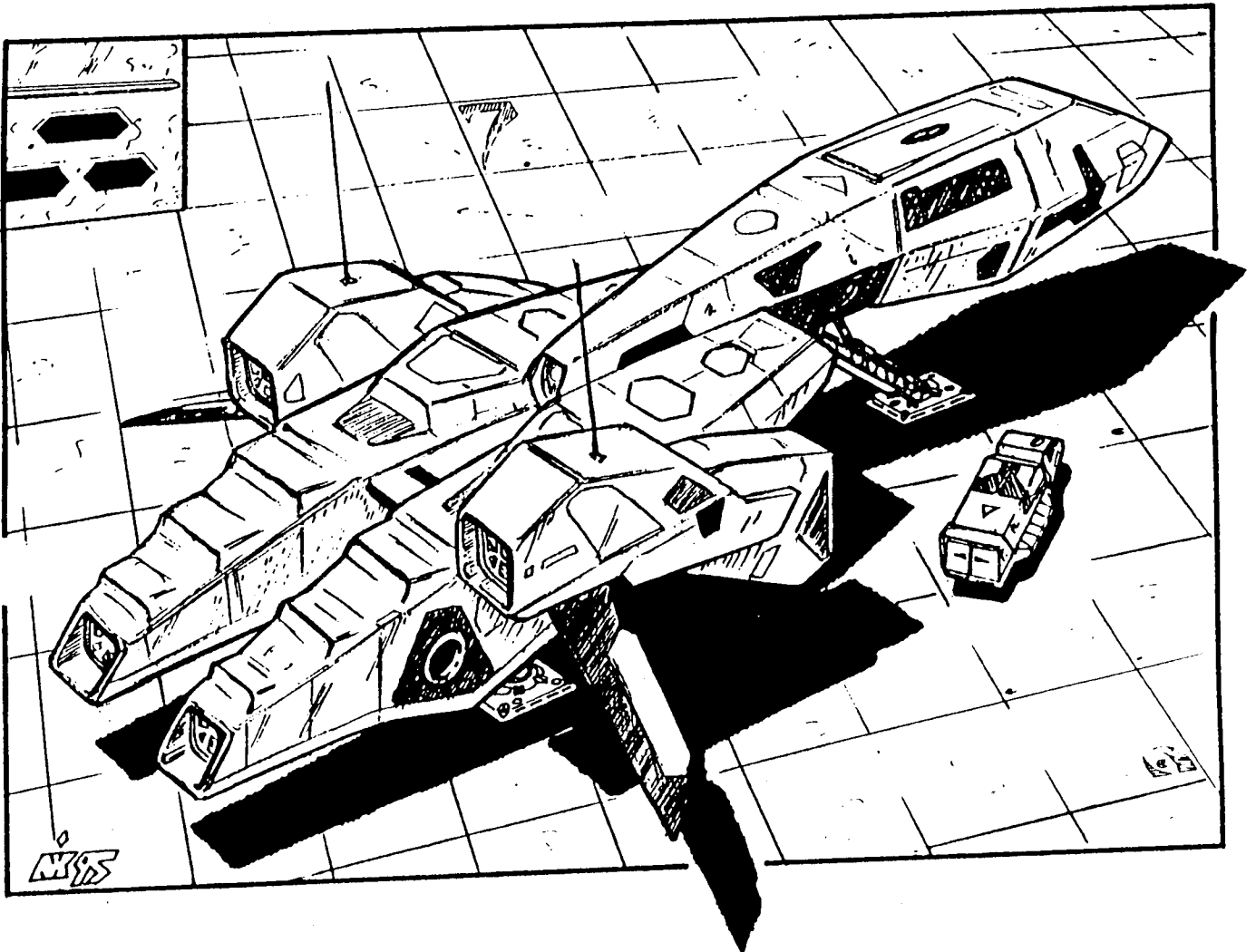
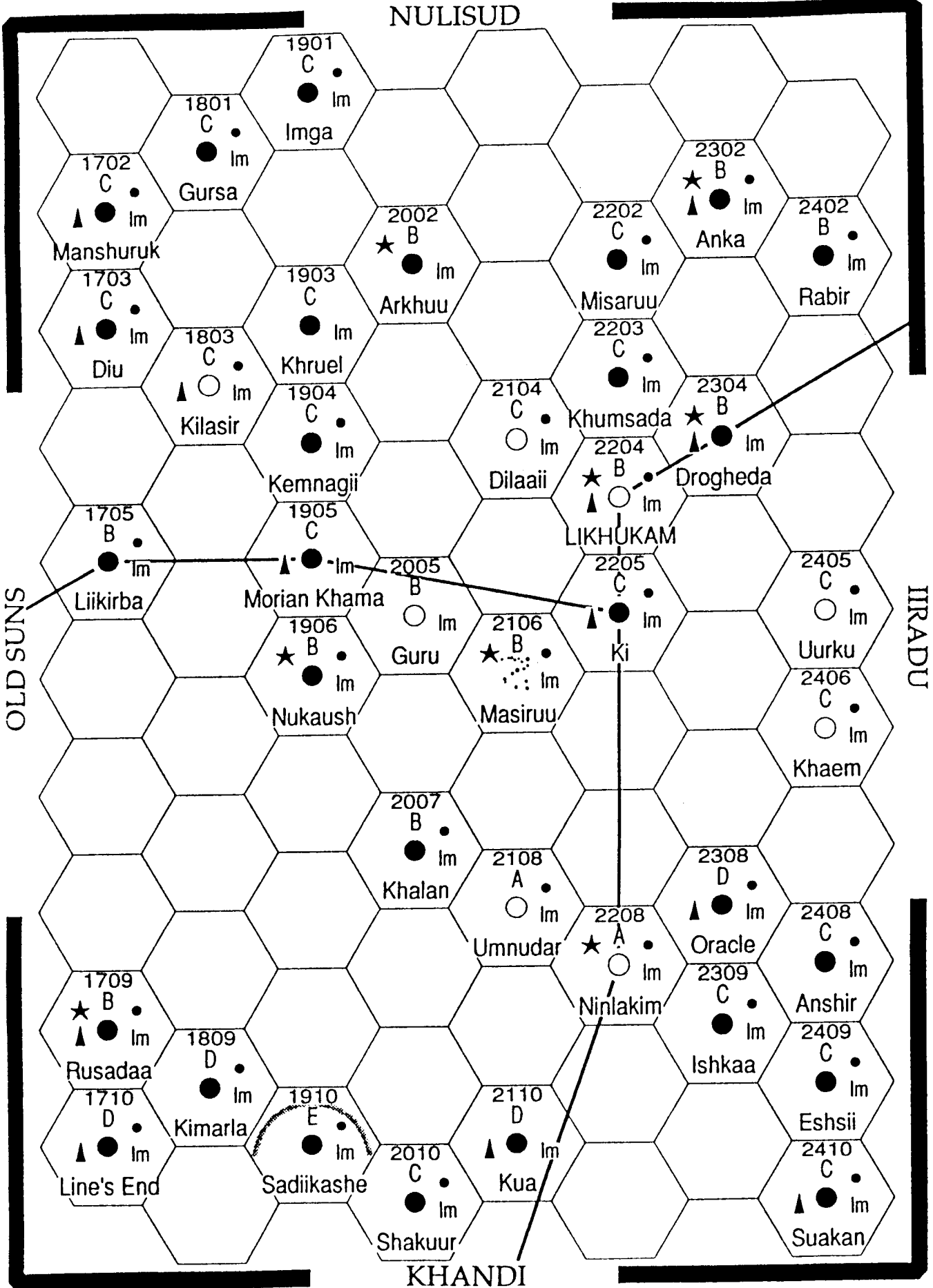


