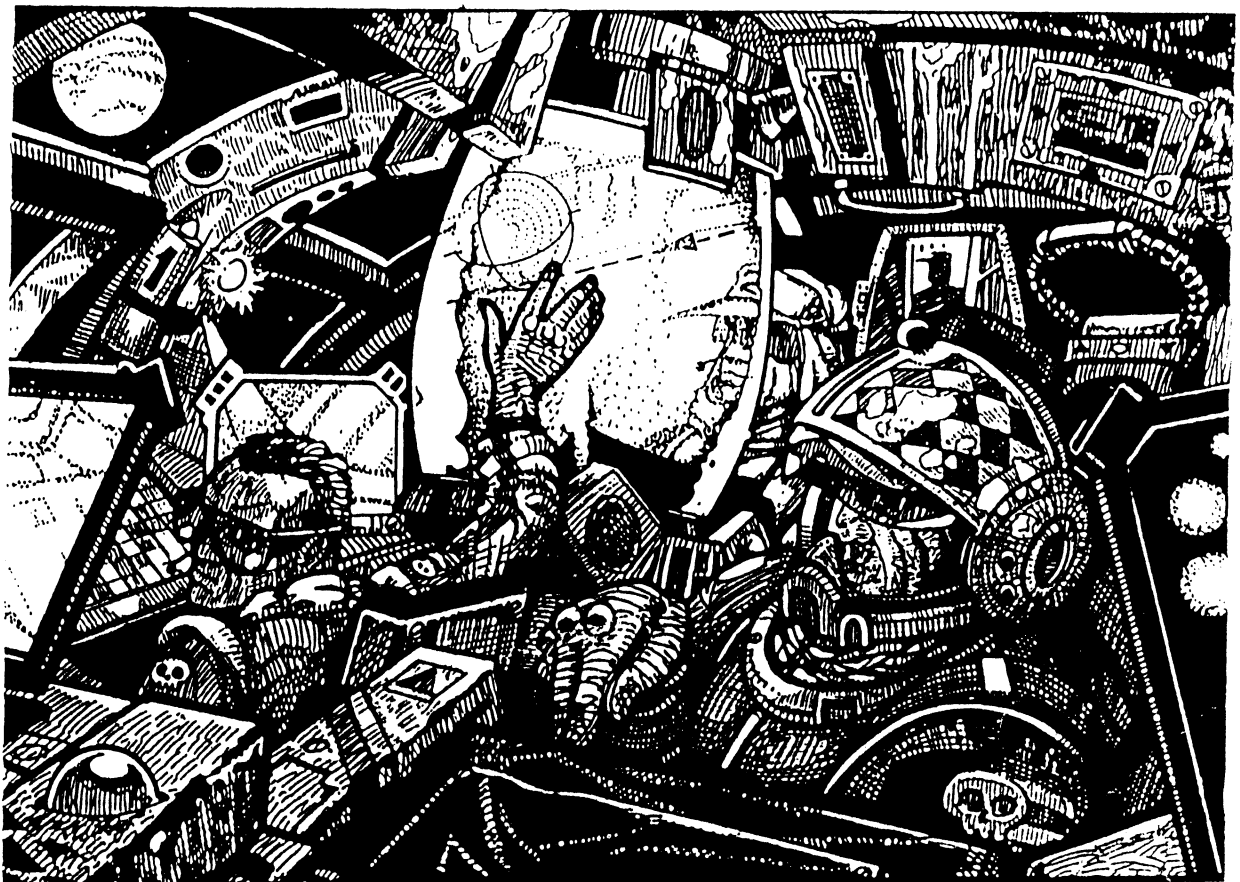
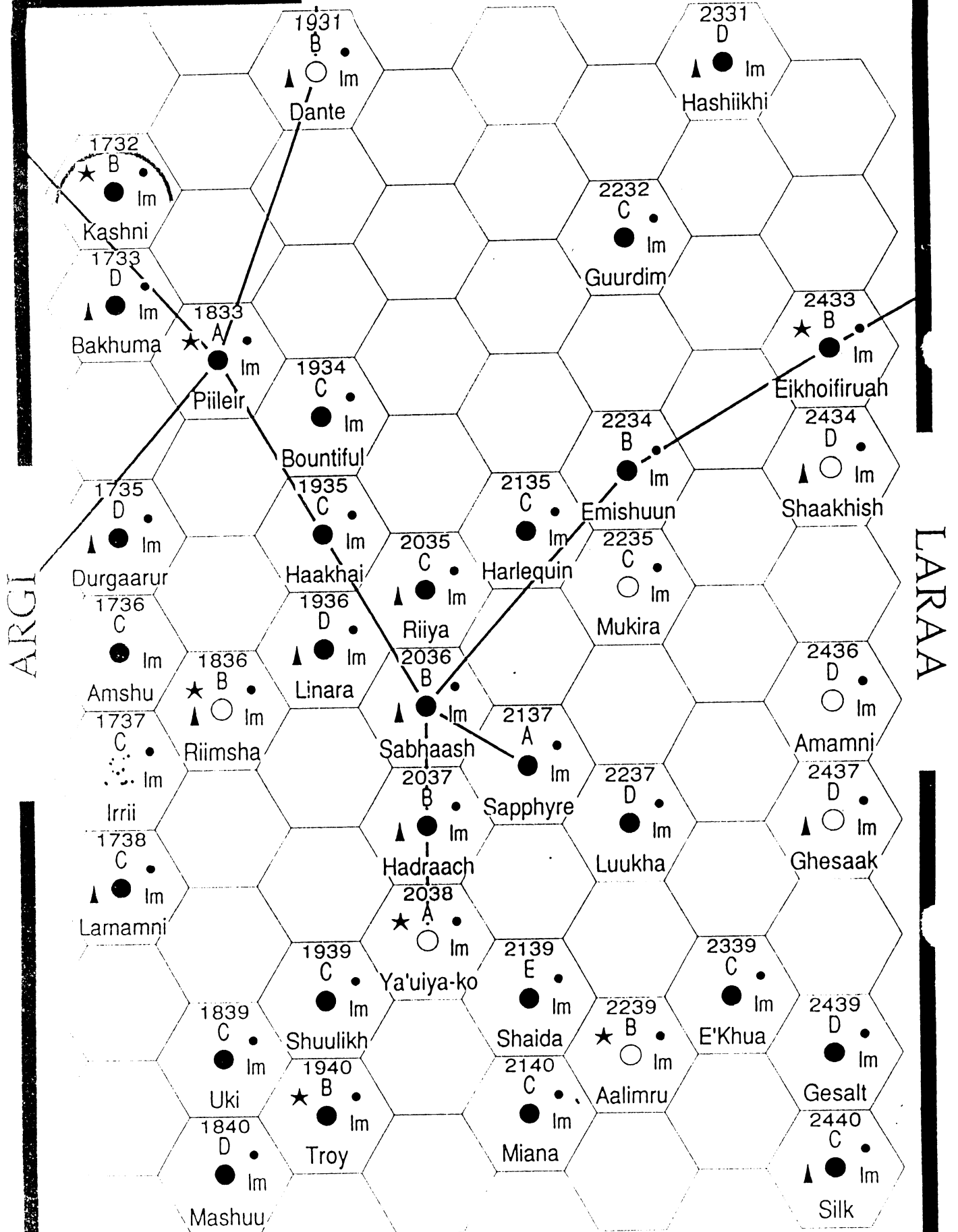


