

Stellar

Reaches

A Fair Use Fanzine for Traveller



ARTUR ROSA

NIGHTMARE

A Samardan Press Publication

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Table of Contents

Letter From The Editor	3
BITS Task System.....	4
A Gazetteer to the Worlds of the Empty Quarter.....	5
The Empty Quarter Timeline	34
A Glossary for the Empty Quarter.....	54
Polite and Bloody Wolves	68
Tribe vs. Tribe in the Empty Quarter.....	69
Population Shifts in the Empty Quarter, 993 to 1105	73
The Assassination of Archduke Gvueneghz.....	74
Soldiery in the Empty Quarter.....	75
The Christianity of the Not-That-Far Future	79
Legal	81

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Credits:

Cover Art: This is an image of the White Lady, an extremely iconic image of the Kikhushegi religion. (Equivalents include the Sitting Buddha, the Virgin Mary, and Kali of the many arms.) The graphic is titled "Nightmare" © Artur Rosa. See his work at <http://arthurbblue.deviantart.com/gallery/?offset=24#/d35p63m>

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For more information on BITS, check out their website at <http://www.bits.org.uk/>

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Letter From The Editor

Greetings, Fellow Sophonts:

After an absence of many months, Stellar Reaches is back with a new issue!

Ω

But the first order of business is to address a few changes in the sector itself. We now have official subsector, sector, and regional capitals for the Empty Quarter. They are:

- Tsahrroek, of the Rukadukaz Republic
- Wesaswek, of Lentuli subsector
- Yogesh, of Yogesh subsector
- Hebrin, of Hebrin subsector
- Nulinad, of Nulinad subsector. Also, Imperial Sector capital.
- Lazisar, of Gimushi subsector
- Irash, of Udusis subsector.

An unofficial regional capital which gets the 'red letter' treatment is Zuethun of the Hegemony of Lorean.

An unofficial regional capital which does NOT get the 'red letter' treatment is Roenksu. It is officially a member world of the Rukadukaz Republic, but acts as an unofficial regional centre of the Julian Protectorate government.

Ω

In this issue, a revised map will be published. This one includes the system of Beta Niobe, long ignored due to her lack of worlds to land on. However, her importance to the Stellar Divinity religion and the danger her star poses earns her a place on the map. A full revised listing of the Empty Quarter – including stars – will be provided in a later issue. But for now, all you need to know is her 993 UWP listing:

Beta Niobe

2825 CS00268-9 As Lo Ni (O:2529)

310 Na B6Ia

Ω

What else is in this issue?

Quite a lot, actually. First off is a gazetteer of all the worlds mentioned in earlier issues of Stellar Reaches, as I was losing track of them. Then, comes a proper and lengthy timeline, and a glossary of common terms used within the Empty Quarter. Then comes a comparison between two types of Vargr pirates that the traveller is likely to encounter within the sector. After a partial discussion of relationships between selected cultures in the sector, I touch on some major population shifts in the sector that occur between 993 and 1105: useful fodder for the creative referee. The sensational assassination of Archduke Gvueneghz is covered, followed by a quick survey of soldiery within the Empty Quarter. Finally, I do my bit to get my fellow Christians to get serious about the not-that-far future – the age of priests and pastors is fading, and it's time we realized it.

No adventures or personality surveys in this issue: that will have to wait for Issue #19!

Reading ahead,
Alvin W. Plummer
Editor, **Stellar Reaches** fanzine

BITS Task System

From pg. 8, BITS Writers' Guidelines June 1999. Copyright ©1999, BITS. All Rights Reserved.

T20 Open Game Content from the article "Extending the Task Resolution System to T20" Copyright 2003, Jason Kemp.

MegaTraveller (MT), Traveller: The New Era (TNE) and Marc Miller's Traveller (T4) all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT) and GURPS Traveller (GT) use modifiers to the task rolls instead. Traveller T20 (T20) uses difficulty classes (DCs) to define target numbers for skill checks. The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers for CT and GT and DCs for T20 as shown in Table 1. The means by which spectacular (GT: critical) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

TABLE 1: TASK DIFFICULTIES

BITS Task Difficulty	T4 Difficulty	T4.1 Difficulty	GT Target Modifier	TNE Difficulty	MT Difficulty	CT Target Modifier	T20 DC
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4	10
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2	15
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0	20
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2	25
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4	30
Impossible	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6	35
Hopeless	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8	40

Ex. Maria Charles is forging a complex document, which the GM rules is a Staggering task. Maria has Forgery-4 (GT: Forgery-16, T20: Forgery +18) and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9, T20: 15).

CT: Task success is normally $2D + Skill \geq 8$. Maria requires $2D + Forgery \geq 12$ ($8 + 4$ for Staggering difficulty). Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. $2D + 4 - 4 \geq 8$.

MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is $2D + Skill + (Stat / 5) \geq 15$. For Maria this is: $4 + 2 \geq 15$.

TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is $d20 \leq (Skill + Stat) \times \frac{1}{4}$. For Maria this is $d20 \leq 3$, i.e. $(9 + 4) / 4$ rounded down.

T4: Maria requires $4D \leq INT + Forgery$. (Note that T4's Staggering rating of 3.5D is ignored.)

GT: Maria requires $3D \leq Forgery + Target Modifier$, i.e. $3D \leq 16 - 6$.

T20: Maria requires $d20 + 18 \geq 30$. (Note that the INT modifier is already factored into the skill check.)

Task definitions should always be used sparingly – the GM should be able to define the difficulty and required skills and equipment for most tasks using common sense. Where strange skills or equipment are needed, these can usually be listed, without requiring a full task definition. Where a full task definition is required, use the following format (you don't need to use the bold or italics formatting; plain text is fine):

To find a boar:

Difficult Recon (GT: Tracking), or

Difficult Hunting (T20: P/Hunting), or

Formidable Survival

+1 Difficulty if riding at full gallop.

+1 Difficulty if lost.

-1 Difficulty if moving slowly.

Spectacular Success: They have surprised a boar and have one round to act before it reacts.

Success: They have found boar tracks and can begin following them.

Failure: No tracks found.

Spectacular Failure: They have become lost.

+1 Difficulty indicates a harder task (e.g. an Average task becomes Difficult) whereas -1 Difficulty is an easier task (e.g. Difficult would become Average).

NOTE: This system has been extensively play-tested but suggestions for refinements are always welcome.

A Gazetteer to the Worlds of the Empty Quarter

By Alvin W. Plummer



An Abadani terrorist strike on the aristocratic Serbifce residential complexes over Nulinad, 974 Imperial.
The graphic is titled "War!" © Bill Carr. See his work at <http://bc1967.cgsociety.org/gallery/301660/>

Across the Sea of Stars

Insurgents have cut the roads out of the capital to the west and the north. As I travelled through the provinces of this vast, war-torn country, despite keeping to the relatively calm tongue of Kurdish territory that extends through the countryside almost to Baghdad, I was keenly aware that it is not a place to make a mistake in map reading.

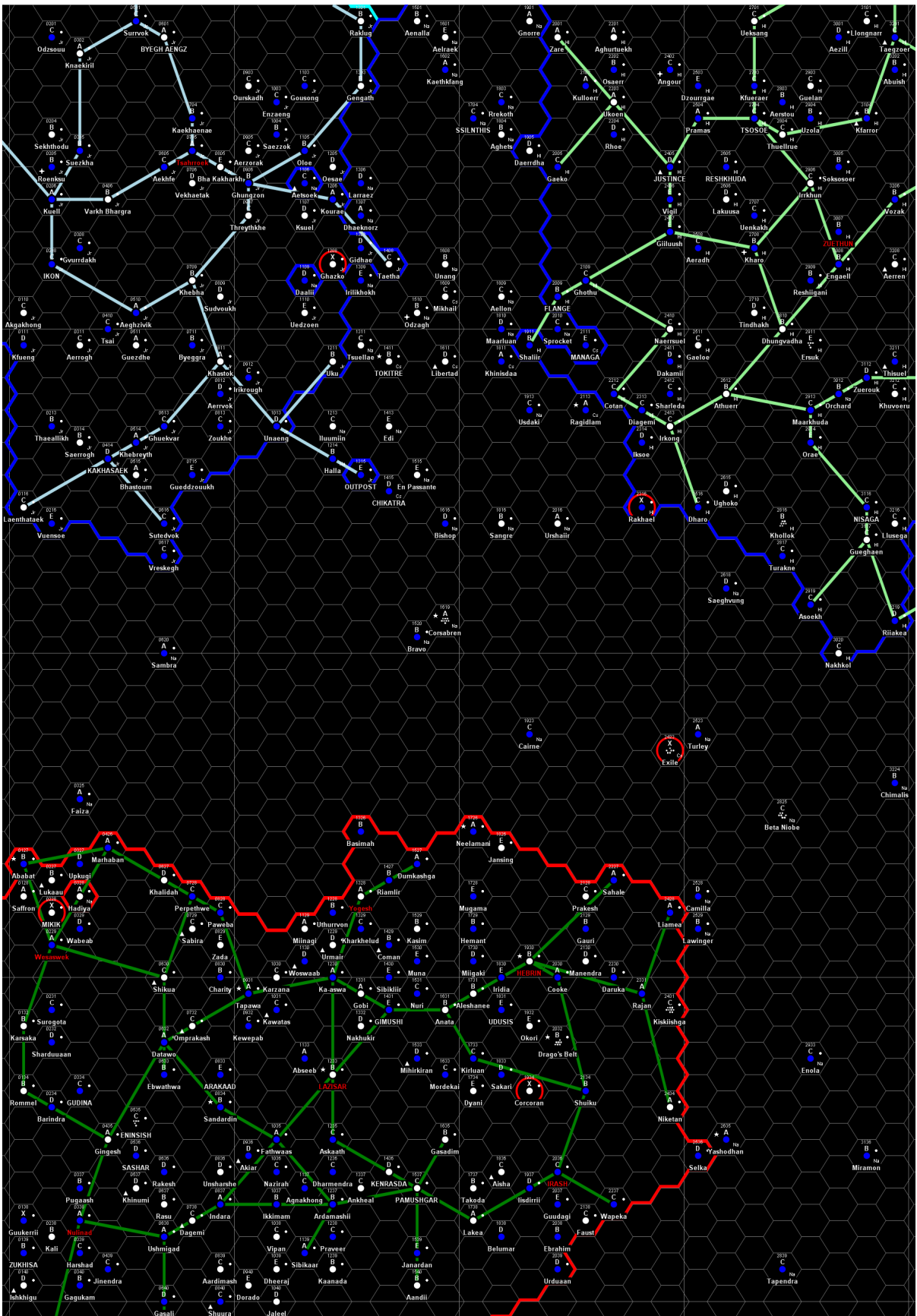
Patrick Cockburn, fl. -2500 Imperial

Quite a large number of worlds have been touched upon in the pages of *Stellar Reaches*, but here hasn't been a list of them that an astrographer or a starship captain can quickly browse to see what's going on.

This article will correct that oversight. The system name, hex, subsector, and allegiance will be listed first, then the source of a brief description. A map locating mentioned systems is provided. **Information new to this issue will be in red.**

The Empty Quarter

The original Vilani name for the sector was Gushgus, "Home of Chaos" or "Chaotic Arm." The sector as renamed the Empty Quarter by Arab settlers, naming it after a broad desert region of Arabia. Imperial residents of the sector are often referred to as Emptyheads, due to their generally low level of technology and education, coupled with high levels of parochialism. The polite term for these Imperials is Gushgusi.



Gamma Quadrant

Ababat/0127 Lentuli, Imperial

Stellar Reaches #8, page 64

GoldRush! Prospecting is currently running a asteroid mining operation in the system.

Stellar Reaches #10, page 18

Thanks to a Vilani resupply post in -4914 Imperial (394 B.C.), Ababat has the honour of being the first world in the sector settled by men. Thousands of years later, it still serves the (latest) Imperium, as the home of a naval base. **The current population is dominated by retired Imperial servicemen and their descendants.**

Agnakhong/1137 Gimushi, Imperial

Stellar Reaches #8, page 61

This is ~~the only~~ **one of two** Vargr-majority worlds in the Imperial Empty Quarter. While there are larger numbers of Vargr on other Imperial worlds in the Six Subsectors, this is the only Imperial world in the sector where the Vargr, alone, call the shots.

Anata/1631 Gimushi, Imperial

Stellar Reaches #9, page 31

Uncommonly in the Six Subsectors, Anata is a well-run trade entrepôt, populated by American Indians who follow a highly idealized agricultural/hunter-gatherer culture after work hours.

Stellar Reaches #12, page 19

This world is populated primarily by American Indians, who rent the right to settle and govern the world from a Vilani-Iranian family that currently resides in Antares Sector.

Akiar/0936 Gimushi, Imperial

Stellar Reaches #5, page 26

Akiar is a poor, Indian-dominated world which is undergoing some political troubles, stemming from the extinction of the local noble line in 978 Imperial.

Stellar Reaches #12, page 13

Abadani beliefs shape several local political philosophies, and was even the basis of a brief planetary government (925-955), despite the opposition of the local Barony. Today, Abadani remains influential in many cities and rural regions of the planet.

Arakaad/0833 Nulinad, Imperial

Stellar Reaches #7, page 33

Arakaad is a xenophobic, militarized, honour-bound world. The planetary government is currently assisting Instellarms in testing eight-legged armoured vehicles with a small expeditionary unit, deployed across the six Imperial subsectors of the Empty Quarter – the ‘Six Subsectors’.

Stellar Reaches #10, page 22

Arakaad – then called Rakad – was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Ardamashii/1237 Gimushi, Imperial

Stellar Reaches #1, page 9

Ardamashii has been wracked by sporadic, on-again off-again war for decades. Fortunately, battle is restricted to the planet’s surface. The world provides a solid stream of revenue for mercenaries.

Askaath/1235 Gimushi, Imperial

Stellar Reaches #11, page 20

Askaath was a pleasant colony world whose population was growing nicely during the early Imperial era and the False Dawn. But when the Breakdown occurred, the inhabitants turned against each other, leading to devastating wars in the 340s-360s that killed most of the population and ruined the industrial base.

Charity/0830 Lentuli, Imperial

Stellar Reaches #5, page 19

The current corporate state and society is built on the ruins of a bankrupt religious medical mission. Thanks to her high-tech medical services, wealthy visitors from a five-parsec radius visit the system for premium care.

Stellar Reaches #5, page 32

The history of Charity is further detailed here, as is the current Fatima of Charity, Baroness Yasmin Mignonne Mai.

Stellar Reaches #9, page 58

The actual population of Charity is 100,000, if you include temporary residents. (Traveller UWP figures only count permanent residents).

Dagemi/0738 Nulinad, Imperial

Stellar Reaches #11, cover, page 22

Dagemi, a moon of the gas giant Dagemi Vee, is itself remarkable only for its scout base. However, the gas giant itself is very interesting, having a genuine ‘shirt-sleeve environment’ – a warm, breathable, low-radiation layers within its atmosphere that a man can breathe without special equipment. Attempts to create proper settlements, however, have floundered on serious logistical problems.

Dharmendra/1236 Gimushi, Imperial

Stellar Reaches #8, page 61-62

Dharmendra’s main industry is selling dog meat to wealthy Asian nobles in Lishun and Antares sectors. The main farm raising and processing the dogs, Puddle Farms, is run by Ovaghoun Vargr immigrants from the Rukadukaz Republic.

Stellar Reaches #11, page 20

This system was briefly a high-tech, fairly well populated culture until the end of the False Dawn. **During the Bust, maintenance of the undersea and floating settlements underwent a sharp decline, leading to catastrophic failures and the deaths of millions. By 330, most of the population had abandoned the world, usually relocating to Pamushgar.**

Dorado/0940 Gimushi, Imperial

Stellar Reaches #11, page 20

Dorado was a promising world that was settled in the early 100s, which was crushed in the Breakup of the 300s Imperial. **Today, the population survives as a specialist manufacturing centre in a hostile world.**

Dumkashga/1527 Yogesh, Imperial

Stellar Reaches #10, page 22

Dumkashga was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Stellar Reaches #11, page 5

Dumkashga is one of the few places which is lit and warmed by a highly abnormal ringed gas giant.

Ebwathwa/0633 Nulinad, Imperial

Stellar Reaches #12, page 18

This world is something of an anomaly, a low-tech Bwap system. Before it was transferred to Bwap rule, the lightly-populated world was called Kazipet.

Eninsish/0535 Nulinad, Imperial

Stellar Reaches #1, page 16

Eninsish is the only system within Gamma Quadrant which has an asteroid belt as the mainworld. The belt is incredibly rich, and a centre for heavy industry in Nulinad subsector. It is also home for the Kalin-Vaento Classic, an interplanetary racing event.

Stellar Reaches #11, page 19-20

The economy and population boomed during the False Dawn (200-300 Imperial), with the TL rising from 9 to 12. The system also suffered harshly in the following Breakdown.

Stellar Reaches #12, page 10

Eager to leave their cramped quarters and with the generous support of the Imperial government, 140 million of Eninsishi relocated to the recently reconquered and partially depopulated world of Hebrin in the late 9th Imperial century.

Stellar Reaches #12, page 13

Many asteroid cultures were affected by Abadani, an anti-Noble communist movement extant from the 920s. **Even today, some influence can still be felt in many asteroid settlements: communist bureaucracy is a good fit with traditional Vilani culture.**

Stellar Reaches #12, page 20

Velphac, an asteroid in this system, is the home of the toughest maximum-security Imperial prison in the sector.

Gagakam/0140 Nulinad, Imperial

Stellar Reaches #11, page 12

This was the first world in the sector to swear fealty to the Third Imperium, in 77-004 Imperial.

Gimushi/1431 Gimushi, Imperial

Stellar Reaches #10, page 18

Gimushi was one of the Twin Pillars of Heaven during the First Imperium, acting as the agricultural breadbasket for the sector.

Gingesh/0435 Nulinad, Imperial

Stellar Reaches #1, page 16

A Vilani system settled during the First Imperium, the government is a restrictive civil service that would make a find Bwap world – if it wasn't so dry.

Stellar Reaches #12, page 13

As part of the Sashar-Pamushgar Cluster, Gingesh was strongly affected by Abadani, an interstellar anti-Noble communist movement. Its influence has faded substantially since the 950s, but some of the symbols, ways of thought, and old slogans are still part of everyday life.

Gobi/1331 Gimushi, Imperial

Stellar Reaches #11, page 19

Outsiders, who loved the wildness of the sector but disliked the locals, chose to make this world their base of operation around 240 Imperial, during the False Dawn era.

Gudina/0334 Nulinad, Imperial

Stellar Reaches #1, page 10

Gudina is a major storage centre of old Imperial paperwork and data. As an Imperial Resource world, it is administered directly by the Imperium, to meet Imperial needs. The World Library of Gudina provides resources to many prestigious academies and research institutions, with data stretching back to the First Imperium.

Stellar Reaches #10, page 22

Gudina was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Stellar Reaches #11, page 14

Gudina was initially hostile to the Third Imperium, but was persuaded to join in return for giving the world her old position as a document depository.

Hadiya/0328 Lentuli, Non-aligned

Stellar Reaches #1, page 10

Hadiya is home to a small, profitable shipyard catering to the Noble elite. The leadership of the world has remained outside of the Imperium for various unspecified reasons, which the local Nobility is happy to accept. **The planetary government also owns a nearby unaligned world, Faiza/0325.**

Jaleel/1040 Gimushi, Imperial

Stellar Reaches #14, page 29

Like many hostile worlds, the small population is housed in a series of domes, with only a finite level of life support. The dead are recycled, and the planet cannot support a sudden influx of thousands of strangers.

Referee: The simple, hard limits of living on a hostile world are an absolutely unremarkable fact of life for hundreds of thousands of worlds across Charted Space, regardless of species or government. At least once, be sure to pound these truths into the head of your PCs: 1) Space is really hostile; 2) the Stuff of Life is really limited; 3) Family first, Strangers and Travellers last. Read The Cold Equations for more background.

On the other hand, for those in more successful sectors than the Empty Quarter: 4) the higher the tech level, the greater the margin available for survival, and the more likely mercy will be shown to visitors in need; 5) the higher the tech level, the higher the likelihood pirates will come to seize that wealth for themselves; 6) the higher the tech level, the more likely the world is able to defend itself (or they would have lost that tech to thieves long ago.)

Ka-aswa/1230 Yogesh, Imperial

Stellar Reaches #1, page 11

Ka-aswa is the home of the Administrative Academy of Ka-aswa, which is highly respected across the sector and beyond for the quality of her graduates. As a rule

of thumb, the Academy focuses on excellent bureaucratic administration and diplomacy, **especially among Imperial worlds.**

Stellar Reaches #10, page 26

Ka-aswa is the oldest of the four major Bwap-dominant systems in the Empty Quarter.

Stellar Reaches #11, page 19

The Administrative Academy was founded in 277, during the False Dawn era.

Kenrasda/1436 Gimushi, Imperial

Stellar Reaches #11, page 22

Kenrasda is only one parsec from Pamushgar, and is similar in many ways (with the planet's size and gravity being the major exception). However, it never prospered as well as Pamushgar. This is especially true in the aftermath of the False Dawn: **while Pamushgar had to endure furious but localized wars, Kenrasda had to go through two grinding world wars in the 300s, and a heavy loss of technological and industrial capacity, falling from TL 9 at 300 Imperial to TL 5 at 400 Imperial.**

Stellar Reaches #12, page 13

Kenrasda was the home of the most powerful Abadani Party, and was often considered the leading world of the Abadani political movement in the 900s. Today, the Kenrasdai Abadani Party is only a shell of its former self: it remains as much an impersonal bureaucracy as ever, but the law level of the world it rules has fallen sharply, and the opposition to Imperial rule is merely symbolic and ceremonial, not real and dangerous.

Khinumi/0537 Nulinad, Imperial

Stellar Reaches #1, page 16

The Mixed Vilani world has only recently returned to the technological level established during the Long Night. Efforts made by the technocratic government and IISS action during the Grand Survey of three centuries ago were crucial to this return to her original Early Stellar tech level.

(Following page) Most visitors only see the floating landing pads and semi-submerged starship hangers of the Bwap-run A-sathsatwa- Imperial Scout Base on Kawatas. Only few see the true heart of the base, set deep on the ocean floor. The graphic is titled "Underwater research laboratory" © Alexandr Melentiev.

See his work at <http://alexandr-m.cgsociety.org/gallery/583477/>



CGSociety.org

Copyright (C) Alexandr Mele ntiev, submitted 12 January 2008

Lazisar/1233 Gimushi, Imperial

Stellar Reaches #5, page 23

Lazisar is a notable world of Gamma Quadrant, for her relative wealth, high population, and strong Imperial ties. The largest Imperial base is located here.

Stellar Reaches #8, page 32, 35

The dominant religion of the system, and the most common belief for a plurality (largest religion, but still not a majority) of the Six Subsectors, is Kikhushegi, a Vilanized form of Islam.

The massive orbiting city of Solariopolis is in orbit over Lazisar. It is the most heavily defended point in the Empty Quarter, and is also home to the Imperial Naval Base and the largest Imperial Navy yards in the sector. Large areas of the civilian side of the space station are lawless, with bandits armed with low-tech weapons.

Stellar Reaches #11, page 10

Hebrin introduced Islam to Lazisar in -1257. Lazisari modifications to Islamic doctrine – which eventually was codified to the Kikhushegi religion – led to a sublight jihad, an expensive and inconclusive war that ended after four centuries. The Lazisari World (later, System) Directorate was founded in -792 Imperial.

Stellar Reaches #11, page 19

Solariopolis was founded over Lazisar as a Imperial Depot in 238 Imperial. The planetary economy and population boomed during the False Dawn (200-300 Imperial).

Stellar Reaches #11, page 25

During a series of intra-Noble hostilities in the pre-Civil War era, the Lazisari positioned themselves as ‘neutral Imperial patriots’. While they were unable to have the sector capital transferred to their system (and their Duke become Sector Duke), they did win other benefits, including more Imperial military spending on their world and a partially displacing the Arab Muslims that traditionally dominated the local Imperial military.

Stellar Reaches #12, page 6

The Imperial Depot of Lazisar is downgraded to a large naval base in 741 Imperial

Stellar Reaches #12, page 10

As a show of their patriotic loyalty to the Imperium, about 30 million Lazisari moved to the recently-reconquered world of Hebrin, 875-910

Marhaban/0428 Lentuli, Imperial

Stellar Reaches #1, page 4

Marhaban is the homeworld of the Bwap race, and is of great historical significance.

Stellar Reaches #10, page 17

This world has been renamed thrice: The Bwap name of Taswabwapeaspa; the ancient Vilani name of Lentuli; and the Second Imperium name of Marhaban, Arabic for ‘Hello’.

Stellar Reaches #10, page 26

As the homeworld, Marhaban is the oldest of the four major Bwap-dominant systems in the Empty Quarter.

Stellar Reaches #11, page 12

Marhaban’s decision to swear allegiance to the Third Imperium on 208-015 carried great weight on Bwap crèches across Charted Space.

Mikik/0228 Lentuli, Imperial

Stellar Reaches #1, page 11

Mikik is among the most xenophobic human worlds known to man, due to a tragedy during the Long Night.

Stellar Reaches #4, page 27

An outline of what a Traveller can expect when in Mikik orbit is described.

Stellar Reaches #10, page 22

Mikik was one of the Glorious Twelve, the term given to the twelve human systems in the Quarter that stood against the Vargr Pillaging.

Stellar Reaches #11, page 10

Mikik was severely damaged by Vargr raiders twice in the post-Pillaging period, with an artificial plague turning the population against all interstellar visitors, regardless of species. (Captured humans, **claiming to be fleeing Vargr hostility**, were used as the disease vector.)

Stellar Reaches #11, page 14

The Ematan Campaigns were the most extensive Imperial campaigns waged to enforce Imperial authority on the ground: ending in a miserable failure, the Imperium decided to abandon the world to its fate.

Mordekai/1633 Gimushi, Imperial

Stellar Reaches, page 19

A group of East Indian Jewry from Bombay settled this world in 246, renaming the system from Ashgiirkis. Large sums were spent on purifying the atmosphere, with the Imperium finally reclassifying the air to Standard density (breathable) in 711 Imperial.

Nulinad/0338 Nulinad, Imperial

Stellar Reaches #8, page 24

Nulinad is a gentle, hospitable world, and the sector capital of the Empty Quarter. The bureaucratic government is run along an Indian-style License Raj, but the law level remains quite low.

Stellar Reaches #01, page 19

During the First Imperium, Nulinad’s name was Uubisuu.

Stellar Reaches #11, page 19

Numerous impressive architectural works and remarkable public buildings were built in the cities of Nulinad during the False Dawn era (200-300 Imperial).

Stellar Reaches #14, page 71

Lidack Aitch is the site of the Blue Eye Hotel, a safe place to stay for a steady stream of interstellar visitors. Lidack Aitch is a moon of the gas giant Lidack.



Aginren, the polar seat of the Marquis of Pamushgar. It is instantly recognizable, thanks to the lake that surrounds the island-city, one of the very few to be found on this desert world. Unlike Hebrin, Pamushgar is blessed with truly massive, world-girding aquifers under the dry-as-dust land. With careful bureaucratic control and strict regulation, this Vilani world has been able to maintain her billions of inhabitants without the need for Hebrin-style massive ice fleets. The graphic above is titled "Tranquility" © Gary Tongue. Visit his gallery at <http://visionafar.com>

Pamushgar/1537 Gimushi, Imperial

Stellar Reaches #1, page 11

In contrast to Mikik, Pamushgar did very well during the Long Night, and maintained the Vilani Tri-Bureaux system until four decades ago. At that time, a military leader promised to bring in elections, which still have not occurred. Guerilla action still occurs against the 'interim' government.

Stellar Reaches #10, page 22

Pamushgar was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Stellar Reaches #11, page 9

Despite having the ability to do so, Pamushgar never established her own interstellar polity, preferring to invest in her own industrial & technological abilities rather than interstellar colonization & conquest.

Stellar Reaches #11, page 15

Pamushgar was admitted into the Imperium at 16 Imperial.

Stellar Reaches #11, page 19

The planetary economy and population boomed during the False Dawn (200-300 Imperial) – but at the cost of a permanent atmospheric taint.

Stellar Reaches #11, page 27

Much of the planet was taken over by pirates in the Civil War era.

Stellar Reaches #12, page 13

Pamushgar was the centre of local anti-Abadani activity, and often suffered for it with numerous terrorist attacks, assassinations, and strike actions. Since the 950s, though, the Abadani tide has slowly ebbed away, and most of the surviving groups that claim Abadani support are really just criminal fronts, without serious ideological content.

Paweba/0828 Lentuli, Imperial

Stellar Reaches #12, page 22

Paweba is a Bwap-dominated system. It is home to Steelblock, an Imperial prison for psions who have not been lobotomized.

Pugaash/0337 Nulinad, Imperial

Stellar Reaches #1, page 16

The old global theocracy has been split into three major powers. Its poor levels of wealth have restricted the world's ability to extend power and culture across the stars, despite its high population.

Stellar Reaches #8, page 37

The planet is the centre of many self-inflicted troubles. Endemic violence is on a strong downtrend, as most of the soldiery is serving the Imperium at the battlefields of the Rim War. The old Imperial garrison has also been hastily removed and redeployed. One state, the Unified State of Uudikun, is quite hostile to her neighbours.

Stellar Reaches #11, page 9

The Vilani settlement was planted very early in the Second Imperium, and was grounded in the hunger for absolute power, rather than the usual Vilani obsession for absolute stability. It did fairly well during the Long Night, despite failing to establish a pocket empire. The unified theocracy first fell apart in 199 Imperial, **only to reunite and disintegrate in a cyclical pattern.**

Rasu/0637 Nulinad, Imperial

Stellar Reaches #1, page 11

A high-tech utopian colony, Rasu is indeed completely free of crime, thanks to the (relatively) wealthy economy and intense law level, the highest in the sector. It is a beautiful world, but best enjoyed from *within* the very comfortable starport.

Stellar Reaches #7, page 29

The current Imperial Noble is Baron Sallan. Whether the Baron is a true egomaniac, or merely indulges in a bit of self-promotion, is an interesting question.

Stellar Reaches #12, page 11

Rasu's current population descends from a Vilani utopian movement from Juba/Antares. Arriving in 828, the one million members of the True Work movement simultaneously arrived in orbit, and settled into pre-fabricated housing. The population grew quickly, as did the laws, and had the mean-spirited pleasure of seeing the great world of Juba decline in importance.

Riamlir/1427 Yogesh, Imperial

Stellar Reaches #11, page 16

Riamlir was the regional centre of the Church of the Stellar Divinity during the early Imperium: the last major population centre of Star Worship in the Empty Quarter, the city of Avesnes, was finally abandoned to the jungle in 804.

Rommel/0134 Nulinad, Imperial

Stellar Reaches #9, page 42-43

Rommel is a Solomani eugenic settlement, where the locals focus on the improvement of the Race. Its' focus

on genetic science makes it a minor scientific centre in Gamma Quadrant.

Stellar Reaches #9, page 58

Non-humans are broadly rejected here, but Vilani – if they are willing to accept genetic changes to their children – are welcome, and often are quite happy in the well-ordered society.

Stellar Reaches #11, page 19

Rommel was originally the home of a failed Parsee colony, named Namabhai. It was resettled by a Solomani eugenically-minded culture in waves, from 214 to 264 Imperial. The system soon became a reliable provider of genetically-engineered food and pets.

Saffron/0128 Lentuli, Imperial

Stellar Reaches #3, page 30

Saffron has hosted a failed settlement three times, and is now undergoing a fourth attempt. (Attempt #3 suffered an orbital bombardment during the Julian War.) Currently, Saffron earns her wages by retrofitting sublight starships sent to her by the nearby world of Ababat and Lukaau. When they arrive, Saffron outfits them with Jump-1 drives. This is an American Indian world, but few here care.

