

Zhiavr'ka

[Klatha'sh: 'Path of Assassination']

Formal rules controlling ascension in status through the art of assassination. The code governs all aspects of honourable behaviour expected of the assassin, the client and the proposed victim. Failure to follow the rules is punishable by death and dishonour.

Zukalis/Remnants

1625 C321798-C Na Po 503 Im MI V M6 D

Zukalis, a moon in orbit around the gas giant Khalis, was originally a valuable mining colony established by IPP. After over fifty years of exploitation, the colony was finally closed down as no longer financially viable.

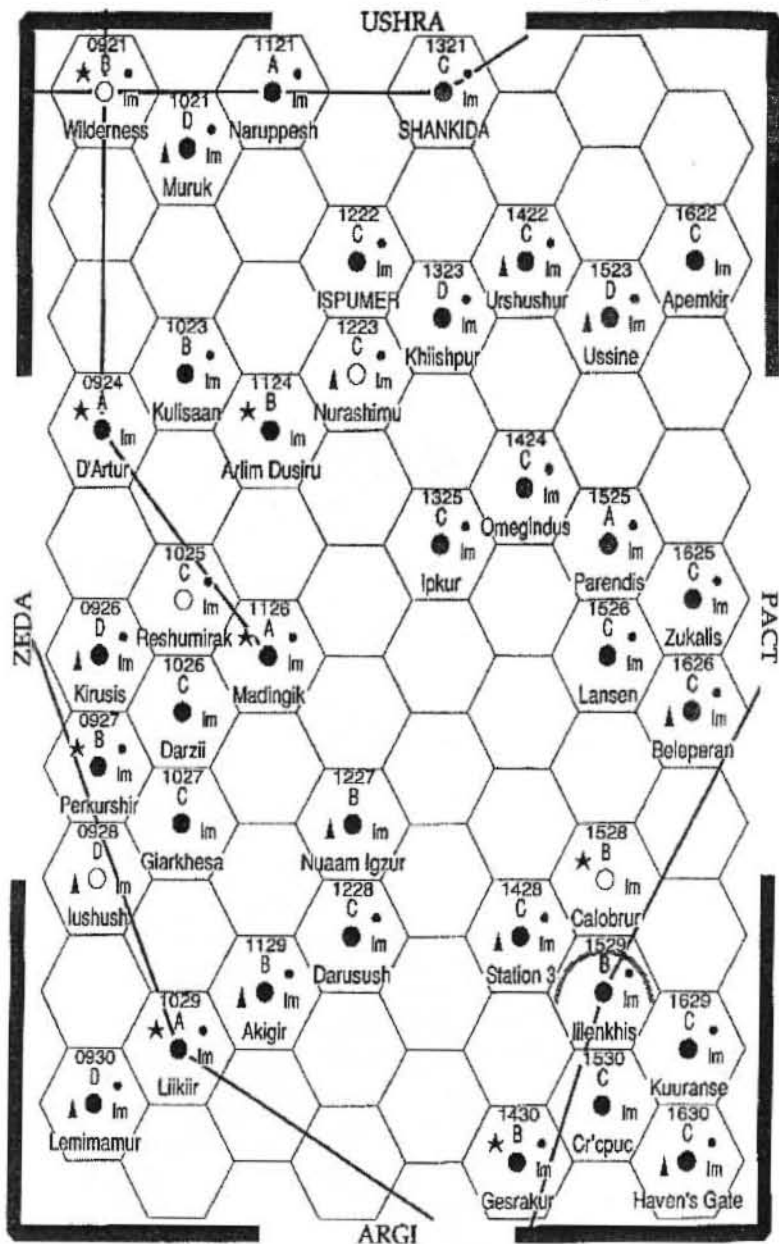
In 866, IPP transferred ownership of the moon to the Vilani Megacorporation, Naasirka on the understanding that the bureau would undertake to build a public Class C starport on the rock as required under IPP's original charter. Much to IPP's surprise, Naasirka immediately began work on converting the deep underground mines into a substantial settlement. IPP had used imported water to force trapped petrochemical reserves to the surface. With advanced filtration systems, this water reserve was siphoned up to holding tanks in order to be able to be used as part of the colonies life support reserves. Naasirka then proceeded to transfer the head offices of its entire financial and insurance services from throughout the Sector to Zukalis. The settlements' primary function is to house both the Administration centre for Naasirka-Mehdaat Insurance Consortium, the largest insurance underwriters in the Sector, and the central clearing house for the Banque de Dagudashaag. Due to the Sector-wide importance of the two companies, every other major insurance and banking institution in the Sector has subsequently found it necessary to also set up offices in Zukalis, tripling the system population as a result.

Most of the population are employed directly by either Naasirka or its many competitors, and the employee settlements are considered completely off-limits to all but people with the appropriate security clearance to guard against the possibility of blackmail and kidnapping. Naasirka maintains a private Class A port for use by its own fleet of Courier ships and a larger B Class port for use by other companies. Due to restrictions imposed by the inherited Imperial charter, Naasirka has had to create a small public starport on the surface and has elected to create a small fully security-enclosed startown to house visitors and relatives. Despite the system's obvious wealth, the planet is officially listed as 'poor' because the majority of its inhabitants are indentured to the corporation.

Zukalis is a planet rarely visited yet known to many, primarily because of the number of ships officially registered with or through Naasirka-Mehdaat Insurance Consortium who also maintain the Sector's official Registry of Shipping.

REMNANTS LIBRARY DATA [J]





Wilderness/Remnants

0921 B340766-C N Po De

201 Zc

G6VI M9D

Classed as a poor world, Wilderness simply chooses not to trade off-planet. This is not a reflection of a xenophobic mind set as Wilders, as they call themselves, are very open and friendly to all types of off worlders. Wilders are hunters, craftsmen and farmsteaders, rugged and self-sufficient. Colonised in the 800th year, of the Third Imperium, by a variety of Antarian travellers. These sophonts (Human, Vargr and H'kar) soon learned the secrets to survival on Wilderness. In 956 the colony applied successfully to be included as a member of the Ziadd Conferation, despite the fact that less than 10% of the population were of Ziadd extraction. The "captive government" classification exists because the planet is still directly subordinate to the naval attache office (and will remain as such until the official handing over ceremony planned for 1130). This is a matter of jurisdiction and actually Wilders are left to rule themselves. With land schooners (maglev wind driven desert ships) trading the windswept plains between the many nomad communities and the Mecca cities (enclosed cities established on the farming belt of the planet). The Meccas grew from the trade of locally cultivated Klesh - a large seasonal juicy vegetable with siphon roots that drag water from deep perma-frost. Trade is carried out in millies and litres; a person seen without their waterskin and jug is a "poor sight to behold" and are often spat upon as a mark of understanding of their dire straits (a sort of payment or charity for the poor) "giving water" freely is a mark of respect and a way to agree a bargain; hold up your hand as if to say "stop", spit in your counterparts also raised hand then grip each others palm tightly and say, "Yah, hi". Do not try to trade in credits on Wilderness, do not attempt to import water, both are frowned upon. Credits because they are detract from water as currency, and off world water because it will destroy their already critically balanced ecosystem.

Zhi'laem Avr

[*Klatha'sh: 'Assassin (Clan) without kin'*]

An independent Ziadd assassins guild set up to train those of the assassin caste to carry out the Zhiavr'ka (Path of assassination) honourably. The guild trains the prospective assassins from birth in the twin arts of stealth and murder. They become experts in all forms of weapons as well as numerous forms of hand-to-hand fighting. While each clan trains up their own assassins, the best are universally acknowledged to be the Zhi'laem Avr, independent assassins who recognise no clan.

While contracted, the Zhiavr wear their hair in a waxed topknot and openly proclaim the crest of the Zhiavr on their clothing. This allows them to be easily recognised by their victim. The Zhiavr'ka demands that the victim is warned as to the assassins intentions by the arrival, several days before the 'hunt', of a flower such as the black Qaesvr of Zeda or the blue Suvac of Oewni. Both plants symbolise death in the Ziadd culture. The Zhiavr'ka lays down the rules of conduct that must be followed by assassin, victim and guards. It also forbids the use, by anyone concerned, of any long range weapons. Zhiavr are allowed to practice their art provided it follows the Zhiavr'ka, does not put any non-Ziadd at risk and is only carried out in Ziadd settlements.

