Children of Earth

The Solomani Rim in the New Era Vol. 1

SANTA MARIA

The Traveller Chronicle

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All Solomani Rim information by Harold Hale

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Introduction, Dedication, and Credits

This issue of Traveller Chronicle has been given over completely to the first part of Children of Earth: The Solomani Rim In the New Era. Next to the Spinward Marches, the Solomani Rim Sector was probably the most popular Traveller setting. The Solomani Rim made its first appearance in Supplement 10: The Solomani Rim published by GDW in 1982. Since then, it has been the subject of a more extensive treatment in Alien Module 6: Solomani, and was referenced in numerous other works by Game Design Workshop and Digest Group Publications, including the periodicals Journal of the Traveller's Aid Society, Travellers' Digest, Challenge and MegaTraveller Journal.

It is in the Solomani Rim that we are introduced to the Solomani Party and its the shadowy subordinate organization known of Solomani Security (a.k.a. Solsec), the alien Vegans, the silicon lifeforms called the Cymbeline "chips", genetically manipulated sentient dolphins, and new world and atmosphere types. We were also reintroduced to an old friend--the place we call our homeworld--Earth.

The Solomani Rim was settled and civilized. Yet like all regions that border between two great rival powers, there was plenty of opportunity for intrigue and adventure. The Spinward Marches may have resembled the American West, but the Solomani Rim was like the inter-German border during the Cold War. The characters my friends and I played in the Solomani Rim were more refined and civilized than their Spinward Marches counterparts (more James Bond than John Wayne), but they knew how to handle themselves in a fight.

It's my hope that Children of Earth recaptures some of that feel, with a bit of frontier excitement thrown in, because after all it is The New Era. Players used to adventuring in the Reformation Coalition will find that in the Solomani Rim they have to change their "Cowboy Diplomacy' tactics, while those familiar with the Regency setting will find life very different without several sectors of civilization they can disappear into when they get into trouble with the local authorities.

One particular innovation unique to the Solomani Rim and the Terran Republic specifically I have introduced is religious faith as a motivation for, and a characteristic of player characters. While it is not intended that gaming sessions become theological discussion groups or debating clubs, the question of a player character's faith has been a little explored topic in science-fiction role-playing, at least as far as Traveller is concerned. Indeed, traditionally, devout characters are generally portrayed as being fanatics, and usually in a negative sense. I hope that you find my work in this regard to be positive, and that it adds a new flavor to your gaming sessions.

Rest In Peace

Game Designers' Workshop is no more. Effective at the end of February, the remaining staff of GDW (which consisted of Frank Chadwick and Susan Schug) closed up shop for the last time. GDW had been in existence since 1974, one of the oldest game companies in the industry.

I was sitting at my desk in my home office (actually a spare bedroom) when I got the news that GDW would soon be shutting down forever. In typical 1990's fashions, I was logged into my on-line computer service, reviewing posts to a gaming industry news topic. Word spread quickly through the Internet community and over the phone among Traveller players in the days that followed. I personally called a few people I knew that evening to give them the bad news.

Being a research librarian in "real life", I had taken the liberty of using the research tools at my disposal some months before to check out GDW's financial situation, which was rumored to be not be so good (the rumors were true). As a result, when the end came, it was probably less of a shock to me than it was to other Traveller fans, but it still hurt. I have spent many hours playing and writing for Traveller in its various incarnations, and it was Traveller that helped me get through some pretty rough times while I was in college. I considered Dave Nilsen to be a friend and I have met and spoken at length with Frank, Loren Wiseman, and many of the other people associated with GDW over the years. I know that they cared a hell of a lot about Traveller (and GDW), and whatever pain I as a fan and writer may be feeling is almost certainly being felt even more strongly by them. I wish nothing but the best as they pursue other careers, or continue to write at other companies for the games that they have developed. Game Designers' Workshop will be missed not only by the legions of fans of its games, but by the gaming industry as a whole. Good luck one and all.

Future Developments

GDW may be gone, but the Traveller saga continues. Children of Earth represents one of many projects to ensure that it does. Other freelance writers are also writing material in support of TNE. As of this writing, Marc W. Miller (the man who literally originally brought Traveller in being) has assumed control of the Traveller copyrights for all the versions of the game. He plans to release additional new Traveller material through Imperium Games sometime later this year. He is pledge to eventually continue support for GDW's New Era campaign background, as well as other campaign backgrounds from the past. I

wish Marc luck with his efforts.

In the meantime, Traveller Chronicle will continue to publish new material for Traveller in all its forms. Next issue, the second half of Children of Earth, which will contain essays on various topics further exploring various aspects of the Terran Republic and the Dingir League introduced in this issue, plus the Vegans, Dolphins, and other aliens. Future Traveller Chronicles will feature: collections of Solomani Rim-centered equipment, weapons, vehicles and starships, primarily at the TL 12 level, but also Pre-Collapse Solomani and Imperial relic technology; library data and additional essays focusing on some specific aspect of the Terran Republic or other parts of the Solomani Rim; adventures of all sorts, including some Brilliant Lances, Battlerider, and Striker II scenarios; and the Terran Information Network, which will provide news and updates in a similar manner to "ye olde Traveller News Service".

Conclusion and Disclaimers

I have not knowingly done damage to the material previously generated for the Solomani Rim by others. Certain corrections and tweaking were necessary here and there (see the "Known Stars of the Solomani Rim" essay for the most extensive changes). Mostly I examined what had been written, and updated it based upon the results of the effects of the Collapse. The notes included with the subsector maps and data reflect this. While the job of updating the Solomani Rim for the New Era was not as burdensome as that Dave Nilsen faced in updating the Spinward Marches for the Regency Sourcebook, it was still necessary to scan numerous publications to make sure nothing important got left out. Please note the thanks in the credits to those who helped make this project what it is. If my contribution here is at all noteworthy, it is due at least in part to the fact that it stands on the shoulders of those who came before me.

A note on the religious aspects of the Terran Republic. A new faith arises on Terra in the wake of the Collapse called Gabreelism. Gabreelism is not Roman Catholicism, nor Judaism, nor Islam. It is not, in fact, any religion that exists on 20th century Earth. What Gabreelism really is depends upon you--your interpretation as a player or referee, and your interpretation as a character in the game. Note that last bit--in the game. Traveller is a game, as in "this is not reality". There is no insult, either stated or implied toward any existing religion in any of the writings on Gabreelism, the Solomani Rim, or anything else you may see in Kevin's magazine. If you insist on finding religious insult anyway, do not send mail to Sword of the Knight Publications. Kevin is not in the business of editing content, one of the reasons I chose to publish Children of Earth with him.

May the Divine Being ease your path through this life.

Dedication

To all those who still play Traveller--we truly are the Keepers of the Flame

To my 11th grade English teacher, who didn't think much of my science-fiction writing (OK, scribbling)

To John and Bill, friends to the end

To Dr. Baker, who showed me I had the talent to write

To Elaine, who puts up with me

To Tina Huelett, who in 1990 asked, "why not?" (OK Tina, I did it.)

To Dave Nilsen, who gave me my break and lots of constructive criticism

And to my niece Jessica, and the members of the next generation--may you live to see mankind travel amongst the stars

Credits

Design: Harold D. Hale
Initial Baseline Sector Data Upgrade of Harlequin Subsector: Mark "Geo" Gelinas
Additional Baseline Sector Data Upgrades: Harold D. Hale

The material in this issue draws extensively on material created for previous editions of the Traveller system. Thanks to the following people who I identified as having made a contribution to material presented here: John Harshman, Peter G. Cella, William W. Connors, Charles E. Gannon, James Holden, J. Andrew Keith, David C. Nilsen, Nancy Parker, Robert Parker, Gary L. Thomas, Rob Toy, the History of the Imperium Working Group, and of course, Marc W. Miller

If You Contributed and You Don't See Your Name Above: Sincere Apologies
If You Like This Issue: Blame Kevin
If You Don't Like This Issue: Blame Dave (Haven't we always?)
Credits Are for: Giving Credit Where Credit Is Due
Credits Are Not for: Filler Material to Make It Look Like More People Were Involved In Creating Something Than There Actually Were
Cover: Richard Bievers
Interior Illustrations: Christopher Griffen

May You Live In Interesting Times.
-Ancient Chinese curse

Data Section
Notes for Solomani Rim UWP Data

The following pages contain complete UWP information for all 16 subsectors of the Solomani Rim Sector as it exists in the New Era, c.1202 of the Imperial Dating System, and as it existed just prior to the Solomani invasion in 1117.

Confederation and the Third Imperium. A portion of the Imperial holdings in the sector were set aside in a region called the Vegan Autonomous District. Worlds listed which belonged to the Solomani Confederation have the designation `So', Imperial worlds outside the

Explanation of Symbology

The planetary UWPs (Universal World Profiles), and any corresponding symbology, are in standard format.

System Name in 1202	Hex Location	1202 UWP	Bases	For 1202 data- if `B' present, world is balkanized	Allegiance in 1202	Stellar data
Barbary	0308	X669569-5	C	B 703	--	K4V
Terra Exampla		B669951-C	N Hi	A 903	Im	

System Name in 1117 (if different)	1117 UWP	Trade Classification	Travel Zone Classification in 1117	Allegiance in 1117 Pop Level, Planetoid Belts, Gas Giants

Limits of Player Knowledge

The player characters will likely have access to only a portion of the actual information contained in this section, as none of the worlds in the Solomani Rim have done a complete survey of the sector (or in many cases even one of their own subsector). Free traders of course will present information about other worlds to the player characters, but they do not travel everywhere, and many times the information they have is incomplete, outdated, or just plain wrong. Referees should feel free to give their players as much (or as little) of the "real" information contained in this publication as fits their particular campaign.

Base Codes

Base types in the Solomani Rim are as follows. The map symbols used (if one is designated) follow each entry in parentheses.

N - Naval Base (★) R - Research Station S - Scout Base (⅄) A - Both Naval and Scout Bases D - Naval Depot W - Scout Way Station O - Terran Outpost (+) C - Corsair Base (+).

Allegiance Code Notes

In 1117, the Solomani Rim was divided between two interstellar powers: the Solomani

Vegan Autonomous District have the designation `Im', while those Imperial worlds within the District's boundaries have the designation `Vv'.

Worlds in 1202 which have an allegiance designation of 'Wi' are considered to be in the so-called Wilds, and therefore their government codes should be taken from the chart "Government Types In the Wilds" which appears on page 191 of the TNE Manual. Worlds designated as being in the Wilds have not been thoroughly surveyed (if at all) for any dangers that may be present. Extreme caution should be utilized when visiting these worlds. In the old TAS (Traveller's Aid Society) terms, such worlds should be considered to bear the equivalent of at least an Amber Zone classification.

Worlds in 1202 with an allegiance designation of 'Na' are known as `Civilized' (or 'Survivor') worlds. Civilized worlds are worlds surrounded by the Wilds which have retained some sort of interstellar capability (even if only a rudimentary one) and whose outlook recognizes the legitimacy of interstellar travel. Civilized worlds are typically independent (usually by circumstance, sometimes by choice), though they may have military/economic alliances with other Civilized worlds nearby. They use the standard World Government Codes listed on page 188 of the TNE Manual instead of those normally associated with a world in the Wilds. Most Civilized worlds have been

explored for any immediate dangers, but it is usually a good idea to consult with the local populace for information on those that are not readily apparent.

Worlds in 1202 with the aliegiance designation 'Tc' or 'Dc' are known as Client states. Client states are worlds in the Solomani Rim that have entered into a political and or military alliance with one of the "pocket empires" located there, the Terran Republic or Dingir League respectively. Client states use the same government codes as other Civilized worlds.

