

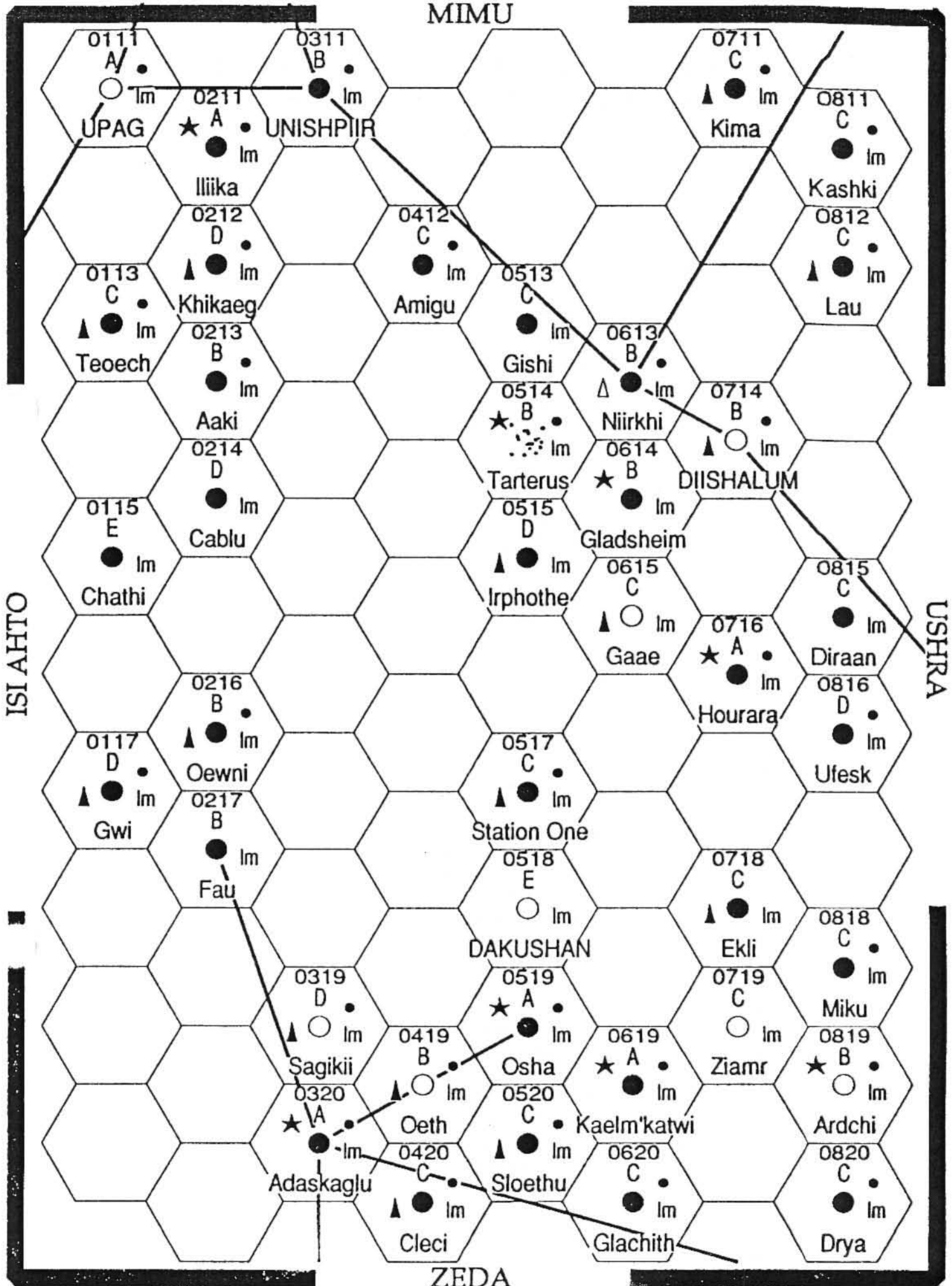
SHALLOWS
LIBRARY DATA
[E]



MIMU

ISI AHTO

USHRA



ZEDA

SUBSECTOR DATA

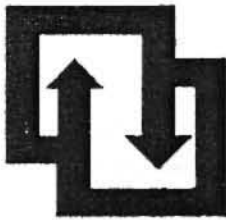
SHALLOWS SUBSECTOR

(Subsector E of Dagudashaag Sector).

Shallows subsector is important from the point of view of communications, as the most direct link between the Vland Main and the Medurma Main is the jump-two bridge between Amigu and Unishpiir. The Diishalum system has relatively little influence within the subsector, as it is effectively overshadowed by more powerful areas such as Mimu and Ushra. In recent years the subsector's economic centre of gravity has shifted to the Unishpiir-Upag region, as these worlds have prospered under increased trade with the ComSentiency.

