by a group of religious exiles from Ushra known as the Church of the Cleansing. They believe that God is going to destroy all unbelievers in a holocaust they refer to as the Cleansing, an event foretold by their prophet, Aziel. The group were allowed to settle on Kan on the understanding that they upgraded the starport from the then class D. In the last ten years the Church has replaced the old port with a new A class port which is almost fully automated. The port costs are remarkably low but all visitors must attend the Port seminary for a two hour lecture on the Teachings of Aziel in return. The port was built next to the Habal Sea and is surrounded on the other three sides by desert. The sands, which are a brick-red in colour, are held back from the starport by huge static fields. These unfortunately do interfere with unshielded Gravitic control systems. The cost of shielding the units has resulted in most vehicles on the planet being tracked. Unbelievers are not encouraged to leave the starport while those of the true faith seldom travel off-world.

Kedden

3223 B485524-A Ag Ni 313 Im M2 V M2 D

This warm and pleasant world sends most of its agro produce to Coro sector. Nearly 80 per cent of the working population are either directly or indirectly involved in agriculture. However, the working population constitutes only 20 per cent of the population.

The lack of axial tilt and warm climate has made this world a retirement home for many of the rich in this region of space. This was not always so. However, when the retirees began to come to the system, it took so long for the convoluted government to come to any decisions, that when a referendum on the immigrants was held, the retirees out-numbered the local population, and so stopped any measures that may have slowed the influx of people.

Kestona

3027 B576322-8 N Lo Ni 310 Im M3 V

The northernmost continent of Kestona remains a radioactive wasteland following a nuclear accident involving a navy cruiser. The cruiser, the 'Ae'Yehg', on exercise with the 218th fleet in 1065 was practising the orbital bombardment of imaginary, well dug-in ground forces. Dummy missiles were to be fired at the target site with computer simulating the effects of multiple nuclear strikes. Unfortunately the wrong missiles were launched resulting in the devastating destruction of life and features within a 200 km radius of the blast epicentre. Luckily the loss of human casualties was relatively slight considering the size of the strike. There were 1265 deaths at the time of the incident, with 10 to 20 times that number succumbing to various radiation sponsored diseases eg. leukaemia, lymphomas, thyroid tumours, etc. The captain of the 'Ae'Yehg', Lenti Tostvig, was court martialled along with several senior officers and ratings operating the missile batteries.

Such was the public outcry that the naval base in the system was wound down to a tenth its size to become no more than a minor administrative centre. Naval personnel are still actively discriminated against and abused on this world.

Khaammumlar

3030 E230761-6 Na Po De 520 Im M0 V M5 D

Originally a major manufacturing site during the Second Imperium, Kestona is a classic example of the effects on a healthy ecosystem of uncontrolled industrial pollution. The planet was finally abandoned in -1,900 because it was no longer economically viable to maintain the massive factories that covered half the planetary surface. They left the planet incapable of independently sustaining life. Over the centuries much of the damage has been healed though the soil and air is still tainted. Currently the planet is colonised by scavenger teams who make a living out of selling the scrap left behind.

Khasha

2627 C672235-A Lo Ni 400 Im M8 V

Khasha is a world of minor importance on the spinward fringe of the Pukh-Shea cluster. All 450 or so individuals are military veterans, granted by Strepthon (between 1091 and 1113) land on this previously uninhabited world as a reward for outstanding service to the Imperium.

Most have set up small farm-holdings around the equator rearing goats imported from the Spinward Marches which have been adapted to thrive in the cold climate and tainted atmosphere.

Khiishi

2830 B77A279-E N Lo Ni Wa 203 Im K8 II

The government classification is less than a true balkanisation (difficult with a total population of 230) but more like a composite of types 1 and 7: there are two companies competing with each other for economic control and ownership of the world. Shea AgroConstructs and DagMet both employ just over a hundred individuals in research and development roles, the former in the search for new agricultural produce and the latter for new mineral sources. Both companies have been granted exploration licenses which restrict their operations to certain activities and predefined areas. Both have broken their respective license agreements on all counts. On occasion they have clashed with each other in zones outside their remit, sometimes violently. They have been trying their utmost to out do each other and are not adverse to undermining their opponents operations by any means. The two sides have refrained from reporting each others legally-suspect activities to the subsector, sector and Imperial administrators for fear of having both their licenses revoked yet, their mutual antipathy is common knowledge to most business concerns in the region.

