



Starburst

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Zhodani Inspection Team ambushed on Sandvyk (2423/Akigura)

Illustration by Aaron Barlow

Adventure Background

Something Rotten in Akigura

By David Schneider

This section contains information for running adventures in and around the Akigura Union. This will be divided into Library Data (Player information), Cast of Players (Referee information) and some sample adventure nuggets.

Library Data



Akigura Union

Akigura Union: The Akigura Union was founded in 809, in Akigura subsector, when refugees from the Third Imperium were settled upon Utu and Kia in the wake of the Imperial PsionicSuppressions. The refugees were settled on the two systems as increasingly larger numbers of Imperial citizens fled to the Zhodani Consulate seeking asylum from Imperial persecution. The Zhodani did not feel that the former Imperials would assimilate well into Zhodani society, but wished to help the refugees. The Zhodani solution was to settle them in Yiklerzdanzh, which was far enough away from the Imperium, on the two barren systems which were close enough to the Consulate to be easily sent aid.

Utu was found to be a prime system, ideal for human habitation, however it was lacking in several types of minerals useful for sustaining a technological civilisation. Kia was found to be well endowed with these items though, and so was settled at the same time as a sub colony. This arrangement continues even to this day, Kia is still administered directly from Utu. In the centuries since the Akigura Union has only added six systems to it's fold.

The Akigura Union began life as a Democracy with broad social aims and a charter of sophonts rights. Until about a century ago the state was one of the freest and prosperous small states in the region.

This state of affairs changed abruptly with a swift military coup and the creation of a Police State. Law levels in the Union are excessive and public discontent is high. There are three types of law in the Union, one for the citizens, one for foreigners, and one for the ruling elite. Travellers are advised to exercise caution within the bounds of the Union.

The Union is well known throughout the region as perhaps the best manufacturer of psionic shield helmets in the sector. Shipment of psionic shield helmets from the Union typically fetch high prices.

Arcana/Akigura: Arcana, formerly known as Bratsaadda (2523 B8775B3-C A Ag Ni An) is a member system of the Akigura Union. Unlike the other systems in the Union, Arcana has a low law level. This is because the system is strictly off limits to everyone with the exception of the Unions ruling elite and their trusted servants.

Travellers in the Union are occasionally able to gain a permit to visit Arcana, providing that they are able to sufficiently ingratiate themselves with a Union Official of sufficient standing. The main world has a taint resulting to a widespread form of vegetation. This taint is found to be extremely pleasant by most humans.

Sandvyk/Wyld Worlds: This world is the only world in the Wyld Worlds subsector which is a member of an interstellar state. Sandvyk (2423 B98676B-A) was annexed by the Akigura Union in 1115. The world experienced a swift military coup in that year, the new government immediately petitioning for membership in the Akigura Union. This membership was granted suspiciously swiftly and Union regular forces were in system within days.

As might be expected, this change of government was not warmly received by the civil population. This situation was not improved by the fact that many Union citizens had fled to Sandvyk from the Union following the military take over. Also quite a few of Sandvyks' military units were not consulted about the coup and refused to support the new regime or the systems incorporation into the Union.

This has resulted in Sandvyk being widely considered to be the Union system with the highest level of subversion, unrest and general rebelliousness of any of the Union worlds - and that's saying something. This is despite extreme measures being taken by the government. There are still large areas where Union troops or Officials enter in force or not at all.

To make matters worse for the Union, the Wyld Worlds pirates seem to have taken exception to the Unions presence in the subsector and having been raiding the system on a regular basis since the annexation. Union counter measures have invariably proven to be ineffective, leading Union officials to suspect that the pirates are being aided by subversives on world.

Sakigu/ Wyld Worlds: Sakigu (2224 B000576-A) is an asteroid system in Wyld Worlds subsector. It is also the home of the infamous Sakigu Corsairs. The three governments of this balkanised system all actively promote raiding activities as a method of acquiring goods the system is unable to produce itself and unable or unwilling to purchase. The systems B class starport is able to carry out most necessary ship repairs with jump drives, major repairs and overhauls available at Storm (1922) or Dushegadadaar (2531).