LIBRARY DATA

LAST UPDATED 363-1115

Akigir/Remnants

1129 B664747-C S Ag Ri 405 Im A4 V M6 D

Akigir is the jewel of Remnants. An agricultural gold-mine and haven of the wealthy, this world became the centre of attention of the subsector. Its favourable climate and productive soils has attracted all the local rich and large-scale farmers. Most of the best land has been bought up by large companies which lease land at what is normally exorbitant rates. This has slowed down the recent influx of colonists as many can not afford the rents. This has led Akigir to take on an exclusive air where importance is now equated to the area of land that one can afford to rent or even buy. Expect to be hassled by the local police if you don't look rich. Style can get your foot in places on Akigir, even if you have no substance.

Apemkir/Remnants

1622 C8AA456-A Ni Fl Wa 700 Im K3 V

Apemkir is a minor trade point of the 'Mainbridge' linking The Remnants with Pact subsector. The University of Medurma maintains a small research team studying the unusual, rich life in the exotic oceans. Oceanic life varies from the microscopic larvae of many of the resident life-forms, to the twenty metre, ten tonne, Umono. The Umono is a schooling filter feeder that congregates in herds of between twenty and fifty individuals. The University is currently investigating claims that one of the native lifeforms; the 'Ghost Fish', an extremely rare deep sea predator that can grow up to 300 kg and over 2m in length, which is apparently capable of teleporting itself. To date, although a few fish have been found, no-one has succeeded in trapping one long enough to tag it. The fish is proving as elusive as its namesake.

Arlim Dusiru/Remnants

1124 B252556-BN Ni Po 600 Im M5 D M8 D

Arlim (as it is known locally) despite its small size has a breathable atmosphere which has encouraged a recent wave of colonisation. The majority of the population are the new generation of small-holders, mixed with the naval personnel. The small, but modern and well-equipped starport of Lundevkam rests besides the only the only major body of water on the planet, the Sea of Desire. The name is an Anglic corruption of the Vilani "dusiru", meaning - as near as can be translated - "pearl", taken from the planets name which translated in its entirety means "small pearl". Arlim is a world with great natural beauty but no real mineral wealth.

Arlim's most recent claim to fame is as the birthplace of G. 'Jester' Graham, the notorious dilettante and con man. He was responsible for defrauding Banque de Dagudashaag and Sharusharid to the tune of MCr.200. Finally apprehended in 1098, Graham was convicted on Upag and sentenced to twenty years imprisonment, but died in a freak accident in prison in 1102.

The S'mrii were hired to create sensory drones controlled by simstim computer couplers. Today each person on Reshumirak may own as many as twenty robotic drones. Most are kept busy exploring the atmosphere of Serendipity trying to expand the knowledge of Domination society and culture. The computer controller units were kept as simple as possible so that they were incapable of mimicking sentience. The Rushumirakians have become extremely paranoid over the centuries and will not trust self-aware technology. Gradually, the colony on Reshumirak began to change. The people became extremely self-centred and isolated from one another. Most live surrounded by their camera drones using the recordings to make continuous documentaries about all aspects of their lives. As the primary communication link between the Imperium and Domination, they enjoyed unlimited wealth, entertainment and status. They became one of the primary sources of bio-constructs within the Domain.

Today, Reshumirak is a major trade centre between the hydrogen-breathing Domination and the other oxygen-breathing races. The local Dominatrix control much of the trade between the various Domination settlements of Dagudashaag. Visitors are reminded that many of the bio-constructs on sale in Reshumirak's markets are considered alive and may have to undergo quarantine the same as livestock.

SHANKIDA/Remnants

1321 C452997-B Hi Po 632 Im M7 V M2 D

Shankida is a small hot ball of a planet, with a thin atmosphere, low hydrographics, and a close orbit of the primary star. Shankida is a difficult place to live. The entire population live in deep caves which open on the shores of the two inland seas K'lachtikin, and B'rhumn, and lead deep below the sea beds. Shankida was settled by the Ziadd early in the eighth century of the Third Imperium. Shanky society is bold and self sufficient. Generally single minded and self opinionated, Shankys have attained a stable tech level B. indenturing is common on Shankida; all children are owned and must work their way to freedom by repaying the society at large for its upbringing and education. Those who do not achieve freedom (some 40%), for what ever reasons, remain 'slaves' in service until their deaths. Most house holds of 15-20 people contain 6-8 life-long servants. Treated as aides and cherished family members, penalties for mistreating servants are severe in the extreme. To the Shankys cruelty to a subordinate is akin to mental disorder, as to their mindset, destroying property is utter madness.

Station Three/Remnants

1428 C735020-B S Lo Ni 425 Im K5 V M8 D

Station Three is one of the ten outposts scattered around Dagudashaag at the onset of the Third Imperium. It is now only a minor IISS station, semi-automated. There is only a skeleton crew of four permanent staff who supervise the refuelling and servicing of IISS couriers who move off from the X-boat link into The Remnants proper.

'Try Fives'

['Tri-Fives' or '555']

Spacer slang - to communicate with a starship in dock using the local planetary communications net. The term originates from the Communit's practice of using this specific code to represent calls shunted to park bays.

SUBSECTOR DATA

REMNANTS SUBSECTOR, THE

Subsector J

Duchy Capital: D'Artur (0924 AAE7443-F)

By dialling the starport code (usually the system mapping code in the case of single starports preceded by 1 for an orbital port and 2 for ground ports), 555 and the docking bay designation it is possible to go through the planetary communications net to the ship's internal comm-suite. Many starship crews prefer to use this method of communication when discussing confidential matters as Communet uses sophisticated TL16 scrambler units on all its links to ensure complete client privacy. This practice of using tri-fives has been adopted by over 80% of planetary nets in Dagudashaag though only Communet guarantees client confidentiality using their system - a fact that has caught out many crew members involved in illegal activities who failed to verify that the planetary system was actually run by Communet and therefore not bugged.

(e.g. to call a ship docked on Station Three's park bay twelve B, you would dial 1428-2-555-12B which would put you straight through to the ship)

United MediTech Industries

[UMTi]

United MediTech Industries is a moderately-sized pharmaceutical producer and suppliers of medical supplies. It specialises in anaesthetics, pain-relief medicines and muscle relaxants, as well as a number of general wound dressings and artificial blood products. The majority of the company's products are not sold 'over the counter' but rather supplied directly to end-users such as hospitals, clinics, etc. They also provide much of the common product range for some of the larger medically-orientated organisations which are repackaged with labels appropriate to the buying company.

It also controversially synthesises a number of recreational drugs. It is for the drugs that UMTi has been raided a number of times in recent years, and now the company boasts some of toughest security at its sites throughout The Remnants subsector.

UMTi has its headquarters on Darusush and a research base on Lemimanuur. There are a number of production sites scattered throughout the subsector, as most of their products are sourced from local organic supplies, especially plants.

Urshushur/Remnants

1422 C363444-9 S Ni 104 Im M0 V M9 D

This world was settled in the early stages of the Vilani expansion into Dagudashaag. Its fortunes (and population) has waxed and waned, but as a colony Urshushur has never really been more than a quiet outpost. Most of the ten thousand inhabitants are small-scale farmers, producing and exporting a series of local delicacies - Urshushur Cold Fruits. These are local plant life-forms that thrive in the cool climate on the edges of the deep lakes that dot the world. One variety, the Vikkaari'Na, or Ice-melon, is fermented into a popular, local wine.

Ussine/Remnants

1523 DA5A354-6 S Lo Ni Wa 705 Im M2 V M3 D

Ussine has had a tortuous existence. The world is continually bombarded by small asteroids, giving rise to score of giant tidal waves that sweep across the planet-wide ocean. This violence has halted any large-scale colonisation on the small chains of islands, on this otherwise pleasant world.

There are a small number of tourists who visit to wonder at the oceans anger as well as its more peaceful moments, when the seas take on the appearance of a smooth sheet of copper.

