

ZEDA LIBRARY DATA [I]



SUBSECTOR DATA

ZEDA SUBSECTOR

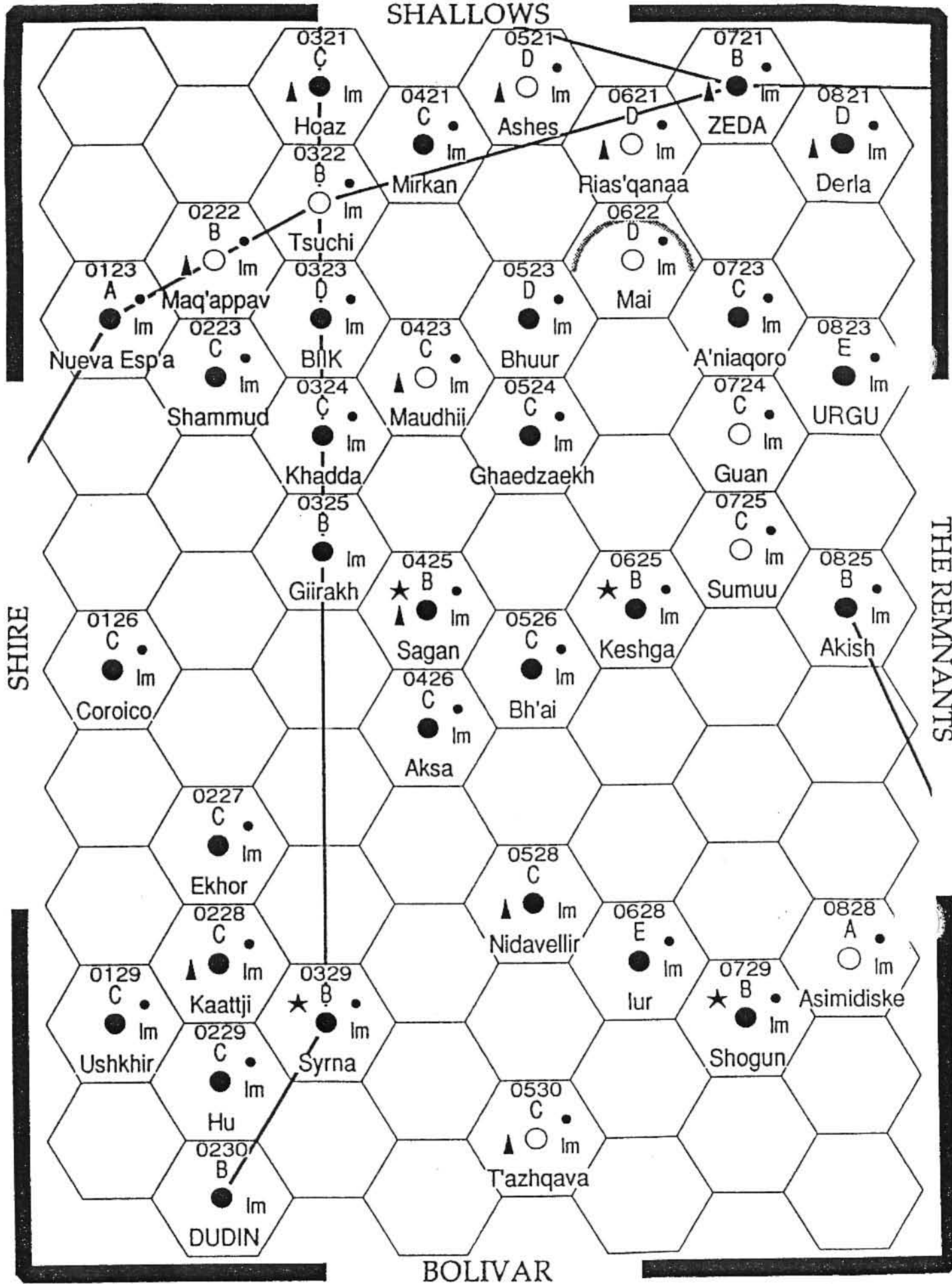
(Subsector I of Dagudashaag)

This region is a victim of arbitrary subsector divisions. The subsector capital was sighted at Zeda, largely because it is the homeworld of the Ziadd, an influential minor Human race. However, the arbitrary layout of the Duchy boundaries has meant that much of the Zeda cluster falls within Shallows subsector. Appeals for the boundaries to be redrawn have been made, and a boundary change is scheduled to be made in 1127. Ethnic Ziadd make up a large proportion of the human population of the subsector and many still follow traditional Ziadd beliefs and customs. The systems around Zeda are dominated by the race.