The Akigura Union believes (with some justification) that Sakigu is responsible for virtually all pirate activities being visited upon them. To this end a punitive expedition into the system was launched by the Union in 1165. This expedition was mauled at every step by hidden bases, system defence boats and nuclear mines hidden in the planetoid belts. The expedition was recalled in relatively short order, substantially worse for wear, when the Corsair fleet attacked the Union's resort world of Arcana and captured several important members of the Union's hierarchy. The Union officials were eventually ransomed back, and no expedition have been sent from the Union since.

The Cast of Players

Referee Only

There are various groups active in the area which are likely to be pretty important to the player characters. These are as follows.

The Zhodani: The Zhodani were responsible for settling the Imperial refugees in Yiklerzdanzh, and provided regular aid to the Union during it's first couple of centuries of existence. After that the Zhodani began to cut down the amount of direct aid, but continued with various cultural and advisory missions, as well as substantial aid for the occasional major project. Once the Union was firmly established, the Meichntid Ibl (who had never been impressed with the idea of having a Consulate client state on their Trailing border), made strenuous efforts to get the Zhodani to back off and leave the Union to its own devices. These diplomatic, economic and covert efforts eventually paid off when the Union officially changed it's foreign policy from being actively pro-Zhodani to being more neutralist in character.

The Zhodani, being largely preoccupied with other matters, decided to let things slide and use the resources they had been using to help the Union for other purposes. This seemed like a good solution to the problem, the M.I. Government was happy, the Consulate was happy and the Union had an opportunity to chart it's own destiny.

The only problem was that a power vacuum was left by the departure of the various Zhodani "advisers" and personnel who had held the governments trust. This vacuum was filled by the military intelligence agencies, who undermined the democratic

institutions then in place and eventually masterminded the military coup which overthrew those institutions. And so things remained for quite some time.

But as the saying goes, "the times they are a changin'". The Consulate has been rather surprised to receive a demand from the Union government for immediate assistance with economic and military aid. The basis for this demand harks back to a treaty drafted shortly after the formation of the Union, in which the Consulate undertook to aid the Union in times of emergency. A quick check of the archives did indeed show that the Consulate had signed such a treaty with the Union, and that technically the treaty was still in effect, though the general view until then had been that it had been superseded by the Unions decision to renounce client state status.

For the first time in a very long time the Consulate took a good, *long, hard* look at what had been going on in the Union, and they *didn't* much care for what they saw.

The Salinaikin Concordance began serious diplomatic moves to protest any Consulate aid to their totalitarian neighbours, and virtually all other Yiklerzdanzh States began diplomatic moves to protest any aid or potential for the extension of Consulate influence. Obviously the Consulate was in an awkward position, they couldn't just renege on the treaty as doing so would threaten the Treaties which allow the Consulate to keep three of their Relay Route Bases in Union territory, and would alarm their other allies. By the same token, aiding the existing Union Government was distasteful to say the least, not to mention a foreign policy disaster. So they called in their lawyers and took a close look at the treaty.

After the lawyers had gone over the treaty they found a few loopholes. The treaty basically gave the Zhodani the right to send "inspectors" to any site that the aid may potentially be used. The "inspectors" have the right to refuse any specific item of aid if they believe that it directly conflicts with the well being of the Consulate, violates sophont rights, or poses a substantial and lasting threat to the local environment, which has the potential to endanger future generations.

As a result there are several Zhodani "inspection" teams wandering the Union, virtually at will, with the attitude of auditors who have come to inspect the books of a pretty dodgy corporation. Essentially they are looking for any reasonable pretext to back out of the treaty without losing face or alarming their various allies.

Directorate for State Security (DSS): The DSS are the hardcore "fascists are us" nasty types of the Akigura Union. Intimidation, torture, blackmail and various eliminations and disappearances are just another day at the office for the Directorate. The DSS are worried however. The DSS has been able to appropriate a simply stupid amount of government revenue each year for it's activities. For a long time they were able to do pretty much what they wanted, with only various rebel groups to contend with. Then the Salinaikin Concordance began to make loud noises about what was going on in the Union. This meant that the DSS had to be a little more discrete, but didn't impact upon their operations too much.