Worlds with allegiance code `VC', Vampire Client State, are a special case. These are worlds that have entered into an agreement (voluntarily or otherwise) with a vampire fleet in which the world agrees to provide support services (in the form of an operational starport, or sometimes even crew) to vampire ships in exchange for protection, or just to be left in relative peace. Occasionally a Vampire fleet will leave behind marines to garrison an important facility (these can be humans, robots, or other subject races), or to insure the continued cooperation of a client world while the fleet is away. Vampire client states will almost always be hostile to other forms of contact (particularly if they are garrisoned) though in the case of an enslaved world, the population may greet outsiders as liberators.

Many worlds that have high populations in the

Wilds are balkanized. Such worlds have the designation 'B' before their population multiplier. This takes the place of the Travel Zone designation on those worlds. The Government Code listed in the UWP is for the most prevalent government type, as is the law level. Extreme caution should be exercised when visiting balkanized worlds, as in many cases they contain mutually hostile factions which might perceive the visit of off-worlders as a threat to their particular faction (especially if an opposing faction is visited, and a similar visit is not paid to them).

Some worlds that had their population die off have been recolonized by one group or another for various purposes. These worlds, known as "Cemetery worlds" are designated by a 'Cm' in the Trade Classification column. The inhabitants of such worlds are dependent on their home world for logistical support.

Subsector Name Changes

Subsectors are generally named after the most prominent world within a subsector, or after some prominent astronomical feature, such as a star. Because of the Collapse, a number of worlds which were prominent in the Pre-Rebellion era have become depopulated, or are otherwise no longer as significant in the New Era. This has resulted in the changing of some of the subsector names. Former names of those subsectors are listed with the data entry for the corresponding subsector.

System Name Changes

Some of the systems listed have experienced name changes since 1117. In a couple of cases, this amounted to a simple shortening of the previous name. In others, the system name has reverted to that of the primary star, particularly if the star is well known, and there are no worlds located in the system.

Changes In Stellar Data

Those of you who read the stats of a system beyond the mainworld UWP, trade class and allegiance codes, and are familiar with the previous version of the

Solomani Rim sector, may notice a significant difference in the stellar data presented in this new version of the Rim. This is because a large proportion of the stellar data had to be revised in light of new (or then difficult to obtain unless your last name was Ph.D.) information that was unavailable when the original stars were generated for the sector. A more complete explanation of the process can be found in the section entitled "The Known Star List for the Solomani Rim".

The Vegans

The Vegans are an alien race that inhabit worlds located in a roughly two subsector area of the Solomani Rim (many of which were in the old Vegan Autonomous District). Worlds where they are the majority of the population (or in some cases, the only population) are listed in the Trade Classification category as `Vg'. Worlds on which they are a significant minority have the designation `V:x' in the Trade Classification category, where x represents the percentage rounded to the nearest 10 percent of the population which is Vegan.

Vegan society is structured into very specific ways of life called tuhuirs, which work in cooperation under the leadership of the Muisstag, the governing tuhuir. On some Vegan worlds, the Muisstag was destroyed as a result of the Collapse, is hopelessly divided into warring factions, or became just one of several factions competing for control. Such worlds are known as "fallen" Vegan worlds, and are designated as `Vg(f)' in the Trade Classification category.

Terran Republic Specific Symbology

In the Terran Republic, the Red/Yellow Zone designations have been revived, but have a slightly different meaning than under the old TAS Travel Classification System. In the Terran Republic, a

Orvon	Hijiri	Shumisdi	Madoc	Khulam	Aubaine (Nicosia)
Gadarur	Ultima A	Suleiman B	Charuth (Concord) C	Gashurz'd (Harlequin) D	Ximenes
Walpurgis	Alderamin E	Cuchulain (Esperance) F	Vega G	Atria (Banasdan) H	Orichalc
Fugue	Spinward Reach (Albadawi) I	Dingir J	Sol K	Arcturus L	Denebola
Morency	Thalassa (Jardin) M	Capella N	Gemini O	Kukulcan P	Ziusudra
Radecki	Aldebaran	Euxene	Wovoka	Firdausi	Introne

Yellow Zone classification still indicates that moderate caution should be exercised when visiting the world. A Red Zone designation no longer means forbidden-- however, travel to the system is unadvised because of some danger has been found there (in many cases because vampire ships are present). Those that insist on traveling to such a system should be prepared to defend themselves at all times, as the Navy may not able to render assistance in time should trouble occur.

The Terrans have a new kind of base called an "outpost" (designation `O'). Outposts serve as a combination naval base (without the extensive overhaul facilities), merchant stop over point, and forward deployment station for Terran Republic Marine contingents (at least a division's worth of troops). Sometimes outposts serve as staging areas for Naval Scouts, or as training centers for covert operations. Facilities for an outpost are always separate from whatever local facilities that may exist, though frequently personnel from an outpost are tasked with providing assistance to the local population in the upgrading of their starports and other infrastructure.

All government codes in the Terran Republic (except Terra) are listed as '6' (captive). This is to reflect the fact that the central control exerted by the government in Terra is stronger than it was during Imperial/Solomani times. Appointed governors (usually Terran military officers or long service bureaucrats) act as the chief executive of the world, overseeing Terran interests. All actions taken by the governors and the local bureaucracy of Terran Republic worlds are subject to review by the central government, though as a practical matter only those with major policy ramifications are questioned.
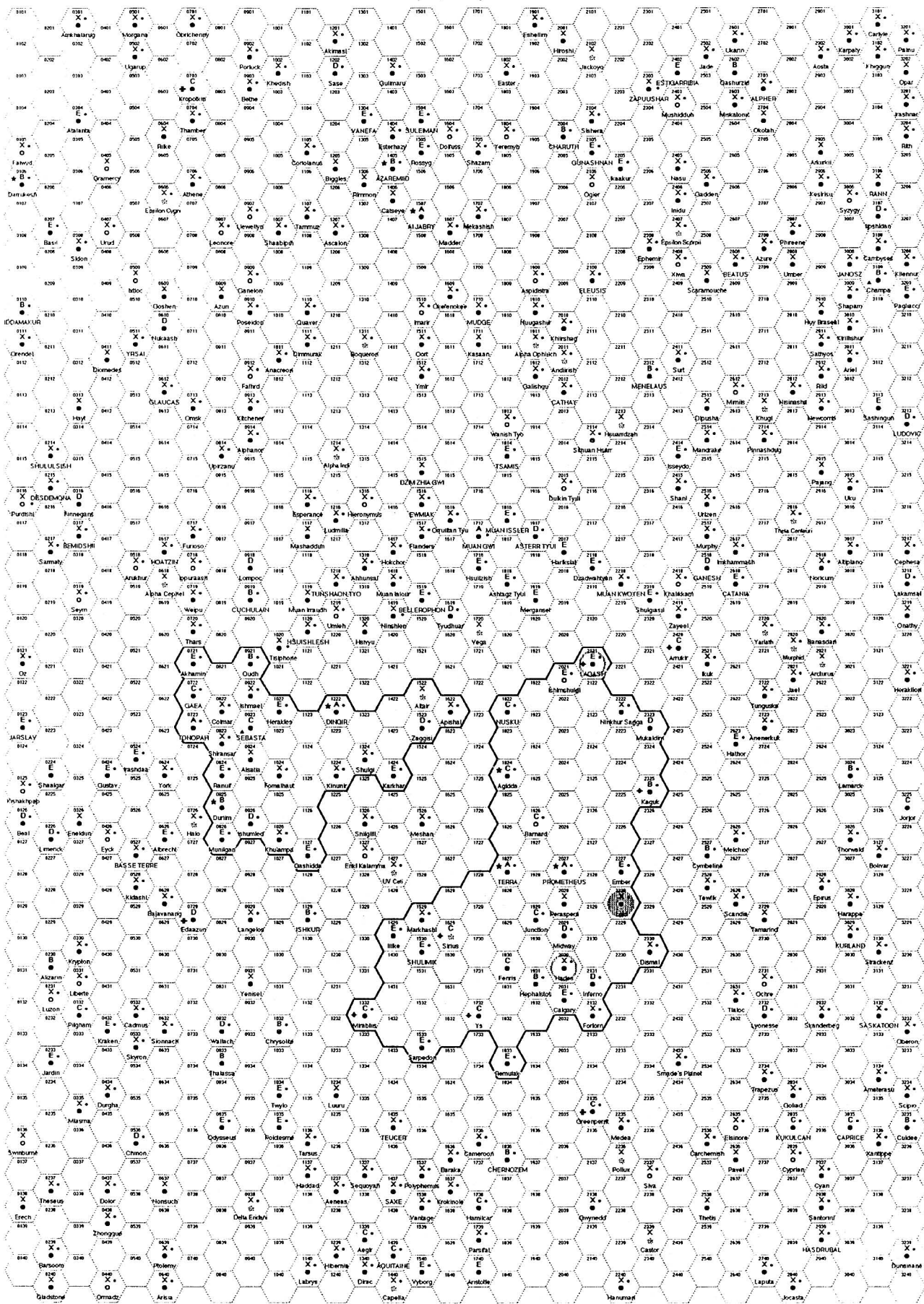
Children of Earth: The Solomani Rim In the New Era

ULTIMA

Subsector A of the Solomani Rim Sector

New Era data, as of 001-1202 / Imperial era data, as of 001-1117

Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Faiwyd	0105	X500000-0		Ba Va		012	--	M2V M6V
		X500589-7		Ni Va	A	712	--	
Darrukesh	0106	B485854-9	N	Ri		823	Na	G6V M0V M4V
		A4859CF-D		Hi		823	Im	
Iddamakur	0110	B779976-9	N	Hi In		103	Na	M0V M1V
		A7799AB-8		Hi In		303	Na	
Basil	0207	E842766-4		Po		234	Wi	K5V
		A842731-E		Po	B	334	Im	
Amkhalarug	0301	X443669-2		Ni Po		304	Wi	F7V M3V
		B4439BD-E		Hi In Po	B	604	Im	
Atalanta	0304	E47636B-5		Lo Ni		203	Wi	M1V M6V
		C476368-D		Lo Ni	A	503	Im	
Sidon	0308	X6B9000-0		Ba Fl		003	--	K4V
		B6B9521-C		Ni Fl	A	903	Im	
Gramercy	0405	X330000-0		Ba De		000	--	F6V
		B330525-8		Ni Po De		500	Im	
Urud	0407	X100000-0		Ba Va		002	--	M7V F0D
		B100543-E		Ni Va		802	Im	
Morgana	0501	XA9A8BE-6		Wa		923	Wi	M2V
		BA9A861-C		Wa	B	823	Im	
Ugarup	0502	X89A86E-6		Wa		102	Wi	M5V
		B89A8BE-E		Wa	B	102	Im	
Ixtloc	0509	X530000-0		Ba De		000	Im	K4V M6V
		B530487-D		Ni Po De		100	Im	
Rilke	0604	X59A000-0		Ba Wa		020	--	G3V
		C59A368-B		Lo Ni Wa		520	Im	
Epsilon Cygni / Ishadar	0606	X000000-0		Ba As		025	Im	K0III K4V
		C000776-A		Na As		825	Im	
Goshen	0609	X57756C-A	C	Ag Ni		100	Wi	K1V M9V
		C577532-B		Ag Ni		300	Im	
Nukaash	0610	D247769-7		Ag		120	Im	G5V M5V
		X247721-9		Ag		320	Wi	
Obrichenny	0701	X643514-8		Ni Po		605	Wi	F5IV
		C643657-C		Ni Po		105	Im	
Kropotkin	0703	C44468A-9		Ag Ni		220	Wi	M1V
		C4446A6-D		Ag Ni		220	Im	
Thamber	0704	X454765-6	A	Ag		212	Wi	F6V
		A454898-E		Cp		612	Im	
Athene	0706	X6B9000-0		Ba Fl		025	Im	M6V M7V
		D6B9110-F		Lo Ni Fl		125	Im	
Leonore	0807	X310000-0		Ba		012	--	M8V
Azun	0809	X47676B-1		Ag		110	Wi	G2V
		B476ABC-B		Hi In	B	210	Im	

Ultima Subsector: The Ultima Subsector has an estimated population in 1202 of approximately 3.34 billion, a decline of 93 percent from its Pre-Collapse population. Its highest population is 1.26 billion at Iddamakur, and its highest tech level is 9 at Darrukesh and Kropotkin.