- Nueva Esperanza 0123 A555200 F Lo Ni 123 Im M5 V M8 D
- Coroico 0126 C665357 8 Lo Ni 514 Im M5 III M7 VI
- Ushkhir 0129 C724664 7 Ni 303 Im M0 V
- Maq'appav 0222 B200310 F S Lo Ni Va 914 Im M8 V
- Shammud 0223 C446154 9 Lo Ni 603 Im K5 IV M1 D
- Ekhor 0227 C7A9588 9 FI Ni 203 Im M4 V
- Kaattji 0228 C545230 A S Lo Ni 603 Im M4 V
- Hu 0229 C8B6410 C FI Ni 903 Im M3 V
- DUDIN 0230 B9CA9CE F FI Hi Wa 900 Im M8 VI
- Hoaz 0321 C445422 A S Ni 500 Im M2 IV
- Tsuchi 0322 B210225 B Lo Ni 815 Im M8 V
- BIIK 0323 D557AFG 9 Hi 523 Im M2 V K1 D
- Khadda 0324 C221210 9 Lo Ni Po 703 Im K4 V M3 D
- Giirakh 0325 B896768 C Ag Ri 720 Im G0 V
- Syrna 0329 B9668CC B N 613 Im M4 V
- Mirkan 0421 C322241 A Lo Ni Po 721 Im G9 V M2 D
- Maudhii 0423 C250853 B S De Po 904 Im M3 V
- Sagan 0425 B877212 C A Lo Ni 704 Im M7 VI K3 D
- Aksa 0426 C8C3403 8 FI Ni 102 Im K1 V
- Ashes 0521 D3405AE 9 S De Ni Po 903 Im M4 V
- Bhurr 0523 D899303 9 Lo Ni 802 Im M2 IV
- Ghaedzaekh 0524 C115330 C Lo Ni 814 Im M9 V
- Bh'ai 0526 C86A358 A Lo Ni Wa 704 Im M9 IV M7 V
- Nidavellir 0528 C683104 7 S Lo Ni 420 Im M0 VI
- T'azhqava 0530 C23027B 9 S De Lo Ni Po 802 Im G6 V
- Rias'qanaa 0621 D120445 D S De Ni Po 804 Im K2 IV
- Mai 0622 D530624 8 De Na Ni Po A422 Im M2 V M2 V
- Keshga 0625 B666441 8 N Ni 724 Im G4 V
- Iur 0628 E796442 8 Ni 402 Im M3 V
- ZEDA 0721 B873967 E S Hi In 524 Im K4 III
- A'niaqoro 0723 C9AA333 C FI Lo Ni Wa 104 Im M8 VI K4 D
- Guan 0724 C510410 7 Ni 501 Im M0 V
- Sumuu 0725 C300500 B Ni Va 213 Im K2 V
- Shogun 0729 B89A545 D N Ni Wa 711 Im M1 V
- Derla 0821 D8B2557 9 S FI Ni 313 Im F2 V
- URGU 0823 EA8A9DG 8 Hi Wa 115 Im K4 V
- Akish 0825 B37577C 8 Ag 105 Im M0 V M0 D
- Asimidiske 0828 A100757 F Na Va 912 Im M0 IV M0 D

Zeda subsector contains 38 star systems, and has a population of 66.679 billion sophonts. The highest population is fifty billion, at Biik, and the highest tech level is F, at Asimidiske, Dudin, Maq'appav and Nueva Esperanza.

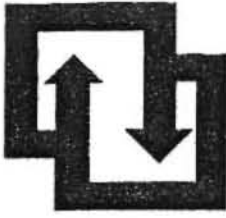
SHALLOWS



SHIRE

THE REMNANTS

BOLIVAR



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Akish/Zeda

0825 B37577C-8 Ag 05 Im MOV MOD

Akish is an attractive and verdant green world. Its atmospheric pressure is pleasantly high for its small size but unfortunately is tainted with a mixture of mildly carcinogenic gases from the continuous volcanic activity found around its equator. Filter masks counter the effects but the long dormancy period (before cancer occurs) means many people do not bother to wear masks. The other unfortunate factor is the roughly equal division of the 10 million inhabitants between the two states of Tangher and Zordin. The former is an open bureaucracy with law level 6 and tech level 9. The latter is a religious dictatorship run by the "Holy Innocents", an extremist splinter group of the zealous Ziadd Dominican branch of the Universal Church with law level C and tech level 8 (as shown in the main UWP).

Zordin was formerly the larger state and a representative democracy. 12 years ago the charismatic politician Ziadd/human half-breed Chanak'ra Vura took control of the "Holy Innocents" and dramatically enlarged the following. Soon after she was elected leader of the state and began introducing increasingly oppressive laws which eventually caused many people to emigrate to Tangher or off-world. The starport, originally a popular centre for trade and travellers, has also lost much of its traffic as customs checks have cut the goods brought onto the planet. Chanak'ra and her subordinates have become increasingly paranoid and have initiated extensive espionage missions into Tangher. Covert operations have included executing major religious figures and emigrants from Zordin.

Aksa/Zeda

0426 C8C3403-8 FI Ni 102 Im K1 V

Aksa was a pleasant agricultural colony during the First Imperium and the Rule of Man, supporting a population of more than seventy million people. During the Long Night the government fragmented into competitive, militant feudal states that had an average tech level of six. The civilisation on Aksa was wiped out by a nuclear-biological-chemical conflict around '1000. Today the world is still seriously radioactive and has large quantities of toxins and pathogens in the atmosphere. There are extensive ruins on the surface. Most have been mapped from orbit, but there have been few proper expeditions to the surface.

Prime, a cylindrical shaped, million ton orbital habitat, is home to Aksa's entire population. It is the site of the class C starport and serves as a fuelling stop for vessels unwilling to make the journey out to the system's gas giants. A fleet of six locally constructed five-kiloton fuel litres complete the return journey every few weeks. Prime has no formal government, although a 'Steering Committee' makes decisions concerning the maintenance and upkeep of the habitat. Within the chambers and corridors local councils or gangs run day-to-day affairs, and their rule is enforced by thugs and paramilitary 'Do-ers'. Vested interests help prevent large-scale violence. Travellers are advised to engage the services of a reputable local guide and to avoid districts away from the port facilities.