The Zhodani inspection teams are the worst nightmare of the DSS. Groups of independent inspectors, who can't be bribed, and who are from **the** major power in the region are going to be wandering around checking up on the place. From their perspective it's time to batten down the hatches and hope that they can ride out the storm.

The DSS has gone into panic mode and teams of DSS agents are racing around the Union desperately trying to bury the evidence of their worst excesses, get people to tell the same story about certain incidents, and otherwise try to make sure that the inspection teams don't uncover anything too embarrassing. To add to the air of panic the DSS leadership has purged several of their more compromised agents, leading to increased levels of paranoia in the ranks.

Several Operations Teams have taken it upon themselves to follow the Zhodani inspection teams, ready to eliminate them if they discover anything too unsavoury. The DSS leadership has already vetoed this, as they know that disappearing inspection teams are a sure way to get a Consulate task force on their doorstep.

Unfortunately in the increasing level of panic, an "every man for himself" mentality is developing and central control of Operations Teams is proving difficult.

The Union Government: (The Cadre) These are the people who started all this off. They are completely insulated from the rest of the populace and enjoy almost autocratic powers. Even so, they have been forced to the conclusion that the Union economy is in big trouble. Piracy from the Wyld Worlds pirates has been cutting into revenue, the State Security and Armed Forces budgets have been getting bigger, and over all production is down. Additionally insurgent activity, believed to be supported by the Salinaikin Concordance, is disrupting the economy to a large extent.

The solution they came up with was to dig out an old treaty and try to get the Zhodani to bail them out. The cadre in charge has no real idea of the implications of what they've just done. In short they've had things done their way for so long that they're not really capable of comprehending that things could be any other way.

In many ways the ruling cadre is it's own worst enemy. At least the DSS and military know to shut up about what they've been doing, and to try to cover it up. The cadre don't and will proudly talk about all sorts of atrocities they've committed as "firm government". One of the DSS main aims is to keep the cadre and Zhodani as far away from each other as possible.

The Army: The army is basically divided into two groups, the old guard, and the reformists. The old guard are basically those officers who will quite cheerfully gun down protesters, or people who look at them the wrong way, as being insurgents or insurgent sympathisers. These are fascist bully boy types who get off on their own power.

The reformers are a smaller group of officers who are sick of the way the military is being run into the ground, and at the casual abuses of power that are endemic in the army at present. The reformers can see that the rot is spreading throughout the army and discipline is deteriorating.

In the enlisted ranks morale is poor as rebel activity escalates. There is a growing perception amongst the rank and file that the war is unwinnable, and that it will drag on forever. This has led to deterioration in discipline, and increasingly worse abuses of power by military personnel.

There is also a certain amount of tension between the army and the DSS over jurisdiction. The old guard are terrified of the Zhodani presence and want to get rid of them as quickly as possible by any means necessary. The reformers see the Zhodani as an opportunity to clean house.

The Navy: Saying that the morale of the Navy is low is an understatement. The Navy is actually on the verge of mutiny. Only the fear of the DSS and their own officers keeps the rank and file in line. The Navy has had little success in anti-piracy actions, and are hampered by the fact that pirates are frequently better equipped than they are. Requests for better equipment fall upon deaf ears and morale continues to plummet.

Many officers have given up trying to stop contraband from entering the Union and have become totally corrupt, accepting bribes to forego customs inspections, the crew seeing none of the money. As a result of this and poor pay and conditions, the Navy is a powder keg, just sitting around waiting for a spark.

The Navy is too demoralised and corrupt to actually have an opinion about the Zhodani inspection teams, though a few of the newer officers and enlisted crews hope that it might lead to improved conditions and equipment.

