

STELLAR REACHES

A FAIR USE MAGAZINE FOR TRAVELLER



Science-
Fiction
Adventure
in the
Empty
Quarter

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Credits:

Cover Art: The *Piikusham*, the lead ship of the Irgu Active Group, lifts off from Praveer/ Gimushi. As of 993, this Starmerc unit works for the Marquis of Pamushgar. The graphic is titled "Traveller Scene 2.1" © Shawn Driscoll. Please see his work at http://www.renderosity.com/mod/gallery/index.php?image_id=2368712

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The **BITS Task System**, although modified to include Traveller T20 difficulty classes, has been provided with permission by **British Isles Traveller Support (BITS)**. Its presence here does not constitute any challenge to the rights for this system, and we gratefully acknowledge Dominic Mooney and Andy Lilly for their generosity in allowing our use of this system to allow future adventures to be written in such a manner as to be more useful to all published Traveller rules sets.

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:

I hope that you like the change in the heading! It only will be for this issue, but I wanted to use the old Globe typeface from the **MegaTraveller** era at least once. That period, in the late 1980s-early 1990s, was when I got hooked on the immense universe of **Traveller**, and it is the interior artwork of that era that defines the game for me – that, and the sprawling setting. I expect to revert to the Federation font after this issue, though. I am no longer a **Star Trek** fan – its' way too timid and flat with people, while being way too loose and magical with technology – but Federation Crille is part of the identity of this magazine, and I find it a better match for a wide variety of images than the **MegaTraveller** cover format (which insists on only full-cover images).

Ω

Beta Niobe had to be dropped off of the sector, as there is no such star that bright in that region of space, so close to Antares.

From the **Stellar Reaches** blog: "I'm not going to go through the back issues of Stellar Reaches to remove all the references, as the first reference is actually Jeff M. Hopper's article in Stellar Reaches #7. But from now on, Stellar Reaches #19 and following, Beta Niobe is going to be dropped down the memory hole."

Ω

There are three main facets to group identity: family & race; religion and culture (derived from the world 'cult'); nation and political leadership. (For the Vilani, there is also corporate allegiance, but I'm ignoring that for now.) I've already handled the local political situation earlier, so I'm turning to the other two major factors in this issue. As you might guess, they are not nearly as neat or as tidy as political borders.

As a natural consequence, I have had to go into some detail in racial breakdowns of the various systems. This means that there are, again *sigh* two more sets of UWPs in this issue – for both 993 and 1105 – this time, containing minority population breakdowns. Stellar information was thrown in as well. Maps are provided, to aid Travellers: it's important to know who you are dealing with, not just to fit in the culture and know what to talk about and what to pass over in silence, but to know if the local group is basically hostile or friendly to your culture.

Ω

Sadly, while there are a pile of adventure hooks in this issue, there are no adventures per se. I felt the need to set the stage before writing more adventures. There is certainly a place for generic, casual adventuring in **Traveller**, and the Spinward Marches is comfortably detailed, with a wealth of material for most groups. I wanted something different for the Empty Quarter I inherited, with each world and system reacting to the others, the planetary cultures bouncing off each other for good or for ill, and a long history the players can leverage to make an impact, and make their own mark in the region, big or small. The Traveller Universe has a long and storied heritage, and I want that heritage and lore to be felt in my patch of space.

Ω

Besides the setting, there is also a reflection on the nature of Travelling, and some links to neat graphics.

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

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: $2D + 4 + 2 \geq 15$.

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.

The Great Tribal Census of 993

By Alvin W. Plummer



With an off-the-beaten path tribe on the low-tech, off-the-trade-route world of Reskhuda.

Note the vigorous green flora: designed by men (and Vargr, but don't mention that part to the locals) in earlier centuries, it continues to displace and merge with the naturally purple-hued local plants. 933 Imperial.

The graphic is titled "Air Trees. Wooden Island." © Alexandr Melentiev.

See his work at <http://alexandr-m.cgsociety.org/gallery/829820/>

Where are my Friends? Where are my Enemies?

Call it a clan, call it a network, call it a tribe, call it a family. Whatever you call it, whoever you are, you need one.

- Jane Howard, fl. -2550s Imperial

In the Empty Quarter, there is an intricate mix of races and nationalities, few of which like each other much. The local interstellar trader is usually hooked up with a particular network, based on race, religion, or astrology, that will help him get more sales while cutting down on unexpected expenses, be it corrupt port authorities or amateur-hour pirates (who rarely attack 'one of their own' in this part of space).

The out-of-sector interstellar trader who is attempting to 'steal my people's business' had better be able to

- cut a deal with the right people, or
- only work the big and important worlds (and benefit from a cloak of "Imperial Culture" impersonal business attitudes), or

- successfully keep his revenue stream a secret from the suspicious locals.

Otherwise, he is going to meet an escalating level of hostility until he is driven out of the subsector, 'shares the wealth', his business is destroyed, or he is killed. Non-Gushgusi mercenaries can expect 'irregularities' on or off the battlefield. Outsider traders who are weak and friendless will be destroyed when the Sector Navy (...currently fighting in the Old Expanses...) isn't watching.

Powerful Imperial megacorporations *could* be considered a clan – and do enjoy special standing in Vilani culture, which is powerful in some of the rimward regions of the Imperial Empty Quarter. (In the Rukadukaz Republic, only the Menderes Corporation has this level of respect). However, the poverty of the region means that megacorporate agents, offices, and employees are uncommon. They are not often seen outside of the subsector capitals, or the Vilani, Lazisari, and Bwap worlds. This is especially true in 993, where the Imperial Navy isn't able to shield them from local hostility.

Map Details

There are quite a number of broadly dispersed races within the Empty Quarter, so the map of the previous page deserves a proper legend, like so:

Legend, Dominant Races

Vargr & Vilani, Ikonaz	
Vargr, Irlitok	
Vargr, Ovaghoun	
Vargr, Suedzuk	
Mixed Vilani, Irashi	
Mixed Vilani, Lazisari	
Mixed Vilani, Arzula	
Mixed Vilani, Other	
Solomani, Arab	
Solomani, East Indian	
Solomani, American Indian	
Solomani, European	
Solomani, Bright	
Solomani, Persian	
Solomani, Chinese	
Vilani	
Vilani & Syndi	
Bwap	
Surogotan	
Fragmented	

Maps tend to lie, and this map of the Empty Quarter is hiding certain things in the breezy assumptions it makes.

The most crucial one is the category “Vargr & Vilani, Ikonaz”. We know that this is a dual-species culture, but an Ikonaz world of 50% Vilani, 50% Vargr is different from an Ikonaz world of 90% Vilani, 10% Vargr. And what about an Ikonaz world of 40% Irlitok Vargr, 40% Ikonaz Vilani, and 20% Ikonaz Vargr?

“Solomani, Bright” is a descriptor of the rather divergent cultures of three high-population systems under the rule of the Hegemon. What ties them together is not only their unified Arab/East Indian lineage, but also their retention of many of the old Bright culture habits, languages, and ways of thinking.

Despite their similarity, there are some serious differences among them. Flange is a recent addition to the Hegemony, and is very outgoing and eager to face the Universe; Justince has just went through a civil war, and is firmly led by a Vargr military dictator; and low-tech Reskhuda is a deeply anti-Vargr culture, still ruled by the same King Aracales who, at 302 years, is the direct heir of the last surviving legitimate ruler of a Bright Age Kingdom – the Vargr-dominated Kingdom of Uenkakh.¹

“Fragmented” cultures look like a lot of fun. Perhaps it is, but maybe not. Only the Referee knows for sure...

“Mixed Vilani, Other” summarises vast tracks of the entire Third Imperium in a nutshell. A lot of these worlds are going to be upset to be dumped in the same single category, and insist that they are culturally and racially unique. Perhaps they are: but the only ones I am going to note as unique are those who have spread out to make their own interstellar colonies.²

Should the Lazisari be considered their own Minor Human Race? Despite their cosmetic genetic alterations – early and unusual balding patterns, darker skin tones, and a greater inclination to both muscle and fat – they see themselves as Mixed Vilani, and have refused to campaign for recognition as a unique Minor Human Race. This decision has much more to do with in-house Imperial racial politics than with biological science.

Vilani Visuals

Race, as an indicator of genetic relatedness, is one of the quickest ways we have to tell if someone is “one of us” or not. So long as that is true, it will be important in most human societies, as “blood is thicker than water” (as opposed to religion, nationality, or corporation.)³ The Empty Quarter is not as heavily tribalized as it was two centuries ago, but tribe, family, and clan remain of importance. In the Indian caste system, darker skin

¹ He was adopted into the dying Vargr ruling dynasty in 722, during the plague that wiped out the Vargr of Reskhuda – as well as killing most of the human population (and the planet’s technological base, as well.)

² Nisaga is aggressive enough to hold three colonial systems: but the East Indian settlers are not the majority population in any of these systems. Moreover, the colonial governments have not been able to expel (or quietly kill off) the local Vargr – at least not yet.

³ Due to Matthew 10:37, I expect this to change, but slowly.

tones tend to be lower caste: upper skin tones tend to be of higher caste. In Beta Quadrant, the pale Arzula conquerors sneer at the conquered, both Vargr and dark-skinned Arabs and East Indians. And lighter skin women remain 'prizes', as light skin denotes femininity. (Skin-lighteners do a brisk business in this sector, among the Solomani.)

It doesn't take too much effort to find out how Arabs or American Indians look like, but it takes some imagination to visualize the Vilani and Vilani-descended people, as they don't exist. So, some pointers are provided below.

The Vilani, being a monoracial people well before starflight, prefer to place culture over race. While differences among the Mixed Vilani are still noted here, they are not nearly as important as they are among the Solomani. (Excluding the Mixed Vilani Arzula, who have been influenced by European attitudes regarding race.)

Pure Vilani: (From *Vilani & Vargr*) "Vilani men average 1.7 meters in height, weighing 70 kilograms. Vilani women average 1.6 m, and weight in at 65 kg." The Vilani tend to be more muscular than the Solomani.

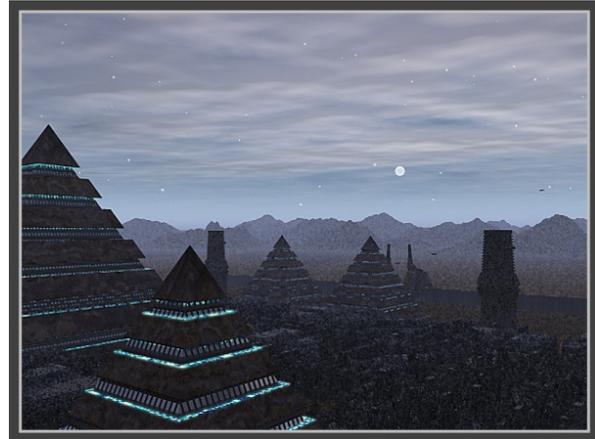
Light Brown skin is typical, with shades going to dark brown to black. Hair is dark brown to black. Eyes range from green to gold. Facial features tend to be fine, with thin lips and narrow noses. "The occipital ridges tend to be elongated, sometimes imparting a sunken-eye appearance. Many consider purebred Vilani women to be quite beautiful, even exotic."

So you now know where all these Mixed Vilani come from.

Irashi: This is a particular mix of Vilani and East Indian Hindus. Due to millennia-long caste restrictions, there is a huge variety of races. Unlike the Vilani – where the work caste is decided **BY** the family – Hindu culture decides the caste **OF** the family **BY** family lineage.

As of 993, the Irashi culture follows Vilani teachings on caste. Also, unlike the ~43,000 Indian castes of AD 2012, there are only ~9000 castes in 993 Imperial Irash. East Indians are genetically distinct from the East Asians, Central Asians, and Persians that they border. Facial and nasal shape separates the numerous East Indian races: see <http://tanmoy.tripod.com/bengal/races.html> for more information, or http://en.wikipedia.org/wiki/Genetics_and_archaeogenetics_of_South_Asia

For my purposes, I assume that the higher caste groups settled more closely to Terra: the Hindu groups that were forced out to the distant Empty Quarter were poor and weak, compared to other East Indians. So, looking at http://internationalbusiness.wikia.com/wiki/India%27s_Income_Distribution, I decided to pick Orissa as the point of origin for the Indian settlement of Irash, so making it a mix of Vilani and the Oriya people⁴.



Carrajo, the capital city of Lazisar, 993 Imperial.

The graphic is titled "Triology" © Glenn Antins. See his work at

http://www.renderosity.com/mod/gallery/index.php?image_id=1815898

Unlike the Oriya who dominate much of the sector, the Hindus of Nulinad (Vilani: Uubisuu) are more upper class, arriving after the system was designated as the sector capital during the Second Imperium. This group was from the wealthiest region of India, the State of Gujarat. As there was only a small Vilani population on Nulinad, the world became an effectively Solomani East Indian world.⁵

⁴ To see how the Oriya people look like, see <http://www.oriyamatrimony.com/>; for Oriya cooking, <http://oriyakitchen.tripod.com/>; for Oriya humor in the Oriya language, see <http://incredibleorissa.com/en/oriya-jokes-in-oriya-language-kemiti-chinhila/> Depressingly, I can't find any Vilani matrimonial websites, cooking sites, or humour sites. Perhaps because in the real world of 2012, there are ~31 million Oriya, and zero Vilani.

⁵ The Jews of Bombay settled uninhabited Mordekai in 246 Imperial (AD 4766), almost 2,500 years after some of their Gujarati neighbours settled Nulinad. Interested Scouts can start the cultural comparisons now.

Lazisari: This mix of Vilani and Solomani (half Arab, half Afro-Asians from Arabia, and “assorted miscellaneous minorities” from throughout the Near and Middle East) would have been classified as just another Mixed Vilani world, but for the cosmetic alterations the ruling nobles did to themselves during the Long Night.

At around AD 3200 (-1300 Imperial) the aristocracy decided that a particular pattern of baldness was so attractive, that 1) it should start in the twenties and 2) it’s good for both short-haired men and long-haired women. Moreover, large bottoms were in fashion, as was the ‘large and curvy’ look for women (for men, ‘large and in charge’): both traits were written into their DNA. Randy, above-the-law nobles being randy, above-the-law nobles, these genetic markers had spread throughout the entire Lazisari population in only three centuries.⁶

After the Lazisari had happily assimilated into the Third Imperium, they had to decide if they wanted to be classified as “Mixed Vilani” or petition for a Minor Human Race status. After vigorous discussion, they decided to stick with the Mixed Vilani status: they are proud of their Imperial heritage, and of the Vilani foundations of their culture.⁷

Arzula: This is a vigorously Mixed Vilani race. In addition to the Vilani, there are strong Solomani strains from a variety of ethnic groups: German, Russian, Saudi, Egyptian, Japanese, Chinese, Korean, and a few Chileans. Unlike the Lazisari, the Arzula have not engaged in mass genetic changes in their population. But unlike the Lazisari – who see themselves as basically Vilani “with Solomani spicing”, the Arzula see themselves as an entirely new people, on a par with the Solomani and the Vilani.

To envision them in the mind’s eye, you are going to need something like “the average face of a nation” like <http://www.petapixel.com/2011/02/11/average-faces-of-women-in-40-countries/> or <http://www.faceresearch.org/>. I don’t have Vilani faces handy, but I’m going to go with something like

⁶ This effect bears comparison with Genghis Khan, [http://en.wikipedia.org/wiki/Descent_from_Genghis_Khan#DNA_evidence - The Genghis Khan Effect](http://en.wikipedia.org/wiki/Descent_from_Genghis_Khan#DNA_evidence_-_The_Genghis_Khan_Effect). Now, that was a Darwinian success story! Strange though, how he made certain that his grave would remain hidden for all time. It makes a man wonder from Whom this Mighty Man was hiding from...

⁷ For more on the world of artificial Minor Races, see the Appendix.

Miss Uzbek as the stereotypical Arzula woman, but with deeper-set eyes. (Miss South Indian is pretty good as the typical East Indian. No Arab face is available, though.)

The Vargr

In *Vilani & Vargr*, the **Irlitok Vargr** are described as “more human like”; bred to look pleasing in the eyes of men, the Irlitok have a lighter stoop, a flatter snout and bigger eyes. I will add that their coats have ‘warmer and kinder’ colours: more grey, white and gold, less stark black or red. The Suedzuk Vargr, of course, are famous for their red coats, which – along with their violent temperaments – gives rise to the Blood Vargr and Red Vargr nicknames. The Ovaghoun Vargr do not *visually* differ from the Vargr mainstream: it’s the highly Vilanized way they think, dress, and live that give off scary, alien, deeply unVargr overtones.

Notable Patterns of Sophont Settlement

Birds of a feather stick together. - Old Terran Proverb
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The Rukadukaz Republic

If you focus on the money, Ikon is the only world that matters, within the Republic and within the sector. As this is far and away the most powerful single system in the Empty Quarter, this means that Ikonaz culture is very influential in the coreward half of the Quarter, especially within the borders of the Rukadukaz Republic. The current capital world of the Republic, Tsahrroek, also follows Ikonaz culture.

BUT, the other two high-population systems of the Republic within Alpha Quadrant, Byegh Aengz and Kakhasaek, are dominated by the Irlitok Vargr population. They lack the amazing wealth, the raw power, and the sheer charisma and fame of Ikon, but they’ve got numbers.

Now, mere numbers don’t matter as much, when you need technology to do anything other than ~~bare your fangs~~ shake your fist impotently against a star in the sky.⁸ On the other hand, they do serve as a strong well of support for the hundreds of millions of their

⁸ The Irlitok are *heavily* humanized. In 993, it’s still quite popular for some Irlitok cultures to cut their tails off, either after birth or right after puberty (11-12 T-years). As Vargr use more body language in communication (and less facial movement), tail-docking is Serious Business.

brethren on Ikon. Although the Irilitok lack charisma, bureaucratic know-how, aggression, and money, they are still quite intelligent, very sociable, and network amongst each other (and with humans) very well...

As of 993, the key Irilitok world is Guezdhe. Other Irilitok-dominant worlds may have a greater

population, but they lack the prestige, the respect, and the charisma that the Irilitok shipwrights of Guezdhe have. The system is constantly buzzing with activity, from capital ship construction for the Star Legion, to corsair production for 'registered, responsible pirates', to the endless clubs, associations, and societies the Irilitok favour.



The glova riders direct the residents of an Udusis shantytown, organizing them for the day's labour, 978 Imperial. The graphic is titled "Thataway" © Bill Carr. Please see his work at <http://www.epilogue.net/cgi/database/art/view.pl?id=18229&genre=1>

The Ssilnthi's Gap

The dreaded Gap can be divided into two parts, the coreward chain and the rimward chain. The coreward chain is dominated by the Blood Vargr of Ssilnthi. This is one of the few independent Suedzuk worlds that hosts a large – if rather intimidated and wary – human population. Crazy people and death-seeking scouts who insist on delving deeply into the Suedzuk-dominated sectors of the Vargr Extents – Kfazz Ghik, Rukhs Dall/Trenchans (outside of the Vargr-free Gashikan Empire), Ogzuekhfos/Ktiin'gzat, Ogadogorz/Mugheen't, part of Arzul/Ingukraz, and Galath/Gn'hk'r sectors – often reside on Ssilnthi to adjust to the culture. (Or, better yet, recruit local humans who are very good at reading Suedzuk body language *fast*.)

It's rather telling that Tokitre is famous across the Imperium as the Last Homely Home, while the far more wealthy system of Ikon is now a good deal more obscure in Imperial Space. Surprisingly, blood and flag trumps money and power.

It wasn't always this way. From before the founding of the Imperium to the release of the Impserver slaves in the early 700s, Ikon was widely recognized as a premiere pirate world within Charted Space.

This is no longer true, as her culture continued to shift, the Protectorate continued to slowly make blatant piracy and theft less charismatic and more ritualized, and the peaceable Irilitok Vargr continue to swamp the more aggressive Ovaghoun breed of the Vargr race.

If you were to ask a well-read Imperial Core citizen about Ikon in 993, they would know two things: 1) a home of high-tech Vargr pirates, powerful enough to defy the Imperium during the Julian War, and 2) the great redemption of the ex-imperial slaves back to Imperial territory (**Stellar Reaches #14**, page 15), one of the most inspirational and unquestionably *good* things the Imperium ever did in its long and storied history.

The rimward chain is a locus of Eastern European culture, far, far from home. Two high populated worlds run by Mixed Vilani and East Indians exists as well in this region – three, if you count Arabic Managa – but they lack the wealth of Slavic, Catholic Tokitre. With her status as an Imperial client, Tokitre features large in the Imperial imagination as the last safe system before reaching into the ever-turbulent Vargr Extents.



The entirety of the population of Ukoen lives in the city of Ukoen, near the summit of the awesome bulk of Mount Ksikir. The world is exceptionally large, with a crushing, dense atmosphere. The high-tech Vargr who have managed to settle the world has carved out a place for themselves on a mountain ridge, where the air is thin enough to breathe. The residents enjoy a mix of low-tech character and high-tech convenience, and – despite being officially non-persons in the eyes of the humanist Hegemony – live much more comfortably than the humans of the quadrant. “There is the law on a sheet of paper, and there is the law of money, unspoken understandings, and quid pro quo favours. Never confuse them!” The graphic is titled “Fantasy City (Production Sketch)” © Steven Hägg-Ståhlberg. Please visit his gallery at <http://stahlberg.cgsociety.org/gallery/478986/>

Beta Quadrant

The Irilitok dominate the Kulloerr chain of systems, and are a solid majority of several other successful systems as well. In contrast, the Arzula colonies are generally failures or of moderate success as best. The wealthiest, Taegzoer and Abuish, are more closely tied to Star’s End sector than to the Empty Quarter. The Orchard chain of systems is strongly dominated by Arzula – taking over the systems once held by the now-extinct humans of Orchard, but the Arzula have proven to be poor colonists.

Of interest is the importance of dual-culture Arab/East Indian worlds in Beta Quadrant. The peaceable relationship between Hinduism, Islam, and local religions is heartening to see. The reasons for this peaceable relationship – a long era of hostility and war against the Suedzuk Vargr, followed by an atheistic regime that (especially during the Era of Horror) was more than pleased to crush and humiliate all the dark skinned natives with their pathetic religious delusions – is not so gladdening. Of these worlds, Flange is the most important. As she was a late and peaceful addition to the Hegemony, Flange was never as traumatized as Justice, and she never faced the destructive plague that Reskhuda dealt with. As of

993, both the humans and the Vargr of Flange are leading a low-key but broad-based cultural renaissance of the region (while carefully steering clear of political matters.)

Pramas was once a similar Arab/East Indian world, but the strong infusion of religious and racial minorities from across the Hegemony has changed her character and population, making her far more cosmopolitan and multi-racial than the other Hegemony worlds in the Quadrant and beyond. Only wealthy Damlaer herself is clearly more of a Hegemonio interstellar melting pot than Pramas. Money brings more minds from farther places than religion does in the Hegemony – but it's a real contest, and things may have changed significantly by the time of Classic Traveller, 112 years from now.

Kharo is in an interesting spot. An Irilitok world with several similar systems nearby, she acts as a local centre of Irilitok culture. As Kharo also is home to a Star Legion base, she also benefits from ties with the Julian Protectorate, which weakens the fear of Hegemonio cruelty. (The Hegemon values friendly relations with the Protectorate, so his forces are muzzled in-system.) On the other hand, she is close to Zuethun, the unofficial Hegemonic capital of the quadrant and a strongly Suedzuk system. For an Imperial Lorean Watcher, it's an intriguing place to be.

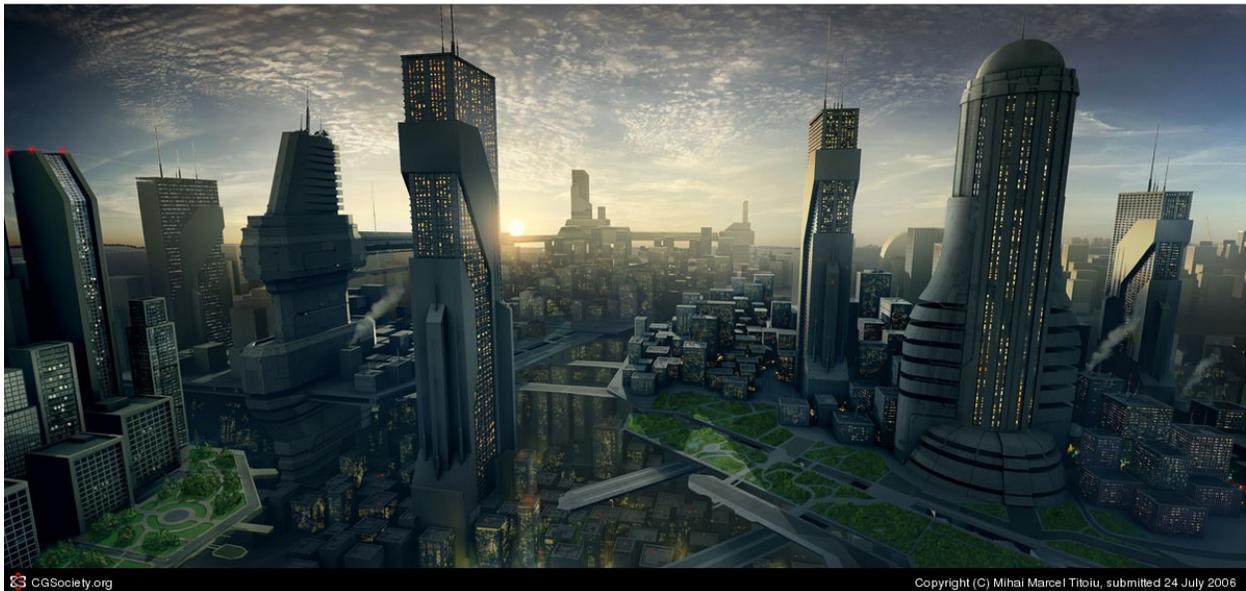
The Six Subsectors

Of course, the key cluster here is the Marhaban Cluster, 'home of the Bwap'. But if you look at the faces, you'll find that more than half of the systems are populated by a broad mix of men, not Bwap. Arabs, American Indians, East Indians, and pure Vilani all have their place here. The majority of Bwap worlds are actually located on the Spinward side of the Hebrin Main, with Ka-aswa being the dominant world.

Gimushi acts as the cultural centre for a few nearby Vilani systems. Interestingly there are more Bwap on Gimushi than on many Bwap-dominated systems, thanks to her humid climate and successful civil service government. Hebrin was famously a true centre of Islamic culture – before her rebellion against the Imperium. Now divided between various populations and ruled by Vilani bureaux, her Sunni Moslem population is unable to speak in a single strong voice to lead the local Ummah. (A Good Thing, so far as the Imperium is concerned.) Udusis has a unique, bi-species, but conservative culture that has little interest in the greater galaxy.

Egypt is the only nation-state in the Arab world; the rest are just tribes with flags.

Tahseen Bashir,
20th century Egyptian diplomat



(Previous) Jajapur, the seat of power for the Sector Duke of the Empty Quarter, 990 Imperial. While the Imperial Starport is on the outskirts of town, the entire metropolitan area is officially Imperial territory, administered by the Baron of Jajapur. This is an inherited position, and is not the same person as the Sector Duke (which is not an inherited title). This graphic is titled "Sunset", © Mihai Marcel Titoiu. Please visit his gallery at <http://taz23.cgsociety.org/gallery/>

The trailing end of the Hebrin Main is predominantly East Indian: further trailing is a small cluster of American Indian systems. Once upon a time, Hebrin was the major centre for the Arabic population: but, soon after the Hebrin Rebellion was crushed by the Third Imperium in 871, hundreds of millions of loyalist Imperials (largely from the Vilani worlds of Pamushgar, Eninsish, and Kenrasda, but also tens of millions of Solomani from Mugama, mixed Irashi from Irash, and even a sizable group of Bwap) were transported to resettle Hebrin. This tactic, first used among the Solomani during the Babylonian and Assyrian Empires, fractured and broke up the strongest nexus of Moslem Arab culture in the Six Subsectors.