Ultima Subsector (historical): The Ultima Subsector had an estimated population in 1117 of approximately 45.4 billion. Its highest population was 24.8 billion at Azun, and its highest tech level was 15 at Athene.

Subsector map: ULTIMA — Subsector A of the Solomani Rim Sector. New Era data, as of 001-1202 / Imperial era data, as of 001-1117.

SULEIMAN

Subsector B of the Solomani Rim Sector

New Era data, as of 001-1202 / Imperial era data, as of 001-1117

Subsector world data (each world: New Era line of 001-1202 above, Imperial era line of 001-1117 below). Columns: Name | Hex | UWP | BS (bases) | Trade | I | PBG | AL | Stellar.

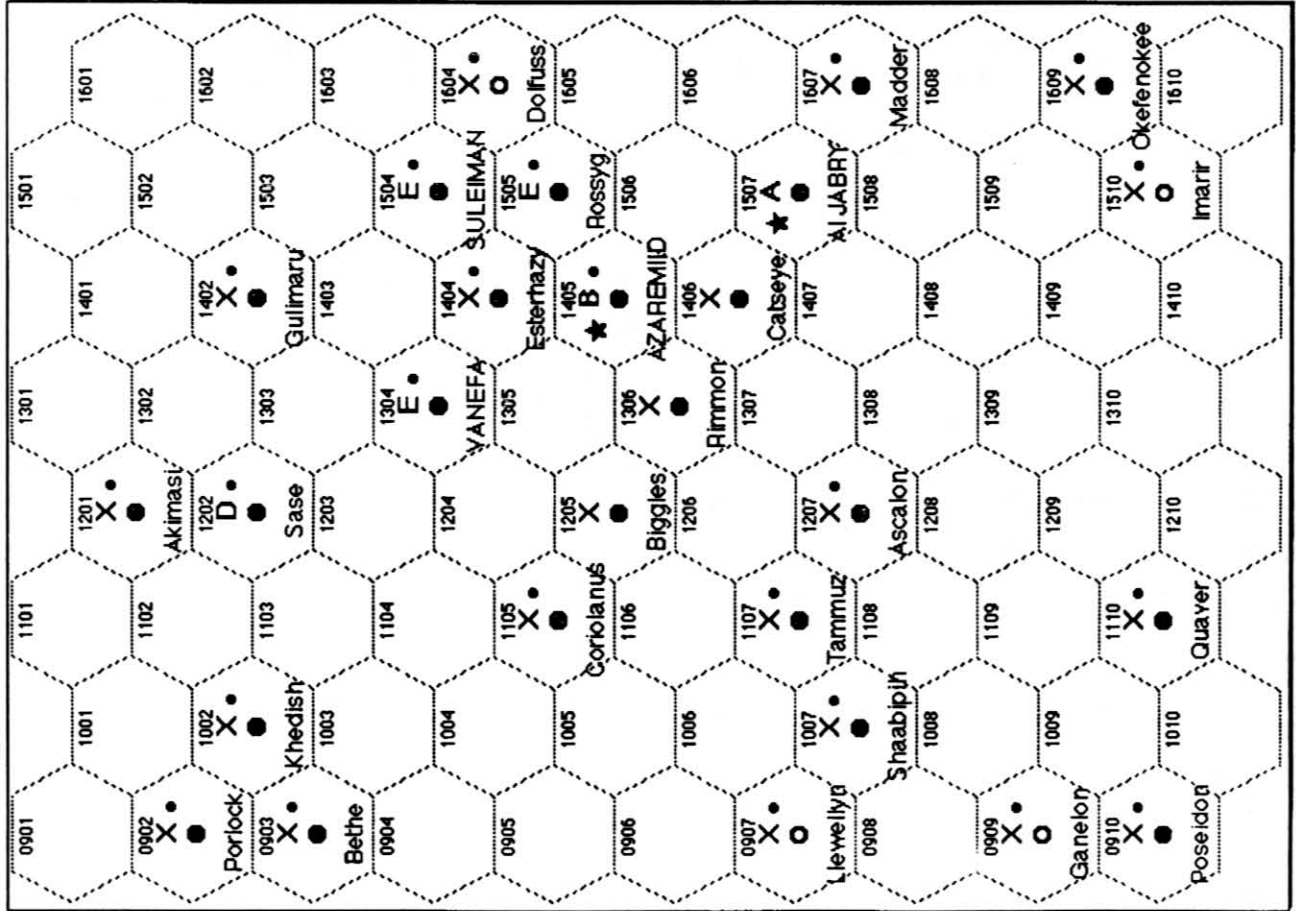| Name	Hex	UWP	BS	Trade	I	PBG	AL	Stellar
Porlock	0902	X433000-0		Ba		013	–	M8V M9V
		C433855-9		Na Po		813	Im	M6V M6V
Bethe	0903	B422677-A		Na Ni Po		012	Im	M3V M8V
Llewellyn	0907	X200000-0		Ba Va		512	–	M5V
		B20058A-D		Ni Va		022	Im	M9V
Ganelon	0909	X430000-0		Ba De		522	–	K2V M3V
		C430212-9		Lo Ni Po De		012	Im	M0V
Poseidon	0910	X8AA000-0		Ba Fl		312	Im	M1V M7V
		D8AA169-D		Lo Ni Fl		022	Im	G7V
Khedish	1002	X556869-7				622	Wi	F2V
		A556889-F				222	Im	F4V F0D
Shaabipih	1007	X55387B-8		Po		322	Wi	G5V
		A553875-F	N	Po	A	914	Im	K2V
Coriolanus	1105	X237876-0				814	Wi	F6V M3V
		A237876-F	S			011	Im	M1V
Tammuz	1107	X75486E-3		Hi		411	Wi	G5V
		A7549A9-F		Hi	B	623	Im	M5V
Quaver	1110	X111000-0		Ba Ic		623	–	M8V
		A1118BC-F		Na Ic Hi		035	Im	K5V M8V K0D
Akimasi	1201	X8A5000-0		Ba Fl		735	Wi	M7V
		C8A5455-6		Ni Fl		012	Im	G7V
Sase	1202	D3477AA-8		Ag		212	Im	M0V M1V
		C34778B-B		Ag		114	Im	F9V A3D
Biggles	1205	X236000-0		Ba		214	Wi	F9V
		B236965-B		Hi		000	–	G4D
Ascalon	1207	X562895-6		Hi		200	Im	K0V
		A562AAF-E	W	Hi	B	823	Wi	K7V
Vanefa	1304	E5639AE-8		Hi		423	Im	
		A5639A6-F		Hi	B	412	Wi	
Rimmon	1306	X222000-0		Ba		512	–	
		X222000-0		Ba		020	Im	
Gulimaru	1402	X7A6000-0		Ba Fl		320	–	
		C7A678C-A		Fl	A	012	Im	
Esterhazy	1404	C335420-C		Lo Ni		002	Im	
Azaremiid	1405	B7669A7-9		Hi		412	Im	
		A766A72-C	N	Hi		912	–	
Catseye	1406	X222000-0		Ba		010	Im	
		C222577-B		Na Po		710	Im	
Suleiman	1504	EA6496C-7		Ni Po		902	Wi	
		AA6498B-F	N	Hi Cp	B	902	Im	
Rossyg	1505	E785769-3		Ag		214	Wi	
		A785797-E	N	Ag Ri		414	Im	
Ai Jabry	1507	A765A53-A		Hi		120	Na	
		A7659BB-E	N	Hi		920	Im	
Imarir	1510	X25036E-2		Po Lo De Ni		634	Wi	
		A250877-F		Po De		634	Im	
Dolfuss	1604	X100000-0		Ba Va		002	–	
		B100547-E		Ni Va		602	Im	
Madder	1607	X532430-8		Ba		002	–	
				Ni Po		902	Im	
Okefenokee	1609	X337000-0		Ba		025	–	
		C337868-C	A			825	Im	

Suleiman Subsector: The Suleiman Subsector has an estimated population in 1202 of approximately 34.21 billion, a decline of 81 percent from its Pre-Collapse population. Its highest population is 14.73 billion at Ai Jabry, and its highest tech level is 10 also at Ai Jabry.

Suleiman Subsector (historical): The Suleiman Subsector had an estimated population in 1117 of approximately 179.53 billion. Its highest population was 93.9 billion at Azaremiid, and its highest tech level was 15 at Khedish, Shaabipili, Coriolanus, Tammuz, Quaver, Vanefa, Suleiman, and Imarir.

Subsector map (hex grid, rows 09xx–16xx / columns 01–10), worlds plotted:
Porlock (0902), Bethe (0903), Khedish (1002), Llewellyn (0907), Shaabipih (1007), Ganelon (0909), Poseidon (0910), Quaver (1110), Akimasi (1201), Sase (1202), Coriolanus (1105), Tammuz (1107), Biggles (1205), Ascalon (1207), Gulimaru (1402), Vanefa (1304), Rimmon (1306), Esterhazy (1404), Azaremiid (1405), Catseye (1406), Suleiman (1504), Rossyg (1505), Dolfuss (1604), Ai Jabry (1507), Madder (1607), Okefenokee (1609), Imarir (1510).