- UPAG 0111 A210A76-F Hi In Na 914 Im M0 V
- Teoach 0113 C977559-7 S Ag Ni 102 Im M1 V
- Chathi 0115 E8C1215-8 Fl Lo Ni 710 Im K4 VI
- Gwi 0117 D463430-7 S Ni 612 Im A0 V M7 D
- Iliika 0211 A236665-D N Ni 824 Im M0 V M7 D
- Khikaeg 0212 D565643-7 S Ag Ni Ri 504 Im M1 V
- Aaki 0213 B234553-B Ni 123 Im G7 VI
- Cablu 0214 D348543-9 Ag Ni 100 Im K1 V
- Oewni 0216 B464466-9 S Ni 422 Im K5 VI M6 D M2 D
- Fau 0217 B423766-A Na Po 300 Im K5 IV M7 D
- UNISHPIIR 0311 B86A961-C Hi Wa 704 Im G1 V M4 D
- Sagikli 0319 D 10088A-B S Na Va 702 Im K4 V M5 D
- Adaskaglu 0320 A5448AE-C N 923 Im K9 IV M3 D
- Amigu 0412 C336530-D Ni 814 Im K0 V M9 D
- Oeth 0419 B110320-B S Lo Ni 622 Im K0 IV
- Cleci 0420 C361554-9 S Ni 214 Im K0 V
- Gishi 0513 C455677-9 Ag Ni 500 Im M3 V M4 D
- Tarterus 0514 B000431-E N Ni As 101 Im A2 V K3 D
- Irphothe 0515 D67989A-4 S 400 Im M0 V
- Station One 0517 C668843-8 S Ri 702 Im K5 III
- DAKUSHAN 0518 E2009A8-C Hi In Na Va 900 Im K5 D
- Osha 0519 A625441-D N Ni 204 Im M2 V
- Sloethu 0520 C69A552-D S Ni Wa 713 Im M8 IV
- Niirkhi 0613 B657794-B W Ag 205 Im G1 V M2 D
- Gladshelm 0614 B9D5102-E N Fl Lo Ni 100 Im M9 II
- Gaae 0615 C340538-7 S De Ni Po 100 Im M1 V K4 D
- Kaelm'katwi 0619 A453500-D N Ni Po 125 Im G1 V
- Glachith 0620 C6A4855-9 Fl 503 Im M3 V M3 D
- Kima 0711 C522873-A S Na Po 903 Im M3 V M5 D
- DIISHALUM 0714 B120988-F S De Hi In Na Po 913 Im M3 V
- Hourara 0716 A578335-C N Lo Ni 703 Im M0 V M8 D M1 D
- Ekli 0718 C2437A9-9 S Po 820 Im M1 V M5 D
- Ziamr 0719 C210888-B Na 900 Im K2 V
- Kashki 0811 541336-A Lo Ni Po 314 Im G9 D
- Lau 0812 C24179A-A S Na Po 424 Im K3 V
- Diraan 0815 C676114-A Lo Ni 100 Im M4 V
- Ufesk 0816 D9AA301-C Lo Ni Fl Wa 501 Im K3 III
- Miku 0818 C666543-7 Ag Ni 404 Im G0 V
- Ardchi 0819 B100541-B N Ni Va 304 Im M9 VI
- Drya 0820 C99A522-9 Ni Wa 202 Im G2 V

The Shallows subsector contains 40 star systems, and has a population of 120.192 billion sophonts. The highest population is ninety billion, at Upag, and the highest tech level is F at Diishalum and Uuan.



LIBRARY DATA

LAST UPDATED 363-1115

Aaki

0213 B234553-B Ni 123 Im G7 VI

The original Lanclan colony on Aaki was almost completely decimated in 78 during the Vilani pacification Campaign and thousands of Makhidkarun colonists were resettled on the world. Aaki however, failed to make an impact as an industrial base and, rather than pull out, it was finally decided by Makhidkarun to use the planet as their local financial and administrative debt collecting capital. Today Aaki-Makhidkarun Financial Services is the primary financial factoring agency in Dagudashaag. AMF offers consumer data analysis, finance checks and debt collection to all the major agencies throughout the sector. While AMF maintains offices at all A & B ports within Dagudashaag, Aaki is still their main data processing centre and the port is maintained primarily for servicing AMF's own jump-6 courier network.

Adaskaglu

0320 A5448AE-C N 923 Im K9 IV M3 D

Adaskaglu is the most important link for the trailing edge of the subsector, via the "Xboat" route to Zeda, where a large proportion of the population of this end of the subsector comes from. Despite the wealth that this trade nexus has attracted, the planetary government and its head, Disklai Trova, rules the citizens with a rod of iron.

Amigu

0412 C336530-D Ni 814 Im K0V M9D

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

Ardlhi

0819 B100541-B S NI Va 304 Im M9 VI

Ardlhi is the second satellite of Klathzu, a small gas giant. It is the site of Diak, a mining base that produces high grade ferrous ores. Most of the population are ethnic Ziadd, although there are small numbers of Imperial humans, a few Lancians, and a small S'mrii phylum engaged in secretive research. Ardlhi has gained a reputation as a 'vile den of villainy, sin and debauchery'. The entertainment on offer is reputed to be 'the very best within ten parsecs', and just about everything (from quality alcohol, Lancian StimSim, sexual liaisons, guided tours through the mining tunnels, sports facilities, drugs, and even the latest holomovie releases) are available, for a price. Ardlhi recognises Imperial laws, and a set of 'basic principles concerning personal conduct' have been issued by the government. Other than that there are no laws, and no restrictions of any kind on trade. If a commodity isn't banned by Imperial law, its probably available. If it is banned, its probably available anyway, but at an inflated price. Enforcement of Imperial laws is difficult, and in the past security troops from the Scout base have acted as a police force. During one raid in 1103 a team recovered three ex-Imperial Navy starship nuclear missiles and a large quantity of nerve-gas, apparently destined for the Rebels on Ziamr.

(see Ziamr)

Cablu

0214 D348543-9 Ag Ni 100 Im K1 V

Cablu was initially part of Makhidkarun's landgrant to the Universal Church but, over the centuries, there has been a peaceful blending of cultures so that today many of the Churches great artisan's originate from the Lanclan colonies on Cablu. Beyond its many marvellous cathedrals and monuments to the saints, Cablu is perhaps best known for its magnificent Tkighir; a native mammal carnivore which can measure up to 4 metres long from nose to tail and can weigh up to 320 kilogrammes. Armed with sharp, raking claws and canines as long as a man's forefinger, it is Cablu's ultimate predator. Until the early 900's the man-eating Tkighir was freely hunted by trigger-happy sportsmen and by smugglers who sold various parts of the creature to off-worlders as folk medicine. In 905 the number of Tkighir's still roaming free had fallen to less than 500 and the local government established sanctuaries to protect the creature from extinction. Within a couple of decades the Tkighir's numbers had once more multiplied. Unfortunately this also meant that it had outgrown some of the smaller sanctuaries and was once more attacking and killing people from the surrounding settlements. The government is currently examining ways that man and Tkighir can co-exist peacefully. One protection that visitors can take if they wish to enter the jungle regions is to wear masks on the back of their heads. Natives claim that because the Tkighir prefers to attack from behind the masks confuse the animal sufficiently so that it will issue a challenge before attacking, allowing the guides sufficient time to prepare for any eventuality.

Chathi

0115 E8C1215-8 Lo Ni FI 710 Im K4 VI

Chathi is a world with an atmosphere primarily composed of Carbon dioxide which has resulted in a runaway greenhouse effect, with base temperatures in excess of 350°C. Despite the excessive heat Chathi has an extensive, though utterly alien, flora which primarily draws its sustenance from traces of fluorine in the atmosphere and soil. The S'mrii biomedical services phylum Zia'zak have bought the extraction and agricultural rights and currently harvest several important medicines, including a wide spectrum antiseptic pad which they sell under the trade name of 'Medi-Plast' and 'Procreanil' Patches, a widely used Male contraceptive. Recently the BUI (Brethren Uplift Institute) sent representatives to Chathi to study the mobile plantlife known locally as 'Starspins'. Their initial reports would seem to suggest that there is a 53% chance that this species could be uplifted towards true sentience if it were no longer 'exploited' in order to milk ODA² extract from its root systems. This viewpoint however, has been rejected by Zia'zak SIA who have publicly stated that the reports lacks concrete proof as to the plant's potential for gaining even a limited level of sentience.