Sabira/0729 Lentuli, Imperial

Stellar Reaches #10, page 12

The Lentuli dynasty built and maintained the planned city of Aiedo in the early 100s. Later in the century, it would later be razed by the Protectorate during the Julian War.

Stellar Reaches #10, page 23

A famous memorial to the local branch of House Lentuli – extinguished during the Julian War – was dedicated here by Emperor Anguistus in 387. After the total destruction of House Lentuli, a larger memorial was dedicated here by Grand Prince Zhakirov in 656.

Sashar/0536 Nulinad, Imperial

Stellar Reaches #11, page 22

The system didn't prosper greatly during the False Dawn, but certainly paid the price during the Bust, **with a major loss of population and technology.**

Stellar Reaches #12, page 13

There was an Abadani planetary government from 935 to 963, and several civil and regional wars & rebellions were fought over the issue. Even today, some provinces of the planetary technocracy follow Abadani philosophies to a greater or lesser extent.

Stellar Reaches #12, page

Sashar is a world dominated by a Persian/Arab Solomani, with a notable Bwap minority. Xerxes is the capital of the planetary state, and the location of the starport.



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(Previous) Shown above is just one of the many massive hydroponic facilities on Rasu. The precision-designed plants perform multiple functions: producing food, recycling waste, purifying water, and slowly removing the taint of the atmosphere. The graphic is titled “FPC - factory for processing carbon dioxide” © Alexandr Melentiev. See his work at <http://alexandr-m.cgsociety.org/gallery/903000/>

Shikua/0630 Lentuli, Imperial

Stellar Reaches #5, page 23

Shikua has a long history of disappointing settlers and prospectors. Even though it is technically an independent planetary government, it is closely affiliated with the world of Lazisar, which provides some military protection for her mining interests here.

Sibikliir/1430 Yogesh, Imperial

Stellar Reaches #10; cover, page 18

Sibikliir was one of the Twin Pillars of Heaven during the First Imperium, acting as the industrial powerhouse for the sector. Only ruins remain now.

Stellar Reaches #10, page 22

Sibikliir was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Stellar Reaches #10, page 24

This was the site of the famous Battle of Sibikliir – December 29, 2815 or 363(-)1705 Imperial) – where the major Vargr pillaging fleets of the sector united to conquer Sibikliir, the last major human stronghold. They couldn't take it intact, so they effectively killed the world, but at the cost of most of their ships, and the effective end of the Vargr Pillaging in the sector.

This is a holiday on most Imperial worlds and Client States in the Empty Quarter.

Surogota/0231 Nulinad, Imperial

Stellar Reaches #1, page 11

This is the home of the only native sophont race in the sector. The spider-like Surogotans (they call themselves the Xu'rokotani) are an octapedal, homoeothermic, endoskeletal, and asexual species who survive in a very hostile biosphere. They are well-versed in medicine and biotechnology, despite their low technological level, and are highly valued as medical professionals. The Surogotans are few in number, but the innumerable dangers of their world have protected their civilization from human settlement better than high-tech warfleets could.

Stellar Reaches #10, page 12

The Xu'rokotani were originally called the Pikii by the initial Vilani scouts.

Stellar Reaches #11, page 15

Ancient records on Gudina allowed the Imperium to re-discover the Surogotans in 27 Imperial. The world was interdicted in 30 Imperial, as the IISS feared that settlers would overwhelm the small native population. The dangerous environment soon put an end to that

concern, and the interdiction order was rescinded in 51 Imperial.

Tapawa/0931 Gimushi, Imperial

Stellar Reaches #10, page 26

Tapawa is one of the four major Bwap-dominant systems in the Empty Quarter.

Ushmigad/0638 Nulinad, Imperial

Stellar Reaches #8, page 24, 28, 30

The extremely wealthy Mshreuu family, heir to the inventor and producer of contragrav furniture, resides on (actually, over) this world. The heir to the family has her own butterfly-themed contragrav estate.

Stellar Reaches #10, page 11

Large contragrav estates and cities exist over this world, something very rare in the Six Subsectors.

Stellar Reaches #11, page 20

Standing directly against the Vilani hatred of innovation, the Ashi Gurlagili cult settled Ushmigad in 266. They have a very high standard of living, a rather florid and emotional culture, and are deeply hated by conformist Vilani. Pugaash residents will kill them as twisted perverts (after following proper bureaucratic procedure, naturally), if they are aware of their presence.

Stellar Reaches #12, page 13

Wealthy Ushmigad was seen as an Enemy of the People by Abadani, and suffered from several famous terrorist incidents in the 940s-960s. Even today, the occasional Abadani-inspired industrial strike occurs on occasion.

Vipan/1038 Gimushi, Imperial

Stellar Reaches #9, page 10

Vipan is a hellish world, where certain useful elements and compounds are available in abundance. A small but long-standing buoyant (NOT contragrav) town manages the extraction and sale of the local materials. The local culture is primarily Hindi, with a large transient Vilani population.

Stellar Reaches #9, page 17

The Cimbajah Graves were found dug into the earth of the roaring open-air oven of Vipan. The remains of several men in TL-D Battle Dress, surrounding a man in a distinctive version of the same battle armour, were uncovered. The identity of the man in the centre of the protective formation, probably a noble, is still under investigation.

Woswaab/1130 Yogesh, Imperial

Stellar Reaches #12, page 18

Before 690, this was the Arab-dominated world of Sabtah. Given to the Bwaps by Empress Margaret I as a token of thanks for their loyalty in maintaining the Imperial bureaucracy during the Civil War, it remains a sore point with the local Arab population, three centuries later. It remains a low-tech system, unlike the other Bwap systems, but similar to most of the human worlds in the Six Subsectors.

Wesaswek/0229 Lentuli, Imperial

Stellar Reaches #7, page 11-16

Wesaswek is one of the few Bwap-dominated worlds in Charted Space. A high-tech sanctuary in a low-tech sector, it is more deeply traditional, yet less structured, than the motherworld of Marhaban. Huge weather control stations help to manage the planetary humidity to Bwap levels of comfort.

Stellar Reaches #8, page 49-50

A brief description of a spacer's visit to Wesaswek is provided here.

Stellar Reaches #10, page 26

Wesaswek is one of the four major Bwap-dominant systems in the Empty Quarter.

Stellar Reaches #11, page 19

Wesaswek became very wealthy during the False Dawn (200-300 Imperial), due to her progressive high-tech industry.

Yogesh/1328 Yogesh, Imperial

Stellar Reaches #1, page 12

Yogesh is the home of a booming electronics industry, with her general purpose robots serving all of Gamma Quadrant. **Yogesh also administers the world of Uthurrvon, a troubled Irilitok Vargr system within the Imperium.**

Stellar Reaches #9, page 27-28

Yogesh is a strongly caste-bound society, with a mix of Indian and Vilani social mores. Vargr are kept low on the totem pole.

Stellar Reaches #11, page 19

During the False Dawn (200-300 Imperial), Yogesh's robotic industry found her footing and began to really take off.

Zukhisa/0139 Nulinad, Imperial

Stellar Reaches #10, page 18

This system was a powerhouse industrial centre within the sector during the First Imperium; not as mighty as Sibikliir, but still worthy of note.

Stellar Reaches #10, page 24

Her population went into free fall soon after the end of the First Imperium. After suffering both an economic

and an ecosystem collapse, the system finally began to recover in the -1000s.

Stellar Reaches #11, page 20

Antarean industrial concerns began to make use of the large workforce of Zukhisa in the late 200s, allowing a certain level of low-tech prosperity to return to the world. Some of this prosperity was temporarily lost in the local Bust of the 4th Imperial century, but was painfully regained afterwards.

Stellar Reaches #11, page 30-35

A detailed outline of Zukhisa, suitable for a Traveller looking for work, is presented.

Stellar Reaches #12, page 8

Zukhisa & General Product's relationship solidifies in the post-civil war period.

Delta Quadrant

Aleshanee/1731 Udusis, Imperial

Stellar Reaches #6, page 15

Aleshanee is well known as the home of an Imperial Finishing School, where the children of 'Nobles in embarrassing circumstances' are trained for Imperial service. All costs are assumed by the Imperial College of Arms.

Aisha/1836 Irash, Imperial

Stellar Reaches #13, page 50

Aisha is the site of an Imperial Ministry of Colonization project, financially assisted by the important Islamic theocracy of Conda/Daibei. Residents are closer to the 'Standard Imperial Culture' than most of the Six Subsectors. They also retain strong ties to the Solomani Sphere, and look down on local Muslims as being superstitious peasants, compared to their own pure form of Islam.

Belumar/1838 Irash, Imperial

Stellar Reaches #13, page 50-51

Belumar is dominated by American Indians, but in this case they originate from the south-western reaches of the First American Republic: Mestizos and desert tribes like the Pueblos predominate. Traditionally a breadbasket world, the system is suffering hard times in 993, with most of the agricultural equipment, robotics, and transport inoperative, the world has problems feeding herself. Regular pirate attacks just make things worse for this undefended world.

Beta Niobe/2825 Turley, Non-aligned

Stellar Reaches #7, page 10-11

Beta Niobe was the site of a nova in -836, which left a small nebula encircling the star. The star is still expected to enter a supernova state, which could well

kill everything alive in the sector: when this will happen, now or in a million years, is still unknown. A Stellar Divinity monastery, **supported by the mother church on Lawinger**, is located here.

Camilla/2528, Turley, Non-aligned
Stellar Reaches #2, page 7

Descendants of refugees who left the oppressive regime of Liamea centuries ago, the thousands who call the Republic of Camilla home survive via trade with Lawinger, the only other neighbour. As Lawinger's monarchy has shifted her focus from foreign to domestic policy, the settlement on Camilla will soon lose vital support, and may then dwindle and die.



MISTRAL COAST
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Sitting on the Mistral Coast, observing the Living Clouds. Tutukumahya Continent (Comanche: "Pepper"), Chimalis system, 941 Imperial. The graphic is titled "Mistral Coast" © Christian "Tigaer" Hecker. Please see his work at <http://www.tigaer-design.com/>

Chimalis/3224 Turley, Non-aligned
Stellar Reaches #11, page 11

Political exiles from Hebrin – both human (American Indians) and Vargr – arrived at this pleasant world at 360 Imperial, after travelling for over four centuries on sublight starships.

Stellar Reaches #12, page 19

There are certain similarities between this world and Enola, being both worlds split between American Indians and Suedzuk Vargr.

Cooke/2030, Hebrin, Imperial

Stellar Reaches #4, pages 19-20

The planet is quite stormy, with swift winds, heavy rainfalls, and blankets of clouds close to the world's surface. The human, Bwap and Vargr cultures interact peaceably with each other, but are quite competitive in business. There are a large number of semi-intelligent

and borderline sentient species here: the near-sophont life is protected.

Stellar Reaches #11, page 19-20

The planet is dominated by a quietly secularist and white population, surrounded by fairly-to-highly devout Kikhushegi (Vilani Islam) Lazisari, Hindu East Indian, and Muslim Arab systems. The system, originally named Al Kufrah, was purchased from the Duke of Hebrin in 225, and settled in the early 300s, during the dying boom years of the False Dawn and the early years of the Breakdown (a.k.a. 'the Breakup', 'The Bust'). The original settlers included many pro-Imperial soldiers and traders.

Corcoran/1934 Udusis, Imperial

Stellar Reaches #2, page 9

Corcoran has been interdicted by the IISS for the protection of an Ancient site – a site that was revealed to be a hoax in 990. It will be shifted to an Amber Zone

in 996, and then Green Zoned in 998. No other possible Ancient sites are known to exist within the Empty Quarter.

Daruka/2230 Hebrin, Imperial

Stellar Reaches #6, page 11

Daruka is a strongly Hindu, rather pacific agricultural world. At one time a stronghold of the locally-famous Zinta dynasty, it is now just another poor world in a poor neighbourhood – but its varied vegetable products are good enough for a once-a-decade visit by a K'kree trading clan. Note that the tainted atmosphere kills most inhabitants before they reach 30.

Enola/2933 Yashodhan, Non-aligned

Stellar Reaches #2, page 9

Enola is a rich yet isolated world, run by a technological elite descended from the original Third Imperium research station. Both humans and Vargr reside here, generally in comity. The leadership has close ties with Majestic Lines, to encourage contact and trade with the Third Imperium.

Stellar Reaches #11, page 14

Enola declared herself independent of Imperial rule in 70: her isolated position (and difficulty to maintain contact) led the Imperium to accept her declaration.

Stellar Reaches #12, page 19

There are certain similarities between this world and Chimalis, being both worlds split between American Indians and Suedzuk Vargr.

Exile/2423 Hebrin, Imperial Client State

Stellar Reaches #2, page 10

This system is populated by beltlers descended from enemies of the Second Imperium, exiled here thousands of years ago. The system is Red Zoned, and intruders face death or imprisonment, depending on who gets to them first: the Exiles or the Imperial Navy.

Stellar Reaches #11, page 15-16

IISS & Naval contact with the settlers began only on 86 Imperial, with the system Red Zoned in 101 Imperial.

Gauri/2129 Hebrin, Imperial

Stellar Reaches #2, page 17

Gauri is run by a small band of technocratic colonists, who have been here since the Long Night era over a thousand years ago. It is rumoured that there is a late Second Imperium cache of technology and information somewhere on the world, but no one has found it in almost a thousand years.

Stellar Reaches #12, cover

The primary factory complex of Gauri is pictured here.

Guudagi/2037 Irash, Imperial

Stellar Reaches #14, page 73; 88-89

Guudagi has the misfortune of being a habitable world near the powerful Irash system. She has been invaded numerous times by Irash, to the extent that most of the population are now descended by one of the many waves of invaders and settlers. The latest wave of Irashi settlement was in 980: when the local TL 6 cultures launched a failed military expedition against them, the Mussoorie Association – the organization backing the settlers – moved to invade the planet for the 18th time since the founding of the Imperium: it has been effectively been conquered since 986 Imperial.

Hebrin/1930 Hebrin, Imperial

Stellar Reaches #2, page 10

Water is a very valuable commodity in this highly-populated desert world, and the Ice Belters are a highly respected profession locally.

Stellar Reaches #2, pages 13-18

The adventure “Into the Lesser Rift” is primarily set on Hebrin.

Stellar Reaches #4, page 19

The Hebrin Revolutionary Front is building a large number of cybernetic warriors

Stellar Reaches #4, page 21

An outline and description of Hebrin system is here.

Stellar Reaches #11, page 10

Hebrin established a small number of Islamic missionary centres. Most notably, they introduced Islam to Lazisar in -1257. Lazisar modification to Islamic doctrine led to a holy war using sublight starships, which ended in a truce and mutual withdrawals after four centuries of sporadic, inconclusive fighting.

Stellar Reaches #11, page 13

The Caliphate of Hebrin, the only real alternative to Imperial rule in the Six Subsectors, was induced to join the Imperium. Hebrin was originally the sector capital, but attempts to Islamize the local Imperial military led the Emperor to transfer the Sector Ducal title to the Duke of Nulinad.

Stellar Reaches #11, page 20

Hebrin's noble family suffered an ugly incident of filicide (like that of the Nepali royal family, in A.D. 2001), which led to the collapse of the Caliph's rule in 268 Imperial. It took a century for the political situation to work itself out, even as the last of the great underground reservoirs dried up. Hounded by many trials and tragedies, Hebrin never returned to her former state of sector-wide greatness.

Stellar Reaches #12, page 9

Rumours that Prince Panos would eject all Sunni Muslims from the Imperial Military led the Duke of Hebrin to raise the standard of rebellion, declaring the rebirth of the Caliphate of Hebrin in 112-871. Imperial

forces destroyed the few units that stood with the Caliph, and embargoed all water shipments to the world of Hebrin herself. After the deaths of millions (and the execution of the caliph by his nephew), the world surrendered to the Imperium. The strongly Islamic demographics was aggressively diluted with millions of nonbelievers settled on the world, largely from the asteroid settlements of Eninsish.

Hemant/1729 Hebrin, Imperial

Stellar Reaches #8, page 14

The planet is undergoing a slow terraforming process, with the shallow seas teeming with (imported) life. The air is heavily tainted with fungal spores. The rocky wastelands of the world are used for training by many nearby military forces, including the Imperial military.

Ilsidirrii/1937 Udusis, Imperial

Stellar Reaches #2, page 10

Ilsidirrii is the home of the central church in the Seekers of the Divine Words religion. A Syndite colony ship misjumped here, almost a full sector (~40 parsecs) from their intended destination: the settlers converted to the local religion, and was granted land in exchange for religious service. The Syndites found in the Delta Quadrant of the Empty Quarter tend to be either very devout or aggressively atheistic.

Stellar Reaches #10, page 22

Ilsidirrii was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Irash/2036 Udusis, Imperial

Stellar Reaches #2, page 10

Irash is a heavily caste-oriented society. As an amalgam of Vilani and Hindu peoples, cultures and beliefs, Irash is of unique cultural importance in the sector. Several great temples remain from the era of the Second Imperium, over 2,500 years ago.

Stellar Reaches #11, page 11

Irash and Yashodhan established solid trade links during the pre-Dawn era (-200s Imperial).

Stellar Reaches #12, page 9

The Psionic Institute on Irash is destroyed in 822. Over 24.2 million died in this part of the Psionic Suppressions alone.

Stellar Reaches #12, page 10

Roughly 60 million Irashi moved to Hebrin near the turn of the 10th Imperial century, with the financial and legal encouragement of the Imperium.

Stellar Reaches #12, page 13

Although the system was never seriously threatened by Abadani communism, many of the most famous interstellar Abadani intellectuals and activists came from this world.

Iridia/1830 Hebrin, Imperial

Stellar Reaches #8, page 14

Iridia is a former exile world of Hebrin, where political prisoners, both human and Vargr, were dumped. The world is fertile, and the population welcomes foreigners, if they are not from Hebrin. There is some imported technology, allowing the class E starport to function. However, most of the world lives and functions as a TL 3 agrarian culture, with small villages set within a vast wilderness.

Lakea/1738 Irash, Imperial

Stellar Reaches #13, page 50

Local American Indians revere both the early North American frontier culture, and highly esteem Emperor Angustus, who visited this system in 357, during his Grand Tour of the Six Subsectors. It is a local center of technological and heavy capital goods. Mercenary groups of braves insure that there is no pirate activity in-system.

Liamea/2428 Hebrin, Imperial

Stellar Reaches #2, page 9

Liamea has an oppressive world government: some of her citizens, leaving their homeworld behind, created a colony on Camilla.

Stellar Reaches #9, page 30

Liamea holds massive Nuremberg-style rallies to celebrate the new Imperial year.

Miigaki/1730 Hebrin, Imperial

Stellar Reaches #8, page 14

The mainworld's biosphere is in decline, with life holding on to the deep ocean vents (the world's oceans have frozen over, as the primary star, Shingi-431, ages and wanes.) There is no single starport: each local nation runs her own. The international situation is tense, and high unemployment is a local blight.

Mirammon/3136 Yashodhan, Non-aligned

Stellar Reaches #2, page 11

Mirammon is a world rich in life and plentiful in food, allowing the support of many inhabited planets and moons in this double-star system.



A small rural village on Mugama, 618 Imperial. This is a graphic titled “The Starry Night” by Vincent van Gogh, in the Public Domain. See http://en.wikipedia.org/wiki/The_Starry_Night for more details. For the soundtrack, listen to “Vincent” by Don McLean, <http://www.youtube.com/watch?v=dipFMJckZOM>

Mugama/1728 Hebrin, Imperial

Stellar Reaches #8, page 15

Unlike many dead or badly/poorly terraformed worlds in the Empty Quarter, Mugama has a rich, natural ecosystem. Most locals follow Vilani cultural mores, even though they are from various branches of humanity (including Syndite) Bwap, and Vargr. Rare for the Empty Quarter, there is even a Droyne colony near the equator. A charismatic noble has recently led the overthrow of the previous, inept democratic government. Some of Prince Luzardi’s laws, especially regarding curfews and prescribed periods of activity, are rather rigid, leading to the high legal code.

Stellar Reaches #12, page 10

Roughly 35 million residents relocated to Hebrin in the late 800s, thanks to Imperial subsidies and inducements.

Neelamani/1726 Hebrin, Imperial

Stellar Reaches #2, page 11

Neelamani is where custom duties are handled on the Jump-5 Cairne-Corsabren Run across the Lesser Rift. This run is far safer than the Saeghvung-Turley-Exile Run, if your ship is Jump-5. (Jump-6 ships are still experimental at 993 Imperial.)

Niketan/2434 Yashodhan, Imperial

Stellar Reaches #12, page 19-20

Niketan is part of a double-planet system: the looming bulk of Coorg can be seen in her sky. Wealthy East Indian and American Indian families share power and wealth in this world: two East Indian families own the shipbuilding business.

Prakesh/2128 Hebrin, Imperial

Stellar Reaches #12, page 20

American Indian tribes are negotiating with the East Indian owners of the system to either purchase or gain part-ownership of the world, as the legal foundation to establishing a settlement here.

Sahale/2227 Hebrin, Imperial

Stellar Reaches #2, page 17

While the culture is largely grounded in Solomani norms, the ruling Imperial House Kaninikasatishi has ruled the world since the Second Imperium. As locals must celebrate the death day of every former ruler, more than half the year is spent on these holidays.

Stellar Reaches #9, page 32

The ruling house claims descent from the Prophet Mohammed: local architecture follows that of the early Abbasid Caliphate in pre-spaceflight Terra.

Sakari/1833 Irash, Imperial

Stellar Reaches #12, page 20

American Indian tribes are negotiating with the Irashi (i.e. Vilani/East Indian) owners of the system to either purchase or gain part-ownership of the world, as the legal foundation to establishing a settlement here.

Shuiku/2134 Udusis, Imperial

Stellar Reaches #18, page 22, 72

Regardless of the mysterious origins of these Chinese settlers – described later in this issue of Stellar Reaches – the Shuikuren are now respected traders and agricultural producers of the subsector, specializing in hard-to-find produce, from strawberries to mangos. As of 993, they are now branching out into the local information technology market.

Takoda/1737 Irash, Imperial

Stellar Reaches #13, page 50

Takoda was riven with conflict between 1) pure and impure American Indians, 2) pure Solomani and Mixed Vilani, and 3) Christian, Animist-Native, and Animist-Hindu factions. Fortunately, a stable peace has been in force for over a century, and the various tribal-racial and tribal-theocratic groups generally work together successfully.

Udusis/1831 Udusis, Imperial

Stellar Reaches #2, page 11

Originally a small colony of the declining Second Imperium, it did very well in the Long Night and now is the home of three billion humans and Vargr. The conservative locals are not hostile to off-worlders, but prefer to remain aloof from them.

Stellar Reaches #7, page 34-35

Kasainá is a continental government, a sub-division of the planetary state. Within Kasainá is the Free City of Layamon, whose rule is currently disputed between the local city government and the ruling noble line, who has returned to rule after a quarter of a millennium.

Stellar Reaches #10, page 22

Udusis was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Stellar Reaches #11, page 15

Imperial negotiators not only brought Udusis into the Imperium at 47 Imperial, but also negotiated a solid basis of power-sharing, which endured until today, at 993 Imperial.

Stellar Reaches #11, page 27

During the late Civil War era, a pirate band called “The Opie Corporation” controlled the world. A major battle fought here (Battle of Udusis, 79-627) led to changed in Imperial strategy, making the Imperial reconquest of the Six Subsectors easier.

Yashodhan/2635 Yashodhan, Non-aligned

Stellar Reaches #2, page 11

The system is home to several independent naval bases, funded by various planetary powers. While the Imperium has avoided bringing in any planetary nation into the Imperium, some large interstellar corporations are now heavily involved in local politics.

Stellar Reaches #11, page 11

Yashodhan and Irash established solid trade links during the pre-Dawn era (-200s Imperial).

Stellar Reaches #11, page 14

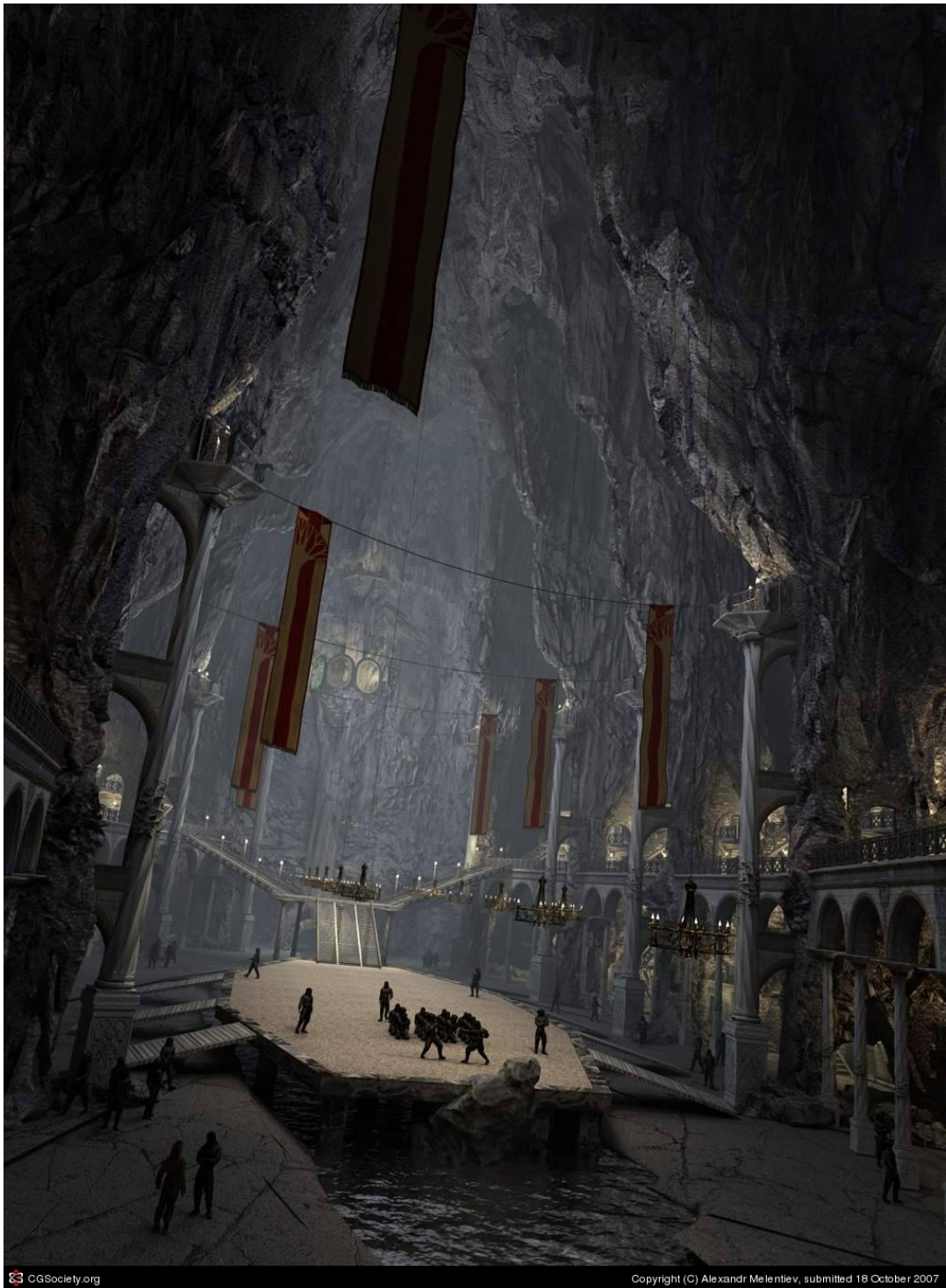
Yashodhan led the Yashodhan Democracy, a small interstellar state that successfully resisted Imperial power for many centuries. It consisted of the Yashodhan, Selka, and Niketan systems.

Stellar Reaches #11, page 16

The Yashodhan War (63-67 Imperial) was a victory for Yashodhan and the newly-founded Yashodhan Democracy over the Third Imperium: the Imperium was not willing to commit the forces needed to win, and after local forces were defeated in the Battle of Yashodhan (64 Imperial) a negotiated peace was made.

Stellar Reaches #11, page 22

Yashodhan invested greatly in the Imperial boom, and lost big in the bust. As the Democracy dove into internecine conflict, the Imperium struck like lightning, destroying most of the Yashodhan Navy in a single battle in 390. The interstellar Democracy was dissolved soon afterwards.



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Drristenok is by far the youngest of the Sword Temples. Established only in 935 on Nisaga, the leaders of the school are still working on a reliable, high-quality feeder network for young initiates; developing their own distinctive school of warfare; and building up a critical mass of senior Nisagan (as opposed to Arzula) teachers. Tactics and strategy is geared to Early Stellar tech (TL 9-A). A continual, intensive cycle of training, deployment and analysis is the lot of the Acolytes, Brothers, Teachers, Monks, and Priests. Few of the men will reach 40, and no Drristenok Swordsman has lived to see 50 yet. Portrayed above as of 990 Imperial. The graphic is titled "The Educational Center" © Alexandr Melentiev. See his work at <http://alexandr-m.cgsociety.org/gallery/551866/>

Beta Quadrant

Abuish/3202 Tsooe, Hegemonio

Stellar Reaches #13, page 16

Abuish was forcefully annexed to the Damlaer Union in 534, and later joined the Hegemony when the Union did, in 942 Imperial.

Aerstou/2803 Tsooe, Hegemonio

Stellar Reaches #13, page 13

The human population of this world regained their liberty by 375, during the War of Man.

Cotan/2212 Cotan, Hegemonio

Stellar Reaches #9, page 33

Cotan is still recovering from a long and grim fall.

The pirate bands that ran the world was only recently broken by the Star Legion, and free-for-all still occur in the system. The planet is governed by high-tech Vargr ex-pirates and starfarers, who dominate a low-tech and restless human majority.

Stellar Reaches #13, page 13

This was one of the first worlds taken by humanity during the War of Man, with Vargr power broken by 350 Imperial.

Diagemi/2313 Cotan, Hegemonio

Stellar Reaches #3, page 14

Diagemi is an agricultural paradise, originally colonized by the Vilani late in the First Imperium. Located in the Cotan Cluster, the native wildlife and Earth-like conditions make it a popular tourism destination.



THE CITY OF LIGHTS
TIGAER-DESIGN.COM
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A view from a human-friendly Vargr precinct of the Ongoergroill megalopolis, Flange System.

This graphic is titled "The City of Lights" © Christian "Tigaer" Hecker.

Please visit his website at www.tiager-design.com

Flange/2009 Flange, Hegemonio

Stellar Reaches #13, page 13

This was one of the worlds ruled by humans by 375, during the War of Man. **Later, the Suedzuk regained their dominance over humaniti.**

Stellar Reaches #13, page 21

Simultaneous attacks were launched against this world and Ssilnthis by the Hegemony in 796: the attack on

Flange was successfully resisted by her own wits and wealth, but Flange still lost her empire.

Stellar Reaches #13, page 27

In search of larger markets, Flange petitioned to join the Hegemony in 960. This was granted in 963, over the strong objections of the Rukadukaz Republic.

Justince/2405 Flange, Hegemonio

Stellar Reaches #3, page 15

Justince recently suffered the Justince War of Unification, which ended six years ago, in 987 Imperial. Now led by the Vargr Aekuedza Roetsaeng, personal freedoms remain limited as the society rebuilds – including the starport, destroyed in 985.

Stellar Reaches #10, page 18

The world was first named Eguud by the Vilani.

Stellar Reaches #12, page 9

The world of of Eguuud was renamed Uatukoikaz by the Ssilnthis conquistadors. They were driven out of the system by the human slaves of the local Vargr, and the world was given the new human name of Justince.