A'niaqoro/Zeda

0723 C9AA333-C FI Lo Ni Wa 04 Im K8 VI K4 D

A'niaqoro is a cold, ice-capped water world with an unusually high gravity. The oceans contain an over-abundance of life, particularly aquatic plants that float on the surface. The extremely dense atmosphere is tainted with tiny organic spores: breathing is difficult in the extreme pressure without artificial assistance. It is made considerably more dangerous by the presence of the spores, which clog filters, and, if breathed, quickly fill the lungs. Almost all of the inhabitants are ethnic Ziadd. A'niaqoro's major industry is gathering the seed pods of Hallija Weed, which can be processed to extract a compound used in the synthesis of a natural form of combat drug. There is a research institute on the world, funded by the University of Ushra, studying the native lifeforms.

Ancari

A name applied to an extinct minor sophont species that inhabited Ancarit, a world in the Hoaz system. In brief, the Ancari appear to have been omnivorous, upright, bilateral, homeothermic bipeds adapted to a semi-amphibious lifestyle. An average Ancari massed around 50 kg and stood a little under two meters in height. The heavy, elongated head sported a variety of sensory organs and sharp teeth, as well as a distinctive crest. They had two arms ending in four dextrous, mutually opposable fingers, two short legs, and a long tail. They appear to have had three distinct sexes: males (who formed roughly 10% of the population), females (30% of the population) and neuters (60% of the population). They are known to have laid eggs, and offspring were raised and tutored in communal hatcheries. Little is known about their psychology.

The Ancari had a highly developed society with an average tech level of Nine. The coastlines of their world were dotted with towns and cities and were crossed by roads and monorails. There is ample evidence of agriculture and manufacturing. Structures were built in a 'pyramids and columns' style, and were dominated by a central 'swimming pool': all were spacious and appear to have been designed for communal living. The race were spacefaring and visited all the other worlds within their system. They terraformed Hoaz, their homeworld's outer moon, but apparently never settled there. Their society appeared to have been unstable; the Ancari wiped themselves out in a period of intense conventional warfare about 18,000 years ago.

Asimidiske/Zeda

(Nahuatl - Chalchihuitl)

0828 A100757-F Na Va 912 Im M0 IV M0 D

Asimidiske is a small moon, one of several that orbits the gas giant Cuauhtemoc. Initially set up early on in the Second Imperium as a fuel refinery station the population exploded in size in 304 when the semi-intelligent Calipha (or skimmers as they are sometimes known) were discovered a mile down in Cuauhtemoc's atmosphere. Due to extreme difficulties in establishing contact within a gas giant atmosphere several research bases were set up in mined out craters on the moon's surface. It was during the excavations that the construction teams discovered that Asimidiske had massive deposits of Chalchihuitl or Glow Jade. Suddenly the moon was swarming with miners and researchers swamping the original refinery crew.

Today the planet has a population in excess of 10 million, mostly the descendants of miners. Both House of Yeipanitl and House of Xiumac maintain large refinery platforms on planet as well as extensive mining facilities which together almost rival House of Aymara which manages the largest Chalchihuitl mining facilities in the Protectorate. In addition, Asimidiske is home to Tlatocan University and has several large research stations dedicated to studying the Calipha which are funded by non-Protectorate academic foundations.

Ashes/Zeda

0521 D3405AE-9 S Ni Po De 903 Im M4V

The aptly named Ashes is virtually dead, an almost sterile world. There is little in the way of natural native life existing on the planet. A solar flare in -789 boiled away its seas, stripped the world of most of its atmosphere and scorched the land. Today the planet has hardly recovered. Small nomadic groups travel the warmer regions of the equator, harvesting the few remaining 'oasis' for food and drink.

Bhuur/Zeda

0523 D899303-9 Lo Ni 802 Im 2IV

Bhuur is a minor Ziadd outpost colony of little economic importance. The only interesting aspect is evidence of an early, pre-Vilani civilisation of the world. What little evidence there is points to a humanoid culture transplanted to the world over a quarter of a million years ago. The Ziadd of Bhuur regard the archaeological sites as quasi-religious centres and do not take kindly to 'outsiders poking around'.

BIIK/Zeda

0323 D557AFG-9 Hi 523 Im M2V K1D

Biik is an over-populated, insular world with a ruthless dictator at the helm. There is an extreme law level which imposes the heaviest of restrictions even on the most basic of activities. If a crime has been committed, and here nearly everything you can think of doing is illegal, judgement and punishment is swift and extremely heavy. Planetfall is actively discouraged, the starport being only token acknowledgement of Imperial authority. Even the likes of the all-persuasive megacorps can not get a foothold here. Although there are no official travel notifications, it is strongly advised that this world is avoided.

Chanak'ra Vura

[Leader of Zordin, Akish 0825]

The 55-year old religious dictator of the state of Zordin (Akish 0825). Of mixed Solomani/Ziadd blood, Chanak'ra was a dedicated and senior member of the Dominican 'Malaika' branch of the Universal Church on Urgu. She and her husband were involved in a vehicle crash on her way to give birth to their first child - both the husband and (unborn) child were killed. Chanak'ra was stunned and her faith in God instantly shattered. Over several months her views swung wildly between the Church and atheism until finally she resolved that she must discover whether God really existed, to determine whether her sad loss was a divine or a truly random act. To this end she created the Synod of Knowledge - now a major 'religious' force in the subsector. She has vowed not to remarry until the Synod has absolute proof one way or the other, of the existence of some guiding force in the universe.

Chanak'ra's new aims conflicted with the strong Urguan faith and she was forced into exile on Zordin. Knowing she needed substantial power to undertake her task, she used her intelligence, charisma and any under-hand methods necessary to climb the political ladder. She was aided by the fast-growing popularity of the Synod concept which began to provide a substantial income.