# ARNAKHISH LIBRARY DATA [C]



NULISUD



OLD SUNS

IRADU

KHANDI

# SUBSECTOR DATA

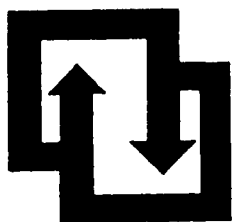
## ARNAKHISH SUBSECTOR

(Subsector C of Dagudashaag Sector).

Heavily Vilani in nature, this subsector was colonised during the early days of the Ziru Sirka. There are many First Imperium sites, some of which are being excavated by the Palaeotechnological Department of the University of Mimu. The digs presently taking place on Kemnagii and Rabir are considered among the most important, and some remarkable finds have been made. Many of the excavated areas are open to the public. Access to other sites is generally restricted, although access can be arranged for scientific parties.

- Manshুরু 1702 C6A47BA-7 S Ex FI 905 Im M8 IV M3 V
- Diu 1703 C835442-C S Ni 603 Im M4 V M3 D
- Liikirba 1705 B687200-9 Lo Ni 604 Im M3 VI M0 D
- Rusadaa 1709 B555555-C A Ag Ni 504 Im M1 V
- Line's End 1710 D457353-A S Lo Ni 514 Im K5 IV
- Gursa 1801 C54737B-B Lo Ni 203 Im K2 V
- Kilasir 1803 C200755-8 S Na Va 604 Im K1 V M6 D
- Kimarla 1809 D345210-5 Lo Ni Po 614 Im M2 IV M1 D M9 D
- Iimga 1901 C663020-8 Lo Ni 602 Im M7 V
- Khruel 1903 C9B4331-9 Ex FI Lo Ni 420 Im M9 II M6 D
- Kemnagii 1904 C25359A-C C2 Ni Po 412 Im K9 II
- Morian Khama 1905 C77A777-A S Wa 800 Im M0 V
- Nukaush 1906 B684400-9 N Ni 923 Im M2 V
- Sadiikashe 1910 E7C48BE-8 Ex FI 323 Im A K3 V M9 D
- Arkhuu 2002 B54966A-D N Ni 420 Im K0 V
- Guru 2005 B51077B-9 Na 600 Im M1 V
- Khalan 2007 B677525-D Ag Ni 821 Im G1 V
- Shakuur 2010 C523565-8 Ni Po 104 Im M1 IV M2 D
- Dilaaii 2104 C320853-8 De Na Po 213 Im K5 D
- Masiruu 2106 B0006B7-A N As Na Ni 411 Im K4 V M9 D
- Umnudar 2108 A130643-F De Na Ni Po 713 Im K2 V
- Kua 2110 D472359-7 S Lo Ni 720 Im M1 V
- Misaruu 2202 C527747-7 413 Im M1 V
- Khumsada 2203 C7698B8-7 221 Im G1 V M3 D
- Likhukam 2204 B200953-F A Hi In Na Va 501 Im M5 III
- Ki 2205 C627556-A S Ni 304 Im M0 V
- Ninlakim 2208 A100866-F N Na Va 601 Im K3 V M8 D
- Anka 2302 B546444-8 A Ni 103 Im M4 V M0 D
- Drogheda 2304 B8A879A-C A Ex FI 410 Im M3 V
- Oracle 2308 D351645-4 S C2 Ni Po 511 Im M1 V M6 D
- Ishkaa 2309 C33346A-C Ni Po 401 Im M1 V
- Rabir 2402 B986445-9 Ni 402 Im K3 VI
- Uurku 2405 C140777-C De Po 222 Im K1 V
- Khaem 2406 C300777-B Na Va 104 Im K2 V M2 D
- Anshir 2408 C365878-9 Ri 724 Im K0 V M6 D
- Eehsii 2409 C46267A-8 Ni Ri 924 Im M1 V
- Suakan 2410 C591423-8 S Ni 112 Im M0 IV