The Rebels: There are many rebel groups active in the Union. Their lack of ability to agree on anything apart from hating the present government has greatly hindered their ability to resist the Union Government. Their lack of unity is also the result of some pretty fancy footwork on the part of the DSS. The fact that the DSS is presently distracted with the Zhodani has been a great boon for rebel groups in making

contact with one another. On the down side the army has launched a major suppression campaign to keep the rebels quiet.

The rebels themselves have no agreed position on the Zhodani investigators. Some are pro Zhodani, some anti. Others are pro Concordance whilst still others strongly support the Wyld Worlds pirates. About the only thing all firmly agree upon is that every DSS agent in the Union needs to be lined up against a wall and shot.

Concordance Agents: Concordance agents in the Union have spent most of their time to date attempting to aid rebel groups with smuggled equipment and tactical training. They have also been trying to forge links of communication between rebel groups. With the arrival of the Zhodani Inspection teams, their new number one priority is to try and point them in the direction of some very embarrassing Union secrets.

The Concordance hates the Union and everything that it stands for, and would like nothing better than to see the whole thing come crashing down in flames. They will do anything in their power to aid such an event.

Meichntid Ibl Agents: Up until this point M.I. agents have largely been concerned with various industrial espionage activities, and keeping an eye on the Zhodani relay route bases. Their objectives have been to seek information and opportunities for M.I. industry to expand it's market share and to undermine the Zhodani where ever possible. In fact a large proportion of anti-Consulate feeling within the Union Government is the result of M.I. covert efforts.

The apparent renewed interest of the Consulate in the Union has made the M.I. sit up and take notice. The M.I. government does **not** want the Union to revert to Consulate Client State status. It is also a fact that under the current Regime the Union is a far better customer than it ever was as a Zhodani Client State. As usual with the M.I., business considerations outweigh sophont rights abuse concerns.

M.I. agents will do whatever they can to try to undermine relations between the Consulate and the Union.

The Population: The people are terrified. Things are usually pretty bad, but at present people are disappearing at an appalling rate. People are afraid to be anywhere near a Zhodani team.

By the same token, discontent is very high, and people will do anything they can to undermine the government that they can - as long as they think they won't get caught. Many of the more disaffected are joining rebel groups, and this number of rebel recruits is steadily increasing.

Criminal Groups: Things are pretty spectacular for organised crime at the present moment. Commerce raiders act virtually with impunity, smuggling is going strong, and various criminal activities pay well - as long as you pay off the right people. Every so often someone goes too far and gets "disappeared", but then life is full of risks.

Organised Crime groups view the Zhodani with deep suspicion. If the Zhodani intervene a lot of people could be put out of business - and they like being **in** business. In general though, they'll stay out of sight unless they perceive a direct threat to their holdings.

Adventure Hooks

So here we have the situation. There are a lot of scared, nervous and angry people in the Union when the players walk in. The players can be introduced to this situation in a variety of ways. They could be raided by the pirates. They may get into trouble with the local authorities over a minor infraction. They may even be hired to smuggle aid to rebels or to provide military training.

The trick is once in, the players can have all sorts of adventures as various groups attempt to use them to do their bidding. The players will have to be careful though, it would be pretty easy to be caught in the middle of a few of these groups, and to get squashed. Here are two Adventure Nuggets.

Adventure nugget 1 "Boarding Party"

By Grant Sinclair

Player's Information:

The players are passengers on a large Akigura Union vessel called the "A1290Y" (AU vessels are usually named unimaginatively to avoid any risk of suspicion of sedition by AU officials, though this also has its risks, as the owner of the "AU2BAD" discovered). This ship is travelling from Kia (2623) to Sandvyk (2224), with a mixed lot of passengers, consisting of Meichntid Ibl traders, Zhodani traders and Akigura Union traders, officials and other travellers. After the characters have interacted with the crew and other passengers, the A1290Y emerges from jump space near the gas giant. The ship is hailed by an apparently genuine 400 ton Akigura Union patrol vessel and the captain agrees to accept an inspection team. As the adventure opens, a small craft is now en route from the inspection ship to the A1290Y.