CHARUTH (CONCORD)
Subsector C of the Solomani Rim Sector
### New Era data as of 001-1202 / Imperial era data, as of 001-1117
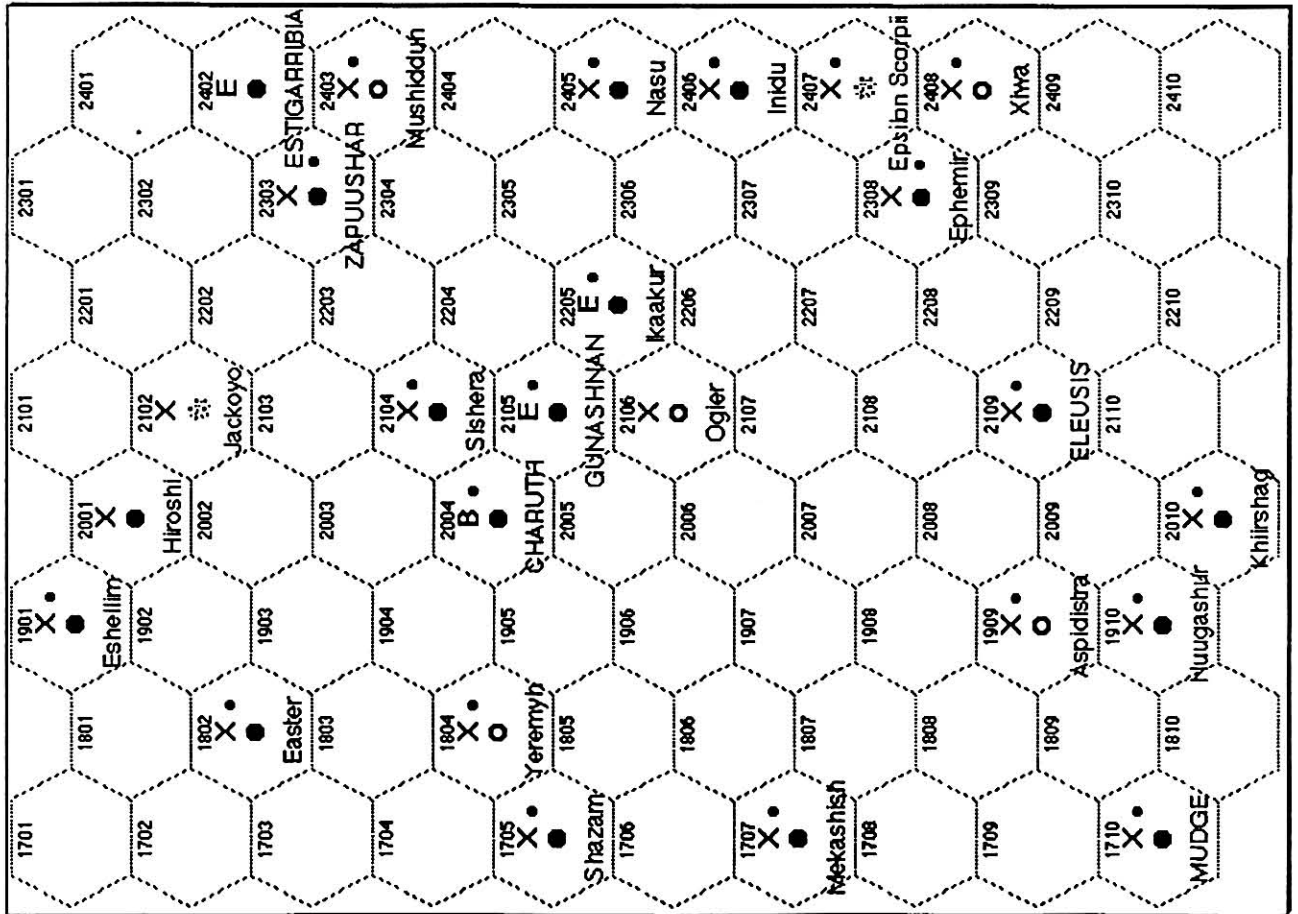
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Shazam	1705	X411000-0		Ba Ic		011	--	G0V
		C411266-F		Lo Ni Ic		411		
Mekashish	1707	X676678-1		Ag Ni	B	222	Wi	G5V
		B766BE-9		Ag Ni		222	Im	
Mudge	1710	X463978-5		Hi		122	Wi	G5V
		A463ACB-D		Hi		222	Im	
Easter	1802	XAF7767-3		Hi	B	903	Wi	G3V M7V
		XAF7977-F				403	Im	
Yeremyh	1804	X520000-0		Ba De		003	--	M8V
		A5207BF-F		Na Po De		503	Im	
Eshellim	1901	X76A86A-4		Wa	B	112	Wi	G5V K1D
		A76A8BB-E		Wa		212	Im	
Aspidistra	1909	X200000-0		Ba Va		022	--	K5V
		B2009CB-E		Hi Na In Va	A	122	Im	
Nuugashur	1910	X535000-0		Ba		002	--	M5V
		A535726-E				102	Im	
Hiroshi	2001	X45876F-3		Ag	B	120	Wi	G6V
		A458774-E		Ag		120	Im	
Charuth	2004	B7869A7-9		Hi	B	602	Im	F6IV
		A786988-E		Hi		502	Im	
Khiirshag	2010	X79A768-2		Hi In Wa	B	903	Wi	K3V
		A79A9BC-F		Wa		903	Im	
Jackoyo	2102	X000000-0	W	Ba As		000	--	F8V K0D
		B000510-B		Ni As		500	Im	
Sishera	2104	X233000-0		Ba		002	--	M0V
		B233854-E		Na Po		802	Im	
Gunashnan	2105	E85496C-7		Hi	B	102	Wi	M0V M1V
		A854966-E		Hi		102	Im	
Ogier	2106	X100000-0	N	Ba Va		000	--	M9V
		B10088A-C		Na Va		300	Im	
Eleusis	2109	X78996B-5		Hi	B	112	Wi	F1V
		A789831-E		Hi		912	Im	
Ikaakur	2205	E25686B-6	N	Hi	A	115	Wi	K3V M8V K0D
		A2569B8-F		Hi		615	Im	
Zapuushar	2303	A858996-8	S	Hi	B	105	Im	K6V M7V
		X67586D-8		Hi		105	Wi	
Ephemir	2308	A675999-F		Hi In	B	902	Wi	G9V M9V
		E5669A9-7		Hi		702	Im	
Estigarribia	2402	A566ABC-D		Hi		620	Wi	G4V M0V
		X610000-0		Ba		120	Im	
Mushiddun	2403	C61088D-D		Na De	B	023	Im	K4V
		X334000-0		Ba		923	Im	
Nasu	2405	C334368-F		Lo Ni		001	Im	F9V M3V
		X6BA000-0		Fl Ba		301	--	
Inidu	2406	X6BA413-C		Ni Fl		013	Im	M7V
		X000000-0		Ba As		113	--	
Epsilon Scorpii	2407	X000000-0		Hi Na In As		013	Im	K2III
Cambria		B0009BF-E		Ba Va		913	Im	
Xiwa	2408	X300000-0			A	003	--	M3V
		C300568-B		Ni Va		503		

Charuth (Concord) Subsector: The Charuth Subsector has an estimated population in 1202 of approximately 18.71 billion, a decline of 77 percent from its Pre-Collapse population. Its highest population is 6.41 billion at Charuth, and its highest tech level is 9 also at Charuth.

Charuth (Concord) Subsector (historical): The Concord Subsector had an estimated population in 1117 of approximately 81.88 billion. Its highest population was 23.6 billion at Mudge, and its highest tech level was 15 at Shazam, Easter, Yeremyh, Khiirshag, Ikaakur, Ephemir, Nasu.

Hex map of the Charuth (Concord) Subsector, showing world locations: Eshellim (1901), Easter (1802), Shazam (1705), Yeremyh (1804), Mekashish (1707), Hiroshi (2001), Charuth (2004), Sishera (2104), Gunashnan (2105), Ogier (2106), Jackoyo (2102), Aspidistra (1909), Nuugashur (1910), Mudge (1710), Khiirshag (2010), Zapuushar (2303), Estigarribia (2402), Mushiddun (2403), Ikaakur (2205), Nasu (2405), Inidu (2406), Epsilon Scorpii (2407), Ephemir (2308), Eleusis (2109), Xiwa (2408).

GASHURZID (HARLEQUIN)
Subsector D of the Solomani Rim Sector
### New Era data as of 001-1202 / Imperial era data, as of 001-1117
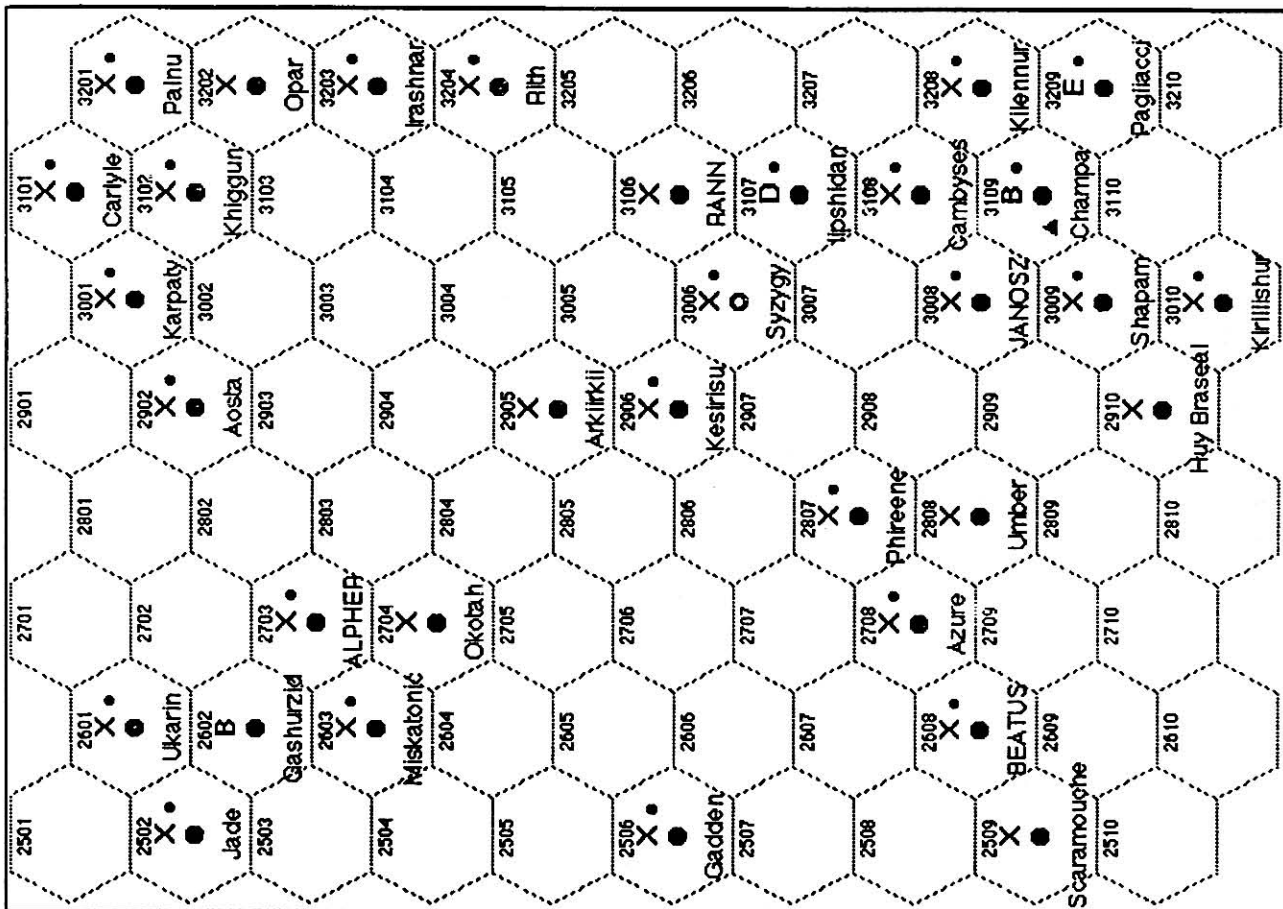
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Jade	2502	X475654-7		Ag Ni		915	Wi	K6V
Gadden	2506	C47588F-D		Ba		715	Im	K6V
Scaramouche	2509	X893000-0		Ni Lo		023	--	K6V
		D893200-8		Ba		323	--	M1V M4V
Ukarin	2601	X7C6000-0		Fl Ba	A	000	Im	G6V
		A7C6503-9		Ni Fl		300	--	
Gashurzid	2602	X433000-0		Ba		002	Im	K2V
		B433742-D		Na Po		502	--	K2V
Miskatonic	2603	B6568AB-B		Ri		110	VC	K2V
		A6568A8-F		Hi		210	Im	K2V
		X4878A5-7		Hi		115	Wi	F2V A5D
		A487863-9		Hi		215	Wi	
Beatus	2608	X688968-0		Ni Lo		404	Wi	G0V M2V
		A688989-E		Ba	B	804	Im	
Alpher	2703	A866986-5		Ni Lo	B	114	Wi	K9V
		A866997-E		Ba		214	Im	
Okotah	2704	X325000-0		Ni Lo		000	Wi	K9V
		D325103-B		Ba		400	Im	
Azure	2708	X334000-0		Ni Lo		021	Wi	G2V M3V
		B3348CF-B		Ba		221	Wi	
Phireene	2807	X46986C-5		Ri	A	602	Wi	F7V
		A469895-D		Ni Lo	B	802	Im	
Umber	2808	X777337-7		Ni		420	Wi	K3V M6V
		B777464-D		Po		220	Wi	
Aosta	2902	X45376B-3		Hi Po	B	503	Im	K4V
		A453A26-F		Wa		903	Im	M0V M3V
Arkiirkii	2905	X66A866-2	B	Wa Cp		200	Wi	M2V M8V
		A66A8AD-F		Ni Lo		500	Im	
Kesirisu	2906	X49945A-5		Ni	B	423	Im	F5V
		A499502-A		Ni		123	Im	
Huy Braseal	2910	X25576B-5		Ag	B	520	Wi	G3V M6V
		A255989-F		Hi		420	Im	
Karpaty	3001	X4838A64-4	N	Hi		113	Im	F0V
		A483954-F		Va Ba		813	Im	
Syzygy	3006	X100000-0		Na Va		032	--	G4V M6V
		C100721-8		Hi		832	Im	
Janosz	3008	X56496C-5	S	Hi		821	Wi	F9V
		A564978-B		Ba		001	Im	
Shapam	3009	X232000-0		Ni Po Rs	A	701	--	F5V M9V
		C232533-C				013	Im	
Kirillishur	3010	X7A4000-0		Fl Ba		113	--	K8V M5V
		C7A4543-E		Ni Fl		011	Im	
Carlyle	3101	X9B5000-0		Fl Ba		111	Wi	M6V K0D
		B9B5865-C		Ni Fl		035	Im	
Khiggun	3102	X8A3000-0		Ni Fl		735	Wi	K9V M5V
		B8A3643-E				200	Im	
Rann	3106	X66496A-6		Ag Ni		400	Wi	F3V
		A664988-F		Ag Ni		134	Im	
Iipshidan	3107	D5445A9-6		Ag Ni		334	Wi	M1V
		C544534-A		Hi In		422	Wi	
Cambyses	3108	X2465A9-3		Hi		322	Wi	G8V M7V
		B246988-A		Hi		624	VC	
Champa	3109	B6628B8-8	S	Hi	B	824	Wi	G3V
		A6629B9-8	S			323	Im	
Palnu	3201	X484869-2		Hi	B	923	Wi	G7V M6V
		B484999-E		Fl Ba		010	Im	
Opar	3202	X5AA000-0		Ni Lo Fl		210	Im	G8V
		E5AA267-E				002	--	
Irashnar	3203	X131000-0		Ni Po		802	Im	M4V
		B131438-F		Ba		023	Im	
Rith	3204	X536000-0				823	Im	
		C536875-C				322	Im	
Kilennur	3208	X59586A-4	A	Ag	B	522	Wi	K8V M2V
		B5958BE-B		Ag		813	Im	
Pagliacci	3209	E754777-3		Ag		913	Im	K5V M4V
		C754733-6						