Cleci

0420 C361554-9 S Ni 214 Im k0 V

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

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

DAKUSHAN

0518 E2009A8-C Hi Na In Va 900 Im K5 D

Dakushan was originally colonised by the passengers and crew of a Jump 1 Vilani starship attempting to travel to Station One, however the lack of readily available fuel in the system prevented the ship from going any further and the shortage of native life on the main world caused the stranded colonists to die off in short order. Later, several small outposts were established but none prospered.

By the Rule of Man the planet was again all but uninhabited, with small ruined bases dotting the surface and a small base established to rescue any stranded wayfarers, however the base personnel were very badly hit by the plague of Duskir which depopulated the world. During the Rule of Man this world was left empty as it seemed to be of no value to any one. This barren condition was maintained until the time of the first survey when exploitable deposits of Thorium and Platinum were found by the scouts. After the initial rush, a colony was established with the current population consisting of 70% Ziadd and 30% other human races. The culture of Dakushan has reached tech level 12 in all respects apart from the use of Fusion generators. In place of these the Dakushan's use Fision power and solar cells to provide all the energy requirements of what is now a thriving industrial society.

The planet has very stringent rules on the export or import of anything that could harm the fragile balance that allows the world to survive with no source of water or free hydrogen (which would allow water to be made by cracking oxygen bearing rocks), and a population of more than nine billion. All the money raised by the sale of the naturally occurring resources is used to Import the bare essentials for life on this world.

Davizi Maize

A common grain crop grown primarily within the Ziadd sphere of influence. It is extremely adaptable and can cope with a wide variety of climates and planetary temperatures. The seed pods of the Davizi are generally either boiled and eaten whole or ground into a flour. The seeds can also be used in the manufacture of a local beer brewed throughout the Zeda Alignment. The bitter-sweet taste is thoroughly enjoyed by Ziadd but few other races can bear to put up with its smell for long enough to actually try it.

DIISHALUM

0715 B120988-F S HI Na In Po De 913 Im M3V

Although no longer the vast producer of important raw materials, Diishalum is still the industrial centre of the shallows. The system now concentrates on the production of manufactured goods, to be found constructed in the huge underground warehouse-factories of the mainworld. The main industrial players of Shallows, Dagudashaag and the Imperlum have a presence here (Including Sternmetal, Naaslrka and Dagmet). The companies board (a committee representing the industrial interests of Diishalum) are currently investigating ways of stalling the trade deals on the Niirkhi harvest which look like taking their agricultural needs away to Irphothe.

(see Niirkhi)

Diraan

0815 C676114-A Lo Ni 100 Im M4V

Diraan is another minor stopping-off point for the independent trader moving core and spinward. Its semi-automatic starport offers basic ship necessities with little in the way of extras - there is a single local 'general' store and cafe bar. The starport has only recently been upgraded, ahead of Ufesk. Diraan itself is only a marginally habitable cool, world, but with high levels of ammonia in the atmosphere a filter mask is a necessity at sea level (the seas are markedly alkaline).

Drya

0820 C99A557-9 Ni Wa 202 Im G2 V

Drya is a large waterworld orbiting a pleasant yellow star. Temperatures are uniformly low, averaging around -10 degrees C. Although there is very little dry land the world has large, semi-permanent icecaps. During the warmer summers these begin to break up, giving a constant danger of icebergs. The oceans average over three kilometres deep, although some areas are far shallower and others are much deeper. The weather on Drya tends to be violent, as there are no large landmasses to stop the high-speed winds or huge tsunamis. The main colonies on Drya are located around the Excellence and the Temperance Islands, close to the equator. Aquaculture and fishing are the principle sources of income, and Drya provides many of the Ziamr system's foodstuffs. The strong winds make air travel dangerous: the main forms of transport are boats and submersibles.

(see Zaraduk)

(Ekei) Glachith

0620 C6A4855-9 Fi 503 Im M3 V M3 D

The Ekel Glachith system is home to Theimr Aeki, the largest university in the subsector. Although subjects as diverse as Droyne medicine, xenobotany, and astronomy are taught, T-Aeki is most highly regarded for its history department. It is regarded as the foremost authority on Ziadd pre-history and archaeology, and has one of the largest collections of Vilani, Ziadd and Rule of Man writings outside Capital. Popular rumour has it that the university holds a massive collection of uncatalogued Ancients artefacts. Ekel Glachith is also the site of the only licensed timers club within Shallows subsector. The facility itself is luxurious, and is fully equipped with state-of-the-art tech fifteen medical and cryogenic equipment imported from offworld. Membership is reputed to cost in excess of ten million credits. Your money guarantees the very best medical attention, and provides a 'once a century' or an 'important event' wake-up service.

Ekli

0718 C3437A9-9 S Po 820 Im M1 V M5 D

Although Ekli has little to offer from a commercial point of view, the world has some breathtaking views and a wide range of exotic local lifeforms. Ekli is actually a double planet: it and its large, close moon (Ekaliar, UWP H201000-0) spiral around a common centre of gravity as they orbit the close binary stars. Ekli also retains a highly reflective ring made up from the fragments of a shattered second moon. Important tourist attractions include the whispering jungles, the sunset seas, and any of the vast chasms in the Fracture Valley. One of the best sights is said to be a double sunset with Ekaliar rising, and the ring system glittering overhead. Local citizens and officials may not welcome offworlders, and dangerous animals are found in many unsettled areas: visitors are advised to travel with a professional guide.

Access to the outer reaches of the Ekli system is prohibited: the two narrow planetoid belts, four planets and three large satellites that make up the outer system are strictly off-limits to casual travellers, by authority of the Scout service. No official reasons have been given, but speculation is rife. Icarbus, the system's outermost world, is a well-known 'Ancients' site, and local rumour has it that a major find of some kind has taken place. Other stories maintain that there has been a strike of lanthanum ore, and still others hold that a deadly Ancients disease has been released. In truth no-one really knows what the scout service are up to.