Referee's Information:

Naturally, not everything is as it seems:

1. The so called inspection ship is actually a camouflaged corsair painted black (all AU vessels are black) and the small craft contains a heavily armed boarding party. The pirates are still irritated at being forced to do all that painting, since they partly became pirates to avoid manual labour. They will therefore be particularly ruthless.
2. The craft really is an AU inspection ship, which has been given correct information that a group of AU traders aboard the A1290Y is really a rebel group, smuggling advanced light weight batteries for laser rifles to others of their group on Sandvyk. All passengers are interviewed suspiciously (including the players, possibly leading to an arrest if the players handle the interview badly) and eventually discover the first of their quarry. Naturally, the rebel group has no desire to be captured and will put up a fight, in which the players will be caught up. If the players help, any of them who uses a laser rifle will be given one of the advanced batteries as a reward.
3. As 2, but the ship additionally has a group of Meichntid Ibl spies which are hoping to ferment discord in the Union. They will attempt to plant evidence that the players are also members of the rebel group. They will become involved in fighting, making out that they are a different rebel group or a pirate group, in the hope of capturing the inspection ship. This will then be useful to future Meichntid Ibl operations in the Union.
4. As 2, but the inspectors are a Zhodani team instead. Before they discover any rebels, they open a booby trapped box in the cargo hold. This box is standard freight being carried by the ship, unrelated to anyone on board. This will explode or release a biological weapon, causing a difficult situation which is exploited by all aboard. If things go badly, the AU inspection ship will threaten to open fire, irrespective of any surviving members of the original boarding party (since they don't particularly care for the Zhodani anyway).
5. The inspection craft is really a Meichntid Ibl operated ex-AU craft, captured recently. They will interview people arrogantly and roughly, hoping to provoke some reactions. This will allow them to arrest those people (including at least one player) and impound their goods. They will also arrest some perfectly innocent people (e.g. an adolescent child of a family), knowing that the rest of the family will make a scene and tell their story to all they meet. Some clues should be dropped (e.g. they speak with a Zhodani accent, have weapons which are too

- high tech) which will allow observant players that something is up. If not, one of the crew will notice and enlist the players aid.
6. (The "Murder on the Orient Express" scenario). The inspection craft is what they claim to be and the inspectors are actually a rare group of well-meaning, half way decent accountant types who will drone on endlessly about thousandths of a percent differences between actual cargo masses and the manifests. However, everyone on board the A1290Y (apart from the players and possibly not even them) is not. The crew and other passengers are all spies, rebels, pirates and planted AU officials, all travelling under cover. The accountants are no match for the A1290Y crew and passengers and get picked off one by one in the corridors, interview rooms and cargo holds (the pen may be mightier than the sword, but it is not mightier than an X-ray laser pistol). Some of the bodies are planted in the players' staterooms.

Adventure nugget 2 "Survival"

By Grant Sinclair

Player's Information:

The players are passengers on a large Akigura Union vessel called the "A1290Y" as before. The ship is attacked after emerging into normal space at Sandvyk, but many escape in small craft. The players are in one such craft. The attackers seem uninterested in the lifeboats.

Referee's Information:

The adventure opens at this point and events transpire as follows.

1. The craft is the only surviving vessel, has virtually no air and will only support life for one person until rescue arrives. It does have vacc suits however. The pirate vessel still has people out in vacc suits examining the cargo hold of the wrecked ship for items of value. The players obviously must either choose which of their number will live, or else somehow mix themselves up with the pirates, get onto the attacking ship and then either hide or take it.
2. The attacking vessel leaves almost immediately and there are a number of surviving craft, in various degrees of condition, though most have functioning communication devices. The survivors themselves are also in varying degrees of health. The players' vessel will support life long enough for rescue but has a damaged manoeuvre drive. The players may decide to assist other vessels, hoping to ensure that all survive or take no risks with their own ship and fight off those in other vessels who decide to take other craft from the survivors aboard them (such as the players), rather than die themselves.
3. As 2, but the vessel that the players are in is in the worst condition of the lot, being very damaged. Since the air tanks are broken, their only air is that within the passenger area itself, which is affected by an irreparable slow leak. One of the surviving instruments (which the players may not believe) indicates that they only have 24 minutes before they start being affected by lack of oxygen. Their future course of action is up to them. Note that rescue is some hours away. The discussions amongst the players about their future course of action should be timed by a watch - each minute of real time used corresponds to a minute's air being used. There are a number of vacc suits equal to half the party's number.
4. The attacker was a rebel ship and took place on the other side of the gas giant. No calls for aid were made and no rescue is coming. The players are in the only surviving vessel, which is damaged and has no repairable communications devices. Any long range communications devices that the players have are similarly damaged (or perhaps they were searched by rebels before they were