As its name suggests, this subsector has, perhaps, the last remnants of sparsely-populated border-style wilderness in what is otherwise a heavily-settled and civilised sector. It is a region of stark contrasts - the high-tech orbital complex of the Ducal palace at D'Artur (0924) is only three parsecs away from the TL4 world of Muruk (1021).

The most important astrographical formation in this area is the 'Mainbridge', a Jump-I string of stars, the portion of the Dagudashaag Main between Uргу and Dashi. The Mainbridge carries a great volume of Jump-I trade. With the advent of higher Jumps, however, the primary communications route between Medurma and Ushra now goes directly from Campbell/Pact (1722) to Nakharpai/Ushra (1420), thus bypassing the subsector completely, and the region has suffered.

Zc - Ziadd Confederation; AF - Amec Trade Federation

MAIN SYSTEMS IN SUBSECTOR

• Wilderness	0921	B340766-C	N	Po De	201 Zc	G6 V1 M9 D
• D'Artur	0924	AE7443-F	N	Ni Fl	420 Im	K1 V M5 D
• Kirusis	0926	D533355-8	S	Lo Ni Po	523 Im	K3 IV
• Perkurshir	0927	B466402-F	N	Ni	703 Im	M2 V
• Iushush	0928	D7B0410-5	S	Ni De	420 AF	G0 V M5 D
• Lemimamur	0930	D8B4210-7	S	Lo Ni Fl	321 AF	M9 V M9 D
• Muruk	1021	D651566-4	S	Ni Po	721 Zc	G3 V M5 D
• Kulisaan	1023	B324435-A		Ni	213 Im	M1 V
• Reshumirak	1025	C400534-9		Ni Va	103 Im	K8 V1
• Darzii	1026	C674444-A		Ni	200 Im	K3 V
• Giarkhesa	1027	C342366-9		Lo Ni Po	210 Im	M0 V
• Liikiir	1029	A664695-D	N	Ag Ni Ri	602 Im	G8 III M9 V
• Narupesh	1121	A688556-D		Ag Ni	203 Zc	M7 VI M4 D
• Arlim Dusiru	1124	B252556-B	N	Ni Po	600 Im	M5 D M8 D
• Madingik	1126	A488366-E	N C3	Lo Ni	903 Im	M1 V
• Akigir	1129	B664747-C	S	Ag Ri	405 Im	A4 V M6 D
• ISPUMER	1222	C33498A-D		Hi	813 Im	M4 V
• Nurashimu	1223	C100344-B	S	Lo Ni Va	704 Im	G4 V
• Nuaam Igzur	1227	B541722-A	S	Po	400 Im	M9 VI
• Darusush	1228	C42679B-8			505 Im	M2 V
• SHANKIDA	1321	C452997-B		Hi Po	632 Im	M7 V M2 D
• Khiishpur	1323	D8A5610-4		Ni Fl	601 Im	G1 V
• Ipkur	1325	C464543-C		Ag Ni	305 Im	M1 V
• Urshushur	1422	C363444-9	S	Ni	104 Im	M0 V M9 D
• Omegindus	1424	C587757-7		Ag Ri	713 Im	M3 III
• Station Three	1428	C735020-B	S	Lo Ni	425 Im	K5 V M8 D
• Gesrakur	1430	BAAA203-D	N	Lo Ni Fl Wa	914 Im	M3 V
• Ussine	1523	DA5A354-6	S	Lo Ni Wa	705 Im	M2 V M3 D
• Parendis	1525	A639386-C		Lo Ni	903 Im	M1 V
• Lansen	1526	C565330-7		Lo Ni	503 Im	M1 D M9 D
• Calobrur	1528	B160488-E	N	Ni De	110 Im	K0 V
• Ilenkhis	1529	B551343-A		Lo Ni Po A	703 Im	M0 V
• Cr'cpuc	1530	C464455-C		Ni	700 Im	K0 V M5 D
• Apemkir	1622	C8AA456-A		Ni Fl Wa	700 Im	K3 V
• Zukalis	1625	C321798-C		Na Po	503 Im	M1 V M6 D
• Beleperan	1626	C788676-8	S	Ag Ni Ri	805 Im	M2 V M9 D M2 D
• Kuuranse	1629	C5348AA-7			204 Im	M9 IV
• Haven's Gate	1630	C548200-B	S	Lo Ni	614 Im	G5 V

When the children reach the age of twelve, their guardians are given the choice of their offspring specialising in either finishing school or attending the Naval Academy. The Imperial Navy maintain a small base in the system both as a deterrent against any possible kidnapping attempts and to act as a link between children attending the school, who may wish to go on and become officers. The school maintains a fleet of decommissioned fighters which are used by the Academy for in-system pilot training. The finishing school also has some unique facilities, not least being a complete mock-up of the Imperial throne room and holo-simulations of all major species which are used in its exercises. Although very different, both of the higher school chapters share a symbiotic relationship. All children must undertake a six month secondment to the other chapter during their second year and are expected to obtain a 'B' grade or higher during this time.

Many claim that attending Chamberlain's for at least two terms is considered sufficient for entry into most universities within the Domain. Even the Imperial family has used this route with both Prince Varian and Prince Lucan attending the lower college for two terms before returning to Court.

[Actually rumour has it that one of the twins was expelled within days for gross misconduct. Apparently his brother also elected to leave with him which caused the Dean to agree to a compromise: they could both remain on the school roll for a period of two terms with 'B' grade averages, on the understanding that they would be educated at home during this period.. Unfortunately the rumour does not say which twin got expelled! - CyJac '13]

Reshumirak/Remnants

1025 C400534-9 Ni Va 103 Im K8 VI

Reshumirak is a one of three moons orbiting the Gas Giant Shumirak, or 'Serendipity' as it is now known, in the outer orbit of the system. Originally excavated by independent Vilani miners during the First Imperium, the settlement had to be abandoned as uneconomic after only a few years. During their stay, the miners colony remained completely unaware of the Domination settlement located deep within Serendipity's atmosphere. Their every move however, was under constant observation.

In -209 a Pacter warship, Dragon's Breath, met a 'Living' Domination starship coming out of Jump into the Rushumirak system. The crew was astonished to see a giant bioconstruct appear, that registered as a single living entity on their sensors, and yet was obviously jump-capable. Contact was attempted, but at the time without success. It was a further three hundred years before humans mastered communication with the Domination and in the process learnt the secret behind the Domination's jump capacity - in the miners haste to depart the moon, three damaged Vilani starships had been abandoned. The Domination had generated the bioconstruct spaceships based on their study of the humans ships that skimmed from Serendipity's atmosphere. The creature was technically dead but its life support systems were maintained by a trio of Dominatrix riders. They had 'landed' on the moon and found the jump-drives. It took them hundreds of years to work out what the drives were for and a further seventy-five to generer bio-links to enable them to graft the artificial jump-drives into their ships. Reshumirak was the first Domination settlement to make contact with oxygen breathers. Later other settlements were discovered scattered throughout space.

Reshumirak was resettled primarily by scholars wishing to study and document the Domination's culture. Jump drives were traded with the Dominatrix in return for various bio-constructs. In order to better explore the race, an embassy was established on the moon and several oxygen-breathing sentients agreed to become riders (a symbiotic merging between a Dominatrix and another sentient allowing the symbiote access to both minds and abilities) in order to further inter-species communication.

Beleporen /Remnants

1626 C788676-8 S Ag Ni Ri 805 Im M2 V M9 D M2 D

Beleporen, like many planets in Remnants is a mining colony. Initially set up by IPP, the original colony was initially established to drill for oil. However, within a few years the colony discovered Ambalite, a unique crystal produced from the fossilised sap of certain native plants. Ambalite, due to its unique transparent structure, is ideal for use in the manufacture of Holographic projector lenses, particularly skin-fields. IPP did not have the resources to cope with mining for Ambalite and subsequently sold large tracts of land to mining guilds on the understanding that IPP had first refusal on the purchase of all raw Ambalite.