SAPPHYRE LIBRARY DATA [0]



PACT



ARGI

LARRAA

LODE

SUBSECTOR DATA

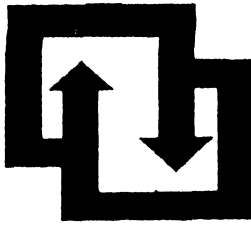
SAPPHYRE SUBSECTOR

(Subsector O of Dagudashaag Sector).

Sapphyre subsector is relatively sparsely populated - Durgaaruur is the only high population world. The vast majority of the systems within the region lie on the Medurma Main. Even though the volume of intersystem trade is less than in, say, Argi or Pact, it is still economically important, and it also has the only direct jump two links between the Medurma Main and the Sylean Main. The Sylean gateway systems are Amamni and Ghesaak, while the Medurman gateway systems are Mukira, Luukha, E'Khua and Gesalt. Short range bulk transports stack up in the systems waiting to unload their cargoes, while jump two vessels and independent merchants carry bulk freight across the Neck, as it is known.

- Kashni 1732 B222201 B N Lo Ni Po 512 A Im M7 IV
- Bakhuma 1733 D5367A5 5 S 203 Im M1 V M4 D K0 D
- DURGAARUUR 1735 D334A64 E S Hi-204 Im G1 V M2 D
- Amshu 1736 C674354 8 Lo Ni 600 Im K1 V
- Irrii 1737 C000100 B As Lo Ni 502 Im K1 V
- Lamamni 1738 C437569 D S Ni 602 Im M0 V
- Pilleir 1833 A78457A E N Ag Ni 814 Im F4 V M8 D
- Riimsha 1836 B502400 B A Ic Ni Va 624 Im K4 V M8 D
- Uki 1839 C458512 9 Ag Ni 714 Im G4 V M2 D
- Mashuu 1840 D725413 9 Ni 401 Im M0 V
- Dante 1931 B403472 C S Ic Ni Va 613 Im M7 II M8 V
- Bountiful 1934 C547733 6 Ag 204 Im K1 V M0 D
- Haakhai 1935 C8D5457 C Ex Fl Ni 624 Im M4 V
- Linara 1936 D8B6867 6 S Ex Fl 303 Im M3 V
- Shuulikh 1939 C88A585 9 C0 Ni Wa 602 Im M2 V
- Troy 1940 BA9A210 9 N Lo Ni Wa 802 Im K5 V M2 D
- Riiya 2035 C558868 A S 305 Im M2 V M6 D
- Sabhaash 2036 B799100 E S Lo Ni 603 Im K1 III
- Hadraach 2037 BAE2353 C S Ex Fl Lo Ni 323 Im M4 V
- Ya'uiya-ko 2038 A52077A C N De Po Na 904 Im K1 V
- Harlequin 2135 C233433 A Ni Po 623 Im M6 III M4 V
- Sapphyre 2137 A977200 D Lo Ni 804 Im M3 V K0 D
- Shaida 2139 E521742 9 C0 Na Po 615 Im M4 V M8 D
- Miana 2140 C649000 9 Lo Ni 913 Im M2 III
- Guurdim 2232 C681105 A Lo Ni 524 Im G1 V M1 D
- Emishuun 2234 B538230 D Lo Ni 424 Im K5 V M2 D
- Mukira 2235 C440640 A De Ni Po 824 Im M3 V M8 D
- Luukha 2237 D657332 9 Lo Ni 304 Im G7 IV
- Aalimru 2239 B130000 F N De Lo Ni Po 303 Im F8 V M6 D
- Hashlikhi 2331 D475268 7 S Lo Ni 600 Im G0 V
- E'Khua 2339 C65588B 8 904 Im M4 V
- Eikhofiruah 2433 B5676B6 A N Ag Ni 113 Im M2 V
- Shaakhish 2434 D100335 C S Lo Ni Va 601 Im M5 V
- Amamni 2436 D130300 C De Lo Ni Po 411 Im M9 V
- Ghesaak 2437 D100400 C S Ni Va 903 Im G4 V
- Gesalt 2439 D663422 8 Ni 423 Im G4 V
- Silk 2440 C354377 A S Lo Ni 703 Im M9 III

Sapphyre subsector contains 37 systems, and has a population of 21.703 billion sophonts. The highest population is twenty billion, at Durgaarur, and the highest tech level is F, at Aalimru.



LIBRARY DATA

LAST UPDATED 363-1115

Aalimru

2239 B130000-F N De Lo Ni Po 303 Im F8 V M6 D

Aalimru is an Imperial Navy proving ground. The starport and navy base are on the furthest moon of Gla, the largest gas giant in the system. Navy ships are undergoing constant manoeuvres in the system, this allows the Navy to keep a close watch on all privately owned ships that pass through here "Just as a training simulation". If there is anything else going on in this system it is well hidden.

Aqoiad'iin, The

Small religious group from Guurdim that practice various religious rites to increase personal communion with *A/ss*, the local "spirit" of nature.

[See Guurdim]

Amamni

2436 D130300-C Lo Ni Va 601 Im M5 V

Amamni is a small frozen world with an extremely high degree of volcanic activity, and almost no mineral wealth. It was originally colonised for the sole purpose of acting as a secret Pacter maintained supply base for Privateers during the Aakhri Wars. The planet was evacuated shortly afterwards and remained abandoned until 198 when the base was reopened to act as a quarantine hospice for sufferers of the parasitical organism *Charonaei VSR*. Initially it was thought that stranding the infected here would help speed up their deterioration while maintaining the facade of medical care. Much to everyone's surprise, the widely mutating organism stabilised on Amamni. By placing infected people on the planet, the actual disease was slowed down to such an extent that it could take up to thirty years before it killed its host. It achieved this through the hardening of the fungus infection on the skin into a hard, coral-like substance which eventually resulted in death through skin suffocation. The second surprise was that the VSR (Violent Schizophrenic Response) phase was found to pass within a month of arriving. Initially survivors were also thought to be sterile but those who survived the VSR phase discovered that this was only a temporary effect and in fact they could have children. These offspring, while initially immune to the disease, were nonetheless highly infectious and faced activation of the parasite when they reached menopause. To begin with, the medical teams sterilised new patients to prevent the spread of genetic *Charonaei* but, after the press got hold of the story in 234, patients were allowed to decide for themselves whether to have and raise children. Today *Charonaei VSR* is almost extinct outside of the Amamni and Ghesaak systems. The descendants of the original hospice continue to inhabit the planet maintaining contact with the uncontaminated through sophisticated droids who run the port. Recurring VSR outbreaks have prevented the formation of any permanent government structure outside the family unit.