KHUSGULUR

2525 C373988-D Hi In 813 Im G3 D M7 D

Khunsgulur was originally settled during the First Imperium as a mining colony. The surface proved so inhospitable due to the extremely low temperatures that the colony was established deep underground. During the period known as the Long Night the planet was finally mined out, but the Khunsgulur no longer had the means to leave. As technology wore out the Khunsgular were forced to adapt physically. Their eyes gradually became more sensitive to light allowing them to see better in the dark. they adapted to living on the native animal and plant life that existed in the tunnels. Claustrophobia (fear of enclosed spaces) was completely bred out of them. They turned to the manufacture of ceramics to replace the metal they no longer had. When the planet was rediscovered during the Kurlish Eraki trade expansion the Khunsgular were almost a race apart. They were experts in the manufacture of ceramics but had altered as a race until now they were photophobic (unable to cope with bright lights), agoraphobic (fear of open spaces) and had adapted so well to living off the native flora and fauna that they now needed certain unique enzymes found only in that particular foodchain to survive. Nicknamed "Morlocks", the Khunsgular are today the major manufacturers of ceramics for the whole of Dagudashaag. Their major problem at this time is their increasing population. Since their enzyme dependence makes it impossible for them to colonise other planets, they have enforced a strict population and euthanasia control and the death penalty for all crimes. Visitors to the planet are restricted to the surface starport and may not enter the Khunsgular cities on pain of death. The starport is primarily for trade and has never been upgraded.

Khuulush

2822 D651210-5 S Lo Ni Po 222 Im M6 V M2 D

Khuulush is the third satellite of a large gas giant that orbits far from the system's two stars. Gravitational and tidal forces make the world extremely volcanic and the surface is dotted with active volcanoes and pitted with extinct craters.

The planet is frigidly cold, although geothermal heat keeps the atmosphere from freezing solid and creates large semi-permanent lakes of liquid water. Although the lakes are capped with thick ice, the waters below are hot and actually support primitive celled plants and animals: it is generally agreed that the organisms were accidentally introduced to the world rather than having evolved there. The entire population are the staff of a mining facility maintained by Ling Standard Products. The facility has been closed to casual travellers since 1105, although no reasons have been given.

Kuriishe Eraki, Republic of

The Kuriishe Eraki was a state that dominated parts of Kuriishe and Gadde subsectors during the Long Night. Eraki (2920 Kuriishe) flourished under the Ziru Sirka, becoming the regional capital and a major trade hub. It's power dwindled during the Rule of Man but the world retained most of its Vilani traditions, in part contributing to it's survival during the Twilight period. It survived, although it lost much of its technology. The world's society gradually changed as the Long Night deepened, eventually giving rise to a pro-science movement that pulled tech levels back up to pre-Long Night levels. By around -793 Eraki had working starships, constructed using recovered plans and a few derelict vessels. Slowly it began to explore and colonise nearby systems and by -600 the small sphere of inhabited systems joined together to form a loose federation, the Kuriishe Eraki. At the height of its power, the state included the Inshaam, Khashpol, Mimsur, Khuulush, Amgagiga, Baladino, Urkosh, Sivvita and Minowara (now Depot) systems.

Although the Kuriishe was in contact with the emergent states within Core Sector it maintained much closer links with Dagudashaag states, mainly the Medurma Pact. as the Pact became embroiled in the ongoing Slaver Wars with the Aakhri Empire, it began to rely heavily on minerals and agroproducts imported from the Kuriishe. By around -200 the Kuriishe had become the dominant trading power within the trailing edge of the sector. By year 1 the newly founded Third Imperium had absorbed all the remaining Long Night states within Core and had set its sights on the rich territories that lay to spinward: The Kuriishe was the perfect vehicle for its entry into Dagudashaag. In a brilliant series of economic and political moves, Cleon I annexed the Kuriishe Eraki, absorbing all member worlds by 45, and thereby gaining virtually complete control of vital resources that the Medurma Pact relied on.

Laeris

2827 B100447-B N Ni Va 720 Im M2 V

An Imperial naval base is all that keeps this small lifeless ball of rock from abandonment. Laeris forms one of half-a-dozen bases within the Pukh-Shea cluster, and the Uumirsa Trail to rimward. The small community serves the naval personnel and the starport (which is subsidised by the navy).

Laforte, Gweyn

<The Technician Primus>

Born on Proctonir on 211-1069 to a wealthy family, Gweyn Laforte like many of his well-to do compatriots had the benefit of private tutors until the age of 16 whereupon he obtained off-world education at the Milau Polytechnica on Collette.