The Arnakhish subsector contains 36 star systems, and has a population of 7.232 billion sophonts. The highest population is five billion, at Likhukam, and the highest tech level is F, at Likhukam, Ninlakim and Umnudar.



## LIBRARY DATA

LAST UPDATED 363-1115

### **Alpac LIC.**

Alpac is a subsidiary of Tukera Lines. Alpac is a firm of Interstellar Freight Forwarders. They have offices at most A and B class starports and many C class facilities in the Sector. The service they offer is this; any shipment, of any size, can be sent through them to a world where they have an office. This allows small firms access to interstellar markets even if they cannot get a shipment together that is large enough to interest normal merchant ships. Alpac consolidate shipments for the appropriate world and send them by Tukera lines' own shipping either direct to the destination world or to a transshipment point where they can be forwarded on to the correct world.

### **Anka/Arnakhish**

2302 B546444-8 A Ni 103 Im M4 V M0 D

The community on Anka exists exclusively to support the starport and the associated navy and scout bases. The starport city is called Haven and offers most legal (and, if one looks hard enough, most illegal) forms of entertainment. If it makes money the authorities tend to look the other way. The police force act more as armed tax collectors than as public protectors, and police patrols usually have an Imperial Marine escort. Anka itself is barren, lacking native life. There is incredible scenery, however, and wilderness tours to locations such as the Spire Mountains, the Colour Desert or the Sea of Stones are enduringly popular. The weather on Anka is violent and unpredictable, and dust storms can sweep off of the deserts with amazing speed.

### **Anshir/Arnakhish**

2408 C365878-9 Ri 724 Im K0 V M6 D

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

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

## Arkhuu/Arnakhish

2002 B54966A-D N Ni 420 Im K0 V

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

### Dealer Dan LIC.

Dealer Dan "The Starship Man" is the major ship broker in the Trace. With the main offices on Umnudar as well as owner of their shipyards Dealer Dan is one of the main employers on the world and apart from the navy yards on Ninlakim they are the only producers of starships in the sector. Apart from the standard designs, all of the Dealer Dan ships are of the Needle Configuration or built using planetoid hulls.

## Dilaaai/Arnakhish

2104 C320853-8 De Na Po 213 Im K5 D

During the First Imperium a major lode of Lanthanum was found on Dilaaai and miners were brought in to extract it. Over hundreds of years the world's fragile ecosystem took irreparable damage and by the onset of the Long Night all of Dilaaai's major native species were extinct. Today Dilaaai is one of the poorest planets in the subsector. The lanthanum is completely played out and the system has no other important natural resources. Dilaaai itself has an unbreathable atmosphere and no surviving native life. The underground cities that dot it's surface barely produce enough oxygen, water or food to keep the population alive. Poverty, crime and malnutrition are major problems; the government does what it can, but simply doesn't have the resources to cope.

## Diu/Arnakhish

1703 C835442-C S Ni 603 Im M4 V M3 D

Diu was colonised by Makhidkarun in -9,211. Over the next three hundred years the planet was systematically stripped of all its resources and then deserted. In 766 the deep mines were turned into a top security vault and a colony was established in the near surface mines by McKellar-Naasirka Security (MNS). As a concession to the IISS, a second port was built for non-company use. The only people allowed to stay on the planet for more than two weeks are MNS and IISS personnel. MNS are the largest security company in Dagudashaag and are famed for their data encryption equipment and the security of its famous vaults.

## **Drogheda/Arnakhish**

2304 B8A879A-C A FI 410 Im M3 V

Drogheda is an unpleasant frozen world orbiting at a great distance from the cold red primary star. The atmosphere mainly consists of nitrogen and methane, along with a number of other unpleasant chemical traces. The entire population live in sprawling factory cities that are entirely concerned with chemical production and mining. Almost all of Drogheda's production goes to industrialised Likhukam. The world is run by an oppressive bureaucracy that stifles any opposition to its regime. There is an active but equally oppressive resistance movement that periodically commits acts of terrorism. The government has a very active anti-terrorist policy and thoroughly searches all incoming vessels. The port serves as a major marshalling base for Imperial naval and scout vessels.

## **Eshsii/Arnakhish**

2409 C46267A-8 Ni RI 924 Im M1 V

Eshsii is a pleasant world that started as a vilani colony and has continued to maintain its links with that culture. Their entire civilization is based on their edicts. The planet's main industries are tourism and the arts. In the recent past Eshsii became notorious for the Rumko Conspiracy. The high law level noted here only applies to natives and not to tourists who come to see the museums and art galleries.