There is little or no communication between these units and extreme mistrust exists. No Amamni will try to leave the planet since, to do so activates the dormant disease which would kill them within a week. Indeed all Amamni and Ghesaak are required by law to have Identichips inserted into their cranium at birth to identify them should they attempt to enter a starport or ship. All traffic through these systems are dealt with by the Orbital stations and there is little reason for travellers to ever have to visit the planetary surfaces.

[See Charonaei]

Amshii

1736 C674354-8 Lo Ni 600 Im K1 V

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

Assica Corporation

A large company, mainly concerned with mineral extraction and refining, operating within Sapphyre Subsector. Its headquarters are on Pilleir (Sapphyre 1833). It also owns a number of subsidiary companies, most notably **Galdarean Frontier Exploration**. It has frequently come into competition with the **MegaCorporation Sternmetal** which also operates within the area. Assica has been accused of sharp practices on a number of occasions and has a reputation for underhand dealings and utter ruthlessness.

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

Astex LIC.

This company has the sole rights to exploit the mineral wealth of the asteroid belt at Irrii which it does with scant regard for the workers safety. Although several complaints have been made no action has been taken as of this time.

Bakhuma

1733 D5367A5-5 S 203 Im M1 V M4 D K0 D

A relative backwater, the only item of interest on Bakhuma is the IISSbase which runs a surveillance operation on the indigenous aquatic lifeforms. The substantial human population is dispersed along the equator where they are solely concerned with their low-tech subsistence farms.

Bountiful

1934 C547733-6 AG 204 Im K1 V M0 D

Bountiful is a pleasant agricultural world that is a major producer of fine quality exotic fruit. One of its more famous varieties is the Khaguu, which resembles the Terran melon in both taste and texture. The hallucinogenic drug, Yahg is derived from another species, the Broadleaf. Although the possession and cultivation of this species is illegal, it plays an important role in Bountiful's ecology and is protected.

Refining Broadleaf into Yahg is a fairly simple process and it is believed that many local's run cottage industries manufacturing the drug. The Government does its best to control the Yahg trade (mostly by military operations against major manufacturing sites), but it is hampered by corruption, shadowy off-world interests and the backward local technology.

Blue Dominion LIC

Robotics/Cybernetics corporation based on Sapphyre/Sapphyre. Blue Dominion is currently engaged in extensive research into the organometallic lifeforms of Sapphyre and their possible applicability to human robotics technology. Rumours are circulating in the robotics industry that Blue Dominion will be releasing its first biological robot or "Biot!", a light-duty security monitor, by the end of 1116 or shortly after.

Charonaei

A complex parasitical submicro-organism that originated on Ghesaak. Originally it existed in a symbiotic relationship with the native bacteria. It proved to have an unparalleled ability for adapting to any changes in its ecosystem which it did by forming a beneficial relationship with its current host. On Ghesaak this took the form, among others, of a thin, mold-like, transparent layer over the entire body and within the lungs, which proved capable of converting perspiration, body waste, carbon dioxide and the native ultra-violet radiation into oxygen sufficient to maintain the host, unprotected, even in the planetary vacuum. As a side effect, the production of pure oxygen stimulated the **Septal Nuclei** (pleasure centre of the brain) into a highly euphoric state causing the infected colonists of Ghesaak to be peaceful and contented. Attempts to take altered humans off-planet resulted in the organism mutating into a highly infectious parasitical disease (*Charonaei VSR*) that attacked the host's nervous system and caused them to become both violent and extremely schizophrenic before the pain killed them within seven to thirty-two days. The disease spread through the Sapphyre Sector like wild fire, killing hundreds of thousands, before severe quarantine procedures prevented further infection. Patients, who were sent to the quarantine facility on Amamni, discovered that the disease stabilised allowing them to survive for many years and their offspring to be born with a milder variation now known as *Genetic Charonaei*. Today scientists studying the organism are still no closer to understanding how it functions but all forms of Charonaei are now completely contained within the Amamni and Ghesaak systems.

[See Amamni & Ghesaak]

Dante

1931 B403472-C S Ni Va Ic 613 Im M7 II M8 V

Dante is a world with a huge variation in its nature. First settled by the Solomani following the rise of the Second Imperium. Its high-temperature hostile environment earned the world's name after the title of ancient piece of Terran classical literature, 'Dante's Inferno', which describes an individual's descent into hell. The world orbits the companion star, by itself a rather feeble, low luminosity M8V sun (Beatrice). The companion however has a very elliptical orbit about the primary, a giant red star. At the time of the first colonists (prospectors) the companion was at perihelion - now the companion is at its farthest point from the primary and hence the world is a frigid, ice-covered ball of rock. The scout base monitors the companion system's changes in its progress around Lucifer.

Dædalus Courier Inc.

A small, highly specialised courier company offering a fast, reliable charter service for small cargoes or individuals. It was initially established by an ex-scout, Emil Roan, during the Charonaei plague to get medical supplies to infected areas fast. Today it uses ex-military Jump-4 and Jump-6 ships and fast remote controlled orbital drones to deliver small packages anywhere within Sapphyre. There is currently a great deal of controversy regarding how Dædalus were able to purchase its latest ships from the military.

Drosphiliae Katydid

<Dross-Fly>

A fruit-eating, winged insect which has spread throughout Dagudashaag Sector. Its planet of origin is unknown. Due to its ability to genetically alter its shape, it is capable of mimicking a wide variety of different crops within a generation. As a result, it was 877 before it was discovered to be a single species. The Drosphiliae can grow up to 17cm in length and is capable of eating in excess of 120 times its own body weight in a single day. Each insect reproduces asexually by laying anything up to 1,000 eggs every three months. Several attempts have been made to eradicate the species, but so far without success. Any trader found to have imported Drosphiliae or its larvae, whether knowingly or not, to any colonised planet will face heavy fines and/or impoundment of their vessel.

[From an idea by Django Upton]

DURGAARUR

1735 D334A64-E S Ni 204 Im G1 V M2 D

This world was once the industrial hub of the region, a massive exporter of natural and processed ores (and is even an abundant source of sapphires). Now very much in decline the world survives as a centre of technical excellence, Durgaarur produces large numbers of minerologists, geologists, geophysicists, and mining technicians from the 'Mineral Sciences Institute'. This body has been set up in conjunction with the IISS Geophysical Sciences and Survey branch.