Here he successfully completed a honours degree course in physics before taking up a research post on Khusgular under Prof. Janus de Ville in theoretical physics. Laforte left Khusgular at 30, following the death of his father, to take up the role of head of the family. He used his knowledge and wealth to set up a research foundation at the Proctonir Institute of Technical Sciences. In 1104 he entered for the first time the race for the Technician Primus after encouragement from his family and friends. After the first round of exams it became obvious that Laforte was the outstanding candidate of that year. In the second, final round of exams he won by an unprecedented margin of 11%. He maintained that gap in retaining the title in 1109, but his lead was cut to just under half in the third examination trial just five years later. Now he plans to enter his fourth set of Primus exams in 1119.

Mimsur

2821 C224349-C Lo Ni 222 Im K1 V

Mimsur is a cold, barren gas giant moon that lacks native life. The entire population consists of independent families who maintain automated farms centred on huge houses. Surrounding each house are hundreds of hectares of hydroponic facilities, tended by imported robots and used to grow a variety of plants. Although almost everything the families produce is intended for domestic use, some of the larger farms have excess produce which is sold at the starport. Their main money export however is a variety of vegetable oils. The government of Mimsur is an elected Council made up of representatives of each family. There is a minimal police force, mostly made up of hired offworlders. The local laws are surprisingly harsh and there have been a number of corruption scandals: this has prompted some families to press for self rule, although the government is bitterly opposed.

Namkigem

3227 B665648-9 S Ag Ni Ri 600 Im M3 V M8 D

A long settled Vilani world, this planet exports luxury foodstuffs throughout this and adjacent subsectors. As with most world's in this Sector, its history goes back more than 6,000 years. However, unlike most, Namkigem has maintained a stable colony since its initial colonisation and has always been an agricultural paradise. The fine elfin spires and pagodas of the most common architectural style on Namkigem are said to have been inspired by the music of D'Largo-Manistan, possibly the greatest composer of the 800's.

Niishulam

2623 B432570-C N Ni Po 614 Im M0 V

Niishulam was originally a pirate "Pit Stop". It was discovered in 485 by Admiral "Stone" Jenkins, who bombed the secret port into submission and then proceeded to carry out mass executions. These only halted when the Admiral left to continue his hunt for the exiled Duke Tarok Viisarikaa. Thankfully he never returned although a small Naval base was established which has remained to this day. While all of the civilian population live within the same city, and must share life support facilities and Starport they have split into independent 'family clans' loosely based on the original pirate 'krewes'. These 'krewes' each maintain a couple of Free Traders for charter and scavenging/salvage operations. A great deal of rivalry exists between the clans and violence frequently erupts onto the streets.

Pamnagagur

3024 C 785497-A S NI 915 Im M0 V M5 D

The planet is the third satellite of the large gas giant Dalsarin. When the subsector was first surveyed, Pamnagagur was listed as a prime agricultural site and was subsequently declared an Imperial reserve; the system was placed under the jurisdiction of the Ministry of Colonisation and held for future needs. Those needs were deemed to be pressing by the dawn of the eleventh century and Pamnagagur was opened for colonisation. Over ninety thousand settlers, mostly from high population worlds in Core Sector have relocated to Pamnagagur. Most live in prefabricated towns dotted around the southern pole. More are arriving and it is believed that large-scale commercial agriculture will begin within the next five years. At present, the world is still governed by the Ministry of Colonisation although the reins of power are likely to be handed across to a locally elected government in the near future. There has been opposition to the settlement by environmental groups who believe that the world's delicate ecosystem is under threat.

“PRINCESS ALIANTHE”, CA-91

The Legend of the “Princess Allianthe” is a relic of the Pacification Campaigns. “Princess A” was an Imperial “Tsarina” class heavy cruiser that fled from Pact forces in 77. This was typical of the early Pacification Campaigns when the petty states could often muster a local naval superiority. After the last contact with Pact forces, when she received heavy damage to her jump drive, she did manage to jump. She never arrived at her destination, and it was assumed that she was lost in jump space with a catastrophic jump failure. That, however, was not the end of the story. In the years since the Civil War, sightings of an early Imperial cruiser, bearing the insignia of CA-91, have been made in Gadde subsector. The ship has even been recorded. The ship has never responded to hailing frequencies, and has always moved away from craft carrying neural activity sensors. Once, when the ship was spotted above Colette Naval Base, scrambling fighters sought to intercept the ship. When the fighters fired across her bows, the ship returned fire, destroying the fighters and then accelerated away at an accurately recorded 11.98 G.