## **Graymalk**

Graymalk is the staple crop of Khalan. The grain seems to have been genetically altered at some time in the past to make it edible to humans. It now grows on over 70% of the land area of Khalan and is a major part of the diet on most worlds in the subsector. The Pollen seems to cause a very strong allergic reaction in most humans who have not been exposed to it since birth.

## **Gursa/Arnakhish**

1801 C54737B-B Lo Ni 203 Im K2 V

Gursa is the home to the Dhuna cult. Formed in -5,877 by Sharik Dhuna, the cult gained interstellar infamy for the vile assassinations and blood sacrifices carried out by its 'priests'. At first the cult's religious practices were restricted to the planet and the local hunter clans quickly learnt that to question the disappearance of loved ones only resulted in their own disappearance. Then, with the restoration of space travel, the cult began to spread throughout the coreward subsectors. It was on Daridura that the authorities first became aware of the cult's involvement in the local 'epidemic' of ritual murders. It took them a further twenty years to trace the cult back to Gursa; to a planet living in total fear. A systematic campaign of extermination was undertaken by the Imperial authorities and it was thought that the cult was extinct but in 562 and again in 986 the cult apparently resurfaced. In 997 Gharl Mesu, a Neo-Dhuna priest, successfully campaigned in the Imperial Courts to allow the new cult to exist provided it did not resume its murderous practices, a decision which has caused immense tension between participants and the clans. Many of the clans took to 'exterminating' cult members without provocation which resulted in Martial law being established in the settlements but, given the local hunter mentality, this has proved difficult to enforce.

## **Guru/Arnakhish**

2005 B51077B-9 Na 600 Im M1 V

The Guru system is centred on a cool red star called Sage. Guru and its satellite, Delphi (UWP F40046A-9) are the only major bodies, and orbit Sage at 0.2 AU. The system is divided into three major power blocs who each control regions of Guru and Delphi. The largest state is the Republic of Arasht, an impersonal bureaucracy headed by a military junta with a poor sophonts rights record. It is opposed by Berengeria and Pavax, two closely allied democracies. Both are technologically advanced but neither is powerful enough to independently face Arasht. Informed observers have been predicting warfare on Guru for the last half-century. Tensions are running at an all-time high, draconian new security measures have been implemented, and all three nations have begun military build-ups and manoeuvres along their respective borders.

## **Imga/Arnakhish**

1901 C663020-8 Lo Ni 602 Im M7 V

This world was the site of a massive artifact rush" in 967, when rumours of a massive find of Ancient Artifacts at a small Ling-Standard Products titanium mining station. The rumours were lent credence by the fact that the planet had once had a sizeable population of chirpers who often co-located with the artifacts.

For some eight or nine months, the areas around the mines were seething with those seeking a quick fortune. The subsector administration eventually called in the IISS, and they, together with staff from the University of Mimu carried out a complete investigation. To everyone's disappointment, the artifacts were found to be of First Imperium vintage. Everyone, that is, except the mine installation's management which had been selling off 100-metre square plots of unproductive land at grossly-inflated prices to prospective artifact hunters.

Since then the planet has returned to being a sleepy backwater, with only a trickle of archaeologists doing holo-documentaries about the extinct chirper colonies and the First Imperium remains.

## **Indigo Imports.**

Indigo Imports is the main brokerage house in Arnakhish. Headquartered on Suakan, the company is very strongly matriarchal in character with the main driving force apparently coming from its owner, the mysterious Madam Chow. Indigo Imports is also part owner of the Starport on Suakan. It has been alleged that some of the cargoes that they are supposed to sell for traders end up in the warehouse of Indigo Imports where they are kept until the market for the items has improved over what was previously offered and the difference pocketed. These rumours have subsequently been investigated by the Arnakhish Board of Trade and found them to have no basis in fact. Despite the investigation, there are a constantly expanding number of new tales doing the rounds of the starship bars and dives.

## **Ishkaa/Arnakhish**

2309 C33346A-C Ni Po 401 Im M1 V

The Government of Ishkaa are trying desperately to expand the economic base of the planet since they believe that the current single cash crop economy is asking for trouble in the future. They are, however, running into problems with both the producers of Pulmn and the traders who export it since both are making a great deal of money out of the monopoly and do not wish the situation to change.

## **Kaliffe Freedom Party**

(KFP)

The KFP are a small group of freedom fighters active on the world of Anshir who are fighting the forces of repression to gain independence for their people and homeland of Kalifstan. To date no more than a small nuance for the countries involved however radicals among the KFP are trying to gain help from beyond their world.

## **Khaem/Arnakhish**

2406 C300777-B Na Va 104 Im K2V M2D

The majority of the population of this small vacuum world originate in neighbouring Tiradu subsector. Originally a small-time mining outpost, its rise to fame throughout the Imperial core comes from the discovery of huge rock carvings. These carvings (or more accurately engravings) extend for thousands of square kilometres over surface northern dust plains and rival those found on Wardn in the Spinward Marches. The lines vary in width from about one to twenty metres and form a complex series of linked designs, mostly geometric in nature, but significant areas lack any cohesive patterns. Many have an unfinished look.

The engravings were stumbled upon in 794, some two hundred years after the founding of the original base, when prospectors cleared some of the thick dust layers to start test drilling on a promising mineral vein. Alas the quest for a source of mineral proved to be an unfulfilled promise, but the engravings have proved to be a richer source of income for the world as tourists flock to the world in millions. As already stated the engravings are on such a scale that the only way to view more than a small fraction of the phenomenon and take in the full wonder is through low-orbital fly-by. It is believed that the area of the engravings is considerably larger than that so far uncovered as smaller sections are unearthed annually.