E'Khua

2339 C65588B-8 904 Im M4 V

Unlike Luukha, E'Khua has no problem with profiting as one of the Medurma Gateway systems. This world is geared up to make money from the ships crews who man vessels crossing the Neck. The high law level only applies to natives of the world and not in the huge sprawling startown that surrounds the starports. The light level of tax for natives is only possible due to the high levels of income generated by the Startown itself.

Eikhoifiruah

2433 B5676B6-A N Ag Ni 113 Im M2 V

Eikhoifiruah is a planet with a 95% Aslan population. This world is a retirement home for members of the Emperor's Imperial Aslan Guard who have no other land to retire to. The world itself is part of the Emperor's direct Fief. Most of the food surpluses from this world are shipped to Emishuun and then across the Dagudashaag Main.

Emishuun

2234 E538230-D 424 Im K5 V M2 D

The Emishuun system is home to the Jansky-Missaadin Radio Astronomy Centre, founded in 531 by the University of Libuka/Zarushagar but currently funded by a consortium of several universities in Dagudashaag and Zarushagar. The Centre conducts astrophysical studies of objects both within and outside the galaxy using their radiotelescope facilities, the largest being an orbiting reflector some 28 kilometres across. Telescopes scattered across the system can be coupled together by meson comlink to form an interferometer network, an instrument with incredible resolution capabilities. Objects less than an AU across can be detected in nearby galaxies.

The most recent addition to JMRAC is Walsh Station, a radiotelescope built on a planetoid orbiting some 400 AU from Emishuun's primary. The station (named after the Solomani discoverer of the gravitational lens effect) uses the gravity well of the primary star to "lens" radio signals and is currently conducting a detailed study of the centre of our galaxy and its black hole core.

Travellers to Emishuun should be aware that the researchers require the system environment to be as "radio quiet" as possible. Starships are forbidden to use broadcast communications or navigational radars within 100 AU of any observing station.

Estrecho De Magallenes

<The Mary Celeste of JumpSpace>

In 803 the twelve hundred tonne passenger ship "Estrecho De Magallenes" left Ghesaak (2437) for Luukha (2237). It turned up two years later on course. It failed to acknowledge all attempts at communication and eventually, as it neared the planet, maneuvered into a standard orbit. It was boarded almost immediately and found to be totally deserted. There were no signs of life on board yet everything was set up as though it had left port only the day before. The Black Box flight recorder failed to reveal anything except a standard jump with no stopovers. Passengers effects were exactly where they had been left. It was as though everyone had vanished on the first day out. Many theories have been advanced to explain what occurred but what has always proved totally unexplainable is the fact that the Ship's computer system is totally incapable of operating the maneuver drive independantly nor is it capable of navigating the craft into a safe orbit without human intervention.

Gesalt

2439 D663422-8 Ni 423 Im G4 V

Gesalt is a planet undergoing the initial stages of evolution. It was colonised early in the Third Imperium by researchers from the biology departments of the Universities of Ushra and Medurma so they could study the phenomena of creation first hand. Even today most colonists are still either directly employed by the Universities or produce educational materials to support their researches. The "oceans" are surrounded by high crater-like mountain ranges causing each to act as separate, independent eco-systems. Most are currently in the early stages of Pre-Cambrian development and swarm with single cell and early multi-cell development for the scientists to study.

However, the most important research site is at Ubbo-Sathla where life has not yet formed. This isolated location has remained 'uncontaminated' by development elsewhere and seems to be about to undergo evolution independently. The high volcanic activity in the region coupled with the high mineral content in the water seem to be producing unstable chemicals which look like forming into nucleic and amino acids, the basic elements of life. Visitors to Ubbo-Sathla may only do so in sealed containment suits to prevent them contaminating the area from outside sources.

Ghesaak

2437 D100400-C S Ni Va 903 Im G4 V

Home of the Charonaei organism. Ghesaak was initially discovered during the Rule of Man but remained uncolonised until 138 when a Scout ship misjumped into the system. The crew landed on Ghesaak and discovered the remains of an Aakhri starship, the "Charonaei". The ship was wide open but several crew members were apparently missing despite the fact that the Vacc Suit Locker had been utterly destroyed when it crashed. They discovered the remains of the ship's crew in a series of caves far to the north. All five had apparently died of dehydration and radiation despite the fact that they were found naked on a vacuum planet. Here was a mystery that cried out to be solved. Scientists flocked to Ghesaak and confirmed that the Charonaei crew had apparently been breathing up to the time of their death. A highly unusual submicro-organism was discovered on the mummified skin and within the lungs, the same organism that apparently 'coated' the native bacteria; bacteria that also had no right surviving there. All attempts to fully analyse this substance failed and it too became known as the Charonaei organism.

A small permanent colony was established to discover the answer to the mysteries but it successfully eluded them for several years. Then, an apparent disaster occurred that finally solved it; six staff became contaminated by the organism during a quarantine failure at Gamma-Nine Research Station. At first, they were in extreme pain as the organism coated them internally and externally in a fine transparent, mold-like layer. Rather than face death by slow organic torture one of the six, Dr. Glamis Janka, opened the airlock exposing them to hard vacuum. To everyone's surprise, and horror, they survived. The organism converted their body wastes into sufficient oxygen to survive, creating a warm, insulating layer, like an organic pressure suit, around the body in the process. The pain was almost immediately replaced by a feeling of well-being and euphoria as the organism established a beneficial symbiotic relationship with the six now that it wasn't being poisoned by excessive oxygen.

Studies on the six revealed no harmful side effects, although additional protection against radiation would be required if they were to survive for any length of time on the surface. The Charonaei organism had evolved to provide whatever was necessary for its hosts to continue to survive. Within twenty years several hundred colonists allowed themselves to become infected.

In 197 it was thought that the Charonaei could be tested off-planet to see if it could allow man to exist in the vacuum of space. However the organism reacted violently to leaving the planet and further mutated into a highly infectious parasite which managed, through incompetent quarantine procedures, to devastate hundreds of thousands of lives before it was eventually contained. Surviving victims were sent to Amamni or back to Ghesaak.

The new variant however, failed to re-adapt and several Ghesaak were killed by violent patients before the infected were finally placed in isolation. Ghesaak was virtually abandoned by the Imperium overnight, stranding the adapted colonists. Ghesaak became the modern equivalent of a leper colony though supplies continued to be delivered. Eventually communication was reestablished through the use of Droids and research was once more undertaken to try and understand how the Charonaei organism worked. Today the Charonaei colony on Ghesaak is rarely visited except by new research teams determined to solve once and for all the mystery of the organism.

Gilyr

Popular musical instrument resembling in appearance the Ancient Solimani Autoharp. It consists of up to 128 weak laser beams in parallel which, when interrupted by a hand or bow produce music. This can be varied by the duration and location of the interruption as well as by the built-in computer synthesiser.