Despite this huge population transfer, there are still several systems with large Arab populations today. (This does NOT include Sashar, which has been clearly proven to have Persian, not Arab, roots.) Arakaad breaks the rule of 'incompetent, disorganized Arab armies' with an extremely proficient military; but it has completely left mainstream Interstellar Arabic culture, following the call of her own land and her own history, which spans over 2000 years. (Compare the ancient Picts with today's Scots for cultural development over a similar span of time.) The most Arabic thing about Arakaad (besides genetics) is the Vilani-flavoured Islam she (very) nominally follows: all the other Arabic cultural markers – the language & writing, the clan orientation, the Arab musical tonal system, the food – all have been washed away over the centuries, and replaced by something local and new.

Sandardin is the cheerful, wealthy, and outgoing little brother to strong and silent Arakaad. Both are racially (but not culturally) Arab, both follow Kikhushegi, and Sandardin was originally settled by the Arakaadi in 270, during the False Dawn era. After the Bust, Arakaad again retreated into her shell, but the Sandardini remained optimistic and outgoing – despite suffering her share of tragedy and violence. The system truly blossomed only after the Imperial Naval base was built over her, in 713: many Imperial servicemen liked the world, and numerous military families (bloodlines, Noble or not, who have a tradition of Imperial service) choose to lay down roots here. Now, the majority of the population remains Arab, but a good 17% of the population have a different heritage, and only half of that 17% follow Kikhushegi.

Pureblood members of the Vilani race are strongly represented in the coreward systems of the Empty Quarter. A broad selection of important Vilani worlds are located here, from the powerful and highly respected system of Pamushgar to the high-tech centre of Ushmigad, the asteroid cultures of Eninsish, the ancient Imperial repository of Gudina, the fearsome theocracies of Pugaash, and the grim megacorporate factory world of Zukhisa. A cluster of East Indian worlds surround Nulinad, the sector capital.

Lazisar is an interesting culture. They have taken Arab culture, their form of writing, and their Islamic beliefs, and altered them to fit Vilani sensibilities. Deliberately choosing to ally their theology with the Imperial Way (as opposed to permanent Islamic hostility to any infidel government), they have reaped the benefits of wealth, peace, and interstellar respect. For quite a long time, Mixed Vilani Kikhushegi Lazisar was locked in a full spectrum rivalry with Solomani Arab Muslim Hebrin, until Hebrin decided to *also* antagonise the local polytheistic Hindu cultures. The hostility and mutual suspicion grew until – in the face of the inevitable Imperial clampdown – the Duke of Hebrin launched an *interstellar* rebellion against the might of the Third Imperium.

Now that *that* is over and done with, Lazisar has a strong claim to being the most powerful single world in the Six Subsectors – despite her failure to snatch the Sector Capital title from Nulinad. The Kikhushegi religion is the largest in the region, surpassing both Sunni Islam and Hinduism, and even making deep inroads into Vilani Ritualism (something the Solomani religions have great difficulty doing). In orbit over the Lazisari mainworld is Solariopolis, the most cosmopolitan location within the Imperial Empty Quarter. And the handful of worlds ruled by the Lazisari race continues to grow, if at a slow pace.

Irash is an influential Mixed Vilani world, where the Hindu and Vilani caste systems have merged into one form. Her children populate several nearby worlds, and her culture has some influence across the Six Subsectors. Numerous philosophers have sprung from her soil, and – before the Psionic Suppression Orders – many notable psions, as well.



Two mercenary cruisers of the Irgu Active Group, a five-starship Vilani starmerc unit, operating out of Pamushgar. With the absence of the Sector Fleet, the Group patrols the rimward stars of Gimushi subsector on behalf of the Marquis of Pamushgar. The business interests and planetary governments the Group served in peacetime now must make other arrangements to insure the security of their population, passengers, personnel and property. The graphic is titled "Paying Azun a Visit" © Shawn Driscoll. Please see his work at http://www.renderosity.com/mod/gallery/index.php?image_id=2068221

Due to the great variety of Solomani humaniti, there are various local oddities represented in the Quarter. The unusual presence of East Europeans in the Ssilnthis Gap in the primarily Arab/East Indian sector has already been noted, as well as the unexpected group of American Indian systems that occupy a far chunk of the fringe of the Six Subsectors. Also worthy of note is the world of Sashar: always rather unusual for an 'Arab Sunni' world, her heritage has been decisively proven to actually stem from a Persian root, thanks to the tireless research of Dr. Umesh Bairy Mani (872-981) of the Celebres Academies, located in Antares Sector.

Similar research in the 700s has vindicated the claim of the Mugama Blacks that they arrived before the more numerous Hebrin Arabs. This racially African, religiously Sunni Moslem group originated from the world of Dahomey/Akashganar (Fornast 1613: in 993, A4008AA-A), arriving in the early Imperial era.

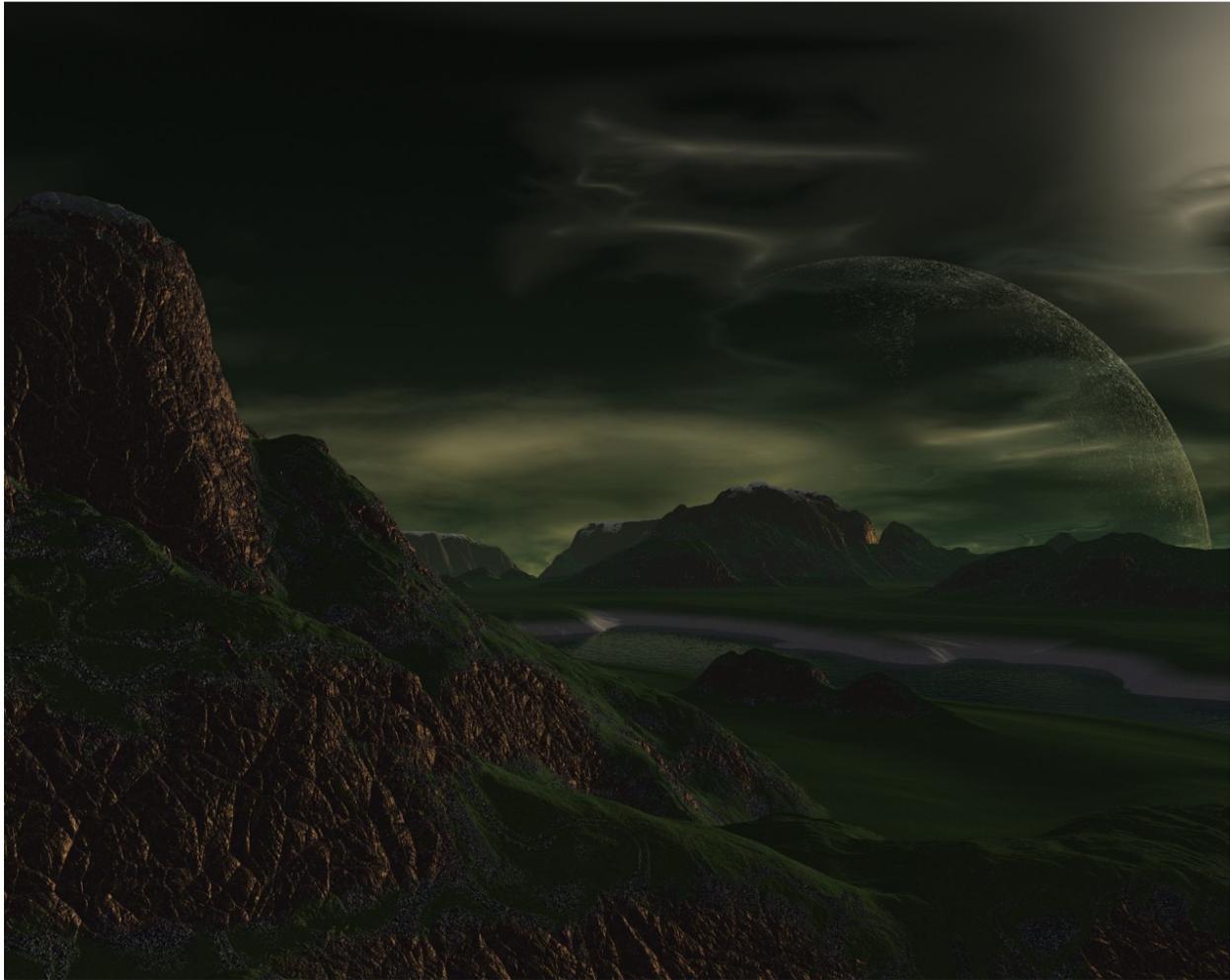
While the Chinese can be found as a small minority in many high-pop Solomani systems, they only dominate one world in the sector: Shuiku. How they actually got here, is a mystery described in **Stellar Reaches** #18, page 22 & 72. Interestingly, there is evidence that there was a small population of transplanted Japanese nobles and their attendants during the politically turbulent era leading to the Imperial Civil War, but by the 800s, their numbers has been absorbed into the general populations of Udusis, Okori, Kirluan, Sakari, and Dyani.

As the Traveller journeys trailing on the Sashar-Pamushgar Main, the worlds become more Vilani and Indian, eventually merging to the Irashi culture that overshadows the end of the Main. A small group of American Indian worlds can be found here. Beyond the Imperial borders, a fair number of isolated American Indian/Suedzuk Vargr systems can be found in the deep black of the Lesser Rift.



Representatives of the Imperial Olympic Committee arrive at Nulinad, to assist with local preparations for the Imperial Olympics, held on Capital once a decade. The complications of the Solomani Rim War have made things difficult: even assuming a complete Imperial victory by 1000 Imperial, many of the athletes will be serving in the military, lost in the chaos, or even killed. The Graphic is titled "Vanguard" © Sunan Southhall.

http://www.renderosity.com/mod/gallery/index.php?image_id=2370630



The wealthiest planet of the sector, Ikon, has a practically uninhabited surface because of the Ikonaz Vargr's demand for pure sacred hunting grounds. A good argument can be made that the planet's surface is the largest and most expensive temple of the sector. The graphic is titled "Simply Green" © pushinfaders

Worship Within the Empty Quarter

It must be recognized that in any culture the source of the law is the god of that culture.

R.J. Rushdoony,
The Institutes of Biblical Law

Alpha Quadrant

Worship in the Empty Quarter has a different flavour, depending on where you are. In the Alpha Quadrant, the various Ikonaz religions are tied to the Vargr need for Charisma and Novelty, and the Vilani need for Order and Predictability. The Ceremonialist Cults lean more strongly to Orderly Ritual, with only the Vargr priests able to change it, within rules and to a greater or lesser degree. Ikonaz Ritualism is far less likely to change the official forms of the rituals, but the performance to these rituals is fuelled by ecstasy and enthusiasm: a

particular rite, especially the larger and more dazzling ones, is likely to dissolve into chaos and pandemonium.

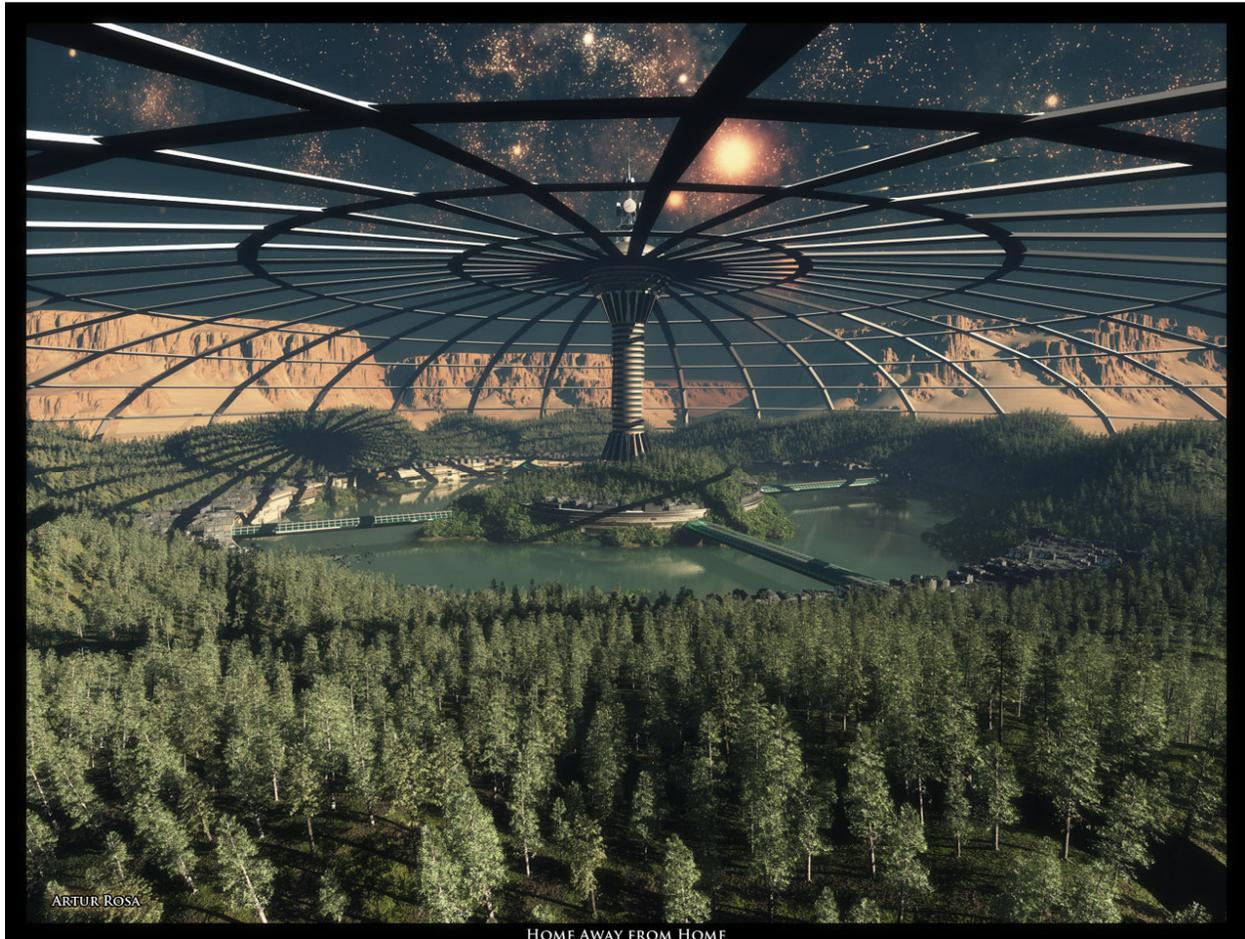
The School of Hidden Knowledge is tied more to the desire for more knowledge as the royal road to power, wealth, and long life. Long a minor cult, it has grown by leaps and bounds thanks to great public coups by their Vargr leaders (and the long hours of behind-the-scenes labour of the Vilani scholars.) Worship here is closely tied to intense study and discussion, with only a few simple shrines to Knowledge available for public ritual. The schools, libraries, museums, psionic centres, and academies are far more important to the Hidden Knowledge leadership, with the Psionic Centres perhaps 'more equal' than the rest.

[Referee: In the Rukadukaz Republic, Psionic Centres come and go, and are often of low quality, run more for the money than to actually teach anything. Still, having psionic ability grants charisma among Hidden

Knowledge believers, so the best Centres in the Republic are run by the School of Hidden Knowledge. Of course, the one Psionic Centre in the Hegemony is run by the Deified Man clergy and the Hegemonic govt, and is located in Arzul Sector.]

But right now, the inchoate mania regarding “The True Vargr Gods” is the most attention-grabbing development in the religious sphere. Beyond the basics – the existence of glowing, gigantic Vargr gods practically made of Charisma, built the universe with

their bare hands, and who visit the faithful personally – everything is up for grabs. Interestingly, the leadership and membership was heavily lower-class Irilitok, with upper-class Irilitok traders from Amdukan Sector spreading the religion. But now, even some of the more liberal Ovaghoun clans – and their Vilani servants – are joining the faithful, causing greater dissention, arguments, and charisma contests (but, for now, no physical violence, which the gregarious Irilitok shy away from).

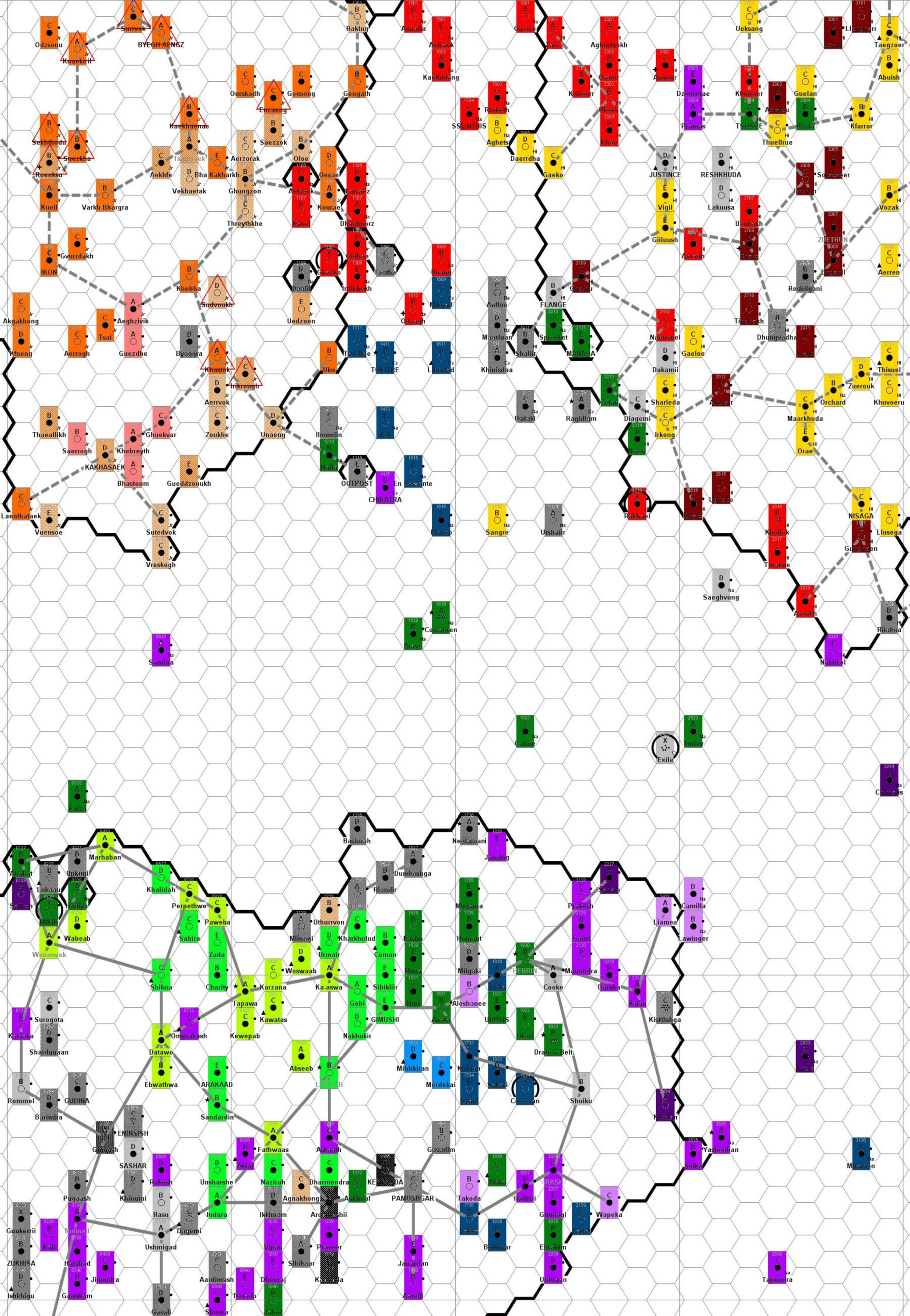


One of the numerous private preserves maintained by the wealthy American Indians of Anata, 987 Imperial. While many are typical industrial, commercial, and residential habitats, some, like the Hl̥g̥i̥g̥wadan (Haida, “Cemetery”) Dome above, are sacred sites, burial grounds, and protected preserves of North American wildlife. Of interest are the two types of agriculture domes: one type is typically high-tech, but the other follows low-tech agricultural methods of the pre-Columbian era. The graphic above is titled “Home Away from Home” © Artur Rosa: you can see his work at <http://arthurblue.deviantart.com/gallery/25625886#/d212swv>

The Source of the Law

For the Ikonaz Vilani & Vargr, the source of the Law is Ceremony and Ritual: Tradition and Popularity is of secondary importance. The Will of the Gods and Ancient Tradition has only a weak influence. Action is all: ethics means little. The Vargr demand splendor and showmanship in their rituals, and this religious demand

also affects the behaviour of their governments. The Vilani demand consistency and predictability, but this is not as strongly enforced here (but it is a lot more important to Ovaghoun Vargr eyes than it would be to other Vargr.)



Knowledge, like Science, it is just a tool for most sophonts, and not an object of reverence. However, Hidden Knowledge members believe differently: they run their entire society for the sake of schools and libraries and labs, controlled by a guild of the most knowledgeable. The preservation and controlled dissemination of knowledge by various gatekeepers are the key factors in a society (this is not far from the Feudal Technocracy of the Imperial societies.)

Legend, Dominant Beliefs

Ikonaz, General	
Ikonaz, Ceremonial	
Ikonaz, Hidden	
Ikonaz, Ritualism	
Sacred Hunt	
Claw Art	
Chosen Ones	
Kikhushegi	
Islam (Sunni)	
Christianity	
Judaism	
Hinduism	
Hinduism (Am. Indian)	
Animism (Am. Indian)	
Vilani Ritualism	
Deified Man	
Wapawab	
Abadani	
Unique	
"True Vargr Gods" Mania	

The Irilitok are not very powerful, but they are numerous. The "True Vargr Gods" beliefs strongly appeal to them, as does the ecstatic nature of Ikonaz Ritualism (but the Irilitok don't care about the antiquity of the rituals). Popularity is important to them, but they are easily swayed by a strong hand and an aristocratic aura. Alone, they would tend to make democratic governments and showy, earthy religions focused on enjoying the good life.

Beta Quadrant

Like the highly stratified population, religious observance strongly depends on who you are. At the top of the heap are the Arzula herrenvolk and the Deified Man they believe in (as does their very loyal and very intimidated Vargr servants). In the middle position is the native human population of the region, the dark skinned Arabs and East Indians (referred to as 'Beta humaniti' by their light-skinned Arzula conquerors). The Arab Moslems tend to more actively resist oppressors than East Indian Hindus do, so they tend to be less trusted and more discriminated against when interacting with the Hegemony and when leaving their homeland.

The East Indian population of Nisaga are largely converting to the Deified Man religion and are accepting of the harsh Arzula cultural mores, and so are held in greater esteem by the Arzula ruling race than the rest of local – a.k.a. "Beta" – humaniti.

There are four major religious strains involve with local humaniti. First, there is **the Unified Cultus of the Deified Man**. The central drive of this religion is to prepare all mankind into godhood, which led by a Deified Man, created by scientific, materialistic means. There is a drive to destroy the Inhuman, or at least domesticate it in the service of Man. This is an extremely martial and disciplined religion: while the Cultus itself is less than five centuries old, it is the descendant of a long chain of similar militaristic, deeply anti-Vargr religions, especially the Ways of Man earlier in the millennium. Crisp, harsh, yet graceful ceremonies and architecture shape the feel of the religion; marching chants and mass drill-like ceremonies dominate public worship. No god but the yet-to-be created Deified Man is adored: no law but the drive to survive, gain power, and strengthen social unity is respected.

Most of the quadrant's **Hindus** follow are strictly mystical, striving to escape the cycle of suffering (संसार, Saṃsāra) via meditation and personal purity. Only a minority believe in the need to organize physical reality more closely to Hindu precepts: the majority of the population sees this as chasing after the wind. Vedānta – a highly philosophical Hindu denomination – is the most common belief system, but there is also a resurgence of the previously extinct Mīmāṃsā school (which helped destroy Buddhism in India, much as atheistic materialism destroyed Christianity in Western Europe). Mīmāṃsā is more this-worldly than Vedānta, meriting careful observation by the pro-Deified Man

interstellar government. Yoga is popular as well, and is especially influential on Pramas.

Shaktism, worshipping Creative Power through a divine goddess, was important on Nisaga, but Deified Man missionaries managed to subvert and alter the beliefs of the locals, from an ancient mother-goddess being the font of power to a future elder brother-god, the Deified Man. Most Hindus today (AD 2012) are effectively Shaktists (accepting all major Hindu deities), but communities explicitly identifying themselves as Shaktism were largely extinct by the 24th century AD; however, in Beta Quadrant, Shaktism as a distinct denomination has again been reborn off of Nisaga, mainly as a form of rejection of the Deified Man.⁹

Hindu worlds tend to rule according to the various community norms of the planet, as well as the local understanding of the Vedic traditions and the commands of the local Hindu gods. Even today, some British and Mughal legal concepts influence the law, and democratic norms – from popular votes to public trials by jury – can often be found in some form or other: perhaps straight-up, perhaps drastically altered.



Hegemony Security Units, making sure that the general population stays nice and intimidated. 983 Imperial. The graphic is titled "Battle" © Geoffrey Thoorens. Please see his work at <http://www.djahalland.com/en/gallery> and <http://djahal.cgsociety.org/gallery/>

Of all the native religions of Beta Quadrant, none has suffered as the **Sunni Moslems** have. Historically, Moslems have been quite active in resisting domination from outsiders. While a source of pride when successful (i.e. Afghanistan & Iraq) it can be a source of

⁹ Even now, there are secret followers of Shaktism on Nisaga. Hindus from Imperial Space may attempt to give a hand to their oppressed brothers.

grief when an enemy really *is* willing to pay the blood-price for victory (i.e. Chinese Xinjiang or Palestine.)

Currently, things aren't as bad as they used to be. The Unified Cultus has given up on forced conversion, and – simply to reduce military expenditure (and avoid the fate of other martial empires, from Rome to the Soviet Union) – boots-on-the-ground soldiers are now restricted to the (shrinking number of) planetary bases on unfriendly worlds.

“Understandings” have been arranged with the surviving Islamic populations, who are permitted to govern themselves, so long as they pay lip service to the Hegemon and keep out of interstellar politics. Arzula visitors from the Hegemony core are loathed locally, and are advised to stay within the “green zones”. Imperial human visitors are more welcome, but should still show caution and take care to show honour to their Islamic hosts. Non-humans, especially Vargr, risk death when entering local Islamic territories.

Imperial Moslems visiting their religious kin here will find that ‘being Islamic’ has little to do with the Quran, or actual faith in Allah or Mohammad; and a lot to do with ‘tribal unity’, especially against the despised Arzula. Perhaps one in a hundred attend a mosque on Friday, and one in ten-thousand can point out Sol (a.k.a. Terra, a.k.a. Mecca) in the sky, but *everyone* has a picture of the Fihti Massacre on their wall.

The most populous Islamic world, Tsosoe, are largely secularized Moslems with rather limited piety, much like Central Asian Moslems today (another analogy are Turkish Moslems during the aggressively secularist era of their nation.) Sneering Arzula talking of the “superstitious, ignorant, inferior cultures of Beta humaniti” will not win their friendship, though.