Beleporen is possibly best known for Bhecarus. This gas giant on the edge of the system, was a Domination colony. In 876 the local Domination decided to help themselves to shipments of IPP's Ambalite and in the process destroyed an IPP transport, the 'Pocahontas'. The Subsector Navy, led by Admiral Karl Ghenas III, Earl of Shankida, elected to take the matter into his own hands and immediately decided to teach the 'xeno's' a lesson they would never forget. He unleashed his entire arsenal of nuclear weapons at the Domination settlement deep within the atmosphere of Bhecarus only to have his entire fleet destroyed minutes later in the resulting pressure wave that also completely destroyed all traces of the Domination settlement. The Domination have refused to recolonise the system, and have avoided any further conflict with the Imperium as they have assumed that this act of total devastation, was the Empire's planned response to any acts of aggression perpetuated by the Domination.

Caloburur/Remnants

1528 B160488-E N Ni De 110 Im K0 V

This world is a planetary oddity, it possess an extremely dense metallic core and consequently it has a relatively high gravitational field. This in turn, with the cool temperatures, allows Caloburur to maintain an atmosphere classified as 'standard', even if 'standard' in this case means a bit thin. Despite the atmosphere there are virtually no free standing bodies of water on the planet. Indeed, much of the planet is a dry barren wasteland. There are small regions of Caloburur that have plenty of water in large complex subterranean systems. Around these underground oases are the major population centres, outside the starport, in the form of small village-farms.

Cr'cpuc/Remnants

1530 C464455-C Ni 700 Im K0 V M5 D

Cr'cpuc is a small, very pleasant popular tourist destination for middle classes from Remnants, Pact, Sapphyre and Argi. The world has no intrinsic industry except that from servicing visitors. There is a small amount of farming, but the vast majority of produce is destined for the tables of the local hotels and guest houses. Cr'cpuc is a good place for hunters and guides to find work with one of the major hotel and leisure chains. Visitors are warned that Cr'cpuc has a number of 'alien' ruins and artefacts - all of which were created by MMSL as part of its holiday package experience. The planet has never developed a sentient life form nor was it ever visited by the Reivers, despite the many 'ancient' carvings and statues to be found around the bay areas.

D'Artur/Remnants

0924 AAE7443-F N Ni Fl 420 Im K1 V M5 D

D'Artur is the Duchy Capital of The Remnants. The current duke Stefan de Bere-Owstrowski, like every previous duke for the last five hundred years, is a high ranking serving officer with the Imperial Navy which has its local centre of operations here. The naval base is situated on Morte, the satellite of D'Artur, the site of the only permanent surface habitation in the system. The world of D'Artur itself is a huge, high gravity world with a dense, elliptical atmosphere. Its surface is off-limits to all but cleared naval personnel. The only cities are the floating pleasure palaces which glide high above the thick, near-impenetrable cloud cover that blankets the surface from view. In the recent past the navy have shot down non-military ships that have attempted to land on D'Artur's surface. The reason for the localised Red Travel Zone classification for the world's surface and the Navy's aggressive pursuit of secrecy has remained a mystery to outsiders. Surface scans of the surface are forbidden, punishable by death. The IN have refused point-blank to comment at all on why the world is off-limits. The most popular, if somewhat fanciful theory, is that the D'Artur are home to an undisclosed war-like race which the Navy are developing into an elite fighting force.

Darusush/Remnants

1228 C42679B-8 505 Im M2V

Darusush is a small agricultural colony of large farm-domes scattered across the planet. Large solar arrays are used to generate the power for the farms and to crack the local water for oxygen and hydrogen. The planet's main industry is the production of basic fertilizers.

The world is home to United MediTech Industries, a company specialising in some of the more common pharmaceuticals and medically important materials, i.e. anaesthetics, pain-relievers and wound dressings.

Darzii/Remnants

1026 C674444-A Ni 200 Im K3 V

Darzii is a planet that had apparently outlived its original usefulness. The planet had been colonised during the First Imperium as a factory world. The majority of the work force was primarily clanless Ziadd brought in from Zeda and Shallows Subsectors to work the great factories. These manufacturing sites produced electronic components for export to other planets where they were assembled. The planet was extremely wealthy until it was abandoned by the Corporations during the Vilani exodus that foreshadowed the period known as the Long Night. Despite serious famine and plague during the initial years, a small percentage of the population managed to survive at a basic sustenance level. Then the Vilani returned and, in an epic legal battle which eventually ended in 177, succeeded in reclaiming ownership of the planet. The surviving population were given an ultimatum, work for the Corporations or leave. The majority elected to stay.

The refurbished factories continued to turn out high quality electronic components until the late 700's when the planet was declared no longer financially viable. The planet was finally exhausted of all its mineral wealth. In an unexpected gesture of good will, the Vilani handed the rights to the planet over to the Ziadd population. The planet had been stripped of all its resources and could only maintain production using imported raw materials. The local people faced financial ruin unless something was done promptly to address the issue.

Parendis/Remnants

1525 A639386-C Lo Ni 903 Im M1V

The only population centre of the Parendis system is the Chaldea Highport - the mainworld around which it orbits is now a barren wasteland. The world was evacuated fifty years ago following an explosion at a chemical works on the edge of the small capital city. The explosion caused little direct damage but a huge cloud of toxic, volatile chemicals drifted over the city. The city of Calsus grew up in a hollow, at the site of a natural geothermal vent (which supplied the city with power). As a consequence of the site the Calsus the toxic cloud settled over the city. The little-changing weather systems and the generally cool climate has trapped it here since. Many of the chemicals have condensed into a thick, crystalline, deadly coating on every surface. The sporadic outpourings of the geothermal vent has dispersed some of the cloud but not before catalysing reactions between many of the compounds to produce new poisonous material. The mainworld is officially off-limits but there is little in the way of enforcement. The lethal nature of the only site of interest has persuaded most to stay off planet, despite numerous proposals to reclaim much valuable equipment that was left in Calsus when evacuated. There have been unsolicited attempts to explore Calsus but all have ended in tragedy.

Perkurshir/Remnants

0927 B466402-F N Ni 703 Im M2 V

Although a beautiful world, only a small part of Perkurshir has ever been fully explored. The two main continents have remained virtually undisturbed since the initial survey, as few natives ever bother to leave the tropical archipelagoes where they live. Most are content to live an idyllic life harvesting the sea for all their needs. In fact, Perkurshir would be a complete backwater of a planet if it wasn't for the fact that the Bhuuta Chain of islands is home to the Chamberlain Preparatory College for Ladies and Gentlebeings of Distinction. The college caters for children aged 5 years through to 16 and has a scholastic reputation second to none. The College was set up during the First Imperium as a boarding school for the children of Makhidkarun executives. It closed down during the Long Night but was re-established in -113 by Sir Bartholm H. Chamberlain of Medurma who worked extremely hard to establish the pre-college as one of the top six private schools in the Imperium.

The school is very exclusive and was originally restricted to those whose social standing was B or higher. Over the last fifty years however, the school has relaxed this entrance requirement, concentrating more on the applicants academic abilities and ability to pay. The school has a reputation for excellence in a number of subjects including Xeno Psychology, History, Mathematics, Court Etiquette, Music and Naval Academy preparation.

Despite extremely high fees (in 1113 it cost Cr. 8,300 per term to send a child here), the school has a reputation for toughness: even children as young as five get up at 5am in the morning, undergo a mile run before returning to their dormitories to wash the floors. After breakfast they undergo a one hour study period before school begins. At the end of school, children participate in compulsory sports for an hour a day, followed by at least two hours study and homework after dinner. The school caters for both males and females though the two sexes are kept completely segregated with each attending separate colleges, only meeting at socials and military exercises.

Naruppesh/Remnants

1121 A688556-D Ag Ni 203 Zc M7 VI M4 D

Naruppesh is the rice bowl of Dagudashaag, with over 15,000 different strains of rice and grain grown here. The terraced planet at full production can feed over half of the population of Dagudashaag sector. Perpetually hot and misty with extreme humidity and a extensive mountainous terrain Naruppesh has no open seas, instead it's 80% surface water is trapped in valley's and paddies of various sizes, ranging from lakes to shallow inland fresh water seas. One interesting point about Naruppesh is the fact that it is the only planet with 80% water coverage and no sea level. Previous to the colonisation of Naruppesh it's surface water was around 40%. The only real industry on this planet is to support the ever increasing need for pumping apparatus, to literally prevent the stagnation of the agro-economy.