Guurdim

2232 C681105-A 524 Im G1 V M1 D

Guurdim is an ancient, forbidding world, its surface deeply eroded by the fierce winds which blow between nightside and dayside into a bewildering complex of canyons and strangely sculptured badlands. Such water as exists on the world collects in the deepest and most inaccessible valleys and in the vast complex of cave systems which extend under the surface of much of the planet.

The lack of fertile land or exploitable mineral resources have greatly impeded the settlement of Guurdim but several colonies have been placed on the world in the last three thousand years. In its turn, each colony has failed for the same reasons; lack of water. Within a generation of the colony's founding, without warning or apparent reason, the local water table drops dramatically. Even the deepest drilled wells run dry within a matter of months and the colonists have no choice: move or die.

Guurdim's present occupants are mostly archaeological researchers sifting through the desiccated Vilani, Rule of Man and Pacter ruins and planetologists investigating the world's strange hydrographic behaviour. A small group of spiritual recluses have made the world their home, however. Calling themselves Aqoiad'iin (an Ushran dialect term meaning Drinkers at Holy Well-springs), they claim to have some form of mystical contact with an entity they call *A/ss*, the spirit of the planet Guurdim itself. Observers of Aqoiad'iin rituals often claim a sensation of communion with a 'greater power' but this is usually ascribed to the hallucinogenic vapours produced by certain native algae, which are collected, dried and burned as part of the ceremony. According to the Aqoiad'iin creed, only by continued communion with the planetary spirit to assure it that human intentions are benign, will continued settlement of Guurdim be possible. They seem to have met with some success - they are said to have occupied part of the old Pacter colony of Novomassif. Although the site has been dry for centuries, latest reports say that the Aqoiad'iin have somehow managed to refill the colony aquifers 'to the brim'.

The landing field, five hundred kilometres south of Novomassif is presently being expanded to a full B-category starport by Cartel Ruchler-Metz (an Ikabite consortium) in order to provide a 'fast' jump-4 route between Ikabi/Pact and Kakar/Laraa clusters, avoiding the present 'dog-leg' at Kashurilm/Laraa and Maiden/Pact.

Although CRM are publically confident that the facility will be completed on schedule in 1118, there has been reports of unusual engineering problems. Fusion-tunneling work for underground fuel storage tanks has been seriously affected by what CRM technicians will only describe as "atypical patterns of seismic activity".

Harlequin

2135 C233433-A 623 Im M6 III M4 V

A remarkable double planet system, Harlequin and its 'twin' Pierrot (H2A6103-9) orbit a bloated red giant star in the final stages of its evolution. The star, Gastoyne, has reached a stage where it has started to blow off its outer layers, and a steady wind of carbon 'soot' is being blown out into the system. Over the millennia, this carbon dust has settled mostly on the outward-facing hemispheres of Harlequin and Pierrot (the pair are tidally-locked), giving both worlds a characteristic black-and-white appearance.

As well as being an astrophysical oddity, Harlequin has an unusual history - some three hundred years ago, it was home to one of the most ambitious (and some would say, misguided) technological projects in the entire sector.

In 827, the Bolivarian petrochem corporation Stahlmeyer-Ramirez SA conducted a detailed survey of the system, and found that the complex organic oceans on Pierrot included a significant percentage of buckminsterfullerenes and lanthanum-doped nanotubes (which are naturally-occurring superconductors). Randolph Stahlmeyer immediately authorised the purchase of much of Harlequin/Pierrot, and the construction of a plant to exploit Pierrot's petrochemical resources. Construction began on a 'skyhook' or beanstalk system connecting the two worlds, designed to pump 'raw' nanotubes to refining centres on Harlequin. In these plants, they would be turned into lanthanum carbosilicate wires, used in starship Jump grids.

Construction of the 'Worldbridge' began in 836 at the midpoint of the Harlequin/Pierrot system, the shaft of the skyhook extending slowly towards the surfaces of both planets. Despite technical problems and labour disputes which greatly increased the cost of the project, work proceeded until 841, when the ends of the Worldbridge were barely a thousand kilometres above the surfaces of the worlds. Then, disaster struck.

Stahlmeyer-Ramirez, its financial resources so depleted by the Worldbridge project, was the victim of a hostile takeover by IPP, a petrochemicals and engineering group based in Remnants subsector. IPP replaced Stahlmeyer's senior management, creamed off the most profitable refining plants in Pact and Bolivar and sold the rest. The subcontractors on the Worldbridge went bankrupt, and the project was abandoned, barely a step from completion.

Three centuries later, the Worldbridge has become Randolph's Folly, an interplanetary derelict. Forty thousand kilometres of spun monocrystalline plasteel tubing has attracted a great many salvagers and 'wildcat' scrap merchants, and incompetent attempts to dismantle the structure have left parts of it critically unstable. In 1102, two hundred kilometres of skyhook cabling broke free and fell onto the surface of Harlequin, damaging several habitats. The people of Harlequin have appealed to the Imperial Navy to make the structure safe, but no official moves have been made so far.

Hashiikhi

2331 D475268-7 S Lo Ni 600 Im G0 V

This world is seismically very active, being almost covered with volcanoes and large rift valleys as a result of an accident in tectonic engineering by the vigorous tech level 10 culture that used to inhabit this world until 357 years ago. The current inhabitants are the survivors of those too stubborn to leave. The planet's only government is now imposed by the Scout Service as they watch to see how much longer the world will remain active.

Irrii

1737 C000100-B Lo Ni As 502 Im K1 V

Irrii is occupied by a small group of prospectors sponsored by Kahramet, searching for valuable minerals. Kahramet is one of the many mineral extraction companies which originated on Durgaarur and now have moved further afield to remain in business.

Kashni

1732 B222201-B N Lo Ni Po A 512 Im M7 VI

Kashni is the thirteenth satellite of the inner, large gas giant, Inaash. This small world is the only permanently inhabited body in this comparatively barren system, serving the Imperial Navy as a minor repair base. The gas giant and its satellites carry an amber classification, dissuading travellers from approaching the naval base. Traffic is directed towards the outer gas giant where a small automated refueling station operates (a class F spaceport) serving vessels on the Dagudashaag Main. The navy operates a rescue service in the event of a civilian emergency in-system.

Lamamni

1738 C437569-D S Ni 602 Im M0 V

This small unattractive world shares many features with Bakhuma (1733), it offers little to the permanent population of small-scale farmers who are the subject of a scout observance program. The Sociological Studies Branch of the IISS traces and analyses the complex social interactions of a small interdependent human population. The IISS are also investigating the possibility of performing some limited atmospheric terraforming. This accounts for the quality of the starport and high tech level, which is beyond the local manufacturing capability and local needs.