Stellar Reaches #13, page 28

The Justine War of Liberation (981-987) ended with a Suedzuk Vargr leader of a largely human and Irilitok Vargr army. The Hegemony has let him be.

Stellar Reaches #13, page 33

This world was harshly pacified during the Era of Horror.

Kfueraer/2703 Tsooe, Hegemonio

Stellar Reaches #13, page 5

Kfueraer sports a hot gas giant in a convenient location, requiring unusual refuelling procedures for daring captains in a hurry.

Kharo/2708 Tsooe, Hegemonio

Stellar Reaches #3, page 15

Kharo is an agricultural centre for the Kharo Cluster, and – as the most advanced world in the region (TL 9 – whoa!) maintains a strong military force, sufficient to defeat a typical offworld raider pack.

Stellar Reaches #13, page 23

The planet is slowing having its atmosphere shifted to a form breathable to Vargr (and humans). This will take about 500 years, at the current rate of progress.

Khollok/2816 Nisaga, Hegemonio

Stellar Reaches #3, page 15

The forty thousand beltlers of the system are part of a Nisagan resource colony, established in 810. Jump-3 ore carriers, designed and built on Khuvoeru, transport the goods back home. The current colony often reuses materials and residences from an earlier Second Imperium colony: the occasional undiscovered facility on an isolated asteroid/planetoid is of interest to archeologists focused on the First and Second Imperia.

Kulloerr/2103 Flange, Hegemonio

Stellar Reaches #3, page 15

The government of Kulloerr bears little love for the Hegemony, as the Hegemonio government has refused to link up this well-populated and high-tech system

with the Hegemony Communication Service routes.

Respect for the Star Legion is what permits this world to tolerate Hegemonic authority... for now.

Stellar Reaches #13, page 8

This system is named after a rather egocentric Vargr pirate in c.290 Imperial. Beforehand, it was called Lallellerrarr.

Lakuusa/2606 Tsooe, Hegemonio

Stellar Reaches #3, pages 15-16

The Lakuusai are the descendants of a Vilani colony that failed during the Long Night. The current Lakuusa Planetary Bureaux has only a nominal resemblance to the classic Vilani bureaux system. The system is often used as a corsair base, but a full-fledged pirate port is discouraged by occasional Star Legion sweeps.

Managa/2111 Cotan, Hegemonio

Stellar Reaches #13, page 13

This was one of the worlds retaken by humaniti from 375, during the War of Man.

Nisaga/3116 Nisaga, Hegemonio

Stellar Reaches #3, page 16

Nisaga is motivated by a strong sense of manifest destiny, and maintains a series of interplanetary and interstellar colonies. This is a source of friction with nearby systems.

Stellar Reaches #13, page 13

Human independence was gained here by 375, with the world renamed from the Vargr 'Ufhoerrr'.

Stellar Reaches #13, page 28

Nisaga was a turbulent and violent world between c. 500 and 900 Imperial. However, she avoided the full brunt of the Era of Horror, and enjoys the favour of the Hegemony. Her planetary culture is very anti-Vargr, and her people model themselves on the ruling Arzula human race in both behaviour and thought.

Orchard/3012 Nisaga, Hegemonio

Stellar Reaches #13, page 14

The Orchard Commission was the first human interstellar state in the quadrant, established in 452.

Stellar Reaches #13, page 33

The population was largely wiped out during the Era of Horror (869-873 Imperial), with the use of gigaton EMP warheads to destroy all electrical equipment on the world.

Osaerr/2202 Flange, Hegemonio

Stellar Reaches #13, page 13

The subjugated humans here took the world for themselves by 375, during the War of Man. Later, the human population of Gagan diminished, and the

population consisted primarily by Irilitok Vargr, who renamed the system Osaerr.

Pramas/2504 Tsooe, Hegemonio

Stellar Reaches #3, page 16

Pramas is the central Hegemony intellectual refuge, especially for philosophers, notable religious preachers and clergy, and the most enlightened of minds. Religious freedoms are cherished here, and are protected by the Pramas Interfaith Council that governs the world. Dissidents who take care to clothe their political challenges in religious robes also use the world as a haven.

Stellar Reaches #13, page 12

This system was named Kherriz by the Vargr inhabitants of 364 Imperial. In this year, the VIII Detachment of the Legion of Breskain arrived in orbit, promptly killed the 800,000 Vargr inhabitants, and renamed it Pramas as they settled it for themselves. Much of the strategic direction of the War of Man (359-402) was handled from this world.

Stellar Reaches #13, page 13

The Legion base here repelled two major Vargr assaults in 401 and 415, but damage sustained in the second assault forced the Legion to withdraw, promising to 'return to finish the job'. Numerous Vargr raids in 416-417 destroyed the remaining high-tech infrastructure.

Stellar Reaches #13, page 25, 27

The Order of One, an anti-Vargr organization, operated on Pramas from 866 to 958.

Stellar Reaches #13, page 27

A Baha'i missionary group arrived on Pramas, sparking a religious revolution on the world. This shift was accelerated by Hegemony 'liberty and conscience' legislation, which this world took full advantage of.

Rakhael/2316 Cotan, Hegemonio

Stellar Reaches #3, page 16

This primarily Vargr balkanized world is at war, and has been Red Zoned for using dirty nukes against offworlders. For now, full use of nuclear weapons has been avoided: Star Legion patrol ships warn off visitors.

Reshkhuda/2605 Tsooe, Hegemonio

Stellar Reaches #9, page 49

As of 993, Reshkhuda is a rich and bountiful land, capable of supporting billions at TL 2 – very comfortably. Illnesses are temporary nuisances; the human body has stronger recuperative powers here. However, the parochial locals loathe non-humans, especially Vargr. The world was once a high-tech centre: asking about those days can provoke a riot.

Stellar Reaches #9, page 54

The oldest living man in the quadrant, King Atacales, resides here: he is now 302 Terran years old.

Stellar Reaches 313, page 15-17

Reshkhuda was the population centre of the Kingdom of Uenkakh, a Vargr-dominated interstellar government founded in 509. As a member of the Great Alliance, the Kingdom fought in the Nishhingh War (629-645), and was invaded at heavy cost of life for both invaders and defenders. The Kingdom was dissolved at 645, marking the end of the war.

Stellar Reaches #13, page 18

The TL 13 Suedzuk Vargr and human nations were locked in combat when a series of diseases were released, at around 40-722. All of the Vargr and most of the humans died, with the human population plunging from 100 billion to 900 million by the early 800s.

Riiakea/3219 Nisaga, Hegemonio

Stellar Reaches #13, page 33

This was a high-population world for a few centuries, and the centre of the Gangas interstellar state, until the population was completely exterminated during the Era of Horror (869-873 Imperial). Most of the planet's plant cover was burnt off, and the Exotorik megavolcano was forced to erupt prematurely.

Rrekoth/1803 Flange, Non-aligned

Stellar Reaches #3, page 16

A rich waterworld, Rrekoth is owned by the Gvarghoneer Pack, a superpower of Ssilnthi system. While the original colonial contract of 750 grants independence in 300 years, the Gvarghoneer Pack is considering the altering the terms of the agreement, extending ownership for another century. The locals dislike this.

Sanger/1816 Cotan, Non-aligned

Stellar Reaches #13, page 27

Sanger was originally settled by an anti-Vargr pseudo-religious group, the Order of One. Exiled from Pramas during the 950s (roughly four decades years ago) the Order has shifted to a technocratic government **focused on taming their world – and killing Vargr pirate raiders. Few pirates venture near their homeworld, but the rest of the system is as dangerous as anywhere else in the Ssilnthi Zone.**

Saeghvung/2618 Nisaga, Non-aligned

Stellar Reaches #9, page 32

While a beautiful world, Saeghvung is avoided by humans due to the dangerous and feral Vargr packs that roam the continents. Civilization only exists in scattered small, TL 6 towns, run by Vargr 'racial uplift' groups.

Stellar Reaches #10, page 22

Saeghvung – then called Black Pearl – was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Sharleda/2412 Cotan, Hegemonio

Stellar Reaches #3, page 16

This valued, low-tech agricultural world has been treated as an asset by offworlders than a world in its own right for a long time. No longer balkanized, the world is now organized in a corporate feudal form, and renounced offworld claims in the system. Locals routinely bear arms.

Ssilnthis/1704 Flange, Non-aligned

Stellar Reaches #10, page 22-23

Ssilnthis was one of the Glorious Twelve, the term given to the twelve human systems in the Quarter that stood against the Vargr Pillaging. However, she was betrayed by her leaders, and conquered piecemeal by the Vargr in the -1740s.

Stellar Reaches #13, page 7

Along with Uzola, this system was reorganized by the Suedzuk Vargr to be an industrialized centre.

Eventually, two massive underwater cities were created by -100, with the scattered human survivors gathered together and used as slaves.

Stellar Reaches #13, page 8-9

In -277, Ongour'k Gatzua was the first Suedzuk Vargr to publish methods of controlling humans that didn't rely on violent intimidation. His writings led to the resurrection of literacy among the Ssilnthis Vargr.

Stellar Reaches #13, page 9

Between 280 and 310 Imperial, numerous Ssilnthis conquistadors left their homeworld to conquer the stars, not merely kill the locals and take their stuff (or, occasionally, trade with them).

Stellar Reaches #13, page 14

The famous Morth Sawng, Blood Vargr philosopher, lived here (456-476).

Stellar Reaches #13, page 21

Simultaneous attacks were launched against this world and Flange by the Hegemony in 796: the attack on Ssilnthis was successfully resisted with the assistance of the Damlaer Union.

Stellar Reaches #13, page 28

The Hegemony of Lorean attempted to woo Ssilnthis, but the system refused to join the Hegemony. Attempted pro-Lorean coups failed badly in 972.

Taegzoer/3201 Tsooe, Hegemonio

Stellar Reaches #13, page 16

Taegzoer was annexed to the Damlaer Union in 534, and joined the Hegemony when the Union did, in 942.

Tsooe/2704 Tsooe, Hegemonio

Stellar Reaches #10, page 18

The original Vilani name of the system was Egakhu.

Stellar Reaches #13, page 13

This world was retaken by humanity by 375, during the War of Man.

Stellar Reaches #13, page 17-18

As leader of the Bond of Rik-tik and a member of the Great Alliance, Tsooe was a major combatant in the embittering Nishhing War (629-645). Tsooe surrendered in 640, after a crushing defeat in her home system.

Stellar Reaches #13, page 33

This world was pacified harshly during the Era of Horror (869-873).

Thisuel/3211 Nisaga, Hegemonio

Stellar Reaches #3, page 16

This is a former research outpost of Zuerouk which declared independence forty years ago. There is a field of stone monoliths, ranging up to 50 meters high, which is not made of the local rock. These monoliths are estimated to be 40,000 years old.

Uzola/2904 Tsooe, Hegemonio

Stellar Reaches #6, page 17-18

This world was the site of an ancient Vargr settlement, now overtaken by jungle life. The tainted atmosphere is very poisonous. Sporadic, but well-armed anti-Hegemony activity is being suppressed as of 993.

Stellar Reaches #13, page 7

This world was chosen to be an industrial centre by the Suedzuk Vargr in -840; by -800, the world was covered in factories and hyper-violent Vargr settlements. For centuries, it was an important and wealthy Vargr world, rising up to TL 12. But, the atmosphere was poisoned, and the world largely abandoned by -500 Imperial.

Zuethun/3007 Tsooe, Hegemonio

Stellar Reaches #9, page 51-52

Zuethun is a populous world, and the unofficial capital of the Hegemony within the Empty Quarter. It is divided into human and Suedzuk Vargr (a.k.a. Blood, or Red, Vargr) nations. The human nations rarely fight among themselves. The Suedzuk nations number in the thousands, cover 2/3^{rds} of the planet, and are in a constant state of war and near-war with each other. However, the Suedzuk use only primitive weapons (shedding real blood) against each other: the Early Stellar tech weapons of real war are reserved for anti-human actions.

Stellar Reaches #13, page 13

The human population of Zuethun ruled this world by 375, during the War of Man.



Five high-tech, jump-5 Ikonaz corsairs leave Guezdhe – the premiere shipyard of the Rukadukaz Republic – to snatch the very best prizes from the weaker Imperial worlds of the Empty Quarter. The specialist Vargr/Vilani Ogva’o I pack has prepared a ‘shopping list’ of exactly what they want for their cargo holds. 993 Imperial. The graphic is titled “Leaving the Old World” © Richard Jeferies. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1119486

Alpha Quadrant

Aeghzivik/0510 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #4, page 8

The world is populated by both Vargr and humans, but humans are held to be second-class citizens. Human visitors to this system are advised to have a very charismatic Vargr as a travelling partner. The Vargr Church of the Chosen Ones is influential in the system, especially in the Soervadoek theocracy, where the starport is located.

Stellar Reaches #10, page 22

Aeghzivik – then called Madhi – was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Bravo/1520 Tokitre, Non-aligned

Stellar Reaches #10, page 18

This system, named Ashkheradda by the First Imperium, was selected as a military staging area during the -2400s. (Although the Interstellar Wars were starting up at this time, **the main threat in mind were the Vargr, not the Terrans.**) Four chains of secret fuel dumps were pre-positioned in the Lesser Rift: linked together at Ashkheradda, it would have allowed the Vilani fleet to strike anywhere, with complete surprise. The project was completed just before the First Imperium fell to the Terrans, in -2219 Imperial.

Stellar Reaches #10, page 22

Bravo – then called Bravo Base – was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Stellar Reaches #10, page 24

Alpha Base, located on Ikon, was lost during the Vargr Pillaging. Charlie Base, on Nulinad, was destroyed in a local civil war.

[Errata: Bravo was one of the three, not two, major Second Imperium bases in the sector.]

Stellar Reaches #11, page 14

Bravo Base rejected the Third Imperium as an illegitimate successor to the Second Imperium, despite several inducements.

Stellar Reaches #11, page 25

Bravo Base was largely depopulated in a proxy war between two factions of local Imperial nobility, the Bengali Lions and the Stellar Sheiks, from c.560 to 587 Imperial. At the end of the war, the faction backed by the Sheiks was transferred to the nearby Corsabren system.

Byeggra/0711 Kakhasaek, Julian (Rukadukaz)

Stellar Reaches #4, page 8-9

While the planet is populated by both Solomani and Vilani humans, House Kukurasiila – masters of the system for the last four centuries – endorses and promotes Vilani culture. The bureaucratic elite are

racially pure Vilani as a rule. **Errata: Contrary to the earlier description, this is not a neutral system, but a Julian one, within the Rukadukaz Republic.**

Byegh Aengz/0601 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #10, page 22

Byegh Aengz – then called Silkwood – was one of the Glorious Twelve, the term given to the twelve human systems that stood against the Vargr Pillaging.

Corsabren/1619 Tokitre, Non-aligned

Stellar Reaches #11, page 25

In 587 Imperial, the Sheik-backed faction of Bravo's civil war was relocated to this system. It was declared an Imperial Client State, and an 'early warning' Imperial naval base was established over strong Julian protests. Continuous 'pirate' attacks drove the Imperium to hand over the base to the local government, and rescind the Client State status in 600. This hasn't helped much. Currently, the base is the preferred training ground to bloody Starmerc and (before the Solomani Rim War) Imperial Naval warships.

Daalii/1109 Kourae, Non-aligned

Stellar Reaches #4, page 9

Daalii was once a great world, but a war fought a century ago left it a radioactive ruin. The locals blame the mercenary corsairs who tainted the atmosphere with radiation. The descendants of the survivors are a grim and pragmatic lot, who expect to rebuild their world by their own hands alone.

Guezdhe/0511 Kakhasaek, Julian (Rukadukaz)

Stellar Reaches #14, pages 6, 20

The Irlitok population that used to work the massive shipyards of Ikon were transferred here in the early 740's, in one of the many failing attempts to get the Irlitok population off the Ovaghoun homeworld.

Gvurrdakh/0308 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #14, page 15

Home to a large military base during the early years of the Julian War, this heavily fortified neighbour to Ikon was targeted by the Imperium for destruction. The Vargr population was well-prepared, and it took the Imperials four long years to reduce the defenses, finally resorting to gigaton bombs to kill the world properly. The Ovaghoun took the time to carefully repair the damage over the centuries, and the current population is now greater than it was before the Julian War.

Halla/1214 Tokitre, Non-aligned

Stellar Reaches #4, page 9

To embed racial equality within the culture of the planet, the legal code insists that all upper level

bureaucratic & political positions be given only to humans and Vargr in a Panet relationship. This relationship, brought in from Asimikigir culture – the leading culture of the Julian Hegemony – has seemed to stabilize the government as a whole.

Ikon/0208 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #9, page 34

Ikon is a very wealthy world, "The Light of Vargr Civilization", and an important possible market for Imperial goods.

Stellar Reaches #9, page 37-38

Ikon is three to four times wealthier than the rest of the Empty Quarter, combined. The majority of the population live in amazing undersea cities. The surface of the world is covered in huge gardens, which still bears evidence of The Event, when a huge near-lightspeed object hit the planet, shattering the planetary crust over 10,000 years ago. The population is divided between the majority Vilani and the minority Ikonaz Vargr.

[Errata for Stellar Reaches #9, page 37: "Demographically, 62% of the population is Ikonaz Vilani, and 38% are Vargr. Of the Vargr population, a rapidly shrinking majority are of the original ruling 'Ikonaz Vargr', or Ovaghoun Vargr. The immigrant Irlitok 'servant race' is steadily replacing them. A trace amount of non-Ikonaz humaniti, descendants of the Impservers, also reside on the world.]

Stellar Reaches #10, page 14

The original Vilani name of the world was Gulimizuurkush.

Stellar Reaches #14, page 6

Ikon tech levels: TL 11 -1700s Imperial

TL 12 100

TL 13 300

TL 14 550

TL 15 late 600s

TL 14 early 700s until now, 993.

Stellar Reaches #14, page 6

The system was conquered by the Vargr in -1711. The local Vargr bands rebuilt an old shipyard in c. -1200, and began to strengthen their grip on local space. Underwater settlement began earlier, to better exploit the natural bounty created by the Event. By c.-1250, most humans were living under the sea.

Stellar Reaches #14, page 9

The conflict known as "the Civil War" (117-119) lowered Ikon's tech level briefly from 11 to 10.

Stellar Reaches #14, page 11

The Antares Pacification Campaign brought in numerous refugees from Imperial persecution to Ikon.

Stellar Reaches #12, page 13-15

The Julian War (175-191) saw numerous attacks on Ikon, all of which failed in breaking the homeworld of the Ovaghoun Vargr.

Stellar Reaches #12, page 16

The fall of the United Parliament government on Ikon led to the birth of the Anarchical Age. Ikon's atmosphere was declared tainted in 400.

Stellar Reaches #12, page 18

The Thertziraakh undersea megalopolis failed, and 19.9 billion sophonts died soon thereafter. This was the catalyst for many changes on Ikon. The last of the famous A'grangrigk-style undersea cities was finished in 744.

Stellar Reaches #14, page 18

At 700 Imperial, Ikon's population peaked at 300 billion sophonts, at TL 15.

Stellar Reaches #14, page 20-21

Heavy Ikonaz (Ovaghoun & Vilani) emigration from 725 to the 770s, and a second wave, from 820 to 860, was the primary means of lowering the population.

Population aging also worked to half the population every 50 years **for a time – this is no longer true, as of 993 Imperial**.

Stellar Reaches #14, page 21

After 80 years of work, the industrial taint of the atmosphere was declared removed in 807.

Irikrough/0912 Tokitre, Julian (Rukadukaz)

Stellar Reaches #4, page 9

This is a garden world, providing a wide range of biopharmaceutical products for nearby systems. However, a large minority of the population has grown hostile to the damage the biopharmaceutical industry is inflicting on biosphere.

Khastok/0811 Kakhasaek, Julian (Rukadukaz)

Stellar Reaches #9, page 33

The independently-minded Khastok residents do not live as well as most of the Rukadukaz Republic, most of whom live at TL 14 levels (indirectly or directly subsidized by the world of Ikon.) On the other hand, their economy is not as tightly bound to Ikon as the rest of the republic, either.

Kuell/0206 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #14, page 12

The famous Tall Towers of Kuell were originally built in 106. They were destroyed by Imperial assault in 183, but rebuilt in 440 Imperial.

Khebha/0709 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #14, page 15

The original small settlements of Khebha were vaporized by Imperial forces during the Julian War (175-191). **The current population focuses on**

producing mid-tech goods for the nearby world of Aeghzivik, Byeggra, and Khastok.

Mikhail/1609 Kourae, Imperial Client State

Stellar Reaches #4, page 9

There are rumors of a lost Ancient site on this hostile world, "The Vault of the Lost Ones". While the world was inhabited 50,000 years ago, no working relics have survived to the modern day. Numerous adventures take their chances with this world: none has returned with the lost treasure. (Of course, quite a number never returned, period.)

Odzagh/1510 Kourae, Non-aligned

Stellar Reaches #12, page 50

This system has a major Suedzuk Vargr naval base, and is deeply hostile to, well, everyone. Avoid.

Stellar Reaches #12, page 68

Violating business agreements with the Suedzuk is not recommended.

Odzsouu/0201 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #4, page 10

A large number of contragrav cities and arcologies exists on and over this waterworld (this includes orbital stations). The sea-going Odzsouu Behemoths are protected by local religious edicts and planetary law, but their flesh is quite valuable in certain markets.

Oloe/1105 Kourae, Julian (Rukadukaz)

Stellar Reaches #4, page 10

Oloe is primarily focused on casinos, arena combat, and live entertainment. The top gambling venue in the sector is located here, the five-star Oloe Regency, and is home to the subsector-wide Koevae Tour, due here in 994 Imperial, next year. (Many hotels are already fully booked for the event.)

Roensku/0205 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #4, page 10

While Tsahrroek is the current capital of the Rukadukaz Republic, it is Roensku that acts as the regional centre of the central Protectorate government. The world is quite loyal to the Protectorate, more so than to the Republic it is a member of. **The worlds of the Rukadukaz Republic often resolve their issues here instead of Tsahrroek: the local Star Legion complex and senior administrators provide a swifter resolution, without the pack- and race-based politics of Tsahrroek – and without the perfectly legitimate corsairs independent operators and the completely-legit pirate Republican fleets demanding a nice fat fee for their protective services.**



The Star Legion battleship Woundwort, at rest in one of the downport sections of the huge Roenksu naval base, 985 Imperial. Tasked with the defense of Ikon, the base is very well-defended – but not nearly as much as the Imperial Naval Base at Lazisar. The Star Legion’s large Vargr contingent prefers high-charisma offensive actions to low-charisma defense work, and the organization, equipment, and disposition of Star Legion forces reflects this. The graphic above, “Speedpainting – Underwater Base” © Gary Tongue. Visit his gallery at <http://antifan.cgsociety.org/gallery/490776/> or <http://visionafar.com>

Saerrog/0314 Kakhasaek, Julian (Rukadukaz)

Stellar Reaches #9, page 31, 34

Saerrog is the very high-tech home of the Saerrog Pack, a major pirate stronghold (in Imperial eyes) that happens to be a perfectly legitimate member of the Julian Protectorate (In Julian eyes.)

Sambra/0620 Kakhasaek, Non-aligned

Stellar Reaches #4, page 10

Sambra militia captured an Imperial warship during the Julian War, and used it successfully to defend their homeland. After the war, the ship became the Vaerek-Sourens Memorial Museum, a large museum dedicated to the Julian War era of the Empty Quarter.

Sutedvok/0616 Kakhasaek, Julian (Rukadukaz)

Stellar Reaches #14, page 15

This was a high-population Ovaghoun world before the Julian War (175-191). Heavy fighting during the war led to the devastation and depopulation of the world. **It was resettled in the 266-240 period, and the biosphere partially reconstructed, but the sophont population**

peaked four centuries ago: other worlds proved more attractive, and Sutedvok failed to regain her earlier prominence.

Sudvokh/0809 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #4, page 10

This is a rocky desert world, formerly used as a dumping ground for various exiles. Eventually, the prisoners began fighting for the fungal fields and limited water supplies of the world. Despite Star Legion patrols, it is rumoured that corsair bands such as the Aengsoekkuervoe recruit raiders and boarders from the local native warriors.

Stellar Reaches #14, page 15

This world was in the midst of an extensive terraforming project when the Julian War started. Most of the scientists and researchers fled the incoming Imperial warships: the few that didn’t died for their stubbornness. It was resettled several decades after the war, but the settlement failed, and the survivors broke apart into isolated packs, fighting for the water and fungus that provides life.



A human trade caravan returns home in time to escape the worst of the local winter. Tsai/Tsahrroek, 991 Imperial. The graphic is titled "A Caravan" © Alexandr Melentiev. See his work at <http://alexandr-m.cgsociety.org/gallery/551870/>

Tsahrroek/0705 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #14, page 16

This system's population has been annihilated twice: once during the Julian War (175-191); and in a famous revolt, the sole city of the world, Mnosa'oudz, was nuked in 332. The martyrdom of most of the world's population in a revolt against Ikonik tyranny has placed Tsahrroek in an important position in local politics, and is one reason why the world is currently the capital of the Rukadukaz Republic.

Tsai/0410 Tsahrroek, Julian (Rukadukaz)

Stellar Reaches #18, page 32

The world of Tsai is divided between a handful of relatively 'high-tech' (TL 4-5) Vargr island chains that rule the vast continents dominated by hundreds of millions of 'low-tech' (TL 0-2) humans. Ever since the end of the Mgoungurov War c. 200 years ago, the Ghlovgegekiza'o Archipelago has held undisputed leadership over the other Vargr nations (effectively turning them into provinces of a one world government) and over all of the human continents, as well. The Vargr of Tsai follow traditional Vilani culture more closely than the largely Vilani-descended humans do, and the planetary state – the Administration of Ungnishunks' – is a very bureaucratic and hide-bound government.

Tokitre/1411 Tokitre, Imperial Client State

Stellar Reaches #8, page 48

Tokitre hosts an Imperial Naval Base on the other side of the Lesser Rift. All six nations in the starsystem – two off the mainworld – maintain a client relationship with the Imperium.

Stellar Reaches #9, page 30

The churches of the world ring their bells to celebrate the dawn of the new Imperial year.

Stellar Reaches #9, page 33

Local residents tend to be "more Imperial than the Imperials", while being quite anti-Vargr. It is the centre of Imperial activity on the coreward side of the Lesser Rift, and the homebase of innumerable Imperial organizations, corporations, and institutes that venture into the ever-turbulent region of the Vargr Extents.

Stellar Reaches #10, page 18

The world's original Vilani name was Mazaggukalu, and was the home of a large First Imperium naval base.

Unang/1608 Kourae, Non-aligned

Stellar Reaches #12, page 53

A pirate-infested system, inhabited by hostile Suedzuk Vargr. Avoid.

Lifeforms in the Empty Quarter

Praveer Snapdragons

Stellar Reaches #1, page 19

A winged snake that is native to the jungles of Praveer, the snapdragon is a popular pet within the Six Subsectors.

Sheola

Stellar Reaches #2, page 27

Native to the icy waters of Urduaan, the Sheola is a large arctic-environment carnivore that lays smelly but delicious eggs, highly valued by Udusis subsector nobility.

“Geneered mules”

Stellar Reaches #6, page 12

This is a common form of transport on Daruka.

Aharahna

Stellar Reaches #9, page 19

A generic name for large reptiles bred for meat. Inclusive of a wide range of species across the Quarter, it takes the place of the ungulates (cows, oxen, etc.) of Terra.

Ghova

Stellar Reaches #9, page 19

A generic name for large reptiles bred for riding. Inclusive of a wide range of species across the Quarter, it takes the place of the equines (horses, donkeys, etc.) of Terra. One example is the Cisint, pictured in **Stellar Reaches #12**, page 16.

Kians

Stellar Reaches #9, page 46

A tough and widespread riding bird, originating from Prilissa/Trin’s Veil/Spinward Marches.

“Running Worms”

Stellar Reaches #9, page 49

Fast, ten-footed riding worms are used as cavalry on Reshkhuda. The world itself is extremely conducive to good health and sports a vibrant, amazingly fertile biosphere, able to easily bounce back from even a destructive high-tech war.

And a special mention of:

Surogota

Stellar Reaches #1, page 11

This is an organic deathworld, crammed to the gills with lethal lifeforms. *Great* caution is advised.

The Empty Quarter Timeline



An Antarean crew inspects the wreck of a Rule of Man transport, location unknown, -49 Imperial

The graphic above is titled "relic" © Max V. Nimos.

See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=24217

Preamble

This timeline focuses on dated events mentioned within this article. Certain other significant events, mentioned in other published Traveller works, are also included **in bold**, and quotes (directly or indirectly) from Don McKinney's *Integrated Timeline* available at <http://winterwar.prairienet.org/dmckinne/trav.html>, used with permission. Other local events, mentioned in articles of *Stellar Reached* #1 to #7, are *in italics*.