Nuamm Igzur/Remnants

1227 B541722-A S Po 400 Im M9 VI

This cold, near-desert world survives due to presence of small, but very pure, deposits of Zuchai crystals which it exports to pay for the basics to live on this world. Most of the mined crystal is lifted off-planet in its native form to be taken for processing and refining on others worlds, especially Ispumer.

Nurashimu/Remnants

1223 C100344-B S Lo Ni Va 704 Im G4 V

Nurashimu has been selected as the home of a new Brethren 'meditation' centre, a modern-day monastery. The centre is in its early stages of development - there is an application in progress for the construction of a Brethren Uplift Institute regional research unit. The application has been welcomed by the IISS which wants to instigate studies into the life-forms of Remnants Subsector (which has been sadly lacking) but had been faced with the recent closure of the local Scout base.

Apart from the IISS station the remaining population are a small collection of independent miners.

Omegindus/Remnants

1424 C587757-7 Ag Ri 713 Im M3 III

Omegindus is yet another prosperous rich, agricultural world within Remnants, producing a mass of foodstuffs which find a ready market within the core regions of the Imperium. It is notable for the huge variety of produce which it grows, many of the favourite food crops of the Empire have been successfully transplanted on this world.

Omegindus is home to the Inanger Ttah, a spider-like arthropod, cultivated for the material it uses for the cocoon phase of growth as it makes the change from immature to adult form. The fine thread is 'woven' into a dessert known as Websilk, which is of exceptional taste, lightness and iridescence which makes it a very sought after and valuable food commodity.

In 801 the provisional Government invited the Ziadd Independent Guild of Assassins, the Zhi'laem Avr, to move its training facilities to Darzii. The Guild had come to the realisation that it needed to find space to train its Assassins (known as Zhiavr) which was away from Ziadd clan influence yet had experienced difficulty finding an Imperial planet that was willing to accept their presence. Darzii was still recognisably of the Ziadd culture yet had no ties to the clan structure back home. In return for use of the planet as a training ground, the Guild would ensure a free supply of raw materials would be delivered by each applicant as part of the Guild's fee. The Guild set up its training facility in the deserted city of Pakha D'Ghuur. The city streets became the stalking grounds of assassins-in-training. Local people agreed to live and work in the city to ensure the training experience was 'realistic'. The 'students' are assigned a contract to fulfil. While the student is armed only with stun-blades, the contract, generally a student of a higher sphere is allowed to use long range weapons in their defence. If any student is found to have frightened or injured a 'civilian' they are immediately punished. The Guild has also begun to assess the local Ziadd and those found worthy have been trained as Zhiavr Laemr. These assassins are without clan and thus outside the restrictions of caste. As a result they may assume any disguise (or trade) necessary to reach their target though tradition dictates that they wear the robes and symbols of their office for the attack itself.

Since the Guild moved to Darzii, the planets manufacturing sites have been able to resume work at a economically-sustainable level as each client must bring a minimum of 400 tonnes of high quality metal ore in order to qualify for an audience with the Guild. In reality, most bring much more in the hope that their generosity will be rewarded.

Darzii is currently petitioning the Imperial Court to be allowed to join the Ziadd Confederation and a decision is expected before the end of the decade.

Domination, The

Sentient, hydrogen-breathing race of floater-glider carnivores. Despite being contacted in -209 in the Reshumirak/Remnants system (1025), very little is known about the race. The majority resemble Im long, bloated stingrays with a number of tendrils located along the underbelly. Since then, Domination have been found in the upper atmosphere of twelve gas giants located throughout Dagudashaag, Gushemege and Core Sectors. How the Domination colonised these systems prior to obtaining Jump Drive technology from the Vilani is a complete mystery. The investigation was further complicated by the Domination's natural ability to alter its own (and others) genetic structure to suit its environment. Much of the research into the race was initially carried out during the Laraa Renaissance and it was only then that scientists realised that, instead of discovering a number of intelligent races of hydrogen-breathing floaters, they had in fact discovered a single race capable of altering its genetic structure. Even today, no-one is completely sure whether Domination society is divided into several sub-species or is in fact several genetically similar races.

Each Dominatrix is effectively immortal. Each has the psychokenetic ability to alter its genetic structure at the DNA level. Using this ability allows the creature to prevent the effects of aging or disease. If a Dominatrix is injured beyond its ability to heal itself, it will split itself into two creating two individual 'spawn' each of which will grow up to become a Dominatrix.

Within each Dominatrix are hundreds of organic 'missiles' known as Servitor seeds. If a dominator 'plants' a servitor in another organic creature, which it does by firing a seed from its tail into the creatures flesh, the seed will unravel nerve fibres which will connect with the hosts brain, nervous system and its sensory and internal organs.

The seed then acts as a telepathic conduit enabling the Dominatrix 'parent' to alter the host organism's genetic structure to ensure the survival of the seed. Once biological compatibility has been achieved the Dominatrix will commence altering the DNA of both the host and any future offspring-to-be to better adapt it for the task that will be required of it. The Domination starships of Reshumirak were originally 5m long floaters before they were selectively geneered over several generations. Almost all servitors ('mules') will develop armour and an increased resistance to aging and disease within days of being 'dominated'. Sentient creatures are extremely difficult to 'Dominate' and the psychic backlash can often result in death for both involved.

Occasionally a Dominatrix will elect to merge with a sentient host - this symbiotic relationship is known as 'Riding' and the merged as a 'Rider'. Here the parent Dominatrix actually adapts itself to enable it to interface with the host. The Dominatrix will then move onto the hosts body where it will send tendrils consisting of nerve fibres throughout the body creating a physical merger. The Dominatrix will then merge its mind with its host creating a combined personality which will control the symbiotic relationship throughout its life. This personality, which is only created by merging with a non-Dominatrix is considered totally insane by all other Dominatrix. The host body is also adapted by the transfer, but to a much lesser degree than a 'mule'. The merging is a partnership which only functions providing both segments are in agreement. Given that the Domination are completely mute and can only communicate telepathically with its own species, Riders act as the races diplomats. The partnership grants the host with immunity to the effects of aging and illness though should the host be injured beyond the Riders ability to heal itself, the Dominatrix will flee the body and seek out other hosts. However the transferring Dominatrix will carry with it not only its own personality but also a complete copy of the personality and memories of the host. These will also be transferred to the creatures spawn should it too be injured. Some Dominatrix have been riding races for hundreds of years and the resulting merges have given some Dominatrix unique racial insights and rendered others completely insane.

Oxygen atmospheres are poisonous to Dominatrix, potentially killing them within a period of two or three days. It initially kills the creatures outer epidermis causing it to harden into a shell-like substance. On riders the Dominatrix will actually place its internal organs inside its hosts body so that the hardening shell will act as an organic shield.

Most human riders will have clusters of nerve fibres running under the surface of the hosts skin and a hard shell over the spine or stomach area showing where the Dominatrix merged. The seed tail also remains external. However, the easiest way to spot a human rider is at mealtimes, due to their unusual appetites - most will eat substances that should be poisonous to the human metabolism but are required by the merged Dominatrix. The Rider provides the host with immunity from poisons as it constantly filters the hosts lungs, bowels, liver and kidneys removing any harmful impurities.

Dominator ships ((or 'zombies' as they are sometimes known) are formed from genetically-altered floaters which have been interfaced by servitor seeds. The creatures cannot survive vacuum however and die during their maiden launch. The seeds enable the Domination crew to control all the bodily functions of the carcass, so that the creatures life support systems can continue to provide for its passengers. The seeds also allow the crew to prevent the onset of decay and allow the ship to heal itself, making it almost indestructible. The Domination have been unable to 'manufacture' genetic jump drives or fusion generators. These are bought from humans and merged into the 'ships' body after death.

A number of artificial islands have been created around the island's coast which are used to house the wealthier Madi's. These are surrounded by open water created by the discharge of super-heated steam. The only entrance is by drawbridge. Here the rich entertain their guests. By tradition, the inhabitants are expected to put on a light show every night the owner is in occupation. These laserlight and hologram shows are visible for several kilometres and light up the entire night sky above Pax each and every night.