Legends & Lore of Dagudashaag

A top-selling mem-clip published by Sherver Press of Ushra, and written by the well-renowned author, Ishmaga Ershuk. The clip lists the many mysteries and superstitions of Dagudashaag sector, many of which had never been publicly released before. The mem-clip was published in 1115 and quickly reached the number 1 spot in the Dagudashaag best sellers list for 186 days in part because of the outrageous conclusions reached by the author many of which have been totally disputed by scientific community.

Linara

1936 D8B6867-6 S F1 303 Im M3 V

Linara is the outermost of four worlds orbiting Shenal, a dim red main sequence star. Its frigid atmosphere is made up of carbon dioxide and ammonia, and large areas of the surface are covered in ammonia seas. There are three cities, each home to one hundred million people, tunnelled into the side of mountains. Until 1055 Linara was a colony of Riiya (2035). When Riiya's government collapsed Linara was unable to get essential life support supplies and associated backup technology. The tech level began to fall, and the Imperium was forced to intervene in order to avoid disaster. The Scout Service have administered the world ever since. There is still tension between pro and anti Riiyan factions, and travellers are advised to avoid political discussions.

Luukha

2237 D657332-9 Lo Ni 304 Im G7 IV

Although a vast quantity of goods are transhipped from J2 to J1 vessels in this system, very little of the riches passing by are seen on Luukha. The founders of the colony on this world were not impressed by the thought of turning the world into a giant way station for the transhipment of cargo and have always refused to upgrade the starport, (The volume of traffic here could support a B class port without any problems and make a fortune for everyone on the world).

Mashuu

1840 D725413-9 Ni 401 Im M0 V

This unimportant world sees offers little to the merchant or traveller - it has little in the way of tourists attractions. It's only feature of note is its base of operations for the information and data distribution company SIDDIS (Sapphyre Information and Data Dissemination Service). Their clients include the local system and subsector governments, commercial and military agencies.

Miana

2140 C649000-9 913 Im M2 III

Miana is a dying world. Orbiting at the ice-bound margins of its system, Miana was given a brief lease of life when its primary star evolved off the main sequence. Organisms evolved at a dizzying pace, colonising the newly-melted oceans and the skies above them in a scant few million years. As the star continued to increase in luminosity, Miana's surface temperature rose - the climate shifted irreparably, violent storms wracked the planet's surface, and many species became extinct. At certain points on Miana's equator the temperature now approaches the boiling point of water, and the quantities of ocean being lost into space are so vast that a visible halo of ionised hydrogen and oxygen has been created around the planet. Even in the 'temperate' regions, the thin atmosphere is so loaded with scalding water vapour that it is unbreathable without artificial assistance.

As the world-ocean is being lost, the peaks of submarine volcanoes and mountain ranges are becoming exposed, and the mineral riches they offer has attracted humans to this hellish planet. Initial surveys of the late 600's revealed meteoric lodes of naturally-occurring elements including centaurium (atomic number 124) and cleonium (atomic number 128).

These elements are invaluable as tacit 'doping' agents in the production of superdense alloys, and Sternmetal Horizons and GenMett LIC have invested billions of credits in establishing heavily-automated mining operations on the surface of the world.

The system population approaches ten thousand at times, although almost all of these are corporate mining crews working six-month tours of duty. Surface crews are commonly paid hazardous duty rates - in addition to the fearsome climate and the danger of handling radioactive ores, they must face the surviving local fauna which includes many formidable avian and aquatic predators.

[See Siebowski's Spinehawk]

Mukira

2235 C440640-A 824lm M3V DM

Mukirans are fierce democrats, with a wide variety of opinions and attitudes. As a result, every level of government is directly elected, and consequently ineffective, and often corrupt. However, the one common attitude amongst the electorate is a dislike of violence, to the point of inaction. Thus, although the frequent elections make 'campaign fever' an everyday occurrence, political violence is unheard of. Unscrupulous offworlders have been known to use violence in taking advantage of Mukirans, with the result that the average citizen is highly fearful of any direct dealings. The myriad of elected government officials often see their duty as 'protecting' voters, and any offworlder will have to deal with numerous petty regulations if they wish to deal with locals. A lack of consensus within the government has so far prevented the establishment of an extrajurisdictional zone around the surface port. All these facts conspire to discourage offworlders from landing unless absolutely necessary. In addition, the orbital port has a large contingent of 'enabling agents', who deal with the locals on behalf of offworlders, for a 'small fee'. Although not a legal requirement, falling foul of regulations can be time-consuming and expensive, so these agents are popular.

Recently, the starport manager has managed to gain a consensus between the several agencies concerned with the port, and pushed through the construction of a high capacity loading dock. Unfortunately, the vested interests of the enabling agents, and the surface-to-orbit transport companies look set to prevent any further cooperation.

Piileir

1833 A78457A-E N Ag Ni 814 lm F4 V M8 D

Piileir is the trade and traffic nexus of Sapphyre, and the largest exporter of agricultural produce in the whole sector. There are huge, high-tech, semi-automated farms stretching over thousands of millions of square kilometres. Not only does the world produce vast quantities of foodstuffs, the advantageous position on the two branches of the regional X-boat route means that it is a convenient distribution centre for the other agricultural worlds of Uki (1839), Bountiful (1934) and Eikhoifiruah (2433), as well as the exports from Durgaarur (1735). The orbital and surface starports are busy all around the clock, with representation from all the major sector and Imperial commercial players.

Riimsha

1836 B502400-B A Ni Va Ic 624 Im K4 V M8 D

Riimsha holds an important strategic position for the Imperial Navy, overlooking the two branches of the Dagudashaag Main - the Durgaarur Arm leading to spinward, and the Sabaash Trail to rimward. The base is home of the 991st cruiser squadron ('Vonk'-class cruisers, 'Fighting Ships'). The scout base concerns itself with studies of the sub-planetary bodies, notably the rich cometary band that orbits the primary (Inserra) that is perturbed by the red dwarf companion, Hiigah.

The world of Riimsha itself is of little interest, with the class-B starport offering all that the travellers could need. The majority of the population are IN or IISS personnel who either have permanent residence or drop in for R and R while on leave.

Riia

2035 C558868 A S 305 Im M2 V M6 D

Riia is the second moon of Denaran, the innermost of five small gas giants orbiting a pair of close binary stars. It is a pleasant (if slightly cold) world that has been continuously inhabited since the First Imperium. During the early 500s Riia became an important destination on the Durgaarur Loop, a group of systems lying on the rimward end of the Dagudashaag Main. Riia became a major trade centre, and as its power grew it colonised Linara (1936) and Sabhaash (2036). But over the centuries its government gradually became more bureaucratic and impersonal.