(see Icarbus, Three Moons of)

Fau

0217 B423766-A Na Po 300 Im K5 IV M7 D

Fau was initially colonised by Ziadd during the Rule of Man and remained a stable if small colony until -692. Then, during the period of Ushran expansion, missionaries from the Universal Church arrived and started to try and convert the colonists. Unfortunately under Canon law Ziadd are not considered 'true' humans but 'artificial' and therefore are not considered to possess a soul. When informed by the missionaries that they would have to reconcile themselves to being second-class citizens in the kingdom of God the Ziadd colonists grew extremely angry and apparently killed them. In response the Universal Church retaliated by forming what Pope Innocent XXI was, centuries later, to describe as an 'unholy' alliance with the Ushran's to attack Ziadd colonies. Within months the Ziadd colony at Fau was crushed under the military heel of the Ushran Empire. The few surviving Ziadd colonists were enslaved. A Dominican mission was established on Fau to enforce the will of God upon the savages. A task the order of warrior priests accepted with relish. Twenty years later the Ushran's gave orders to pull out. The full horror of the occupation will probably never be known but a S'mrii ship visiting the planet a mere six months after discovered the streets filled with decaying and mutilated corpses. Less than twenty-one colonists survived out of an initial population of one hundred and twenty thousand. Unfortunately the survivors were so badly traumatised by their experiences that they were never able to give a full account of what happened. The Church blamed the incident on the Ushran troops and the Empire blamed the 'missionary' zeal of the Universal Churches' House of Inquisition. Today Fau is once more a viable Ziadd colony thanks primarily to the support and assistance given by S'mrii during the initial recolonisation. As a result most Ziadd consider the S'mrii close allies and friends, a feeling that is not returned. Today Fau is primarily known for its war memorials, Seafood delicacies and very active anti-universalist press.

Future Promise Enterprises

<F.P.E.>

Future promise were a small company operating a small number of Timer clubs on the Dagudashaag- Gushemege border. Founded in 794 by a local entrepreneur, Mitta Holt, the company did fairly good business until the early 900's. Changes in local law on some worlds prohibited the practice, describing it as unethical. The loss of business and a number of highly publicised deaths of three 'sleepers' sent the company into terminal decline. Shortly after this point FPE was bought out by DagMet (who were looking to diversify their interests following bad trading figures themselves in the preceding five years). As a consequence of the severe drop in profits DagMet were in need of major restructuring which involved large numbers of lay-offs especially amongst their senior management. DagMet could ill-afford to make the large redundancy payouts that was required by them under local and Imperial commercial regulations and thus thought their way around the problem by buying out FPE. DagMet offered a large number of their middle-ranking executives the opportunity of 'sleeping-out' the recession in the FPE facilities, guaranteeing them a resumption of their careers at the end of the period as well as nice bonuses for the time they were in hibernation.

Gaae

0615 C340538-7 S Ni Po De 100 Im M1V K4D

The cool, dry, desert world of Gaae is the home of the Ka Keleree, native sophonts that live in vast caverns in the polar regions. The Ka Keleree city-tunnels are usually found excavated around large underground water lakes. They have evolved out of scavenger stock that still have many living representatives on the world. The race appear to be a curious hybrid of animal and plant (fungi to be exact). They are predominantly carbon-based but have silicon as a significant component of their make-up, most notably their tough outer shell.

The related lifeforms create their habitats by exuding large quantities of powerful acids (complex mixtures of sulphuric, chromic and hydrofluoric acids with numerous catalytic components) which can rapidly etch away the rock through which they tunnel. Ka Keleree have evolved to the point where tool use has superseded their natural abilities to bore their new underground works and although their acid-production has diminished considerably with time, all their bodily secretions are highly corrosive. This has caused problems when the Ka Keleree have interacted with humanity.

Galaach

<Meduu-Galaach>

Ushran trade language widely spoken throughout the Shallows, Zeda and Ushra subsectors, Galaach is considered a sub-language of Anglic. Although, never spoken on Ushra itself, Galaach is an artificial language created by Ushran traders during the Long Night to aid interracial communication. Galaach is descended from a number of Terran tongues but has evolved a complex grammar a wide range of tonal expressions and today contains an unusually large number of new, Lancian, Ziadd and Vilani words. Galaach is considered by most native Ushran's an 'inferior' language and only fit to be used to speak to off-worlders.

Gishi

0513 C455677-9 Ag Ni 500 Im M3V M4D

The close binary pairing of this system just provides a habitable biosphere for the agricultural community of the main world. Temperatures only move above 0°C on the warmest of days, usually the thermometer oscillates between -118°C and -10°C. Despite these hardships the world is virtually self-sufficient in all its needs, indeed it is a net exporter of foodstuffs. The Gishians cultivate the native plant life which is fortunately both very edible and nutritious. The vegetation is composed of thick expanses of moss and lichen-like plants which thrive in the seemingly harsh environment. Their simple low-life appearance belie their sophisticated structure, biochemistry and reproductive methods.

The Gishians live in sheltered dwellings, mostly carved out of the many hills and mountain ranges. Their energy needs are provided by geothermal activity tapped by extensive bore holes that riddle the inhabited areas. Although the Gishians have to import most of their high-tech items they are able to export much of their knowledge (and some equipment) in the exploitation of geo-thermal power.

Gladshiem

0614 B9D5102-E N Lo Ni Fl 100 Im M9II

Gladshiem is home to a small naval research facility reportedly investigating and developing novel hull materials and configurations. The high gravity, dense atmosphere and extreme temperatures provide a tough testing ground for any man-made device or structure. Rumours currently circulating surround the development of new ground attack/support craft based upon the standard naval 30-ton gig.

Gwi

0117 D463430-7 S Ni 612 Im A0 V M7 D

Until 994 Gwi was a planet with a booming industrial base in disposable fashions and a severe population problem. Today Gwi is virtually a ghost planet. It is governed by a Council of Archbishops of the Universal Church and as such has a strict moral code which prohibited the use of contraceptives. In 991 several planets in Shallows were affected by a mutated sexually transmitted disease known as Artificial Chromosome Deterioration Complaint (ACDC). The cure was simple, ODA² administered over a period of six months rendered humans immune to its effects. The problem for the Universal Church was that ODA² is a natural

contraceptive rendering the user temporarily infertile. On Gwi the Council refused to relax its prohibition on the importation and use of any contraceptives (including ODA²) even on medical grounds. Instead they quoted Pope Innocent's address on morality; In cases where sexual relations could possibly result in danger to one or other partner then total abstinence is the only acceptable solution in the eyes of the Church. Millions who found it impossible to live to such a restrictive lifestyle died slow and painful deaths before an acceptable alternative cure was discovered in 1065.