The island itself is a warren of covered frozen canals filled with traders and entertainers. The 'streets' are filled with revellers most days and Pax has become a favourite layover port for Naval Personnel on shore leave. The island taverns boast that they have almost every known alcoholic drink known to man, as well as many favourites of other sentients. There are no restrictions against euphoric and recreational drugs and these can be bought over the counter at any of the taverns. These generally consist of one large room covered in brown stains from the smoke of many generations of visitors. Many local Madi's wear fanciful masks during their visit to the island - it is claimed that the anonymity afforded by the masks allows the revellers to cast off their inhibitions and fully enjoy the experience.

Muruk/Remnants

1021 D651566-4 Ni Po

721 Zc

G3 V M5 D

A wholly Ziadd planet, all but 2,000 of this planets inhabitants live in towns and cities on the banks of the 'Garden Lake' - the only body of water on Muruk's surface. This is situated in the lush and green plains that cover the northern hemisphere. The people of Muruk keep themselves very much to themselves are fiercely independent.

Although confined by its tech level Muruk under the 'fair rule' of Dy'doria, Queen of the Green Lands, Empress of the Garden Lake and of the Dy'dorian Empire (Muruk), a vast industrialisation is taking place. Limited by its thin atmosphere, steam power and internal combustion is very difficult to attain for the mass market. However, Dy'dorian scientists are unconventional and are not scared of exploring every avenue of research, however outlandish it seems. Most homes are electrically fed, Dy'doria having harnessed hydroelectric power, and solar electric power efficiently. This was achieved by simple understanding of the principles and ignorance of the fact that a TL4 world cannot produce such industry to support a venture. Indeed the same principles have been applied to Aero technology, contragrav is achievable at any tech level; if you don't have to go through all the stages of development to achieve the theories behind the first prototype and are prepared to sacrifice some of the benefits of high-tech materials. Dy'dorian scientists are currently working on a whole spectrum of technologies, from rocket engines to fusion rockets. Muruk engineering is simple, rugged and enormous; overdesign is commonplace, for instance their military battle dress stands some 18ft tall, plasma guns are 'man' portable if a tractor is used.

Grav sleds are 'aero ships' made of wood and iron the smallest of which displace 40 tons volume with low performance. Internal room for 3 men and 2 tons of cargo or a small state room. Current space science excitement is aimed at a rapid pulse launcher which will be used as a propellant force to launch the forthcoming "gentleman's exploration of the ether and great planetary bodies of interest".

Muruk is an open market to mid-tech ideas, samples and manuals for all manner of goods.

UMTi do not have the resources or manpower locally to fully exploit the potential of Lemimanuur. Half of its research staff are here on this world (and these account for half the permanent population).

Most of the drugs extracted from the local plants are of anaesthetic / narcotic nature and thus the bases have become the target for a couple of raids in the recent years. Security is in the progress of being stepped up, at the moment the guards at the various plants are trigger happy.

Liikiir/Remnants

1029 A664695-D Ag Ni Ri 602 Im G8III M9V

Like Akigir, Liikiir is a big agricultural exporter and home for the wealthy. Orbiting the secondary star, Liikiir, the world is less suitable for human habitation than Akigir but has a greater agricultural output and has become a very important world in the subsector. The delicate ecology here that supports the agricultural infrastructure is constantly under threat; therefore there are very strict environmental laws and rigid quarantine procedures in place for visitors to the world, especially those bringing livestock or plants.

Liikiir is home to United MediTech Industries (UMTi), a moderately-sized medico-pharmaceutical company. It specializes in anaesthetics, muscle relaxants, pain relievers and some minor recreational drugs. It operates a number of research bases on local worlds forever on the lookout for new sources of marketable drugs.

Madingik/Remnants

1126 A488366-E N C3 Lo Ni 903 Im M1 V

The original colonists of Madingik were a transport of Chirpers that were abandoned here when a Slaver ship suffered damage to its life support during a battle with the Pact. Rather than destroy her investment by spacing them, the Slaver captain apparently hoped to return and pick up the survivors after her ship had been repaired. It never returned.

Madingik is a planet covered in ice. The chirpers found that to survive it was necessary to burrow under the ice near the great magma vents. Here they dwelt, living a primitive existence beside the great ice-covered seas. In -27 humans arrived who established a colony on the equatorial continent. Neither party knew of each others existence until 175 when a tour guide was accidentally killed by a Chirper while visiting the Northern continent. The incident sparked off a racial war that was to last for over ten years. Neither side succeeded in getting the upper hand and the war was long and bloody. In the end the Sector Navy intervened and negotiated a peace treaty that gave the Chirpers the Northern territory in perpetuity while granting the humans the equatorial continent. Even today humans risk death if they intrude on the Northern Continent and no Chirper ever visits the equatorial. The planet is currently governed by the Naval base commander from the island of Pax.

Today Madingik is a small but thriving world. The chirpers still maintain a primitive Tech. Level 3 lifestyle while the human's main industry is the manufacture of cold weather equipment and vacc suits. Much of the manufacturing sites are semi-automated, leaving the locals with a great deal of time to spend on recreation. To that end a small island situated on a warm ocean current midway between the two continents was colonised. This island, known as Pax, is open to all races even chirpers and serves as an entertainments capital. It also houses the planet's main port facilities as well as the Naval Administration Centre. The main form of transport through the narrow streets is by either ice-skates or iceboats. Motorised snowcats are also available but these are forbidden within the canals of the island-city.

The ships organic nature also provides the ship's security through its ability to absorb intruders and dissolve them in a bath of gastric juices. Ships are also capable of being altered to create additional gas filled sacs on the creatures surface which can be used as additional holds as required.

The Domination are the supreme survivors, totally passivistic and completely inscrutable. No-one really knows what the Domination want. What is known is that Domination ships have proved extremely willing to trade with oxygen-breathers for a number of organic materials and minerals. Research into the nature and motivation of Domination society is ongoing.

[Little known fact this: Dominator ships only show up on sensors as a single alien lifeform. Even NAS sensors are unable to separate out the mental patterns of its passengers from the background thoughts of the seeds' telepathic network. The ships natural 'defences' and the fact that the holds are filled with hydrogen also means that customs are less than inclined to inspect a Domination ship - in fact only the most dedicated have been known to even consider it. For this reason some groups have used Domination ships to smuggle cargoes and people around the Imperium. After all the Domination can create a separate hold for you anywhere in the ship in under a day. Be warned however, travelling on a Domination ship is an experience never to be forgotten. You will need to wear life support throughout the journey, the feel of organic walls and floors are indescribable and after the journey you will stink for months... CyJac '13]

Gesrakur/Remnants

1430 BAAA203-D N Lo Ni Fl Wa 914 Im M3 V

The Imperial Navy operates a small base on this world. It is a minor training facility with close co-operation with the naval base on D'Artur, specialising in system defense and guerrilla tactics. Gesrakur is also home to the Imperial Navy Ship Design and Architecture School, part of the Imperial Military Design Academy of Core.

Giarkhesa/Remnants

1027 C342366-9 Lo Ni Po 210 Im M0 V

Giarkhesa is the 'Festival' planet of Dagudashaag. Abandoned during the Rule of Man, no-one found any reason to recolonise the planet. The planet was, by default, overseen by MMSI, who have established an automatic port on the planetary surface and tapped the small polar ocean for fuel. Then in 924 Mehod Tahban, an itinerant musician, found himself stranded on the moon and decided to try and set up an artists colony. Using the automated port facilities, Tahban tapped into the X-Boat Relay and was able to send a free X-boat advert throughout the Sector. In this way, he was able to gather together thousands of similar-minded individuals before the illegal advert was finally eradicated.

The collective discovered quite quickly that it lacked the commitment to set up a permanent colony. Instead, the Founders set up a permanent 'alternative' festival that would continue to evolve and change with each new group. Each year a giant tumblewood statue of a man is erected next to the landing field and at Summer Solstice it is set on fire to burn for a period of seven local days. Giarkhesa has less than two hundred and fifty permanent residents but may have in excess of ten thousand visitors each year who will only stay for a few months before moving on. The main residency remains a temporary shanty town consisting primarily of tents, which is constantly being renewed and changed.