allowed to embark the lifeboat). The players must get their ship to the nearest planet before they die.

5. As 4, but where the attackers were pirates and the party does not have the space skills to accomplish the space flight themselves. Enough of the boarders were killed for the boarding attempt to fail, so the pirates attacked the A1290Y and left, leaving the survivors to fare as they will. In this variant, they are accompanied in their lifeboat by a random selection of other passengers and crew, in varying degrees of physical and psychological health, who amongst them do have the skills to reach the nearest planet. However, each comes from a group which hates one or more of the others (e.g. one is a surviving pirate, one is an exposed rebel, one is from the family of a high level government official) and the players must use interpersonal skills to keep all of the others alive. For instance, the only pilot is a badly injured AU police officer and the only person with enough medical skill to keep the pilot alive is a child of someone that the police officer is believed to have killed. Also, one of the others is a surviving pirate from the boarding party and another is the husband of a woman killed in the pirate attack.
6. The players and a group of rebels are the only passengers of one of the few lifeboats. One of the rebels has critical information to pass onto a contact on a moon of the gas giant, which naturally is around the other side of the gas giant from the lifeboat. The rebels openly state that they are taking the lifeboat to the moon, either with the players help or without it; the players must either say that they will help or spend the journey all locked together into one of the freshers. The rebels obviously outmatch the players, but not by much. Reaching the moon means avoiding rocks and the like, successfully landing on the moon undetected and reaching the other rebels. Naturally, one of the rebels aboard is a DSS plant and/or the contacts are a trap. Also, one of the other lifeboats is controlled by a group of other DSS officers, who follow the players' lifeboat by visual means. Neither lifeboat is armed and each has only basic sensors - these will allow detection of moons, monitor radioactive levels outside and the like, but cannot detect the other vessel.

For more information on Yiklerzdanzh Sector, check the HIWG Australia homepage on:

<http://dove.net.au/~grants/hiwg.html>

AAB Proceedings

There are two issues of AAB Proceedings available.

Issue 38, August 1998. 12 pages.

Contains Information on expansion into Corridor Sector, A write up & map of a system in Corridor Sector, a misjump adventure, and a section on low tech barbarians.

Issue 39, December 1998. 12 pages.

Contains: Contact Diplomats, Vacuum World Notes, Contact Info & legalese, and several adventures with planetary maps.

Order from David Schneider.

Yiklerdzanzh Subsector L - Akiqura

Hex	Name	SDANPGL-T	Base	Comments	Z	PBG	AI	Stars
2523	Arcana	B8775B3-C	A	Ag Ni An	R	535	AU	F7V
2623	Kia	A35296B-C	A	Hi Po O:2620		102	AU	DF
2630	Qlate	C65A400-A	A	Ni Lo Wa		304	Na	DF DM
2725	Dustbowl	CAF16B0-C	A	Ni Pr	R	324	AU	G8V
2727	Umdr	X354603-0	A	Ag Ni		702	Na	F9V
2728	Khuggi	B301758-9	M	Ic Na Va		121	SC	M5V
2730	Bravl	D7B49EF-9	A	Fi Hi		203	Na	DG DM
2823	Crusade	C5577BC-A	A	Ag		102	AU	M0V DM
2825	Thalamus	A42041B-B	A	De Lo Ni Po		511	AU	M3V
2921	Satcolia	A98A7BB-C	A	Wa		405	AU	DK DM DM
2928	Ginkhu	D4839AA-7	A	Hi D8		222	SC	F5V
3022	Ilash	X676000-0	A	Ba		034	SC	F1V DM
3024	Sukia	C6887A9-3	A	Ag		120	SC	K2III M6V
3025	Kemkhil	E546344-5	A	Lo Ni		805	SC	G8V
3026	Torgol	C533442-9	M	Lo Ni Po		504	SC	DF
3028	Avator	D203575-9	M	Ic Ni Va		323	Na	M3V M0V
3122	Kieler	A663564-C	M	Ni O:3124		622	SC	K9V
3124	Kiirkiim	B668430-B	M	Lo Ni		423	SC	DF DM
3125	Kons	B684578-9	M	Ag Ni		323	SC	DF
3126	Fleporsh	E78896B-6	A	Hi O:3026		101	SC	K6V
3228	Atrognats	C8776AE-C	A	Ag Ni		903	Na	DF
3229	Zdaefia	X978000-0	A	Ba		032	Na	DF DM