In contrast to the broadly unified Islamic systems are the worlds of Flange, Justice, Reshkhuda, Lakuusa, Dakamii, and Diagemi. They are unique as they retain a hold on various unique beliefs, religions, and philosophies that flourished during the Bright Age (450-629 Imperial). Over the centuries, they have aggregated into various distinct religions that share a family resemblance: a strong duality (Yin/Yang style) with each realm ruled by an abstract and impersonal god/force; an emotionally driven ethic, rather than a strict legal code; active obedience in youth, and passive, contemplative worship in old age; a strong communal ethic; and art as a form of worship.

Flange followers, having escaped the Era of Horror and being a willing member of the Hegemony (they

bargained hard for good terms, and got most of what they wanted), has retained the strongest culture, and is working to gather other 'old believers' under a single religious banner and doctrine, tentatively called '**The Bright Faith**' (or 'The Lit Way').

The Bright Faith – to the extent that it is a cohesive religion – has two main schools of thought, the 'Priestly' one on Flange, and the 'Prophetic' school on Pramas. While the Priestly school is older, has more prestige, enjoys wealthier patrons, and is better organized, the Prophetic school is growing faster, and has deeper connections with ordinary people.

The Hegemony dislikes this religion-in-the-making, as it does not revere the Deified Man: the Bright Faith generally sees the gods – of spirit or of flesh – as unknowable, and has little interest in them. Moreover, it sees humans and Vargr as of equal worth, which directly challenges the teachings of the Unified Cultus. There are senior figures in the government that see the Bright Faith as the nucleus of a local interstellar culture that could challenge Hegemonic rule someday: these men may hire Imperial visitors to investigate the religion and gather evidence. "The Brights may be wary of Arzula, but are more likely to trust Imperial outsiders," they figure.



The high tech ruins of Reskhuda, seen to be cursed by the locals. Are they right? The graphic is titled "What Dreams May Come By" © Igor Vitkovskiy. Please visit his website at <http://m3-f.deviantart.com/>

The Hegemony and the Cultus

Technically, the Hegemony of Lorean is *not* a theocracy, but an alliance of traders and corporations founded in 734 Imperial, built on the pirate-free zone created by Lorean the Victorious (686-748). Long ago, though, the corporations created a single conglomerate of State Corporations, grounded on war against the Suedzuk on one hand, and human supremacy on the other (as defined by the Last Man belief system).

After the failure of the Blighted War and the destructiveness of the Time of Horror, the Hegemony has shifted to a typical conservative-fascist state. The integration of the Damlaer Union and the gaining of Associated Status within the Julian Protectorate have further weakened the military adventurism of the ruling elite, in favour of merely retaining power and building wealth.

It's the Hegemony – be thankful you're getting that much!

Human mothers across Beta Quadrant at dinnertime, ever since the Era of Horror

In 993, the Hegemon is officially the sole source of the law, much as the word of Emperor Gavin is the only law outside of the atmosphere of an Imperial planet. Unlike Emperor Gavin, Hegemon Beronan claims the right to ignore, redact, or create any law on any world within the Hegemony. However, it has proven impossible to impose one single law on all Hegemony worlds.

As a substitute, in the 940's the Hegemony instituted a granular set of legal codes within Arzul Sector (and, less rigorously, in Star's End as well). Low law worlds uphold a bare-bones version of the **Word of the Hegemon**, the

equivalent of the Ten Commandments (ten laws), the Code of Hammurabi (282 laws), or all of the laws of the Torah (613 laws). Each higher law level follows the same code, but more elaborately detailed: all the laws of Staree (Nishamidu/Arzul 0722: in 993: A545666-7) are *precisely* the same as that of Uerzksasnoeth (Mycocona/Arzul 0136: in 993, A749896-C), despite Staree being a prosperous, moderately-settled Arzul human agricultural world, and Uerzksasnoeth being a largely Irilitok stellar-tech highly populated system, politically controlled by the 8% of the population that happens to be Arzul humans.

This granular legal system is only in effect in Arzul Sector, and – less rigorously – in Star’s End. The Damlaerites of Amdukan Sector continue to rule themselves as always, and the Empty Quarter largely ignores the Word of the Hegemon, on-planet (unless they follow the Last Man cult, as most Arzula-dominant worlds do.) Surviving Islamic worlds only loosely follow the Shari’a: more devout worlds long ago rebelled against – and were destroyed by – the Hegemony.

Vargr Religions

The Vargr of Beta Quadrant have no interest in distant gods, vague spiritual forces, or an impersonal Fate. Outside of the Vilani-influenced Ovaghoun race, few are interested in Tradition, or set any value on the antiquity of a given belief. After all, how many Vargr care two ear-flicks about their distant homeworld, Lair?

The Solomani give their all for the homeworld of the Race, but the Vargr give their all only for the homeworld they’re standing on, right now.

Scout U Neg!haa, IISS
Speaking before students at the
Madrasah Qiawma, Hebrin, 993 Imperial

Distance and abstractions weaken their faith: closeness and concreteness strengthen it. The Vargr within the Hegemony like their gods close: small charms and idols are a commonplace in Beta Quadrant. Gods are expected to answer prayer and sacrifices with rewards and blessings in the here and now, “for what else is a god for?” The afterlife is only a vague belief in an endless hunt after all living prey, sentient or not.

For the followers of the **Sacred Hunt**, hunting and killing is the foundation of the Law. Whoever is the better and more cunning killer, rules. Still, killing isn’t the only thing there is: pack loyalty is of great importance here, and rituals that strengthen the bonds of the pack are respected and diligently followed. And the Vargr are not just carnivores, but *sentient*

carnivores: they understand the need to shape and govern the flock of the weak, not just tear everything to pieces in an instant. “Slaughter all the prey *now*, and the pack will starve in a week. There is wisdom in a careful mercy.”

The exact mix of law and ritual, forbearance and savagery, varies with each pack. As a rule of thumb, the Suedzuk love their hunts bloody and vicious: many are now taking a shine to explosive bullets and the use of land mines in their hunts.¹⁰ In contrast, the Irilitok tend to emphasise the cooperative nature of the hunt: the actual kill is swift, and always delivered by rifle, never by knives and claws and teeth the Suedzuk prefer.

Claw Art is almost a completely sensate religion, with few or no principles except the need to shed blood, beautifully and gracefully. The Vargr of Zuethun usually despise repetitive rituals, but when it comes to the perfect strike, they are willing to do the same action again and again and again. It has spread even among the lower-class Irilitok of nearby worlds. Different definitions of ‘the perfect kill’ lead to different schools of Claw Art. As followers of this religion grow, there is an increased need to codify what it means to truly live the Life of the Claw: this has led to quite a number of vigorous and passionate disputes, often settled violently.

Both of these Vargr religions have a strong Dionysian feel, as opposed to Apollonian. The spirit of the moment, the drive for the hunt, the bond of the pack, the need to Truly Live, Right Now – this is the fluid, ever-changing Law they revere. Just as the Abrahamic religions are fundamentally religions of the Written Word, just as atheistic ideologies are all about the Total State, just as all Vilani religions are focused on Tradition and Stability, so all Suedzuk Vargr religions are centred on the Claw and the Pack.

¹⁰ Before the War of Man, Suedzuk religion was about as bloody as anything the Aztecs could dream up, just with extra layers of violence and slaughter. But that was six centuries ago: things have changed, and the *local* Suedzuk have changed as well. (IISS expeditions into Suedzuk-dominated Ktiin’gzat Sector are all-Vargr for a *reason*: and even then, only one scout out of 30 comes back alive from that hyper-paranoid and hyper-violent region of space.)



CGSociety.org Copyright (C) Geoffroy Thoorens, submitted 20 August 2008

An Arzula Domestication Engineer, on his circuit visiting the Irilitok Vargr under his supervision. The Vargr of the Atlas Cliffs of Situso Korda (“Sixth Continent” in the local flavour of Arabic) are isolated in an arid region of the world of Tsooe. These Vargr continue to be observed, monitored, trained, genetically tweaked, sterilized or killed in accordance to Hegemonic Vargr breeding protocols. The Vargr interstellar states of the Julian Protectorate – led by the Rukadukaz Republic – have tried to pressure the Menderes family to act against this practice, but to no avail: the Hegemony is too useful as a well-armed insurance policy against Imperial and K’kree aggression, too dangerous to completely cast outside of the Protectorate, and too integrated into the Star Legion to expel without paying a high price. The graphic is titled “Verona” © Geoffroy Thoorens. Please see his work at <http://www.djahalland.com/en/gallery> and <http://djahal.cgsociety.org/gallery/>

One more thing that should be mentioned: a good-sized minority of Vargr within the Hegemony worship the **Deified Man**, a future messiah built and trained by scientific means who will ring in the age of true Human Greatness, and... a *Vargr-free* paradise.

Deified Man doctrine has an “I will kill you last, and gently” attitude towards nonhumans that kneel to the Deified Man. The attitude is somewhat similar to Arzula attitudes to genetically crippled children, but the genetically flawed are killed before birth, while the nonhumans are allowed to live, reproduce and even prosper in peace, so long as they serve the humans well. Of course, the time will come when the Deified Man will arise from the biolabs and the training centres, and Perfected Humaniti will no longer be in need of the services of the Vargr, however loyal.

The Man-worshipping Vargr are very repulsive to other Vargr, who see them as race traitors: even the easy-going, pro-human Irilitok Vargr of Amdukan Sector gag at the fact that these Last Man Vargr even exist.

As for the Last Men priests: once so eager to compel all Vargr to kneel to the Deified Man, are now somewhat embarrassed by these Vargr. Sure, Vargr believers must worship on their bellies, and may never lead a worship rite, but the Abrahamic religions do not permit talking dogs to enter any mosque, synagogue, or church.¹¹

No matter. Regardless of how hated they are by other Vargr, or how their human masters would rather cast them far away, the Obedient Vargr remain loyal to their True Master, the Deified Man. For them, the Last Man is the Source of the Law, and the Hegemon is His Guide.

¹¹ Yes, the atheistic Arzula despises God, and hates the supernatural, but even the most hard-core Lastmanner has a certain respect for the Supremacy of Man these Solomani religions insist on. “Sure, let’s put man on top of all Creation, but why the insistence of some invisible mystery being above man? Only the State and the Race, united in the person of the Last Man, is worthy of such honour!”

The fact that Deified Man doctrine teaches that they will be *killed* by the Deified Man – should He ever arise from the Last Man labs – *is completely beside the point*. “We live for the Man – We die for the Man!”

The Vargr **MUST** belong to a pack. Given the choice between insanity with the pack, or sanity alone, the Vargr will choose... insanity.

Scout U Neg!haa, IISS

Speaking before students at the

Madrasah Qiawma, Hebrin, 993 Imperial



The Remembrance Memorial on Sibikliir/Yogesh. This is where the last surviving human family was evacuated after the world was radioactively poisoned with cobalt bombs in the Battle of Sibikliir (363-(-)1705 Imperial). The date, which marks the end of the Vargr Pillaging in the Empty Quarter (and the beginning of the end across Charted Space) is a focus point of anti-Vargr activists across Antares, the Empty Quarter, Fornast, and Ley Sectors. The date is a holiday on most worlds in the Quarter, excepting Vargr-dominated systems and systems within the Rukadukaz Republic. Vargr are advised to remain indoors during the festivities. This graphic is titled “Solstice” © Artur Rosa: visit his gallery at <http://arthurbblue.deviantart.com/gallery/?q=Solstice#/d31vt4j>

The Six Subsectors

Most regions of the Third Imperium are strongly influenced by racial imperatives: most critically, the Solomani/Vilani/Mixed Vilani matrix. Conflict and strife among the major corporations also has a huge impact on the Imperial citizenry, especially the Vilani (many of whom are directly ruled by corporate governments). Dynastic conflict usually does not span sector boundaries, but can occasionally spark the occasional wave of assassinations and small wars. This is especially true in Lishun Sector, where for historical reasons the local Nobility prefer direct military action to political manoeuvres.

Outside of the Solomani Sphere, though, no region of the Imperium is more strongly impacted by explicitly religious motives than the Imperial Empty Quarter. It is certainly possible that the coolly contemptuous viewpoint of the Imperial Core – “those impoverished Emptyheads, clinging to their gods and their guns” – may simply reflect reality. Then again, the Gushgusi remain their own people: dominated by neither the corporate magnates, nor the Imperial Navy, nor the senior dynastic houses, they are free to pursue the essential meaning of life as *they* see fit, without outside interference.

After a short but powerful surge of atheism after the fall of Hebrin, religiosity is slowly gaining ground once again within the Imperial Empty Quarter. It is not

nearly the same potent force it was before the Imperial crackdown on the Rebellion of Hebrin, though. The solid majority of the faithful are led by rather pragmatic and business-oriented individuals, such as the Fatima of Charity.¹²

Business initiatives and small entrepreneurial companies are sprouting up everywhere, undeterred by the pirates that have flowed in as the Sector Fleet was shipped out. Instead of challenging the local religious orthodoxies, however, they prefer to work with them, integrating religious beliefs into their business ethics, hiring practices, and corporate policy. This draws them closer to the people they sprung from, while icing out the Imperial megacorporate outsiders.¹³

For a long time, Islam was the dominant religion within the Six Subsectors – especially if you count Kikhushegi as Islamic, which local **Sunni Moslems** do not.

However, the calamity of the Rebellion of Hebrin not only inflicted great loss of life and wealth on Hebrin, the centre of Islam in the sector: the Imperium brought in vast numbers of non-Sunni outsiders to settle in the now-empty cities of the world, to insure that the world would never again unite in rebellion against the Emperor.

¹² For a deeper understanding of the ‘secularized religious leader’, the correct model isn’t the Borgia popes in the style of Pope Alexander VI, but instead the businessman-turned-organizer such as Dani Dayan, leader of the Jewish Settler movement, as described in the NY Times article of Aug 17, 2012 “A Settler Leader, Worldly and Pragmatic”:

http://www.nytimes.com/2012/08/18/world/middleeast/dani-dayan-worldly-and-pragmatic-leader-of-israels-settler-movement.html?_r=1&pagewanted=all

Somewhere in heaven, Abraham, the first religo-military-corporate leader in history, is laughing.

The end-result for the Imperial Empty Quarter has been rather beneficial: less internecine warfare, more deal-making, and the fighting that *does* occur has a specific goal, is tightly limited in scope, and quickly peters out the minute it becomes unprofitable.

Now, we just need to ditch fiat, and can stuff warfare back into its golden cage.

<http://mises.org/daily/6207/Twin-Demons>

¹³ This does **not** apply to the Vilani megacorporations, which quietly promote Vilani culture & beliefs, and maintain close ties to the Archduke of Vland.

Replacing Hebrin as the religious centre of the Six Subsectors is Lazisar, in the centre of the Imperial Empty Quarter. Centre of the locally widespread **Kikhushegi** religion, the Lazisari insist that they remain Moslems, and that they merely look at the Quran and Mohammed from a devout Vilani perspective, instead of the Solomani viewpoint. A major interstellar, sublight war was fought over the matter during the Long Night between Hebrin and Lazisar. The Lazisari grew to dominate a few nearby worlds (and are a minority on many nearby systems). As Sunni Islam lost favour – especially after the Hebrin Rebellion of 871 – the Kikhushi missionaries found a receptive audience.

Lazisar also acts as the centre of the **Shirga Mysteries**, a nonhuman religion strongly shaped by Kikhushegi beliefs. While membership in Kikhushegi remains restricted to humans, Kikhushi priests are on friendly terms with the Shirga priesthood, and allowed the nonhuman priests – almost all Vargr, with a handful of Aslans and a small, wildly diverse collection of Minor Race believers – to place the central temple complex of the Shirga Mysteries on Lazisar.

While the Carbinit Temple is set in a huge desert on the world itself, the majority of nonhuman devotees – both lay believers and those associated with the priesthood – prefer to reside on the alien-friendly orbital city of Solariopolis. Regular shuttle service is provided from the orbital station to the Mother Temple, for both the monotheistic pilgrims and the vast flow of supplies the temple needs to maintain itself in a lifeless desert.

Kikhushegi is not only friendly with the nonhuman Shirga Mysteries believers: it takes every opportunity to build friendly relations with the polytheistic Hindus, the American Indian Animists & Christians, and old-school Vilani Ritualists and Ancestor Worshipers. This stands directly against the Quran and the most recent (and so, the most authoritative) Suras.

[For additional reflections on the problems regarding the textual authority of the Quran, see <http://debate.org.uk/topics/coolcalm/qurcontr.html>]

The Kikhushegi even treat Jews as a respected elder brother, rather than the subhuman descendants of pigs and monkeys, as is taught on Hebrin in 993 Imperial [... and in numerous Islamic nations in AD 2012. That is what the Quran teaches, no? Read it for yourself here: <http://quran.com/>] Naturally, the pureblood Solomani Jews of Mordecai and Mihirkiran prefer to stick with their mixed-race Lazisari friends, and stay far from their closely related pureblood Solomani enemies, the Arab Moslems.

[Why, yes, this directly contradicts good Darwinian doctrine regarded genetic relatedness and kinship behaviour. Oh well.]

The Kikhushegi, of course, simply claim that the oldest and most ancient sources are the most authoritative: and – surprise, surprise – the oldest religious writings of all happen to be from Vland, where post-Ancient literacy was first reborn.¹⁴

Chatter regarding the Kikhushegi

Question: But don't the Kikhushegi claim to follow Islam? Don't they claim that Mohammad is the last of the prophets, revere the Quran, pray towards Mecca, and uphold the Five Pillars?

Answer: Quite so. However, remember that the Moslems take pride in the fact that Mohammed is the *last* of the prophets... while the Vilani revere most highly the *first*, or earliest, of the prophets. And the Kikhushi trace the first monotheistic prophet to an extinct cult on Vland, around -48,500 Imperial (44,000 BC). That First Prophet of the One God, Shiindii, they hold in higher esteem than any Solomani prophet.

Question: So that's why the Sunni despise the Kikhushegi!

Answer: Yes: that, and the fact that the Kikhushi are clearly ascendant over the Sunni within the Empty Quarter, and have little use for Arab culture per se. Remember, when the Islamic Conquests were being built on marching armies using swords and cavalry using horses and camels, the Vilani were already in their third century of a sprawling empire with jump-capable starships, backed with cavalry using grav tanks and plasma guns.

Question: But it's the Vilani who converted to Islam – as they understand it – and not the Arabs who converted to Vilani Ritualism.

Answer: It was the Solomani – then called the Terrans – who conquered the Vilani. The Vilani, being a pragmatic

¹⁴ All sophisticated traders – and the Empires that tax them – need the written word, or at least the carved word, a la the Mayans and the Aztecs. (The Incas used a sophisticated system of knots for accounting purposes). Vast, planet-bound Vilani empires existed in primitive times, some of which were based on massive Ancient warbots and abandoned automated forges. So, Classical Written Vilani can be tracked to about -50,000 Imperial (54,500 BC). The Referee can decide that Classical Written Vilani was actually invented during the late Ancient Era, if he really wants to push Vilani cultural superiority in his universe.

people, have a deep respect for power: and if worshipping a particular god gives you power... well, why not convert? Moreover, the Vilani groups who colonized then-Gushgus Sector were rather...

UnConforming, let us say. So, their attachment to the Ancient Traditions was weaker than usual.

Question: What did they like in Islam?

Answer: Islam, like any worthwhile Vilani religion, always looks to a past golden age for guidance. Both religions prefer the safety of stasis to change and growth. Both value the group over the individual. And of course, if you are a Moslem outwardly, then you are a Moslem: something the pragmatic Vilani value over the Christian view of God judging your secret heart.

Question: So Islam felt comfortable to them. But why not just keep their old religion?

Answer: When the ancient Lazisari intellectual elite shifted to Islam in the negative thirteenth century (i.e. -1200s Imperial), the major attraction was the unity of a single almighty god, who stopped all spiritual change with the last prophet, Mohammed. "One Lord, One Message, One Religion." But, the One True Culture, One True Language, and One True Government was held to be Vilani culture, Old High Vilani, and the Imperium, not Arab culture, the Arabic language, and the Caliphate. Violence followed, naturally and inevitably.

Question: Neither race is famous for their pacifism.

Answer: Precisely. It's up to you if you want to be taught to Submit, in the style of Sunni Islam, or be taught to Conform, in the style of Vilani Islam.

Question: "Do you prefer hollow point or armour piercing?"

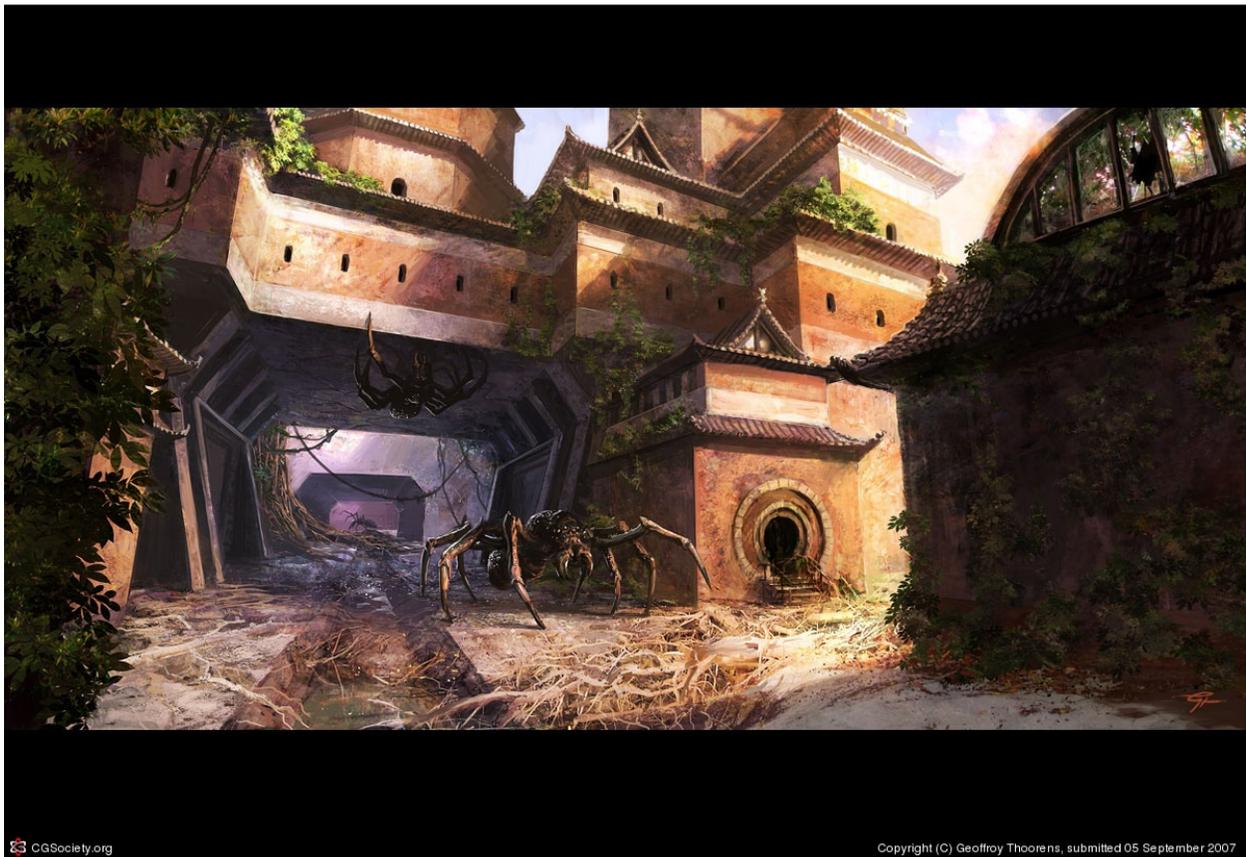
Answer: That's one way to put it. Once the break between the Sunni Moslems of Hebrin and the Vilani Moslems of Lazisar was set in stone, the Lazisari believers – now calling themselves the Kikhushi – accelerated their differences. The Quran became the last of the Holy Books, but the oldest became the fragmented records of Shiindii of Vland, and the chosen writings of a few pre-Conquest aborted revivals of Vilani monotheism. An entirely new Kikhushi Hadith – authoritative sayings of the Prophets – was written, but instead of just including the words of Mohammed, various older Vilani religious revolutionaries were included as well.

Question: Didn't the Ziru Sirka burn all NonConforming religious works?

Answer: Space is big, and even the Old Vilani had access to cheap encryption and memory sticks. So,

unlike the great burning of deviant works in early Islam, more UnConforming works survived in Vland culture – if you knew where to look. Anyways, contrary to the Sunni Moslems, the Kikhushi Hadith insists that the

early Suras of the Quran – where a weak Mohammed sought peaceful relations with the Infidels – were of greater importance than the *later* Suras, when a strong Mohammed demanded world conquest.



The ruined city of Uliastai, the only surviving evidence of a failed Vilani/Mongolian colony that perished during the Long Night. It is currently being surveyed by a team of Imperial Scout Surogotan researchers. The only such team in existence (due to the small numbers of spider-like Surogotans available), these Imperial Scouts are looking for possible biological sources of medical material. Sibikaar/Gimushi, 992 Imperial. The graphic is titled “No Man’s Land” © Geoffroy Thoorens. Please see his work at <http://www.djahalland.com/en/gallery> and <http://djahal.cgsociety.org/gallery/>

Question: A nice fit with Vilani psychology.

Answer: And smart politics, too. Recall that the Kikhushi revere the Ziru Sirka as their ideal government, not the Caliphates. The Ziru Sirka was not born of quick conquest and easy plunder of weak empires by assorted desert tribes, but a multi-millennia effort by gigantic megacorporate governments, requiring careful planning and marshalling resources for a goal that only your great-great-great-great-grandchildren will see. Call it 99.9% peaceful labour and profitable trade, 00.1% genocidal slaughter.

Question: “The Old Ways are the Best Ways.”

Answer: The Kikhushi can work for the long term. They feel that building good relationships is the springboard to unifying all under the green banner of Islam. Like the

Christians, they feel that the time for slaughter and subjugation is past.

Question: The Fall of the Sword and the Rise of the Word.

Answer: Well, yes. Serious Christians loathe standing armies, and leave the secret police to atheistic cultures. Missionaries and traders and teachers and builders are how things get done.

Question: So, getting away from your blatant libertarian Christian advertising for a minute, the Kikhushi get along better with Christians than the Sunni Moslems?

Answer: The Sunni don't play well with other religions, so that's a very low bar. But, there are other minority forms of Islam who are not nearly so militant.

Question: But just as supremacist, of course.

Answer: *Everyone* is a supremacist, be it Moslem or Atheist, American or Chinese, Solomani or Vilani, Black Solo[mani] or White Solo[mani]. All humaniti know this: *MY TRIBE COMES FIRST*. But if nobody is being killed or robbed or oppressed on an *interstellar* scale, it's not a concern of the Iridium Throne.

Question: Which brings us to the Solomani Sphere...

Answer: Another time, young man, another time.

Sunni Islam:

From the Rule of Man to the Hebrin Rebellion, Sunni Islam was the premier religion of the sector, and assorted theocracies were the dominant government. Most of these states were a corrupt as today's (Saudi Arabia and Iran) and tomorrows (Egypt in ~2020).¹⁵ The local Bust of the 300s Imperial was not as destructive as the end of "peak cheap oil" in AD 2030s Arabia, but it still packed a big wallop.

After the Rebellion, there was a great decline in observance in the Six Subsectors. Despite the recent increase in observance and piety, Sunni Islam today is not the Islam that existed before the death of billions of believers on Hebrin, the old regional centre of the religion. The Sunni Islam of aggressive expansion and limitless conflicts with everyone everywhere is now dust in the wind. Despite its origins in the puritanical Salafist sects of Saudi Arabia, the Islamic faith in the Six Sectors has taken a less militaristic, more spiritualist cast: less 'Crush the Infidel Under the Heel of the Believer', more 'Oneness with the Mind of Allah'. The Moslem Brotherhood of the region is far more interested in fighting off pirates than in terror bombing infidel Kikhushi cities (and setting off typically genocidal Vilani-style reprisals).