By the late 900s petty laws and red tape were beginning to seriously affect offworld trade. When protests against government policy were voiced the dissenters were either forced into silence or summarily tried and committed to prison. A guerilla movement, dedicated to the overthrow of the regime, sprang up in response. In 1054 a series of atrocities committed by government troops came to light which, finally sparked an open rebellion. In 1055 the government collapsed. Anarchy followed, and the Imperium sent in troops to restore order. The Scout Service has administered Riia ever since.

Rose Invisible, Society of the.

A group of like-minded individuals who claim that they are above the concept of 'petty' religion and are the better for it. This sect claims to be descended from a secret society from Sol called the Free "Workers in Stone". Followers are said to exist throughout the Sector and are supposed to be in constant communication with each other to further their own ends. Its teachings are ritualistic and arcane in the extreme as well as being considered highly secret. Membership is unknown but thought to be in the tens of thousands.

Sabhaash

2036 B799100 E S Lo Ni 603 Im K1 III

Sabhaash is a warm world largely covered in shallow oceans. Although Sabhaash appears hospitable the local plantlife is lethal. Almost all plants are able to utilise the nutrients released by decaying meat, and most have some means of trapping and killing animals. The atmosphere is tainted by airborne pollen spores that can trigger severe allergic reactions in humans. Up until 1055 the world was claimed by Riia (2035) and used as a prison.

When Riiya's government collapsed the prison facilities were closed, the prisoners were repatriated, and administration duties were taken over by the Scout Service. Being 'sent to the Sab' is still common slang for being sent to jail.

Sapphyre

2137 A977200-D 804 Im M3 V DK

Duchy capital of Sapphyre subsector. The name of the mainworld is truly descriptive - native micro-organisms in the oceans metabolise copper salts dissolved in the water, producing an intense blue colour which is beautiful to behold. What is beautiful can also be deadly, however. No human can breathe the air of Sapphyre unprotected - metal salt-saturated water droplets in the air trigger crippling allergic reactions within a matter of minutes of exposure.

Though Sapphyre has a chemistry which is profoundly non-Terran, it has none the less become home to a wide variety of complex lifeforms, which have evolved to cope with Sapphyre's metal saturated environment in a variety of ways. Some secrete metal compounds into their carapaces, which they then shed at intervals, whilst others incorporate metals directly into their skeletal or other body structures.

The most surprising example of this was discovered in the early years of the Third Imperium - some classes of Sapphyrian fauna have nervous systems consisting of pure metallic fibres which carry modulated electrical signals. Described by Scout Service biologists as 'organometallic robots', such lifeforms are almost unique in Imperial space, and Sapphyrian life is the subject of intensive study.

Sapphyre was settled in c.-550 by an all-female group of ex-Medurma Pact military personnel led by Vice-Admiral Madelaine Takachiho of the Pact Space Force. She was, apparently, an extreme feminist who resented the 'male domination' of the Medurman government and military, and fermented an uprising against the Viisarlkaa family and the ruling hierarchy. She, and at least two dozen of her senior staff were sentenced to death for their crimes, but managed to escape in commandeered Space Force auxiliary vessels. Talachiho's attempted coup is often referred to in Medurman history texts as the 'Sapphic Betrayal', and the Vice-Admiral herself is a figure of hatred among native Medurmans.

The details of events after Talachiho's flight from Medurma remain unclear, but Pact and Aakhri Empire archives suggest that her band took up piracy to survive. It seems that they managed to capture cryogenic gamete storage systems from an Aakhri colonisation vessel, which gave them the means to have children. As commerce trading was becoming too dangerous, Talachiho decided to establish a settlement on Sapphyre, well away from patrol routes.

Through a combination of sperm genoselection and infanticide, the 'Takans' have managed to maintain an all-female population to the present day. Since the discovery of Sapphyre's immense heavy metal resources in the early 300's, and the world's designation as duchy capital in 498, the Takans have become immensely wealthy through grants of land to Sternmetal Horizons and the Imperial Government. Though most have left Sapphyre for more comfortable and pleasant worlds, perhaps a hundred Takans still make their homes on the world, living in complete seclusion on private estates, and only dealing with outsiders through comlinks or S'mrii-designed intermediary robots.

Visitors to Sapphyre should note that the terms of the Takan land grants prohibit *anyone* apart from direct representatives of the Imperial Government from permanent residence onworld. Imperial corporations usually rotate their work force on and off-planet on a six to twelve-month cycle. Sapphyrian habitation complexes tend to be as modular as possible, so that they may be rearranged to suit the tastes of new arrivals with little fuss.

Shaakhish

2434 D100335-C S Lo Ni Va 601 Im M5 V

A small low grade colony consisting of 3 Colony Domes almost equally spaced around the equator of one of the largest satellites in the system. This world has little to recommend it apart from it being the birthplace of Lorna Beldshander, actress and singer, who's endeavours are today considered to constitute some of the best Holopics of the 1040's.

Shaida

2139 E521742-9 615 Im M4 V DM

Shaida is the first world on the Silk Road branch of the Dagudashaag Main. However, as four of the five worlds to trailing have a total population of less than 100 thousand, the volume of trade through the system is small, and the main world has only rudimentary starport facilities. With a harsh, sub-zero climate, Shaida was colonised as the most habitable base from which the exploitation of the system's five sparse planetoid belts could proceed. Prospecting in fusion-rocket seekers, a large belter community supports the majority of the population. The families of the beltters can be identified by their common use of surgically implanted respirators. Given the dangerous nature of prospecting, cybernetic prosthetics are common, and cyborgs are easily accepted. In addition to the predominantly human inhabitants, there are 2.6 million chirpers on Shaida. Imported centuries before as slave labour, most chirpers today tend hydroponic farms which provide the bulk of Shaida's basic food needs. Although not citizens, chirpers are well treated here.

Shuulikh

1939 C88A585 9 Co Ni Wa 602 Im M2 V

Shuulikh is almost entirely covered in oceans of liquid water. Thick icecaps, in some places over a kilometre deep, extend down from the poles to the mid-latitudes. Although the sea is liquid around the equator, icebergs and pack ice are a constant hazard. The port facilities are located on a large equatorial island, the only dry land on the world. Shuulikh's entire human population are port and startown workers and their dependants. Governmental duties are carried out by port administration personnel, and policing is carried out by hired operatives. A small Chirper population exists on the world. They live an isolated, nomadic existence on the permanent icecaps and shun outside contact. Little is known about how they survive in the harsh, freezing conditions.

Siebowski's Spinehawk

<Pseudocalarans Siebowski>

Avian predator native to Maina/Sapphyre. Adult specimens mass 10-20 kg and have a wingspan of up to 7 meters. The jagged spines on the leading edges of its mantis-like wings are used to good effect in crippling its prey, balloon-like grazing invertebrates.