Proctonir

2521 C424258-E I.o NI 823 Im M1 V M4 D

This world is something of an oddity - the planet does not, at first glance, offer much and only supports a small population (around 850) yet has a high tech level (E). This can be explained by the peculiar nature of the government, a feudal technocracy, with an absolute ruler.

The ruler is elected following a series of technical exams in a variety of scientific subjects every five years. The exams are open to every Proctonirian, and the person achieving the highest marks becomes ruler. The ruler, known as the Technician Primus, has the primary role of representing the populace and fostering the advancement of (particularly) scientific knowledge. To this end the 18th Technician Primus, Jose Herreira-Shiglii, established the small but well-regarded Proctonir Institute of Technical Sciences.

Those six individuals with the next highest scores after the Technician Primus become chief advisors, helping in the TP's duties. Their social status is enhanced by the speed with which they disseminate new information, innovations and inventions.

The Chief Technicians (as the advisors are called) constantly vie with each other to pass on this new knowledge and imported gadgets in an effort to maintain their position of power. Their positions are not as secure as a ruler's, a Chief Technician can be ousted by an individual who can demonstrate greater technical competence. The present Chief Technicians are trying to attract outside investment and individuals to expand the economy and population.

The current Technician Primus is Gweyn Laforte, who first achieved top marks in the pentannual exams in 1104, followed by success in 1109 and 1114. He is looking for a record-breaking fourth term in 1119.

Pukh

2727 B535610-B A Ni 714 Im M4 V

This world is the corporate headquarters of the giant chemical combine Zadush-DagChem LIC (ZDC). Pukh is essentially the financial and administrative heart of the company, although there are extensive storage and research facilities. The company produces a wide range of refined and unrefined chemicals for the petrochemical, engineering, medical, pharmaceutical and food industries. ZDC chemicals are used in an extremely broad base of everyday consumer goods, and their success has elevated them in the last decade to the top chemical producer in the sector. The economic and strategic importance of Pukh has necessitated the continuance of the Imperial Naval (and Scout) base. The entire population live in a semi-submerged dome (on the equator) named after the company founder (Sensile) Khondafuen.

Quinarim

2828 B98A47B-E A Ni Wa 403 Im G4 V M3 D

Like many waterworlds, Quinarim's modest wealth relies on aquiculture. Its only other industries of note are infant mining and tourist operations. The small but well-equipped starport is more than adequate to serve the planet's trading needs. The only significant development on the horizon is the possible purchase of wide tracts of ocean by Scanian representatives who are eager to establish a colony. While many of the small businesses welcome the prospect of an increase in the population base to boost their trade many of the general population are suspicious of any Scanian immigration. Some vociferous opponents have formed a pressure group to campaign against the arrival of the Scanians.

Rraeghzoetz

2526 B775452-E N Ni 212 Im K3 V M3 D

Rraeghzoetz is one of only three Vargr colonies within Dagudashaag. The planet was originally colonised by a small group of Suedzuk and Gvegh-Aek civilians fleeing the violent retaliations that followed the Sack of Gashikan. The fleet entered Vland Sector about -1650 but failed to establish a permanent colony. Remnants of the fleet entered Dagudashaag about -1600 where they apparently separated into three fleets. Several ships agreed to follow Dzaekh Rraeghzoetz in her search for "Knoez-Rruerrgh", a legendary paradise planet that Dzaekh believed existed somewhere in Dagudashaag. Eventually the ship's began to malfunction and Dzaekh was finally forced to colonise Rraeghzoetz.

The colony was 'discovered' by the Medurman Pact in -213. Unfortunately a couple of mining companies decided to also settle Praeghzoëz (which they renamed Bitchin). At first the Vargr colony put up with the human presence but the flagrant disregard for their rights as sentient beings and the abuse the miners poured upon their heads led to a violent revolt in -186. The Vargr fought bravely but were ill-equipped for war against the technologically superior miners. The miners won and virtually enslaved the surviving Vargr. Thisagrant abuse of sentient rights continued unchecked for centuries. Vargr were forced to live in shanty towns and commute in to the human settlements to work as 'servants', often not seeing their families for several months at a time. A Vargr could be openly killed or tortured without fear of the law, yet the slightest mistake by a Vargr was punishable by death. It was only in the early 600's that the Third Imperium finally decided to do something about the situation. Marines were permanently stationed on-planet to protect the rights of the Vargr who agreed to take over the agricultural and mineral-poor Southern Continent. The miners won the right to remain on the renamed planet but were forced to alter their lifestyle. Today, although prejudice against Vargr is still common in the Northern Continent of Superior, it is now possible for a Vargr to find meaningful employment there, however most Vargr still remain on the Reservation where they farm the land and sell trinkets to visiting tourists. Government is run by the human colonists though in recent years some of the Vargr seem to have begun to regain charisma and have begun campaigning for self-government. In addition, there have been several violent terrorist campaigns carried out against the human colonists by Vargr freedom fighters over the last 200 years.