¹⁵ And just how would a Christian theocratic state would differ from any of this? It *wouldn't*: the modern nation-state is *evil per se* and innately murderous, lying, and oppressive, so the Christian duty is to peaceably dismantle it, instead of replacing Power-Hungry Secularist Liar #957 with Power-Hungry Christian Liar #274. Others can proclaim how the secularist state would *never, ever* be as murderous, as corrupting, as controlling, or as bureaucratically incompetent as a theocracy. Serious Christians will ditch the empire-building nonsense *completely*, and start focusing on their county: <http://americanvision.org/countyrighs/>

This is not because of a change of heart among Sunni Moslems: the Words of the Quran remain the same, so the demand that Islam be Victorious Over All remains the same. (Ask the Turks – those most secular of Moslems – about the movie Conquest: 1453 sometime). Instead, it has become obvious to all that Sunni Moslems have lost their dominance over the Six Subsectors. There is no benefit in fighting losing wars, and Mohammed had no problem in living peaceably with unbelievers when he was weak. His followers naturally react with a similar sense of political expedience.

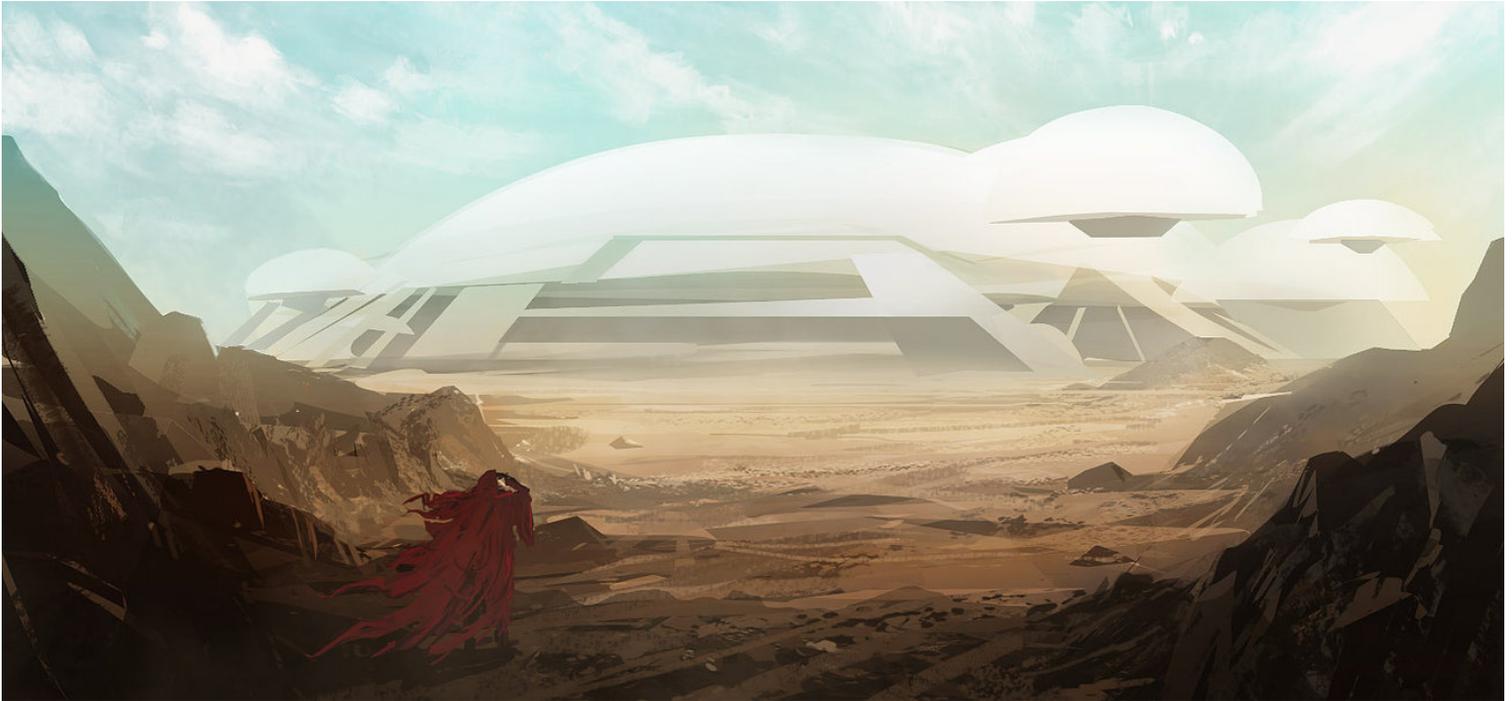
Even on Hebrin herself, the still-substantial Muslim Arab population is careful not to provoke the conformity-minded Vilani-style planetary corporations that now rule the world, and has been able to even win back control of the local military to a large extent. Pulling an Islamic coup remains out of the question, though: the Sunni Moslems of the military are devout secularists, as is the majority of the population (despite the recent rise in religious observance). The socialist/pro-cyborg Hebrin Revolutionary Front is far more powerful locally than either the Muslim Brotherhood or the various illegal religious military societies.

With the world of Hebrin now ruled by Vilani Ritualists and Vilani Kikhushi, and the Sunni Moslems falling from the ruling majority to a politically weak and broadly secularized plurality of the population, Hebrin is no longer the centre of Islam in the sector. In 993, the leading Islamic world of the Six Subsectors is...

- ~~Sasha~~ (they pray to saints and angels!),
- ~~Arakad~~ (Kikhushi heretics!)
- ~~Sandardin~~ (too low-tech to lead!)
- Ababat (~~crawling with aliens!~~)

Ababat is located in the Marhaban Cluster, at the edge of the sector close to several powerful Bwap systems. Ababat is a pleasant world, where the dominant Sunni population has peaceful relations with the Ovaghoun Vargh minority.

Ababat is overshadowed by the Bwap systems of galaxy-famous Marhaban and the local high-tech powerhouse Wesaswek. Not the ideal location for a Sunni Islamic centre, but since the Moslems of Hebrin let their sense of righteous lead them to a crushing defeat, it's up to little Ababat to rescue what's left of the Ummah from inhuman and infidel domination.



The Cairo Complex, centre of the Moslem Brotherhood within the Empty Quarter. Located on Ababat, this TL 14 arcology was funded by other Brotherhood networks across Antares and Lishun sectors: the TL 9 world is incapable of doing so herself. The graphic is titled “Buildings on Sand” © Igor Vitkovskiy. Please visit his website at <http://m3-f.deviantart.com/>

The well-organized¹⁶ Moslem Brotherhood is strongly rooted in this world, which is the unofficial capital for their various networks. They have proven to be smarter in interstellar politics¹⁷ and in dealing with the unbelieving House of War than the sword-waving blockheads of Hebrin were. They have to be: unlike the Hebrinites, the Sunni Moslems of Ababat could never lie to themselves about how powerful and indispensable they are, how unimportant the infidel and alien regions of the Six Subsectors were, or how they'll always be able to manage how the infidel Imperial Court sees things.

Located deep in Bwap territory, the Ababatans simply couldn't afford to lie to themselves about 'the weakness of human infidels and alien inferiors': the price of making a critical decision on false information, however ego-enhancing, was (and is!) just too high.

¹⁶ ...and absolutely *ancient*: in 993 Imperial, the highly respected Brotherhood is over 3,500 years old...

¹⁷ For example, Brotherhood E-militias: <http://www.arabist.net/blog/2012/9/9/e-militias-of-the-muslim-brotherhood.html> . As for the disinterest Salafi parties have for freedom, see <http://www.stratfor.com/weekly/salafism-and-arab-democratization>

Islam enforces obedience by killing apostates, subjugating infidels, and strict control over borders and information. Despite this, there has been numerous religious controversies within Islam, including splits, assorted heretical movements, and variant beliefs.

In the massive territory of the Third Imperium, it is difficult for orthodox Moslems to project force across the stars, especially as the Imperium is a) a secularist institution, where the Emperor *alone* is the Source of the Law; and b) is deeply hostile to internal multi-system governments, especially when such governments have military and political power, and reacts violently when they claim to rule by an authority higher than that of the Iridium Throne.

During the Second Imperium, Moslems enjoyed the prestige of being one of the Terran conquerors: and their Solomani origins continued to benefit them in the early centuries of the Third Imperium. However, with solid Imperial hostility to any interstellar Caliphate, Moslem culture has become increasingly circumscribed to the system level. This tendency to a strictly local religion – which benefits heretical movements, and weakens religious orthodoxy – has only accelerated with the rise of the Vilani (Mixed and Pure), and a strong decline in the prestige of Solomani religions and beliefs outside of the Solomani Sphere.

Arakaad was originally Sunni, but their religious leadership and intelligentsia shifted from Solomani (legal-moral-textual) monotheism to more ancient Vilani forms of (abstract-ritualistic-mathematical) monotheism, which they felt to be a more sophisticated understanding of the Creator and a better fit for a spacefaring culture. While many now follow Kikhushegi, the general population has never been as devout as Lazisar, and the local clergy is more interested in the development of the theological system of the religion, compared to the Lazisari desire to shape society to comply with the religious precepts.

Sashar and Arakaad are highly individualistic worlds that were originally Sunni Moslem, but have altered their religion and culture over time. Neither is within the ambit of Sunni Islamic orthodoxy: Sashar shifting to the worship of saints of the One God and Arakaad becoming more deistic and abstract in their beliefs. Sashar, originally populated by Shiite Moslems, eventually drifted from Shiite Moslem orthodoxy to its own local beliefs, eventually denying that Mohammad was the final prophet and the Quran was the last inspired word of Allah.

Post-Abadani Hinduism

The brief but spectacular life of Abadani had the strongest effect on Hindus in the sector. With their broad appreciation of democracy and eternal lower-caste discontent with social inequality, it was the East Indian Hindu population that was most supportive of Abadani socialism and collectivism. It was the East Indians who were most likely to abandon supernatural beliefs during the early years of the Panos Settlement, and pursue political means of creating a utopia in this existence, rather than wait for the afterlife.

Moreover, unlike the Marxism of the distant past, most of the major thinkers of Abadani were not apostate Jews like Karl Marx or ex-Catholics like Antonio Gramsci, but former members of Hindu, Hindu/Vilani, and para-Hindu religions. As such, their goal was not the creation of a Party to replace a Church or a Jewish Court, but the re-organization of the caste system to Better Serve the Working ~~Caste~~ Class, and the replacement of the Brahmins with the Party Intellectuals. Instead of Perfect Justice at the hands of the Party, Perfect Release from the pain of Inequality was the goal. Instead of Ritual in the service of the gods, Work in the service of the Proletariat is the point of life.

Within the Solomani Confederation, both Sunni & Shiite Moslem orthodoxy is on a firmer footing than within the Imperium: orthodox Islam has a strong stake within the Party. So long as Islamic violence is channeled against those *outside* of the Race, the Party has no problem with Islam: indeed, it is appreciative of Islamic hostility to nonhumans, and officially recommends Arab-style first-cousin marriages as the best way to insure racial purity over the long run.

Of necessity, the Solomani Party is *very* good at soothing internal problems, be it territorial, Solomani-racial, or religious. Thanks to powerful backers, a cherished reputation for impartiality, and an impressive intelligence network, the Party is quite adept at building face-saving compromises. Internal disputes – especially Christian/Islam disputes – are quietly settled in-house. Instances when both religions work together to strengthen the Race are puffed up in the media: points of conflict are either resolved through negotiation, separation to autonomous mono-religious districts, or Party-financed emigration of the losers to a new world. The genocide of pure Solomani is *aggressively* discouraged,

Note that blasphemy laws that protect *Solomani* religions are officially encouraged by the Party: insulting Islam or Christianity, or religious figures such as Mohammed or Jesus Christ, is a legal offense in much of Confederation territory.

In the current Solomani Rim War, Moslems are over-represented among front-line Confederation forces, and the prestige of the religion is growing among Party members. The Party tolerates mono-religious units, but likes to create multi-religious units when it can. The numerous instances when Christians and Moslems support – or even die for – each other in the field are *aggressively* trumpeted in Confederation media.

There are still a few worlds which are dominated by Abadani, and many more worlds where the ideology has some influence in politics; but Abadani is spent as a interstellar revolutionary force. Even so, local flavours of Hinduism are reabsorbing some Abadani teachings into local doctrines and customs. Many more Brahmin priests now seek political influence, and they may use Abadani teachings as a guide to their policies. The remaining leadership of the various Abadani parties are likely to use more religious trappings to buttress their authority, or re-shape their atheism to fit Hindu teachings (there are several streams of orthodox Hindu thought that teaches the non-existence of gods.)

Despite this widespread shift, the centres of Hindu thought in the Imperial Empty Quarter are broadly theistic:

- **Irash:** where an intensely ritualistic, Vilani/Hindu syncretistic faith dominates. In certain respects, it can even be seen as a throwback to a more pure reading of the Vedas, where ritual for the gods is all, and the afterlife is of little concern.
- **Nulinad:** Sector Capital, it is dominated by classic, even ancient, flavours of East Indian Hinduism. It tends to be more 'monotheistic-lite' compared to the other, more explicitly polytheistic Hindu populations in the sector.
- **Rajan:** an important trade centre, home of the more militaristic forms of Hinduism. The caste system here puts the military castes on the top, followed by the merchant castes, then the priestly caste. Only the common working class, the farmers, and the untouchables are below the priests and intellectuals on this world.
- **Tapendra:** a rich yet isolated world, where highly sensual and hedonistic forms of Hinduism are promoted and practiced by the population.



गोल्डन पैलेस (*"Gōldana Pailēsa", The Golden Palace in Imperial Anglic*), the official seat of the Duke of Udusis, and a long-established watering hole for Hindu nobility across the Six Subsectors. Note that the Palace is located on the world of Irash, not Udusis system. This graphic is titled "New Westminster Parliament" © Glenn Antins. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1435147

Yashodhan is rather unique, being non-Imperial and far from the influence of Moslems, the Vilani, or nonhumans. The dominant Hindu sects here are found nowhere else, and generally hold dreams and visions to

be of extreme importance. Caste, so central to Hindu culture elsewhere, has been abolished here.

Historically, they are traceable to the untouchable Dalit. Treated as subhuman, the solid majority converted to Christianity millennia ago, despite Hindu persecution - <http://www.gfa.ca/dalit/the-caste-system/>. However, there remained a minority that refused to convert to Christianity: eventually, they were granted their own world, Yashodhan, by the Rule of Man government.

Irashi Hinduism has always been willing to learn from foreigners... so long as the lessons strengthen stability and the hold of the Upper Castes. (Recall that castes here are equivalent to "trades and career tracks", and are not tied to genetic lines.) Most Hindus – in the sector and elsewhere – start the day by worshipping the sun, but the sun-worship rituals of Irashi Hinduism has a strong "Church of Stellar Deity" flavour not found elsewhere in the sector. ("Keeping the Stellarman bottle, but filling it with Hindu content.") Despite never falling to Abadani ideologues, the solid majority of the senior revolutionaries came from this system.

Your totemic animal-god is chosen by your guru, your corporate master is determined by your birthplace, and your caste is decided by your family council. No one stands alone, and no one can decide to do what he wills.

Obedience is due to Family, Society, Tradition, and the Gods. Together, we live. Separated, we die.

Kinnet L'Aeliis, Guru of the Prajanan
(an East Indian/Vilani sect of Hinduism)
The city of Pome, Irash, 535 Imperial

Now that Abadani is in recession, there is a resurgence of interest in the Hindu beliefs of 2000-3000 years ago. This corresponds roughly from Indian independence from the British Imperium to the end of the Second Imperium and the early years of the Long Night.

The differences and similarities between Hinduism, certain pantheistic and panentheistic forms of Vilani Ritualism, and the panentheistic American Indian religions are of special interest. The concept of totemic animals, sacred waters, and the nature of the contract between the Worlds, Normal Space, and Jump Space is a source of vigorous interaction and debate between these religious traditions. Another point of contention is whenever the universe is essentially panentheistic – "an omnipresent divine force, intermingling with

nature everywhere” – or if the universe is basically pantheistic, a.k.a. “the universe is divine, in and of itself”.

Both groups tend to see nonhumans as fundamentally ‘lower’ than humans, but not always. Hindus are especially well-known for their willingness to accept those outside of the bonds of humaniti, compared to the rest of the Solomani.

Buddhists are *theoretically* more welcoming than Hindus, but in *reality* they prefer to exclude the nonhumans. Of course, neither are as hard-core

exclusivists as the Abrahamic religions: both Dharmic religions uphold reincarnation, and believe that there is a ‘stream of consciousness’ that links humans to animals and plants. Both hold mankind as above the animals, but more in degree than in kind.

In contrast, the Abrahamic religions uphold Man as the pinnacle of creation: God is outside of creation, Man is His chosen representative, and the rest of Creation is under Man, and exists to serve Man, just as Man exists to serve God. Opposition to the rule of Man is treason, just as Man’s opposition to the rule of God is treason.



A massive Wind Circle, built on Enola during the Long Night, over two millennia ago. There are so many unresolved mysteries within the Third Imperium, that little effort has been spent on studying the mysterious ruins and relics of the worlds outside of her vast territory. This graphic is titled Oracle © Paul Gibson. Please visit his gallery at http://www.renderosity.com/mod/gallery/index.php?image_id=1744946

American Indian Religions

Animism: American Indian Animism is generally panentheistic, believing in a Great Spirit that is one with the universe. Many believers believe the universe isn’t the entirety of the One God, but merely one of His

manifestations. Animals are incarnations of various spirits, which the believer can commune with to gain their special gift. Numerous American Indian tribes believe in the Ghost Dance and the return of the ancestors: but this belief does not exist among the American Indians of the Empty Quarter. Sun Dance

ceremonies, however, are still held by many tribes within the Quarter. New dances that celebrate the electronic (or virtual) world, the relationship between the atmosphere and the planet, and the changing of the local seasons are fairly common within the Empty Quarter Indians.

American Indian Hinduism: Many traditional believers have converted to Hinduism, but have reshaped the religion to conform to American Indian tastes. Most notably, there are no castes within American Indian flavours of the religion, and ancient Hindu texts are replaced with the religious writings of devout American Indians, who reinterpret the Vedas and the Upanishads to fit the preferences of their tribe and to conform to their culture – instead of changing their culture to fit the original Hindu writings.

American Indian Hindus believe in karma, reincarnation, Dharma (duties), Samsāra (the eternal

cycle of rebirth), and Moksha (escape from Samsāra and suffering). American Indian Hindus do not see the world as fundamentally *illusionary*, as East Indian Hindus do: instead, they see it as *real but temporary*, a means to an end...

...that end being universal Moksha for all members of a given tribe. What happens to those outside of the tribe is not a concern. Within the Empty Quarter, American Indian Hindus tie their religion very closely to tribe: they don't accept converts outside of their tribe.

Christianity: while a large number of worlds and tribes are Animist or Hindu, a large percentage of the population are Christian, mainly due to the Christian Mexican Indians that reside on Belumar. The Belumarans are generally Imperial Catholics, with a large Protestant minority. A majority of the North American Indians are Animist or Hindu believers, but a notable minority are Christian, mainly Reformed.



A low-tech Vilani transport from Hebrin arrives at Kirulan, 993 Imperial. The Shigalasmidimid has managed to make the month-long journey (four jumps at jump1, no waiting, crossing a void hex with a fuel bladder (instead of a caravansary)) across the stars, but can she evade the pirates on the way back home? Even the company of a single free trader (like the PC's – hint, hint) will more than double her chances of survival...

The graphic is titled "Orbital Approach" © Max V. Nimos. Please visit his gallery at http://www.renderosity.com/mod/gallery/index.php?image_id=1631203

Under the Magnifying Glass: The Vilani Religious Complex

Vilani Ritualism can be considered the root of all Ikonaz ceremony and ritual, and the basic matrix governing its life in the public square. Of course, it has a very high profile within the Third Imperium.

Now, let's pick on the Vilani religion of my imagination using the covenantal format of Sutton's That You May Prosper (You can download it for free here: <http://www.garynorth.com/public/department78.cfm>)

1. Who is the sovereign?
2. What is the hierarchy?
3. What is the law?
4. What are the sanctions?
5. What is our destiny?

OK, now to apply it to the Vilani (who love organizing things)...

1. The Sovereign is Unchanging Tradition and Form. Some Vilani do worship assorted gods, but this is rather rare: ancestor veneration is far more common. The supernatural – that is, an unpredictable violation of the known laws of nature – is deeply hated.

Question: But aren't gods supernatural?

Answer: Not necessarily. A god, in Vilani eyes, is merely a being of vastly superior power than you. (Referee: recall the giant Ancient robots the Vilani encountered.) Unlike Solomani atheistic materialists, the Vilani don't have a fundamental problem with the existence of mighty and powerful gods – so long as said being operates in a predictable and rule-bound manner. However, the vast majority of the Vilani would rather understand and revere the rules that bind the god, rather than worship the god himself. The Vilani approach gods as powerful beings to bargain with, to get what you want.

This is far from the deeply alien Solomani monotheistic view of a single, transcendent being, Creator and Judge, who requires nothing from man, and is either unbound from all law (the Islamic view), or bound only by the demands of righteousness (Christian and Jews). In both cases, the God of Abraham is not bound by the laws of the universe, which make it quite alien & evil in the eyes of the Vilani.

Question: Too bad for the Vilani.

Answer: Not all of them. There are many Mixed Vilani – and even some Pure ones – who agree on a

transcendent origin for the universe, and at least honestly try to understand why righteousness is of greater value than power and control. The noble elite still prefer power and control though, and – should they gain it – then spend the rest of their lives trying to Keep Things the Same. The vast majority, not as daring, driven or as dangerous as the Nobility, instead hunger for Safety and Prosperity, and insist in believing that a trillion rules and enforced comprehensive conformity will give it to them.

Question: 'Salvation by Law'

Answer: Yes, the same old same old.

2. The Hierarchy is led by the leading families and clans. These leading clans cooperate, to make up the dynasties that govern Vilani society and the corporations that generate Vilani wealth. The interstellar corporations are bound into huge conglomerates which have police and military powers: this makes up the classic Ziru Sirka. The individual Vilani is sorted into non-hereditary castes, and serve a fixed function in the corporation that has been chosen for them until death.

Question: It doesn't seem as if there is a sprawling interstellar Vilani priesthood.

Answer: That's because the various shugilii hierarchies are not interested in political power (that's for the nobles) or wealth (that's corporate), but in safety and purity concerns. Don't forget, the shugilii are descended from those who provided critical food purification work in early Vland, and are NOT descended from those who interceded between the Ancient robots and the Vilani clans.¹⁸

Question: But the Vilani *love* their sprawling bureaucracies!

Answer: Yes, they do – but such a bureaucracy would be a clear challenge to the authority of the Shadow-Emperor. The shugilii are about setting standards on proper food and proper ritual. And with the rise of TL A computers with their storage measured in the gigabytes [Reader: I'm using 1970s TravellerTech here], all possible circumstances that a Vilani might experience in his lifetime can be codified and responded to using a Shugilii expert system.

¹⁸ The caste that did this job – the closest analogue to a Solomani priest that stands between God and Man – was dissolved when the last of the Ancient robots finally ran down.

Question: The Vilani must lead exceedingly boring, circumcised, and mechanically predictable lives!

Answer: That's the goal of every true Vilani. Ever since the Conquest, though, it's been more and more difficult to achieve. To their credit, though, the Vilani of Vland have done a magnificent job in adjusting, to the extent of being among the leading high-tech centres of the Imperium while still living a very traditional lifestyle. Building a thousand-foot skyscraper completely made of *wood* takes a lot of research and engineering!

Question: "Its wood, Jim, but not as we know it."

Answer: It's a big universe. Of course, the wood meets the official, detailed definition as set by the Imperial Ministry of Commerce – therefore, it *is* wood, so far as the Vilani are concerned.

Questions: The Ancestors are Pleased.

3. The Laws are determined by the careful consultation of the actions and decisions of our Noble Ancestors, and the Tradition they have left behind to guide the actions of their descendents.

Question: So we are all going to follow what Great-Great-Grandfather taught us to do?

Answer: Ideally, to the letter. However, there has been a permanent increase in the amount of uncontrolled, loathsome innovation since the Terrans conquered the Ziru Sirka – and in many cases, the Vilani don't have the power to stomp it flat. Several Vilani societies have re-created the Research Caste to properly guide and direct this innovation. Members of this caste are viewed much as the Solomani see prostitutes, pornographers and sexual deviants.

Question: Not a good career move.

Answer: As the lower the caste, the skimpier the clothes, the Research Caste tend to dress like porn stars as well. Not quite as little clothing as convicted criminals, but close. Very close.

Question: So why has the Lowest Caste been recreated in the first case?

Answer: Money, dear boy, money. The Vilani gag at innovation, but they have a deep, unshakable faith in the power of corporate profits. To beat the Solomani in the market, you have to at least be able to reverse engineer what they make, understand it, and rebuilt it in a way that better pleases the market while being cheaper to build.

Question: I heard that the Vilani weren't always hard-core capitalists.

Answer: They aren't, really: they much prefer communal consensus, with resources directed by the

Authorities using Proper Channels. However, the Vilani also believe in Prosperity, and when the Terrans joyfully undercut and out-produced the lumbering corporate bureaux of the late First Imperium, it was a Sign of the End Times.

Question: I'm amazed that the entire Ziru Sirka didn't dissolve in some chaotic religious mania after the fall of the Imperium.

Answer: First, the Imperium didn't fall: it was merely renamed, and placed under new management. Second, I joked about the Vilani End Times; but seriously, there was no such belief in their mental universe. It took centuries before the Vilani realized that not only had things changed, but they would never change back again. THAT'S when things went pear-shaped.

Question: The economic laws... changed.

Answer: Yes, they did. The multi-millennia star empire fell. The old rulers, who seem as solid as the mountains, were replaced by weird-looking, babbling multi-coloured strangers. Their race, the culture which *always* won, and *never* lost... lost.

The Solomani at least have mental categories that allowed them to name this experience, and by naming it understand and master it. The Vilani had to start from zero. I'm surprised that it took four centuries for Vilani interstellar culture – and therefore, Imperial society – to collapse. I wouldn't have given it four years.