The world has another anomaly, more of interest to planetary geologists and seismologists, in that the outer crust is of an unusual complexity and density. This has thwarted even the most advanced densitometers, hence the miners use of 'primitive' test bores and explosives to reach into the substrata. Little is known about the interior workings of the planet. The crust however has numerous 'soft spots', circular regions of low density rock, scattered around the planet's surface, many in the engraved regions.

So far no-one has come up with a convincing hypothesis to explain their existence: expressionist art on a truly massive scale or part of some more constructive purpose. Even the age of the engravings are open to much argument although most commentators agree that they are at least 25,000 years old.



## **Kemnagii/Arnakhish**

1904 C25359A-C C2 Ni Po 614 Im K9 II

Kemnagii is a gas giant moon. Colonised initially by Makhidkarun during the First Imperium, the settlement was deserted for centuries. It was recolonised primarily as a slave depot, transporting thousands of native Chirpers throughout Vland Sector as personal 'servants'. With the onslaught of the Long Night the colony was forced to work along side the remaining chirpers in order to survive. Over the centuries a unique culture developed in which human children were paired with chirpers from birth, both then working as a bonded partnership throughout their lives - sharing everything. So deep was this bond that when one died, the other often committed suicide rather than continue living without their partner. Then, in 756, Makhidkarun filed for ownership of the planetary resources - a legal battle they won - and returned to strip-mine the planet. Today less than a thousand bonded Kemnagii pairs still exist in the outback. Makhidkarun has brought in thousands of offworld workers who treat the natives as dirt. Hundreds of complaints have been filed of sophont ill-treatment but to date nothing has been done. Scientists have estimated if this abuse continues the Kemnagii aborigines and chirper population will be extinct in less than twenty years.

## **Khalan/Arnakhish**

2007 B677525-D Ag Ni 821 Im G1 V

Khalan is one of the two agricultural planets in the subsector. Its B Class starport is constantly busy loading the bulk carriers that arrive around the clock to take Khalan's foodstuffs to the rest of the worlds in the subsector. The atmosphere of Khalan is tainted with pollen from the Graymalk fields that dominate much of the land area of the planet.

## **Khruel/Arnakhish**

1903 C9B4331-9 Lo Ni Fi 420 Im M9 II M6 D

The planet is hellish wilderness with a single settlement; Port Famine is an independent mining settlement which refines valuable chemicals from the planetary surface. The Khruel system is better known for its biannual 'Kamikaze Run'; When independent traders from throughout the Sector compete to be the first ship to safely travel through the inner planetary belt and get out the other side with a specially planted beacon. The belt is composed of billions of small asteroids, none larger than 50 km in diameter. The competitors have to plan out a route through the belt to the beacon avoiding collisions and planted mines which are timed to explode at hourly intervals. the winner of the race, as well as winning the prize money of MCr.1, gains a great deal of respect and sponsorship - especially as 28% of all ships never finish but are wrecked in the belt.

## **Khumsada/Arnakhish**

2203 C7698B8-7 221 Im G1 V M3 D

Khumsada is a pleasant garden world with a temperate climate, and is regarded as one of the premier holiday destinations in the subsector. Some of Khumsada's major selling points are the breathtaking scenery and the incredible diversity of its native life. Two minor continents straddle the equator and vast chains of islands, most formed by volcanism, trail into the oceans. The world has few other usable resources and the local government is keen to preserve it's scenery and natural heritage.

## SIGNAL-GK 10

The starport has been restricted to a class C facility (although it is particularly luxurious) and numbers of visitors are restricted. Khumsada is also known for fine quality vegetables, fruit and wines.

### **Ki/Arnakhish**

2205 C627556-A S Ni 304 Im M0 V

Ki is a cold, highly volcanic world that retains a very thin tainted atmosphere: at the surface the air pressure is just a few millibars below what qualifies as a thin atmosphere. The air contains sulphur compounds and other contaminants, and can only be breathed using combination compressor/filter masks. There is native life, but on the land it entirely consists of primitive plants. Ki's oceans are covered by a thick crust of ice but are liquid beneath. Animals are known to dwell in the seas but a properly organised expedition to discover the nature of Ki's aquatic lifeforms has never been undertaken. The community on Ki is self-sufficient in food and produces industrial-grade chemicals, which are sold to Likhukam. Its major imports include high tech life support equipment and luxuries.

### **Kilasir/Arnakhish**

1803 C200755-8 S Na Va 604 Im K1 V M6 D

Kilasir is a manufacturing world jointly owned by Naasirka and Makhidkarun. It produces various electrical components for use in a variety of equipment constructed on other worlds. The planet has a single metropolis which runs constantly. This has resulted in the development of three distinct sub-classes each with their own culture, based on which shift they work. The night shift and their families are known as 'nocturnals' and are recognised by their furs and robes which are dyed deep blue or purple. The 'Twilighters' wear beige colours and the 'Sunners' wear loose robes in bright colours. Over the centuries a deep hostility has developed between the shifts to the extent that anyone found outside their enclave after their shift's timeshare of the entertainment zone's is over, risks being tortured and killed. Naasirka and Makhidkarun have both refused to put a stop to the practice as the hostility has led to competitiveness and increased productivity as each shift tries to out do the others production quotas.