Serusi

2625 E540667-6 Ni Po De 402 Im G3 V

Serusi was originally established as a penal planet by the Kuriishe Eraki and later saw service again during the Vilani Pacification Campaign. Today the descendants of the original prisoners still live here. The populace are extremely self-sufficient; crops are grown in hydroponic tanks but most live a nomadic tribal existence with their cattle. The planet is currently governed from Collette although several attempts have been made, unsuccessfully, over the centuries to introduce self-government. There is almost no planetary or cultural identity outside the family amidst the local population, and inter-family feuds are extremely common. Co-operation between families is rare and the single city of Halkhesh is plagued with violence.

SHEA

2927 E651976-8 Hi Po 303 Im M0 V M5 D

Shea was a well-established vilani colony world stretching back to the early years of the [Vilani] First Imperium but became a refuge for millions of vilani fleeing the rimward sectors following the collapse of the empire at the hands of the Solomani. The huge influx of refugees over a 50-year period increased the population ten-fold, from a stable 18 million to nearly 200 million. With restrictions on the movement of large sections of the vilani population and the later collapse of the Solomani Empire the number of inhabitants steadily grew until the huge population had stripped the planet of all its resources. Shea's only export now are its well-trained people, most of which are of pure vilani lineage, for the world has a number of large, excellent universities, institutes and academies. Shea's capital (Urshiiglii) also holds one of the largest libraries in all the Imperium, following closely behind Vland, Terra and Capital.

Sherăc, Poul Vincent

Duke of Gadde (1053 -). Duke Sherăc's family became the ruling family of Gadde in 421 after the previous Duke, Emil Ghadu-Sai committed suicide. The Sherăc family was sponsored in achieving their ambitions by the mega-corporation, Sternmetal. Most assumed that this would lead to a political bias in favour of that particular company but the first Duke, François repeatedly proved his independence from political manipulation. Over the centuries the Sherăc family have proved to be adequate, if unimaginative, administrators. The current incumbent Poul Sherăc is the last of his lineage and lists gambling, xenorasty and wine-tasting as his major activities.

Shershe

2728 C340874-B Po Də 502 Im K9 V M0 D

Shershe was once a pleasant little world with a breathable thin atmosphere, thirty percent of the planet's surface covered with water and a mild climate; it could boast a population of nearly three-quarters of a billion souls. But in 953 fractionation of the government into a small number of aggressive, competing states led to a full-scale global conflict. No weapon or means was spared in the attempts of all sides to annihilate each other, all that is worst in war was used; nuclear, biological and chemical. By 979 the population had crashed to 12 million, virtually all the surface water was lost or heavily contaminated and all agricultural (and industrial) capacity was destroyed.

It was only direct rapid intervention by the IISS in delivering massive food relief that prevented the remaining population collapsing into oblivion. Many observers wondered why the relief came at all as there was no effort to at least initiate any kind of peace process and thus prevent the disastrous later stages of the war. The war ground to a halt shortly after the IISS intervention in 980 and the population has steadily grown back to near its pre-war level (following Imperial reinvestment in the world's infrastructure and industry). Yet the devastating effects on the world's ecosphere can be seen; the atmosphere still has taint classification - there are chemical and radioactive dust clouds which scour some of the wilderness areas. Occasionally they drift into the inhabited regions forcing drastic public health measures and evacuation from affected sites. All attempts at reclaiming water trapped under the planet's surface to relieve the parched landscape have been fruitless. This problem in addition to the increased competition for the scant remaining resources threatens to open up the old divisions and rivalries into renewed conflict.