Subsector map showing hex positions of systems: 2502 Jade, 2601 Ukarin, 2602 Gashurzid, 2603 Miskatonic, 2703 ALPHER, 2704 Okotah, 2506 Gadden, 2509 Scaramouche, 2609 BEATUS, 2708 Azure, 2807 Phireene, 2808 Umber, 3101 Carlyle, 3001 Karpaty, 2902 Aosta, 2905 Arkiirkii, 2906 Kesirisu, 3201 Palnu, 3202 Opar, 3102 Khiggun, 3203 Irashnar, 3204 Rith, 3106 RANN, 3006 Syzygy, 3107 Iipshidan, 3008 JANOSZ, 3010 Shapam, 2910 Huy Braseal, 3009 Kirillishur, 3108 Cambyses, 3208 Kilennur, 3109 Champa, 3209 Pagliacci.

Gashurzid (Harlequin) Subsector: The Gashurzid Subsector has an estimated population in 1202 of approximately 15.79 billion, a decline of 89 percent. Its highest population is 6.30 billion at Janosz, and its highest tech level is 11 at Gashurzid.

Gashurzid (Harlequin) Subsector (historical): The Harlequin Subsector had an estimated population in 1117 of approximately 148.1 billion. Its highest population was 90.2 billion at Aosta, and its highest tech level was 15 at Gashurzid, Aosta, Arkiirkii, Huy Braseal, Karpaty, Rann, and Irashnar.

ALDERAMIN
Subsector E of the Solomani Rim Sector
### New Era data, as of 001-1202 / Imperial era data, as of 001-1117
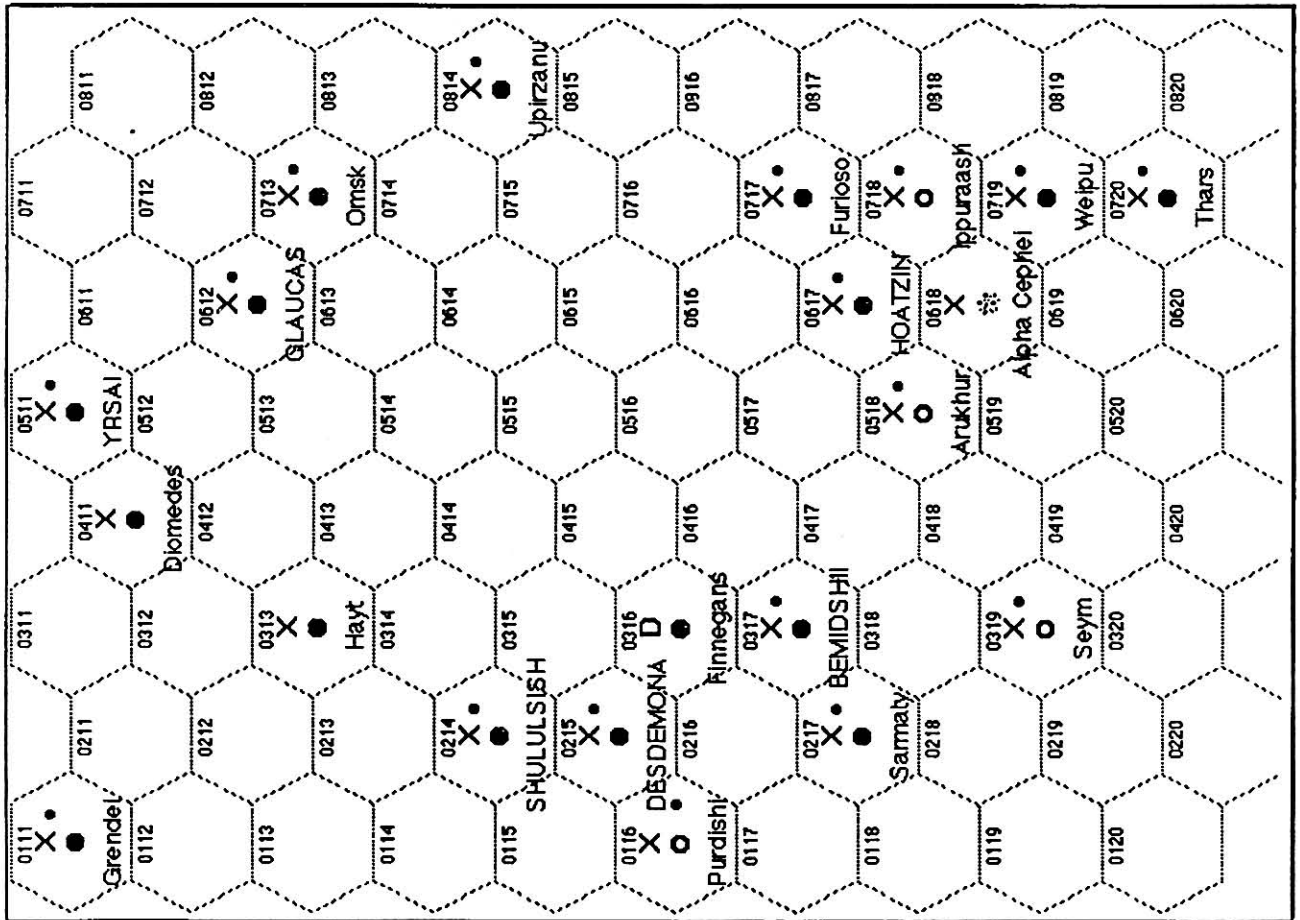
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Grendel	0111	X96A86B-4		Wa		202	Wi	F4V M2V
Purdishi	0116	A96A98B-E		Hi Wa		802	Im	M1V
Shululsish	0214	X610000-0		Ba		034	Im	
Desdemona	0215	D610168-E		Lo Ni		834	Wi	F8V
Sarmaty	0217	A584976-8	W	Hi		204	Wi	
	0215	A584A22-F		Hi Cp		304	Im	G8V M8V
	0215	X76996B-8		Hi		203	Wi	G5V
	0217	A76999C-E		Hi		303	Im	
	0217	X889898-8			B	403	Wi	
Hayt	0313	A889877-F		Ri		403	Im	M4V K1D
	0313	X421000-0		Ba		010	–	
Finnegans	0316	B4219AF-E		Hi Na In Po		310	Im	G1V M8V
	0316	D379520-9		Ni		220	Na	G9V M6V
Bemidshii	0317	C379533-B		Ni	B	320	Wi	
	0317	X5679B9-8		Hi		212	Wi	M3V M9V
Seym	0319	A567988-E		Hi		212	Im	
	0319	X100000-0		Ba Va		023	–	F4V
Diomedes	0411	A1009CB-C	N	Hi Na In Va	B	423	Im	
	0411	X87776D-5		Ag		800	Wi	G0V M5V
Yrsai	0511	A777A8-F		Ag	B	700	Im	
	0511	X663969-4		Hi		802	Wi	M3V
Arukhur	0518	A663A9B-F		Ba Va		402	Im	F8V A0D K3D
Glaucas	0612	X200000-0	S	Lo Ni Va		022	–	
	0612	E200365-E		Hi		522	Wi	F4V
Hoatzin	0617	X866988-7		Hi		532	Im	
	0617	A8669A9-F		Hi		532	Im	A7V
Alpha Cephei	0618	X967999-8		Ba As		334	Wi	M0V
Stralsund	0618	A967986-E		Na As		534	–	M0V
Omsk	0713	X000000-0		Ba Ic		020	Im	K0V
	0713	B0007BE-E		Ni Ic		520	–	K8V M8V
Furioso	0717	X511000-0		Ba Fl		003	Im	M0V
	0717	B511547-A		Fl		103	Im	M2V
Ippuraash	0718	X9C5000-0		Ba		013	Im	
	0718	A9C5761-D		Na Ni Va		313	Im	
Weipu	0719	X200000-0		Ba		014	Im	
Thars	0720	X200612-A		Lo Ni Po	R	714	Im	
	0720	X543000-0		Ba Fl		002	Im	
	0720	X7A7000-0		Fl		702	Im	
Upirzanu	0814	B7A7797-D	N	Ba Fl		014	Im	
	0814	X9B5000-0		Ba Fl		714	Im	
	0814	A9B5752-F		Fl		024	Im	
	0814					724	Im	

Alderamin Subsector: The Alderamin Subsector has an estimated population in 1202 of approximately 27.30 billion, a decline of 75 percent from its Pre-Collapse population. Its highest population is 8.94 billion at Yrsai, and its highest tech level is 9 at Finnegans.

Alderamin Subsector (historical): The Alderamin Subsector had an estimated population in 1117 of approximately 107.7 billion. Its highest population was 40.48 billion at Yrsai, and its highest tech level was 15 at Shululsish, Sarmaty, Diomedes, Yrsai, Glaucas, and Upirzanu.