In 1077 Pope Emmanuel II opened a new cathedral on Gwi to commemorate the 'courage' of the Council in not allowing immense political and media pressure to stop them from guiding their flock in the one true path of God. Their sacrifice had prevented the people of Gwi from sinning so badly that they would have become unredeemable in the eyes of God. Indeed, he stated, their actions had ensured that the millions who had died a sure and certain place in the kingdom of their father.

Hourara

0716 A578335-C N Lo Ni 703 Im MOV M8D M1D

The Hourara system houses the small naval construction-repair base and resupply depot within the orbital starport, Ulaani. The base only constructs the lower end of naval requirements, generally vessels under a thousand tons. These include the common patrol cruisers, close escorts, naval couriers and non-jump ships such as ship's boats, SDB's etc. The base does serve larger, capital ships in need of significant repairs and/or overhauls. The naval administration has contracts to serve and supply the local planetary, subsector and reserve forces. There is a close link with the naval research station on Gladshheim.

Icarbus, Three Moons of

Icarbus is a large exotic atmosphere world occupying the last orbital position around the two stars in the Ekli system (0718 Shallows). The planet retains a family of three moons (all with UWP codes of Y100000-0). Each moon has been carved to resemble an enormous skull. The innermost clearly represents a human cranium, and is remarkable for its detail. The second probably represents a droyne, but is much more crude. The third depicts an as yet unidentified (but presumably sophont) species. Some xenobiologists hold that it represents the skull of a mature Ael Yael, a minor sophont race found within Gushemege sector, but if it is, the likeness is only passing.

For centuries Icarbus has been an important archaeological site, and is maintained by staff from both the University of Ushra and the Theimr Aeki. Popular opinion holds that the Ancients were the constructors of the site, although geophysical evidence seems to suggest that the skulls were fashioned more recently: as yet no-one has made a definitive statement. Extensive densitometer scans have revealed the presence a number of sealed chambers far below the surface of each moon. All of the chambers that have been excavated to date have been empty, but there is still the possibility of a find that will solve the mystery.

(see Ekli)

Iliika

0211 A236665-D N Ni 824 Im M0 V M7 D

Iliika was initially a S'mrii colony world but, during the Vilani Pacification Campaign, it was captured and used as a military base. Since then the Vilani megacorporation, Naasirka, has maintained a tight stranglehold on the planetary government and has continued to exploit the planet's extensive natural resources to this day. In 866 the S'mrii of Iliika managed, through a loophole in the local government constitution, to hold a free referendum in which over 89% of the population voted to throw Naasirka off-planet. Since then the local people have been attempting, through legal means, to win back their freedom. A move that has been vigorously opposed through the courts by the Naasirka legal department.

Irphothe

0515 D67989A-4 S 400 Im M0V

Irphothe has become the low tech retreat for the discontented in the subsector. Originally colonised by the Vilani in the early years of the Ziru Sirka, Irphothe attracted those who had their fill of the hurly-burly of the growing empire. The world was only marginally habitable even at the time of the first explorations but now the fragile biosphere is beginning to collapse under the steady population increase. The vast seas have become the low-cost dumping grounds for many of the large corporations of the region. The pollution is now reaching critical levels.

Irphothe is now home to a significant population of Dolphins, one of the furthest known coreward enclaves. Backed by wealthy concerns rimward (it is even rumoured that solomani money is involved) the Dolphins have bought the commercial exploitation rights to the seas in an attempt to halt the environmental damage. This has involved restricting access to many areas and banning dumping. This has led to a number of clashes between Irphothe residents (who on the whole support the Dolphins) and some starship captains who have attempted to circumvent the new pro-active environmental laws and discharge their illegal cargoes.

Kaelm'Katwi

0619 A453500-D N Ni Po 125 Im G1 V

Kaelm'Katwi is one of the larger Imperial naval bases in the subsector. The military facilities in the system are massive, and serve as a kind of mini-depot. Their purpose is to provide an ongoing show of military power to the Zladd of the region, who tend to respect displays of strength. For some periods the starport is closed to all but military traffic. All civilian craft are directed to the small class F spaceport located on Shelwa, the world's moon. The facilities there are bearable, being equivalent to an average quality class D port. Large commercial transports generally get priority, and smaller vessels may find themselves in holding orbits for days at a time. Surplus military equipment is occasionally sold off by the military.

Kashki

0811 C541336-A Lo Ni Po 314 Im G9D

Kashki is another marginally habitable world with only a small number of people engaged in subsistence farming. Currently Makhidarun and DagMet are sponsoring a joint investigation at a number of sites on the mainworld which have potential valuable mineral deposits.

Kima

0711 C522873-A S Na Po 903 Im M3V M5D

Kima was once a thriving agricultural community. Kima's primary went through a period of increased stellar activity in the 320's, raising the normally cool world to temperatures that led to loss of significant proportions of the atmosphere and surface liquid. Consequently it is a constant struggle to survive on the world. The IISS is now involved in two separate operations on Kima - monitoring the primary's activity and introducing a resettlement programme, to other worlds.

Khikaeg

0212 D565843-7 S Ag Ni Ri 504 Im M1 V

Khikaeg is the home of Carlsbrew Distillers - voted No. 1 in Dagudashaag Sector by the Imperial Brewers Guild for the last 20 years. The Khikaeg population is primarily composed of Carlsbrew employees and independent farmers who cultivate a wide range of mutated hops, malts and barleys used in brewing some of the many alcoholic beverages sold by the Company. Carlsbrew also owns several other Breweries throughout Dagudashaag and release their produce under several trade names. Khikaeglan's are, for the most part, members of the Universal Church though they interpret their religion more liberally than is generally found elsewhere in the sector; a fact that has caused the local Church hierarchy a great deal of concern.

Klatha'sh

Primary spoken language of the Ziadd. Most Klatha'sh speakers are to be found within Ziadd colonies in Shallows, Ushra, Zeda and Remnants subsectors.