I would
Love you ten years before the flood,
And you should, if you please, refuse
Till the conversion of the Jews;
My vegetable love should grow
Vaster than empires, and more slow;
Andrew Marvell, -2900 to -2843 Imperial

Pre-History

- c. -300,000 While the Ancients flourished during this era, the Empty Quarter is notable for its lack of Ancient activity.
- c. -49,000 *Evidence suggests that Mikhail was inhabited by sophonts at this time. - Stellar Reaches #4, 'Alpha Quadrant of the Empty Quarter'*
- c. -39,000 *The Monoliths of Thisuel are made by an unknown species*
- 11,011** **Space exploration begins on Vland**
- c. 10,200 The Event strikes Ikon, cracking the planet. Terraforming begun by an unknown species
- 9235** **Jump1 technology is achieved on Vland. Effectively at TL 9**
- c. 9050 Terraforming of Ikon ends abruptly, without lifeforms

- c. -5400 **The Consolidation Wars begin**
- c. -5430 **Vilani develop jump2 drives. Core worlds at TL 11**

Dawn: The Vilani Era

- c. -5000 The Vilani begin scouting what Gushgus Sector (later known as the Empty Quarter)
- c. -5000 **The Vilani make First Contact with the Bwaps, who are at TL 5**
- 4914 Ababat is the first world colonized by humans
- c. -4900 **The Bwaps rise from TL 5 to TL 9**
- c. -4500 The reclusive Pikii (later: Surogotans) are discovered by Vilani scouts
- c. -4400 **Vilani-Yilean First Contact on Gashikan: Yileans at TL 1**
- c. -4200 **Gashikan is a successful Vilani-run world, at TL 9**
- c. -4000 Senior Vilani Nobles and bureaucrats make it a point to always have a few Bwaps in their retinue. This preference for Bwap bureaucrats spreads across the Ziru Sirka (a.k.a. the First Imperium).
- 4045 **After 1,400 years, the Consolidation Wars end. All cultures contacted by the Vilani are subjugated under the Ziru Sirka.**
- 4089 **Space exploration beings on Lair, the Vargr homeworld**
- 3815 **Vargr Colonial Rebellion begins**
- 3790 **Vargr Colonial Rebellion ends. Vargr begin to spread across the stars**
- c. -3800 **Height of Ziru Sirka, covering 27 sectors and 15,000 star systems**
- 3810 **Jump1 technology is achieved on Lair**
- c. -3170 The Bwaps are permitted to build jump1 starships
- c. -3000 Within the Empty Quarter, only Beta Quadrant remains substantially unsettled.
- 3005 Wesaswek is colonized by the Bwap. Additional worlds are colonized
- 2800 **The Vilani make first contact with the Vargr, in Gvurrdon Sector**
- c. -2800 **The borders of the Ziru Sirka begins to fray**
- c. -2800 The Bwaps are permitted to build jump2 starships, by special permission from the Ishimkarun (Shadow Emperor)
- c. -2700 **Vilani-Vargr First Contact**
- c. -2700 **First Vargr Diaspora begins**
- c. -2450 A limited Vilani terraforming project begins on Reshiigani
- 2559 **Space exploration begins on Terra. Lunar landing eight years later**
- 2576 Reshiigani was finally terraformed at this year – 70 years behind schedule. Kickbacks and corruption are the primary reasons for the delay.
- c. -2500 Bwap colonization ceases
- c. -2400 **Second Vargr Diaspora beings. They begin the infamous Vargr Pillaging**
- 2408 **Terrans at TL 10. First Interstellar War begins.**
- 2422 **Vilani-Terran First Contact**
- 2398 **Terrans develop jump2 drives: TL 11**
- 2360 **Terrans match Vilani technology at all levels (at TL 11), surpassing it in medicine and computers**
- c. -2285 **Terrans develop jump3 drives: TL 12**
- 2219 **Nth interstellar War ends with the fall of the Ziru Sirka**
- 2219 Gushgus is ungoverned. Interstellar chaos reigns.
- 2218 The first Terrans, a trading party, enter the sector.
- 2210 The Terran Navy established a regional military government at Uubisuu (renamed Nulinad)

Rebirth: The Rule of Man

- 2204 **Rule of Man founded**
- 2203 **First K'kree crossing of the Lesser Rift**
- 2198 The Terran Navy established a regional military government at Gulimizuurkush (renamed Ikon)
- 2196 Pugaash is colonized, as a Vilani religious retreat
- 2180 **Hiroshi II, Emperor of the Rule of Man, assigns Asimikigir to the Menderes trading family**

- 2170 **Many Terrans settle throughout the old Vilani territories. Many Vilani abandon Vilani cultural mores to take up Terran ways of life, partially or completely**
- c. -2150? **Scorpion Company recruits settlers to Antares, Mendan, Gashikan, and Trenchan sectors.**
- 2120s to -2100s Muslim Arab settlers arrive in Gushgus Sector. Some Persians follow, largely restricted to Sashar system.
- 2100 **K’kree-Vargr First Contact**
- 2074 Duke Mus’ad renamed “Gushgus Sector” to “The Empty Quarter”
- 2050 to -2030 The first wave of East Indian settlers arrives in the Empty Quarter
- 2045 **K’kree-Hiver First Contact**
- 2036 The Vilani mining colony on Pamushgar is founded
- 2029 **K’kree-Hiver War begins**
- 2013 **K’kree-Hiver War ends**
- 2008 **K’kree-Terran First Contact. Terran scouts skirmish with the K’kree during their exploration**
- 2005 to -1997 *The world of Shikua, previously named Iisule, was inhabited by Arabs at this time. – Stellar Reaches #5, ‘Sand Castles’*
- c. -1900 **It becomes obvious that the Rule of Man is slowly failing**
- 1955 **The Rule of Man abolishes the remnants of the Vilani caste system**
- c. -1850 The Bwap Tap-a-wewaka-atapas are able to shield four Bwap worlds from Vargr raiders and pirates.
- 1830s A wave of American Indian settlers arrive to settle within the Empty Quarter
- c. -1800 **Vland begins her fall from her TL 12 technology peak.**
- 1799 **Several Rule of Man border worlds refuse to accept off-world currency**
- 1784 **The Empire of Gashikan is founded, as a result of the Rule of Man’s inability to defend Amdukan and Gashikan sectors from Vargr incursions**

Fall: The Long Night

- 1776 **Hub/Ershur, capital of the Rule of Man, refuses to recognize money issued from the branch bank at Antares. The collapse of trade and the Rule of Man follow soon after.**
- 1776 **The Syleans successfully ride out the fall of the Rule of Man: their technology does not decline below TL 10, and maintain some interstellar trade throughout the Long Night**
- 1770 Twelve systems – the Glorious Twelve – continue to resist the Vargr even as other human systems fall to the endless assaults and raids.
- 1762 Charlie Base, on Nulinad, is destroyed in a local civil war.
- c. -1750 Four of the Glorious Twelve have their human populations killed off
- c. -1750 Rakadan culture is reshaped to maintain a permanent war footing. In the process, the system’s name is changed to Arakaad.
- c. -1725 to -1700 Mikik’s naval forces are slowly ground down to powder by an endless stream of Vargr assaults
- 1740 The world itself is raided unmercifully throughout the Long Night
- c. -1740 Ssilnthi is conquered piecemeal by the Vargr
- 1743 Dumkashga, one of the Glorious Twelve, has her high-tech industries destroyed.
- 1730 Sibikliir & Gimushi, the “Twin Pillars of Heaven”, repulses a Vargr invasion, at high cost
- 1713 The Twins of Heaven repulses a second Vargr invasion, again at high cost
- 1711 Ikon finally falls to the Vargr packs of the Loi Kungkeisoleoeksknusin. Alpha Base is destroyed resisting the Vargr. The status of humans is initially as ‘chasing prey’, ‘livestock’, or ‘slaves’
- 363(-)1705 In the Battle of Sibikliir, Sibikliir is sterilized, but much of the population is successfully transferred to Gimushi. The Vargr raiding fleets within the Empty Quarter are destroyed.
- c. -1700 **The Vargr Pillaging ends**
- c. -1700 The Vargr occupation of Udusis begins
- 1700 Only Gudina, Pamushgar and Bravo Base (in 993: Bravo) of the Golden Twelve survive the Vargr Pillaging intact
- 1658 **The Sack of Gashikan: Vargr corsairs nuke and loot Gashikan, gutting the garden world**
- 1634 **The Second Empire of Gashikan is founded**

- 1629 First STL ramscoop mission sent from Hebrin
- c. -1600 Marhaban and Wesaswek's technological decline hits bottom at TL 9
- c. -1500 Anti-Vargr purges end within the rimward Empty Quarter
- c. -1500 Anti-Bwap purges begin in the rimward Empty Quarter
- c. -1500 The status of the Vilani under Vargr rule on Ikon improves to 'valuable slaves.'
- The sport hunting of humans on Ikon comes to an end around the same time
- c. -1550 Vland's technological powers hits bottom at TL 9**
- 1500s The Vargr occupation of Udusis ends in a ferocious uprising.
- c. -1500 The slow dieoff of Bwaps continues on many human majority worlds within the Empty Quarter.
- to -800 A fair-sized percentage are transported to save worlds by Bwap military units.
- 1469 The ramscoop al-Iskandriyah is launched from Hebrin
- 1443 After the last human uprising is crushed on Ikon, the Loi Kungkeisoleoeksknusin is again dissolved. It is never reconstituted
- 1427 The Wolvesbane Project is released by the Second Empire**
- c. -1300 The Bwap homeworld of Marhaban re-attains TL 10
- c. -1300 The Grand Council of Crèches decides to contact as many of the scattered Bwap crèches as possible.
- 1300 The status of the Vilani under Vargr rule on Ikon improves to trusted servants and pets
- 1281 Last ramscoop mission sent from Hebrin
- 1257 The ramscoop al-Iskandriyah arrives in orbit around Lazisar
- c. -1250 Bwap scouts are sent on recontact missions.
- c. -1200? The Second Empire of Gashikan reaches its greatest extent, covering most of Gashikan sector, half of Trenchan and Mendan sector, and small portions of Meshan and Gzaekfueg sectors**
- c. -1200 The Vargr of Ikon rebuild an old shipyard begin to dominate local space
- 1173 The Kikhushegi sect arises on Lazisar
- 1163 The legendary journey of the Bwap scout Watwapebpepaeb, from Marhaban to the Old Expanses and back, is made
- to -1141
- 1128 The Bwap Tap-a-wewaka-atapas lose two battalions on Hebrin
- c. -1100 The Darrians, in the Spinward Marches, reach TL 14**
- c. -1000 Vargr Race Wars ends: Gashikan Navy remains within Imperial borders**
- c. -1000 Intrepid Vargr explorers enter K'kree space**



(Previous) *The Koerthknaindzil Hive, a prominent Suedzuk hive-city on Uzola, -610 Imperial.* The graphic is titled "Future World" © Rudolph Herzog. Visit his website at <http://www.rochr.com/>

- c. -1000 to -300 The increasingly wealthy Ovaghoun Vargr establishes multiple colonies throughout the Windhorn, Meshan and Province sectors
- 924 Darrian, in the Spinward Marshes, reaches TL 16.**
- 924 Darrians' sun destabilises, destroying Darrian civilization**
- c. -990 The Tap-a-wewaka-atapas request permission to nuke human cities
- 840 the local Vargr colonize Uzola as a production & factory base
- (122-)-836 *Beta Niobe (in hex 2825 of the Empty Quarter) goes nova. This sparks major controversy within the widespread Church of the Stellar Divinity. – Stellar Reaches #7, 'Strange Places: Beta Niobe Nebula'*
- 804 The four dominant governments on Lazisar all declare Kikhushegi the state religion
- 800 The tenets of Kikhushegi are radioed to Hebrin
- 800 Uzola peaks at TL 10
- c. -800 The anti-Bwap purges in the rimward Empty Quarter comes to an end
- 792 The Lazisar World Directorate is created
- 779 The tenets of Kikhushegi are received by Hebrin. Jihad is declared against Lazisar.
- 726 The Vargr vandalise and plunder several cities on Mikik
- c. -700 Current limits of the Vargr Extents are reached**
- c. -700 The Second Vargr Diaspora peters out
- c. -700 Vargr-K'kree trade begins**
- 650 The Sylea Federation is founded, at TL 11**
- 612 The Legion of Breskain, an anti-Vargr order of knights, is founded on Gashikan**
- c. -600 Two or three dozen Bwap starships visit Marhaban every year
- c. -600 The sophonts of Ikon begin ethnically cleansing the surrounding worlds of non-Ovaghoun Vargr
- 593 New Bwap colonies are planted by Bwap crèches
- c. -530 The Vargr are forced to abandon Uzola, their main production base
- c. -500 K'kree traders, under Vargr escort, first enter the Empty Quarter
- c. -500 The top tech level among the Sparks is TL 7
- c. -500 The Shushaginin, Pugaashi's interstellar intelligence service, was created
- 495 First Contact between Sylean Federation scouts and the Vilani core worlds in Vland Sector. The Scouts are expelled.**
- 484 Bwap members of the Sylean Federation Scouts first visit Marhaban, the Bwap homeworld, and are welcomed as long-lost kin.
- 480 The return of the Bwap Sylean Scouts is celebrated by Sylean media.
- 489 Vilani Bureaux reformed. They begin expanding into Vilani-dominant areas in Vland Sector, a.k.a. the Vilani Cultural Region.**
- 480 A corridor of trade is established between Vland and Sylea**
- 300 The Ikonaz Sphere – the Ovaghoun settlement zone - included parts or most of the following sectors: The Windhorn, Meshan, Mendan, the Empty Quarter, Amdukan, Vland, Lishun, Antares, and the Empty Quarter
- 372 The jihad between Hebrin and Lazisar ends in a truce
- late -300s Both Hebrin and Lazisar gain jump drive technology from Bwap delegations, in return for permitting Bwap resettlement on their worlds.
- 300 colonization efforts from Ikon comes to an end. Ikonaz society turns inward
- 277 Ongour'k Gatzua of Ssilnthis discovers the use of concessions in managing slaves
- 240 Gatzua, now Master Boss, has his refined and productive techniques put to print
- 243 Traders from the Sylean Federation first visit Ikon
- 202 The Caliphate of Hebrin is founded
- c. -200 *The original colony on Khollok, founded during the late Rule of Man, dies off. - Stellar Reaches #3, 'Beta Quadrant of the Empty Quarter'*
- c. -200 The Ikonaz Sphere, cleared of all non-Ovaghoun Vargr, was established. Unemployed Ikonaz warships, corsairs, and mercenaries roam the starlanes

- c. -200 Leaders on Ikon remain (wilfully?) unaware of any interstellar state except their own
- c. -200 The Lazisar System Directorate works to increase their economic and technological strength from TL 9
- 199 A decade-long civil war tears apart Pugaash's government
- 198 The Absaba-waketh we-bapaaes, a Bwap-Federation trading venture – begins a regular trade route between Sylea and Marhaban
- 195 Corporate scouts from the Menderes Corporation first visit Ikon
- 187 Business speculators from Antares first visit Ikon
- 177 The Tativia Plunder strikes Mikik. Xenophobic attitudes become comprehensive
- c. -150 The Sylean Federation is at TL 12**
- 150 to -130 The Ovaghoun societies in Vland sector were forcibly brought under Vilani rule.
- 110 to -70 Logaksu-Ovaghoun conflicts, fought on military, cultural and propaganda levels, surge throughout the Windhorn and Lishun sectors.
- 106 Native Americans and Vargr are exiled from Hebrin, via STL ramjet starships
- 100 A larger Sylean Federation establishes formal trade ties with the Vilani Cultural Region**
- c. -100 The top tech level among the Spark Worlds, excluding Ssilnthi, hits the floor at TL 5. A limited rise begins on several worlds as Ssilnthi culture spreads.
- 84 Traders from Vland visit Ikon. Dawn becomes obvious locally
- 55 The Mmoannikh Accords, declaring the Logaksu and Ovaghoun Vargr cultures to be of equal worth, are signed on Lair
- 53 The Mmoannikh Accords are rejected by the central Ikonaz government on Ikon
- c. -50 A new Ikonaz government was in control of the Ikonaz Sphere, but Ikonaz territories in the Windhorn and most of Lishun were lost for good
- 43 The Kr'rig Aounorg Report is released, disclosing how far behind the Ikonaz Sphere has fallen behind other competing interstellar states
- 36 The Ikonaz abandon Outpost and Tokitre, bombing and gassing much of the population before withdrawing
- 30 Vland and the majority of the Vilani Cultural Region joins the Sylean Federation.**
- 20 While the Caliphate of Hebrin meets a variety of her goals, Hebrin colonization proves to be a waste of resources
- 10 Outpost and Tokitre end their genocide/expulsion of any remaining Vargr or Mixed- or Pure-blooded Vilani, as there are none left to slay. These two systems continue to rebound demographically and technologically from their orbital pounding.

Growth: The Early Imperial Era

- 0 The Sylean Federation issues the Warrant of Restoration, establishing the Third Imperium as the legitimate successor of the previous two interstellar Imperia. The Grand Senate – now reformed as the Imperial Moot - enthrones Cleon Zhunastu as the first Emperor of the new Third Imperium**
- c. 0 Marhaban is a minor trade nexus, with Sylean, Vargr, Vilani, and Menderes traders routinely stopping over
- c. 0 Ikon's freedom of action is increasingly restricted
- c. 0 Ikon arrives at TL 11, after immense effort
- 2 The Caliphate of Hebrin cuts off several colonies, keeping only two colonial systems
- 2 Imperial Interstellar Sylean Scouts, unaware of the replacement of the Federation with the Third Imperium, contact Caliph Ahmed of Hebrin. Soon after, the decision to roll back the Caliphate's borders to an easily-defendable reach was made
- 5 Most of the Caliphate's fifteen colonies begin to be abandoned
- 20 The Third Imperium includes most of Core and Vland, and much of Massilia, Antares, Dagudashaag, Fornast, and Illelish**
- 20 The Caliphate's territory is reduced to three systems, excluding Hebrin herself.
- 27 The Piki are rediscovered by Imperial Scouts. They are renamed Surogotans,

	and their world Surgota
30	Surogota is Red Zoned, and interdicted by the Navy
32	Gudina's hostility to starfarers ends with a visit by an Imperial naval fleet. Negotiations eventually permit her admittance into the Imperium that same year.
77-034	Gagakam is the first world in the Empty Quarter to join the Third Imperium
35	Caliph Ahmed received his fiefs, Noble insignia and regalia from Emperor Cleon on Sylea, now renamed Capital.
208-035	Marhaban and the nearby Bwap-dominated systems join the Third Imperium
44	Pamushgar hosts the first Imperial Naval base in the sector
47	Imperial diplomats set up a group of power-sharing agreements that heads off a major civil war between humans and Vargr on Udusis
50	The isolated system of Enola is settled, in amazing journey across six void parsecs
51	The interdiction order on Surogota is lifted, and the system Green Zoned immediately
54	Artemus is chosen as Emperor of the Third Imperium
60	Sector Duke Gamal orders that only Hebrinese could serve in the Sector Navy
	This order is countermanded by Archduke Charles of Antares, and eventually causes the Sector Duke title to be stripped from Duke Gamal
62	Imperial diplomats contact Irash and Yashodhan. Irash joins the Imperium.
63	Yashodhan creates the interstellar Yashodani Democracy, and declares war against the Imperium to free Irash from Imperial control
64	A weak Imperial force is destroyed by the Yashodhani. A blockade is established around Irash
67	The Imperium sues for peace. Irash remains Imperial, but the Yashodhani democracy is recognized as a sovereign government. Special contact rights are given to Yashodhani traders in regard to Irash
68	Bravo System is Red Zoned
69	<i>A monastery of the Church of the Stellar Divinity is set up in hex 2825, within the Beta Niobe Nebula. – Stellar Reaches #7, 'Strange Places: Beta Niobe Nebula'</i>
	<i>'Strange Places: Beta Niobe Nebula'</i>
70	The Third Imperium renounces her claim on Enola
c. 70	Gudina attitude shifts to being largely supportive of the Third Imperium
76	The Pacification Campaigns start
86	Visiting asteroid miners in Exile system are attacked
89	The Antarean Pacification Campaign begins. The Antares Cluster is annexed in the initial year of the campaign
89	Rebels and refugees, fleeing the Imperium, shape public opinion in the Vargr Extents into a strongly anti-Imperial form
94 to 97	Span of the Ematan Campaigns, the most forceful attempt to pacify Mikik by the Third Imperium
c. 100	On Vargr starships within the Empty Quarter, the Red Sparks serve only as muscle
c. 100	Outpost and Tokitre completely rebound from their assault by the Ikonaz military
100s	Ikon works hard to gain TL 12 levels of wealth and know-how, clearly succeeding only at the end of the century
101	The Third Imperium and the residents of Exile come to an agreement regarding visitors and sovereignty. Exile is Red Zoned
114	The Third Imperium declares war against the Steel Bond of Ethou, the then-current government of the Ikonaz Sphere
117	The Imperial-Ethou war ends, with the Steel Bond seeding to the Imperium all Ovaghoun territory in Antares and Lishun sectors. Outpost, Tokitre, and several worlds close to the Ikonaz border become Imperial Client States
117	A major civil war is fought within the Ikonaz Sphere
119	The Ikonaz civil war ends: all Ovaghoun territory in Mendan and most of Mendan are freed from Ikonaz rule. In what remains of the Ikonaz Sphere, laws and taxes increase in an attempt to rebuild. The Falsemen cyborg slave caste is created by the new Uekfavgrovr' Syndarchy
120	The Pacification Campaigns are brought to an end
123	Armed far traders visit Ssilnthis. This marked the first Imperial visit to the Sparks
125	The Menderes Corporation works to frustrate Imperial diplomacy in the Domain of Antares

169	The Wall of Light, an extensive laser-based defence network around Ikon, was put into operation
175	The Julian War starts
175	The Oatheingthue Starnet, the government of Ikonaz space at the time, collapses as soon as news of Imperial war arrives. The sophonts of the sphere continue to fight
175 to 176	The Imperium conquers various minor Ikonaz worlds
277-176 to 284-176	The First Battle of Ikon is fought: Ikonaz victory
178	The Julian Protectorate is created
310-178 to 347-178	The Second Battle of Ikon is fought: Ikonaz victory
359-180	The Third Battle of Ikon is fought: Ikonaz victory
late 182	Imperial forces flooded the Ikonaz Sphere
25-183	The Fourth Battle of Ikon is fought: Ikonaz victory
185	Strong Protectorate fleets cross the Lesser Rift, and takes Antares
365-189	The Fifth Battle of Ikon is fought. The heavily defended mainworld is left alone by the Tokitre Colonial squadrons, but all other worlds in-system are sterilized: Imperial victory
190 to 191	A major Ikonaz offensive pushes into the Imperium, quickly degenerating into a rampage. Large amounts of booty and slaves are shipped back to Ikon. An Ikonaz attack on Tokitre is annihilated
<i>190 to 191</i>	<i>Peace talks between the Julian Protectorate and the Imperium are held in Stellar Divinity monastery within Beta Niobe Nebula</i> – <i>Stellar Reaches #7, ‘Strange Places: Beta Niobe Nebula’</i>
190	The Imperium loses several battles in an attempt to retake Antares
191	The Julian War ends
c. 190 to 210	Many Ikonaz military and corsair units ignore orders and refuse to return home, causing headaches for the Imperium. Several return home with slaves, forming the basis of the “Impservers” population on Ikon
195	The Ikonaz finally take the time to formally create a new interstellar government, the Thali A’okfonkum
c. 200	The False Dawn of the Imperial Empty Quarter begins
c. 200 to 240	Substantial numbers of lower-class Vargr from Antares Sector are brought into the Empty Quarter as cheap labour
c. 200 to 250	Yogesh’s robotics industry blossoms
c. 200 to 250	Lazisar rises from TL 9 to TL 10, and increased her population by a factor of ten
c. 200 to 240	Eninsish rises from TL 8 to TL 12
c. 240 to c.700	Irilitok Vargr are encouraged to relocate from Amdukan sector to the Ikonaz Sphere.
c. 200 to 370	The Red Sparks take only the physical, preferably violent work on the worlds they control, leaving all non-physical & non-violent work to their slaves.
c. 230 to 280	Pamushgar increases her industry and population, but her atmosphere is tainted in the process.
c. 200 to 300	Wesaswek rises from TL 9 to TL 11
225	Al Kufrah is purchased from the Duke of Hebrin, and renamed Cooke.
226	The forced transporting of Ovaghoun Vargr to depopulated worlds begins
238	the Imperial Depot at Lazisar is commissioned
c. 230	Master Boss Ongour’k Gatzua’s ‘human-slave management techniques’ are put to print on Ssilnthis
c. 240	Gobi undergoes a major influx in investment
c. 240 to 280	Nulinad undergoes a major growth in infrastructure
240	The forced transporting of Ovaghoun Vargr ends. Irilitok Vargr from Amdukan sector are invited to reside in Ikonaz space
240	Ergiinkhu is renamed Mugama, and resettled by colonists from Dahomey (Akashganar/Fornast 1613)
241	Northwind is renamed Rommel
246	Ashgiirkis is purchased by East Indian Jews, and renamed Mordekai
248	The last attempt to establish a starport on Mikik ends in disaster
c. 250	Ssilnthis reaches TL 9. Local Vargr Packs

259	<i>The Caunotaucarius Imperial Finishing School, a prestigious educational establishment for young Nobles and scions, is founded on Aleshanee – Stellar Reaches #6, 'Walking in the Air'</i>
266	Ushmigad is settled by Vilani members of the Ashi Gurlagili cult
277	The Administrative Academy of Ka-aswa is founded.
c. 280	The era of the Ssilnthi conquistador begins, as pirates, would-be conquerors and freebooters leave Ssilnthi for new worlds
c. 280 to 320	Educating humans became popular among the leading Vargr of the Spark Worlds
c. 300	The Third Imperium is at TL 13
c. 300	Vland is at TL 11
c. 300	Ikon is at TL 13
c. 300	The False Dawn of the Imperial Empty Quarter ends: the Breakup begins
c. 300	Awareness of massive human empires spreads among the subservient men of Beta Quadrant
early 300s	Vargr refugees from Arzul Sector arrive at the Spark Worlds. They begin to economically compete with the local Vargr
early 300s	Ssilnthi dominance hits its apogee, and goes into decline
c. 300	<i>a Sydite colony ship misjumped, and emerged a sector away in Iisdirrii. – Stellar Reaches #2, 'Delta Quadrant of the Empty Quarter'</i>
300s	Eninsish, Sashar, Kenrasda, Zukhisa, Dorado, Dharmendra and Askaath suffer the most during the Breakup
300	Empress Porfira commissions the First Survey
c. 310s	End of the spread of Ssilnthi culture, as several Vargr worlds vigorously struggle to dispose of their Ssilnthi overlords
311	Justice is the first to totally break free of Ssilnthi
314	Northwind is settled by the New Man Circle, an eugenically-minded Solomani society
c. 315 to 330	Ssilnthi and Arzul Vargr fight amongst themselves for a piece of the economic pie
325	Al Kufrah is purchased from the Duke Hebrin, and renamed Cooke
330 to 342	Various Imperial groups and organizations engage in gunrunning to Spark World humaniti
330s	Ssilnthi conquistadors lose authority over all worlds, except those where they make up the majority population
331	The Vargr colonists of Tsahrroek overthrow the local governor. They create a new government, the Interstellar Brinkoegzi Hierarchy
332	The Hierarchy is destroyed by the United Parliaments of Ikon. The world's capital city of Mnosa'oudz is vaporized. Political instability grows across the Ikonaz Sphere
335	The United Parliaments of Ikon gradually grows more oppressive
c. 338	A backlash against leniency towards humans begins among the Vargr
early 350s	A brief survey of the Imperial Empty Quarter was made, in preparation for the visit of Emperor Angustus
349	The Parliamentary Navy of Ikon fragments
351	The United Parliaments is reduced to the world of Ikon. The government fragments and dissolves
357	Emperor Angustus tours the Empty Quarter, including a notable visit to Dagemi V
358	The 'Three Block War' is fought on Hebrin
359	The first successful human uprising within the Sparks occurs, on Ufhoerrr (soon renamed Nisaga). This marks the start of the War of Man
360	Exiles from Hebrin arrive at the 378-936 system. The garden world is renamed Chimalis.
364	The Legion of Breskain, from Gashikan, destroy the Vargr settlement on Kherriz, rename it Pramas, and settle the world themselves
375	At this point, nine Spark worlds are ruled by mankind
390	Acting on Yashodhani weakness and internal strife, Imperial forces strike at Yashodhan, destroying most of the Democratic Navy. The Yashodhani Democracy is dissolved.
c. 400	The Breakup ends within the Imperial Empty Quarter
c. 400	The Vilani begin to gain more wealth within the Ikonaz Sphere
c. 400	Ikon's atmosphere is tainted
early 400s	The Department of Gas Giant Colonization, Imperial Ministry of Colonization, is closed
c. 400 to 420	The ISS surveys the Julian Protectorate. Various confrontations, some armed, occur between the ISS and Protectorate forces. Rumours of a new war

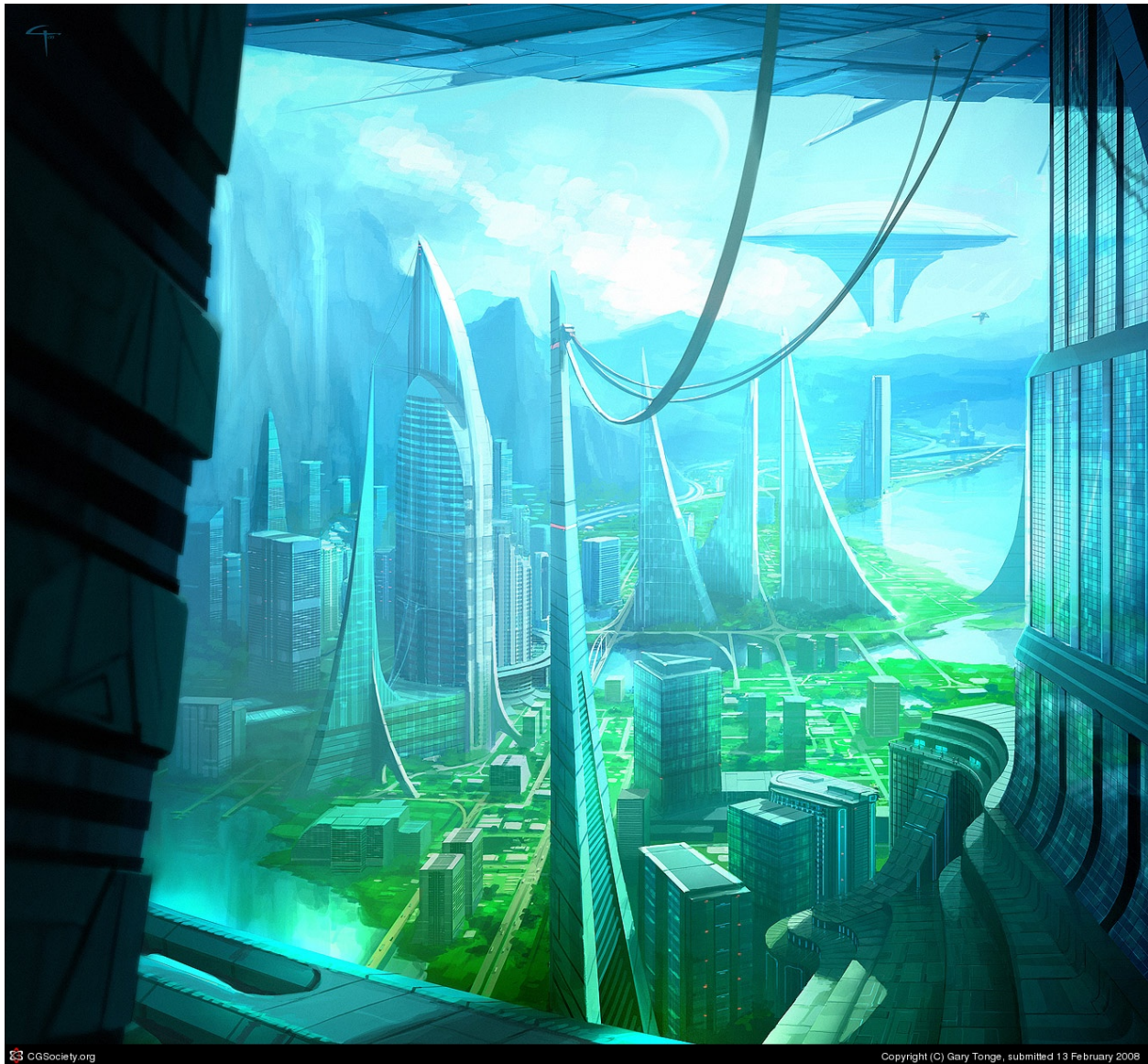
	between the Imperium and the Protectorate circulate. Within chaotic Ikonaz space, the Lucky Paws Pirate Fleet leads the only successful resistance to IISS surveyors
401	The first Vargr assault on Pramas is repulsed
402	The War of Man ends. Sixteen Spark Worlds are ruled by men
402 to 409	Numerous worlds in Beta Quadrant are renamed in human tongues
414	The Lucky Paws Generosity Commission establish a more-or-less stable interstellar government across the Ikonaz Sphere
415	The second Vargr assault on Pramas is repulsed, but at greater cost. The Legion of Breskain abandoned the world
416 to 417	The Vargr briefly occupy Pramas
c. 420 to 620	The Bengali Lions and the Stellar Sheiks clash in innumerable actions, violent and non-violent
420	The First Survey is closed out, and the data collected is published the same year
428	A-estaka-sespa of the Sathwawafa clan is selected by Emperor Martin III to rule Marhaban subsector. He is the first Bwap to be raised up to Ducal status, and one of the very few non-human Dukes of the pre-Civil War era
432	At the request of the new Duke, Emperor Martin III changes the name of Marhaban subsector to Lentuli, the name of the dynasty Martin III currently leads
c. 440	More Beta Quadrant starships are crewed by humans than by Vargr
c. 450	The start of the Bright Age among the Spark Worlds
452	The interstellar polity of The Nisaga Commission is founded among the Spark Worlds
442	Vgrofhiighollouksesh Ar, Defender of Ikon, dies. His government, The Lucky Paws Generosity Commission, dies with him, but is quickly replaced by a similar state
462	The interstellar polity of The PeaceSphere is founded in Beta Quadrant
474	The interstellar polity of the Stellar Republic of Cotan is founded among the Sparks
476	Morth Sawng, the sole famous female Red Spark philosopher, is killed
476	The interstellar polity of The Bond of Rit-kik is founded among the Spark Worlds
481	The interstellar polity of Kulloerr Nation is founded among the Spark Worlds
483	The interstellar polity of Abuish is founded among the Spark Worlds
487	The interstellar polity of Lili Dynasty is founded among the Spark Worlds
490	The interstellar polity of Gangas is founded among the Spark Worlds
492	The interstellar polity of Taabe Imperium is founded among the Spark Worlds
c. 500	Vland is at TL 13
c. 500	Two Beta Quadrant systems reach TL 10
c. 500	The hunting and eating of humans in Beta Quadrant is increasingly restricted and banned, following the teachings of Morth Sawng
502	The interstellar polity of The Preca Republic is founded among the Spark Worlds
509	The interstellar polity of the Kingdom of Uenkakh is founded among the Spark Worlds
509	The interstellar polity of the StarCommand is founded among the Spark Worlds
510	The Great Chain of Battles starts in Beta Quadrant. The Third Imperium and three Protectorate governments provide limited military assistance to their allies in the conflict
516	The Damlaer Union is founded, in Amdukan Sector. She holds four systems in the Empty Quarters' Tsoe subsector, Beta Quadrant
540	The Third Imperium and the other outside powers withdraw their assets from the Great Chain of Battles among the Sparks
c. 550	Ikon is at TL 14
556	<i>The Layamon family arrived on Udusis. They attempt to build up their planetary (not Imperial) fief, Kasainá, using various means. Their much smaller Imperial fief is urbanized into the Free City of Layamon.</i> – <i>Stellar Reaches #7, 'Biography: Selected Ship Masters and Vessels of the Empty Quarter'</i>
575	The great Chain of Battles ends in Beta Quadrant
c. 580	Ikon's overall law and taxation level is lowered
c. 580	The system of Bravo Base dissolved into civil war
587	The Sheik-backed faction in the Bravo Base civil war is relocated to Corsabren
589	The (First) Frontier War starts
592	New rules regulating warfare are established among the worlds of Beta Quadrant