Akiqura subsector contains 22 worlds with a total population of 8.3 billion. The highest populations are 2.5 billion at both Bravl and Ginkhu. The highest TL of C is found widely, while the lowest TL is 0 at Umdr. The population is comprised of about 60% racial Solomani/Vilani, 10% Zhodani, 30% other races (mainly Droyne on Ginkhu; some Izrats Kriezhas Vlazhdumecta, Vargr and Aslan). Due to the nature of the subsector, there is no subsector capital present (AU and SC worlds are administered from their respective state capitals).

Map Symbols

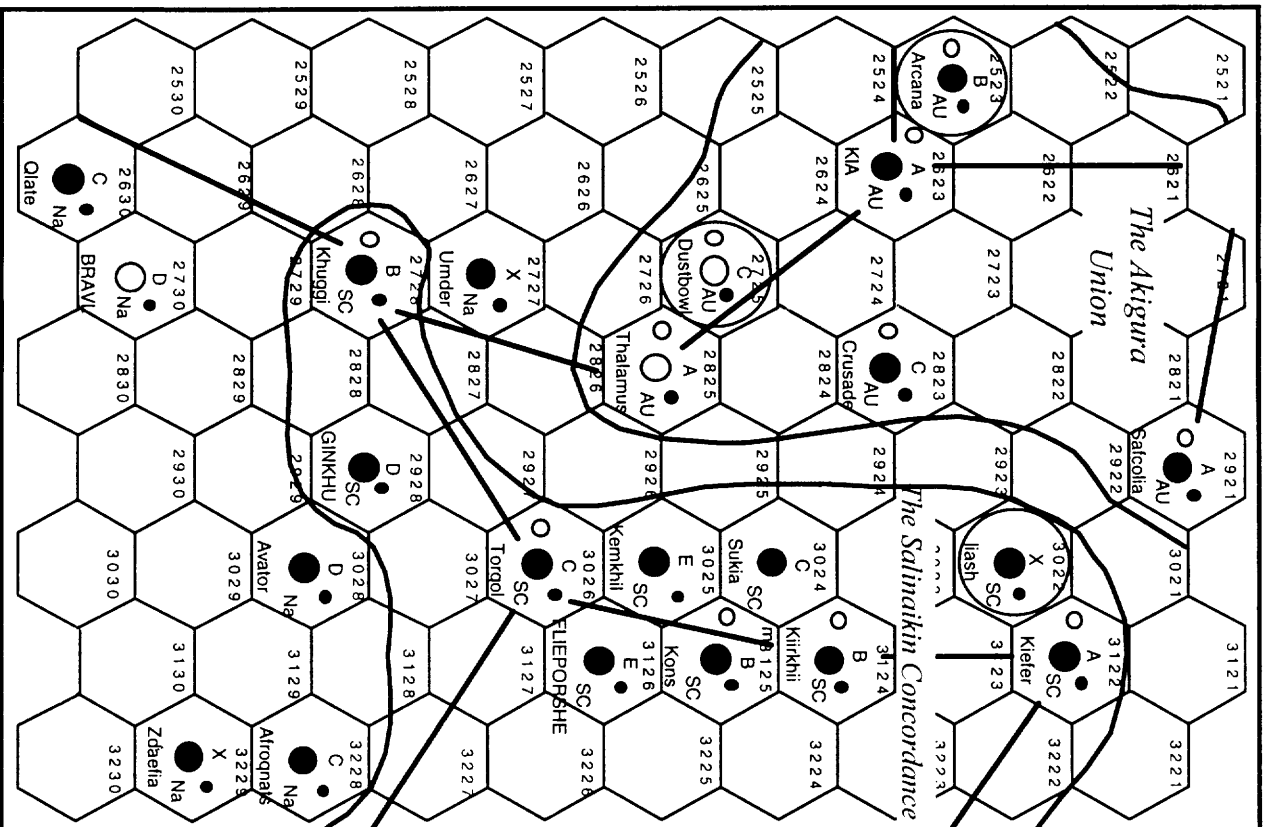
Routes
 — Jump-2 trade route

Base Codes
 ● Military Base

World Characteristics
 ● Water present
 ○ No water present
 ● Asteroid Belt
 ● Gas Giant

Zones
 ○ Amber Zone
 ○ Red Zone

Population
 PRIMUS Over 1 billion
 Secundus Under 1 billion
 Caput Subsector/State Capital



Yiklerdzanzh Subsector K - Wyld Worlds

Hex Name	SDAHPGL-T	Base	Comments	Z	PBG	AI	Stars
1725 Yuss	X564000-0	Ba		003	Na		DF
1726 Kakariki	D463650-7	Ni Ri D2		201	Na	G4V	DM DM
1823 Mivzhits	XAE9000-0	Ba		010	Na	DK	DM
1830 Stelsodr	X463521-3	Ni C7		223	Na	M2V	DF
1922 Storm	A967777-C	Ag Ri An	M	833	Na	G2V	DF DM
1926 Waikkamukau	D243677-7	Ni Po		701	Na	DF DM	
1928 Fiaf	D8B7300-8	Lo Ni Fi		603	Na	M8V	DM
2023 Flekriabr	C9A8532-8	Ni Fi		230	Na	K1V	DM