Chanak'ra commonly takes 'risks' to test whether her destiny is divinely controlled - the gradual take-over of Zordin's government is a classic example of a test she has set herself. Her background in the puritanical zealous Dominican fringe has heavily influenced her predisposition for the use of fear and subterfuge to control people.

Coroico/Zeda

(Nahuatl - Caolotl)

0126 C665357-8 Lo Ni 514 Im M5 III1 M7 VI

Coroico is the latest planet to elect to join the Amec Trade Protectorate. Initially colonised during the Second Imperium, the planet was decimated in 744 when a mutated plague of Ebola Fever swept through the population. Quarantined for three years on orders from the Ducal Office, the population of 2.3 million people was reduced down by the disease to only 80 adults. After the planet was once more declared safe, the survivors elected to stay on and try and rebuild. Despite several attempts to attract off-world colonists, less than 220 ever came. Most off-worlders still fear that the Neo-Ebola Fever is just lying dormant. Today Coroico has an adult population of 7,500, mostly descended from the original 80 survivors. There is an intense dislike of the subsector government for, as they see it, running out on the planet in its hour of need. Today most Ba'coro's earn a living by harvesting the native fruits and by salvaging metals from the ruins of the original colony.

Derla/Zeda

0821 D8B2557-9 S FI Ni 313 Im F2 V

Derla itself is tidally locked to the primary star and cloaked in an insidious mix of gases. The surface colony is located on the bright face, and is built entirely below ground. The world's primary industries are quarrying the richly coloured local stone and producing fine quality carvings. On the dark face atmospheric gases (mostly ammonia and ammonia compounds) condense and form a large sea. The northern shore of the sea is the site of an enormous chemical synthesis complex, entirely owned and operated by DagMet. In 1108 Derla's starport was downgraded from a class C facility: there is speculation that DagMet intend to have the starport relocated to the planetoid belt, a move the locals oppose.

DUDIN/Zeda

(Nahuatl - Metlicoyotl)

0230 B9CA9CE-F Hi FI Wa 900 Im M8 VI

Despite its insidious atmosphere and the lack of dry land, Dudin is one of the major population centres of the Protectorate. The entire planet is encircled by a chain of space stations linked together by solar generators, tunnels and mono-filament. It is here the Amec Sun-born live and rule. On the planet, most live beneath the shallow seas in crowded manufacturing enclaves spread over the ocean bed.

Dudin's 'surface' population, consisting primarily of Ntu tribesmen, has recently been plagued by thousands of unexplained cases of spontaneous combustion. Over the last five years in excess of five thousand individuals have suddenly and mysteriously combusted for no known reason. Even outsiders have been subject to the phenomenon which seems to favour young males aged 15 to 28. As yet, no-one has managed to figure out the cause though the local Nauhyotl, (planetary Governor) Maxipan Indaji Tlancuahuac has stated that he personally believes the cause to be self-induced through an untracable drug.

Bh'ai/Zeda

0526 C86A358-A Lo Ni Wa 704 Im M9IV M7V

Bh'ai is a beautiful waterworld with a small human colony, of which there are a growing number of Aquans. In addition there are a few Dolphins. The world orbits in the centre of the systems habitable zone around the close binary pair. There is an almost idyllic climate in most latitudes, although the oceans can be subject to extremely violent storms on occasion. There are small chains of islands on which all the non-Aquans/ Dolphins live. The largest single island, Khiandra, is home to the only down-starport on Bh'ai, and the capital city of Shimane. The climate and scenery has led to a new boom-industry on Bh'ai, that of tourism which can account for a ten-fold rise in the population at times. The influx of money has initiated the development of a number of aquicultural projects which will hopefully lead to the financial independence of the world.

Ekhlor/Zeda

(Nahuatl - Xohueotloch)

0227 C7A9588-9 Ni Fi 203 Im M4 V

Ekhlor is a water world with a single landmass. The atmosphere consists of extremely high carbon dioxide levels which, despite its distant orbit, has resulted in a hot planet with an unbelievably high level of humidity. Ekhlor swarms with varieties of plantlife but has never developed any native animal life beyond the insect level. The only colony is a research station for Feathered Serpent Pharmaceutical's botanical biogeneering section. Many of the Sun-Born Amec's have build eco-domes to create garden paradises for themselves amidst the hostile jungle wildernesses.

Ekhlor's most major export to date is the Tonuetiuhl Sunflowers; plants which naturally store sunlight and then release a bio-luminous glow during the night. Tonuetiuhl's are sold throughout the Imperium primarily for use on starships as secondary lighting, though Feathered Serpent Pharmaceuticals ensures that only genetically infertile plants are exported outside the Protectorate.

Ghaedzaekh/Zeda

0524 C115330-C Lo Ni 814 Im M9V

Ghaedzaekh is named after a character out of ancient vargr mythology, the Goddess of Ice. The world was given its name by the first explorers to visit this desolate, frozen rock who had previously been surveying the vargr worlds of the Vilani coreward frontier. Most of the current small population are either employed at the starport or by a joint DagMet-CLiP mineralogical survey team.

Giirakh/Zeda

0325 B986768-C Ag Ri 720 Im GOV

Giirakh is probably the major agricultural exporter in Zeda, feeding the capital itself and many of the worlds of the Amec Trade Confederation with which it has associate membership. There are very strict environmental laws on this world, mainly to protect the agro-businesses' profits. Skimming for fuel within the oceans or purging of ships' wastes within 25,000 Km of the planetary surface will cost offenders Cr.2,000,000 and a five year prison sentence. Enforcement is through the Office of the Environment and their agents, the Eco-Wardens who are feared even more than some local Religious Inquisitors.