- 594 The undersea megalopolis of Thertziraakh suffers a catastrophic failure on Ikon. About 19.9 billion sophonts die from flooding and imploding pressures
- 596 The Imperial Navy builds a naval base in Corsabren system, now an Imperial Client State
- 599 Ikon's political elites follow Omaloekha'ous' lead, and decide to rebuilt the undersea megalopolis according to the A'grangrigk Plan
- 600 Corsabren base is handed over to the Corsabren government
- c. 600 to c.720 Massive Irlitok immigration into the Ikonaz Sphere, supporting reconstruction projects
- 604 The (First) Frontier War ends**
- 606 Imperial Civil War begins – Empress Jacqueline assassinated by Grand Admiral hault-Plankwell**
- 606 to 622 Occasional renegade fleets and Ikonaz pirate packs would squeeze Imperial worlds and ships for 'tribute' and 'protection fees'
- c. 610 The hunting, killing and eating any human is progressively criminalized within Beta Quadrant. Most of the surviving exceptions to this prohibition use the Hunt as a punishment for particularly nasty capital crimes
- 612 Destructive Red Spark pirate raids into the Empty Quarter begin
- 613 Destructive Red Spark pirate raids are challenged by Ikonaz pirates. Year of Butchery begins.
- 353-613 The destruction of the last Red Spark fuel dump ends the Year of Butchery. Low-level Suedzuk/Ovaghoun hostility endures to the present day.
- c. 613 Major fleets abandon the Imperial Empty Quarter
- 614 *Daruka is settled by Sir Kaadu Karlikar, as a stronghold of the then-prominent Zinta family.*
- 615 The Second Frontier War starts**
- 615 to 625 Ikon acts as a major centre of pirate raids, striking into the unstable Imperium
- 620 The Second Frontier War ends**
- c. 620 Clashes between the Bengali Lions and the Stellar Sheiks fade into insignificance
- 622 Imperial Civil War ends – Grand Admiral Arbellaatra defeats Emperor Gustus in the Second Battle of Zhimaway**
- c. 622 to 629 Sharp skirmishes between local powers are commonplace among the Spark Worlds
- 622 Admiral Soegz executes Archduke Glazdon Deirdin of Antares for treason**
- 622 Corsabren system is reclassified as a non-aligned system. She retains her Imperial Navy Base
- early 625 Preparations for the effective reconquest of the Empty Quarter are laid**
- mid-626 Resident pirates within the Irash Cluster are destroyed
- c.265-626 The Battle of Pamushgar is fought: partial Imperial victory
- late 626 Drago's Belt is cleared of pirates
- 072-627 The Battle of Udusis is fought: complete Imperial victory
- 122-627 The Battle of Gasadim is fought: partial Imperial victory
- 175-628 The Battle of Pamushgar is fought: complete Imperial victory
- 628 Admiral Soegz raised to Archduke of Antares**
- 175-628 All pirate forces broken on Pamushgar

Stability: The Alkhalikoi Era

- 629 Regent Arbellaatra raised to Empress**
- 629 A Spark military skirmish grows into a fight, and then bursts into the Nishhingh War
- c. 629 The Bright Age among the Spark Worlds comes to an end
- c. 630 Archduke Soegz of Antares laboured to improve Imperial-Protectorate relations
- 631 *Zinta assets are withdrawn from the Daruka. Hindus from Irash take over the abandoned installations.*
- 636 Kulloer Nation drops out of the Nishhingh War
- 640 Tsosoe surrenders to the BloodUnion
- 645 Trshkuda is taken by the BloodUnion. Uenkakh surrenders and the Kingdom of Uenkakh is dissolved, ending the Nishhingh War
- 645 to the Spark conflicts are largely internal affairs within the various governments, rather than external wars with other powers
- late 700s
- 648 The Treaty of Cotan is signed, banning attacks on various forms of infrastructure & life-support

- c. 650 The Ikonaz Vilani have disproportionately more land and business influence than their supposed Ovaghoun Vargr overlords
- 671 *The Kalin-Vaento Classic, an annual starship sporting event, is started in Eninsish system – Stellar Reaches #1, ‘Special Delivery to Gudina’*
- Late 600s Ikon is at TL 15
- 683 to 697 A wave of terrorist incidents spark a major increase of law levels and government centralization among the Sparks
- 292-672 Emperor Zhakirov and the Vilani Antiama Shiishuginsa are married. Solomani power is broken within the Imperial Court.**
- 690 Zhakirov gives the uninhabited world of Sabtah (renamed Woswaab) to the Bwaps, as a gesture of thanks for their Imperial support during the Civil War. Many Imperial Gushgusi disapprove
- 78-693 Datros, capital city of StarCommand, is destroyed by a suitcase nuke. StarCommand collapses.
- c. 700s The Spark economy declines
- c. 700s Private Vargr interests help pay for the cleanup of Sibikliir.
- c. 700 The Third Imperium is at TL 14**
- c. 700 The economic decline of the Imperial Empty Quarter bottoms out**
- 704 Empress Margaret I created the Solomani Autonomous Region**
- 705 The interstellar polity of the Flange Democratic Zone is founded in Beta Quadrant
- 714 The Nisaga Commission collapses, and is replaced by two states: the Regency of Nisaga and New Pallavas
- 716 The Archduchy of Sol lapses: all possible heirs of the recently deceased Archduke are members of the Solomani Party. Party members are not permitted to gain a Noble patent.**
- c. 720 Ikon hits her most populated point – 300 billion sophonts, living at TL 15. Both the number of residents (at their level of consumption) and the technology level are unsustainable. Her semi-planned economy comes under severe strain.
- 723 The Association of Good Wolves rises to power in the Ikonaz Sphere
- c. 725 to 770 The first Great Migration begins, from Ikon to other Ikonaz communities in Province, the Windhorn and Meshan sectors. Few settle in the Ikonaz Sphere
- 732 Various Vargr governments on Justince simultaneously disintegrate. The PeaceSphere partially collapses
- mid-730s The Impservers of Ikon are gradually freed from slavery
- 734 The Vargr Lili Dynasty is replaced by the human StarCrown government
- 737 *Mentor Layamon is the last clan member to visit their fief on Udusis. – Stellar Reaches #7, ‘Biography: Selected Ship Masters and Vessels of the Empty Quarter’*
- 740 The Falsemen, the last slave caste in the Ikonaz Sphere, is freed.
- 742 The PeaceSphere is reconstituted
- 750 *Rrekoth is settled by colonist from Ssilnthis. - Stellar Reaches #3, ‘Beta Quadrant of the Empty Quarter’*
- mid-700s Unable to sustain TL 15, Ikon is recategorized as a TL 14 society
- c. 760 The institution of Imperial nobility effectively ends within the Solomani Autonomous Region.**
- c. 770 Psionic research is at its Imperial high point**
- c. 770 Ikon’s first Great Migration ends
- 771 Tsosoe joins the hegemony
- 777 A series of scandals involving the Psionic Institutes has a drastic impact on public opinion**
- 781 The Taabe Imperium joins the Hegemony of Lorean
- 784 The Regency of Nisaga joins the Hegemony of Lorean
- 784 The PeaceSphere joins the Hegemony of Lorean
- 786 New Pallavas joins the Hegemony of Lorean
- 789 The Stellar Republic of Cotan is attacked, invaded, occupied and annexed by the Hegemony of Lorean
- c. 790 Additional scandals are revealed, destroying what remains of the reputation of the Psionic Institutes**
- 796 The Hegemony of Lorean attacks Ssilnthis and the Flange Democratic Zone. Both attacks are repelled. As part of the peace, the Flange Democratic Zone is dissolved.



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The city of M'prart, the largest city of Orchard/Nisaga, welcomes a K'kree trader, 733 Imperial. The graphic above is titled "City Docks" © Gary Tongue. Visit his gallery at <http://antifan.cgsociety.org/gallery/490776/> or <http://visionafar.com>

- 799 The StarCrown of Dhara joins the Hegemony of Lorean
800 Empress Paula II issues the first of many Psionic Suppression orders
c. 800 The Solomani Movement takes control of Vegan space
c. 800 to 870 The Stellar Sheiks use psionics to tar the Bengali Lions, and work to insure Sheik (instead of Bwap) domination of the bureaucracy
c. 800 Vland is at TL 14 [estimate – author]
806 *Religious charities from the Imperial Core establish medical institutions on Charity.*
807 Ikon's atmosphere is certified to be taint-free by the Protectorate Science Committee
808 The Third Imperium and the Hegemony of Lorean sign a trade & friendship agreement
810 *The world of Nisaga establishes a colony in the Khollok belt.*
– *Stellar Reaches #3, 'Beta Quadrant of the Empty Quarter'*
814 *The Third Imperium and the Hegemony of Lorean forge a trading agreement, leading to the creation of the Deep Space Stations of the Saeghvung-Turley-Exile Run. These stations connect the two governments across the Lesser Rift. - Stellar Reaches #2, 'Deep Space Stations.'*

- c. 820 A second wave of Ikonaz emigrants leave Ikon. A few billion of these emigrants choose to settle within the Ikonaz Sphere.
- 822 The Psionic Institute on Irash is closed: related worldwide riots result in 2.2 million dead
- 826 The Psionic Suppressions end with all Psionic Institutes closed.**
In the eyes most of the Imperial public, Psions = Zhodani = Evil
- 826 *The Koevae Tour, a major gambling tournament on Oloe, is started as a military tradition. As of 993, it is a quadrennial event with a six-month duration, famed across Alpha Quadrant, as well as the entirety of the Rukadukaz Republic. - Stellar Reaches #4, 'Alpha Quadrant of the Empty Quarter'*
- c. 830 to 930 *The Iper'mar, a culture of star-travelling nomads and technologists, spread from their home in Fornast into the Empty Quarter, Ley, and recently the Spinward Marches. —Stellar Reaches #5, 'The Iper'mar.'*
- 835 to 870 The Blighted War is fought by the Hegemony of Lorean, in Arzul Sector
- 845 The costs of the Blighted War begins to bite Hegemon subjects within the Empty Quarter
- 845 The Imperial Science Union is founded by a group of smaller academic associations, led by the Imperial Academy of Science and Medicine**
- c. 850 The Solomani Movement grows increasingly supremacist vis-à-vis non-Solomani humans, and especially in regard to nonhumans. Restrictions on non-Solomani multiply**
- 859 The Ikonaz world of Daalii undergoes a devastating nuclear war between local Superpowers over the issue of immigrants from Ikon
- c. 860 The second of Ikon's Great Migration ends
- c. 860 The Solomani Movement controls nearly every world within the Solomani sphere**
- c. 860 Even the wealthiest worlds within the Hegemony were going without food once a week. The situation for the Hegemony worlds within the Empty Quarter is a lot worse: several systems endure widespread famine. Poverty is endemic, as is hyperinflation.
- 864 *ERRATA – the incorrect date of the Hegemony's founding, as listed in Stellar Reaches #6, 'Downed On Uzola'. This date is impossible, as the Imperium is earlier described as having a trade agreement with the Hegemony in 814.***
- 866 The Order of One, inspired by the Legion of Breskain, established their centre on Pramas
- 226-868 The Bwap appeal regarding Sheik domination of the sector reaches Empress Tomutova II
- 308-868 Empress Tomutova II does not proclaim her ruling, but (via courier) hands it to Archduke Sago to proclaim. A special grant of authority is also provided.
- 869 Scattered rebellions begin across the Hegemony. The Time of Madness begins
- 869 to 870 The repressive methods of the Hegemony, and the refusal of the resistance to buckle, shifts to the Era of Horror as the Hegemony responds with undue cruelty against her enemies
- 125-869 Archduke Sago receives Her Majesty's ruling, but decides to issue it on Nulinad, in person – accompanied by several thousand troops and a substantial Naval presence.
- 265-869 Archduke Sago, with a large number of heavily-armed friends, arrives at Nulinad
- 284-869 Empress Tomutova II's ruling, declaring the Stellar Sheiks and the Bengali Lions 'essentially corrupt', is proclaimed. Archduke Sago takes action to rectify this.
- 869 *The last titled Zinta, once a prominent family within the Imperial Empty Quarter, dies. Soon afterwards, the clan fades into obscurity.*
- 115-870 An attempt is made to assassinate Archduke Sago. Harsh reprisals are made, putting an end to such resistance.
- 165-870 Hegemony withdrawal is complete: the Blighted War comes to an end
- 871 The Solomani Autonomous Region is reorganized as the Solomani Confederation**
- c. 900 The Church of the Chosen Ones proclaim the doctrine of Vargr supremacy, justified by their uplift by the Ancients**
- 107-871 The last organized resistance to the Hegemon is snuffed out on Justice
- 873 The Sago Settlement is issued within the Imperial Empty Quarter
- 873 The Vargr take the lead in the recovery of the Hegemony of Lorean
- 872 Two subsectors successfully secede from the Hegemony in Arzul Sector.
- 307-872 The reigning Hegemon commits suicide. His successor immediately enacts legislation that allows the Hegemonio (sophonts of the Hegemony) to get back on their feet again.
- 873 The Time of Madness recedes across the Hegemony of Lorean.

- 873 The Vargr take a leading role in the rebuilding of the Hegemony
- 877 Archduke Sago and his Court returns to Antares
- mid-890s Abadani ideology arises on Indara
- 897 Baha'i missionaries arrive on Pramas
- 900 Reports of Solomani treatment of others persuade Grand Princess Margaret to begin reassessing the Solomani Autonomous Region**
- c. 900 The Red Spark Revolution takes hold of Beta Quadrant
- c. 900 Imperial Nobles within the Sashar-Pamushgar Cluster work to suppress Abadanism
- 908 Margaret II ascends to the Iridium Throne**
- 909 Margaret II grants exceptions from Solomani rule to several worlds in the Old Expanses**
- c. 910 The Hegemony of Lorean's economy recovered to old levels – except within the Empty Quarter.
- 913 Most of the requirements of the Sago Settlement lapse
- 914 The Protectorate Science Committee determines Ikon's biosphere as 'strong'
- 915 The Hegemon of Lorean sends emissaries to the leaders of the Damlaer Union
- 920 Margaret II, acting on Imperial appeals from various worlds, excludes them from Solomani rule and orders the Imperial Navy to enforce her orders**
- 920s to 950s Abadani and Abadani-influenced parties rise to power on several worlds of the Sashar-Pamushgar Cluster.
- 929 'Liberty & Conscience' legislation provides for extensive (but not absolute) religious liberty within the Hegemony-ruled worlds of Beta Quadrant
- c. 930s *An attempt to include Vargr into the human-dominated Lorean Rangers is judged a disaster, and the experiment ended. – Stellar Reaches #6, 'Downed on Uzola'*
- 236-933 Damlaer Union leaves the Julian Protectorate, and joins the Hegemony of Lorean
- 933 to 936 The Protectorate launches the Lorean Strikes into the Hegemony.
Military forces from the Fellowship of Nobles from Ikon spearheaded these assaults
- 119-936 Protectorate forces jump into Damlaer system, and take the world
- 127-936 The main Hegemony fleet jumps into Damlaer. The Protectorate is handed its' greatest military defeat in history.
- early 937 The Fellowship of Nobles on Ikon is dissolved
- c. 938 Imperial & Solomani naval units skirmish frequently in Daibei, Diaspora and the Old Expanses. The Solomani avoid open war. More rimward systems seek Imperial protection from the Solomani**
- 100-940 The Solomani Confederation formally complains that the Third Imperium is interfering in their internal affairs, in violation of the 704 treaty**
- 292-940 Empress Margaret II, in response, dissolves the Solomani Autonomous Region and orders their reintegration into the Third Imperium**
- 940 The Rukadukaz Republic, the Ikonaz successor state to the Fellowship of Nobles, is founded. The creation of the Republic rings in official equality between Ovaghoun Vargr and Ikonaz Vilani. More accurately, the Vilani are raised from trusted servants to trusted allies, which can act independently of the Ovaghoun.
- 942 The Treaty of Var-Inaka is signed, restricting naval bases in the Empty Quarter.
- 942 The Hegemony of Loran joins the Julian Protectorate as an Associated State. Damlaer's incorporation into the Hegemony is recognized by the Protectorate. The 'Liberty & Conscience' laws of the Hegemony's Beta Quadrant are extended to cover the entire Hegemony.
- c. 950 Abadanism falls from favour among the intelligentsia, not because of their lawlessness or their cruelty, but because they demonstrably fail to increase the wealth of their supporters.
- 953 *Baron Emil Kantuun takes control of the government of Pamushgar – Stellar Reaches #1, 'Gamma Quadrant of the Empty Quarter'*
- 955 *The religious groups on Charity, unable to fund their operations, sell the world to the Iper'mar. The new Charity leadership, headed by Baroness Yasmin Mignonne Mai – a.k.a. the Fatima of Charity – shifts operations into a highly profit-oriented operation. – Stellar Reaches #5, 'Sand Castles', 'Empty Quarter Echo'*
- 958 With the ruling line of the lightly inhabited world of Kazipet extinct, a Bwap crèche successfully petitions the subsector Duke to support their bid to rule the world, in return for financing starport improvements.

- 960 Flange petitions to join the Hegemony of Lorean
 963 Flange joins the Hegemony of Lorean
 968 *Hadiya Interstellar, Ltd., a starship construction firm, takes control of the Imperial system of Hadiya starsystem. They do not request Imperial membership, the Imperium does not press the matter, and the system is considered non-aligned.*
 – *Stellar Reaches #1, ‘Gamma Quadrant of the Empty Quarter’*
- 969 The Order of One is expelled from Pramas, and Hegemony Space
970 Emperor Styryx orders senior naval personnel to plan out the re-conquest of the Solomani Autonomous Region
- ~~971 Emperor Styryx gives Kazipet to a powerful Bwap crèche, who rename the world Wapeka~~
Wapeka is a Cherokee Indian name, so the world has been re-assigned to them.
- 972 Hegemony plans to initiate a series of pro-Lorean coups on Ssilnth this end in disaster
 c. 973 *Thisuel, originally a scientific research outpost of Zuerouk, declares independence.*
 – *Stellar Reaches #3, ‘Beta Quadrant of the Empty Quarter’*
- c. 975 Emperor Styryx starts planning on the Vegan Autonomous District**
c. 975 Emperor Styryx weakens the Imperial Army and Marines by slashing budgets. The resulting monies, and more, are routed to the Imperial Navy
- 978 *The ancient Solomani ruling house on Akiar is extinct.* – *Stellar Reaches #5, ‘Seasons Change’*
 49-979 Archduke Gvueneghz is assassinated while on a tour of the Julian Protectorate.
 War between the Imperium and the Protectorate becomes likely.
- 979 Third Frontier War starts**
979 Emperor Styryx alters the Imperial uniform code, removing all signs of ancient Terran/Solomani insignia
- 981 The Justince War of Unification starts
 981 The execution of Archduke Gvueneghz’s attackers, along with the apologies of the Regent of the Julian Protectorate, persuades the Imperium to cancel preparations for the invasion of the Protectorate.
 985 *The Justince war of Unification destroys the local starport*
- 986 Third Frontier War ends**
 986 *Vargr are again admitted into the ‘first response’ Lorean Rangers.*
 – *Stellar Reaches #6, ‘Downed on Uzola’*
- 987 *The Justince War Of Unification ends with the Vargr Aekuedza Roetsaeng creating an oppressive worldwide state. Imperials, who see the world as unstable, place an Amber Zone on the system.* – *Stellar Reaches #3, ‘Beta Quadrant of the Empty Quarter’*
- 988 Johann Kramm publishes “The Authentic Experience.” A very influential Imperial work, it encourages the revival of past mores and cultures**
- 989 The unnecessary losses of the Third Frontier War leads the Imperial Guard and various Nobles to dethrone Emperor Styryx at gunpoint. His son, Gavin, is proclaimed Emperor by the Moot**
- Holiday-988 Duke Dethwabtakewebwakawa of Lentuli becomes the first nonhuman to become Sector Duke
990 The Solomani Confederation again claims control of the entire Solomani sphere, including portions retaken by the Imperial administration
- 990 The Solomani Rim War starts as Imperial fleets enter to forcibly retake the sphere. These fleets are destroyed/repulsed by massed Solomani warships**
- 990 Emperor Gavin commissions the Second Survey**
 990 Solomani Party members are held in internment camps across Imperial space
 990 *The Imperial Interstellar Scout Service announces that the Red Zone on Corcoran will be lifted gradually.*
- 991 Low-ranking & casual members of the Solomani Party are released in the Empty Quarter.
 992 Financial scandals, rocking the business establishments of Nulinad and Gimushi subsectors, are linked to psionic activity. Emperor Gavin directly intervenes to support the enforcement of the Psionic Suppression Orders
- Holiday-993 NOW



A Damlaer-built scout, in service to the Hegemony of Lorean, prepares to land on a moon of the gas giant Oafkuora, in the Osaerr system, 992 Imperial. The graphic is titled "Space Tour II" © Christopher Gerber. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1518368

In Future Times...

While some of these events are Official Traveller Canon, the Referee is encouraged to alter, delete, or rewrite them at his discretion. Whatever makes things more... interesting.

- 993 Two trade missions, backed by various Imperial worlds within the Empty Quarter, are dispatched: one to Vland, and another to Capital
- 993 A major Solomani invasion force into the Old Expanses meets unremitting resistance from local Vilani, and is driven out with heavy casualties**
- 993 The deployed Empty Quarter Sector Fleet is part of the Imperial resistance in the Old Expanses
- 120-993 *The Sinkiaan Robotics Conference, on Yogesh, is set to begin at this time. It is to run throughout 994 Imperial. – Stellar Reaches #1, 'Gamma Quadrant of the Empty Quarter'*
- 996 *Corcoran Red Zone is shifted to Amber. – Stellar Reaches #2,*
- (projected) *'Delta Quadrant of the Empty Quarter'*
- 998 *Corcoran's Amber Zone is shifted to Green. – Stellar Reaches #2,*
- (projected) *'Delta Quadrant of the Empty Quarter'*
- c. 1000 The Third Imperium is at TL 15**
- 1000 An agreement to share Second Survey results is to be signed on Capital
- 1000 The Imperial Olympic Games is to be held on Capital
- 1000 Major celebrations are to be held on most worlds, to celebrate the Imperial Millennium
- 1002 The invasion of Terra is a success. However, the Solomani Confederation does not break, and a truce is drawn up between opposing forces**
- 1015 **The Psionic Institute of Terra is quietly re-established, under the Imperial Ministry of Defence**
- 1050 **The Psionic Institute on Regina is quietly re-established, under the Imperial Ministry of Defence**

1071	The Second Empire of Gashikan is shattered by civil war
1071	Grand Prince Strephon becomes Emperor
1078	The Third Empire of Gashikan is formed around a cluster of worlds in Trenchan Sector. The name “Trenchan Empire” is occasionally used. All three Imperial confederations in Mendan choose to join the Julian Protectorate instead
1082	The Fourth Frontier War starts
1084	The Fourth Frontier War ends
1099	Gashikan becomes the formal capital of the Third Empire of Gashikan.
1100	As TL 15 matures, SURD creates the first pseudo-biological robot
1104	Dulinor is elevated to Archduke of Ilelish, despite criticism
1107	The Fifth Frontier War begins
1110	The Fifth Frontier War ends
1110	Clear evidence of the relationship between the Droyne, the Chirpers, and the Ancients is uncovered in the Spinward Marches
132-1116	Emperor Strephon, his wife, and his daughter and heir are assassinated by Archduke Dulinor on Capital. Dulinor claims the throne briefly, then flees to his stronghold in Ilelish sector. Prince Lucan assumes the Iridium throne, after his older brother is found shot to death
1117	Various senior nobles, from sector dukes to a rediscovered Emperor Strephon, rise to dispute the authority of Lucan and Dulinor. The Third Imperium, without a universally recognized leader, fragments. The Rebellion era begins. Archduke Brzk takes an isolationist stance, similar to that of Archduke Norris of Deneb.
257-1117	Archduke Brzk renounces his oath to the Emperor, and claims both Antares and the Imperial Empty Quarter for the League of Antares. He makes public the union of the League of Antares with the Julian Protectorate.
1121	The last major naval fleet actions occur this year. Exhaustion begins. Faction leaders attempt to economically revive their holdings. The League of Antares leaves the Julian Protectorate.
1125	Minor offensive operations cease. The attempts at economic restoration largely fail. Numerous worlds outside of the core holdings of the major factions are abandoned. Hard times set in.
079-1130	A Dulinor raid on Lucan-held Celetron releases Virus, a weapon being developed on the Imperial research station located there. Derived from the Cymbeline chips found within the Solomani Rim, Virus behaved as a highly-destructive computer virus. The initially released strains spread rapidly, and were highly destructive, and often suicidal as well. Later variations, arising in the wild, would grow in intelligence, and assert control over their violent and suicidal programming. Even so, they often retain violent – or at best, controlling – relations with organic sophonts
1132	All of Charted Space is infected by Virus, excluding the Domain of Deneb, the Zhodani Consulate, and environs behind the Great Rift. Interstellar trade and contact ceases. Trillions die.
1140	Hivers mastery of manipulation and information technology begins to assert itself. From this year onwards, they successfully develop strains of Virus for their own use, including as anti-Viral ‘immunity agents’ for their own computers
1180	The Hiver Federation has been successfully retaken by the Hivers. Programs are launched to start the re-construction of their ex-Imperial neighbouring systems
1200 onward	Scattered interstellar communities are again rebuilt

Notable Wars of the Empty Quarter

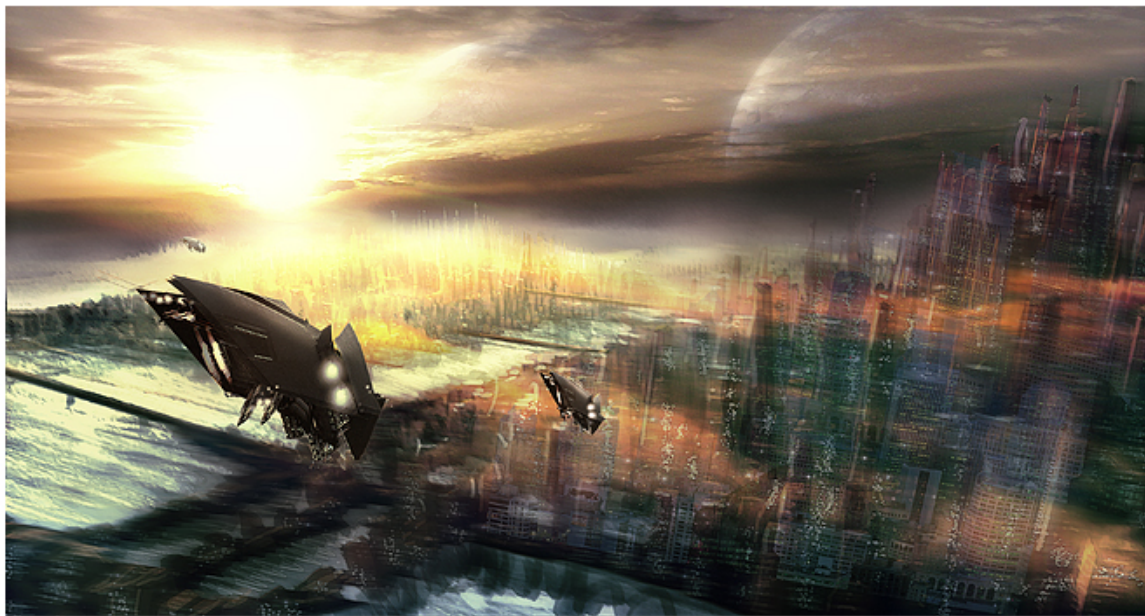
The stars weep, and the heavens groan.
Captain Lin Tong, RoM Navy,
as his wounded ship *Swordsman*
fled the bombardment of Silkwood
during the Vargr Pillaging.
(Date uncertain, around c. -1750 Imperial)

The following includes major multi-system hostile actions, and a few notable planetary wars. The more notable wars involving the Third Imperium are also included **in bold**: two, the Julian War and the Imperial Civil War, involves the Empty Quarter.

c. -2400 to -1700	The Vargr Pillaging
c. -1750 to -1705	The Vargr wage war against the Golden Twelve
-1762	Civil war on Nulinad destroys Charlie base
-1118 to 389	Aslan Border Wars
363-(-)1705	Battle of Sibikliir. Death of Sibikliir, and destruction of most Vargr forces within the Empty Quarter. End of the war against the Twelve.
c. -1700 to -1500	Vargr are exterminated across much of the rimward Quarter
c. -1500 to -800	Numerous Bwap crèches are wiped out
c. -1000 to 359	Very high levels of pack vs. pack violence among the Vargr of Beta Quadrant
-773 to -372	Hebrin Jihad is fought against Lazisar
64 to 67	The Yashodhan War
76 to 120	The Imperial Pacification Campaigns
94 to 97	The Ematan Campaigns on Mikik
114 to 117	The Imperial-Ethou War
117 to 119	The Ikonaz Civil War
175 to 191	The Julian War
210 to 348	The Vargr Campaigns
c. 310 to 330s	Various Vargr worlds within Beta Quadrant rise up against their Ssilnthis Overlords
330 to 342	Human gun-running within Beta Quadrant
331 to 352	A series of insurgencies grow in Ikonaz Space, cumulating in the overthrow of the Vilani establishment and the impoverishment of the wealthy Vilani clans. The infamous 'Three-Block War' is fought in Nazzei megalopolis on Hebrin
359	First successful human uprising against the Blood Vargr in Beta Quadrant, on Nisaga.
364	The War of Man begins.
402	The VIII Detachment of the anti-Vargr Legion of Breskain – a.k.a. the Black'n'Reds - arrives in Beta Quadrant.
418 to 435	The War of Man ends with humans in control of sixteen worlds within Beta Quadrant
c. 420 to the early 600s	The Ilelish Revolt
c. 500	Bengal Lion & Stellar Sheik hidden and proxy conflicts
c. 510 to 575	Bushfire and proxy wars commonplace in Beta Quadrant.
c. 510 to 540	"The Sparks" nickname arises for the region
c. 520 to 537	The Great Chain of Battles occurs within Beta Quadrant
589 to 604	Imperial and three Protectorate nations are involved in the Great Chain of Battles
608 to 622	Proxy interventions worsen civil war on Bravo
608 to 613	The First Frontier War
608 to 613	The Imperial Civil War
612 to 613	Occasional minor noble-led fleets clash within the Imperial Empty Quarter
613	Large Ikonaz pirate groups range across the Imperial Empty Quarter
613 to 628	Vargr invasion from Beta Quadrant
615 to 620	Year of Butchery ends Beta Quadrant invasion
	Pirate rule across several systems within the Imperial Empty Quarter
	The Second Frontier War

625 to 633	Imperial actions to reduce pirate activity to nominal levels
629 to 645	The Nishhingh War in Beta Quadrant is fought
683 to 697	A wave of terrorist actions in Beta Quadrant occurs
789	Hegemony bombardment, invasion, and occupation of the Stellar Republic of Cotan
796	Simultaneous invasions against Ssilnthis and the Flange Democratic Zone are launched by the Hegemony of Lorean
835 to 870	The Blighted War is fought in Arzul Sector: a massive economic downturn seeps across the Hegemony, including Beta Quadrant
869 to 871	The Era of Horror strikes Beta Quadrant as the Hegemony of Lorean crushes all resistance
871	The Hebrin Rebellion rises, and is ground to powder by forces from the Imperial Core
933 to 936	The Lorean Strikes are used by the Protectorate against the Hegemony. Successful resistance by the Hegemony, support by Damlaer, and complicated political manoeuvres and charisma contests result in the Hegemony of Lorean accepting Associate Member status within the Julian Protectorate.
950s to the present	Native Americans begin to expand their presence in the Empty Quarter: scattered raids & military incidents are involved
979 to 986	The Third Frontier War
990 to ?	Solomani Rim War (Ongoing)

A slipping gear could let your M203 grenade launcher fire when you least expect it. That would make you quite unpopular in what's left of your unit.
 In the August 1993 issue (-2528 Imperial), page 9, of PS magazine, the U.S. Army's magazine of preventive maintenance



COMCEPT 8
 TIGAER-DESIGN.COM
 GFXARTIST.COM

Researchers and surveyors prepare to land near the dead city of Sousdi, depopulated during the Era of Horror. Tsooe, 971 Imperial. This graphic is titled "Concept 8" © Christian "Tigaer" Hecker. Please visit his website at <http://www.tiager-design.com>

A Glossary for the Empty Quarter

The following glossary is suitable for Referees and Travellers playing in the Empty Quarter during the Solomani Rim War. Additional terms are needed when playing in other milieu, especially in the post-993 era, or in the alternate timelines.