ALDERAMIN
Subsector E of the Solomani Rim Sector
New Era data, as of 001-1202 / Imperial era data, as of 001-1117

CUCHULAIN (ESPERANCE)
Subsector F of the Solomani Rim Sector
New Era data, as of 001-1202 / Imperial era data, as of 001-1117

Subsector Data Table
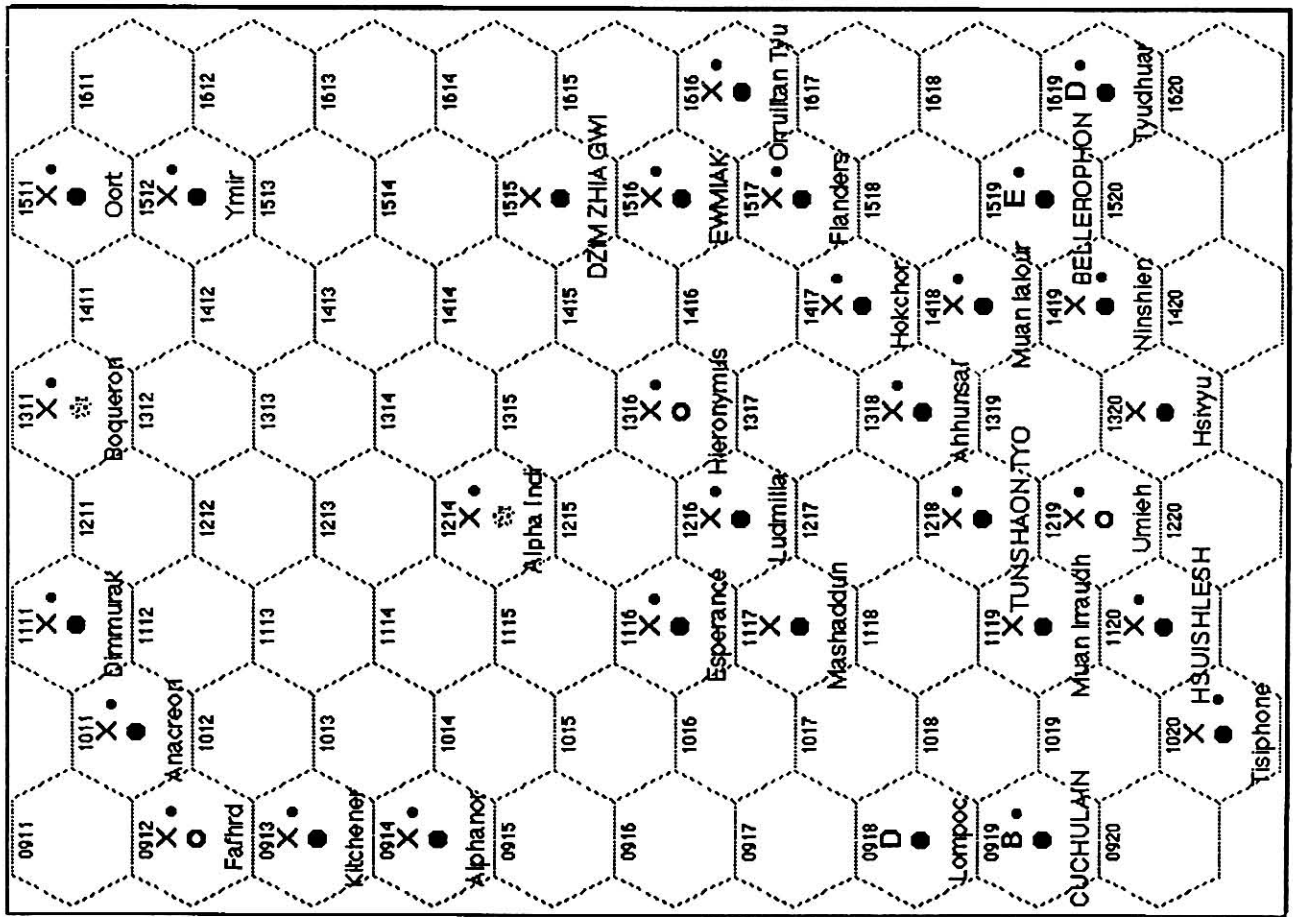
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Fafhrd	0912	X620000-0		Ba De		005	–	K5V
Kitchener	0913	C620764-6		Na Po De		805	Im	F7V M1V
Alphanor	0914	XAC8000-0		Ba Fl		022	Im	K2V
Lompoc	0918	X988866-8		Ni Fl		522	Wi	K9V M5V
Cuchulain	0919	A98899S-F		Hi	B	821	Wi	G9V
Anacreon	1011	BA569CA-9		Ag Ni V:2		723	Na	G8V
Tisiphone	1020	X562768-5		Hi V:1		113	Im	F2V M0V
Dimmurak	1111	X65786C-4		Ba		804	Wi	K2V
Esperance	1116	X994000-0	N	Hi		311	Im	F6V
Mashaddun	1117	A468878-F		V:3	A	511	Wi	G8IV M3V
Muan Irraudh	1119	X66A755-6	N	Wa Vg		600	Wi	K6V M0V
Hsuishlesh	1120	X6449CC-A		Hi In Vg		223	Dc	G3V
Alpha Indi	1214	X000000-0		Ba As		002	Im	K0III
Boskone	1215	E00016A-E		Lo Ni As		302	Im	F9V
Ludmilla	1216	X456795-7		Ag V:2		913	Wi	M1V
Tunshaon Tyo	1218	X554965-4		Hi Vg	B	312	Wi	G1D
Umieh	1219	X100000-0		Ba Va		022	Vv	M9V K0D
Boqueron	1311	B100886-E		Na Va V:4		001	Vv	F0IV M0V
Hieronymus	1316	A0009A8-D		Hi Na In As	A	901	Im	M8V
Ahhunsal	1318	X530622-6		Ba De		013	Vv	K0IV
Hsivyu	1320	E521186-F		Lo Ni Po Vg		202	Vv	G0V M1V M5V
Hokchor	1417	A133786-F		Na Po Vg	A	620	Wi	G7V M2V
Muan Ialour	1418	C647586-C		Ag Ni Vg		902	Wi	G9V
Ninshien	1419	A556886-E		Ag Vg(f)		812	Wi	G1V A7D
Oort	1511	B59A886-C		Wa Vg		524	Vv	M5V
Ymir	1512	X56386A-7		Ri V:1		724	Wi	F8V M0V
Dzim Zhia Gwi	1515	A6A6772-F		Hi Vg(f)	A	702	Wi	F8V
Ewmiak	1516	A456A86-F		Hi Vg	B	400	Vv	F7V M0V
Flanders	1517	A452986-F		Hi Po Vg		605	Vv	K1V
Bellerophon	1519	A755A86-F		Hi Wa	B	533	Wi	F9V
Orruiltan Tyu	1616	X121000-0		Ba		004	–	F9V
Tyudhuar	1619	C59978B-B		Ag Vg		612	Vv	G0V

Cuchulain (Esperance) Subsector: The Cuchulain Subsector has an estimated population in 1202 of approximately 35.24 billion, a decline of 67 percent from its Pre-Collapse population. Its highest population is 9.21 billion at Dzim Zhia Gwi, and its highest tech level is 10 at Hsuishlesh.

Cuchulain (Esperance) Subsector (historical): The Esperance Subsector had an estimated population in 1117 of approximately 105.3 billion. Its highest population was 41.35 billion at Dzim Zhia Gwi, and its highest tech level was 15 at Alphanor, Anacreon, Tisiphone, Esperance, Hsuishlesh, Tunshaon Tyo, Ahhunsal, Hsivyu, Oort, Ymir, Dzim Zhia Gwi, Ewmiak, and Flanders.