Lau

0812 C42179A-A S Na Po 424 Im K3V

Lau is famous for its spectacular sunrises and sunsets. The combination of a rich orange sun, ammonia-ice crystals in the mid-atmosphere layers and dust clouds that surround the planet make for beautiful, iridescent displays. Tourists flock in their tens of thousands to just sit and watch these impressive and memorable events. Otherwise this world would be just another uninteresting and barren backwater.

Miku

0818 C666543-7 Ag Ni 404 Im G0 V

Miku is a pleasant agricultural world with a temperate climate and a flourishing ecosystem. It has grown in importance since the 900s, when it was declared an open world. Prior to that it had been maintained as a red zone in order to 'preserve it for future exploitation': Miku was in fact used as an exclusive hunting resort by Imperial nobles. Today the population is close to half a million, and Mikunian agroproducts make up the bulk of the foodstuffs eaten on Ziamr. There is an expanding tourist industry as wealthy citizens travel to the world to enjoy the healthy climate and engage in some hunting themselves.

Niirkhi

0613 B657794-B W Ag 205 Im G1V M2D

The agricultural outpost of Niirkhi is geared towards the feeding of Diishalum. Although virtually all its foodstuffs are sold to its industrial neighbour, it still does not supply enough of Diishalum's needs to have any significant economic clout. Diishalum controls the prices of its imports from Niirkhi, and by extension, the wages of the local agricultural workforce. Through overt (and covert) pressure the industrial concerns of Diishalum have an exploitative trade agreement which sees the imports from Niirkhi purchased at prices well below the market rate and exports to Niirkhi (manufactured and processed goods) sold at a premium. The seething resentment that this fosters has led to a number of protracted and costly strike-actions, which in turn has further eroded Niirkhi's finances and bargaining position. A possible resolution is in sight as the government of Irphothe has recently entered into negotiations for the Niirkhi harvest, and offer 10% above the price Diishalum currently pays.

Oeth

0419 B110320-B S Lo Ni 622 Im K0 IV

"Freedom by the sword" or "living on a knife edge" are the meanings of the Ziadd word Oeth, and the population of this world have taken the right to bear arms to new heights. All persons living on this world must carry at least one weapon at all times and all government posts are held until the incumbent is assassinated. The killing of a member of the government is considered "every citizen's right of free speech" and not a crime.

Oewni

0216 B464466-9 S Ni 422 Im K5 VI M5 D M2 D

Oewni was one of several worlds in Shallows to be landgranted by Makhidkarun to the Universal Church of God in order to ensure that the existing colonists would be prevented in the future from 'further' rebellion against the Imperium. The system's inhabitants, primarily Lancians and Ziadd, were forcibly 'converted' to Universalism against their will and so began a dark age of religious and cultural repression that was to last for Centuries.

Then, during the period known as the Civil War, many of the native Lancian/Ziadd descendants took the opportunity to rebel against the Church and eventually, after a long and bloody uprising, successfully overthrew the existing church-led government. Despite partial recognition by the Imperium, Oewni is still the subject of fierce legal debate as the Universal Church (as the Government in exile) and the current Lancian-led government make claim and counter claim as to which of them is the legally appointed government. The argument is made even more awkward by the fact that even today nearly 50% of the population are practising Universalists.

Ohinoh-Jai Trade Consortium

<ONO-J>

A quick growing firm of independent traders who seem to have the inside edge when it comes to trading with the Ziadd and with the S'mrii. The apparent head of operations in shallows is Cyrano Obediah Jones.

Osha

0519 A625441-D N Ni 204 Im M2 V

Osha's total population is made up of starport employees and navy base personnel. The navy base was established to help keep an eye on the Ziadd to rimward and the Ushran's to trailing, as were the other bases around this subsector. Osha is on the main supply route to Dakushan and currently has a contract to build a fleet of multi-mega-tonne tanker ships to carry hydrogen to Dakushan and bring back the exports of that world.

Sagikii

0319 D10088A-B S Na Va 702 Im k4 V M5 D

Sagikil, unlike its near neighbour Oeth, has banned the possession of weapons by any but the police, and weapons are defined as a knife longer than the shortest finger of the owners hand. The world is also famous for the production of Yamok sauce. The recipe has been handed down from mother to daughter in just one family and they now employ most people on this world.

Sloethu

0520 C69A552-D S Ni Wa 713 Im M8 V

Sloethu is the inner satellite of a Denerta, a large gas giant. The planet is covered by an ocean of ice tens of kilometres deep. Below the ice a combination of pressure, salinity, and heat from geothermal activity create liquid water. The glaciers and ice floes are constantly moving, buckling and folding into ridges. In places chains of volcanic peaks protrude above the ice, and on the largest is Pellisad, the world's starport-city. The colony has a long history of scientific research, specialising in life support systems. The life support systems in Pellisad uses a combination of mechanical and bioengineered organic technology.

The Sloethu system contains unusually high concentrations of meteoric and cometary debris, and many of the bodies pass through Denerta's orbit. As yet there have been no major impacts on the world, although scientists are monitoring a massive body, Icarus, and predict an eighty percent chance that it will hit the gas giant or one of its moons sometime in the early 1130s.

Station One

0517 C668843-8 S Ri 702 Im K5III

Station One was one of a chain of ten stations established on desolate planets throughout the sector at the time of the Third Imperium's entry (infiltration) into Dagudashaag. The station was closed down in 342.

Even by that time it had become apparent that the world was an uninhabited paradise, so that most of those who had been posted there moved in with their families and settled the world. The original families have continued to dominate the government. 86% of the population of this world are of Sylean descent and the primary language of the world is that of the Sylean League. It has been said that this world is more Sylean than Sylea ever was.

Tarterus

0514 B000431-E N NI As 101 Im A2V K3D

The Tarterus belt was once an exporter of valuable ores but now, most of the deposits have been worked out. The starport is the only reason that the system is still inhabited. Virtually all the permanent population of twelve-hundred are involved in the running of the facility. The starport is based on (and within) the asteroid Styx, and can hold a population of over twenty times the present level. Most of the excess areas have been closed off, the majority over two hundred years ago. Rumoured to exist within the depths of the starport base is a 'Timer' club, once operated by a defunct company, Future Promise Enterprises. The facility is known to have been operating in 903, prior to the closure of large sections of the base. Records indicate that the 'inhabitants' were meant to be transferred to the neighbouring system of Niirkhi (0613) but there is no indication that this was ever carried out.