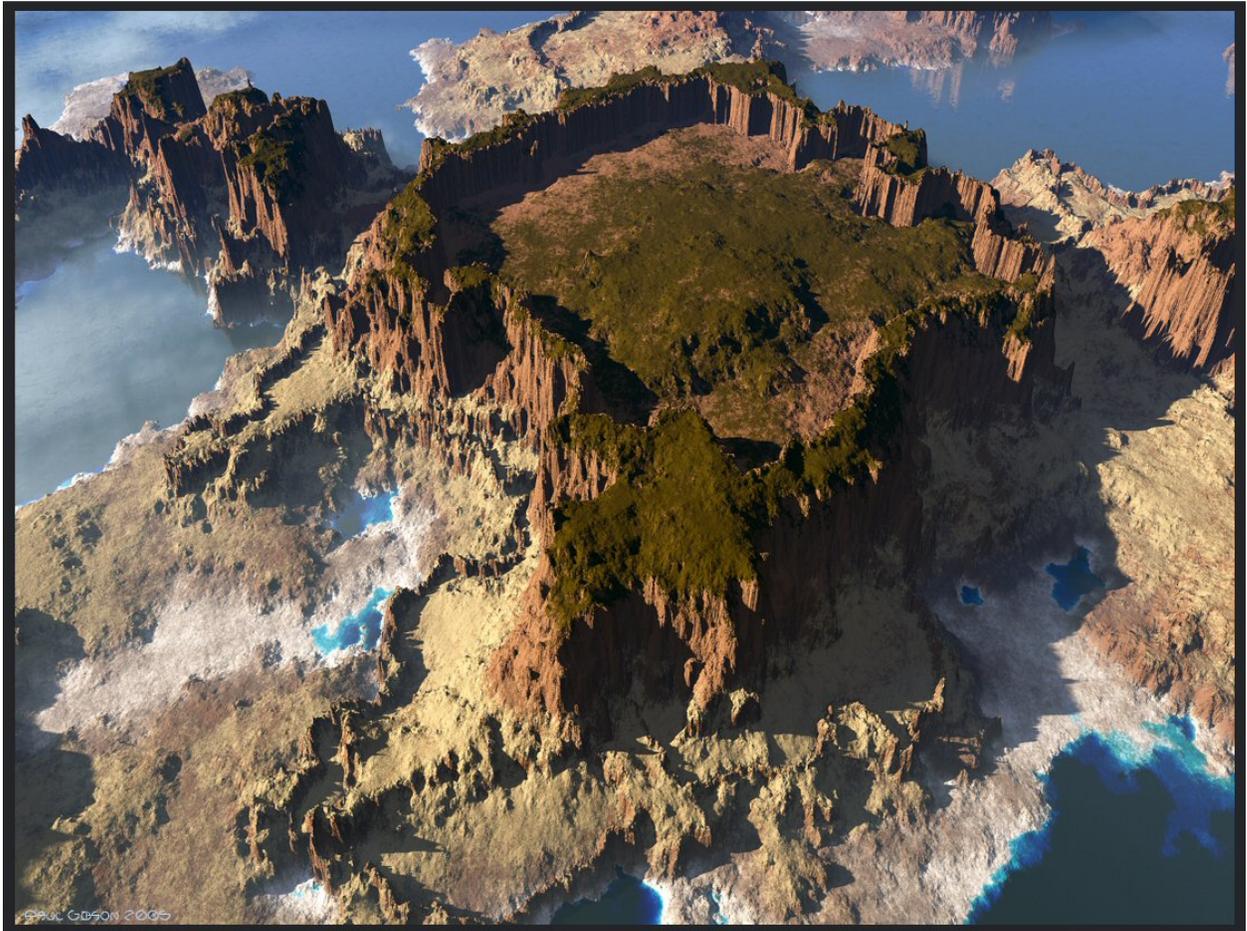
Question: Some people can easily make the shift from a static to a dynamic society. And the Vilani I know are better profit-seekers than any Solomani.

Answers: The Vilani were caught between their love of prosperity and the Tradition. In the end, a consensus was eventually built that the Traditions they were following weren't the *earliest* Traditions, and that the very first economies of Vland were necessarily capitalistic. But it took many centuries to make that shift, including agonizing cultural collapses, mass psychotic episodes, and a lot of bloodshed.

Question: It was no fun being a Second Imperium Noble.

Answer: No. Everyone sneers at the Ramshackle Empire, but I feel for those guys. With their economic base slowly disintegrating while the Vargr rampage across coreward Imperial Space, it's a wonder they held on for four full centuries.

Question: Hard times, man. Hard times.



The old First Imperium military base on Tokitre has left carved into the earth one of the few Vilani relics to be found on this deeply Solomani world. First Imperium technology leveled off at TL 11, but if the Vilani couldn't reshape the land elegantly and cheaply, they were certainly able to do so with a sufficient amount of raw power, industrial might, and organizational skill. This graphic is titled "Battlements" © Paul Gibson. Please visit his gallery at http://www.renderosity.com/mod/gallery/index.php?image_id=884968

4. Sanctions are geared to promote the re-integration of wayward members of society back into the community. Rehabilitation and firm guidance is the key, with regular conferences with the criminal, the victim, and the local clan and corporate leadership. "Support for the repentant, punishment for the defiant."

Question: How about prison systems?

Answer: The Vilani do not believe in waste, so establishing large, costly schools for the criminal classes repels them.

Question: I would have thought otherwise, with their love of grinding, impersonal bureaucracies.

Answer: Oh come on – we all know that it's the criminals that run prisons, not the guards.

Question: In the Empty Quarter? Among the Solomani, sure, I'd give you that. But if you check

out the prisons of Pamushgar, Gimushi, or – God help you – Pugaash, you'll find the prisoners very isolated from each other, and the guards in firm control. And the efficiency-oriented Vilani are not *about* to waste millions of corporate credits on feeding and clothing criminals – they are going to be made to serve society, one way or another.

Answer: I suppose now's not the right time to ask about Charity LIC's organ donation policy, is it?

Question: You learn fast, old man.

Question: I guess group therapy is the in thing among the Vilani, for the small fry.

Answer: For minor felonies and first-time offenders, it's still very popular. Personality reconstruction was widespread in the early Imperium, but now, it's just part of a well-balanced mix of psychological pressure, isolation, and operant conditioning for the leading Vilani worlds.

Execution and exile are still on the books, and are used when it's cost-effective to do so.

Question: More profit for Charity LIC.

Answer: It's more profitable to keep people alive, in most cases. Only when the cost/benefit analysis is strongly to the loss side does it become efficient to simply cut up the body for spare parts. In the same way, the Vilani prefer to keep their other equipment running at peak efficiency, rather than dismantle them for their metal content.

Question: You know, I get the sense that the rights of the prisoner, or even the concept of retribution and justice, has exactly *nothing* to do with the Vilani legal systems.

Answer: Well, the concept of Due Process is rigorously upheld on all Vilani worlds worthy of the name. On the other hand, the concept of 'personal rights', 'fairness', and 'justice' so reek of Solomani moralizing assumptions as to be laughable in a Vilani court. It is the needs of the group, and the traditions of society, that matter.

5. Obedience to the Traditions, respect for the Consensus of the Group, and an eye for Efficiency will bring Eternal Life, Stability, and Prosperity for the Group – and for all of Vilani Society.

Question: So only group salvation, not personal salvation, is the goal.

Answer: Not completely. Remember, clan memory is just as important as corporate memory, and your family will happily enroll all Conforming member in their histories and lengthy clan Chronicles. An extraordinary individual who brought great glory to the clan is worthy of worship in many Vilani cultures, as he embodies the Ancestral Spirit. But yes, in the end, the Tribe Comes First.

Question: A very Emptyheaded way of thinking!

Answer: The Family Comes First in most human cultures. Broaden the lens to include 'Race' and 'Nation'... throw in the 'adopted sons of God' concept of Christianity, and you have 99%+ of the *entire* human species.

Question: I hear that the Vargr are partial to the Vargr, the K'kree favour the K'kree, the Hivers promote the Hivers, and the Aslan look out for the Aslan...

Answer: ...and both the Zhodani Consulate and the Second Empire of Gashikan are ethno-states, to quite a large degree. But on the other hand, the

Vilani and (to a much lesser extent) the Aslan are willing to be cross-species cultural imperialists, so blood isn't always the *only* thing.

Question: Christianity made a huge break, from the ethno-religion of Judaism to a true multiracial religion. I'm surprised that it hasn't crossed the species line yet.

Answer: Some say it has.

Question: You *know* I'm not talking about the Vilani!

Answer: The first man sinned, and the New Adam brought redemption. Nobody said anything about the sins of the Vargr, and no Moses brought down the Law to the Hiver. Why should they have to fear the powerful and lethal Lord that the humans fear?

Question: Because He is Creator and Judge of ALL Creation, not just the human part!

Answer: Spoken like a true Christian! But the demons are part of the Creation too, but no salvation is offered them.

Question: The aliens can be cruel, but they are not demons. ~~Except Grandfather.~~

Answer: They are not demons, so they merely lie and rot in the soil, essentially irrelevant to an exceedingly vengeful Lord. There are an uncountable number of dead men who wish they could say the same!

Question: I could tell you tales...

Answer: ...and I bet that I could beat them! Remember what happened to the French Catholic Church in the Revolution? Or those poor saps in Prussia, 1945? Euro-America when the Welfare State died? Or the Arab Moslem nations after the sweet & cheap oil ran out in the 2030s?

Question: I admire your easy use of the Gregorian dating system.

Answer: The Solomani Confederation¹⁹ is 100% confident that they have God on their side – and I admit, they are doing quite well right now. But we'll see what things look like at the end of the war – the field of battle tends to throw big surprises when you least expect them.

¹⁹ Which I imagine is a bit like this: <http://chris-floyd.com/component/content/article/1-latest-news/2291-welcome-to-the-age-of-hell-entrenching-murder-as-the-american-way.html>

Everyone *knew* what was happening to the nonhumans, but everyone was surprised when the Imperium decided to *do* something about it.



A large Arzula starship, in service to the Unified Cultus of the Deified Man, arrives at the hovering psionic labs at Maarkhuda/Nisaga. Closed to the public, these research centres are tasked to investigate the genetic basis of psionics, and how they can be bioengineered into the Last Man the Cultus dreams of giving birth to. In the distance can be seen the floating habitat of Carras Divan. Home to a third of the planet's population, the starport, aquaculture facilities, and water filtration centres (gathering metal from the ocean, as well as potable water) are located here. This graphic is titled "Seven – Minus – Seven – Equals" © Glenn Antins.

See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1765663

Planet-bound Religions within the Empty Quarter

Most sophonts within the Empty Quarter follow one of the major religions, 'more or less'. However, there are a minority of systems where the world is dominated by its own local cult. A brief outline of these beliefs is given below.

Flange, Justice, Reskhuda, Lakuusa, Dakamii, and Diagemi – these are all systems within Beta Quadrant, and are under the rule of the Hegemony of Lorean. Their shared beliefs originate in the Bright Age of the region: distinctive of this religion include "a strong duality (Yin/Yang style) with each realm ruled by an abstract and impersonal god/force; an emotionally driven ethic, rather than a strict legal code; active obedience in youth, and passive, contemplative worship in old age; a strong communal ethic; and art as a form of worship." Attempts are being made to consolidate all of these nebulously related religions into one united religion, tentatively called the **Bright Faith**. These

systems have greatly varied histories, difference in attitudes to Vargr, and different relationships to the Hegemony: bringing them all under one roof will be difficult, especially as the original "Priestly" leadership of Flange is being challenged by populist "Prophetic" leadership on the religiously excited world of Pramas.

Saeghvung is a Vargr system where each and every local Suedzuk pack has its own unique Pack Cult. This form of religious organization is rather popular among this paranoid breed of Vargr, but most of the Suedzuk in the quadrant abandoned it between the Bright Age and the post-Horror period.

The reclusive Belters of the **Exile** system consider interstellar vacuum as the greatest god – and the source of evil, fear, and death. Their lives are tied to the three asteroid belts they mind: each asteroid is seen as the home of a living, unique spirit, requiring respect and worship before mining begins. The small, dying red dwarf that they orbit is

deeply beloved as their source of light, life and heat, and their prayers are felt to help keep the star alive. Interestingly, little thought is given to the planet(s) that remain in the system. There is an undercurrent of a mechanical religion as well: with their lives even more directly tied to their life support system than to the dying star that holds their universe together, the 'ghosts in the machine' are taken very seriously, indeed, especially by the women who do most of the mechanical maintenance work in this culture.

Other notes: hull breeches are horrifically demonic events; death is not the end, as so long as the remains are recycled, "the dead live in us"; spaceship navigators and powerplant engineers are the most highly respected priests and priestesses respectively; and the Victory of the Void is inevitable at the end of time, but as Stardust it is our destiny, our duty, and our glory to fight it to the end.

(Note that the Belters are hostile to outsiders, and remember the violence done to their ancestors by the Second Imperium: but this is more a cultural matter than a religious one.)

Cooke is home to many beliefs and religions, but the dominant belief is a variant of "directional, informed evolutionary atheism". It isn't strictly "atheistic materialism", as information is not material by definition. Instead, "Evolution, the Blind God" is seen as being 'more than pure chance, more than mere power', impelling all informed material (i.e. sophont minds) into a future of unity and peace. The planetary government is grounded in this philosophy, but – while popular among academia and the intelligentsia – the general population only gives lip service to this rather vague philosophy.

(Local forms of Hinduism have more actual meat to its thinking: while not the dominant religion, it is a strong factor in the local development of evolutionary thought.)

The inhabitants of **Shuiku** follow a highly complex form of ancestral worship: while most strongly tied to folk religions of China, Vilani beliefs, Hinduism, and unique local developments all have a hand in its expression. Local astrology and mystical views on the elements (light, water, earth, air, void, heat) are as important as connecting with the ancestors; proper birth & burial rituals; proper food preparation and eating rituals; the fear of ghosts,

and the love of luck. Perhaps one out of five on the planet are truly devout followers of this eclectic and nameless folk religion; three of five are partial believers; and one out of five ignore the religion except in desperate circumstances, or in family ceremonies when attendance is mandatory.

The eugenically-inclined Solomani of **Rommel** follow an ideology of genetic perfection, with the desire to breed Better Men who will embody the very best of the Solomani Race. Unlike many who follow this ideology, they are willing to welcome Vilani who are willing to have their children altered in vitro to fit the Pure Solomani genetic profile. This scientific cult is willing to tolerate supernatural religions, so long as it doesn't interfere with Racial Perfection.²⁰

The Vilani heretics of **Ushmigad** follow the Ashi Gurlagili cult are not strictly a "planetary" belief system. Ashi Gurlagili is composed of what are essentially Vilani perverts: unlike the sexually-driven Solomani perverts, the innovation-driven Vilani perverts love *love LOVE* to make new things, try new things, invent new things. Whether these activities are beneficial or hurtful, or even *sane*, is not the point: gaining mastery is. Their culture is always in flux, but their wealth is derived from technological innovation: this includes the deliberate violation of as many Vilani patents and rules as possible. Their inventiveness and wealth did not protect them from exceedingly savage purges from Vland Sector, with the surviving membership scattered across the Imperium.

Ushmigad is one of the eight surviving, widely scattered Imperial systems dominated by Ashi Gurlagili, and the most successful of the lot. Each member of this cult believes that they have a unique mini-deity, called a daemon (the choice of name is deliberate: they may reserve their hate for Vilani tradition, but they have no love for Solomani monotheism either). This daemon encourages them to 'follow their bliss', and 'do what thou wilt', whatever it may be.

Similar to the Christian understanding of demons, the Ashi Gurlagili see these daemons as essentially hostile to humaniti, quick to encourage people to

²⁰ Occasional contact with Deified Man worshippers has happened: but while the two groups respect each other, the distance – in both philosophy and in parsecs – discourage a closer union.

destroy themselves and others. And indeed, the more violent cultic worlds have been progressively wiped out over the centuries, as they invariably either 1) turn all their neighbours into their enemies and/or 2) take on one challenge too many, up to and including challenging the Imperium, the laws of physics, or the nature of the universe.

Heaven brings forth innumerable things to nurture man.

Man has nothing good with which to recompense Heaven.

*Kill. Kill. Kill. Kill. Kill. Kill. Kill.*²¹

- Zhang Xianzhong,

http://en.wikipedia.org/wiki/Zhang_Xianzhong

Less murderous members of the cult end up destroying themselves in various exciting ways, or perhaps dying in a pauper's hovel without issue after a life of pleasure: sexual pleasure perhaps, but more importantly the pleasure of defying Vilani convention at every turn, outraging the masses and living to see another day... until the inevitable day when they calculate incorrectly.

The Ushmigadi are not so direct in their challenges. Like Plato, they seek to harness these daemons for their own purposes. The Ushmigadi prefer to make beautiful and useful things that are desired by the masses, but challenge or defy Vilani culture in some way. It can be a handsome set of *symmetrical* Vilani clothing, or songs that *mispronounce* Vilani in a very charming way; but usually, it's just providing inventive, excellent goods at reasonable prices... with the profits going to a group that comprehensively challenges Vilani culture. The Solomani almost never get the subtext... but they are not the Ushmigadi cultist's target. The proper Vilani traditionalist is the target,

²¹ One thing about the ancient State-backed mass-murderers: they were sometimes refreshingly honest on why they needed to kill. Look through as many records as you please, and – outside of the Marquis de Sade's desire for democracy (see: [Leftism From de Sade and Marx to Hitler and Marcuse](http://archive.mises.org/21254/epub/), by Erik von Kuehnelt-Leddihn, <http://archive.mises.org/21254/epub/>) – you'll won't find anything as honest in the modern era, regardless of whether you pour through the records of Stalin or of Planned Parenthood.

and the Ushmidagi make *sure* that their Vilani buyers *do* get the subtext.

Putting the Vilani sense of tradition and conformity against their desire for wealth and prosperity, and then seeing the Vilani choose money over tradition, is what makes life worth living for the Ushmigadi.

Most of the other Vilani of the Six Subsectors are ill at ease when dealing with the Ashi Gurlagili, when they are not actually disgusted. The violent Vilani theocrats of Pugaash will kill cult members if the opportunity presents itself. During the Imperial Civil War, quite a number of mysterious 'pirate raiders' tried wipe out the Ashi Gurlagili system, but system forces (Imperial, Ducal, and/or high-end mercenary) were able to successfully defend the world on these occasions.

The Vilani megacorporations are *very* careful when dealing with Ushmigadi: unlike the local Vilani (stuck at the traditional TL of 11, the height of the Ziru Sirka "and therefore the perfect tech level"), the Vilani megacorporations are comfortable at handling cutting-edge TL 14 equipment.²² As recognized guardians of interstellar Vilani culture, though, they are painfully aware that they have far more to lose than the smiling Ashi Gurlagili negotiator at the other end of the table. On the other hand, the technology is often top-notch, and the profits just might be worth certain... irregularities.

Rasu was settled en mass fairly recently, in 828. The method of settlement involved one million Mixed Vilani colonists from Juda/Antares popping in orbit, promptly thawed out of their low berths, then deposited on the world with their equipment, all in one day: a fine example of just how organized and structured the world is. The *goal* of the True Work utopian movement is very Vilani: a changeless world of cultural and relational perfection. The *means* to gaining this goal – a very strict moral code – is shocking to Vilani minds. (The lack of ancestor veneration is rather disturbing as well: the failure to worship any god, not so much.)

This planet has the highest law code in the sector, making the Charismatic Dictatorship a worldwide

²² Vland herself, being far more innovative than the highly tradition-idealizing Vilani worlds of the Imperial Empty Quarter, is at TL 14 as of 993 Imperial – and pushing at TL 15.

totalitarian state. With the Assembled Orders, the Vilani love of rules and bureaucracy has burst its bounds, even as the Inspired Directors lead the fanatical population to an ever more rigid lifestyle. Payment of bounties for everyone turned in for violating the expansive and convoluted Assembled Orders makes snitching on others a highly profitable – and widely respected – pastime. While the Inspired Directors generally lead the population, there is a substantial democratic element as well: the population enthusiastically supports the Assembled Orders, every jot and tittle... and no one wants to be outed by their watchful neighbours.

There is a great dread of ‘crime, depravity and immorality’: surprisingly, these Crime-Sins are defined along Solomani lines (i.e. sexual perversions, prostitution, and drug use, and lies, as well as theft and murder) as much as on Vilani lines (i.e. challenging traditions, innovative activity, use of psionics, refusal to conform). ‘Impiety’ is also punished, with ‘impiety’ defined as “insufficient respect to the Assembled Orders and the Grand Assembly which unveils (not creates) the laws of our word.”

All Crime-Sins are taken seriously by the State (and the family, and the workplace, and the media, and the schools...) Punishment is severe. Surveillance and suppression of crime are comprehensive enough that the *total* amount of violent assaults, murders, and rapes amount to *exactly* 52 instances... in a ten year period, 983-993, on a world of over 70 million inhabitants.

We want a world where a young woman, clothed only in 1000-credit notes, can travel alone in the roughest neighbourhoods on the planet without fear in the middle of the night.

This is what we demand.
And this is what we will get.
Without fail.

Inspired Director Velma Aaanuur,
Head of Police Services, Layoov District, Rasu
to the Grand Assembly
957 Imperial

Massive, meticulously organized group projects are a specialty of the world: not just to build up the world, but also as a form of True Work worship. Large group rallies occur twice a month, to encourage All to think as One. Privacy is denied

and communal living is encouraged, whenever possible. Deviancy of any sort is crushed.

The Grand Assembly, the ruling body of the planet, has been accused by Travellers of using psionics to peer into the minds of visitors, searching for Evil Thoughts. The planetary government has strongly denied the charge: Imperial Ministry of Justice personnel are expected to arrive in the first half of 993 to investigate the claims. Outside of the Droyne and a few minor nonhuman races, psionic activity is simply not tolerated within the Third Imperium, as of 993 Imperial.

While the worship of angels and saints does occur sporadically among Hindus (both) and Imperial Catholics (just the saints) these forms of adoration come into their own on the world of **Sashar**. It was originally founded as a Shiite Moslem world, with – as expected – a strong Persian influence. However, being very far from other Shiite systems and many parsecs from their sworn enemies, the Sunni Moslems, Sashar increasingly deviated from the Shiite religion.

Today, the dominant religion of the world is Bar Eyli, a monotheistic religion with a single Creator God, ten Prophets (four Ancient Solomani, four Ancient Vilani, two Long Night-era Sasharan), and ~2,400 Saints, Buddhas, and Exemplars. Shiite Islam has been reduced to holding two small archipelagoes, with 15 million followers total (on a planet with about one billion humans). Outside of their islands, they are vulnerable to harsh persecution.

Neither the Deity nor the Prophets may be worshipped directly, being far too high to be approached by sinful man. Saints, however, may be worshipped in this religion, openly and loudly. Buddhas may be worshipped, but only silently and secretly. Exemplars are good men, but don’t have the Divine Spark within them, so they may not be worshipped. Finally Sacred Guides are ordinary priests and holy men: those that are popularly proclaimed “Living Saints” are revered, but actual worship is discouraged until after they have died, and can directly commune with the Deity the Bar Eyli worship.

Angels are a special case: according to Bar Eyli teachings, they may be worshipped, but only when they give permission to do so, and only by the people they give permission to.



The playboy son of a ruling Imperial Noble enjoys himself over the TL 8 (i.e. AD 1990s-tech) city of Sejnart, Udusis. The graphic is titled "Boost" © Geoffroy Thoorens. Visit his gallery at <http://www.djahalland.com/en/gallery>

Like all religions save Christianity, Bar Eyli teaches that sufficient obedience brings salvation: this obedience is mainly in avoiding evil (no lying; no stealing; no murder; no adultery) and doing good (worshipping the saints; respecting masculine leadership (from father to Emperor); helping the poor and the sick; and strengthening human rule over Creation ("Man shall rule/Land and sea and space/plants and animals and aliens"). Hell awaits

those who defy these laws, and Heaven awaits those who obey them.

There are three religious texts in Bar Eyli, all of which were written during the Long Night. The first, "Creation" outlines how and why the Deity created the universe; how Shaitain brought in wickedness; and how the Immortal Prophets mystically work together across time and space to

fight and break the power of the Evil One. The second, "History", teaches how Bar Eyli was born, and grew into the dominant planetary religion, despite a great amount of trials and bitter setbacks.²³

The third book, "Prophecies" is the most difficult to understand. Even the most casual reader agrees that the rise of a "third great empire of men" was predicted successfully, and even the time it would be born was reasonably accurate (the Bar Eyli believer would insist that it was *perfectly* accurate.) The other clear prophecy – the spread of the Bar Eyli religion "across the stars" – is a near-total failure: after over a thousand years, the religion remains largely restricted to Sashar and her expat communities. Everything else in "Prophecies" is 'subject to dispute and argument'.

The large and sentient spiders of **Surogota** have an indecipherable belief system. Most of their non-materialistic thought is actually expressed in genetic manipulation techniques, and in specialized, altered wildlife that seem to have a religious, or at least a numinous function. The Vilani of the conformity-demanding First Imperium taught them various rituals that they still sometimes perform before powerful Imperial officials. Watching large eight-legged spiders conduct Ancestral Veneration rituals designed to be performed by bipedal humans is... bizarre.

The best work on Surogotan beliefs is a series of Bwap scientific and sociological studies. Bwap Ritualists love order and see the universe organized much like a "Tree of Life", which seems to map more closely to Surogotan beliefs (grounded in genetic science and biology) than either Vilani reverence for dead Ancestors and repeated Tradition, or Solomani reverence for a transcendent God-King and a text of Divine Laws. Bwap surgeons have been known to discuss Wapawab – the name of their godless religion – with the Surogotans on Charity for hours at a time.

The Surogotans can't seem to discuss their beliefs without referencing genetic structures, and nobody can figure out what these structures are supposed to *represent*. If the tightly-structured

²³ For the record: Bar Eyli was born in -614 Imperial, and can be said to dominate the planet by c. -300 Imperial.

Bwap mind cannot change its foundational presuppositions,²⁴ the Surogotans vision of the spiritual is essentially *non-communicable* to outsiders. There is no Rosetta Stone, no bridge of understanding that can link the Surogotan mind and the human (or Vargr, or Droyne, or...) mind on this issue.

Finally, the **Bwap** vision of reality, the Wapawab (or The Tree of Life) focuses on "the crèche, the relationship of crèche members to each other, and the relationship of the crèche to other crèches and the outside world." (**GURPS Traveller: Alien Races 4**, page 24-25) There are solo Bwap who are loosely tied to their crèche, but all revere their crèches, and all respect their proper place in the universe. Unlike the Vilani – who have a fixed, timeless understanding of reality – the Bwap Wapawab is always growing and changing, allowing them to better adjust to a reality that grows and shrinks, shifts its weight and alters its structure.

Oddly enough, this make them even *better* bureaucrats than the conformist Vilani are: bureaucratic regulations **claim** to be fixed forever, but are **actually** being interpreted and reinterpreted, added to and redacted, expanded on and rendered void. Unlike the Solomani monotheistic vision of a just and eternal law – grounded in a just and eternal Lawgiver – the Bwap are only interested in 'obedience to the form', and have no interest in the spirit of the law, or in justice per se, or even if the regulation fulfills its supposed goal.

"So, is that psionic holy man insanely powerful... or powerfully insane?"
"I'm going to let my rifle find the difference."
Imperial Ministry of Justice agents,
Udusis subsector, 990 Imperial.

The use of psionic powers is a criminal offense within the Third Imperium, subject to certain limitations (ie. Droyne use is permitted.)

²⁴ For one thing, it isn't an *optional* religion, but an *integral* part of how the Bwap perceive reality. Rather than see it as a religion, it's better to treat it as a logical, extensively organized understanding of reality, where the supernatural or questions of origin are simply irrelevant. The focus is NOT on "why it is" and "is it just", but "what is my place" and "how it interacts with other things."

Travelling, on Earth and in the Heavens

The observant and curious Referee can always find some interesting source material for his next adventure. This is especially true in the age of the Internet. This article is not about a specific adventure, though, but a view of how travellers in the Far Future are not that different from Travellers today.

Let's take Pico Iyer's article, "Why we Travel", for example. <http://www.worldhum.com/features/travel-stories/why-we-travel-20081213/> A lot of what he writes is rather subjective, but his experiences can be nicely converted to show Traveller in a new light.

To see what I mean, let's take his writing, and rewrite it to fit the Far future:

"And the first lesson we learn on the road, whether we like it or not, is how provisional and provincial are the things we imagine to be universal. When you go to North Korea, for example, you really do feel as if you've landed on a different planet—and the North Koreans doubtless feel that they're being visited by an extra-terrestrial, too (or else they simply assume that you, as they do, receive orders every morning from the Central Committee on what clothes to wear and what route to use when walking to work, and you, as they do, have loudspeakers in your bedroom broadcasting propaganda every morning at dawn, and you, as they do, have your radios fixed so as to receive only a single channel)."