Guan/Zeda

0724 C510410-7 Ni 501 Im MOV

Guan is owned by Tarameck, a major hydrocarbon refining and processing corporation. Guan is primarily a support base and R&R facility for the huge company refining rigs which float in the upper atmosphere of the tiny gas giant Loirhed of which Guan is a satellite.

Rig life is tough and Guan port is accordingly rough. 'Riggers' tend to live on their nerves while working above the broiling clouds of Loirhed and then let off steam at Guan watching or taking part in 'games' involving contests of strength, endurance and martial arts. Other 'leisure' facilities include casinos (the Riggers are well paid), brothels and bars. A small section of the port is off-limits to 'Riggers' to keep more sensitive visitors away from their extremes.

Hoaz/Zeda

0321 C445422-A S Ni 500 Im M2 IV

Hoaz is the outer moon of Ancarit (UWP Y687000-0, Red Zone), one of four worlds orbiting Cardon, the system's primary star. In the ancient past Hoaz was extensively terraformed and seeded with lifeforms native to Ancarit. These plants and animals have formed a stable, self-perpetuating ecosystem and today form the basis of the world's largely agricultural economy. A number of universities have research institutes on the world studying the ecosystem. Hoaz is noted for its wine festival, held during the first two weeks of the Imperial year, which attracts connoisseurs from across the subsector.

Ancarit is a garden world with a tropical climate, a breathable atmosphere and a rich variety of animal and plant life. Until about 18,000 years ago Ancarit was the homeworld of a minor sophont species, generally referred to as the Ancari. The Ancari achieved a tech level of nine and were certainly venturing within the bounds of their own system. The species became extinct about 18,000 years ago, directly following a period of intense inter-society warfare. Despite the effects of time and nature there are still fascinating ruined complexes, many of which have never been explored. The planet is held in trust by the Ministry of Colonisation: it is classified as an Imperial reserve world and monitored by the Scout Service.

Hu/Zeda

(Nahuatl - Xochinenen)

0229 C8B6410-C Ni Fi 903 Im M3 V

Hu is the main manufacturing centre for House of Xihautl biochips. The planet itself supplies all the raw materials required to manufacture the wide variety of biochip implants sold throughout the Protectorate. Xihautl is responsible for inventing both the Totxau ComBand© (an external headband which enables the wearer to mentally access up to 20 gigabytes of online data as well as mentally access public computer systems fitted with a CB Interface up to 10m away) and the Cyberpath Chip Interface™ which is widely used by Amec Quauchic (police officials). This implant consists of a ten channel comlink with internal scrambler and sensory linked simstim unit with two-way audio-video. This allows the user to interface directly with a Gen6 Computer back at headquarters. In this way the Quauchic can mentally access police files just by looking at a person and maintain constant communication with the station.

Iur/Zeda

(Nahuatl - Tepanec)

0628 E796442-8 Ni 402 Im M3 V

Iur is a major manufacture of pharmaceuticals for Feathered Serpent. The planet has been eco-engineered to enable thousands of crops to be grown in its soil and the dense atmosphere creates a greenhouse effect which enhances the growth rate. The only side effect to the altered eco-structure has been the atmospheric taint caused by mutated spores which causes migraine-like attacks in Aslan and euphoria in humans. For this reason, filter masks are worn at all times. While the planet is owned by Feathered Serpent they have allowed the workers to rule themselves through a legislative council made up of elected guild representatives. Iur has also acquired a squatter colony consisting of drug addicts and wire heads from throughout the Spinward subsectors who are attracted by the free 'buzz'.

Kaattji/Zeda

(Nahuatl - Ipalnemoani)

0228 C545230-A S Lo Ni 603 Im M4 V

Originally a mining colony, the planet was stripmined of all its valuable minerals and then abandoned. The atmosphere is still heavily tainted with pollutants despite the fact that most of the planet has been eco-sculptured into a garden paradise. Kaattji is run as a planet-wide hospice by Dominican Universalist monks who oversee the medical facilities. Many of the small settlements are maintained under full quarantine procedures for the treatment of contagious patients. Although Kaattji is in essence an exile planet from which no-one ever leaves, no-one is ever left to die alone. even where personal medical attention is impossible, holographic projection is used to give the patient the illusion of being with other people.

Keshga/Zeda

0625 B666441-8 N Ni 724 Im G4V

The 70,000 inhabitants of Keshga have acquired a genetic predilection for an enhanced (and refined) sense of smell which has allowed them to develop "Perfection" - one of the major scent and perfume houses of the sector. The output of this firm is mostly based on extracts from the native flora and fauna of Keshga for which scent plays a far greater role than vision. "Perfection" is extremely profitable and employs nearly half the populace directly or indirectly. Many of the remaining 'cottage industries' on Keshga are based on providing high quality foodstuffs and drinks for the inhabitants to indulge their refined taste and smell. These wares (e.g. Keshga Cyn Spices, Borena Smoked Meats, Penoil Wines) are almost as widely appreciated and distributed as the "Perfection" ranges.

Apart from its low gravity, Keshga is otherwise a very Earth-like world and would have been developed for greater agricultural use except that offworld grains and fruiting plants seem unable to grow in the Keshgan soil. The Keshg are reluctant to encourage research into this matter since they believe undue exploitation of the planet would occur, with the resulting loss of the rich native life and (potentially) their profitable perfume base.