Historical Events & Eras

The Anarchical Age:	A time of little or no Ikonaz government, from to 352 to 414
The Bright Age:	An era of glory and creativity among the Spark Worlds: c.450 to 629
The Breakup:	The bust that followed the economic False Dawn of the Imperial Empty Quarter. Also known as the Breakdown and the Bust
The Enola Venture:	Famous scientific/colonial expedition to Enola system, during the early Imperium. Notable for a daring Void crossing at the time
The Era of Horror:	A time of great pain and trial among the Sparks, as Lorean forces cruelly ground down all resistance to the edits of the Hegemon. Also known as the Time of Madness, it lasted from 869 to 873 Imperial.
False Dawn:	Usually refers to failed attempts to roll back the Long Night. In the Empty Quarter, this refers to the major economic boom of the 200s.
The Grand Tour:	Usually refers to a noble's tour of a large section of the Imperium. Within the Imperial Empty Quarter, it refers to three business missions to wealthier parts of the Imperium, backed by various Gushgusi interests and worlds, to attract business to the Quarter.
The Human Hunt:	See: The Wild Hunt
The Majestic Circuit:	Emperor Anguistus' tour of the Imperial Empty Quarter, in 365 Imperial
Internment:	A Solomani War Imperial policy. The Imperial Government arrested the majority of Solomani Party organizers and leaders, and held them in internment camps for the duration of the war. Still ongoing as of 993 Imperial
The Sago Settlement:	The various directives of Archduke Sago, which tore down and rebuilt the Noble Estate within the Empty Quarter
The Age of Ssilnthis Conquistadores:	The rise of Vargr freebooters and pirates, and their brief rule of Beta Quadrant
Vanishing Vargr Syndrome:	A form of warfare on human-dominated worlds with a long history of hostility between humans and Vargr. The Syndrome refers to the covert and violent removal of Vargr which may be local, regional or planetary in scope. Depending on the human culture involved, the Vargr may be killed, sterilized, put to work in exceedingly dangerous labour, or quietly expelled or exiled. This Syndrome is unheard of in the Vargr-dominant Rukadukaz Republic, and rare enough to be newsworthy in the Imperial Empty Quarter. In the Hegemony of Lorean, news of such actions is suppressed, as it can lead to retaliation against human minorities on Vargr-dominant worlds: things have been known to 'get out of hand.'
Treaty of Var-Inaka:	Important agreement between the Julian Protectorate and the Hegemony of Lorean
Wall of Light:	laser-heavy defence network for Ikon, used during the Julian War
The Wild Hunt:	A form of blood sport, where non-Vargr sophonts are hunted down, killed, and eaten by Red Vargr. Also called 'The Human Hunt' when only humans are the prey

Astrographic terms

Charted Space:	That region of interstellar space that has been charted by the Six Major Races
The Empty Quarter:	A sector of Charted Space, divided by the Lesser Rift. As of 993, it is divided between the Third Imperium, The Rukadukaz Republic and the Hegemony of Loran “Chaotic Arm”, or “Home of Chaos.” The Vilani name for the Empty Quarter
Gushgus:	“Chaotic Arm”, or “Home of Chaos.” The Vilani name for the Empty Quarter
Alpha Quadrant:	The coreward-spinward region of a sector. Within the Empty Quarter, Alpha Quadrant includes Tsahrroek, Kourae, Kakasark, and Tokitre Subsectors (Subsectors A, B, E, and F respectively). This region has been dominated by Vargr and Vilani from Ikon for over 2,500 years, and is currently governed by the Rukadukaz Republic.
Beta Quadrant:	The coreward-trailing region of a sector. Within the Empty Quarter, Beta Quadrant includes Flange, Tsooe, Cotan, and Nisaga subsectors (Subsectors C, D, G, and H respectively). This region has been dominated by the Hegemony of Lorean for about 200 years. The systems within the Quadrant are routinely referred to as ‘the Sparks’ or ‘the Spark Worlds.’
Gamma Quadrant:	The rimward-spinward region of a sector. Within the Empty Quarter, Gamma Quadrant includes Lentuli, Yogesh, Nulinad, and Gimushi Subsectors (Subsectors I, J, M, and N respectively). This region has been dominated by the Third Imperium for almost a thousand years.
Delta Quadrant:	The rimward-trailing region of a sector. Within the Empty Quarter, Delta Quadrant includes Hebrin, Turley, Udusis, and Yashodhan subsectors (Subsectors K, L, O, and P respectively). This region is dominated by the Third Imperium and the Lesser Rift.
Alpha, Bravo, Charlie Base:	Major military installations within the Empty Quarter during the Rule of Man. Located within Ikon, Bravo, and Nulinad systems respectively.
Antares Sector:	The Imperial sector adjacent to the Empty Quarter, to spinward. It is everything the Empty Quarter is not: famous, wealthy, important – and with a politically important Vargr presence, up to and including a Vargr Archduke. The envy the Imperial Emptyheads feel for Antares is <i>intense</i> . The Vilani name for this sector is Mikasirka.
Arzul Sector:	The Vargr and Hegemonio name for what is referred to as Ingukrax sector by the K’kree (and www.travellermap.com). It is interesting that the deeply anti-Vargr Arzula have taken up a Vargr name to identify themselves with. Note that there are actually TWO Arzul sectors in the Vargr tongue: the second Arzul Sector is what Imperials call Meshan Sector. The ancient and unused Vilani name for this region of space is Ukimshii: it was only used by the few dissident Vilani who settled here, as the region was never incorporated into First Imperium.
Beta Niobe:	A planetless system – mainly asteroids, comets, and assorted debris – that orbits a pre-supernova star, located within the Beta Niobe Nebula, hex 2825 of the Empty Quarter. This system went nova in -836 Imperial.
‘Bulwark of the Imperium’:	Formal Imperial title given to Lazisar system, in 640, for her consistent loyalty to the Iridium Throne.
The Colonies:	The standard Arzula term for the Hegemonio systems within the Empty Quarter.
Gn’hk’r Sector:	A sector divided by the Lesser Rift: both sides of the Rift are dominated by the Two Thousand Worlds. The coreward side of the Rift is extensively occupied by the K’kree Outpost, where the Suedzuk Vargr are vigorously stomped on by the ruling K’kree. The current borders of the Outpost have been fixed since the end of the Hiver-K’kree war, in -2013. The Suedzuk systems that surround the K’kree Outpost routinely smuggle in assistance, and occasionally go into all-out war against the K’kree, but they have failed to dislodge them out of Suedzuk space. Details of the local K’kree “Advanced Group” (K’kree: Krurr’xki’xkukt’xr) and their base at Aat Nokr K’ng, can be found in GURPS Traveller Alien Races 2, page 89. This sector is referred to as Gelath by the Protectorate and the Vargr, while the Hegemony of Lorean prefers the obscure an unofficial Vilani name of Bariishra. A very

small number of Vilani colonies settled here before the arrival of the K'kree: all are strict vegetarians.

The Golden Twelve: Twelve Gushgusi systems that refused to bend the knee before the Vargr during Vargr Pillaging.

The observant Referee will note that I have consistently listed 13 systems as “the Golden Twelve”. This is due to a great local historical dispute. Everyone swears that there were only twelve systems involved; nobody agrees on which one should be excluded.

The Home Stars: The standard Arzula term for the Hegemonio systems within Arzul sector.

Ikon: Adopted homeworld of the Ikonaz Vargr, and Ikonaz Vilani. Ikon is one of the premier worlds of the Vargr Extents, and its fame is comparable to the worlds of Antares, Vincennes and Kaggushus within the Third Imperium.

Ikonaz Sphere: An irregular sphere, of roughly 10 parsecs in radius, centred on Ikon.

Ikonaz space: See: Ikonaz Sphere

Lesser Rift: Astrographic term for the starless void isolating the rimward Empty Quarter from the coreward/trailing regions of Charted Space. The Lesser Rift within the Empty Quarter also extends into Turley and Yashodhan subsectors

The Lost Worlds: Ikonaz worlds, systems and territory lost to the early Third Imperium during the Antares Pacification Campaign. Rarely used in 993.

Marhaban: Homeworld of the Bwap sophont species. Traditional centre of Bwap Culture. Marhaban is the most famous single system within the Imperial Empty Quarter.

Notable World: One of the Eight Notable Worlds of the Rukadukaz Republic. The capital of the Republic is selected from among these worlds. They are: Tsahrroek/0705, Ghungzon/0906, Kourae/1206, Khebha/0709, Kuell/0206, Aeghzivik/0510, Guezdhe/0510, and Lusliki/0639 (coreward of the Empty Quarter, in Vector/Amdukan.) Ikon, which is far more famous and powerful than all these worlds combined, is not counted as a Notable World.

‘Rock of the Sector’: One of the many nicknames for Ikon. This one is due to her performance during the Julian War.

The Saeghvung-Turley-Exile Run: A chain of Deep Space stations, spanning the Lesser Rift, linking the Imperial Hebrin subsector with the Hegemonic Nisaga subsector.

The Sparks: The stars, worlds, and systems of Beta Quadrant of the Empty Quarter Also referred to as the Spark Worlds.

The Six Subsectors: Lentuli, Nulinad, Yogesh, Gimushi, Hebrin & Udisis: the six Imperial Subsectors of the Empty Quarter.

The Ssilnthis Zone: A buffer region between the Hegemony of Lorean and the Rukadukaz Republic. Named after the most prominent world within the area, the Zone is notorious for the number and ferocity of her pirates and lawlessness in general.

The Twin Pillars Of Heaven: a.k.a. ‘The Twins of Heaven’: Sibikliir & Gimushi. During the late First Imperium and throughout the Second Imperium, these were the industrial and agricultural centres of the Empty Quarter, respectively.

Interstellar States

Asimikigir Confederation:	The senior member of the Julian Protectorate, located in Amdukan Sector Home of the Menderes Corporation, it's subdivisions, and the Menderes family. The world of Asimikigir is the capital of both the Confederation and the Protectorate
The Caliphate of Hebrin:	An interstellar government within the rimward Empty Quarter, during the late Night-Early Dawn era of the Long Night
The Hegemony Of Lorean:	A human-dominated interstellar state, originating in Arzul Sector, and an Associate Member of the Julian Protectorate. <i>Technically</i> it is not a theocracy of the dominant local religion, the Unified Cultus of the Last Man, but effectively it is.
Loi Kungkeisoleoek-Imperia:	The first Vargr 'government' of Ikon, founded in -1711 Plural of Imperium. Used in reference to the three Imperial governments that has shaped Vilani/Solomani space
The Julian Protectorate:	A mutual defence association of states, focused on resisting Imperial encroachments on their sovereignty and territorial integrity. Founded as an anti-Imperial military alliance between various human/Vargr polities of Meshan, Amdukan, and Arzul Sectors, with a substantial presence in Antares, the Empty Quarter, and Star's End
Rukadukaz Republic:	The current government of Ikonaz space. This is an Irilitok-dominated region, dominated by Ovaghoun Vargr/Ikonaz Vilani minority
Rule of Man:	The successor-state to the Ziru Sirka. Dominated by the Terran conquerors of the Ziru Sirka. Also called the Second Imperium, and the Ramshackle Empire
The Second Empire of Gashikan:	Founded in -1646, the human Empire – politically & socially dominated by the Yilean minor race – controls Gashikan Sector, and substantial portions of Trenchan and Mendan Sectors. Aggressively anti-Vargr
The Third Imperium:	The successor-state to the Rule of Man: proclaimed by Emperor Cleon in year 0 of the Third Imperium. The most powerful single interstellar state in post-Ancient history.
Ukhanzi Coordinate:	An Ovaghoun-majority interstellar state, located in Meshan sector. As a member of the Julian Protectorate, they often partner with Rukadur in intra-Protectorate politicking.
The Vargr Extents:	The region of Charted Space dominated by Vargr
Ziru Sirka:	The first and largest major interstellar government in Charted Space, as well as the first human interstellar state. Created and run by the Vilani. Also called the First Imperium.

Demonyms

Abadani or Abadanian:	A member, follower or fellow-traveller of Abadani ideology, and/or Abadani-oriented political parties.
American Indians:	Solomani race & culture, originating and existing on Terra's North American continent before the arrival of European settlers in c.-2200. A.k.a. Native Americans, Amerindian. Found on scattered systems throughout the Imperial Empty Quarter, but especially notable in Udisis subsector
The Ancients:	Apparently a powerful, mysterious sophont species, who destroyed themselves c. -300,000 Imperial. As sole 'Ancient site' on Corcoran has been proven to be a fraud, the Empty Quarter is the only sector in Charted Space proven to be free of any Ancient activity. What this signifies is still being debated in the halls of academia.
Arabs:	Solomani race & culture originating from Terra's Arabian peninsula. Found throughout the Empty Quarter, but especially dominant within Hebrin subsector.
Arzula:	A broadly used term within the Hegemony of Lorean. It usually means 'humans who are from Arzul sector': but the meaning can be extended to 'of, or relating to, Arzul Sector'. Occasionally, the word is used as a synonym for Lorean. Not to be confused with Arzulan: the previous term for these people, it became a synonym for pitiless, cruel contempt.
Beta humaniti:	A term that the Arzula Hegemonio use to refer to the humans of Beta Quadrant. The various conquered humans of the region take great offense with the use of this term: but, internally divided by linguistic, religious, and historical factors, have proven unable to create an alternative.
The Bengali Lions:	For several centuries, a notable East Indian faction of the local Noble Houses.
Bwap:	An amphibian minor race, noted for their bureaucratic proclivities. Especially dominant within Gamma Quadrant of the Empty Quarter, it is the most widespread minor race in Charted Space.
Blood Vargr:	A term for the Suedzuk Vargr, referring to both their red-tinted fur and their willingness to shed blood.
Colonials:	The official term for Hegemony humans who are not from Arzul Sector, or from the former Damlaer Union. The term is extremely inaccurate – many of the humans of Beta Quadrant, for example, have been resident since the days of the Rule of Man.
Damlaerite:	Of or relating to the Damlaer. The term may be extended to the former worlds of the Damlaer Union.
Deifiers:	A member of a Deified Man cult. Uncommonly, 'Last Manner' or 'Lastmanist'.
Droyne:	Small, very old starfaring species, capable of flight on low-G worlds. Psionically empowered. In the Empty Quarter, found almost exclusively in a recent settlement on Mugama and an urban district on Solariopolis (a huge space station over Lazisar). The possible extermination of Chirpers by Vilani or Terran settlers cannot be ruled out: but no evidence of their existence within the Quarter has even been hinted at. The coincidental absence of Droyne, Chirpers, and Ancient artefacts from the Empty Quarter has sparked the interest of certain fringe researchers, who are trying to uncover a link between these three datum.

Referee's Note: as of 993 Imperial, nobody knows that the Droyne are the Ancients. Only from 790 has it been (broadly) proven it that the Droyne are a Major race, building their own jump drives crossing the Void before even the Vilani did so. The relationship between the Ancients, Chirpers and Droyne remains unknown outside of the Droyne community until Travellers in the Spinward Reaches make certain discoveries in c. 1105 Imperial.

East Indians:	Solomani race & culture originating from Terra's Indian subcontinent. Common throughout the Empty Quarter, but especially dominant within Udisis subsector.
Emptyhead:	A very common term, referring to a resident of the Empty Quarter. The term may be friendly, casual, descriptive, or insulting depending on the tone used.

Falsemen:	A caste of Vilani – and, depending on the era, Irilitok Vargr – slaves, owned by the various Ikonaz governments. The Falsemen were cyborgs who worked as (semi)covert operatives in paramilitary or espionage operations. The equipment integrated into their bodies was usually of the highest quality, but very expensive and owned by the State, as well. This Ikonaz caste was founded in 119 after a revolution. With their high-tech equipment replaced by standard civilian-grade versions in 740, they were the last Ikonaz slaves to be freed.
Gushgusi:	A person, place, or location within or originating from the Empty Quarter. Usually used in formal situations, and/or as a euphemism for ‘Emptyhead’.
Hegemonio:	Of or relating to the Hegemony of Lorean, and/or of the Hegemon personally. Subjects of the Hegemon are referred to as Hegemonio within the Hegemony, Loreans outside of the Hegemony. This term also has limited connotations of the personal wealth, power, and influence of the Hegemon: it has been successfully argued that all Hegemonio are theoretically the personal property of the Hegemon. Upon occasion, the older term ‘Hegemonic’ is used instead.
Ikonaz:	Of or relating to Ikon, a major world in the Alpha Quadrant. Also used as a collective term for all native residents of Ikon, Ovaghoun Vargr & Vilani.
Ikonaz Vilani:	Vilani-derived race & culture, following Ikonaz culture & mores. This is a common ethnicity within the Empty Quarter, but almost all reside within the Rukhdauan Republic. Those who leave tend to revert to standard interstellar ‘Modern Vilani’ mores within two to three generations
Impservers:	Descendents of Imperial slaves, specializing in intellectual labour. Ikonaz Vargr prefer the Gvunkkone term ‘Rro’rr Mmi Ogriigrou.’ There are two major ‘generations’ of Impservers: ‘The Elders’, descendants of those Imperials captured during the Julian War, and ‘The Youngers’, whose ancestors were taken during the Imperial Civil War
Irilitok Vargr:	Descendents of bred Vargr slaves on Asimikigir, the pro-human Irilitok have spread out of their native sector, and are rapidly becoming the dominant sophont race of the coreward Empty Quarter – in population, but definitely not in politics. They have an important economic role in Beta Quadrant.
Julian:	Of or relating to the Julian Protectorate. Also see: Protectorate Citizen Within Imperial Space, citizens of the Julian Protectorate refer to themselves as Julians, and not as citizens of the member states. For citizens of the Hegemony of Lorean, see ‘Hegemonio’.
Kikhushi:	A follower of the Kikhushegi religion.
K’Kree:	One of the Six Major Races, these large, militantly vegan herbivores who primarily reside in the Two Thousand Worlds, to trailing of the Empty Quarter. About 200,000 traders and merchants are based in, or on the move within, the Empty Quarter at any one time.
Lorean:	Of or relating to the Hegemony of Lorean. Generally used by non-subjects of the Hegemony. Also see: Hegemonio
Mixed Vilani:	Human whose ancestry involves a mixture of Vilani and non-Vilani parentage. By far, the most common ethnicity within the Third Imperium. Within the Empty Quarter, they are mainly found in the Hegemony of Lorean, with large communities in the Six Subsectors of the Imperium.
Nobility:	Within this work, ‘Nobility’ only refers to ruling members of the three Imperia.
Ovaghoun Vargr:	Vargr-derived race & culture, following Ikonaz culture & mores. The sole Vargr race permitted to vote within the Rukadukaz Republic, and the only one with an unrestricted right of residency.
Panner:	A member of PAN: usually a terrorist, criminal enforcer or field operative
Pikii:	Vilani term for Surogotan, a minor race native to Surogota
Protectorate Citizen:	A formal term for a citizen of the Julian Protectorate. See also: Julian, Hegemonio
Red Spark:	A term for the Suedzuk Vargr. Mainly used in the coreward half of the Empty Quarter. Implicitly refers to their mercurial anger.
Red Vargr:	A term for the Suedzuk Vargr, referencing their red fur. Implicitly refers to their blood-thirsty nature and history of widespread slaughter.

Republican:	A citizen of the Rukadukaz Republic. Informally used outside of the Republic.
The Rukadur:	A formal term, relating to the government of the Rukadukaz Republic. Most commonly used for political officials, elected or not.
Surogotan:	A very rare minor race, originating and largely restricted to Surogota. Only c. 100,000 exists as of 993 Imperial.
Solomani:	Humans originating directly from Terra, whose numbers and power rank them as a major race. The Solomani are the second most common ethnicity within the Empty Quarter, the second-most common ethnicity within the Third Imperium, and utterly dominant within the Solomani Sphere. They are culturally dominant within Imperial Space, but not as much as before the Imperial Civil War. Individuals are strongly tied to tribal subsets of race, religion, and culture. They are often culturally & politically innovative.
(A) Spark, Sparky: Ssilnthis Conquistadores:	A sophont originating from Beta Quadrant of the Empty Quarter. See also: The Sparks Suedzuk Vargr from Ssilnthis who conquered worlds by dint of superior technology.
The Stellar Sheiks: Suedzuk:	For several centuries, a notable Arab faction of the local Noble Houses. Vargr subspecies with reddish fur and highly violent psychology. Most infamous for the destructive Sack of Gashikan. They are also called 'Red Sparks' within the Spark Worlds, and 'Red Vargr' or 'Blood Vargr' by Imperial starfarers and military personnel. Their former territory in Beta Quadrant was lost in the 800s, and spacefaring Suedzuk are now restricted to the Ssilnthis Zone.
(A) Tailless Spark: Vargr:	A human originating from Beta Quadrant. Derogatory Terran canines, uplifted by the Ancients. They are dominant within the Vargr Extents, and a widespread minority within the coreward Imperium. They are charisma-centred, pack-oriented, given to factionalism, and prefer a highly fluid society. They prefer to focus on the eternal now, as opposed to the distant past or the far future. Strong racial patriots, vis-à-vis other (read: human) cultures. The Vargr are well-known for their taste for piracy and scofflaw attitudes. The Vargr are a widespread major race. (Note that the Irilitok, Suedzuk, and Ovaghoun are subtypes within the Vargr species)
Vilani:	Humans originating from Vland. Pure Imperial Vilani (excluding those who follow Ikonaz culture) are the fifth-most common ethnicity within the Empty Quarter: if you count only blood and ignore Ikonaz culture, they rise to the third largest group. Enclaves of pureblood Vilani can be found within the borders of the First Imperium, but most pure-blooded Vilani are within Vland Sector. The Vilani are culturally influential within Imperial society, with close ties to the three bureaux megacorporations. As a distinct society, they are culturally homogeneous, collectivistic, and highly conservative. The Vilani are a widespread major race.
Yilean:	A thin, tall, blue/black-skinned minor human race, whose homeworld of Gashikan was devastated by the Vargr. The Yileans are culturally and politically dominant within the Gashikan Empire, but the racially pure stock being steadily reduced by out-breeding with the far more numerous Solomani and Vilani. This is seen as regrettable, but no firm action is planned to evade the probable end of the Yileani as a distinct minor race. Yileans are seen as temperamentally rigid, intensely disciplined, and highly authoritarian compared to Solomani, Vilani, or Zhodani humaniti.

Organizations

Atapas-atta-wapawab:	The Bwap Grand Council of Crèches, which shapes Bwap law and culture.
Black'n'Reds:	The informal name of the VIII Detachment of the Legion of Breskain.
The Church of the Stellar Divinity:	A major interstellar religion, originating in Aldebaran, Jyesthari/Antares, centred on the worship of stars as gods. The Church is influential across the coreward Imperium among both commoners and Nobility, from the Spinward Marches to Gateway. The Empty Quarter, dominated by Islam, Hinduism and Vilani ritualism, is a break in the Imperial "Divinity Belt." While dominated by Solomani and originating in the Solomani Sphere, it welcomes alien followers into its ranks.
Hebrin Revolutionary Front:	The HRF desires to overthrow the Hebrin Bureaux that rules the system. It is rumored to be building an army of cybernetic warriors.
Kikhushegi:	Important Lazisari religion, derived from Islam. Kikhushegi can be best described as the merging of Vilani religious traditions and ceremony with Islamic theology and doctrine.
Legion of Breskain:	An Order of Knighthood, founded on Gashikan on -612, dedicated to the total extermination of the Vargr.
The Menderes Corporation:	The only megacorporation within the Vargr Extents, the Menderes Corporation is closely tied with the Julian Protectorate and the Menderes family.
Moslem Brotherhood:	The Moslem Brotherhood is a political, educational, and security organization dedicated to the promotion of the Islamic religion, Shari'a, and the strengthening of the Ummah. In 993, it is organizing itself to fight the pirate plague, with the absence of the Sector Navy to provide security.
The Most Serene Order Of the Queen of Heaven:	An Imperial Catholic military order, the Order of the Queen of Heaven is dedicated to the protection of Catholics in the dangerous Ssilnthis Zone, as well as the world of Tokitre. It is an all-woman order, divided into the Blesses Guides (mainly preachers) and the Shining Swords (military personnel proper).
PAN:	"Political Action Network." At one time, PAN was a network of feared terrorist and 'dirty tricks' covert cells and sleeper agents, driven by Abadani ideology. From the early 980s, however, they have shifted to pure criminal organizations that use Abadani solely as a pretext for their murderous and corrupt practices
Psionic Centres:	These centres of psionic education and training, found within the Rukadukaz Republic and the Hegemony of Lorean, are not sophisticated enough to be considered true Psionic Institutes. However, they are able to bring the interested student to a basic grasp of psionics, and perhaps gain a low-powered ability or two. The small group of psionic clergy within the Hegemony of Lorean's Deified Man religion has greater influence over these Centres than the secret Imperials organizations or the distant Zhodani. With the Hegemony of Lorean, all Psionic Centres are administered by the clergy of the Deified Man. The single, secret Psionic Institute permitted within the Hegemony is jointly run by the Unified Cultus of the Deified Man (functionally, the state cult) and the Hegemon government and is located in Arzul sector.
Satha -a-atta-wapawab:	Bwap "Elders of the Crèches", who serve as leaders of Bwap society
Shadow Cartel:	A major organization of interstellar criminals and pirates, with numerous operations within the Six Subsectors.
Sword Temple:	A Deified Man military order, dedicated to the destruction of Inhumane behaviour. Works primarily as a 'military experimental unit', striving to test and execute new strategies & tactics against the Blood Vargr, especially tactics that require 1) a high degree of expertise and 2) a high probability of failure. Unofficially, the Sword Temples also works as military training centres for both Hegemonio military forces and anti-Vargr militias.
Tap-a-wewaka-atapas: Usivravgrashdi:	The Bwap "Guardians of Order", who enforce the orders of the Atapas-atta-wapawab An Ikonaz umbrella organization, dedicated to 'confronting and defeating the Hegemonio Threat'.

Symbols and Artefacts

Airavat:	A three-headed white lion. Insignia of the Bengali Lions
Apex:	The residence of the Hegemon. Originally located on Aache/ Mycocona/Arzul, it was relocated in its entirety to Damlaer
Black Sun:	A deep red sun, <i>almost</i> black, set within a Vilani Oval gripped by two Vargr hands. Ancient symbol of the world of Ikon
Bloody Claws:	Common symbol of raiding Vargr packs, during the Vargr Pillaging. Occasionally used by Vargr pirate bands for millennia
The Blue Hook:	A thick blue hook, turning right; the end of the hook is a large red circle. Symbol of the Rule of Man.
Constitution of the Republic:	The legal document outlining the structure, form, and powers of the Rukadukaz Republic. This document undergoes continuous revision: release 7.2 is the version currently in force.
Double-Claws:	Two Vargr hands, holding the Vilani Oval. Traditional symbol of the Ikonaz
Clawed Hand:	Common symbol of the Suedzuk packs within the Ssilnthi Gap.
Crossed Circle:	Symbol of the Solomani Confederation, often used for the Race as well
Encircled Starship:	A Black-class frigate (usually black), edged in gold, set on a silver circle. Symbol of the Hegemony of Lorean
Entwined Green:	Assorted, ornately detailed Marhaban tree and vine grids. Certain grid-networks are recognised as Bwap insignia: many serve as recognized heraldry of Bwap Imperial Nobles, including the Sector Duke. Two are of special importance: the Sathwa-taswaktawapa as the symbol of the Bwap as a species, and the Esta-ebsekapwawathwab Athathwa. The latter serves as the sacred symbol of the Wapawab (Tree of Life), the Transcendent and Detailed Universal Order the Bwaps simply <i>must</i> uphold
Green Swords:	Crossed green swords. Insignia of the Stellar Sheiks
Happy Reddy:	A grinning red Vargr skull. Used by Suedzuk raiders during the Imperial Civil War
Hollow Crescent:	Symbol of the world of Hebrin; also used by the Caliphate of Hebrin
Imperial Sunburst:	A [yellow] sun, with short, irregular rays: symbol of the Third Imperium
Iridium Throne:	Symbol and ruling seat of the Emperor of the Third Imperium
Julian Helm:	An ancient Greek military helm: symbol of the Julian Protectorate
The Lorean Proclamations:	The various proclamations of the Herald of Lorean the Victorious, which define much of the organization and powers of the Hegemon. The formal legal documents are recorded audio-visual media: gestures, body language and tone of voice have as much force of law as the actual spoken words.
Smiling Man:	Symbol of Abadani ideology, still in fairly common use within the Sashar-Pamushgar Cluster of the Imperial Empty Quarter
Streamers:	A set of eight long, thin pennants: each one has a symbol of a Notable World near the hoist, and a solid colour (the colour of the tails depends on the current status of the Republic.) All eight pennants, flying together, make up the Rukadur Standard. If all the tails are blood red, then these pennants make up the Rukadur War Standard.
Vilani Oval:	a.k.a. 'The Vilani Egg.' A thick-bordered black circle, with an inner red circle off-centre (closer to the top of the outer black circle): symbol of the Ziru Sirka
Warrant of Restoration:	Legal document re-establishing the Third Imperium, as the lawful successor of the Grand Empire of the Stars (Ziru Sirka) and the Rule of Man

Interstellar Ideologies and Religions

- Abadani:** A notable collectivist, secularist ideology, important within the Sashar-Pamushgar Cluster during the 10th Imperial Century. The primary focus is on the Common Purse, the Slaughter of the Elites, Redistribution, and obedience to the Fathers of Prosperity. Membership is restricted to humans, largely to Solomani East Indians. Numbers are currently in a sharp decline, which is showing signs of levelling off.
- Animism:** A large minority of American Indians follow variations of the animistic traditions of their far distant ancestors of North America. While most (not all) recognize a great spirit above all the other spirits, they generally pray to assorted totemic animal- and land-spirits. Being spacefarers, they also pray to the stars and to the void as well, but not exclusively as the Stellar Deity folk do. There has been several schisms, as the “Pure Ancestral Traditions” vie with Hindu-influenced forms of polytheism. Within the old animist religions, there is a sharp division between those who only worship Terran animal-spirits, and those who worship the spirits of animals native to the Quarter.