The overall collapse in the economy of the system which had come with the loss of its industrial base saw the system's population fall off dramatically over the last two centuries (as noted above). This led to a fall in the law level but has consequently encouraged the arrival of large numbers of black marketeers (local law enforcement is virtually absent). Most items restricted by local and Imperial law are to be found on sale somewhere in the system - if you know the right contacts. Thus the economy has made a recent, if only slight, improvement much welcomed by the remaining business and administration in the remaining asteroid colonies. The activities have come at the expense of business in neighbouring systems, who resent the loss of trade and increase in criminal dealings in the region. Repeated representation to the subsector and sector authorities has failed to address the problem. The subsector government cite the reduction in the naval presence in the system which does not have the resources to deal with the influx of black marketeers.

Teoech

01113 C977559-7 S AG NI 102 IM M1 V

Teoech, on first sight appears idyllic. Beautiful scenery, magnificent mountain ranges and spectacular coast lines surround massive fields of Davizi Maize overseen by independent homesteads linked together only by communit. However, Teoech is a world haunted by an undefinable spirit of death. Teoech has the unwanted distinction of having the highest suicide rate of any world in Dagudashaag and even S'mrii have been known to fall prey. Psychiatrists from all over the Imperium have visited the planet in the hope of understanding the source of this problem. Beyond the stress of isolation brought on by the immense physical distances between the homesteads they have, as yet, been unable to understand the cause of the problem. In the past some potential suicide victims have been known to kill themselves in spectacular and reckless ways which have resulted in thousands of innocent deaths. To protect against this, Teoech has imposed a curfew and weapon control laws and the people are governed by a committee composed primarily of law officers, religious leaders and psychiatrists.

Thal-Tlei Entertainers

<aka Face Dancers>

The term Thal-Tlei Entertainer or Face Dancer is used to describe anyone who has undergone cybernetic alteration of their face, and body to enable them to change their appearance apparently at will. The effect was first created by Doctors Thalim and Tleilaz in 1005 and, to date, it is believed that up to 200 people within the Imperium have undergone the treatment. The surgery required is quite dramatic and utterly irreversible. Dermoplast is injected into the muscles of the face and hand and then an artificial elasticated cartilage is used to replace certain parts of the facial bones, including the nose and ears. These 'bones' are filled with Neyfakh (a malleable silicon of a putty-like consistency). The bone structure could be altered by exposing the Neyfakh to certain artificial compounds which softened the material allowing it to be molded. The Dermoplast also becomes malleable and is capable of being shaped using a full face mould or through manipulating the dermaplast by hand. The hair is replaced with fine fibre optic tubes made to resemble natural hair. A thin layer of heatmat implanted beneath the scalp allows the fibre optics to alter temperature and thus undergo a change of colour. The hair length rely on thousands of small spools glued to the skull lengthening or shortening the hair. Eye colour is changed by permanently inserted chameleon lens covering the iris. Expandable sacs inserted just beneath the surface of the skin around the body, eyes and cheeks create the illusion of fat. When inflated they cause an apparent increase in weight though obviously the weight never actually changes. Skin colour is achieved by small artificial glands containing a variety of dyes which are distributed through the blood directly to the surface of the skin. Voice is altered by a miniature voicebox inserted within the throat. A complete duplication of another person could take several hours to achieve but Face Dancers boast that they can alter their appearance so they are no longer recognisable in under 3 minutes.

Perhaps the best known Face Dancer is the Tri-Vee star, Thommi Bullett, who uses face moulds to redesign his face into caricatures of the rich and famous in a matter of minutes (though time lapse photography is used in the studio to give the effect that it is instantaneous). All face dancers, by law, have identichips inserted at the time of operation to ensure that they do not use their unique skills to get involved in criminal activity. Most travel in troupes and are believed by many to be amongst the best entertainment known in the Imperium.

Ufesk

0816 D9AA301-C Lo Ni FI Wa 501 Im K3III

In -691 the small resident community were slaughtered; every man, woman and child were found hacked to death. All evidence pointed to the involvement of Ziadd pirates. The victims were fundamentalist members of the Universal Church of God, and were probably attacked in retaliation for the decimation on Fau the previous year (see entry for Fau). Since then the world has been recolonized by Universalists who maintain a monastic-like settlement, dedicated to deep theological contemplation. The inhabitants are now protected by a cadre of 'warrior'-monks.

UNISHPIIR

0311 B86A961-C HI Wa 704 Im G1 V M4 D

Unishpiir was first mentioned in -7,710 in connection with a newly established Vilani company called Da'Gu'Dushaage which manufactured life support equipment. The company apparently went into liquidation sometime prior to the Rule of Man but the Vilani colony on Unishpiir has remained. Today Unishpiir is the primary Dagudashaag distribution point for most Makhidarun entertainment programmes designed in Gushemege. It also manufactures several models of hand computer and tri-vee consoles. Despite a high proportion of Ziadd and Lancian's in the population the entire planet is run along Vilani lines by representatives from Makhidarun. Racial tension runs high and military intervention into the Ziadd ghetto's is a regular event.

Universal Church of God, The

The Universal Church is a break away sect of Terran Roman Catholicism. After the Vatican V Council failed to agree on the status of genetically altered races, several Cardinals declared the then Pope, Joan-Paul II, an anti-pope and fled to the stars in order to re-establish the See of Peter on 'unpolluted' ground. During the Rule of Man several Universalist colonies were established throughout Dagudashaag; primarily in Bolivar, Zeda and Shallows subsectors. Legend has it that the Dominican Friar Kendric Melatino of Bolivar managed to re-establish communication between the various colonies during the Long Night. Using his fellow Dominican's to rid the colonies of 'heresy' he re-elected Cardinals and called a Council to elect a Pope. Friar Melatino was quite unsurprisingly elected as Pope Innocent XV. His first act was to excommunicate Pope Joan-Paul II and all subsequent successors. Since that time the Church has amassed a great following in the Spinward regions of Dagudashaag, in some part added by political treaties both with the Ushran Empire and later with Makhidkarun during the Pacification Campaign which placed entire worlds into their control. The Universal Church is extremely fundamentalist in its teachings and protects its doctrine with an iron hand and the threat of a visit to its ever-present House of Inquisition.