Shurkig

2928 A234665-F Ni 610 Im M0 V M1 D M8 D

Shurkig is famed for its commercial shipyards and the production of state-of-the-art tech level 15 vessels. All the standard designs (and many more besides) are built under license. They are all of excellent quality, constructed to the highest standards. There is a continuous backlog of orders, despite the premium prices. Individuals and corporations are prepared to pay this premium, and many offer extra to jump the order queue. The yards are also a source of quality services; repairs, refits, spares and second-hand vessels. A consortium of the larger, well-established starship manufacturers on Shurkig are actively undertaking research in the development and implementation of TL16 systems for commercial ships.

StrandGrass

An extremely versatile plant local to Inshaam. Although its capable of being used in many different ways its most commonly exported as a brightly coloured cloth renowned for its durability and comfort.

Spindrift Tree

<'Woolbush' or 'Cottonwood'>

Primary flora of Collette, this fast-growing bush-like plant has monopolised many areas of the planet. Under good conditions it can grow up to 25m in height and has a complex, interlocking root system which stores copious amounts of water - it has been estimated that if the water stored in the spindrift root system could be released the planet's hydrographic percentage could be increased by as much as 6%. The plant's fast-shedding fuzzy 'bark' serves a dual purpose; as a defence against wood boring insects and as insulation.

The spindrift 'bark' is the primary taint in Collette's atmosphere since it consists of lignin fibres between 100 microns and 2mm in length. Breathing can be effected after only a few seconds of exposure and may trigger allergic reactions akin to eczema. Prolonged exposure may result in a debilitating lung condition similar to asbestosis. Filters and eye protection are advised at all times. Compacted spindrift 'bark' makes an excellent building material and is exported throughout Gadde.

Tiekarine

<'Teek'>

Teek is the slang name of a neurotropic drug Tiekarine, produced by the plant *Voloscum Tikaronsis*. It induces a mild euphoric state in individuals where takers develop heightened perceptions, an overwhelming sense of well-being and 'in tune with the universe'. Yet the individuals lose their powers of logic and reason. Tiekarine is highly addictive, both psychologically and physically, many after a single use of the drug. Those coming down off a Teek high become depressed, morose, uncoordinated and suffer from insomnia. Heavy use can lead to permanent psychological disturbances and physical disorders including mental impairment, polyneuritis (and even coma in overdose), liver and kidney damage. Addiction has now become a serious problem in the region, many of the run-down inner city slums have their legion of users, suppliers and producers. All systems in the Gadde subsector now have severe sentences for involvement in Tiekarine trade to combat its spread. Those caught using the drug are given a compulsory stay in a drug-rehabilitation centre until they have kicked the habit. Convicted producers and suppliers are given anywhere from 5 to 25 years (depending on the system's law level) as well as sequestration of all assets.

Whistleweed

A small flowering plant native to Inshaam. The plant is unusual because it produces a high-pitched harmonic hum, triggered by chemical signals, when it is approached by the amphibious grazers native to the world: the grazers find the hum irritating and move off. Selective breeding has allowed whistleweed to respond to a range of other stimuli and to produce a variety of sounds which humans find soothing. This combined with its delicate perfume and attractive appearance has made whistleweed popular as an exotic decoration.

Zerpekush

3122 C120744-A Na Po De 804 Im K0 V M0 D

Most of this world's population live together in one, small, cramped city dome. This was not always so. Only ten years ago the system had a population of only 60,000. However, a freak find of Lanthanum on the world brought miners and prospectors from across Dagudashaag. This has placed a massive burden on the government and life support systems of the world. The government gets none of the revenue from the mining because of contracts signed by the last President on land ownership. Whilst the ex-President and his cronies are getting rich, the government has appealed to the Subsector Duke for economic assistance.

Zhummuuki

3124 C74A622-7 Ni Wa 522 Im M1 V M1 D

Zhummuuki is basically an watery wilderness yet its narrow equatorial tropical belt is teeming with locally evolved aquatic lifeforms. It has become a favourite hunting ground for underwater big game safari operations and biological students. For the hunters the greatest prize is the Sevolg, a huge, seafloor-dwelling carnivorous reptile. The beast, despite its size is very agile and adept at hiding itself amongst the lush vegetation of its seabed habitat. Many would-be hunters have ended up supplementing the Sevolg diet.



FOR YOUR EYES ONLY . .

REFEREE'S INFORMATION

"Princess Alianthe"

The last sighting of the "Princess" was a report placing her over the Ducal summer palace on Kedden on 132-1116, at a time equivalent to Capital local time 1517 hours, the day and time of the assassination of Strephon.