### **Kimarla/Arnakhish**

1809 D343210-5 Lo Ni Po 614 Im M2IV M1D M9D

Marginally habitable colony since its exploration by the Vilani early in the First Imperium. The mainworld of Kimarla has seen settlements come and go; some have lasted only a few months, others several decades. The longest recorded settlement began towards the end of the Rule of Man when agri-domes were constructed to invest in new hydroponic techniques. Like many worlds during the Long Night, contact with the rest of space came to a standstill. It is believed that the Kimarlan farmers perished in the harsh environment once the technology to sustain their dome habitats became more and more scarce. Resurveys at the rise of the Sylean Federation failed to find any descendents of the farmers and the system was abandoned until recently when another colony was established.

## **Kua/Arnakhish**

2110 D472359-7 S Lo Ni 720 Im M1V

The IISS are actively engaged in a terraforming project to convert this world into a more habitable place. They are firstly trying to utilise the 'high oxygen taint' by combining it with hydrogen released from surface minerals to produce more surface water and increasing the atmosphere's percentage of water vapour. By increasing the atmospheric water vapour they hope to trap more of the primary's energy to warm the planet.

## **Liikirba/Arnakhish**

1705 B687200-9 Lo Ni 604 Im M3 VI M0 D

Liikirba is a moon in orbit around the gas giant, Mhir. It was set up as a hunting reserve during the first Imperium for use by stressed out Makhidkarun executives. Extensive gene engineering of both local and imported livestock was apparently carried out prior to the Long Night to create the perfect (and safe) hunter's paradise. The Long Night meant abandoning the planet. Carvings on the rock faces on the equatorial archipelago, show that the planet was host to Gograhah Reivers for at least part of this time. A Makhidkarun colony was re-established in -233 only to discover that some escaped laboratory rats from the initial geneering programme had evolved at a tremendous rate and carved themselves a niche at the top of the planetary food-chain. Lii-Rats are the size of Tkighir's<sup>1</sup> and its teeth have adjusted for killing and shearing instead of gnawing and grinding. Their size (up to 4 metres long from nose to tail), ferocity, pack instinct and feral intelligence make them extremely dangerous. Today Liikirba is home only to Makhidkarun Safari staff who escort rich tourists from Vland and Core on their hunt for a Lii-Rat pelt.

<sup>1</sup>Tkighir's are mammalian carnivores native to Cablu/Shallows.

## **LIKHUKAM/Arnakhish**

2204 B200953-F A Hi In Na Va 501 Im M5 III

Likhukam is a major transport and communication hub. The gigantic central star retains a tiny system, consisting of a single gas giant, called Khelphine, and its single moon, Likhukam. Likhukam is a tiny, airless, cratered world covered by a network of mountains and hills. The planet has a population of five billion who live in enormous underground cities. All of the cities are interconnected, and there are estimated to be more than thirty million kilometres of tunnels below the surface. The government is drawn from the upper management of the various corporations active on the world. Legislative decisions are based on economic factors, usually to the benefit of one or more corporations. Each city has its own starport and is usually connected with a single corporation, who have most of their factories and production facilities located there. The Imperial Navy has declared Khelphine, the gas giant, of strategic importance and has placed it under Imperial guardianship.

Society on the world is deeply stratified, with the altitude a citizen inhabits (in relation to the surface) dictating their social status, the range of available jobs and the quality of their life support. The upper levels of cities are dominated by huge windows giving panoramic views of the central star and the night sky. They have regular fresh air, excellent food, the parks are filled with real plants, and citizens fill managerial or executive roles.

The mid-levels are darker and harsher, with adequate life support and a limited range of corporate shops. Most of the citizens perform skilled labouring work or fill minor administrative positions. The lowest levels are hot, overcrowded, and only get sporadic life support. The citizens perform unskilled work (if they work at all). Crime is rife in these areas, there is a thriving black market, and huge areas are controlled by criminal organisations. All deep levels are considered to be Amber travel zones.

### **Line's End/Arnakhish**

1710 D457353-A S Lo Ni 514 Im K5 IV

Line's End has been continually inhabited since the early exploratory years of the Ziru Sirka, but the population has waxed and waned with the general economic fortunes of the region. At present the population numbers around 5,000 and possibly a third of these are scout personnel of the Regional IISS Administration HQ. The scout base houses not only administrative functions but one of the most modern and advanced hospitals for the almost exclusive use of scouts who have been injured or become ill in the line of duty. There are also extensive vacational and recreational facilities, enjoyed by scouts and their families taking holidays on this pleasant backwater.

### **Manshuruk/Arnakhish**

1702 C6A47BA-7 S FI 905 Im M8 IV M3 V

Manshuruk - the Vilani word means annihilation - is known throughout the sector as 'the plague world'. The planet has no animal life and its eco-structure is so hostile that it is capable of evolving an infinite multitude of micro-organisms in days, most of which are lethal. So diverse and fast evolving are these that most plagues aren't even classified before they have become extinct and been replaced by another virulent disease. Despite the danger, Manshuruk houses several thriving communities all of which have been built underground, isolated from the hazards of the surface. These settlements work for pharmaceutical companies that attempt to harvest the planet's ecological maelstrom using remotes.