A small naval base is maintained on Keshga's tiny moon but retains a wide exclusion zone around it, reaching almost to Keshga itself. Rumours abound as to the purpose of this secretive base since its crew are not even permitted to spend their R&R on Keshga.

Khadda/Zeda

0324 C221210-9 Lo Ni Po 703 Im K4V M3D

Khadda is an unimportant minor trading post that has survived thanks to its low law level - it is an excellent place to pick up those 'hard-to-obtain' items. The enclave around and including the starport is owned by Zithorl Holdings, a subsidiary of DagMet. Zithorl Holdings pays little attention to the world and doesn't really care what goes on as long as they are paid their rent.

Mai/Zeda

0622 D530642-8 De Na Ni Po A422 Im M2 V M2 V

Mai is an astronomical curiosity and extremely unpleasant to boot. It is trapped between its twin stars, which, in effect, orbit around the world. Two planetoid belts orbit beyond the stars, and two small, moonless gas giants orbit beyond them. The gravity and EM activity of the stars make travel to the central world difficult, and Mai is rarely visited. Temperatures on the world are high, and there is extreme volcanism. There is one small northern polar lake, the only free-standing water on the surface. It is here that the main colony is located. Almost all of the population are ethnic Ziadd. Life is brutal and spartan, and adequate water is considered a luxury. Mai also serves as a Ziadd prison colony, housing category Alpha prisoners in a facility located directly under the southern pole. It is said that the prisoners have a higher standard of living than the colonists.

Maq'appav/Zeda

0222 B200310-F S Lo Ni Va 914 Im M8V

This world is a small, self-sufficient Ziadd mining colony. Recent valuable ore finds however have promised to transform the importance of Maq'appav. Interests on Zeda are putting up the cash to fund further exploration, and development of the starport and infrastructure. Preliminary agreements have been signed with corporations in Gushemege for the bulk of the ores (if the new surveys substantiate the early finds) and Nueva Esperanza as a storage and shipping site.

Maudhii/Zeda

0423 C250853-B S Po De 904 Im M3V

Maudhii is the fourth and outermost satellite of the system's innermost gas giant, Tithra. Dry, barren and very cold, Maudhii is nevertheless a very important industrial centre funded by Imperial Petrochemical Processing LIC (IPP). The world is a natural source of complex metalo-silicate lubricants, crucial components in a wide variety of electronic, engineering and medical-prosthetic processes.

Mirkan/Zeda

0421 C322241-A Lo Ni Po 721 Im G9 V M2 D

The only moon of Mursal (UWP F6A3164-A), the world is a mining colony dotted with automated open-cast mines and refineries. Bulk transports carry ore produced on the world to industrial centres across the sector. The government recognises Imperial High Justice (first-degree murder, treason, and possession of weapons of mass destruction) but few other rules apply. The startowns are noted for their wide variety of exotic entertainment: Mirkan has also received a reputation as a mercenary clearing-house. The world has no local manufacturing ability and imports literally everything it needs to survive. All visitors must pay a weekly air tax. Failure to pay usually results in deportation.

Nidavellir/Zeda

(Nahuati - Tlacaupan)

0528 C683104-7 S Lo Ni 420 Im M0 VI

Nidavellir is maintained as a hunting reserve by the Amec Sun-born nobility. Its snow covered plains are home to almost three hundred predatory species which are hunted for their pelts.

Nueva Esperanza/Zeda

0123 A555200-F Lo Ni 123 Im M5V M8D

Nueva Esperanza (or Nesp as it is known locally) has only recently been colonised. A number of corporate interests, headed by CLiP, have invested money in establishing a new centre for trade between Dagudashaag and Gushemege. Finance has been pumped into building the small, but superbly equipped class-A starport. The current population are mainly the remnants of the construction teams, who have decided to stay on, and Port Authority staff. Many firms have expressed an interest in setting up offices on Nesp - Sesh-Ifaen freight Tractors Ag are currently in the process of negotiating landing, berthing, servicing and warehousing rights at the port. The only block on colonisation is the marginal biosphere, the planet overall is a cold place to live. Local subsector government is offering grants to any who are willing to move to Nueva Esperanza, in opposition to the wishes of the Amec Trade Federation.

Quetzal

Unit of currency or credit used within the Protectorate, it has remained stable against the Imperial Credit at 2.54 credits to the Quetzal for the last fifty years. As the Protectorate is currently in the process of changing old currency for new, you may find as many as 16 different types in circulation. The 100 and 500 Quetzal Units are easily confused, both being gold coloured and the same size.

Rias'qanaa/Zeda

0621 D120445-D S Ni Po De 804 Imp K2 IV

A dead world, Rias'qanaa was once a moon in orbit around Ghiri. Excavations have proved that it once had an atmosphere as well as an extensive jungle ecosystem teeming with life. Then, about ten million years ago, Rias'qanaa was knocked out of orbit, killing all life, and eventually entered into an ecliptical orbit around the sun. Today Rias'qanaa is home to an excavation team from the Amec University of Epantla who are attempting to prove that the legendary Xiuhcoatl or Fire serpent once lived here prior to the disaster and must have been exported across the region by race or races unknown. If the Xiuhcoatl is proved to have existed then this may prove that a race with deep space capability truly did inhabit the Bolivar and Zeda Subsectors of space over ten million years ago.

Sagan/Zeda

0425 B877212-C A Lo Ni 704 Im K1V

On the surface Sagan appears to be a near ideal colony world, but the presence of a high concentration of native microscopic lifeforms makes the world a hazardous place to live without a sealed biosuit. An IISS medical research base is actively developing vaccines and treatments to allow open inhabitation of the world. The Imperial Navy also maintains a small orbital facility, recently established to 'keep an eye' on the growing commercial tensions between Bolivar and the Amec Trade Federation.