*And the first lesson the spacefarer learns is that what we feel to be universal is actually provincial. In the Six Subsectors, for example, you are never seen as just another ship with another set of cargo. Who you are, what you believe, how you speak, where you come from: these things actually matter in the Quarter. Even if you can hide behind a megacorp or Imperial uniform, what that uniform **means** varies from world to world, and even from man to man.*

"We travel, then, in part just to shake up our complacencies by seeing all the moral and political urgencies, the life-and-death dilemmas, that we seldom have to face at home. And we travel to fill in the gaps left by tomorrow's headlines: When you drive down the streets of Port-au-Prince, for example, where there is almost no paving and women relieve themselves next to mountains of trash, your notions of the internet and a "one world order" grow usefully revised. Travel is the best way we have of rescuing the humanity of places, and saving them from abstraction and ideology."

Back in the Imperial Core, you don't have to worry if your neighbouring world follows your religion, if they are of the same race you are, or if they hold an old grudge over a military escapade two hundred years ago, Everyone, everywhere, is under the Iridium Throne. Out here, the Throne is dangerously close to being a theoretical abstraction, especially with the Sector Navy sent far away. It's the local powers – the major Vilani worlds, the Bwap Guardians of Order, and the local aristocracy – who keep the Sunburst flying, not the megacorporations or the Navy or even the Bwap-dominated Imperial bureaucracy.

"And in the process, we also get saved from abstraction ourselves, and come to see how much we can bring to the places we visit, and how much we can become a kind of carrier pigeon—an anti-Federal Express, if you like—in transporting back and forth what every culture needs. I find that I always take Michael Jordan posters to Kyoto, and bring woven ikebana baskets back to California; I invariably travel to Cuba with a suitcase piled high with bottles of Tylenol and bars of soap, and come back with one piled high with salsa tapes, and hopes, and letters to long-lost brothers.

But more significantly, we carry values and beliefs and news to the places we go, and in many parts of the world, we become walking video screens and living newspapers, the only channels that can take people out of the censored limits of their homelands. In closed or impoverished places, like Pagan or Lhasa or Havana, we are the eyes and ears of the people we meet, their only contact with the world outside and, very often, the closest, quite

literally, they will ever come to Michael Jackson or Bill Clinton. Not the least of the challenges of travel, therefore, is learning how to import—and export—dreams with tenderness.”

The Six Subsectors has a reputation for being a tough place, with hard, poor worlds and a tight-lipped, grim citizenry. This is not as true as you'd think: the Bwap worlds are as civilized as anything in the Core, and the major Vilani worlds are solidly woven into the interstellar fabric of the Vilani superculture. But if you are looking for people who still see the stars with wonder, and rush to spy out the visitors from the stars, its best to turn away from the hardened, pirate-wise adults and towards the wondering and curious young.



A Noble Estate on the moon of Amasag I, in orbit over the low tech Mixed Vilani (Irashi) world of Urduaan/Udusis. A few of the TL 5 inhabitants on the main world can see the Estate as a little dot of light, when this area of the moon is in local night. (Think 'The Dark Side of the Moon'). The world pays tribute to the Imperial Nobles' family, House Bource of the very wealthy and very distant Imperial world of Shamokin²⁵ (Nightmare/Ley Sector), in return for the protection of his two SDB boats. The graphic is titled "My beach in a Moon crater" © Artur Rosa: visit his gallery at <http://arthurblue.deviantart.com/gallery/25625886#/d3eaw66>

“And what this metaphor also brings home to us is that all travel is a two-way transaction, as we too easily forget, and if warfare is one model of the meeting of nations, romance is another. For what we all too often ignore when we go abroad is that we are objects of scrutiny as much as the people we scrutinize, and we are being consumed by the cultures we consume, as much on the road as when we are at home. At the very least, we are objects of speculation (and even desire) who can seem as exotic to the people around us as they do to us.

We are the comic props in Japanese home-movies, the oddities in Maliese anecdotes and the fall-guys in Chinese jokes; we are the moving postcards or bizarre objets trouves that villagers in Peru will later tell their friends about. If travel is about the meeting of realities, it is no less about the mating of illusions: You give me my dreamed-of vision of Tibet, and I'll give you your wished-for California. And in truth, many of us, even (or especially) the ones who are fleeing America abroad, will get taken, willy-nilly, as symbols of the American Dream.”

In most of the Imperium, travel is conducted mainly in the service of trade, and occasionally in the service of war. Only the truly wealthy are concerned with tourism, as only they can afford it. Merely travelling the ~60 parsecs

²⁵ This is the 993, following Gateway to Destiny; in 1105, following www.travellermap.com, the system is renamed Didshep

from Capital/Core to Yogesh/Empty Quarter costs 120,000 Cr (15 jump-4 leaps @ 8000 Cr), where the typical TL 6 Emptyheaded citizen earns a few hundred credits a year. (A guesstimate, using Classic Trav numbers).

Double the cost to 300,000 Cr if you want to come back home.

And with every jump taking two weeks (one in port, one in jumpspace), we're talking an additional cost of 60 weeks for the round trip, assuming one week on every world you visited.

Naturally, few Core denizens care to visit a region as far off the mainstream as the Empty Quarter. A wealthy tourist from the Imperial Core would make headlines on most of the minor worlds... and attract the attention of all sorts of unsavory individuals, as well.

The majority of Emptyheads insist that they are devotedly loyal to their worlds, and perhaps they are. After all, if they don't look out for each other, no one else will. Still, there is a steady brain drain from the Six Subsectors, as people of extraordinary ability find ways to get out of the sector as soon as they can.

It's difficult to grasp the contributions this sector has made to the Imperium as a whole, as Emptyheads who 'made it' in Core or Massilia or Delphi tend not to flaunt their humble origins in the Empty Quarter. They don't care for the mockery from their better-bred peers, nor do they want any family back in the Quarter hounded by beggars or threatened by kidnappers.

How do they succeed? They are slightly over-represented in the Imperial military, and rather under-represented in both academia and the megacorporate ranks. The truly successful Emptyhead tends to make the big time in two ways: either as extremely talented Lone Wolves, or as the founder and builders of their own fiercely independent corporation. Thanks to the Administrative Academy of Ka-aswa, more Emptyheads are entering the ranks of low-level Nobility (mainly Bwaps and Vilani), but they tend to be mere paper-pushers, not true leaders.

Despite the rather religious nature of the region, few truly notable religious leaders come from the region: Emptyheads are just too provincial to lead hundreds of billions of believers across entire sectors. There is a notable exception to the rule: local Vilani shugilii, priests, and ritual directors are highly respected among interstellar Vilani societies for their fidelity to the Tradition. They punch far above their weight in internal Vilani controversies, being anti-innovation but pro-alien. The Vargr believers in the nearby Rukadukaz Republic, coupled with their Vilani advisors & cultural guides, give the local Vilani culture a strong flavour not found elsewhere. (We will pass over in silence the Vilani heretics of Ushmigad.)

"It's not enough to go to the ends of the earth these days (not least because the ends of the earth are often coming to you); and where a writer like Jan Morris could, a few years ago, achieve something miraculous simply by voyaging to all the great cities of the globe, now anyone with a Visa card can do that."

The above isn't true in the Third Imperium. Just to visit every sector capital, you would need about six years and 1.5 million credits for middle passage, assuming a jump-4 liner. Not counting the return home, naturally.

Interesting Links to Interesting Graphics

There is a wealth of material to see in the Internet, but only some of it can be seen in this PDF. Here are some links to the pictures I couldn't use in this issue of Stellar Reaches.

http://www.cgsociety.org/index.php/CGSFeatures/CGSFeatureSpecial/expose_10_country_focus

"Kaguya Kitsunehime", by Rafi Adrian Zulkarnian, illustrates a Japanese tale, but I would repurpose it for use in the Rukadukaz Republic, where the wolves lead militarily and politically, but the Vilani lead economically and culturally.

<http://rafiadrian.cgsociety.org/gallery/698279/> "Ace of Emptiness" is a reminder of the loss of war, rather than its glory. The image wouldn't fit the Hegemonio government, as that highly disciplined culture does not believe in showing emotion in public. But it would fit the locals of Beta Quadrant, who fought and lost several rebellions against the Hegemony.

<http://rafiadrian.cgsociety.org/gallery/661843/> "Heirloom" wouldn't fit the Moslems of Beta Quadrant, but it would fit those believers within the Imperial worlds, especially those worlds influenced by the more cosmopolitan Islamic systems of Aisha or Ababat. The days of fear, violence and rampant xenophobia are over: the days of learning from the Other has begun.

<http://rafiadrian.cgsociety.org/gallery/235852/> "Sri (goddess of Growth)" is one of the more popular deities of Irash: her levitation is tied to Vilani traditions of their saints, while the vines beneath her are suggestive of Bwap religious influence.

<http://www.sciencephoto.com/media/339112/view> "Invasion" by Mark A. Garlick is an interesting example of a TL5-6 world being invaded by their betters. With those shiny and impressively huge starships, I would put money on a Vargr group looking for a charismatic surge....

<http://preilly.deviantart.com/gallery/?offset=48#/dwxvf> "Crash" by PReilly, is a good depiction of a common scene of the Empty Quarter: a grounded hulk of a

starship, hollowed out by the desert winds. Humanity has been crossing these blighted stars for 5000 years: that's a lot of space debris and silent ruins....

<http://hazza42.deviantart.com/gallery/24349872#/d2iqmdr> "Spaceship Takeoff" & <http://hazza42.deviantart.com/gallery/24349872#/d2iqb5u> "First spaceship on Mars" by Harry. There are an awfully large number of low-tech starships and spaceships in the Empty Quarter...

And for the military men (as opposed to natural explorers like myself)

<http://forums.cgsociety.org/showthread.php?f=133&t=371544&highlight=raid+city> "The Raid on the City" by Stanley Von Medvey. Now, THIS is what I call a Traveller-style assault. Put that anti-grav to work!

http://www.scenicreflections.com/download/234092/Intervention_Wallpaper/ "Intervention 2" by Alex Krapivin. Not my style – I'm more realistic in my military equipment – but this is a treat for the mecha fans out there.

<http://omen2501.deviantart.com/gallery/?offset=24#/d1p714f> "Ageof Ra" by OmeN2501 a.k.a. Marek. Just another TL 7-8 military force – you can tell by the lack of anti-grav. But, this force has some extra high tech equipment, thanks to 'off-world friends'. Whether these friends are co-religionist, racial kin from more wealthier systems (or an underground Solomani Party network), corporate headquarters back on Vland, or noble allies that serve the same ruling House, is something that bears investigation.

Not a picture, but a story:

<http://online.wsj.com/article/SB10000872396390443855804577601322508049192.html> "Dreaming in Ottoman: Istanbul at a Crossroads" is a good article for a different take on Islamic civilization. While the Salafis of Saudi Arabia spend the money to attempt to remake Islam into their own image, there are other takes on the religion: Iranian, Turkish, Moorish, and Indonesian thinking, for example.

Data Dump: Updated Maps and UWPs for the Empty Quarter, 993 and 1105 Imperial

Once again, due to the need to document stellar information, population composition, and the loss of Beta Niobe (sniff), a full-scale sector data dump is required. Maps follow the lengthy listings.

Special Trade codes:

Vw = Vargr World (95-100% Vargr)

V:# = percentage of the population that is Vargr.
For example: V:2 = 20% of the planet population is Vargr.

Bw = Bwap World.

B:# = percentage of the population that is Bwap.
For example: B:0 = above 1%, but below 5% of the population is Bwap.

D:# = percentage of the population that is Droyne

S:# = percentage of the population that is Syndite.
Please review T20 materials for information on the four-armed Syndite Minor Human Race.

Hw (name) = Homeworld of a given species.

Also, note what population codes are missing. There is no S:# (or X:#) for the Surogotan (Xu'rokotani) race, as they are far too few to make up a notable population off their homeworld. (Note: But with the number of these large spider surgeons on Charity, they might hit above 1% of the population someday...)

Most importantly, there is no Hw or H:# for humans. It would be a waste of space for most Imperial UWP codes, so there are good reasons for its absence. Outside of the Imperium, though, its absence is felt: you don't know if that Vargr world has a small human minority or not. The difference between a "95% Vargr/5% Vilani" and a "100% Vargr" world just might be the difference between life and death – especially on the Blood Vargr systems...

I guess the only way to be *certain* is to go there yourself, and take a look...

From **Stellar Reaches #1**, page 7:

"A brief note regarding specific notation used in the stellar data section may be in order. In the case of multiple stars being listed, an asterisk in the stellar data indicates which star serves as the primary for the world in question. Parentheses indicate stars that are in very close orbit about one another. Brackets indicate stars that are located in a far and distant orbit from the world's primary, and so do not exert much, if any, influence on the world at all, but are still located within the same parsec. This information is provided to assist those that wish to flesh a particular system out further using products such as Book 6: Scouts, DGP's Grand Surveyor World Builder's Handbook, the World Tamer's Guide for TNE, or GURPS Traveller: First In. If the Referee feels that such detail isn't desirable, by all means, ignore the notations".

There are four kinds of stellar dwarfs noted here:

- red dwarfs RD
- orange dwarfs OD
- white dwarfs WD
- brown dwarfs BD

The maps are in this order:

- 993 Basic
- 993 UWP
- 993 Black & White
- 1105 Basic
- 1105 UWP
- 1105 Black & White

For 1105, there are some additional bases in addition to the usual (N)aval, (S)cout, (M)ilitary, and (A)ll – Navy & Scout. (F)ree refers to bases owned by either an independent system or by a member Julian State (ie: the Hegemony of Lorean): N bases belong to the Star Legion. (O)utpost refers to a small naval base. I assume that these changes are due to the abrogation of the Treaty of Var-Inaka (**Stellar Reaches #13**, page 26).

UWP Listings for the Empty Quarter, 993 Imperial

Akgakhong	0110	C501100-8	Ic Lo Ni Va V:9	810	Jr	M1V	
Kfueng	0111	D421412-7	Lo Ni Po V:4	700	Jr	M1V	M8V*
Laenthataek	0116	C540541-5	De Ni Po V:6	902	Jr	G2V	
Ababat	0127	B7577BA-9 N	Ag V:1	334	Im	K0V	
Saffron	0128	A440402-9	De Lo Ni Po	803	Im	G2V	
Karsaka	0132	B540578-8	De Ni Po	502	Im	F9V	
Rommel	0134	B7B6859-A	Fl	802	Im	M9V	
Guukerrii	0138	X763000-0	Ba	001	Im	F1V	
ZUKHISA	0139	B5749B9-6	Hi In V:0	612	Im	F9V	G5V*
Ishkhigu	0140	D3138AD-7 S	Ic Na	324	Im	F1V	
Odzsouu	0201	C89A557-9	Ni Wa V:3 B:3	423	Jr	G1V	
Sekhthodu	0204	B7C3434-9	Fl Lo Ni V:0	624	Jr	M5V*	M5V
Roenkinsu	0205	B65A558-9 M	Ni Wa V:4 B:3	622	Jr	K4V*	M6V
Kuell	0206	A37276B-B	V:3 (O:0205)	624	Jr	K2V	
IKON	0208	C253AC7-E	Hi V:4 B:0	103	Jr	K5V	
Thaeallikh	0213	B5666A9-6	Ag Ni V:5	723	Jr	G0V	
Vuensoe	0216	E442334-6	Lo Ni Po Vw	402	Jr	F9V	
Lukaau	0227	B450857-9 S	De Po	303	Im	K0V	
MIKIK	0228	X340975-5	De Hi In Po	R 523	Im	M6V	
Wesaswek	0229	A8868DB-D	Cp Bw	225	Im	F5V	
Surogota	0231	C554557-6	Ag Ni Hw (Xu'rokotani)	123	Im	G9V	
Sharduuaan	0232	D533330-6	Lo Ni	623	Im	K8V	
Barindra	0234	D77A632-7	Ni Wa	323	Im	K3V*	
[M6III]							
Kali	0238	B300367-A	De Lo Ni Va (O:0338)	920	Im	K7V	
Knaekiril	0302	A540544-9	De Ni Po V:7	523	Jr	G0V	
Suezkha	0305	B543563-7	Ni V:5 (O:0205)	823	Jr	K5V	
Gvurrdakh	0308	C6537AA-7	V:6	703	Jr	M1V	
Aerroggh	0311	C44068A-9	De Ni Po V:4	923	Jr	G2V*	M0V
Saerroggh	0314	B110300-F	De Lo Ni V:6 B:0	113	Jr	M4V	
Faiza	0325	A79846A-A	Lo Ni (O:0328)	723	Na	G2V	
Upkugi	0327	D64A657-5	Ni Wa	100	Im	M6 III	M1V*
Hadiya	0328	A201415-C	Ic Lo Ni Va	423	Na	K3V	M7V*
Wabeab	0329	D466699-9	Ag Ni Ri Bw	924	Im	G1V*	[M0V]
GUDINA	0334	C786967-9	Hi Mr B:0	324	Im	G6V*	[M4V]
Pugaash	0337	B89687B-6		523	Im	G7V*	[M4V]
Nulinad	0338	A556894-A	Cx B:0 V:0	923	Im	M0V*	[K6V]
Harshad	0339	C459101-B	Lo Ni	722	Im	G4V	
Gagakam	0340	B566425-7	Lo Ni	522	Im	F7V*	M6V
Varkh Bhargra	0406	B100316-8	De Lo Ni Va V:4	124	Jr	M1V*	M8V
Tsai	0410	C68689A-5	Ri V:1	213	Jr	K5V	
KAKHASAEK	0414	D875976-8	Hi In V:7	110	Jr	K4V	
Marhaban	0426	A4698AB-C	Hw (Bwap)	701	Im	G4V*	M0V
[M2V M6V]							
Gingesh	0435	A42059C-C	De Ni Po	913	Im	M3II*	G8V
Jinendra	0439	C656623-9	Ag Ni	622	Im	G0V	
Surrvok	0501	C67479C-7	Ag V:2	601	Jr	K9V*	M1V
Aeghzivik	0510	A858873-9	V:8	701	Jr	K2V	
Guezdhe	0511	A300554-E	De Ni Va V:9 B:0	212	Jr	(G6V	M2V)
Khebreyth	0514	A647688-C	Ag Ni Vw	112	Jr	M7III	F1V*
Bhastoum	0515	A530446-9	De Lo Ni Po V:6	523	Jr	M7V	
ENINSISH	0535	C00098B-9	As Hi In Na V:0	312	Im	G5V	
SASHAR	0536	D454A57-7	Hi B:0	111	Im	M0III	G2V*
Khinumi	0537	D340553-A S	De Ni Po	724	Im	A9V	G7V*
BYEGH AENGZ	0601	A560962-A	De Hi Mr Vw	434	Jr	F7V	
Aekhfe	0605	C575302-7	Lo Ni V:4	220	Jr	M7V	
Ghuekvar	0613	C448636-5	Ag Ni V:8 B:2	834	Jr	G8V	
Sutedvok	0616	C554333-7	Lo Ni V:2	503	Jr	K9V	
Vreskegh	0617	C66857A-9	Ag Ni Vw	424	Jr	G7V*	M4V
Sambra	0620	A523672-9	Na Ni	824	Na	K0V	M5V*
Khalidah	0627	D200422-8	De Lo Ni Va	325	Im	F2V	
Shikua	0630	C211352-8 S	Ic Lo Ni B:3	124	Im	K4II	
Datawo	0632	A58678C-A	Ag Ri Bw	324	Im	G5V	
Ebwathwa	0633	B4668DD-8	B:9 V:0	425	Im	G5V	
Rakesh	0636	D57A500-5	Ni Wa	923	Im	K9V*	M1V
Rasu	0637	B3407CG-C	De Po	713	Im	K8V	
Ushmigad	0638	A432753-E	Na Po B:1	711	Im	K9V	
Gasali	0640	D736778-6		512	Im	M1V*	M7V
Kaekhaenae	0704	B456659-6	Ag Ni V:7 B:1	202	Jr	F9V*	M3V
[K1V]							

Tsahrroek	0705	A451630-B	Ni Po V:2 Cx	425	Jr	M0V	
Vekhaetak	0706	D220520-7	De Ni Po V:6	824	Jr	M4V	M8V*
Khebha	0709	B450451-B	De Lo Ni Po V:8	624	Jr	G5V	
Byeggra	0711	B76859C-7	Ag Ni V:0	624	Jr	G3V	
Gueddzoukh	0715	E365210-7	Lo Ni V:5	412	Jr	G2IV	K1V*
Perpethwe	0728	C6657AB-B	Ag B:7	710	Im	G1V	G5V*
Sabira	0729	C360143-A S	De Lo Ni	123	Im	F4V	
Omprakash	0732	C110343-8 S	De Lo Ni	424	Im	M1V	M9V*
Dagemi	0738	C590404-6 S	De Lo Ni	323	Im	K8V*	[F9V]
Bha Kakharkh	0805	E8A7516-9	Fl Ni V:2	824	Jr	M1V	
Sudvoukh	0809	D550402-4	De Lo Ni Po V:7	620	Jr	F9V*	M7V
[M9II]							
Khastok	0811	A515485-A	Ic Lo Ni V:5	424	Jr	K9V	M7V*
Aerrvok	0812	D424111-7	Lo Ni V:9	303	Jr	(K0V	M4V)
Zoukhe	0813	C65A57A-8	Ni Wa V:0	102	Jr	G7V	
Paweba	0828	C66769A-A	Ag Ni Ri Bw	122	Im	M1V	
Zada	0829	E330257-8	De Lo Ni Po	200	Im	M0V	
Charity	0830	B225454-D	Lo Ni	213	Im	G9V	
ARAKAAD	0833	E68698A-9	Hi	524	Im	M5V	
Sandardin	0834	B667884-7 N	Ri	913	Im	F6V	
Unsharshe	0836	D440523-6	De Ni Po	624	Im	K2V	K3V*
Indara	0837	A675745-9	Ag	611	Im	M5II	M8V*
Aardimash	0839	C530372-9	De Lo Ni Po	224	Im	M9V	
Shuura	0840	C352234-6 S	Lo Ni Po	124	Im	F7V	
Ourskadh	0903	C201477-7	Ic Lo Ni Va V:5	323	Jr	M3V	
Aerzorak	0905	C9E758A-6	Ni V:7	124	Jr	M1V	
Ghungzon	0906	B337443-D	Lo Ni V:5 B:1	100	Jr	M2V	
Threythkhe	0907	C513320-A	Ic Lo Ni V:5	300	Jr	K9V	
Irikrough	0912	C467752-8	Ag Ri V:7 B:1	824	Jr	K4V*	M6V
Tapawa	0931	A68668A-9 N	Ag Ni Ri Bw	523	Im	M1V	
Kewepab	0932	C668643-9	Ag Ni Ri Bw	624	Im	G5V	
Akiar	0936	D58A762-8 S	Ri Wa Mr	734	Im	K9V*	M7V
Dorado	0940	E8C6268-A	Fl Lo Ni (O:0638)	100	Im	M9V	
Enzaeng	1003	C72649D-9	Lo Ni V:5	725	Jr	M9V	
Saezzok	1004	B424373-9	Lo Ni V:3	124	Jr	F1V	
Unaeng	1013	D664437-4	Lo Ni V:7	922	Jr	M9III	F9V*
Karzana	1030	C540556-8	De Ni Po	414	Im	K5III	K5V*
Kawatas	1031	C68669C-B S	Ag Ni Ri Bw	424	Im	F6V*	G8V
Fathwaas	1035	A6667AB-B	Ag Bw	123	Im	K1V	
Nazirah	1036	C571112-5	Lo Ni	623	Im	K3V*	M7V
Ikkimam	1037	B632643-9	Na Ni Po	800	Im	F8V	
Vipan	1038	CAB6498-8	Fl Lo Ni	311	Im	M8V	
Dheeraj	1039	E201367-A	Ic Lo Ni Va Mr	703	Im	M7V	
Jaleel	1040	D310565-A	De Ni (Ley O:1002)	100	Im	K7III	
Gousong	1103	C224459-A	Lo Ni V:9	233	Jr	F6IV	
Oloe	1105	B647785-A	Ag V:l B:0	225	Jr	M5V	
Aetsoek	1106	B67958D-9 S	Ni Vw	522	Na	G8V	
Ksuel	1107	D5A3555-8	Fl Ni V:2	525	Jr	M7V	
Daalii	1109	D578674-5	Ag Ni	825	Na	K7V	
Uedzoen	1110	E540336-5	De Lo Ni Po Vw	512	Jr	K6V	
Miinagi	1129	A430410-C	De Lo Ni Po	323	Im	M0V*	M8V
Woswaab	1130	D466599-6 S	Ag Ni B:8	200	Im	G8V	
Abseeb	1133	A54768A-9	Ag Ni B:9	400	Im	G0IV	K4V*
Agnakhong	1137	C539444-8	Lo Ni Vw	725	Im	M9II*	M5V
Sibikaar	1139	A6597A5-9		123	Im	G6V*	G7V
Oesae	1205	D5A2332-8	Fl Lo Ni V:0	900	Jr	M3V*	M3V
Kourae	1206	A683687-D	Ni Ri V:0 B:1	503	Jr	M8V	
Ghazko	1208	X7A4122-8	Fl Lo Ni Vw	624	Jr	A9V*	K5V
Uku	1211	B21238A-7	Ic Lo Ni V:6	400	Jr	F3V*	M7V
Iluumiin	1213	C230243-9	De Lo Ni Po	700	Na	F1V	
Halla	1214	B693586-6	Ni	500	Na	G3V	
Uthurrvon	1228	B53456B-6	Ni V:8 (O:1328)	603	Im	G1V	
Urmair	1229	D450200-8 S	De Lo Ni Po	134	Im	M0V	M4V*
Ka-aswa	1230	A8698A7-B	Bw	913	Im	K1V	
LAZISAR	1233	B55099D-B N	Cp De Hi Po	303	Im	F6V*	G8V
Askaath	1235	C66569B-8	Ag Ni Ri	722	Im	M1V	M6V*
Dharmendra	1236	C84A210-5	Lo Ni Wa V:1	110	Im	K4V*	M9V
Ardamashii	1237	B525873-7	V:2 B:1	822	Im	G9V	
Praveer	1238	C69A223-9	Lo Ni Wa	823	Im	G9V*	[M5V]
Kaanada	1239	B550685-8	De Ni Po	524	Im	G6V	
Raklug	1301	B402555-D	Ic Ni Va V:9	122	Jr	K3III	
Gengath	1303	B450883-8	De Po V:0	134	Jr	K5V	
Larraez	1306	D362661-4	Ni Ri Vw (O:1307)	721	Na	M5V	M6V*
Dhaeknorz	1307	A273546-D	Ni Vw	802	Na	K4V	M8V*