The Festival generally runs for half an Imperial year and there are no corporate sponsors. All offers to date by corporations have been refused. The organisers claim that the Festival is about spontaneous involvement and as such refuses to let anyone remain merely a spectator, everyone is expected to participate and help create the 'entertainment'. The only organisation is the commnet link which distributes information on how best to survive on Giakhesa and provides reports on the days activities. After the annual festival is over, the founders will commence work on organising and planning the next and so the circle continues.

Anyone visiting Giakhesa is warned that there are few restrictions. Those that exist are primarily to protect life and property. Anyone may attempt any activity just as long as it does not risk harming anyone who has not agreed to participate.

Graham, G. [aka 'The Jester']

Infamous confidence trickster and 'man-about-town', 'Jester' Graham was the scourge of the Dagudashaag banking and financial systems in the 1090's. He is known to have stolen through fraud and various scams nearly MCr.200 over his most productive years. Many analysts believe the true extent of his actions may have resulted in bank losses of almost twice the stated amount. Due to the reluctance of financial institutions to reveal the full extent of their 'misfortune' in these cases that the true figure will probably never be known. As yet only a very small fraction of the money has ever been recovered.

Born on Arlim Dusiru in 1037 to a family of stage performers, Graham developed into a bright, academically gifted child who managed to breeze through school and college. Graham used his keen analytical brain to secure himself a scholarship at the Narupesh School of Business and Finance Economics. Although foregoing his theatrical background for a career he believed could make him some real money, his family knowledge of acting and improvisation helped to become very popular and land a top job with the investment arm of the Sharusharid Bureau, VKK Holdings in 1061.

While working for VKK, Graham began a complete analysis of its operating procedure over the ten years from 1067 and then implemented and audacious (and successful) plan of embezzlement. Graham bought futures contracts for the company and on certain of these (generally small contracts) he claimed losses when they were actually modest profits. He left the company before it realised that it had suffered not insignificant losses in 1085. No proof was ever uncovered that could point to Graham as the culprit, such was his skill. All this information only came to light after confessing at his trial in 1098. In the thirteen years before his apprehension he embarked on a series of cons of the big banks by setting up various fictitious companies which the finance house seemed only too eager to lend money to. He lived a life of luxury and would be generous to a fault at times. He loved to entertain friends and victims, put on a good show and impress. When convicted, Graham is reported to have boasted: "The best place for me is behind bars, for when I'm on the outside, no bank is safe". Many believed him - later financial analysts and banking regulators acknowledge that he could have stolen ten times the amount he did if he had wanted to.

Graham's life ended in tragic and bizarre circumstances while in prison on Upag. As a trustee he was helping a LH² tanker drop its load into the prison's power plant fuel store when a leak led to a huge explosion. Eight people were killed, including Graham. All bodies were damaged beyond identification. The names of the dead were elucidated from eyewitness accounts from just before the accident.

Larsen/Remnants

1526 C565330-7 Lo Ni 503 Im M1 D M9 D

Larsen, permanently hidden beneath its famous kaleidoscopic, swirling clouds, is a planet best seen from orbit. The multicoloured cloud cover is the result of hundreds of varieties of airborne algae thrown high into the atmosphere by the planet's perpetual rains. The planetary surface is covered by a permanent tropical swamp. Despite the planets relatively high hydrography, there are no oceans or large bodies of open water. Instead the ground is completely saturated and permanently covered by a thick mist. The soil is only bound together by the root systems of the billions of different types of plants that have completely strangled the entire planetary surface.

The planet is extremely rich in oil and fossil fuels and had been successfully mined for over a thousand years by local miners who have carefully conserved the rest of the planet's resources in the process. However, in 982 the local miner's guild were forced, by hostile market forces, to sell the planet to Interstellar Petrochemical Processing LIC. Within two years IPP had set up orbital energy drills over the equator to facilitate large scale open mining. When some local miners objected to the resulting environmental decimation of the planet, they were immediately expatriated.

IPP has now set up its own government to oversee relations with the remaining colonists and to ensure that the remaining independent mines only dealt with IPP. In 1003, the free market was officially outlawed. This led to an ongoing guerrilla war between the Free Miners and the company which still continues in the outback. Today, over a third of the planet has been decimated by the energy drill leaving large tracts of sterile land and large, ugly wounds in the colourful cloud cover. The company's presence on the planet has been under constant attack by monkeywrenchers and eco-terrorists, in particular the semi-political group known as 'White Fang'. In 1102 the terrorists succeeded in recalibrating Energy Drill 3 so that it struck the planetary offices of IPP - an attack that killed over 30 employees and completely destroyed the base. The drill itself was timed to explode but IPP Black Ops succeeded in dismantling the device. IPP has since passed laws that have rendered attempted monkey wrenching a capital offence.

Visitors to the system are warned that unauthorised landings are extremely dangerous due to feedback from the orbital drills which can completely disrupt a ship's system if they are within close proximity. To date, there have been several fatal accidents caused by ship's attempting to land while an energy drill was in operation. Although in each incidence the ship's were destroyed, IPP have refused to accept responsibility because the ships had been attempting to land without official company authorisation. Spokespeople for ReAct, the political wing of 'White Fang', have claimed that these were not in fact accidents but were deliberate attacks by IPP using the Energy Drills to destroy independent trading ship's.

Lemimamur/Remnants

[Nahuatl - Xocoytlpanec]

0938 D8B4210-7 S Lo Ni Fl 321 AF M9V M9D

This bizarre world is home to some of known space's strangest plant life. Much of the plant life is also very useful, medically and a number of companies have established research stations on Lemimamur. The biggest of these companies is United MediTech Industries which has leased the world from the Amec Federation until 1120. It has licensed the others companies on the planet to engage in research for a percentage of any profits made from discoveries.

Today Kirusis is rarely visited. Its only export is a limited number of Suungriaal which is considered a delicacy by certain of the Khandian Meat Cults, including the Family of Flesh. The People continue to follow their 'Code of Discipline and Procedure' which lays down the life style necessary to be worthy to meet their Messiah. Although existence for the People remains rigorous and harsh, they view it as a necessary cleaning and purification.

Over the last few decades, there has been a number of People who have studied the Imperial records and realised the truth behind their religion but those who have attempted to inform others of the truth have been declared heretic and exiled to the Polar regions. Visitors to Kirusis should be aware that any endeavour to reveal the 'true origins' of their Messiah will be viewed as proselytising by an outsider and is punishable by death.

Kulisaan/Remnants

1023 B324435-A Ni 213 Im M1 V

If it wasn't for the world's location on the Main, then Kulisaan would be just an uninhabited, unimportant ice-covered rock. The numerous small traders that make up the majority of the local traffic pass along the Main (or more specifically the 'Mainbridge' as the chains of worlds in 'The Remnants' is known), stopping off at each world in jump-1 steps, see Kulisaan as a 'must-visit' port of call. Its high quality starport and thriving trade market in the small startown district, good berthing and fuel prices, as well as generous subsidies has attracted a lot of business. The continual expansion has encouraged the local authorities to turn a blind-eye to many minor illegal practices in order to promote Kulisaan.

Kuuranse/Remnants

1629 C5348AA-7 204 Im M9 IV

Kuuranse is famed as a successful low- to mid-tech colony, and its hard-lined environmental stance. Its authoritarian attitude in pursuit of eco-friendly policy has disturbed many outsiders but the government, under the guidance of Gen'ndar Kuulak, remains in favour with the populace. As the population grew the 'Environment Laws' have become more draconian. There are severe penalties for even the most (apparently to off-worlders) trivial of offences which threaten the environmental balance. On Kuuranse you can expect harsher treatment for dropping litter than for certain types of theft. Residents and visitors are liable to high service and utility taxes. These include, water and air purification systems and various recycling operations, crucial to the survival of the enclosed cities.

There are a number of inhabitants of Kuuranse who for one reason or another have abandoned the cities for the 'Outlands'. In later years the numbers living on the outside has increased, as exile for persistent or serious offenders is becoming more common. Many of these exiles have banded together for survival and the worrying trend for the government of Kuuranse is that these Outlanders are taking to raiding smaller towns and settlements to obtain the basic necessities. The government is now constantly advertising for bounty hunters to sign up for a 'Tour of the Outlands' to help them curb the growing threat to the planet's stability.