### **Masiruu/Arnakhish**

2106 B0006B7-A N As Na Ni 411 Im K4 V M9 D

Masiruu is actually two separate star systems approximately 5,000 AU apart. The extensive asteroid belt designated as the mainworld orbits the secondary star in the system. It contains a significant number of large nickel-iron bodies and is a major source of industrial quality metals and minerals. One enormous rock has been hollowed out and serves as the starport. Known locally as Primus, it is run by a Matriarch who controls an extensive bureaucracy. Various Megacorporations and mining consortiums work areas of the belt. All pay heavy duties and taxes to the Matriarch for the privilege of a mining licence. The port includes an Imperial Navy reserve base which houses destroyer escorts from the 2318th and 2319th patrol flotillas. The system's primary star, an orange main sequence star called Urudu, has a family of three planets and one gas giant. Kinshasa (UWP F465538-A), the innermost of the three planets, has a temperate climate, native life, and an independent government. Kinshasa was designated the mainworld during the Imperial First Survey, but with continued growth within the Masiruu asteroid belt emphasis has shifted away from it. The community on Primus rely on Kinshasa for bulk food shipments, and Kinshasa makes sure that it receives 'fair payment'.

## Misaruu/Arnakhish

2202 C527747-7 413 Im M1 V

Misaruu is the satellite of a large gas giant that orbits close to the primary star. It is maintained as an Imperial reserve. It has extensive native life and has spawned a semi-intelligent species, the Feime. No facilities for surface landings are provided: the entire human population live aboard an orbital habitat that also serves as the starport. The habitat, a three kilometre-long cylinder called Lookdown, was originally constructed by the Imperial Navy in the 300's to accommodate cruiser squadrons. The vast hangers have been divided into separate floors and now serve as housing. Local manufacturing ability is fairly limited, and excellent prices are paid for high tech machinery and spares. The original facilities are in a poor state of repair and has continually been down-graded through the years. The Scout Service maintain a number of ships around Misaruu to guarantee that no unauthorised visits are made to the surface.

## Morian Khama/Arnakhish

1905 C77A777-A S Wa 800 Im M0 V

This planet was once prosperous with each city competing against the other to capture the through trade. So intense was this inter-city rivalry they even resorted to terrorist tactics to destroy the reputations of rival cities. It wasn't long before most of the larger transport companies decided to bypass Morian completely. In 322, MMSL built a space station on the outer edge of the system. Over the next six hundred years it grew into a sprawling metropolis as hundreds of previously derelict space stations were welded onto a network of spurs protruding out from the original port; a hollowed out asteroid. This intricate arrangement soon earned itself the name of the Web. Morian found itself bankrupt yet the cities still insisted on maintaining their internal war with their neighbours. Today Morian is a war-torn backwater rarely visited despite the high amount of traffic in the system.

Over the centuries, the Web has developed its own unique character; the whole port is maintained at zero-gee and as a result the permanent inhabitants (known as 'Neiikhi', a type of Morian spider) have developed elongated bodies and delicate frames often growing to heights in excess of 2.25 metres. They take great pride in the deep blue-black colour of their skin caused by excessive exposure to excess radiation and will generally prefer to use skinsuits rather than shielded suits despite the fact that they must endure high doses of anti-carcinoma medication. Neiikhi are extremely agile in zero-gee and look down their noses at visitors who find it difficult to adjust to weightlessness. Neiikhi refer to such visitors as 'Dross-Flies'. Most people find it difficult to be around Neiikhi due to their excessive arrogance and pride.

## Ninlakim/Arnakhish

2208 A100866-F N Na Va 601 Im K3 V M8 D

Ninlakim is one of the main navy bases in the subsector and is home to major elements of the 205th fleet. The government of the world is provided by the Imperial Navy and seems to be mostly for the benefit of the navy. Original settled by the Vilani. During the long night the world became a pirate haven that was used by raiders who struck throughout the subsector and beyond.

## **Ninlakim Trace**

Name given to the eight systems in the Trailing/Rimward portion of Arnakhish subsector that are accessible to each other by jump one vessels. Named after the major world of the group. The Ninlakim Trace has a distinct cultural feel that is different to the other worlds in the subsector, however they are still recognisable as Vilani in parts. The Trace was settled by the Vilani about -10,000 imperial and has always seemed to look to itself for cultural advances.

## **Nukaush/Arnakhish**

1906 B684400-9 N Ni 923 Im M2 V

Nukaush is a world of mystery. Surveys from space appear to give the illusion of massive ore deposits just beneath the surface of the planet. In fact this was the reason for the planet's initial colonisation, but to date, only very small deposits have ever been found. There are many such weird and wonderful mysteries on the planet. It has been apparently colonised by Gograhah Reivers, and later by Dhuna fundamentalists, Hamaran and Vilani. It is one of only three planets within the Imperium to have successfully transplanted Ranther Millennium Trees. Though none have grown as large as the Emperor's Yggdrasil, several have topped 230 metres high. It is also only one of two systems in Dagudashaag to have developed polymorph lifeforms, the other being Karrana'ch/Mimu. Their unique gene structure has been used by one of the several family-combines that run the planet, in collaboration with Makhidkarun and SURD, to create prototype Androids or Artificial Persons (APe's) - The most successful being the 'Grey' series which are designed to be human enough for aesthetics while sufficiently different to prevent 'Frankenstein Psychosis' in their eventual owners.