Shammud/Zeda

0223 C446154-9 Lo Ni 603 Im K5IV M1D

Shammud is a backwater world of little significance. Once a minor agricultural exporter, a small comet fragment crashed into the planet in 642 devastating the biosphere. Thirty-percent of the atmosphere was 'blown away' with the shock wave created at the time of impact along with twenty-percent off the free-standing water. The remaining atmosphere was heavily contaminated by dust a high proportion of which still remains. Half of the original 10,000 inhabitants died at the time of the impact or shortly after through after effects of the event. Most of the remaining population were evacuated although a few families elected to stay.

Shogun/Zeda

(Nahuatl - Huehueteuhtli)

0729 B89A545-D N Ni Wa 711 Im M1 V

Shogun has a population that is predominantly Afro-Japanese. These are known as Tecuhtl or 'wave riders'. Most live their entire lives on their fishing boats harvesting the seas for Feathered Serpent Pharmaceuticals, the main employer. In recent years however a sizable population of young people have been leaving the planet to join the Quahmala; the Amec Merchant-Scouts.

The remaining locals harvest the sea plants around the small, rocky atolls that form the only solid land on Shogun and cultivate the coral-like lquehuac which often grow to a diameter of several kilometres just below the surface of the ocean. Shogun is plagued by several species of marine predator such as the 50 metre long Ixtlil or Sea-Hydra which feeds on the coral and which the Tecuhtl hunt. The Pan-Galactic Friends of Life have recently declared the Ixtlil an endangered species and have made frequent appeals to the planetary High Guild to put a stop to the annual slaughter but to no avail. The High Guild are currently claiming that Friends of Life are behind the eco-terrorist movement, White Fang which has taken to wrecking their lquehuac refineries.

Sumuu/Zeda

0725 C300500-B Ni Va 213 Im K2V

Sumuu is probably the most disorganised planet in the sector. Its 200,000 inhabitants are currently without a coherent government. Almost 40 years ago the planet was a representative democracy when the 'visionary' president Ten Amix decided that the ultimate government could only be determined by methodical testing of all the available types. Surprisingly, the populace did not immediately vote him out of office and the concept was enshrined in the statutes. A representative democracy soon failed when a plan emerged to allow a tiny minority to use a public holiday to vote themselves into power. A revolution temporarily regained power for the people then a short surge of admiration for the Universal Church brought the holy man Abaaeus Yerani into power. Yerani's soft Innocentine approach allowed a coup, funded by a banking organisation which was quickly reversed by the return of native holovid star Paul Van Derosko whose popularity forced the coup leaders to present him as figurehead leader. Derosko's lack of business acumen and diplomatic skill quickly led to problems with neighbouring worlds. A trade blockade was imposed a year ago for non-payment of imported goods and Derosko's government collapsed. Individual areas each decided localised bureaucratic councils would best serve the planet - there are now nine such councils which meet at irregular intervals and have little liaison between them.

The result of these varying rulers has left Sumuu with a hashed-together mix of old and new laws and statutes. All administration tasks are enmeshed in red tape with its resultant delays. Perhaps unfortunately, the bureaucracy is not even sufficiently corrupt for bribes to 'smooth' the way - the system must be followed to the letter and cannot be rushed. Some 'simple' paperwork has become so complex that a trader may have to hire several lawyers and accountants just to handle a single transaction. Thankfully the rates of pay for these administrators is not as high as elsewhere...

Synod of Knowledge, the

Formed by Chanak'ra Vura on Zordin (Akish), this group has grown exponentially over 26 years to a membership of millions. Based upon Chanak'ra's need to determine the existence (or not) of God (or Gods), the movement's scientific approach seems to appeal to people from all walks of life. Members all contribute to the Synod which then funds research teams which travel across (and outside) the subsector investigating any and all events and artifacts which might prove God's existence.

The Synod has built up a substantial library of knowledge of other religions in the area and an unbiased analysis of each has been prepared (although not widely published as yet). Areas of research have included psionics and the Ancients. Chanak'ra's own experiments are more extreme. It is rumoured she has pushed senior members of local religions into chasms simply to see if their God(s) will save them from their death.

Synod research teams may be found on many planets in this subsector, although some worlds regard them as dangerous heretics - they are certainly not welcome on Urgu, for example!

Syrna/Zeda

(Nahuatl - Tzocochtli)

0329 B9668CC-B N 613 Im M4 V

Syrna is famous for its garden cities, each of which is built on the surface of a lake. Each settlement consists of thousands of beautiful houses, pyramids and towers covered in frescoes, flowers and vines growing from the many tiers and balconies and built on top of moored islands. Each settlement is surrounded on all sides by water and by floating gardens. Nowhere is the Amec passion for flowers more apparent than on Syrna where millions of species have been biomodified to thrive in the local climate. Entire islands have been turned into hunting preserves for the local sun-born and commercial farming of literally thousands of species of cat from all over the Imperium are selectively bred for their fur. Perhaps the greatest of all the cities is Nahktenochtitlan which is considered by many the cultural capital of the Protectorate and hosts every decade the Chapultepec Arts Festival which attracts exhibitors from all over the Quadrant.