Haven's Gate/Remnants

1630 C548200-B S Lo Ni 614 Im G5V

This world was originally colonised by Solomani fleeing the ravages of the early stages of the Long Night. So named Haven's Gate because the world offered a respite from the chaos, and opened up new possibilities and futures. All of the colonists perished by the time the Vilani moved back to the world a thousand years later. Now the world is home only to the IISS who operate a small (scout) vessel repair facility.

Iilenkhis/Remnants

1529 B551343-A Lo Ni Po A 703 Im M0 V

This world has become an important communications centre in recent years, now serving as a junction between The Remnants, Pact, Argi and Saphyre. Marginally habitable, Iilenkhis has only a small permanent population all based at the starport. There is a small nomadic group, an extended family, who are opposed to the proposed development of the world. They have committed minor acts of terrorism in order to express their feelings and display their commitment to their cause. As yet no-one has been harmed but the local IISS office has posted an Amber-zone on Iilenkhis to warn visitors of the risks they may take.

Ipkur/Remnants

1325 C464543-C Ag Ni 305 Im M1V

Ipkur is one of the most spectacular worlds in Dagudashaag, the vast majority of the land is sculptured into a vast series of terraces. These terraces climb over the chains of hills and mountains as far as the eye can see. Linked to these are an incredible extensive network of irrigation channels and canals stretching tens of thousands of kilometres over the planets surface. The channels and terraces were required to capture the precious, scarce fresh water rainfall. Mountain top sites offer a unparalleled view of an extreme example of the impact of man on nature. Within these terraces there is produced one of the most huge volumes of foodstuffs in Imperial space.

Ipkur rose from a barren sterile world to a thriving fruitful paradise in less than two hundred years thanks to one of the first advanced terraforming projects in the core regions of the Imperium. The mainworld lies in the habitable zone of the star, providing the planet with the basic environment to support life, yet native life has failed to take hold. The planet is rich in its underlying mineral base and it is this that has formed the backbone of the agricultural industry. The terraforming of Ipkur concentrated on increasing the rainfall yield and conserving the surface water. In addition to the channels and canals there are vast underground reservoirs. Once these initial elements were in place a large-scale introduction of hardy plant life and then a huge variety of crop plants. There has been little in the way of animal life brought to the world, except that which is essential for healthy maintenance of the farmed crops.

The terraforming project was initiated in 802, a joint effort by the University of Medurma, the IISS and Yanser Biological Systems and paved the way for the subsequent large-scale terraforming projects in Bolivar (Bolivar Terraforming Initiative).

Ispumer/Remnants

1222 C3349BA-D Hi 813 Im M4 V

Ispumer was once a major industrial force in the region, one of a handful of 'power-house' worlds in The Remnants and Ushra. Now the world is in decline, yet still an important finance and trade focus. It is still an exporter of processed ores and manufactured goods though in quantities a fraction of that in former times.

Like many former industrial centres that are now suffering a general economic depression, large areas of the population centres have become urban wastelands, where law and order have definitely taken a back seat in the locals efforts to survive.

Iushush/Remnants

[Nahuatl - Huitlaotl]

0928 D7B0410-5 S Ni De 420 AF G0 V M5 D

Iushush is a resource planet, leased in perpetuity from the Amec Trade Federation, by Zadush-DagChem L.I.C. Its thick, corrosive atmosphere hides the fact that Iushush is a pharmacist's paradise. All life on the planet is fluoride-based. Much of the planet is a rocky wind-swept wilderness. ZDC have located large fields of oil under the desert and work has begun on extracting it, though the whole operation is hampered by the problems of working in a corrosive atmosphere.

Iushush's real wealth lies in its flora. These plants only grow near the planets' many volcanoes. The plants need the heat of the volcanoes to develop and have a number of adaptations to ensure that the seeds impact in the fertile regions around the volcano mouths. The seeds are explosively propagated. The casing proceeds to automatically unfold helicopter-like 'blades' which can enable the seed to remain airborne for hours if necessary. When the kernel's organic heat sensor (it is chemically activated) is 'aroused' by sufficiently high surface temperatures, the sensor overheats causing the 'blades' to become detached. Small 'comb's on the side of the seed casing slow the descent down enabling the seeds to land safely, generally within 200m of the heat source.

These plants have a number of commercial uses, primarily as pharmaceuticals though the company does carry out some teflon manufacture. Certain plant sap is chemically and genetically neutral and is utilized to transport and protect other chemicals as they travel through a patients immune system. Some plant extracts are employed in water purification units, others provide a type of sweet tasting 'sugar' that just passes through the body enabling confectioners to produce wonderful tasting sweets and desserts that are completely calorie-free. To date ZDC has identified (and patented) over 300 separate uses for Iushush's plantlife. Hundreds more are in the testing phase. ZDC have begun work on cultivating certain specific strains using giant underground radiators heated by magma from nearby volcanoes. Unfortunately there are a number of difficulties involved with large scale cultivation - not least being the plants' ability to mutate through inter-species fertilisation, changing their chemical structure within a single season.

Attempts to cultivate the various species off-world have failed completely and ZDC are now looking at ways to shelter the fields against external propagation while coping with the force of the 300kmph winds that perpetually tear and claw at all surface structures. The structures must also be able to withstand the impact of the plants exploding kernels which have been known to discharge with the force of a gauss rifle. Visitors to the facility are warned that being 'shot' by a propagating seed is almost always fatal.

Khiishpur/Remnants

1323 D8A5610-4 Ni Fi 601 Im G1 V

Khiishpur's development has been hampered by its dense, oppressive and toxic atmosphere, but now the planned refining of valuable 'liquid ceramic' compounds from the seas of the world offers a chance for Khiishpur to rise above its anonymity. The a large percentage of the modest population can be found living on and operating the fleet of huge extraction-ships that rove the seas searching out the dense pockets of valuable minerals. These vessels, some nearly two kilometres long, pump up the liquid and perform the first stage of the purification process before making port where the material is refined to a near pure state.

Kirusis/Remnants

0926 D533355-8 S Lo Ni Po 523 Im K3 IV

Kirusis, like many planets in the Remnants Subsector, was initially colonised and subsequently stripped of all its valuable assets during the First Imperium. When the Vilani Corporations elected to pull back to Vland Sector during the Rule of Man, they frequently evacuated only the key personnel and left behind the workers. Such was the case on Kirusis. The worker caste was left leaderless, the technology was failing and the people had to adapt to cope with the thin atmosphere, freezing conditions and lack of food. During the period known as the Long Night, the Vilani on Kirusis adapted to their harsh conditions while waiting for the Corporations return. Over the centuries, it became an integral part of their belief system, a 'Company' Messiah, Makh Id Karuun'sirka who would return from the stars and take her 'children' home.

The 'People' learnt to survive on the equatorial ice plains - living primarily off the flesh of the Suungriaal, a large 250 kg walrus-like creature native to the planet. Its meat was eaten raw, its skin provided insulated clothing and formed the inner lining of their ice caves, its bones were used for manufacturing weapons and transport, while the blubber was used as fuel. Gradually over the centuries, they managed to conquer their harsh environment and redevelop technology. War was outlawed as it was seen as a complete waste of calories (the unit of currency on the planet is the calorie; A person's wage is equal to twice the number of calories expended to carry out a job - this means that the 'richest' people on the planet are the manual labourers). The Suungriaal was domesticated and transport between settlements re-established using ice-riggers controlled by massive, onboard crystalline computers. The planet was eventually recontacted by the Pact. Only limited trade ensued as the Kirusis had no desire for the 'depraved' lifestyle of the Pacters, found it too painful to cope for any length of time with the excessive heat of their dwellings and had no aspirations to leave the planet.

It was 22 before a Makhidkarun ship visited the planet again. The crew were initially seen as heralds of the Messiah and treated accordingly, but the natives quickly came to the realisation that these people were 'false prophets'. The crew were condemned for committing the sins of laziness, exploitation and greed and sentenced to exile. The Council of the People declared the Vilani Corporations a false path and concluded that the People must remain steadfast in the way so that they too did not become corrupt like their 'cousins'. Makhidkarun has attempted on several occasions to re-establish contact in the hope of taking advantage of the People, but so far without success.