(See Port of Call: Nukaush)

## **Oracle/Arnakhish**

2308 D351645-4 S C2 Ni Po 511 Im M1 V M6 D

The Chirpers of Oracle are scattered desert dwellers who have a body of oral myths and legends that form the fundamental background to the Chirper society. The oral Myths form the history of the race; new events are either forgotten within a few generations or are incorporated into the song cycles. Chirper legends refer to the arrival of the Vilani scouts (about 12,000 years ago) as well as climatic change and what is possibly events during the final war.

Other myths teach the young their duties and obligations, laws, social customs, and sources of food and water. Chirpers can navigate through unknown territory, following the ancestral paths identifiable through topographical features given significance in the song cycles.

Social life is complex and conservative. Precedent for any action has to be found in the Myths or to be inspired by the lives of legendary heroes.

## **Pulmn**

Pulmn is an incense made from dried kelp grown on Ishkaa. It burns with a soft fruity aroma. Although not an extremely valuable cargo Pulmn does provide most of the income for the planet Ishkaa.

## Rabir/Arnakhish

2405 B986445-9 Ni 402 Im K3VI

Rabir was originally settled by Vilani farmers and miners some six thousand six hundred years ago. The original Makhidkarun settlers, paying very little attention to the planet's non-profitable resources, ignored much of the fauna of Rabir. This was a great shame as the world is host to one of the universe's most remarkable symbiotic unions where the sum of the whole is so much greater than the sum of the parts - namely the Ashdak Meshukiiba and Spence's *Dracaena Marginata* Shrimp.

## Rusadaa/Arnakhish

1709 B555555-C A Ag Ni 504 Im M1V

Although orbiting a cool M-class star, extensive ocean-centered tectonic activity warms Rusadaa significantly, through thermal venting, to make the world a reasonably pleasant place to live. The seas themselves are warm enough to prevent any ice formation even at the poles in winter. A rich aquaculture has developed, with a mix of fish and plant life being harvested, usually by means of huge factory farms and ships. The price to pay for this habitable biosphere is the constant threat of massive tsunamis originating from the deep ocean seaquakes. Most structures are 'hardened' to protect the inhabitants from all but the largest waves. The IISS maintain an extensive geological and meteorological monitoring service. The majority of the funds for the continued presence comes from the subsector government' highlighting Rusadaa's importance as a primary agricultural exporter.

The system is at the head of the astrographical region known as the Rusadaa Trace.

## Rusadaa Trace

Six planets in the Rimward region of Arnakhish Subsector that are connected together by jump-1 access and are linked by a mutual trade agreement. This trade region extends into Khandi and Ushra Subsectors and forms the enclave known as the Folly.

## Sadiikashe/Arnakhish

1910 E7C48BE-8 FI A 323 Im K3V M9D

This world is currently in the throes of technological regression following a devastating plague in 912. Sadiikashe no longer has the technology to maintain its environment systems against the insidious atmosphere, and according to IISS experts it is only a matter of time before a major disaster occurs. The "President" of Sadiikashe has reacted in a typically blinkered fashion, refusing off-world aid and restricting personal freedoms in order to minimise the risk to the remaining life-support systems. Any technical personnel left on the planet are desperate to get off.

The "President's" actions have also decimated out-system trade, thus leading to a crippling economic situation. The only thing holding back major civil unrest is the fear of the consequences in terms of environmental collapse. The "President's" policy is to prey on the populace's fears, in order to keep them in line. The Duke of Arnakhish's lack of positive action in this crisis has highlighted what many see as his complete incompetence.

## **Shakuur/Arnakhish**

2010 C523565-8 Ni Po 104 Im M1IV M2D

Shakuur is another of the relatively unimportant worlds of the Rusadaa Trace. It sees more stellar traffic than most other systems on the trailing periphery being on the edge of the main X-boat/trade route into Khandi subsector. The reasonable starport facilities and moderate law level has encouraged many smaller independent merchants and organisations to make regular stops on Shakuur. Here, often a 'blind eye' is turned to the minor neglect of trading regulations and commercial law. Consequentially the world is experiencing a moderately large influx of money.

## **Suakan/Arnakhish**

2410 C591423-8 S Ni 112 Im M0 IV

Suakan is the most rimward of the worlds of the Ninlakim Trace. The atmospheric taint has meant that life is confined to a series of domed cities along the chain of lakes that dominate the north east face of this world.

## **Umnudar/Arnakhish**

2108 A130643-F De Na Ni Po 713 Im K2 V

Umnudar is the only civilian starship yard in the subsector since Ninlakim is mostly concerned with military vessels. The space port and associated facilities are the major employer on the world, however a sizeable percentage are turning their backs on the high tech lifestyle and taking off into the outback of the world as nomads.

## **Uurku/Arnakhish**

2405 C140777-C Po De 222 Im K1V

Like its neighbour, Khaem (2406), Uurku is another minor planet owing its inhabitation to a modest supply of useful metal ores. The first prospecting teams (from Benshiir- Hayden Metals, later to become incorporated into DagMet) arrived in 586.

The world is a satellite of the innermost gas giant, Stayla. Uurku appears from the available geophysical and planetological evidence to be a fragment of a larger body. Scars on the surface of the other satellites of Stayla seem to indicate a multiple collision, possibly from a body that wandered too close to the gas giant, was struck and then broke up under the massive tidal forces.



# Referee:

## **Shakuur**

Currently the IMJ is involved in a surveillance operation into 'organised crime' that appears to be using Shakuur as a financial clearing house. A number of independent and branches of the major banks are under investigation for money laundering.