2028 Kansh	C8A5979-B	Hi Fi	M	304	Na	DF DM	
2121 Ovdash	E849655-7	Ni		601	Na	F4V	
2124 Ebria	D746976-9	Hi In		402	Na	F0V	DM
2125 Ilosha	E65469C-3	Ag Ni		402	Na	G6V	
2126 Mukir	D210421-7	Ni Lo		335	Na	M4V	
2221 Shtedrabliech	X250644-1	De Ni Po		500	Na	F1V	DM DM
2224 Sakigu	B000576-A	As Ni		630	Na	DM	
2326 Kishka	D555246-3	Lo Ni		320	Na	K2V	DM
2328 Tiga	E776777-3	Ag		811	Na	K5V	
2329 Edjinsja	X785464-2	Ni Lo O:2330		403	Na	F1V	DM
2330 She'qil	C9C9201-9	Lo Ni Fi		503	Na	M6V	
2423 Sandvyk	B98676B-A	Ag Ri O:2620	A	904	Na	AU	F4V
2430 Feilis	X66567A-4	Ag Ni Ri		204	Dr	F4V	

Wyld Worlds subsector contains 21 worlds with a total population of 8.4 billion. The highest population is 4.5 billion at Ebria. The highest TL of C is found at Storm, while the lowest TL of an inhabited world is 1 at Shtedrabliech. The population is comprised of about 50% racial Solomani/Vilani, 40% racial Zhodani, 10% other races (mainly Droyne and Izrats Kriezhas Vlazhdumecta). Due to the nature of the subsector, there are no capitals present.

Map Symbols

Routes

- Jump-2-trade route

Base Codes

- Military Base

World Characteristics

- Water present
- No water present
- Asteroid Belt
- Gas Giant

Zones

- Amber Zone
- Red Zone

Population

- PRIMUS Over 1 billion
- Secundus Under 1 billion
- Caput Subsector/State Capital