UPAG

0111 A210A76-F Hi Na In 914 Im MO V

Upag is a major manufacturing centre for the design and production of advanced computer processing chips. The planet has received wide renown for its ability to successfully combine S'mrli and Lanclan innovation and technical flair with Imperial manufacturing know-how. Several competing mega-corporations have been established on Upag for centuries and each have their own independent cities and manufacturing sites under the surface of the planet. Each enclave considers itself a separate 'nation' and governs its territory accordingly. This has resulted over the years in a great deal of tension existing between the various city-states and, as a result, industrial espionage between the various companies is rife.

Upag has a secondary claim to fame; as the retirement capital of Dagudashaag. Over 76% of the population are geriatrics that have retired to Upag and now 'live' a life of virtual reality-maintained 'youth', while their physical requirements are sustained by computerised life support systems. Such retirement is not cheap but several of the mega-corporations now include retirement to Upag as part of their corporate pension package.

Voltan; Sir Francis

Fifth Marquis of Osha, 396 - 499. Commonly known as the 'Wizard' Marquis, for his lifelong belief in the supernatural and his reputed ability to effect the world through the use of rituals and "Magic". A patron of the arts and quite brilliant scholar, Sir Francis was a confidant of the Duke's of Dagudashaag and Emperor's Martin III, Martin V, and Cleon IV. He retired to Station One in 490 where he spent the final years of his life writing what he described as the ultimate grimoire.

Sir Francis disappeared in 499 along with his book and is presumed to have died whilst wandering the outback of Station One.

Zaraduk

Drya is home to the Zaraduk, an ocean-dwelling predator that lives in hunting packs. Zaraduk bear a passing resemblance to an ancient Terran species, the plesiosaur. They have a small head at the end of a long sinewy neck, a large streamlined body with three pairs of huge flippers, and a long tapering tail ending in a huge rudder. The mouth contains rows of razor-sharp teeth. On average Zaraduk mass five thousand kilograms and measure fifty meters in length, although specimens of twice this size and weight have been reported. They eat almost anything, and regularly attack boats or submersibles that stray out of shallow water.

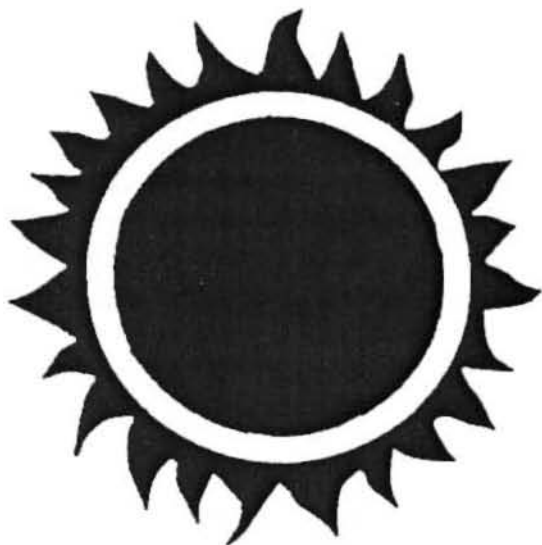
Ziamr

0719 C210888-B Na 900 Im K2 V

Ziamr has a population of almost nine hundred million sophonts. Seven hundred million are ethnic Ziadd, the descendants of miners who first colonised the world during the heyday of the Ziadd Alliance: the remainder are humans descended from wealthy Solomani who settled on Ziamr at the start of the Third Imperium. The Solomani generally have money, and in many cases they have controlling interests in large on-world businesses. Ziamr's present government is a bureaucracy, and is entirely controlled by Solomani interests. Ziadd are actively discriminated against, and are regarded as second class citizens.

The government's restrictions against Ziadd are harsh. Some public amenities are segregated, and in the tunnel cities there are Solomani Only facilities and districts. It is fairly easy for non-Ziadd to travel to the world, but those of Ziadd descent must wait for several years and pass through endless checks and red tape. Even after this they have few rights, and can be expelled if the government deems them to be 'undesirable'. Those who express sympathy for the Ziadd can also be deported as 'disruptive elements'. The Ziamri police force is clinically efficient and has a bad reputation with regard to sophont rights.

The Ziadd do not take this lying down. There are legal campaigns against the government's policies, and protest movements of varying size and effectiveness. A Ziadd terrorist movement, the Khurum, has gained a massive following in the squalid slum districts, and there is an escalating cycle of repression and violence. The Solomani themselves have found little sympathy amongst the governments of neighbouring systems, and have become increasingly isolated. The Red Eagles, the pro-Solomani terrorist group, has found a small but powerful following on the world.





FOR YOUR EYES ONLY

Referee's Information

Future Promise Enterprises

Following the scaling down of the asteroid colony on Styx, in the Tarterus system, the cold berth ('Timer') facility was due to be transferred to Diishalum (Shallows 0714). Unfortunately the freighter that chartered to ship the berths was attacked by a privateer on the outer edges of the system. The ship was lost when the power plant core detonated. In the resulting confusion and panic all thoughts of the ship's original purpose was lost as investigations about the incident got underway. Important files on the transfer were destroyed accidentally when the starport's ships' cargo tracking system was taken off-line to allow the maximum computer capacity in monitoring the above incident. The zone the Timer centre was located was shut down, leaving twenty-four people in cold sleep.

DagMet have details of the planned transfer on an archive file (miscellaneous business section 904) at their regional headquarters on Diishalum. Locals on Styx will be unable to elaborate on the rumour of the Timer club, but it will be easy to find out about FPE and DagMet's connection.

Niirkhi

Agents in the pay of Diishalum conglomerates are actively involve in the sabotaging of the trade negotiations. There has been one incident of attempted kidnapping of a Irphothe trade delegate. In response to this extreme Niirkhian farmers hijacked and destroyed an empty Diishalum transporter (there has been no conclusive proof discovered by police as to the perpetrators of either crime but most parties are certain they now who is responsible). The situation has reached such tense levels that mercenaries are now being employed by Diishalum traders, and armed customs officials are now routinely boarding and searching all ships entering or leaving the starport. Armed conflict is a dangerous possibility.

Tarterus

There is indeed an abandoned 'Timer' facility 'buried' within the closed sections of the asteroid starport. There are two dozen individuals in cold berths who have been forgotten. The cold berths are powered by a small integral fusion plant that has fuel to last another two centuries.