VEGA

Subsector G of the Solomani Rim Sector
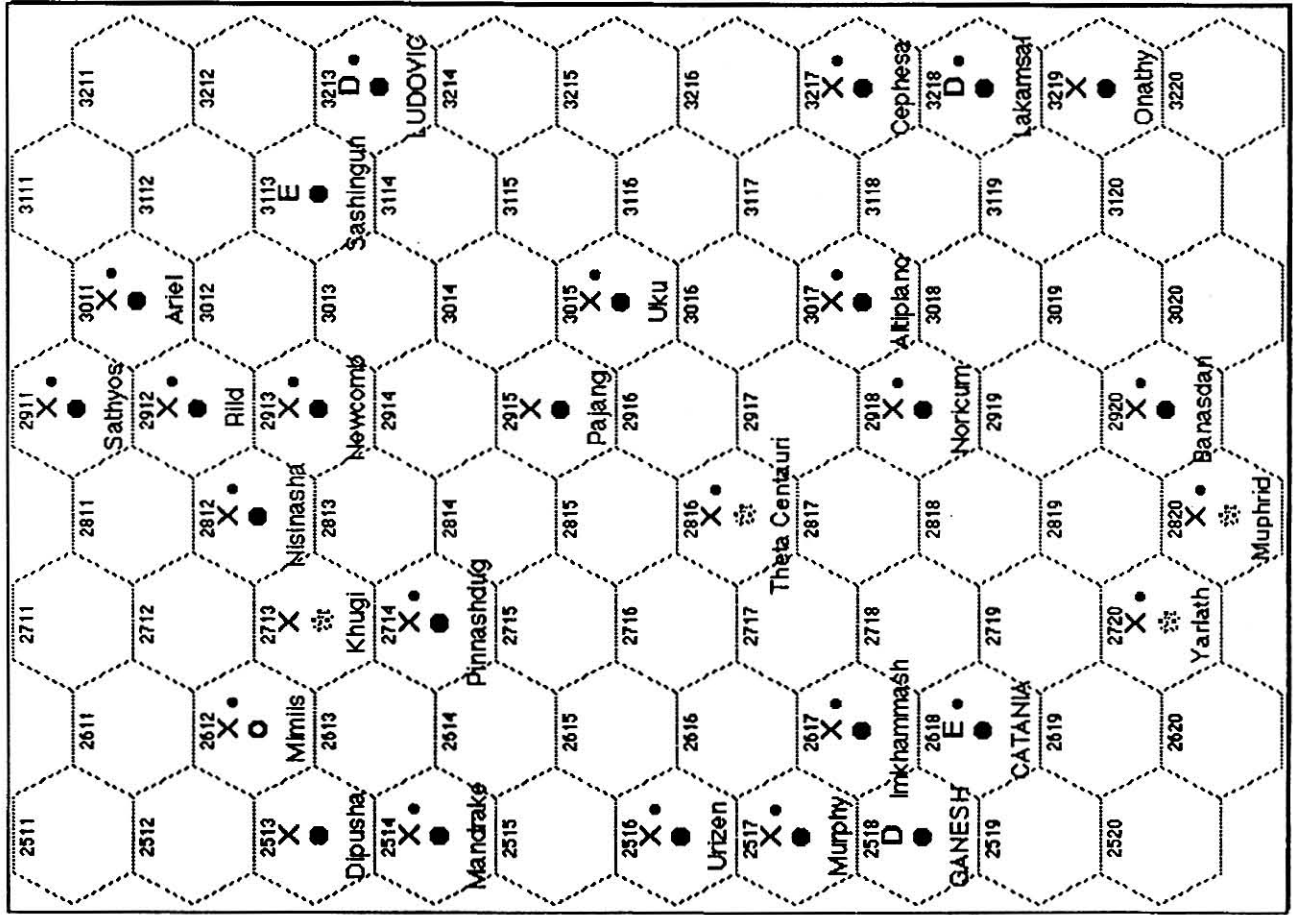### New Era stats as of 001-1202 / Imperial era data, as of 001-1117
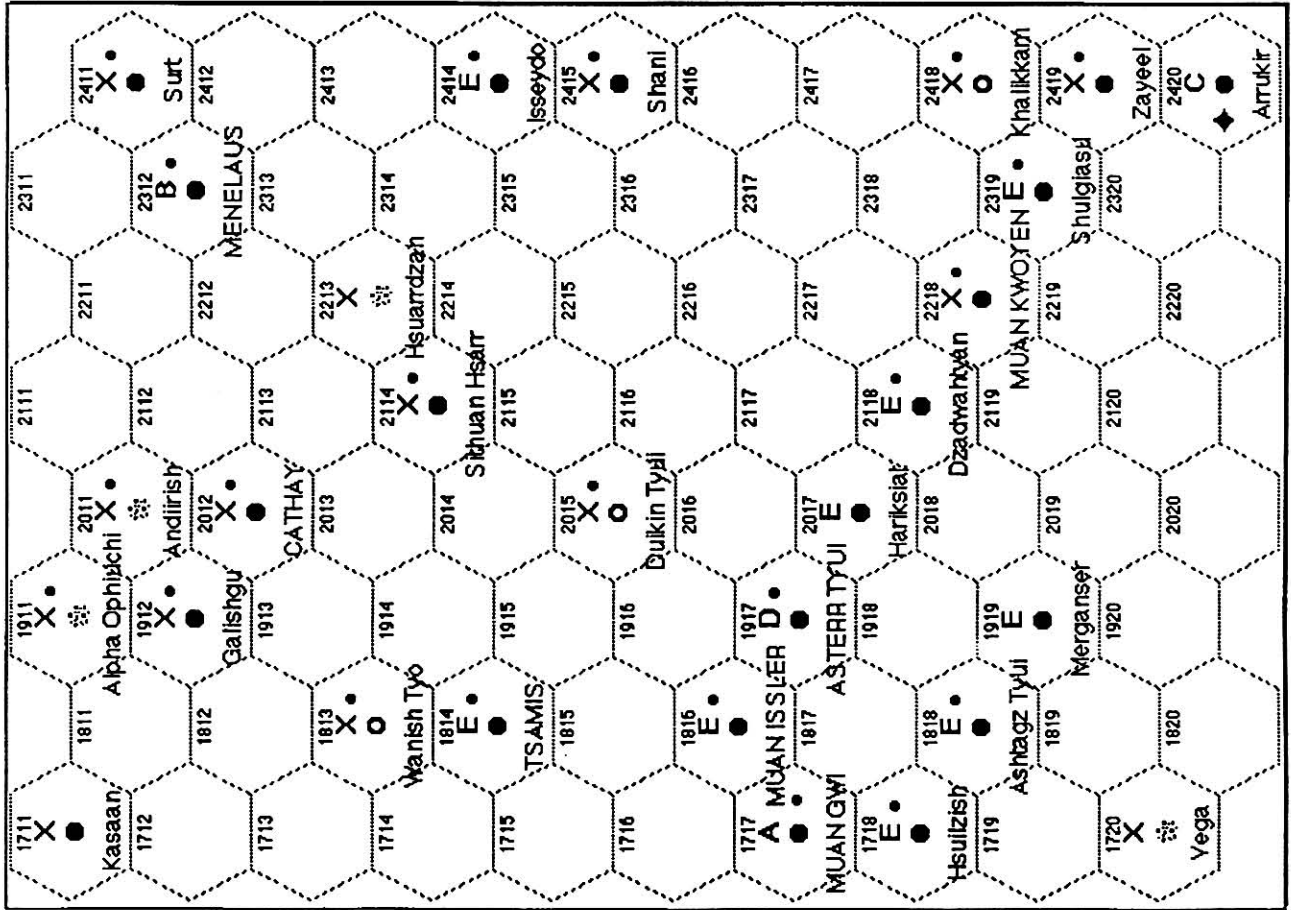
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Kasaan	1711	X7857A6-8		Ag Ri		220	Wi	G2V M8V
Muan Gwi	1717	A785757-E		Ag Vg		120	Im	F2V
Hsuilzish	1718	A456AC9-A	A	Hi Vg		622	Na	M1V
Vega Gwathui (Vega)	1720	E678765-6		Hi An Cp Vg		722	Wi	A0V
Wanish Tyo	1813	B678786-C		Ag Vg(f)	B	705	Vv	M2V
Tsamis	1814	E54796B-7		Hi In Vg(f)	B	413	Wi	K1V
Muan Issler	1816	E35496E-2		Hi In Vg		513	Vv	G7V
Ashtagz Tyui	1818	A354A86-F		Hi Vg(f)	B	134	Vv	G6IV M4V M4V
Alpha Ophiuchi Depot	1911	E348667-E	D	Ag Ni Vg		903	Wi	A5V K0IV
Galishgu	1912	C348786-E		Ag Vg		803	Vv	M3V
Asterr Tyui	1917	B2227AF-C	R	Na Ni As		823	Wi	K3V
Merganser	1919	E94276F-3		Hi Vg		600	Wi	K3V M3V
Andiirish	2011	X000000-0		Ba As		002	--	F5V
Cathay	2012	X866ADC-5		Ni As		802	Na	G1V
Duikin Tyui	2015	X310886-E	N	Hi		523	Wi	G0V
Hariksiat	2017	E34976C-5		Vg		220	Vv	F0V M0V
Sithuan Hsarr	2114	C8B6486-E		Ni Fl Vg		403	Wi	F5V M6V
Dzadwahtyan	2118	E78576A-4		Ag Vg(f)	B	423	Vv	K3V M0V
Hsuardzan	2213	C000686-C		Na Ni As Vg		420	Vv	F6V G0D
Muan Kwoyen	2218	X66696C-2		Hi Vg(f)	B	112	Wi	G5V
Menelaus	2312	B86595A-9	N	Hi Vg		312	Vv	K1V M0V
Shulgiasu	2319	E758867-8		Hi	B	922	Wi	G3V M1V M7V
Surt	2411	X521000-0	N	Ba		004	Im	M3V
Isseydo	2414	E24876A-5		Hi Na In Po		304	Wi	K4V
Shani	2415	C248846-C		Ag V:2		723	Im	K1V
Khalikkam	2418	B610664-C		Na Ni	R	205	Im	F2IV
Zayeel	2419	X433000-0		Na Po		001	--	K0V M6V
Arrukir	2420	C59A7A9-8	O	Wa V:1		700	Tc	F7V
	2420	B59A779-A		Wa		500	Im	

Vega Subsector: The Vega Subsector has an estimated population in 1202 of approximately 92.07 billion, a decline of 40 percent from its Pre-Collapse population. Its highest population is 64.8 billion at Muan Gwi, and its highest tech level is 10 at Muan Gwi.

Vega Subsector (historical): The Vega Subsector had an estimated population in 1117 of approximately 141.56 billion. Its highest population was 71.05 billion at Muan Gwi, and its highest tech level was 15 at Muan Gwi, Tsamis, Muan Issler, Depot, Asterr Tyui, Hariksiat, Muan Kwoyen, and Shulgiasu.

VEGA — Subsector G of the Solomani Rim Sector. New Era stats as of 001-1202 / Imperial era data, as of 001-1117

## ATRIA (BANASDAN)
Subsector H of the Solomani Rim Sector
New Era stats as of 001-1202 / Imperial era data, as of 001-1117

Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Dipusha	2513	X66286B3-6		Hi	B	720	Wi	K5V M3V
		A662AB8-E				220	Im	
Mandrake	2514	X36686F-2		Hi		813	Wi	K8V
		A366AA9-E		Fl Ba		313	Im	
Urizen	2516	X8C8000-0				423	--	G2V M3V
		C8C8430-C		Ni Fl	B	223	Im	
Murphy	2517	X344789-4		Ag		802	Wi	K0V M1V
		A3449BE-E		Hi In		902	Im	
Ganesh	2518	D766969-8	S	Hi	B	510	Tc	F8V
		A766A57-E		Hi		710	Im	
Mimiis	2612	X200000-0		Hi		012	--	K6V A9D
		B200789-E		Va Ba		312	Im	
Imkhammash	2617	X255789-6		Na Va		413	Wi	M0V
		A25588A-E		Ag		113	Im	
Catania	2618	E568955-8		Hi		101	Tc	K3V
		A56898B-F		Hi		201	Im	
Khugi	2713	X000000-0		As Ba		020	Im	G8V K2V
Pinnashdug	2714	X478768-7		Lo Ni As Ba	R	220	Wi	M0V
		B478888-C		Ag		722	Im	
Yarlath	2720	X000000-0	W			822	Im	K1V M1V
Nyarlathotep		C000267-E		As Ba		023	Wi	G1V
Nisinasha	2812	X9FA76C-7		Lo Ni As		623	Im	
		A9FA987-E		Wa		604	Wi	
Theta Centauri	2816	X000000-0		Hi Wa		704	Im	K0III
Immir		C000530-A		As Ba		002	Im	G0IV M0V
Muphrid	2820	X000000-0		Na Ni As		202	Im	
Aqilat		B000630-E		As Ba		011	--	
Sathyos	2911	X479786-6		Na Ni As	B	911	Im	G0V M3V
		A479726-E				534	Wi	
Rild	2912	XAC7000-0		Fl Ba	R	734	Im	M7V
		XAC7774-9		Fl		022	Im	
Newcomb	2913	X441413-4		Ni Po Lo		722	Wi	K1V M4V
		D441443-6		Ni Po Lo		802	Im	
Pajang	2915	X373767-8				802	Wi	G8V M9V M8V
		A373772-E				110	Im	
Noricum	2918	X38876F-7	N	Ag		110	Wi	G9V
		A3887CC-F			A	202	Im	
Banasdan	2920	X653868-2	N	Po	B	202	Wi	M2V M6V
		A653A44-F		Hi Po		923	Im	
Ariel	3011	X514000-0		Ic Ba		523	Im	M0V M9V
		B514735-E		Ic		005	Wi	
Uku	3015	X636000-0		Ba	A	805	Im	M9V M9V
		B636794-E				013	Im	
Altiplano	3017	X8D8748-8			A	813	Wi	F4V
		A8D8864-E				815	Im	
Sashingun	3113	E653876-7		Po		215	Wi	K7V M5V
		A653865-D		Po		520	Im	
Ludovic	3213	D665977-6		Hi	B	420	Na	K3V M4V
		A665977-D		Hi		704	Im	
Cephesa	3217	X222000-0		Ba		804	Im	K2III
		B222431-F		Ni Po		002	Im	
Lakamsal	3218	D5457BE-9		Ag	A	602	Na	F7V M2V
		C545786-A		Ag		804	Im	
Onathy	3219	X521000-0		Ba		504	--	G3V M0V
		C5218A7-E		Na Po		700	Im	

Atria (Banasdan) Subsector: The Atria Subsector has an estimated population in 1202 of 17.66 billion, a decline of 92 percent from its Pre-Collapse population. Its highest population is 7.53 billion at Ludovic, and its highest tech level is 9 at Sathyos and Lakamsal.

Atria (Banasdan) Subsector (historical): The Banasdan Subsector had an estimated population in 1117 of approximately 219.1 billion. Its highest population was 74.8 billion at Ganesh, and its highest tech level was 15 at Catania, Noricum, Banasdan, and Cephesa.

Subsector hex map (ATRIA / BANASDAN) showing systems: Dipusha (2513), Mandrake (2514), Mimiis (2612), Urizen (2516), Murphy (2517), Ganesh (2518), Imkhammash (2617), Catania (2618), Khugi (2713), Pinnashdug (2714), Nisinasha (2812), Sathyos (2911), Rild (2912), Newcomb (2913), Yarlath (2720), Theta Centauri (2816), Muphrid (2820), Pajang (2915), Uku (3015), Ariel (3011), Sashingun (3113), Ludovic (3213), Altiplano (3017), Noricum (2918), Banasdan (2920), Cephesa (3217), Lakamsal (3218), Onathy (3219).