T'azhqava/Zeda

(Nahuatl - Tlacaalel)

0530 C23027B-9 S Lo Ni Po De 802 Im G6 V

T'azhqava is an Amec military training ground where its Marines and Qualimala (Merchant-Scouts) are trained in Vacuum conditions and zero-gee combat. While the starport around Tlacaalel Down is open to the public, visitors are warned that the entire planet, outside the IISS Research station and Imperial Consulate, is run on strict military discipline with no court of appeal. Like most planets in the Protectorate, alcohol is only consumed by Amec's on feast days. Although alcohol is freely available at all times, visitors must remember that public drunkenness is illegal, punishable by the death penalty.

Tsuchi/Zeda

0322 B210225-B Lo Ni 815 Im M8V

In the last couple of years, Tsuchi has been re-established as a penal colony, this time to enable the Amec Trade Confederation to house its worst criminals outside Federation space. At the moment there are only low-risk convicts who are building the underground habitats and developing the starport, which is away from the evergrowing prison and an open port. The planet outside of the starport holds an amber classification, and a zone with a radius of 25 Km centred on the prison has the equivalent of a red classification in force - total restriction on any entry into the area. The Amec are currently experimenting with Virtual Reality as a means of punishment.

URGU/Zeda

0823 EA8A9DG-8 Hi Wa 115 Im K4V

Urgu is ruled by the Ziadd Dominican, Bhad Moq. The extremes of control imposed by his religious correction squads ('RCS') have almost led to this planet being rated a prohibited world.

Outsiders are allowed on-world but the populace regards them as inferiors and there are many laws to reinforce this attitude. To take but a few examples: Outsiders must have their food prepared separately from Uргуans - cross-contamination is considered to be sacrilege; outsiders may not spend the night under the same roof as an Uргуan; requests for privacy (closed meetings, etc.) are regarded as impolite (even amongst Uргуans themselves) - such meetings if held surreptitiously will attract the attention of the RCS; gift-giving is considered a form of heretic bribery thus in all interactions there must always be some form of exchange.

Visitors to Urgu will find the authorities very unhelpful with no warning of the hazards. All visitors are advised to purchase the TransZeda Guide which contains extensive details of the laws for Urgu and other worlds in the subsector. It also indicates the severity of the law - for example giving a coin to a street beggar (without allowing the beggar to perform some return service such as carrying one's baggage) could lead to heavy fines and 3 months 'ritual purification' in an RCS 'correction' centre.

Needless to say there are subversive opposition groups to Bhad Moq's heavy-handed leadership but these are necessarily secretive.

Perhaps surprisingly, over a billion people live on the archipelagoes and floating cities of this thickly vegetated waterworld. The dense heavy atmosphere is constantly cloudy with huge fogs and considerable rainfall almost every day.

Ushkhir/Zeda

(Nahuatl - Tlaximetcatla)

0129 C724664-7 Ni 303 Im M0 V

According to records from the end of the First Imperium, Ushkhir was once a standard atmosphere planet colonised by early Solomani settlers. When rediscovered after the Long Night, Ushkhir had fallen victim to some unknown disaster - The initial survey team was shocked to discover that the planet's atmosphere had almost completely vanished, severe seismic activity had completely altered the landmass and caused most of the planetary oceans to seep into fissures deep beneath the surface. Despite intense research, no-one has been able to discover what caused the disaster. Today Ushkhir is a major source of heavy metals and has several moderately large underground mining settlements. The Amec Trade Protectorate carried out a hostile takeover of the corporate government in 862 which has resulted in the planet's current political classification.

ZEDA/ZEDA

0721 B873967-E S Hi In 524 Im K4 III

Important cities include Gliakl, noted for arts and crafts, and Iaq'tsur and Reth, ancient enemies that face each other across the fertile Ishaar: all turn a tidy profit from tourism, particularly from major events such as the re-enactment of battles or the staging of religious ceremonies. The industrial centres of Hiaqq, Zud, Shoez, B'kurr and Dryaez are important producers of manufactured goods, particularly vehicles and heavy machinery.

Zeda is the namesake of the Zeda subsector, the homeworld of the Ziadd, an important industrial centre, and a major tourist attraction. The world has a rich cultural heritage and is steeped in history. This can be brought dramatically to life by the many Ziadd who still follow the 'old ways' (the Ziadd hold tradition and heritage very highly, and casual travellers are warned to treat high-ranking individuals with the respect their status warrants). Most cities are dominated by networks of Citadel-fortresses, and most feel more like gigantic living museums than highly advanced industrial centres. The world is regarded as an Ancients site because that race transplanted the Ziadd there from prehistoric Terra. No actual Ancients sites have ever been discovered.

Ziadd

(Minor Human Race)

Genetically engineered from Homo Sapiens Neanderthalensis by the Ancients around the year -400,000. Ziadd are generally mesomorphic with thick ridges of bone above the eyes, a pronounced jaw and the eyelids have an epicanthic fold, typical of oriental descent. A transparent membrane covers the eye and the nose contains a gas permeable membrane to keep out dust. A similar membrane protects the ear. The head, shoulders and back are covered in a thick mane and both sexes grow extensive fine hair over their entire body. The arms are longer and more heavily muscled than normal humans. The hands consist of three fingered hand with each finger mutually opposable. The toes end in two prehensile toes. Ziadd are extremely dexterous and strong as a result.

The most noticeable difference is the skin: the surface epidermis is coarse and hard and helps to protect against windblown dust. In addition Ziadd display stripes. This is as a result of their pigment melanin being concentrated in bands running across the body. A small number have a mottled colouration instead. Some Imperial geneticists have proposed that the Ziadd striped colouration was a recessive trait already present in Terran Neanderthals, similar to albinism but the issue is currently undecided.