Gidhae	1308	D461263-8	Lo Ni Vw (O:1206)	134	Jr	M4V	
Irilikhokh	1309	E86A625-A	Ni Wa Vw	523	Na	F5V	
Tsuellae	1311	C310210-A	De Lo Ni	114	Na	K2III	M7V*
OUTPOST	1315	E565A78-6	Hi	925	Jr	G0V	
Basimah	1326	B235435-B	Lo Ni	600	Im	M3V*	M3V
Yogesh	1328	A420599-C	Cp De Ni Po	314	Im	G4IV	
Kharkhelud	1329	C572674-7	Ni B:0	314	Im	G7V*	M0V
Gobi	1331	A550744-C	De Po	235	Im	G7V*	M6V
Nakhukir	1332	D540433-5	De Lo Ni Po	834	Im	K1V	
Ankheal	1337	C330441-A	De Lo Ni Po	620	Im	M1V*	M8V
Taetha	1408	C450667-4	De Ni Po V:1 (O:1206)	123	Jr	A9V	F5V*
TOKITRE	1411	B550A77-B N	De Hi Po	824	Cs	K3V	
Edi	1413	E7A5201-8	Fl Lo Ni	200	Na	M7V*	[M9V]
CHIKATRA	1415	D562988-6	Hi	123	Cs	G9V	
Riamlir	1427	B7678CF-6		612	Im	K3V*	M3V
Coman	1429	B449300-A S	Lo Ni	822	Im	G6V*	M7V
Sibikliir	1430	E544514-5	Ag Ni	123	Im	F4V	
GIMUSHI	1431	EA86A86-7	Hi B:0	534	Im	M9V	
KENRASDA	1436	D240995-6	De Hi In Po	724	Im	M2V	
Aenalla	1501	B200341-7	De Lo Ni Va Vw	623	Na	K2V	K9V*
Odzagh	1510	B7C1333-A M	Fl Lo Ni Vw	923	Na	M8II	
En Passante	1515	E220515-7	De Ni Po V:0	523	Na	M8V*	M9V
Bravo	1520	B967877-6	Ri	124	Na	G8V*	M6V
Dumkashga	1527	A75779B-A	Ag	533	Im	K7V	
Kasim	1529	B100320-C	De Lo Ni Va	324	Im	K7V	
Muna	1530	E439230-6	Lo Ni	624	Im	M7V	
Nuri	1531	C547211-6	Lo Ni	933	Im	G6V*	M6V
Mihirkiran	1533	D536311-8 S	Lo Ni	113	Im	M2V	
PAMUSHGAR	1537	C4409BB-B	De Hi In Po	734	Im	G0V	
Janardan	1539	E345300-8	Lo Ni	523	Im	G7V*	M3V
Aandii	1540	B5A0520-A	De Ni	412	Im	M2V	
Aelraek	1601	E530200-7	De Lo Ni Po Vw	602	Na	F1V*	[K2V]
Kaethkfang	1602	A776455-9	Lo Ni Vw	702	Na	G4V*	G6V
Unang	1608	B520469-9	De Lo Ni Po Vw (O:1510)	200	Na	G8V	
Mikhail	1609	CAC4459-A	Fl Lo Ni V:3	634	Cs	(M5V	M9V)
Libertad	1611	D340566-9 S	De Ni Po (O:1411)	522	Cs	BD	K5V*
Bishop	1616	D597747-5	Ag	124	Na	G1V	
Corsabren	1619	A0005AA-A N	As Ni	900	Na	M7V	
Anata	1631	B202625-B	Ic Na Ni Va	223	Im	(M0III	G3V)
Mordekai	1633	C98A588-8	Ni Wa	622	Im	G5V	M2V*
Gasadim	1635	B21088A-8	De Na	124	Im	G4V*	M3V
SSILNTHIS	1704	C767A77-A	Hi V:9	323	Na	K7V*	[F3IV]
Neelamani	1726	A338414-C N	Lo Ni V:2	803	Im	M1V	
Mugama	1728	E5537AB-5	V:2 S:1 B:0	921	Im	G1V	
Hemant	1729	BA97312-B	Lo Ni V:1	414	Im	M0V*	M6V
[M3V M7V]							
Miigaki	1730	D479678-6	Ni	522	Im	M5V	
Aleshanee	1731	B402463-8	Ic Lo Ni Va Mr	414	Im	K4V	M8V*
Kirluan	1733	C352798-8	Po	323	Im	K5V	
Dyani	1734	E211501-7	Ic Ni	934	Im	M0V	
Takoda	1737	B311679-9	Ic Na Ni	824	Im	M9III	K7V*
Lakea	1738	A202623-B	Ic Na Ni Va	924	Im	M0V	
Rrekoth	1803	C86A765-6	Ri Wa Vw (O:1704)	102	Na	G8V	
Aghets	1804	B8B3689-9	Fl Ni V:0	314	Na	G7V	
Aellon	1809	C410422-A	De Lo Ni V:0	223	Na	F5IV	
Maarluan	1810	D241331-9	Lo Ni Po	434	Na	G5V	
Khinisdaa	1811	A453673-9	Ni	604	Cs	G5V	
Sangre	1816	B300454-D	De Lo Ni Va	422	Na	WD	M9V*
Jansing	1826	E230310-9	De Lo Ni Po	422	Im	M6V	
Iridia	1830	E561443-3	Lo Ni V:4	710	Im	G9V	
UDUSIS	1831	E768996-8	Hi V:4	313	Im	K8V*	
[M1III]							
Sakari	1833	D659223-6	Lo Ni	123	Im	G9V	
Aisha	1836	C450563-B S	De Ni Po Mr	410	Im	G0V*	M6V
Belumar	1838	D663796-4	Ri	910	Im	K3V	
Gnorre	1901	A430447-A	De Lo Ni Po Vw	100	Na	M5V	
Daerrdha	1905	D420564-7	De Ni Po (O:2103)	713	Hl	M3V*	M8V
Shaliir	1911	B221363-8	Lo Ni Po (O:2009)	310	Hl	RD	
Usdaki	1913	C67A763-5	Wa (O:1811)	834	Na	K7V*	M3V
[M2V]							
Cairne	1923	C865431-4	Lo Ni	620	Na	G4V	
HEBRIN	1930	B550A88-9 N	Cp De Hi Po V:1 B:0	423	Im	K3V	
Okori	1932	E430231-9	De Lo Ni Po	122	Im	M1V	

Corcoran [G3V]	1934	X500352-7	De Lo Ni Va	R	512	Im	G8IV	K2V*
Iisdirrii	1937	D8668D9-7	S:1		124	Im	G9V*	M5V
Zare	2001	A450433-E	De Lo Ni Po V:8		124	H1	G8V	
Gaeko	2005	C697342-6	Lo Ni V:0		400	H1	M2III	F9V*
FLANGE	2009	B654AA9-A	Hi V:1		924	H1	G0V	
Sprocket	2010	C98A242-5	Lo Ni Wa		124	Na	M9V*	[M3V]
Urshaiir	2016	A302444-B	Ic Lo Ni Va		335	Na	M2II*	M8V
Cooke	2030	A868837-9	V:3 B:3		423	Im	F5V	
Drago's Belt	2032	B000546-8 N	As Ni		923	Im	M0V	
IRASH	2036	C99799B-A	Cp Hi In B:0		122	Im	F6V*	M5V
Guudagi	2037	E5556BC-3	Ag Ni		324	Im	G4V	
Ebrahim	2038	B695451-8	Lo Ni		110	Im	F2V*	M3V
Urduaan	2039	D87A862-5	Wa (Ley O:1002)		934	Im	K0V	
Kulloerr	2103	A559673-E	Ni Vw		422	H1	F2V	
Ghothu	2109	C868576-6	Ag Ni V:4		500	H1	M7V	
MANAGA	2111	E65A9BB-7	Hi Wa V:0		723	Cs	M3II	G0V*
Ragidlam	2113	A626556-C N	Ni		500	Cs	A9V	M5V*
Prakesh	2128	C550220-8	De Lo Ni Po		502	Im	G6V	
Gauri	2129	B544357-A	Lo Ni V:0		410	Im	K2V	
Manendra	2130	D5505AE-8	De Ni Po		123	Im	G2V*	G9V
Shuiku	2134	B575656-A	Ag Ni		910	Im	G0V	
Faust	2138	C511200-9	Ic Lo Ni		124	Im	M8V	
Aghurtuekh	2201	A540877-9	De Po V:8		902	H1	M7V*	M7V
Osaerr	2202	B686688-8	Ag Ni Ri V:8		824	H1	G6V	
Ukoen	2203	A8D4416-E	Lo Ni Vw		703	H1	M2III	
Rhoe	2204	D334368-6	Lo Ni (O:2203)		924	H1	M3V	
Cotan	2212	C877887-5	V:0		824	H1	G5V	
Sahale	2227	A335537-9	Ni		623	Im	M5V*	M8V
Daruka	2230	D474645-5	Ag Ni		522	Im	F6V	G2V*
Wapeka	2237	C226324-C	Lo Ni		712	Im	M8V	
Diagemi [M5II]	2313	C766636-8	Ag Ni V:2		123	H1	K6V*	M1V
Iksoe	2314	D642531-6	Ni Po		124	H1	K9V*	M4V
Rakhael	2316	X636572-6	Ni V:7	R	725	H1	K4V	
Rajan	2331	A362875-9	Ri		100	Im	G8V	
Angour	2402	C322346-9 M	Lo Ni Po V:9		625	H1	M9V	
JUSTINCE	2405	D455AAB-8 S	Hi V:3	A	225	H1	K2V*	[M3V]
Vigil	2406	E432364-7	Lo Ni Po Mr		414	H1	M9V	
Gilluush	2407	E535436-8	Lo Ni		334	H1	M5V	M6V*
Naerrsuel	2410	C41359A-B	Ic Ni V:6		723	H1	K6III*	F5V
Dakamii	2411	D64A623-6	Ni Wa		523	H1	F3V	
Sharleda	2412	C464650-4	Ag Ni Ri		823	H1	K5V*	M4V
Irkong	2413	C302335-8	Ic Lo Ni Va		602	H1	M0III	
Exile	2423	X000444-9	As Lo Ni	R	300	Cs	M0V	
Liamea	2428	A3447BB-A	Ag V:1		334	Im	K3V	
Kiskiishga	2431	C000610-8	As Na Ni		422	Im	M4III	
Niketan [M8III]	2434	A650467-E	De Lo Ni Po Mr		722	Im	G7V*	
Dzourrgae	2503	E255401-8	Lo Ni		710	H1	K5V	
Pramas	2504	A485689-E	Ag Ni Ri V:3		122	H1	F3V*	M3V
Aeradh	2508	C76A401-A	Lo Ni Wa Vw		200	H1	G2V	
Gaeloe	2511	C540320-5	De Lo Ni Po		212	H1	K0V	
Dharo	2516	C655896-6	V:5		723	H1	K1V	
Turley	2523	A549554-E	Ni		100	Na	F8V	
Camilla	2528	D434342-7	Lo Ni		723	Na	G2V	
Lawinger	2529	B542631-A	Ni Po		704	Na	G9V*	K5V
Selka	2536	D452310-4	Lo Ni Po		521	Im	G3V	
RESHKHUDA	2605	D567A86-2	Hi		304	H1	M2V	
Lakuusa	2606	D450684-4	De Ni Po		712	H1	M2V	
Athuerr	2612	B650541-9	De Ni Po V:5		423	H1	K0V	
Ughoko	2615	D540467-5	De Lo Ni Po V:3 (O:3116)		523	H1	G4V	
Saeghvung	2618	D668724-6	Ag Vw		312	Na	K4V	
Yashodhan	2635	A652779-A N	Po		200	Na	K2V*	[M2II]
Ueksang	2701	C8B3642-8	Fl Ni V:9		823	H1	M6V	
Kfueraer	2703	C222300-7	Lo Ni Po V:4		423	H1	K9V*	M1V
TSOSOE	2704	C55697C-7	Hi V:0		725	H1	K8V	
Uenkakh	2707	C85A843-8	Wa Vw		721	H1	F6V	
Kharo	2708	B576655-9 M	Ag Ni V:7		900	H1	M0V*	M3V
Tindhakh	2710	D201136-9	Ic Lo Ni Va Vw		103	H1	M4V	
Aerstou	2803	B675873-9	V:7		500	H1	G7V	
Thuellrue	2804	C211368-B	Ic Lo Ni Mr V:2		924	H1	M1V*	M2V
Dhungvadha	2810	B210576-A	De Ni V:0		824	H1	M0II	
Khollok	2816	B000468-8	As Lo Ni V:4 (O:3116)		400	H1	M7V	

Turakne	2817	C775433-7	Lo Ni	124	H1	K0V	
Tapendra	2839	C565896-8	Ri	800	Na	K8V	
Guelan	2903	C401200-7	Ic Lo Ni Va V:2	523	H1	OD	
Uzola	2904	BA78553-9	Ag Ni V:3	224	H1	F0V	
Irrkhun	2906	C220213-C	De Lo Ni Po Vw	523	H1	M2V	
Reshiigani	2909	B689699-A	Ni Ri V:3	102	H1	M2III	M2V*
Ersuk	2911	E000213-7	As Lo Ni V:9	423	H1	G6V	
Maarkhuda	2913	C99A79A-B	Wa V:0	113	H1	G9V	
Orae	2914	E457634-4	Ag Ni	823	H1	F9V	
Asoekh	2919	C543489-9	Lo Ni V:9	224	H1	G2V	
Enola	2933	C989755-B	Ri V:5	202	Na	F0V*	M9V
Aezill	3001	D97A547-8	Ni Wa V:9	322	H1	K0V*	[WD]
Soksosoer	3005	B324344-C	Lo Ni Vw	633	H1	M2II	M9V*
ZUETHUN	3007	B76297B-B	Hi Cx V:7	310	H1	M3V*	M5V
Engaell	3008	B384412-C	Lo Ni Vw	623	H1	K3V	
Orchard	3012	B664637-9	Ag Ni	223	Na	G0V	
Nakkkol	3020	C550200-5	De Lo Ni Po	200	H1	F5V	
Llongnarr	3101	C310213-7	De Lo Ni V:9	224	H1	F7V*	M5V
Kfarror	3104	B451434-8 A	Lo Ni Po V:0	411	H1	K4V	
Zuerouk	3112	D689667-7	Ni Ri V:0 (O:3116)	124	H1	G5V	
NISAGA	3116	C66299E-9	Hi	923	H1	K8V	
Gueghaen	3117	C230499-6	De Lo Ni Po V:8	122	H1	M2V	
Miramon	3136	B56578B-8	Ag Ri	723	Na	K9V*	M5V
Taegzoer	3201	C225121-B S	Lo Ni V:1	600	H1	K7III	
Abuish	3202	B88A775-A	Ri Wa	723	H1	K7V*	M9V
Vozak	3206	B446400-9	Lo Ni V:5	603	H1	G2V*	M0V
Aerren	3208	C440336-5 S	De Lo Ni Po	424	H1	K1V*	M8V
Thisuel	3211	C423253-7 S	Lo Ni	610	H1	F4V	
Khuvoeru	3212	C211415-C	Ic Lo Ni Vw	612	H1	BD	G6V
Llusega	3216	C530674-8	De Na Ni Po	113	H1	M7II*	M2V
Riiakea	3219	D864651-7	Ag Ni Ri	324	H1	M0V*	M3V
Chimalis	3224	B46578C-9	Ag Ri V:3	600	Na	G9V	

UWP Listings for the Empty Quarter, 1105 Imperial

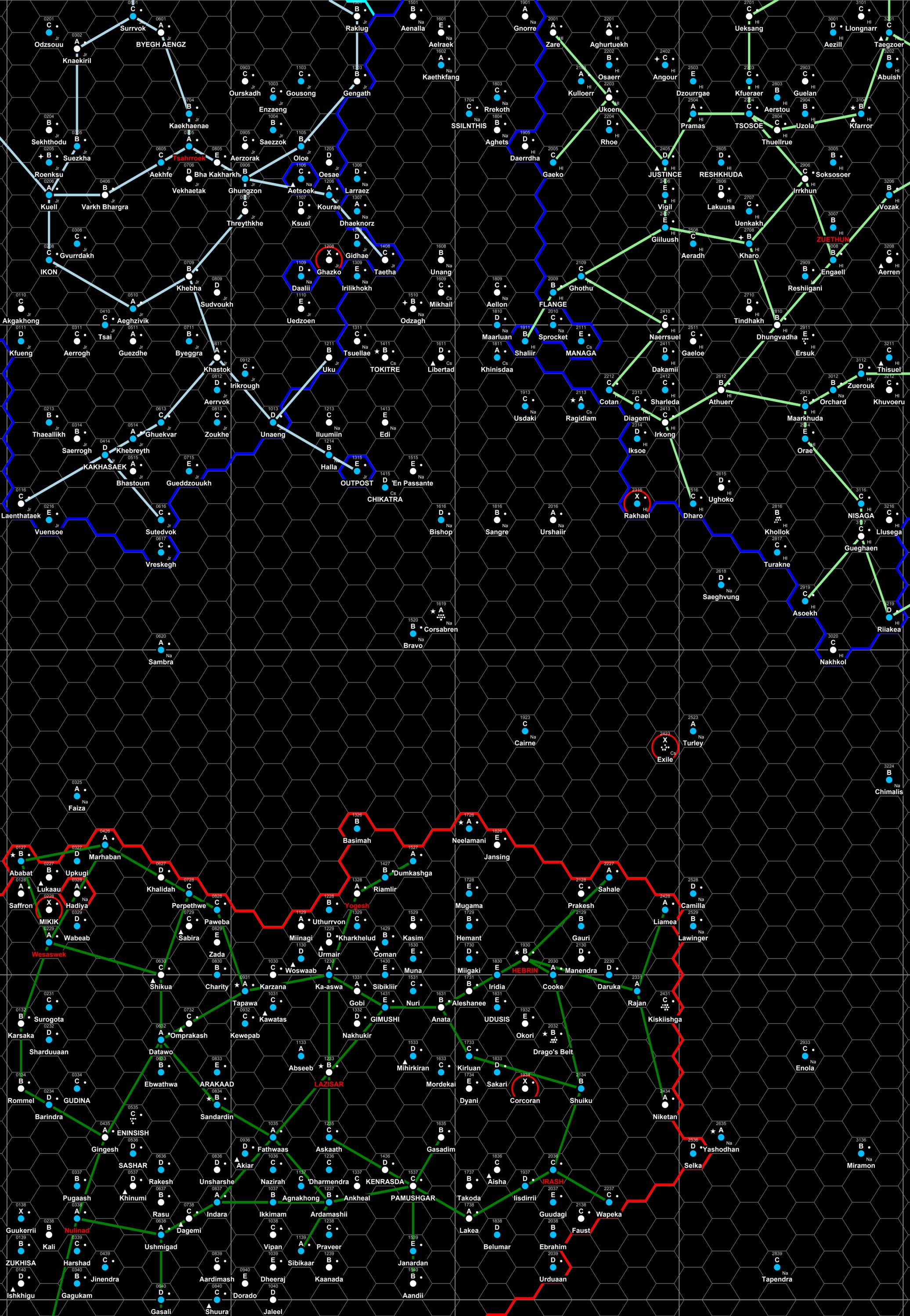
Akgakhong	0110	C501100-B	Ic Lo Ni Va Vw	910	Jr	M1V	
Kfueng	0111	D421435-7	Lo Ni Po V:5	900	Jr	M1V	M8V*
Laenthataek	0116	C540541-5	De Ni Po V:6	802	Jr	G2V	
Ababat	0127	B7576BA-A N	Ag Ni V:0	234	Im	K0V	
Saffron	0128	A440373-C	De Lo Ni Po V:2	203	Im	G2V	
Karsaka	0132	B54055A-7	De Ni Po	402	Im	F9V	
Rommel	0134	B7B6759-9	Fl	902	Im	M9V	
Guukerrii	0138	A763200-E	Lo Ni	101	Im	F1V	
ZUKHISA	0139	B5749C7-7	Hi In V:0	712	Im	F9V	G5V*
Ishkhigu	0140	D3138AD-7 S	Ic Na V:1	324	Im	F1V	
Odzsouu	0201	C89A557-9	Ni Wa V:1 B:4	423	Jr	G1V	
Sekhthodu	0204	B7C3434-9	Fl Lo Ni	624	Jr	M5V*	M5V
Roensku	0205	B65A558-9 F	Ni Wa V:2 B:3	922	Jr	K4V*	M6V
Kuell	0206	A372774-A	V:3 B:0	524	Jr	K2V	
IKON	0208	C253AC7-E M	Hi V:4 B:0	103	Jr	K5V	
Thaeallikh	0213	B5666A9-6	Ag Ni Vw	723	Jr	G0V	
Vuensoe	0216	E442320-5	Lo Ni Po Vw	702	Jr	F9V	
Lukaau	0227	B450757-A S	De Po V:0	303	Im	K0V	
MIKIK	0228	X340975-5	De Hi In Po	R 523	Im	M6V	
Wesaswek	0229	A8868DB-D	Cp Bw	225	Im	F5V	
Surogota	0231	C554557-6	Ag Ni Hw (Xu'rokotani)	323	Im	G9V	
Sharduuaan	0232	D533335-6	Lo Ni	523	Im	K8V	
Barindra	0234	D77A645-6	Ni Wa	123	Im	K3V*	
[M6III]							
Kali	0238	B300567-C	De Ni Va V:7 (O:0338)	620	Im	K7V	
Knaekiril	0302	A540500-9	De Ni Po V:7	623	Jr	G0V	
Suezkha	0305	B543463-8	Lo Ni Vw (O:0305)	323	Jr	K5V	
Gvurrdakh	0308	C6538AA-7	Vw	703	Jr	M1V	
Aerrog	0311	C44048A-8	De Lo Ni Po V:8	823	Jr	G2V*	M0V
Saerrog	0314	B110100-E	De Lo Ni V:3 B:0	113	Jr	M4V	
Faiza	0325	A798265-B	Lo Ni (O:0328)	823	Na	G2V	
Upkugi	0327	D64A557-6	Ni Wa V:0	700	Im	M6 III	M1V*
Hadiya	0328	A201115-F	Ic Lo Ni Va	423	Na	K3V	M7V*
Wabeab	0329	E466699-9	Ag Ni Ri B:9	824	Im	G1V*	[M0V]
GUDINA	0334	C78699B-9	Hi B:0	224	Im	G6V*	[M4V]
Pugaash	0337	B896867-6	Mr	523	Im	G7V*	[M4V]
NULINAD	0338	A556994-9	Cx Hi B:1 V:0	623	Im	M0V*	[K6V]
Harshad	0339	C459113-A	Lo Ni B:0	922	Im	G4V	

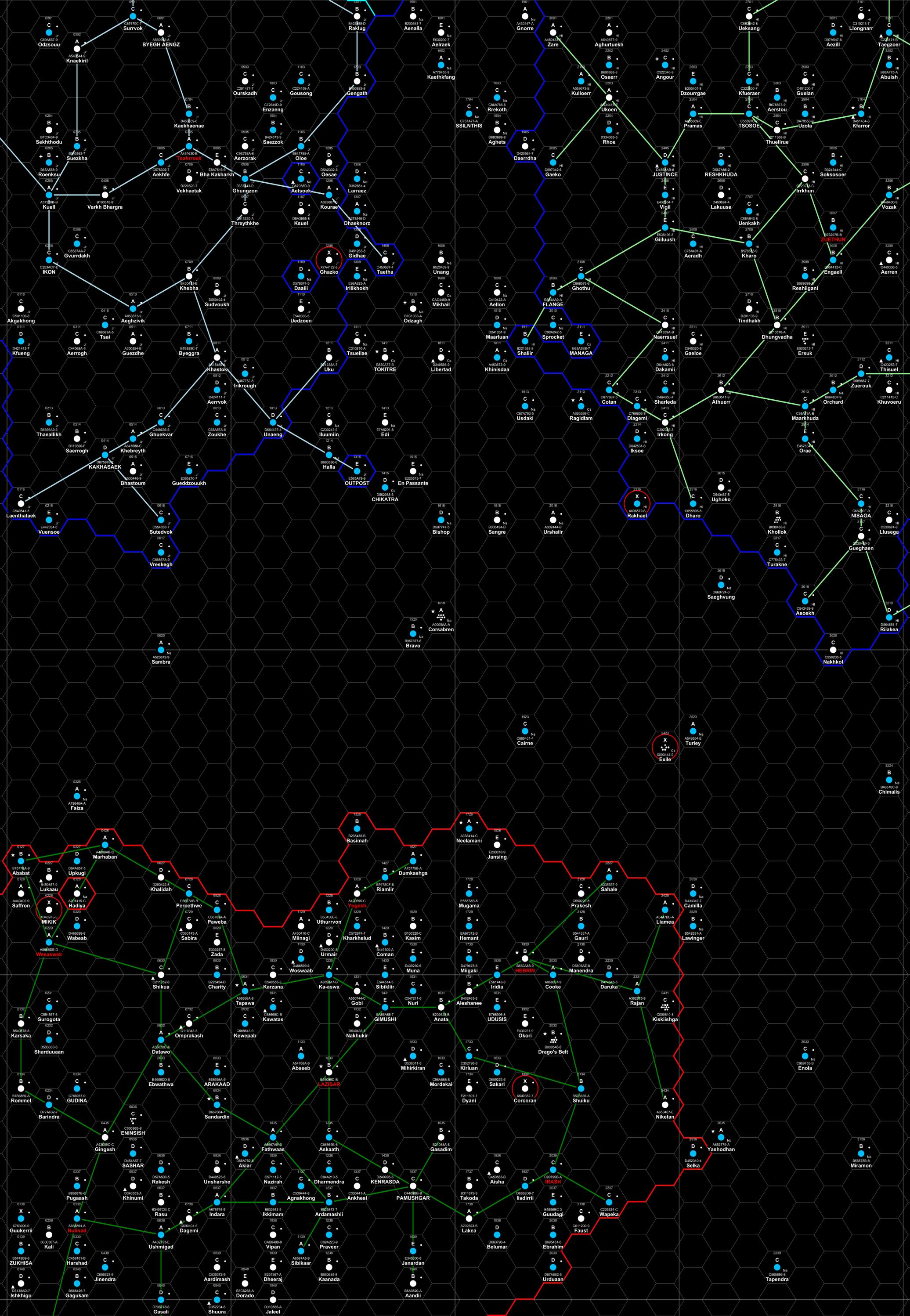
Gagakam	0340	B566465-7	Lo Ni B:0 (O:0638)	422	Im	F7V*	M6V
Varkh Bhargra	0406	B100316-8	De Lo Ni Va	124	Jr	M1V*	M8V
Tsai	0410	C686641-4	Ag Ni Ri V:0	713	Jr	K5V	
Kakhasaek	0414	C875876-7	Vw	910	Jr	K4V	
Marhaban	0426	A4697AB-E	Hw (Bwap)	801	Im	G4V*	M0V
[M2V M6V]							
Gingesh	0435	A42059C-C	De Ni Po	413	Im	M3II*	G8V
Jinendra	0439	C656523-9	Ag Ni	622	Im	G0V	
Surrvok	0501	C674785-7	Ag	601	Jr	K9V*	M1V
Aeghzivik	0510	B858873-8	V:8	601	Jr	K2V	
Guezdhe	0511	A300354-F	De Lo Ni Va V:9 B:0	812	Jr	(G6V	M2V)
Khebreyth	0514	A647675-C	Ag Ni Vw	112	Jr	M7III	F1V*
Bhastoum	0515	A530446-9	De Lo Ni Po V:5	423	Jr	M7V	
ENINSISH	0535	C000989-9	As Hi In Na V:0	112	Im	G5V	
SASHAR	0536	D454957-8	Hi	811	Im	M0III	G2V*
Khinumi	0537	C340453-A	De Lo Ni Po B:0	824	Im	A9V	G7V*
Byegh Aengz	0601	A56079D-A	De Ri Vw	434	Jr	F7V	
Aekhfe	0605	C575304-6	Lo Ni V:4	220	Jr	M7V	
Ghuekvar	0613	C448575-5	Ag Ni Bw	934	Jr	G8V	
Sutedvok	0616	C554369-A M	Lo Ni Mr	603	Jr	K9V	
Vreskegh	0617	C668572-8	Ag Ni Vw	224	Jr	G7V*	M4V
Sambra	0620	A523572-A	Ni	724	Na	K0V	M5V*
Khalidah	0627	E200222-8	De Lo Ni Va	125	Im	F2V	
Shikua	0630	C211552-7 S	Ic Ni	524	Im	K4II	
Datawo	0632	A58678C-A	Ag Ri Bw	424	Im	G5V	
Ebwathwa	0633	B4668DD-B	B:9 V:0	225	Im	G5V	
Rakesh	0636	D57A400-6	Lo Ni Wa	823	Im	K9V*	M1V
RASU	0637	C3409CA-C	De Hi In Po B:0	213	Im	K8V	
Ushmigad	0638	A432653-E	Na Ni Po B:0	911	Im	K9V	
Gasali	0640	D736678-6	Ni	812	Im	M1V*	M7V
Kaekhaenae	0704	C456677-4	Ag Ni V:8 B:0	102	Jr	F9V*	M3V
[K1V]							
Tsahrroek	0705	A451530-B	Ni Po V:2 Cx	825	Jr	M0V	
Vekhaetak	0706	D220320-7	De Lo Ni Po V:6	724	Jr	M4V	M8V*
Khebha	0709	A450351-E	De Lo Ni Po V:8	724	Jr	G5V	
Byeggra	0711	A768479-A	Lo Ni	224	Jr	G3V	
Gueddzouukh	0715	E365244-6	Lo Ni V:6	212	Jr	G2IV	K1V*
Perpethwe	0728	C6656AB-A	Ag Ni Bw	710	Im	G1V	G5V*
Sabira	0729	D360100-9 S	De Lo Ni	323	Im	F4V	
Omprakash	0732	C110343-9 S	De Lo Ni	224	Im	M1V	M9V*
Dagemi	0738	C590500-7 S	De Ni	223	Im	K8V*	[F9V]
Bha Kakharkh	0805	E8A7416-8	Fl Lo Ni V:1 B:0	824	Jr	M1V	
Sudvouxh	0809	D550596-7	De Ni Po V:8	520	Jr	F9V*	M7V
[M9II]							
Khastok	0811	A515485-B	Ic Lo Ni Vw	624	Jr	K9V	M7V*
Aerrvok	0812	D424211-7	Lo Ni V:9	103	Jr	(K0V	M4V)
Zoukhe	0813	C65A67A-9	Ni Wa V:1	702	Jr	G7V	
Paweba	0828	C66779A-B	Ag Ri Bw	522	Im	M1V	
Zada	0829	E330257-7	De Lo Ni Po	200	Im	M0V	
Charity	0830	B225455-D	Lo Ni	213	Im	G9V	
ARAKAAD	0833	E68698A-8	Hi	824	Im	M5V	
Sandardin	0834	B667884-7 N	Ri B:0	913	Im	F6V	
Unsharshe	0836	D440523-6	De Ni Po	624	Im	K2V	K3V*
Indara	0837	A675645-9	Ag Ni	811	Im	M5II	M8V*
Aardimash	0839	C530372-9	De Lo Ni Po	224	Im	M9V	
Shuura	0840	C352231-7 S	Lo Ni Po	124	Im	F7V	
Ourskadh	0903	C201477-7	Ic Lo Ni Va V:9	423	Jr	M3V	
Aerzorak	0905	C9E758A-9	Ni V:7 B:2	324	Jr	M1V	
Ghungzon	0906	B337443-D	Lo Ni V:4 B:1	100	Jr	M2V	
Threythkhe	0907	C513310-A	Ic Lo Ni V:6	100	Jr	K9V	
Irikrough	0912	A467756-A	Ag Ri V:7 B:1	724	Jr	K4V*	M6V
Tapawa	0931	A68668A-B N	Ag Ni Ri Bw	523	Im	M1V	
Kewepab	0932	C6686AD-A	Ag Ni Bw	524	Im	G5V	
Akiar	0936	D58A562-9 S	Ni Wa (O:1035)	534	Im	K9V*	M7V
Dorado	0940	E8C6110-9	Fl Lo Ni	800	Im	M9V	
Enzaeng	1003	C726315-8	Lo Ni V:3 B:0	425	Jr	M9V	
Saezzok	1004	B424373-9	Lo Ni Vw	424	Jr	F1V	
Unaeng	1013	D664434-5	Lo Ni V:8	822	Jr	M9III	F9V*
Karzana	1030	C540431-8	De Lo Ni Po	914	Im	K5III	K5V*
Kawatas	1031	C68669C-B S	Ag Ni Ri Bw	424	Im	F6V*	G8V
Fathwaas	1035	A6667BC-C	Ag Bw	123	Im	K1V	
Nazirah	1036	C571112-5	Lo Ni	823	Im	K3V*	M7V
Ikkimam	1037	B632543-9	Ni Po	800	Im	F8V	
Vipan	1038	CAB6315-8	Fl Lo Ni	811	Im	M8V	