Siebowski's Spinehawks pose a significant hazard to human explorers on Maina, as they are intensively territorial and prone to attack without warning. Using echo-location, they are able to strike even in total darkness, and many survey and mining personnel have lost their lives to Spinehawk attacks.

The sheer numbers of Spinehawk attacks in the early years of Maina's colonisation mystified Human experts. It seemed that humans were being attacked *deliberately*. After much research, an answer was finally found. The General Products oxygen pumps in the environment suits worn by the work crews made a faint hum which closely mimicked the herding calls of one of the Spinehawk's prey animals. Changing the design of the suits seems to have cured the problem.

Silk

2440 C354377-A S Lo Ni 703 Im M9 III

Silk is primarily known for its exported '**Tao'I-Silk**'. This brightly coloured, silk-like cloth is produced already naturally patterned by generically altered three metres long Tao'I Spiders (who more closely resemble the fearsome Laraa Megapedes than a spider). Each Tao'I Spider has been specifically bred by one of the five ruling Clan's, known collectively as Lao, to produce a particular pattern. Each will produce the same pattern throughout their life and each spider can produce upto 75 centimetres square of cloth per day. They weave the sheets of cloth from the small spinnerettes on each of their 800 minor legs. A spider that produces a successful pattern can sell for anything up to two and a half million credits since they can lay about eight thousand eggs during their life span, each of which when hatched is capable of producing the same patterned cloth as its parent.

The only settlement of Silk is located on the edge of the Q'habora Sea and most of the buildings are built over water, creating a vast network of canals which are the primary means of local transport. Each Clan is completely independent from each other and has absolute power over their indentured servants who must rely on their Ruling Family for everything. Visitors to Silk should note that there is no extraloyalty on the planet and, as such, all visitors on arriving are expected to swear 'temporary' allegiance with one or other of the Clans in order to be able to buy food and lodgings from their host. Visitors who do not wish to form such alliances generally find it extremely difficult to obtain even the necessities of life.

[See Tao'I Spider; Port of Call: Silk]

Tao'I Spider

<Pseudochilopoda arachnidae Tao'la>

A gigantic, carnivorous, invertebrate arthropod (insect) closely aligned to the Megapede family, native to the planet Silk. This insect, which has been genetically altered to increase its size, has a head that closely resembles a Terran spider with a long millipede-like body. In the wild these insects grow to a maximum length of one metre but domestic varieties are generally three metres long. The body consists of twenty segments each of which has two major legs, containing poisonous claws, and forty minor legs, each of which has a spinnerette similar in design to a spider's. When 'weaving' the spiders lie on their backs and spin thin strands of silk from each of their minor legs forming a brightly patterned sheet of strong cloth. In the wild this was used to keep the Spider's eggs safe above the ground in a type of hammock resembling in shape and colour the brightly patterned, parasitic, tree worm.

Even while weaving, a Tao'l Spider can defend itself - each of its forty major legs can rotate through a full 180° so that it can both run away or, if trapped, defend itself with its poisonous claws. In addition each Spider can spray a foul fluid from stink glands in its lower segment which is almost impossible to remove. The males are extremely fierce and are also armed with large jaws that can cut a man in two.

Troy

1940 BA9A210 9 N Lo Ni Wa 802 Im K5 V M2 D

Troy is a large waterworld located in the only stable orbit between the system's two stars. Because the world lies within a hundred diameters of the primary star, ships are forced to merge from jump at a distance of 0.53AU, beyond the orbit of the companion star. Prudent captains take the time to fly their ships out to a safe distance before jumping, but jumping in close to Troy isn't unknown. Average flight times from a safe jump point to the mainworld are 39 hours at 1G, 28 hours at 2G, 22 hours at 3G, and 16 hours at 6G. The Imperial Navy maintains a small training base on one of the moons of the innermost gas giant.

Troy is a geologically active world with an atmosphere tainted by volcanic gases. It is rich in minerals, and petrochemical extraction rigs owned by the Assica Corporation dot the oceans. The orbital port facilities were built to handle bulk petrochemical tankers, not civilian craft, and berthing fees for private vessels are expensive. The company administration offices and a small downport are located on a large equatorial island. The associated startown has gained a reputation for lawlessness and violence, and casual travellers are advised to exercise caution while on the world.

Uki

1839 C458512-9 Ag Ni 714 Im G4 V M2 D

Another important agricultural world, Uki exports 95% of its produce to the high population systems in the Dagudashaag-Zarashagar border regions. Durgaarur is a major importer of Ukian foodstuffs taking a full third of its exports. Uki is particularly renowned of the quality and excellence of its honey-based products, including mead, for many of the farms have vast apiaries, housing billions of the Terran honey bee.

Yahg

<also known as Broad or 'Y'>

A powerful, addictive hallucinogenic drug derived from the Broadleaf plant, a species native to Bountiful (1934). Yahg is available in two forms, a thick resin and a more potent liquid. It is administered orally and usually takes effect within half an hour of ingestion. Its effects can range from mild euphoria to lucid hallucinations. It is addictive, and because the body becomes accustomed to its effects, users have to take progressively larger doses to achieve a 'high'. Side effects include poor health and insomnia or nightmares: overdosing causes brain damage or death. The drug is illegal on most worlds, and transporting it within Imperial space carries a minimum ten year prison sentence.

Ya'uiya-ko

2038 A52077A-C N 904 Im K1 V

First settled in the Aohalai/Oakhtai'yal migrations of the Long Night, Ya'uiya-ko was a major staging post for Aslan expeditions deeper into Dagudashaag. Clan vessels found a world, which, though marginally habitable at best, has a valuable natural resource. Ya'uiya-ko is circled by the *Fiya Khuika* or **Sable Prowlers**, several large carbonaceous ice asteroids (100-200km across) which are usually rich in deuterium and rare carbon isotopes, which makes them a prime source of high-grade fusion fuel.

Centuries of mining work by deuterium prospectors has begun to break up the Prowlers into a dark ring of debris circling Ya'uiya-ko. However, ice supplies seem sufficient for many hundreds of years.

Ahriy who have been able to assert territorial claims over part of the Prowler 'belt' have enjoyed considerable wealth, but unfortunately, that wealth has not always filtered down to groundside *ahriy*. This has resulted in severe social strains, and the fracturing of the two founder clans into at least a dozen bickering sub-clans. Feirle cultural strictures have prevented a descent into anarchy, but duels, assassinations, and the 'ousting' of unproductive or complacent spacesider *ahriy* are very common.

The situation is complicated by the presence of the Imperial Naval Base. Recent IN plans to establish a high-grade fuel-processing facility in orbit around the innermost gas giant threaten to disrupt the entire system economy. The expansion of the surface installation, and the immigration of some 5,000 additional civilian support personnel (including at least a thousand Medurman Alikasch) have introduced even greater tensions. Ya'uiya-ko is regarded by many as 'an incident waiting to happen'.