Question: How on earth are nature-worshipping animists supposed to maintain a technologically advanced civilization?

Answer: A careful study of the Japanese and their kami can teach you the answer. Rent the anime *Spirited Away* to understand the traditional beliefs of a highly technologically-advanced people.

Question: So, you don’t need to be a Christian to be technologically advanced, then!

Answer: Well, you are going to need to steal those Christian suppositions, for example: the universe is comprehensible; there is a top-down imposed order, organized according to one mind; time flows in one direction; progress is possible; the nature gods have no power or influence in real life; that sin exists, and it can’t be removed by the blood of bulls and goats, Shinto purification rituals, political activism, or some big black rock in the desert; you can’t get something for nothing (so much for magic, evolutionary or mystical); things are capable of both unity and plurality at the same time; etc.

Get 95%, miss 5% - say, killing children in the womb is forbidden – and you get Japan: an excellent nation of high-integrity, hard-working people who have collectively chosen death over life, and stagnation over growth. (Delete the “excellent, high-integrity, hard-working” part, and you get Europe.)

Question: You Christians are so bloody... arrogant!

Answer: If I believe myself to be the righteous centre of the universe, I am 100% confident that God will find a remarkably efficient way to teach me otherwise. If I believe that God – and His only begotten son, Jesus – is the centre of the universe, then I will be an agent of enduring, productive change here, and I get to work on some really interesting projects in the New Creation.

For further reading, see “Japan’s Other Disaster” in Faith for All of Life, March/April 2012 edition, <http://chalcedon.edu/faith-for-all-of-life/archive/>

- Baha’i:** A minor monotheistic religion within the Empty Quarter. Originated on Terra in -2677, this (barely) pre-spaceflight religion, derived from Shi’a Islam, focuses on the unity of God, religion, and mankind. These precepts were expanded during the Rule of Man to include unity among sophonts. The religion is especially important on Pramas, and spreading among starfaring humaniti within Flange and Tsosoe subsectors, transmitted by believing Travellers and starship crews. It has become customary for visiting Travellers to be invited to a Study Circle at least once during their stay on a world. It is the fastest growing religion in the Empty Quarter (excluding Alpha Quadrant), but has a long way to go before gaining the numbers needed to influence Hegemony policy.
- Christianity:** A minor monotheistic religion within the Empty Quarter. Along with Islam, Christianity is the dominant religion of the Solomani Sphere, with a notable following among Solomani nobles. The religion centres on the worship of Jesus Christ as the only begotten Son of God, and obedience to His words and examples as illustrated in

Ceremonialist Cults (Ikonaz):	<p>the Holy Bible. Membership is restricted to humans: generally Solomani, with a minor but broad selection of Vilani and minor race humaniti. Within the Empty Quarter, believers are generally Amerindians. Again within the Quarter, the number of believers is levelling off after a minor growth surge in the mid-900s.</p> <p>While the Ikonaz Ritualists focus on conducting the correct ancient ritual on behalf of the gods and/or spirits, the Ceremonialists believe in creating new rituals and ceremonies: old ceremonies are seen as increasingly lifeless and ineffective in the world of the spirit, and eventually in the world of the flesh as well. This welcoming of innovation marks them off as heretics in mainstream Vilani thought, but the Ovaghoun way of thinking, this attitude makes perfect sence. Various priests are trained in creating the correct ritual for a given situation, place and time. Assorted philosophers carefully thinking out how to live the idea life, which is best viewed as a single, lifelong ceremony before the Spirit/Universe/Matter, History/Ancestors/Time, and People/State/ Family. (Note that, following Vilani precepts, the individual is not regarded as worthy of ceremony in and of itself, but only in relation to others.)</p>
The Church of the Stellar Divinity:	<p>A minor religion within the Empty Quarter, with its strongest following among nonhumans. Outside of the Quarter, the Church of the Stellar Divinity is a major polytheistic religion within coreward Imperial space, and the dominant religion within the neighbouring Domain of Gateway (both behind and beyond Imperial borders). A major interstellar religion, originating in Aldebaran, Jyesthari/Antares, centred on the worship that 1) stars are sentient gods 2) humans who worship the stars can become star-gods themselves. The Empty Quarter, dominated by Islam (both Sunni and Kikushegi), Hinduism, Vilani ritualism, and the Cultus of the Last Man, is a solid break in the Imperial "Divinity Belt." While originating among minor race humans in -3883 Imperial (AD 637), it has a Solomani majority among its adherents, and many non-humans followers as well.</p> <p>The religion has not been very successful within the Empty Quarter. After a brief early boom in membership, there was a steep local decline as the local Solomani launched a major counteroffensive. The violence got the headlines, but the real work was done by comprehensive ostracism, hard-core xenophobia, a successful theological response (by the Hindus: for similar reasons, Buddhism failed in its birthplace in India), and the lack of local elite Noble and Traveller support. Without the critical mass of powerful backers the religion enjoys elsewhere, it never got the traction it needed. A major devotional centre continues to exist on Beta Niobe: Riamlir hosted the last major stronghold in the Six Subsectors. There is a limited revival of the religion on Pramas, in the Hegemony.</p>
Claw Art:	<p>A Vargr form of worship. It consisted of a highly stylized form of fighting. Claw Art is extremely bloody and violent, and often fatal. This religion is growing quickly among the lower-class Irilitok Vargr, especially among the lower classes. Suedzuk Vargr dominates the membership, and are widely acknowledged to make the greatest Claw Art masters.</p>
Cyndeath:	<p>Not a true religion or ideology, cyndeath or 'the cyndeath' is a portmanteau of 'cynical death'. It described a social condition when the masses don't believe a word the authorities say, be they religious, political, scientific, racial-tribal, or corporate. Mockery and writhing contempt is the public response to elite command, be it deserved or not. At worse, the cyndeath leads to sheer lawlessness among law enforcement, judges, and the military as well as the general citizenry and politicians, and thus to the collapse of society per se. The Imperial government is sensitive to this form of spiritual rot, but is unable to address it properly, as her best minds are currently tied down handling the Solomani War.</p>
Deified Man:	<p>The 'unofficial' State Cult of the Hegemony of Lorean, the Unified Cultus of the Deified Man are focused on the quest to exult mankind to godhood. This is primarily focused on materialist ways of doing so, via genetic engineering, personality programming, etc. Recently, certain deviant sects on Pramas have shifted their focus to spiritual or exoteric means to gain deity. This religion is occasionally referred to as the 'Last Man' Cult.</p>

	<p>Outside of Nisaga, membership within the Sparks has levelled off, after a deep dive. On Nisaga, the Cultus is solidifying its dominant position.</p>
Hidden Knowledge (Ikonaz):	<p>A Ikonaz Vilani analogue to Gnosticism, the School of Hidden Knowledge insists that true knowledge is only found within the individual's mind, which is seen as a gateway to an alternate dimension. This particular religion has several connections with the (usually legal) Psionic Centres of the Rukadukaz Republic, and the Knowledge Masters, the leaders of the School, are themselves usually low-powered psions.</p>
Hinduism:	<p>A major interstellar religion, both within and outside of the Empty Quarter. Hinduism is a polytheistic amalgam of a myriad of pre-spaceflight (and some space age) beliefs, originating on the Indian subcontinent of Terra. Widely shared beliefs include reincarnation, karma, religious duties, and mystical yoga practices. Vegetarianism is widespread, and, to a lesser degree, so is pacifism. Most members are Solomani humans, of East Indian descent: some Amerindian animist groups have been absorbed into the religion over the centuries. Most Hindu sects accept nonhuman members, but many don't. The numbers of local subscribers to this religion is stable within the Six Subsectors, and in a slow decline across the Lesser Rift.</p>
Imperial Astrology:	<p>A widespread belief in the power of stars to determine the fates of men. Distinct from the beliefs of the Church of the Stellar Divinity: the Star Diviners believe that the stars are sentient gods, while the Astrologers believe that the stars are fundamentally impersonal, if extremely powerful, forces that shape our destinies. Worship is not the central goal of the astrologers: predicting the future is. The astrologers are becoming increasingly influential in the halls of Imperial power. Primarily Solomani human, but astrologers have been found in many known sophont cultures. This highly-fragmented crypto-religion is growing at a steady pace.</p>
Imperial Movements:	<p>This is a catch-all term for related pan-Imperial political philosophies. The One Imperium Movement's goal is to incorporate the long-lost Julian Protectorate and the Solomani Sphere into the Third Imperium. The Full Imperium Party wants to incorporate all humaniti – especially the Zhodani – into the boundaries of the Third Imperium. The Great Imperial Party desires to bring all sophonts under the rule of the Iridium Throne. The first two movements are large, and exclusively human: the third is a good deal smaller, with a large minority of nonhuman Imperial citizens. The growth of all three movements is slow but steady.</p>
Islam (Sunni):	<p>Islam is a monotheistic religion, founded by Mohammad in the Arabian Peninsula, one of the desert regions of pre-spaceflight Terra. The religion centres around the worship of Allah, and submission to the religious dictates of the Qur'an (sacred text), the Hadith (sayings), and the Sharia (law). Exclusively human, largely Solomani Arabs. The number of Sunni Muslims are growing, but beginning to level off.</p>
Judaism:	<p>A monotheistic religion, founded on pre-spaceflight Terra. Doctrine and worship centres around obedience to the commands of the Torah and Talmud. Jewish belief within the Empty Quarter follows the Orthodox school of thought. Ceremonial law is rigorously upheld. Exclusively Solomani human. Within the Empty Quarter, members are generally East Indians. The number of Jews within the Empty Quarter is growing at a steady pace.</p>
Kikhushegi:	<p>This is the largest religion of the Imperial Empty Quarter, but makes up a plurality, not a majority, of the population. A syncretism of Sunni Islam and Vilani Ritualism, this religion is monotheistic, highly ritualistic, and governed by various strict codes of behaviour and proper thought. Loathed by Sunni Muslims within the rimward Quarter, the religion, originating on Lazisar, has become the dominant belief system of Gimushi Subsector, and is found throughout the Six Subsectors. Membership is restricted to humans – generally Mixed Vilani and minor race humaniti. However, Kikhushi clerics are sympathetic with the nonhuman priests of the Shirga Mysteries, and work with them in conversion, charity, theological, and legal matters. The number of Kikhushi is shrinking slightly, on a year-over-year basis.</p>

Ritualism (Bwap): See: Wapawab
 Ritualism (Vilani): A school of religious thought less concerned with the gods, doctrines or ethics, it instead concentrates on the right ceremonial rituals and appeasing the spirits of dead ancestors. Attending the festivals and completing the specified rituals correctly is the very core of the various cults that make up the religion. This is the dominant religion of the Third Imperium – but by a plurality, not a majority.

Referee: saying ‘Vilani Ritualism is the dominant religion of the Third Imperium’ is analogous to saying ‘Monotheism is the dominant religion of the Solomani.’ True, so far as it goes, but a LOT of detail is being lost in translation.

Ritual magic – following precise rules to get what you want – is quite similar to the bureaucratic understanding of the universe, as the Ancient Egyptians knew.

“The magician seeks to obtain something for nothing. It is not that he seeks personal gain at minimal expenditure. We all do this. What he seeks is access to wealth or power outside the realm of ethical law. He substitutes ritual for ethics. Ritual seems cheaper than ethics.”

– Gary North, *The Lure of Magic*,

<http://reformed-theology.org/ice/newslet/bet/bet98.06.htm>

Ritualism (Ikonaz): Membership is primarily human, with a minor nonhuman following, primarily Ovaghoun Vargr. (Unlike the Solomani, Vilani definitions of humaniti centre on right behaviour more than genetic heritage.) The number of Vilani Ritualists is growing at the rate of the general population within the Empty Quarter.

The Sacred Hunt: While originating from classical Vilani Ritualism, Ikonaz Ritualism focuses more on the experience of ecstasy, enthusiasm, and ‘freeform rituals.’ Vargr-only forms of Ikonaz ritualism tend to dissolve into charisma-fuelled exercises in chaos. Membership is restricted to Ikonaz, Vargr & Vilani. The number of Ikonaz Ritualists is growing at a slow pace. Ikonaz ancestor veneration is considered a subset of Ikonaz Ritualism.

Shirga Mysteries: The central religious matrix of many Vargr societies, instead of a body of doctrine or stories about God/the gods, as is common among humaniti. The innumerable variations of the Hunt focus on the experience of hunting and killing live prey. Suedzuk Vargr follow this religious tradition widely: even those who don’t are still powerfully shaped by this religion. Human hunts do exist, but are considered pathetic imitations, unintentional comedies, and/or a most insipid form of sacrilege by the Vargr. The number of hunters continues to grow at a steady pace.

Imperial Unitarian: A monotheistic religion, dominated by nonhumans within the rimward Empty Quarter. Kikhushi priests often work closely with Shirga priests, and have had a strong hand in shaping core beliefs and practices. The religion is spreading among local Imperial nonhumans at a fast clip.

“The True Vargr Gods”: Unrelated to Unitarian Universalism, Imperial Unitarianism is an intensely secular philosophy which stresses the need for Imperial Unity above any and all other considerations. It is distinct from the classical Imperial Cults in that it does not see the Emperor as a god, nor is he a mystical manifestation of the Imperial Spirit. Instead, the concept of Imperial Unity itself is deified, and the slow merger of all Imperial sophonts into one Imperial Culture and one Imperial Way of Thinking is seen as the first duty of all loyal citizens. Membership is primarily human – generally Mixed Vilani, and some sympathetic Pure Vilani – with a small nonhuman following. Unitarian adherents are growing sharply in numbers. Missionaries have been fielded on Bwap worlds, but not a single convert has been made as of 993.

“The True Vargr Gods”:

Less of a religion than a disorganized, widespread mystical mania, millions of Vargr within the Rukadukaz Republic – both Ovaghoun and Irilitok, in their own distinctive ways – insist that gigantic, super-charismatic Vargr shaped the entire universe with their bare hands. These beings, the True Vargr Gods, are claimed to glow with bright silver,

golden, or blood-red hues. Moreover, believers insist that they were contacted by the True Vargr Gods. Vargr being Vargr, what these gods desire of their worshippers is in hot dispute: fortunately, most of the fighting is fought on the level of hardcore charisma contests, not claws or bullets. There is no universally recognized name for this nexus of beliefs, but it has manifested itself time and again in Vargr history. This is easily the fastest growing religion in the Empty Quarter in 993, but it is just as likely to be the fastest *shrinking* religion in a generation or less.

- Unity of Ikon Orders: This is not so much a true religion with a unified doctrine and priesthood, as much as a federation of traditional martial Ovaghoun Vargr beliefs, ceremonies, philosophies, and ethics. Some strains of the Orders are at least three thousand years old, and certain beliefs and ceremonies are tracable all the way back to pre-industrial Lair, from around c. -3000 Imperial.
- Wapawab: The Bwap understanding of the Universal Order. The philosophy has no gods, and limited ethical teaching. Instead, Wapawab focuses on proper behaviour, attention to detail, and upholding all duties without fail, and to the letter. It is an exclusively Bwap religion. The number of followers of Wapawab has a 1-to-1 relationship with the number of Bwaps.
- The Ways of Men: A predecessor of the Deified Man cultus, the Ways of Men was a religion that focused on the worship of various human heroes of history. It flourished in Arzul sector from the 2nd to the 5th Imperial century, and gained some notable followers in Beta Quadrant of the Empty Quarter, as well.
- The Will: A form of mystical atheism, derived from the Uncertainty Principle of the Spaceflight Age Terran scientist Werner Heisenberg. The Will takes the observational effect as the foundational structure of reality: 'the rules of reality exist because a sufficient number of sophonts agree on them.' The ruling body, the College of Educators of The Way of The Will, insists on the expansion of conformity and unity in thought and act, to protect the fabric of reality. While originally Solomani, most members are Mixed or Pure Vilani, with a strong Solomani minority. The Will's leadership has friendly relations with Bwap priests. Nonhuman membership is permitted – even encouraged – but rare.

There is a secret psionic order, The United Will: while banned by the Imperium and officially rejected by the College of Educators, a hidden relationship is still maintained between the order and the technocratic priesthood, including safehouses and training centres. While the number of psionic believers continues to grow, the number of lay Will-followers has been in slow decline since the early 900s.

Polite and Bloody Wolves

They're not so hard to distinguish.
One likes to imitate men,
and the other likes to eat them.

Imperial Scout Starborn Kikimagishi,
247-137 Imperial

Despite their viciousness, the Suedzuk pirates were quite inefficient as pirates in the early Imperium, as they insisted on being 'lone wolves', operating only at the single-ship level. The long-experienced Ikonaz pirates had long ago mastered the finer points of piracy, but the comparatively low-tech, wet-behind-the-ears Suedzuk threatened no one except 'walking victims' like the struggling free trader or the single lone scout.

Their fixed policy of 'eat what you kill' – that is, slaughter and eat the human crew, and totally strip the ship to the bare hull – maximised the immediate profit of the hit, but tended to either scare off interstellar trade Real Quick, or provoke a Nasty Response. In contrast, the Ikonaz preference for 'catch and release' – regularly milking the traders, but avoiding 'over-fishing', expensive violence and showing a little grace now and then to properly submissive prey – provided much better revenue over the long term. Certain Ikonaz corsairs have even made a name for themselves as 'civilized pirates', gaining a fan following and enjoying a nice boost in Charisma.

These differences, clearly established in Imperial Naval eyes only since the 300s, were solidified by the time of the Imperial Civil War. The methodology of the Ikonaz pirates has changed little since then – why mess with success? The Blood Vargr, however, have undergone rapid development as their region of space saw numerous powers rise and fall, and the nature & number of their adversaries shift with the wind.

By the 990s, under the firm domination of the Hegemony and the constant patrolling of the Julian Star Legion, piracy has been crushed within most of the Hegemony's Spark Worlds. However, within the Ssilnthis Zone, Suedzuk piracy runs rampant. Every individual ship still uses different tactics, lures, and stratagems: but It's no longer uncommon to see multiple Blood Vargr pirate ships work together,

especially for a big hit. While still not as efficient as the Ikonaz, the Red Sparks are far more feared, having grown wise in cunning, deceptive wisdom, and murderous experience.

A word should be given regarding the Irlitok pirate. These Vargr rarely lead a corsair band, as they don't have either the savage viciousness of the Suedzuk, nor the organizational abilities and bottom-line fixation of the Ovaghoun. As rank and file, however, they are fairly reliable and useful. However, the Irlitok Vargrs' sociability, weak 'killer instinct', and occasional sympathy for the victim keeps them in the 'low Charisma' category, and off the boarding parties and command circles. Instead, they are left in engineering, scrounging and fencing goods, and other 'second-line' work.

Among the Ikonaz, the Ovaghoun lead, and make the big decisions – based on information that their Vilani aides have pre-filtered and screened "so the Master doesn't have to waste his time with distracting noise." Ovaghoun Vargr scientists make the big discoveries – "the more revolutionary, the more unexpected, the better!" – while the Ikonaz Vilani quietly turn pure science into applied, proven technology. During the heated debates on the new Republic, it was routine to have Vargr vigorously argue for Vilani suffrage – backed by Vilani-gathered data - while his opposing number argued against additional Vilani liberty – with support from driven Vilani researchers, who hated the ideal of changing a social order that has stood for generations.

Imperial political specialists are well aware of the Vilani preference to govern by consensus, influencing and shaping the Ikonaz Sphere indirectly. The new changes in the old 'unspoken agreement', with some Vilani openly and directly governing some Vargr, make envious hatred a live possibility – especially between low-status Vargr and middle-class Vilani. The Vilani political leaders can govern their own people by consensus, but that won't work for the Vargr: until they can somehow gain charisma, the Ikonaz Vilani will never be able to openly & directly lead the Vargr of the Ikonaz Sphere. This is very difficult for a conformist, cautious, bureaucratic people to do.

Tribe vs. Tribe in the Empty Quarter

Preamble

This is a brief survey regarding just how certain races and species see each other. This survey is nowhere exhaustive, but should be of value to the immersive role-player, or the Referee who wants some social complexity to his game.

As a bonus, a demographic estimate of their relative populations is included.

The Ikonaz and the Irilitok

The snoutless wonders of the galaxy insist on the most preposterous definitions of politics. They like to use vague generalities like 'how groups make decisions' or 'consensus building' or 'the regulation of a government.'

What hilarious nonsense! Politics is all about who does what to whom. Or, as we Vargr like to say, 'the predator-prey relationship'.

Now, in the Ikonaz Sphere, everyone understands who's got the guns and the pointy teeth, and who's got the piles of paper and the spreadsheet tablets. Since we all know who's who, politics in the Sphere always run as smooth as the fur of a newborn cub.

— Ksovg Kogkaenii, King-Emperor of All the Ikonaz, 619 Imperial

The Classical Forms...

Despite the endless parade of interstellar governments within the Ikonaz Sphere, the Vilani & Vargr have a long-established, surprisingly stable framework for organizing their society. In 993, the Ovaghoun Vargr dominates the prestigious positions in life – any position where power, responsibility, and charisma naturally accumulates. The Ikonaz Vilani work the back office, handles the detail work, and puts the force of bureaucracy and money to back Ovaghoun decisions.

The Ikonaz, regardless of their species, tend to be highly pragmatic: they often define victory the same way, but the methods they use to get what they want are quite different. The centuries of time they

have spent working together has led to a strongly complementary behaviour patterns, not only in politics, but in regular life as well. It is not unusual for two Vilani, in conflict over Vilani matters, actually have their Vargr allies do the actual arguing, ranting, and even fighting, while the Vilani quietly gather information, activate contacts, and deploy the funds needed to support "the goals of the Masters".

...are a'changing

The waves of Irilitok immigration have changed this dynamic outside of politics and war. In civilian life, the Irilitok are taking over the most lowly and dangerous positions: their cooperative & trusting nature, willingness to tolerate abuse, and tendency to look to others for leadership all point to a tough life at the hands of more forceful and aggressive sophonts. But, when the visitor enters the low-class city districts of the Irilitok, he will find little violence or filth. The Irilitok are quite happy to co-operate with each other to create as much of a cheerful, healthy, and safe community as possible given their lack of wealth and power.

The Ikonaz Vilani have almost instantly altered the interpretation of various bureaucratic rules, making sure that the Irilitok are stuck with the 3D jobs – dirty, difficult, and dangerous – and have already altered the structure of the entire culture to suit themselves: the Ovaghoun at the top, themselves in the middle, and the Irilitok at the bottom. 'Just as tradition demands.' The Irilitok don't have the raw stubbornness to outlast the bureaucracy, lack the charisma to successfully override it, and are incapable of the violence required to overturn it.

While the Vilani firmly set the Irilitok in their place – below themselves, thanks to a ton of complex, difficult-to-appeal rules the Vilani themselves have written – the Ovaghoun prefer not to be in their presence at all. The Irilitok are too close to being a parody of the humans who altered them, and casts a disturbing reflection on the Ovaghoun who have taken up so much of the human Vilani culture for themselves. The Irilitok intuitively sense this, and are really *really* good at needling and subtly parodying the Ovaghoun in such a way that the Ovaghoun can't

effectively strike back without losing charisma. Unable to cut loose without looking foolish, the lordly Ovaghoun retreat to politics and war, where the Irilitok presence is banned and only the familiar, predictable Vilani servants and aids await.

It is more difficult for the Irilitok to deal with the Vilani, who are expert in welding The Regulations and Tradition to get what they want. Still, upon occasion, the Irilitok may figure out a way to force the Vilani to bend the regulations This One Time, or look bad before their superiors. Social engineering is rapidly becoming their greatest strength: something that is slowly bringing them additional wealth, despite determined Vilani bureaucratic interference and obstructionism.

Among the Wolves

In the Snout of the Irilitok...

The Irilitok Vargr were enslaved to the human of the Asimikigir Confederation, from about -1000 to -300, when a local Vargr Emancipation movement, sparked by the Menderes and strengthened by emerging economic requirements, ended Vargr slavery. During the 700 years of slavery, the Irilitok were altered to be more useful their human masters, from shorter snouts to weakening their proclivity for violence. After the Julian War, they grew quite comfortable working with humaniti even as they were accepted as near-equals across many Julian worlds.

The Irilitok attitude to the Ovaghoun swings between fear and amusement. Amusement, as the arrogant Ovaghoun of the Rukadukaz Republic are as strongly stamped with human mores and culture as the 'fake human' Irilitok that they so greatly disdain. Fear, as the Ovaghoun are quite intimidating with their soaring charisma, power, and social status, strong enough to keep the Vilani – a race not noted for weakness – in their place. The Irilitok can't challenge the Ovaghoun directly, but they are more than able to tie them up in indirect attacks; never presenting a profile that the Ovaghoun can clearly strike and crush, but distracting, deceiving and weakening them all the same when the need arises.

The sociable Irilitok find the Suedzuk unfathomable in their bloodthirsty violence and xenophobic clannishness. Unlike the Ovaghoun, the Suedzuk don't believe in anything but the thrill of the hunt and the joy of the kill. Moreover, the Suedzuk mentality makes it difficult (if not impossible) to do

the kind of social engineering you can with the Ovaghoun. As the Irilitok don't have the ruthlessness or the killer instincts of the Suedzuk in fighting, they would prefer to just avoid them as much as possible. And if someone else decides to kill off the Suedzuk... well, expect no tears from the Irilitok.

The Irilitok do have a secret pleasure: there are always more of them. In the Empty Quarter, they just don't have the charismatic presence of the born-to-command Ovaghoun or the killer Suedzuk, but the Irilitok Vargr is expanding in numbers and wealth as the other Vargr races are shrinking. Also, in the core of the Julian Protectorate, charisma is more closely tied to wealth creation and good social connections and deal-making instead of violence and social rank. This makes the wealthiest regions of Julian space more amendable to Irilitok thinking, than either the Ovaghoun or the Suedzuk.

In the Snout of the Ovaghoun...

The Ovaghoun were conquerors of the local Vilani during the Vargr Pillaging of -2400 to -1700. The Vargr groups that became the Ovaghoun won their long-desired goal, the crucial world of Ikon, only near the end of the Pillaging. They brutally enslaved the local Vilani population, initially treating them as so many disposable tools and cattle on the hoof. Over time, the smarter proto-Ovaghoun shifted their treatment of the Vilani to valuable slaves: this viewpoint was widespread among the Vargr of Ikon from around -1500 Imperial. By -1300 or so, there was a mutually-beneficial relationship between the Vargr and the Vilani, and the influence of the Vilani on the proto-Ovaghoun Vargr became more and more obvious. The Ovaghoun waged war against non-Ovaghoun Vargr, cheerfully exterminating them by -200 (with the hearty support of the Ikonaz Vilani.) While permitting Irilitok immigration to repopulate Ovaghoun-owned worlds after the Julian War, they have never regarded any other Vargr as equals – except, upon occasion, the Logaksu (who are closest to the 'original Vargr'.) In the Ikonaz Sphere, the Ovaghoun freed their entire human slave population only in the 730s, and began treating their Vilani servants as independent allies (rather than as trusted servants) in the 940s.

By 993, the uncompromising Ovaghoun supremists have moved on to greener pastures, mainly the Ovaghoun-only worlds on Meshan sector. The Ovaghoun who remain to rule the Rukadukaz Republic are more willing to compromise, preserving

overall Ovaghoun authority in return for various concessions. They have steadily moving to a 'co-dominion', with the Vilani controlling the economy, the Ovaghoun controlling the military, and the Irilitok masses doing the fetch'n'step routine. They still see themselves as a true warrior-race, better organized, funded and disciplined than other Vargr, and with more guts and initiative than the Vilani.

While the Ovaghoun see the Irilitok with condescending eyes, their attitude to the Suedzuk is full of raw hatred. The Red Vargrs' uncaring view of tradition, glory, and good order infuriates the Ovaghoun leadership. When successful, their rare but gruesome attacks within the Republic make the Ovaghoun-led Republican military look like pathetic fools & failures, unable to protect their own. Their hits on Imperial trade horns in on Ovaghoun territories, cutting directly into their revenue stream, and spoiling their carefully-laid plans and projections.

The only reason why the Ovaghoun haven't decided to 'pacify' the known Suedzuk populations is that such an act would tie down forces that they prefer to have available "in case our dear friends and allies, the Loreans, decides on a surprise strike against the Republic." Well that and another unspoken restraint: House Menderes *strongly* disapproves of full-on genocide. The fact that the Menderes Corporation has the Rukadukaz Republic's finances in a head-lock galls the more aggressive members of the Rukadur leadership, but the profits that those deals generate have a way of easing the pain.

In the Snout of the Suedzuk...

The Suedzuk Vargr are not as big nor as powerfully built as the weakness-hating Urzaeng, but they match them in raw violence, and bests them when it comes to out-thinking the prey. The Blood Vargr are most famous for ravaging Gashikan in -1658. They live in tightly knit, blood-based packs, and are distrustful of strangers, Vargr or otherwise. They stomped down on the humans of Beta Quadrant, good and hard, until the War of Men in the 300s. Between the War of Men and the rise of the Hegemony, the Spark Worlds were the site of endless on-again, off-again wars, with the Nishhingh War being the worst of the lot. Finally, they were driven out or killed off with the rise of the Hegemony, between 796 to 871. Now, their glory days within the Empty Quarter are far behind them as they scavenge a living in the Ssilnthis Zone, between the Rukadukaz Republic and the Hegemony of Lorean. A very few

packs have managed to make the long & difficult journey to Suedzuk-held space in Trenchan and Arzul sectors. Most remain trapped like rats in the Empty Quarter, either stuck between two highly hostile powers in the Ssilnthis Zone, or trapped on a few worlds, surrounded by men.

The Suedzuk see the Irilitok as insipid wastes of man-pleasing fur, not even fit prey for a hunt.

The Ovaghoun are seen as rivals, rivals that inspire intense envy among the Suedzuk. In some ways, the Ovaghoun are a horror to the Suedzuk: obedient to strangers instead of family, and focused on abstractions like numbers and traditions and the distant future, instead of the lusts and the demands of the here and now. But while the Suedzuk hate who the Ovaghoun *are*, they badly want the Ovaghoun *have*: wealth, respect, power, and dominance over both humans and Vargr.

The more the surviving Suedzuk think about this, the crazier they become. They can't really afford to be crazy anymore, so they just relentlessly trash-talk the Ovaghoun instead.