Dheeraj	1039	E201367-9	Ic Lo Ni Va Mr	703	Im	M7V	
Jaleel	1040	C310420-9	De Lo Ni	100	Im	K7III	
Gousong	1103	C224576-A	Ni Vw	633	Jr	F6IV	
Oloe	1105	B647675-9	Ag Ni B:0	925	Jr	M5V	
Aetsoek	1106	A67969A-A F	Ni Vw	622	Na	G8V	
Ksuel	1107	D5A3555-8	Fl Ni	325	Jr	M7V	
Daalii	1109	D578674-5	Ag Ni	825	Na	K7V	
Uedzoen	1110	E540436-5	De Lo Ni Po V:9	212	Jr	K6V	
Miinagi	1129	A430255-D	De Lo Ni Po B:0	423	Im	M0V*	M8V
Woswaab	1130	D466699-8 S	Ag Ni Ri B:8	700	Im	G8V	
Abseeb	1133	A54768A-A	Ag Ni Bw	400	Im	G0IV	K4V*
Agnakhong	1137	C539444-8	Lo Ni Vw	725	Im	M9II*	M5V
Sibikaar	1139	A659778-9		223	Im	G6V*	G7V
Oesae	1205	B5A2366-9	Fl Lo Ni (O:1106)	900	Jr	M3V*	M3V
Kourae	1206	A683687-D	Ni Ri V:1 B:1	603	Jr	M8V	
Ghazko	1208	X7A4122-8	Fl Lo Ni Vw	R 624	Jr	A9V*	K5V
Uku	1211	B21238A-7	Ic Lo Ni V:4	400	Jr	F3V*	M7V
Iluumiin	1213	C230443-8	De Lo Ni Po	700	Na	F1V	
Halla	1214	B693577-7	Ni	600	Na	G3V	
Uthurrvon	1228	B534501-9	Ni V:9	803	Im	G1V	
Urmair	1229	C450266-8 S	De Lo Ni Po (O:1328)	334	Im	M0V	M4V*
Ka-aswa	1230	A86968A-A	Ni Ri Bw	813	Im	K1V	
LAZISAR	1233	B5509CC-A N	Cp De Hi Po	503	Im	F6V*	G8V
Askaath	1235	A66589B-B	Ri V:0	422	Im	M1V	M6V*
Dharmendra	1236	C84A223-6	Lo Ni Wa V:2	210	Im	K4V*	M9V
Ardamashii	1237	C525873-7	V:2 B:1	922	Im	G9V	
Praveer	1238	C69A210-9	Lo Ni Wa B:0	923	Im	G9V*	[M5V]
Kaanada	1239	B550585-7	De Ni Po	824	Im	G6V	
Raklug	1301	B402453-C	Ic Lo Ni Va V:8	922	Jr	K3III	
Gengath	1303	C450883-7	De Po V:2	234	Jr	K5V	
Larraez	1306	D362661-4	Ni Ri Vw (O:1307)	721	Na	M5V	M6V*
Dhaeknorz	1307	A273546-D	Ni Vw	802	Na	K4V	M8V*
Gidhae	1308	D461222-7	Lo Ni Vw	134	Jr	M4V	
Irilikhokh	1309	C86A533-A	Ni Wa Vw	723	Na	F5V	
Tsuellae	1311	C310210-A	De Lo Ni V:0	114	Na	K2III	M7V*
OUTPOST	1315	E565A78-6 M	Hi	925	Jr	G0V	
Basimah	1326	B235435-B	Lo Ni	600	Im	M3V*	M3V
Yogesh	1328	A420599-C	Cp De Ni Po	214	Im	G4IV	
Kharkhelud	1329	C572674-7	Ni	314	Im	G7V*	M0V
Gobi	1331	A550643-D	De Ni Po	535	Im	G7V*	M6V
Nakhukir	1332	D540699-5	De Ni Po	534	Im	K1V	
Ankheal	1337	C330441-A	De Lo Ni Po	620	Im	M1V*	M8V
Taetha	1408	C45068A-7	De Ni Po V:0	223	Jr	A9V	F5V*
TOKITRE	1411	B550977-A N	De Hi Po	924	Cs	K3V	
Edi	1413	E7A5201-8	Fl Lo Ni	100	Na	M7V*	[M9V]
Chikatra	1415	B562888-9	Ri	223	Cs	G9V	
Riamlir	1427	B7678BB-6		912	Im	K3V*	M3V
Coman	1429	C449201-9 S	Lo Ni	722	Im	G6V*	M7V
Sibikliir	1430	E544514-5	Ag Ni	323	Im	F4V	
GIMUSHI	1431	DA86968-8	Hi Mr B:0	434	Im	M9V	
Kenrasda	1436	B240895-8	De Po V:0	624	Im	M2V	
Aenalla	1501	B200353-8	De Lo Ni Va Vw	623	Na	K2V	K9V*
Odzagh	1510	C7C137B-9 M	Fl Lo Ni Vw	423	Na	M8II	
En Passante	1515	E220415-7	De Lo Ni Po V:1	923	Na	M8V*	M9V
Bravo	1520	C96789A-6	Ri	224	Na	G8V*	M6V
Dumkashga	1527	A7577CF-9	Ag	733	Im	K7V	
Kasim	1529	B100220-C	De Lo Ni Va	224	Im	K7V	
Muna	1530	E439230-6	Lo Ni	424	Im	M7V	
Nuri	1531	C547211-6	Lo Ni	933	Im	G6V*	M6V
Mihirkiran	1533	B536311-B S	Lo Ni	113	Im	M2V	
PAMUSHGAR	1537	C4409BB-B	De Hi In Po	834	Im	G0V	
Janardan	1539	E345200-9	Lo Ni	823	Im	G7V*	M3V
Aandii	1540	B5A05AA-A	De Ni	612	Im	M2V	
Aelraek	1601	E530200-7	De Lo Ni Po Vw	602	Na	F1V*	[K2V]
Kaethkfang	1602	A77657B-A	Ag Ni V:9	102	Na	G4V*	G6V
Unang	1608	B520469-9 F	De Lo Ni Po Mr V:8	200	Na	G8V	
Mikhail	1609	CAC4354-9	Fl Lo Ni	834	Cs	(M5V)	M9V)
Libertad	1611	D340596-8 O	De Ni Po	822	Cs	BD	K5V*
Bishop	1616	D597747-5	Ag	124	Na	G1V	
Corsabren	1619	A000379-B	As Lo Ni	600	Na	M7V	
Anata	1631	B202525-C N	Ic Ni Va	923	Im	(M0III)	G3V)
Mordekai	1633	C98A488-7	Lo Ni Wa	922	Im	G5V	M2V*
Gasadim	1635	B210879-7	De Na	424	Im	G4V*	M3V
SSILNTHIS	1704	C767A77-A	Hi V:9	323	Na	K7V*	[F3IV]

Neelamani	1726	A338259-D N	Lo Ni V:3	603	Im	M1V	
MUGAMA	1728	E5539AB-4	Hi V:2 S:1 B:1	221	Im	G1V	
Hemant	1729	BA97212-B	Lo Ni	414	Im	M0V*	M6V
[M3V M7V]							
Miigaki	1730	D4796BD-5	Ni	622	Im	M5V	
Aleshanee	1731	B402463-B	Ic Lo Ni Va Mr	714	Im	K4V	M8V*
Kirluan	1733	C352756-8	Po	623	Im	K5V	
Dyani	1734	E211445-8	Ic Lo Ni	334	Im	M0V	
Takoda	1737	C311533-9	Ic Ni	124	Im	M9III	K7V*
Lakea	1738	A202623-D	Ic Na Ni Va	724	Im	M0V	
Rrekoth	1803	C86A765-6	Ri Wa Vw (O:1704)	102	Na	G8V	
Aghets	1804	B8B3511-8	Fl Ni V:3	514	Na	G7V	
Aellon	1809	C410122-9	De Lo Ni Vw	923	Na	F5IV	
Maarluan	1810	C241331-9	Lo Ni Po	434	Na	G5V	
Khinisdaa	1811	C453673-A	Ni	904	Cs	G5V	
Sangre	1816	B300454-D	De Lo Ni Va	722	Na	WD	M9V*
Jansing	1826	E230210-8	De Lo Ni Po	922	Im	M6V	
Iridia	1830	E561443-3	Lo Ni V:1	710	Im	G9V	
Udusis	1831	E768896-7	Ri V:4	713	Im	K8V*	
[M1III]							
Sakari	1833	D659223-7	Lo Ni	123	Im	G9V	
Aisha	1836	B450563-A	De Ni Po Mr	210	Im	G0V*	M6V
BELUMAR	1838	E663996-3	Hi	410	Im	K3V	
Gnorre	1901	A430347-B	De Lo Ni Po Vw	100	Na	M5V	
Daerrdha	1905	D420564-7	De Ni Po (O:2103)	713	Hl	M3V*	M8V
Shaliir	1911	C221263-7	Lo Ni Po (O:2009)	410	Hl	RD	
Usdaki	1913	C67A757-6	Wa V:0	834	Na	K7V*	M3V
[M2V]							
Cairne	1923	C865631-5	Ag Ni V:0	320	Na	G4V	
HEBRIN	1930	B550988-8 N	Cp De Hi Po V:1	423	Im	K3V	
Okori	1932	E430231-9	De Lo Ni Po	122	Im	M1V	
Corcoran	1934	D500445-7	De Lo Ni Va	312	Im	G8IV	K2V*
[G3V]							
Iisdirrii	1937	D8668D9-7	S:1	124	Im	G9V*	M5V
Zare	2001	A450456-D	De Lo Ni Po V:7	424	Hl	G8V	
Gaeko	2005	C697345-9	Lo Ni V:1	600	Hl	M2III	F9V*
FLANGE	2009	B654A62-C	Hi Mr	824	Hl	G0V	
Sprocket	2010	C98A442-6	Lo Ni Wa	124	Na	M9V*	[M3V]
Urshaiir	2016	A302444-C	Ic Lo Ni Va V:3	235	Na	M2II*	M8V
Cooke	2030	A868888-9	Ri V:3 B:3	423	Im	F5V	
Drago's Belt	2032	B000546-B N	As Ni	923	Im	M0V	
IRASH	2036	C99799B-A	Cp Hi In	422	Im	F6V*	M5V
Guudagi	2037	E5556BC-4	Ag Ni	124	Im	G4V	
Ebrahim	2038	B695451-B	Lo Ni	310	Im	F2V*	M3V
Urduaan	2039	D87A754-5 S	Wa	234	Im	K0V	
Kulloerr	2103	A559673-E	Ni Vw	422	Hl	F2V	
Ghothu	2109	C868676-6	Ag Ni Ri Vw B:0	500	Hl	M7V	
Managa	2111	E65A8BB-6	Wa	923	Cs	M3II	G0V*
Ragidlam	2113	A626121-B	Lo Ni V:2	900	Cs	A9V	M5V*
Prakesh	2128	C550222-8	De Lo Ni Po	402	Im	G6V	
Gauri	2129	B544422-B	Lo Ni V:1	410	Im	K2V	
Manendra	2130	C550445-9	De Lo Ni Po	723	Im	G2V*	G9V
Shuiku	2134	B575656-A	Ag Ni V:1 S:1	910	Im	G0V	
Faust	2138	C511200-9	Ic Lo Ni	424	Im	M8V	
Aghurtuekh	2201	C540877-5	De Po V:9	802	Hl	M7V*	M7V
Osaerr	2202	B68658C-B	Ag Ni V:8	224	Hl	G6V	
Ukoen	2203	A8D4416-E	Lo Ni Vw	703	Hl	M2III	
Rhoe	2204	D334268-6	Lo Ni V:1 (O:2203)	624	Hl	M3V	
COTAN	2212	C8779CH-5	Hi In	424	Hl	G5V	
Sahale	2227	B335587-9	Ni	923	Im	M5V*	M8V
Daruka	2230	C474648-5	Ag Ni	622	Im	F6V	G2V*
Wapeka	2237	A226524-D	Ni	212	Im	M8V	
Diagemi	2313	C766646-8	Ag Ni Ri V:2	223	Hl	K6V*	M1V
[M5II]							
Iksoe	2314	D642531-6	Ni Po V:0	324	Hl	K9V*	M4V
Rakhael	2316	X636472-6	Lo Ni V:9	R 425	Hl	K4V	
Rajan	2331	A362875-9	Ri	100	Im	G8V	
Angour	2402	C322346-A M	Lo Ni Po V:0	925	Hl	M9V	
JUSTINCE	2405	D4559AB-7 M	Hi V:2	625	Hl	K2V*	[M3V]
Vigil	2406	E432364-6 M	Lo Ni Po Mr	614	Hl	M9V	
Giiluush	2407	E535436-7	Lo Ni	434	Hl	M5V	M6V*
Naerrsuel	2410	C413577-A	Ic Ni V:6	623	Hl	K6III*	F5V
Dakamii	2411	D64A662-6	Ni Wa (O:2410)	423	Hl	F3V	
Sharleda	2412	C464698-4	Ag Ni Ri	623	Hl	K5V*	M4V

Irkong	2413	B302365-B	F	Ic Lo Ni Va Mr	702	H1	M0III	
Exile	2423	X000444-8		As Lo Ni	600	Cs	M0V	
Liamea	2428	A3447BB-9		Ag V:1	234	Im	K3V	
Kiskiishga	2431	C000610-A		As Na Ni	522	Im	M4III	
Niketan	2434	A650567-E		De Ni Po Mr	622	Im	G7V*	
[M8III]								
Dzourrgae	2503	E255301-8		Lo Ni V:0	810	H1	K5V	
Pramas	2504	A485789-E		Ag Ri V:5	522	H1	F3V*	M3V
Aeradh	2508	C76A437-B		Lo Ni Wa Vw	400	H1	G2V	
Gaeloe	2511	C540320-5		De Lo Ni Po	412	H1	K0V	
Dharo	2516	C655796-6		Ag V:7	623	H1	K1V	
Turley	2523	A549587-E		Ni	200	Na	F8V	
Camilla	2528	D434220-6		Lo Ni	823	Na	G2V	
Lawinger	2529	B542531-A		Ni Po	804	Na	G9V*	K5V
Selka	2536	E452454-7		Lo Ni Po	321	Im	G3V	
Reshkuda	2605	D567886-3		Ri	504	H1	M2V	
Lakuusa	2606	D450684-4		De Ni Po	712	H1	M2V	
Athuerr	2612	B650541-9		De Ni Po V:6	423	H1	K0V	
Ughoko	2615	D540467-5		De Lo Ni Po V:1 (O:3116)	723	H1	G4V	
Saeghvung	2618	D668724-6		Ag Vw	412	Na	K4V	
Yashodhan	2635	A652779-D	F	Po	300	Na	K2V*	[M2II]
Ueksang	2701	C8B3653-8		Fl Ni V:9	823	H1	M6V	
Kfueraer	2703	B222200-A		Lo Ni Po Vw	723	H1	K9V*	M1V
Tsoseo	2704	B55677C-A		Ag	525	H1	K8V	
Uenkakh	2707	C85A69D-7	F	Ni Wa V:8	821	H1	F6V	
Kharo	2708	B576687-A		Ag Ni V:7	900	H1	M0V*	M3V
Tindhakh	2710	D201133-8		Ic Lo Ni Va Vw	103	H1	M4V	
Aerstou	2803	B675775-A		Ag Vw	900	H1	G7V	
Thuellrue	2804	A211368-E		Ic Lo Ni Mr V:4	724	H1	M1V*	M2V
Dhungvadha	2810	B210545-B		De Ni V:0	924	H1	M0II	
Khollok	2816	E000368-8		As Lo Ni V:5 (O:3116)	900	H1	M7V	
Turakne	2817	D775430-7		Lo Ni	224	H1	K0V	
Tapendra	2839	C565899-8		Ri	800	Na	K8V	
Guelan	2903	C401210-7		Ic Lo Ni Va V:3	323	H1	OD	
Uzola	2904	BA78553-9		Ag Ni V:0	824	H1	F0V	
Irrkhun	2906	A220415-F		De Lo Ni Po Vw	223	H1	M2V	
Reshiigani	2909	B689699-B		Ni Ri Vw	102	H1	M2III	M2V*
Ersuk	2911	E000320-7		As Lo Ni V:8	223	H1	G6V	
Maarkhuda	2913	C99A7A9-A		Wa	413	H1	G9V	
Orae	2914	D457585-7		Ag Ni V:0	723	H1	F9V	
Asoekh	2919	B543489-9		Lo Ni V:9	124	H1	G2V	
Enola	2933	A989756-B		Ri V:5	202	Na	F0V*	M9V
Aezill	3001	E97A547-7		Ni Wa V:9	522	H1	K0V*	[WD]
Soksosoer	3005	B324437-D		Lo Ni Vw	233	H1	M2II	M9V*
Zuethun	3007	B76287B-A		Ri V:2	810	H1	M3V*	M5V
Engaell	3008	B384412-C		Lo Ni Vw	523	H1	K3V	
Orchard	3012	B664575-9		Ag Ni	623	Na	G0V	
Nakkkol	3020	C550238-6		De Lo Ni Po V:0	100	H1	F5V	
Llongnarr	3101	C310213-7		De Lo Ni Vw	124	H1	F7V*	M5V
Kfarror	3104	B451400-7	F	Lo Ni Po V:0	811	H1	K4V	
Zuerouk	3112	B68989A-A		Ri V:2	324	H1	G5V	
NISAGA	3116	A6629AB-C		Hi	823	H1	K8V	
Gueghaen	3117	B230311-8		De Lo Ni Po Vw	822	H1	M2V	
Miramoon	3136	B56568B-8		Ag Ni Ri	323	Na	K9V*	M5V
Taegzoer	3201	C225321-B	M	Lo Ni V:0	100	H1	K7III	
Abuish	3202	B88A775-A		Ri Wa	723	H1	K7V*	M9V
Vozak	3206	B446100-8		Lo Ni	903	H1	G2V*	M0V
Aerren	3208	C440336-6	M	De Lo Ni Po	324	H1	K1V*	M8V
Thisuel	3211	C423353-7	M	Lo Ni	710	H1	F4V	
Khuvoeru	3212	C211211-B		Ic Lo Ni Vw	912	H1	BD	G6V
Llusega	3216	C530574-7		De Ni Po	813	H1	M7II*	M2V
Riiakea	3219	C864651-A		Ag Ni Ri	124	H1	M0V*	M3V
Chimalis	3224	B4658A8-9		V:2	200	Na	G9V	





BYEGH AENGZ

Gengath

Zare

Ueksang

Longnarr

Suezkha

Oleo

Ukoen

JUSTINE

Kfarror

Khebhah

Gidhae

FLANGE

RESHKHUDA

Soksooor

KAKHASAEK

OUTPOST

MANAGA

Naersuel

Thisuel

Suitdvrok

OUTPOST

MANAGA

Naersuel

Thisuel

Sambra

OUTPOST

MANAGA

Naersuel

Thisuel

Wesawek

OUTPOST

MANAGA

Naersuel

Thisuel

Omprakash

OUTPOST

MANAGA

Naersuel

Thisuel

ENINISISH

OUTPOST

MANAGA

Naersuel

Thisuel

SASHAR

OUTPOST

MANAGA

Naersuel

Thisuel

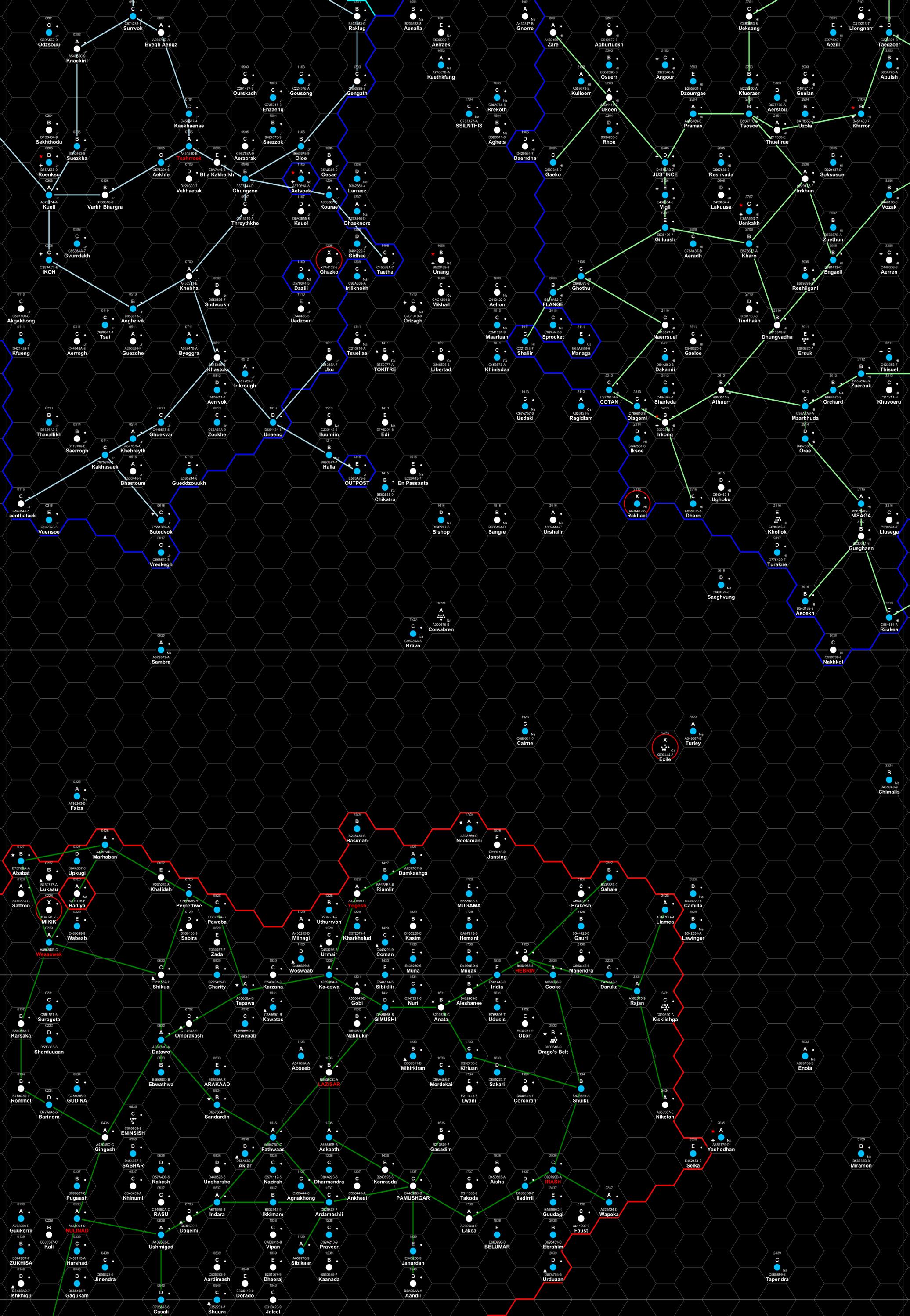
Gasali

OUTPOST

MANAGA

Naersuel

Thisuel



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