Rank, by population, within the Empty Quarter

1. **Irilitok Vargr** – dominant across most of Protectorate Space, they make up the majority of the Rukadukaz Republic's population, and a substantial minority within the Hegemony's Beta Quadrant.
 - a. **Hegemonic Vargr** – being both 'bred to serve', very little differentiates the human-bred Hegemonic Vargr and the human-bred Irilitok Vargr, except origins and history. (The Arzula were far crueller masters than the humans of Asimikigir). As of 993, only a dwindling number of the Hegemonic Vargr still insist that they are a separate race from the Irilitok: the vast majority are more than willing to drop as many ties to the Arzula as they can.
2. **Solomani Human** – dominant within the Imperial Empty Quarter and in certain other regions of Imperial Space, and within the Solomani Sphere. They are strongly represented in Beta Quadrant of the Empty Quarter. The majority of Solomani can be traced to Arab and East Indian settlements: American Indian cultures are also represented. East Europeans dominate Tokitre, while Cooke has a strong Anglo-Australian contingent. A Chinese minority can be found on several high-population worlds: they also dominate the world of Shuiku.

Referee: The Chinese population on Shuiku is something of a mystery. What is known is that on 822 there were no signs of trouble when the lightly inhabited Bazpur system in hex 2134 was surveyed by Imperial Scouts, and the first report of the Chinese settlement was from a wandering free trader on 826 Imperial. The new inhabitants insisted that they were placed there by the Imperial Ministry of Colonization, but the Ministry has no records of such a settlement project.

The original East Indian settlement was found abandoned, with no signs of violence: most personal effects were either absent or neatly locked away for storage. According to the final records and logs, a large Imperial Navy warship, the *Icefire*, defended the settlement against a pirate attack, then ordered the inhabitants to board the warship for relocation to safety.

No warship of that name existed within the Imperial Navy at that time.

3. **Mixed Vilani Human** – widespread across the territory held by any of the three Imperia, including the Empty Quarter. Within the Empty Quarter, they are politically, demographically, and culturally dominant within the Hegemony. This is the dominant ethnos of Beta Quadrant.
 - a. **Arzula Human** – a Mixed Vilani, light-skinned race originating in Arzul Sector. Most Arzula who reside within the Empty Quarter are dissenters or exiles from Arzul culture, ‘living in the colonies’. Most of the extensive military and civilian establishment are manned by loyalist Arzula. There are a few Arzula-only colonies, populated by loyalists: the dissenters prefer to live among the local ‘Beta humaniti’: the dark-skinned Arabs and East Indians conquered and subjugated by the Hegemony. If this was population was broken out, it would be in ninth place, between the Bwap and the Droyne.
 - b. **Lazisari Human** – a Mixed Vilani race, lightly modified by cosmetic bioengineering traits. Found primarily on Lazisar. If broken out, they would outnumber the Bwap or the Arzula in the sector, but number less than the Suedzuk Vargr.
4. **Vilani (Ikonaz) Human** – widespread within the Rukadukaz Republic, and can be found on several Ovaghoun worlds outside of the Republic, but within the Julian Protectorate. Rarely seen outside of Protectorate Space. Many ethnographers consider the Ikonaz Vilani as a subset of the Vilani superculture.
5. **Vilani (non-Ikonaz) Human** – usually just referred to as the Vilani, they have a strong representation across the territories of all three Imperia. Combining the Ikonaz and non-Ikonaz Vilani would bump them up to third place within the Empty Quarter.
6. **Ovaghoun Vargr** – at one time, the Empty Quarter was the locus of the Ovaghoun. Since the 700s, though, major emigration by the Ovaghoun, coupled with immigration by the Irilitok, has brought about a steady decline in local Ovaghoun numbers and a steeper decline in their share of the Empty Quarter population.
7. **Suedzuk Vargr** – the Suedzuk dominated Beta Quadrant before the War of Man in the 300s. They went on a relative decline vis-à-vis the local Mixed Vilani humans as humaniti was freed from Suedzuk oppression. However, it was the Hegemony invasion of the late 8th and 9th Imperial centuries that destroyed the Suedzuk in most of their old territory, leaving only a remnant population in the Ssilnthis Zone. Important worlds that remain dominated or strongly influenced by the Suedzuk are Ssilnthis, Flange, and Zuethun.
8. **Bwap** – for the most widespread minor race in Charted Space, their raw numbers are rather low, due to their environmental requirements and low levels of independent aggression. The number of Bwap-dominant worlds in existence numbers no more than a dozen, and none of them reach the billion mark. However, they maintain a notable presence on high- and mid-pop worlds dominated by other races. This is especially true across much of the coreward Third Imperium, and even in former First Imperium regions like the Julian Protectorate.
9. **Droyne** – there is a single, large Droyne colony on the world of Mugama. The Droyne Autonomous Zone is considered a no-go area for non-Droyne.
10. **Surogotans** – a sophont species on a single world, the handful of Surogotan sophonts reside on their world of Surogota. A rare few can be occasionally found beyond their homeworld, working as talented medical surgeons.
11. **K’kree** – while no K’kree clan or family resides permanently within the Empty Quarter, occasional traders are not unheard of. There is a permanent K’kree consulate at Nulinad, the Imperial Sector capital.

Population Shifts in the Empty Quarter, 993 to 1105

There are some substantial population differences in the Empty Quarter worlds listed, between 993 and 1105. Why did some high-pop worlds shrink, and others grow? Is it due to cultural sterility, war, plague, large-scale migration... or something else? Could the cause be traced to a rise in technology, new resources, colonization, a shift in the trade routes, a baby boom, or just a positive birth/death rate? In any case, the Referee is invited to consider the small list of worlds, imagine the reasons for the population shift, and have his players experience the momentous changes first-hand!

993 date
1105 date

The arrows refer to changes in population magnitude.

Nulinad	0338	A556894-A		923	Im	
NULINAD	0338	A556994-9	Hi	623	Im	↑
KAKHASAEK	0414	D875976-8	Hi In	110	Jr	
Kakhasaek	0414	C875876-7		910	Jr	↓
BYEGH AENGZ	0601	A560962-A	De Hi	434	Jr	
Byegh Aengz	0601	A56079D-A	De Ri	434	Jr	↓↓
Rasu	0637	B3407CG-C	De Po	713	Im	
RASU	0637	C3409CA-C	De Hi In Po	213	Im	↑↑
CHIKATRA	1415	D562988-6	Hi	123	Cs	
Chikatra	1415	B562888-9	Ri	223	Cs	↓
KENRASDA	1436	D240995-6	De Hi In Po	724	Im	
Kenrasda	1436	B240895-8	De Po	624	Im	↓
Mugama	1728	E5537AB-5		921	Im	
MUGAMA	1728	E5539AB-4	Hi	221	Im	↑↑
UDUSIS	1831	E768996-8	Hi	313	Im	
Udusis	1831	E768896-7	Ri	713	Im	↓
Belumar	1838	D663796-4	Ri	910	Im	
BELUMAR	1838	E663996-3	Hi	410	Im	↑↑
HEBRIN	1930	B550A88-9 N	De Hi Po	423	Im	
HEBRIN	1930	B550988-8 N	De Hi Po	423	Im	↓
MANAGA	2111	E65A9BB-7	Hi Wa	723	Cs	
Managa	2111	E65A8BB-6	Wa	923	Cs	↓
Cotan	2212	C877877-5		824	HI	
COTAN	2212	C8779CH-5	Hi In	424	HI	↑
RESHKHUDA	2605	D567A86-2	Hi	304	HI	
Reshkhuda	2605	D567886-3	Ri	504	HI	↓↓
TsOSOE	2704	C55697C-7	Hi	725	HI	
Tsosome	2704	B55677C-A	Ag	525	HI	↓↓
ZUETHUN	3007	B76297B-B	Hi	310	HI	
Zuethun	3007	B76287B-A	Ri	810	HI	↓

Naturally, the list above can be expanded indefinitely. All the Referee needs to do is reduce/increase the population sharply after 993, then radically reverse the trend before the 1105 date is reached. That gives the Referee 112 years to play 'dive and fly' or 'pump and dump' with. Moreover, he need not restrict himself to only high-pop worlds. Small colonial worlds are actually more likely candidates for drastic population shifts than high-pop worlds. However, it's the high-pop worlds that have the greatest impact on the PC's environment, and usually on the Referee's storyline as well.

The Assassination of Archduke Gvueneghz

There have been a myriad of assassinations and assassination attempts within the Empty Quarter, far too many to list. Only the most significant and fairly recent death of Gvueneghz, Archduke of Antares, is discussed in detail in this document.

The assassination of the Archduke of Antares as he toured the Protectorate was carried out by the Black Death Band primarily for the sake of prestige, 'street cred', and charisma. On 49-979, his jump4 starship, the 90,000-ton Effendi-class heavy cruiser *Baron Gzueng*, was ambushed and crippled by two squadrons of Black Death warships and a secondary flotilla of about 80 minor (sub-1000 displacement) corsairs. One squadron of warships was wiped out, as was most of the second before the manoeuvre drive, spinal mount, and missile bays of the *Baron Gzueng* were knocked out of commission. The remaining Black Death warship, the 20,000-ton *Wolfish Grin*, and her escorts boarded the *Baron Gzueng*, and managed to locate, isolate, and kill the Archduke in a very bloody assault. After his death was verified, the corsairs abandoned the ship and dispersed (keeping the Archduke's tail, ears, and paws as prizes) leaving the 139 surviving crewmembers (out of an original compliment of 866) to keep the ship alive until Star Legion forces arrived 17 days later.

Because of the size and sophistication of the assault, the Imperium believed that the Protectorate *must* have known about it, and either implicitly or explicitly condoned it. Imperial forces were ordered to ready themselves for an invasion of the Protectorate within the year. Extensive Julian efforts and good-faith measures were needed to assure the Imperials that the Protectorate had no connection whatsoever to the attack. Imperial naval forces were permitted to observe (and occasionally support) the Star Legion investigation and military activity needed to shut down the Black Death Band.

The captured criminals were shipped to Ikon and frozen in low berths until the entire band could be tried as one man – well, one Vargr. After their conviction, the pirates were beheaded in the presence of the Imperial Ambassador to the Julian Protectorate, and their heads (and dependents) were transported to Antares. There, the new Archduke, Koktso, decided to return the dependents to Protectorate space unharmed, but the skulls of the pirates – Vargr and Vilani – were cleaned and mailed to Imperial Navy bases and ships across the sector, to keep as souvenirs in wardrooms and curio cabinets. Regent Harsha Menderes personally went to Antares to apologize for her government's failure to protect Archduke Gvueneghz, apologies that were deemed satisfactory by Archduke Koktso, Gvueneghz's son. Imperial forces were finally ordered to stand down in 11-981. In 985, Imperial adventurers within the Rukadukaz Republic managed to locate and return Gvueneghz's ears to his pack. The Archduke's paws and tail remain lost.

The legend and tales of the Black Death Band are still repeated in Vargr feast-halls and hunting ranges across Ikonaz space and beyond. Several Ikonaz corsair groups have claimed to be the 'true successor' of the Band. One such group, the Toothsome Slashers (a rare mix of Ovaghoun and Suedzuk Vargr pirates) have managed to steal the warship *Lungonkha'osh* from the ruling Vargr monarch of Tsahrroek system. They have re-christened the ship with her old name – the *Wolfish Grin* – and are refitting her at an unknown location. They have also changed their own name to the Red Death Band, and are looking for ways to pull a spectacular stunt to win both fortune and fame at a single bite.

Soldiery in the Empty Quarter

[This is a modified version from the post “An Exercise for the Reader” at <http://stellarreaches.nwgamers.org/2012/07/24/an-exercise-for-the-reader/> . Readers interested in the feel of what a ‘war hero’ is in the various cultures of the Empty Quarter are directed to <http://stellarreaches.nwgamers.org/2012/07/24/urzaeng-suedzuk-hegemonic-and-imperial-war-heroes/> for some useful visuals and examples.]

Let’s first look at the Imperial side of the Lesser Rift. First, the archetype, then their Emptyheaded manifestations:

- **One Vilani Imperial company from Vland.** “Obedience to prior orders, traditional not innovative, good planners, dislikes the concept of taking prisoners. Favours well-planned, systematic assaults against a properly-softened enemy. The best commanders are extremely good at picking out the right lessons from similar situations in the past, and correctly applying them to today’s enemy.”
 - The wise commander will always avoid fighting a war of attrition with the Vilani. Always.
 - Within the Empty Quarter in 993 Imperial, the large Imperial Vilani armies are from Lazisar, Gimushi, and Pamushgar. Gimushi are good garrison troops, and have a certain skill in calming tensions, downplaying aggressive Vilani conformism in favour of generating a solid group consensus through ceaseless discussion, meetings, skill in handling local traditions... and knowing who to bribe, at the right time, with the right coin (‘It isn’t *always* Imperial Credits!’) This is a VERY useful skill to have in the often feuding cultures of the Empty Quarter.
 - Prisoner policy: surprisingly Solomani-like. Breaking with Classical Vilani Tradition, prisoners are readily taken, if the tactical situation permits it.
 - The Lazisar are very experienced in off-world expeditions and in leveraging both their experience and their technological edge to win a solid victory. Even with most of the Lazisari Army deployed to support the Empty Quarter Sector Fleet in the Diaspora theatre of the Solomani Rim War, this highly pro-Imperial system has recruited a substantial number of new troops to rebuild the ranks at home. It will take time and seasoning before they are up to snuff, though.
 - Prisoner policy: ‘harsh but fair’. Prisoners are not taken in assaults and in hot zones, but if the enemy is willing to give up before battle, or if the broken remnant of the enemy force cries out ‘no more’, then their surrender will *probably* be accepted.
 - Pamushgari soldiers see themselves in a hot competition with the Lazisari (who like to poke fun at the Pamushgari by deliberately ignoring them). While the Lazisari have a great reputation in mixing innovation with tradition, the Pamushgari Vilani are more straight ‘by-the-book’ soldiers, hewing closely to Imperial tactics and field doctrine. This makes them predictable, true, but it also makes sure that they avoid making really stupid mistakes – and wars are usually decided by whoever makes the least mistakes in battle, not by strategic virtuosity and brilliance. (The largest human empire in history, the **First** Imperium, was deeply grounded in this school of battle.) Moreover, their logistics train is usually very robust and fault-tolerant: a blessing easy to overlook, until *you* have launched your last rocket salvo and *they* still have an extra dozen up their sleeve...
 - Prisoner policy: carefully hews to current Imperial policy, and the official orders of the senior Imperial military commanders.
 - Pugaash is famous for the unpleasantness and strictness of their theocratic armies. However, to the relief of all, a huge percentage of the military-aged men of that world has been drafted into the Imperial Army, to inflict great suffering on the Solomani Confederation (rather than hapless visitor). For once, the world is largely at peace.
 - Prisoner policy: If you are an Imperial soldier or spacer, you will be treated with respect. Not so much otherwise. If you are a mercenary, *don’t* get captured.

- **One Solomani Imperial company from the Solomani Rim.** “Local circumstances take precedence to prior orders, innovative in the field, over-optimistic planners, will take prisoners – except in the heat of an assault. Favours surprise assaults, likes to leverage technology to their advantage. The best commanders are able to read the enemy’s strength and plans from fragmentary information, and have a deep understanding of their own abilities and limitations.”
 - In the small scale, the Solomani can build a powerful force from poor materials like nobody’s business – an extremely useful ability in the rather impoverished Empty Quarter. In the large scale, they are quite good in building a ‘Strategic Victory from Tactical Defeats’.
 - Within the Imperial Empty Quarter of 993, the best-trained regular military force is the Arakaa military, the Fists of Arakaa. They rarely leave their system, though, and their technology – TL 9 – limits their usefulness in expeditionary warfare. (But less than you’d expect, given the overall inferior technology of the Empty Quarter). Woe unto the poor fool that tries to invade their world, though!
 - Prisoner policy: Their prisoner policy is flexible, but the *message* of that policy is unchanging: “Don’t invade my world. Just... *don’t*.”
 - Hebrin’s military is a ferocious mix of Solomani Arab, pure Vilani, and Mixed Vilani. It has quite a bit of experience in expeditionary operations, supporting the goals of the duke of Hebrin. Despite the Vilani-leaning government, the military remains dominated by Arabic mores. This leads to a less-than-effective military: officers lord it over ratings, discipline is harsh and unthinking, and doctrine is reactive and inflexible. (“Rote learning for the win!”)
 - Prisoner policy: unpleasant, but captured prisoners will probably live to be released at the end of the conflict.
 - Irash is dominated by a merger of the Hindu and Vilani caste systems. The military castes of Irash are quite proficient in warfare, and have an élan that matches the Lazisari (if not quite the experience or the technology to back it up). They are somewhat overconfident on the one hand, but they have good levels of endurance and determination on the other.
 - Prisoner policy: typically Solomani, they are willing to take prisoners usually, but not in the heat of battle or if the enemy is seen to have ‘crossed the line’ in some way.
- **One Vargr Imperial company from Antares (Ovaghoun Vargr).** “Local circumstances over prior orders, traditional in the field, good planners, dislikes prisoners – but will do so if it boosts the standing/charisma of the company in the eyes of their peers/the locals/Imperial Authority. Favours assaults that look really good in the media (Vargr culture) after a good amount of covert planning and preparation (Vilani culture). The best commanders combine Vargr hunting instincts with Vilani organizational skill, a union that is absolutely crushing in the right circumstances.”
 - If you are fighting the Ovaghoun Vargr, never let the situation spiral out of control. They will eat you alive.
 - Rarely do the ground forces (as opposed to the naval forces) of Imperial Antares cross the border into the Empty Quarter. When they do, the local Emptyheads *very* quickly pick up on the disdain that the Ovaghoun and the Vilani of Antares have for the poor, low-tech, comparatively uncivilized, and strongly anti-Vargr Emptyheads. The Imperials of the Empty Quarter – especially the Solomani – react just as badly to Antarean attitudes of superiority as you thought they would. (The powerful Antares Sector Navy, on the other hand, is *extremely* professional and courteous to their Imperial brothers, and are held in awe by the Gushgusi).
 - The Bwap are a lot more easygoing – so long as all the forms are properly filled out – and the Vilani aren’t as alienated, as many Antareans (both Vilani & Vargr) respect Vilani cultural mores.
 - Antarean culture has a certain passing resemblance to the Ikonaz culture of the Rukadukaz Republic. However, the differences outweigh the similarities. There are a lot more Solomani in Antares; the Ovaghoun Vargr lost their upper-class status on most Antarean worlds a long time ago (even the Vargr Archduke of the Domain of Antares is a Gvegh Vargr, not an Ovaghoun Vargr); and while Antares is as important in Imperial history as Ikon is in Vargr history, there are many more worlds in Antares Sector that are not far behind, or even equal to Antares in population and technology.

- Prisoner policy: Imperial Antarean forces respect Imperial orders and regulations regarding prisoners, generally. Anger them sufficiently, though, and even the records that there *were* prisoners are going to vanish into smoke...
- **One Bwap Imperial company from Marhaban.** “Prior orders are everything; local circumstances are nothing. Following the Book in exhaustive detail is more important than either tradition or innovation – or even winning the battle in question. Prisoners will be taken, as it is Official Policy. (When official, published policy changes, then – and only then – will the Bwap change their behaviour in the field.) Assaults tend to closely follow the Book, but when things get unpredictable, the Bwap tend to just follow procedure more closely. The best commanders are good at spotting patterns in the behaviour of their enemy, and use those same habits against them.”
 - Bureaucrats aren’t fighters; but armies are bureaucracies. Bwap soldiers are far more dangerous if they get their moist little hands on the enemy’s internal rulebooks, regulations, and requisition procedures. If you let them interact with your nation’s lawyers..., if they figure out how to ‘work the system’..., if they learn how to shame your military paper-pushers with bad publicity..., or if they figure out a way to drown your bureaucracy with appeals and complaints... then you have already lost. Resign quickly, before they discover that you violated the Imperial Military Code, Section H, Subsection IX, Articles e and f, on eighteen occasions between the dates of 45-982 and 103-993 (complete with a flawless electronic trail to back up their claims).
 - The Bwaps aren’t *meant* to be fighters: they are just too dependent on a moist, hot environment to do very well. In a universe where ‘no battle plans survives contact with the enemy’, the Bwaps have difficulty competing successfully (and that’s *with* their general technological superiority!)
 - But on the other hand... if you have a hot, humid, semi-aquatic environment that you want to conquer, the Bwap aren’t *too* bad. They can fight, they can kill, they are organized, and they are very determined when they set their mind on a goal. Find a way to let them write their own rulebook on the fly, and you have a decent chance of a solid victory in the field.
 - If you want the Bwap to win hands-down, let them set up a few sock puppets with the enemy chain of command: quite doable with their technological lead...
 - Prisoner policy: The Bwap will follow Official Policy, to the letter. Always.

And just a few selected forces on the other side of the Lesser Rift:

- **One Hegemonio starship/company from Arzul Sector.** (There *are* dedicated ground units that serve the Hegemon, from mass armies to independent fire teams, but most PCs will encounter a dual-environment kind of unit.) “All starship crewmen are cross-trained as ground soldiers, and the starship is designed as much as a really large tank/floating firebase as for a light company as it is built to fight other starships. Tactics and strategy – including the dual-environment philosophy – are strongly rooted in a very long and very nasty history of conflict with the Blood Vargr. Unit discipline is paramount, and operations are geared to inflicting punishment on groups of fast-moving targets. As the enemy can be amazingly responsive and very quick in picking out your ‘undefended flank’ (be it positional, communication, supply, organizational, technological, or even the lack of time) the enemy **MUST** be COMPLETELY destroyed before they can sniff out and capitalize on your weak point ‘...and, rest assured, you *always* have a weak point!’
 - More than any other military in the Empty Quarter, the Hegemonio military understands the use of ferocity, cruelty, viciousness, and savage mockery in warfare. No *human* institution in Chartered Space speaks the ‘language of blood’ better than they do. However, the old ways are not very useful when it comes to ruling a world (as opposed to terrifying it into submission), so dirtside, they tend not to be seen, just spoken about. Quietly.
 - Unlike in the Imperial Empty Quarter and the Rukadukaz Republic, the Hegemonio forces are fundamentally an army of occupation: “pale-skinned Arzula from worlds 20 parsecs away coldly watch the dark-skinned Arab and Indian population, who carefully ignore and quietly resent their harsh (at best, cruel at worst) masters.” There is no love lost between them, but as the Arzula mainly stay in space, on their bases, on their colony worlds, or in their quarter

of the city, there is little contact and little conflict as of 993 Imperial. (And the few Arzula who ARE found living among the locals hate the Hegemony more deeply than the locals do.)

- Notable exceptions to the rule include:
 - Nisaga, which is assimilating large amounts of Arzula culture for herself;
 - Zuethun, where, as the unofficial regional capital of the Hegemony, both masters and servants have learned to tolerate each other;
 - Pramas, where Arzula & Arab/Indian religious syncretism is the rule.
- Prisoner policy: the forces of the Hegemon traditionally don't take prisoners: but after more than a century of experience ruling non-Arzula humans, most of the Hegemonio are willing to take human prisoners nowadays (and, increasingly, Irilitok Vargr prisoners as well.) The best units can even treat the prisoners fairly humanely.
- They never take Suedzuk prisoners though – and not just because the Suedzuk tend to make people deeply regret capturing them alive. While the Vilani are genocidal as a matter of efficiency and cost-reduction (“Wars are expensive, so they should be fought just *once*.”) the Hegemonio dread the possibility of the Suedzuk *learning* how their human enemy operates, close-up. Long experience has proven that this is a Bad Idea.
- **One Ikonaz company, from Ikon.** “The Ovaghoun Vargr takes all the prestige positions, including the front-line regiments and companies. The Ikonaz Vilani are now permitted to serve under arms, and their units – usually led by Ovaghoun officers – take up less prestigious positions and duties. Ovaghoun units are definitely more organized and disciplined than most pure Vargr units, and can work in larger teams for more distant goals, and engage in more complicated and subtle manoeuvres. For charismatic reasons, they also tend to be more daring and more liable to ‘showboat’ than other pure Vargr units: this is a weakness that can be exploited by the knowledgeable commander. Over the last century, with the Vilani now seen as near-peers of the ruling Ovaghoun Vargr, it is now possible to see the occasional truly unified Ikonaz unit, with strong input and leadership from both the Vargr and the Vilani. Usually, these units are able to draw on the strengths of both cultures (instead of their weaknesses), bringing success on the battlefield. The combination of surface chaos and underlining order can destroy the opposition, if they are not prepared for it. And even if they are, the Ikonaz are equipped to a very high standard, technology-wise.”
 - The above description is for the powerful Ikonaz culture: but regional variations, quirks, and subversions are to be expected across the Republic. Ikonaz corsairs and pirates are fairly well integrated into the system and operate under some important legal and traditional restraints (including the watchful eyes of the Star Legion): the amount of wealth they can take and the violence they can inflict is tightly limited within Protectorate borders.
 - Prisoner policy varies, but in general, the Ovaghoun (a.k.a. the Ikonaz Vargr) see prisoners as charisma-enhancing, and are willing to do so – especially when doing so expands their fame and respect in the eyes of others.
 - The Ikonaz Vilani see prisoners as a ‘cost centre’, to be eliminated when possible.
- **One Suedzuk Vargr company from Ssilnthis.** “As a culture of wildly violent paranoids, Suedzuk packs are very individualistic in organization, doctrine, and technology. As a rule, though, they are extremely tightly-knit, are careful to scout out the enemy before striking, like the idea of technological superiority and tactical surprise, enjoys disrupting (or, better yet, perverting) enemy communication nets, and have a cultural weakness for having their kills up-close and very messy. The very best Suedzuk leaders can 1) think like a human and 2) exploit all sorts of blind spots, be it cultural, tactical, technological, or temporal. ‘Out-flanking the enemy’ is a key doctrine among all of the Suedzuk.”
 - Unlike most of the Suedzuk, the Ssilnthis Suedzuk don't go out pirating much out of their system, husbanding their strength in an era of broad human dominance. Their violent aggression is channeled to various honour codes, unpleasant forms of art, and ritualized hunts.
 - Prisoners are not taken by the Suedzuk Vargr, not even the ones from Ssilnthis.

The Christianity of the Not-That-Far Future

Problems

As it has been noted here: <http://teapartyeconomist.com/2012/08/03/catholic-hospitals-vs-obamacare/>, if American Catholics seriously resisted, they would not be required to pay for either contraceptives or abortions with their own money. If the religious hierarchy seriously put their foot down, they may or may not have succeeded, but they would have been able to honestly claim to have resisted the murder of children and the endorsement of fornication with all of their strength.

Because the bishops don't enforce the doctrine on Catholic members of Congress, Protestants assume that Mrs. Pelosi has enforced her doctrine on the bishops. That's the way Protestants think. Protestants decide whose doctrine is being enforced in terms of whose sanctions are being enforced: the hierarchy's or the laity's.

The laity control the purse. It's pretty clear whose doctrine is being enforced.

Gary North, "Catholic Hospitals vs. Obamacare" Aug 3, 2012.

So, it can be assumed that Catholic doctrine in wealthy nations is becoming a desiccated corpse: the utter abandonment of the sacraments is becoming an inevitability, with the failure of priestly vocations. Opus Dei, the hard men of today's Catholic hierarchy, are no match in either discipline or intelligence for the Jesuits in their prime, and we all know what happened to them: <http://www.garynorth.com/public/9710.cfm>

I will claim that the entire process started with the Catholic Church of France, under the leadership of Cardinal Richelieu, whored herself out for the greater good of the French State – to the applause of sensible leaders everywhere (God's reaction is best seen in the French Revolution). See Spengler, "The sacred heart of darkness", http://www.atimes.com/atimes/Front_Page/EB11Aa01.html for all the ugly details. Spengler's works on this issue are of interest to the Christian reviewer: I especially like "Ratzinger's mustard seed" http://www.atimes.com/atimes/Front_Page/GD05Aa01.html and "Europe's tragedy, and Europe's tragedian" http://www.atimes.com/atimes/Front_Page/KK17Aa01.html.

If the Catholic hierarchy are so many relics in fancy hats, then what about the Protestant pastors? The majority of them are well aware that the burden of the 'culture war' is being carried by laymen... and disapprove. The pastors would much rather active Christians shut up, sit down, and pay the tithes. (See North's "On Deciding When to Say "No" to Long-Shot Charitable Projects" - <http://www.garynorth.com/members/login.cfm?hpage=9793.cfm> – for details. You'll have to pay to read it.)

So, the majority of the pastors – *and* the parishioners – would much prefer peace and quiet than actually following the model of the prophets, the apostles, and Christ Himself. Obviously, then, it's time for the Holy Spirit to ditch the professional religious crypto-men, and head on to those who actually do what God says. (See Ezekiel 9-10 for details.) But if the old model is a hollow husk, what is the new model?

Solutions

Once again, for details, you're going to have to pay:

<http://www.garynorth.com/members/login.cfm?hpage=9451.cfm>. But in summary, start planting home churches, churches that multiply and grow... and avoid buying that fancy big building: a growth-stopper if there ever was one! One movement that has the right idea is here: <http://vimeo.com/4521963>.

Couple this with homeschooling – see <http://www.robinsoncurriculum.com/> for a good set of materials. Link that up with some good Bible software: <https://www.wordsearchbible.com/>, or <http://www.swordsearcher.com/> (with the nice instructional videos).

Calvinists who want to make an impact should skip seminary (which is Establishment-designed to cripple your preaching ability and gut your financial independence, making you infinitely more docile before the Right Sort of People) and get a copy of Calvin's Institutes - <http://www.ccel.org/ccel/calvin/institutes/> - know it well, and spend the time to master Biblical Greek and Hebrew. This is going to cost you \$500+ with <http://www.logos.com>, but it – or something similar – is necessary. (And a lot less time- and money-consuming than seminary.)

For further education, I recommend <http://www.garynorth.com/public/department57.cfm> (capitalism FTW!) and <http://www.garynorth.com/freebooks/sidefrm2.htm> for a large collection of free books: download 75 Bible Questions and He Shall Have Dominion to start.

American Vision <http://americanvision.org/> & Chalcedon (<http://chalcedon.edu/>) are good too. Postmillennialism <http://postmillennialism.com/> isn't bad either, but not as meaty: more of a light snack for the day. For your amusement, evolutionary "something from nothing" magic is touched on regularly at <http://www.evolutionisdead.com/news.php> and <http://crev.info/>.

And read your Lew – <http://lewrockwell.com/> The State isn't going to save you, and you might as well start learning how to think as a free man. It will help you teach your house church how to think in a pro-liberty fashion, too.

The days of censors and gatekeepers and knowledge guilds and priesthoods with funny hats or holy lab coats are over and done. Time to get ahead of the curve.

Uhhh... Traveller?

You mean the Science Fiction Game of the Far Future? Well, the shape of that future is decided in part by what we do today, and since there is no outpost of a vast human empire 1.83 parsecs from here, WE are the ones who are going to have to spread to the stars.

As opposed to just sitting around like welfare drones, or toiling away as the tax-sheep & debt-slaves of Our Compassionate Masters.

Humanity is going to have to get on a serious growth curve, and we are going to need a stout, highly scalable, high-endurance belief structure to get us there.

Atheism/Secularism isn't going to be it: when it isn't busy looking for Invisible Friends in the Sky, it's wasting time and money on unsustainable welfare systems for the good of ~~Bondholders and the Senior Banks~~ The People, pushing short-sighted and sterile Pleasure-first policies, crippling as many small business (i.e. job-creators) as possible for the greater good of ~~Establishment corporations~~ The People and The Environment, or crying out for some variant of the centralized, certified power elite (whose every economic and cultural failure is just another excuse to transfer more money and more liberty from you and me to them.)

And – since magic doesn't exist – we are just going to have to *work* to build the Far Future we want.

Sure, things are tough now: and they are only going to get tougher over the next decade. But Christians have both spiritual and material reasons to rejoice: after the flawlessly secular masters have finished bankrupting their Government-God, Saviour and Healer of Mankind, the great burn-off of government power, authority, and legitimacy – "all those busted lies!" – is going to make establishing and growing a Christian culture *much* easier.

A cheer for technological de-centralization, a cheer for exponential growth, and a cheer for stubborn old men who simply WILL NOT kneel to the Elite!

Christus Victor!

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