SPINWARD REACH/ALBADAWI

Subsector I of the Solomani Rim Sector

**New Era stats as of 001-1202 / Imperial era data, as of 001-1117**
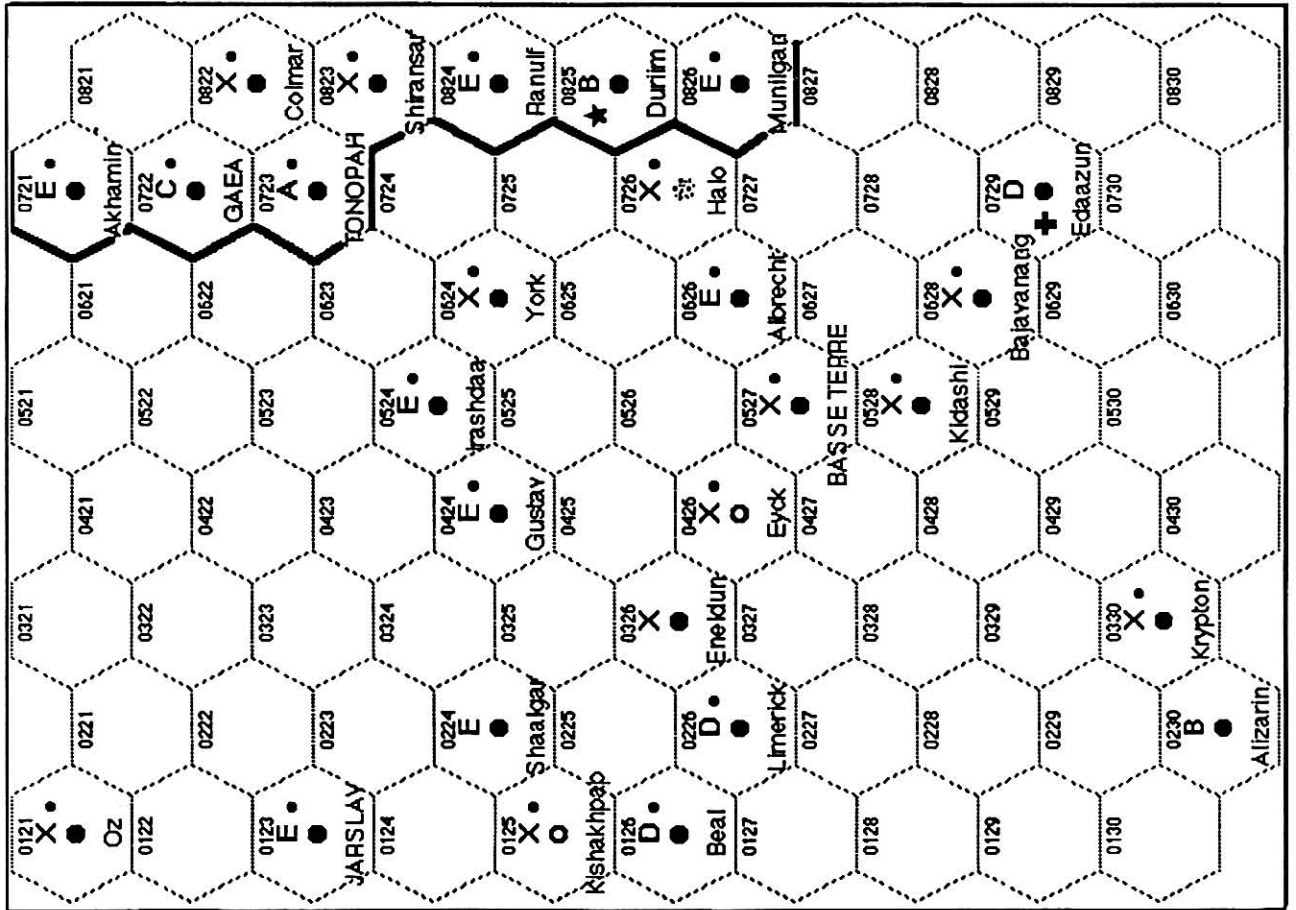
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Oz	0121	X15376B-4		Po		213	Wi	G3V M4V
		A153887-F		Po		913	Im	
Jarslav	0123	A8879A9-E	N	Hi	B	923	Wi	F8V
Kishakhpap	0125	X410000-0		Ba	R	004	—	F9V A0D
		X410000-0		Lo Ni Ba		804	Im	
Beal	0126	D457756-9	N	Ag		222	Na	K7V M8V
		A4577CD-F		Ag		222	Im	
Shaalgar	0224	E66676B-7		Ag Ri		100	Na	K2V M7V
		A666769-B		Ag Ri		100	Im	
Limerick	0226	D579755-7		Ni		204	Na	K2V
		C579634-A		Ni		904	Im	
Alizarin	0230	B4668A9-9	N	Hi		100	Na	G5V M8V
		A466987-C		Hi		800	Im	
Eneldun	0326	X314000-0		Ba Ic		020	—	M1V
		A31498A-E		Ba In Ic		120	Im	
Krypton	0330	X9A4000-0		Ba Fl		014	—	F8V
		A9A49BC-D		Hi Fl		414	So	
Gustav	0424	E798567-6		Ag Ni		803	Wi	K4V M2V
		B798534-E		Ag Ni		703	Im	
Eyck	0426	X130000-0		Ba De		002	—	F2IV M0V
		B130879-E		Na Po De		102	Wi	
Irashdaa	0524	E689868-2	S	Ri		213	Wi	K2V M8V
		A689869-F		Ri		513	Im	
Basse Terre	0527	X66996A-7		Hi		123	Wi	K6V M0V
		A6999AC-E		Hi		823	Im	
Kidashi	0528	X457765-5		Ag		924	Wi	M0V
		A457A69-E		Hi		824	Im	
York	0624	X8A3000-0	N	Ba Fl	A	023	—	F6V
		C8A2263-F		Lo Ni Fl		523	Wi	
Albrecht	0626	E742243-7		Lo Ni Po Cm		203	Im	G3V M9V
		B742747-E		Po		903	Wi	
Bajavanang	0628	X58986A-5		Ri		405	Wi	M0V M9V
		A5898CA-E		Ri		405	Im	
Akhamin	0721	E662785-7		Hi		503	DL	M0V M7V
		B662765-D		Hi		503	Im	
Gaea	0722	C9869DA-9		Hi Cp		203	DL	K1V
		A986986-E		Hi		303	Im	
Tonopah	0723	A866AAA-A		Hi	A	423	Na	F5V
		A866ADB-D		Hi		423	Im	
Halo	0726	X000000-0		Na Ni As		035	—	F2V
		C000679-D		Wa		335	DL	
Edaazun	0729	D46A748-7	C	Hi Wa		820	DL	K5V M4V
		A46A969-E		Ba		720	Im	
Colmar	0822	X427000-0		Ba Fl		002	Na	F2V A0D
		B427832-B		Ni Fl		702	Im	
Shiransar	0823	XAA5000-0	N	Ba Fl		014	DL	M7V M5V
		BAA5453-D		Hi In Po		614	Im	
Ranulf	0824	E642643-7		Po Ni	A	301	DL	G1V M2V
		B6429CB-D		O:1222 Ri		101	Im	
Duriim	0825	B488867-8	N	Hi		800	DL	K0V
		A488AA7-C		Hi		100	Im	
Muniligan	0826	E55489?-5		Hi		222	DL	K2V M3V
		A55499D-D		Hi		322	Im	

Spinward Reach/Albadawi Subsector: The Spinward Reach/Albadawi Subsector has an estimated population in 1202 of 58.04 billion, a decline of 69 percent from its Pre-Collapse population. Its highest population is 42.8 billion at Tonopah, and its highest tech level is 10, also at Tonopah.

Spinward Reach/Albadawi Subsector (historical): The Albadawi Subsector had an estimated population in 1117 of approximately 188.97 billion. Its highest population was 86.7 billion at Kidashi, and its highest tech level was 15 at Oz, Beal, Irashdaa, and York.

[Subsector hex map, "SPINWARD REACH/ALBADAWI — Subsector I of the Solomani Rim Sector — New Era stats as of 001-1202 / Imperial era data, as of 001-1117", showing hexes 0121–0830 with world symbols and system names (Oz, Jarslav, Kishakhpap, Beal, Shaalgar, Limerick, Alizarin, Eneldun, Krypton, Gustav, Eyck, Irashdaa, Basse Terre, Kidashi, York, Albrecht, Bajavanang, Akhamin, Gaea, Tonopah, Halo, Edaazun, Colmar, Shiransar, Ranulf, Duriim, Muniligan).]

DINGIR

Subsector J of the Solomani Rim Sector

New Era stats as of 001-1202 / Imperial era data, as of 001-1117
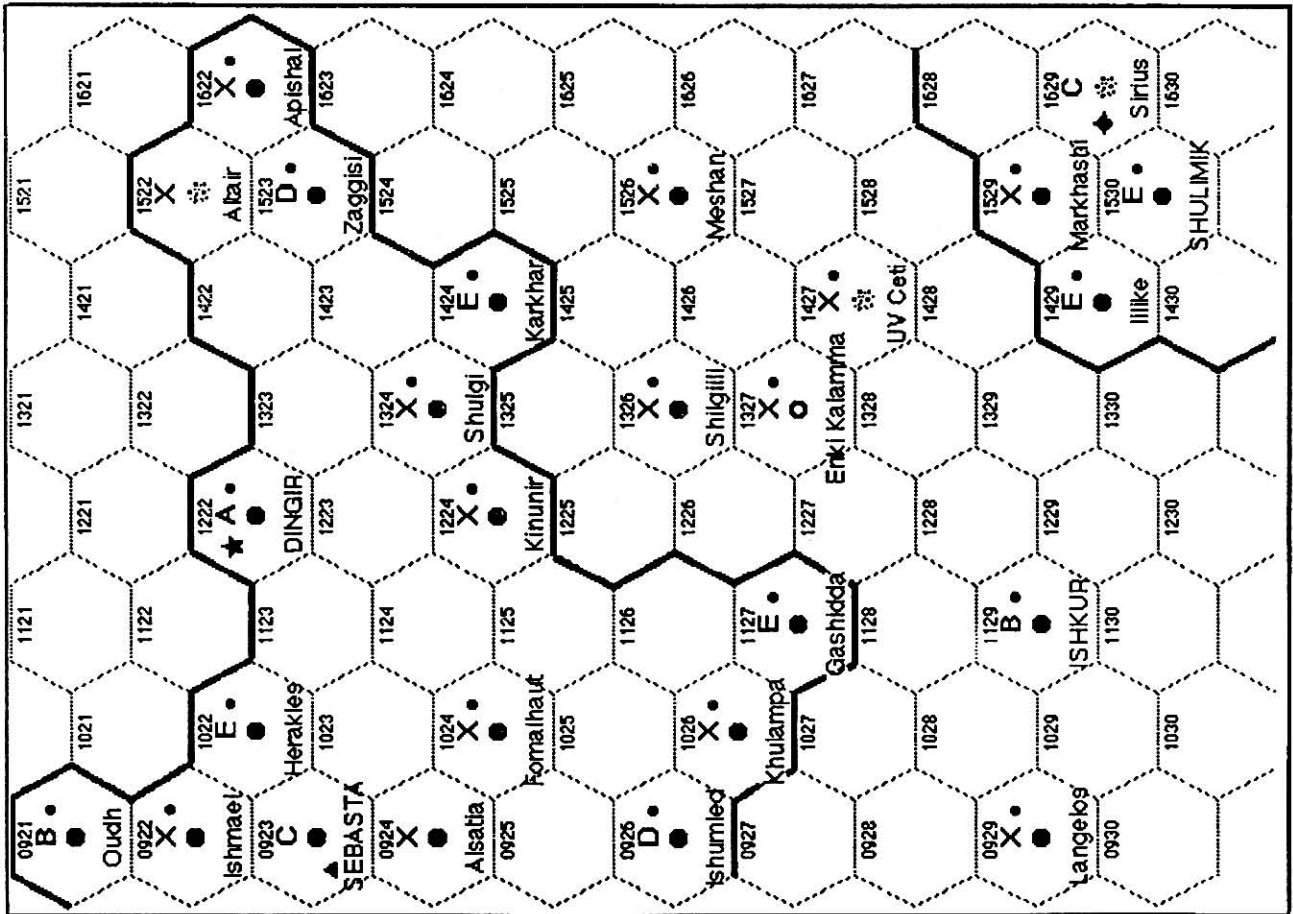
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Oudh	0921	B34159C-9		Ni Po		322	DL	G1V
Ishmael	0922	A341669-D		Ni Po		622	DL	G5V
Sebasta	0923	X232000-0	S	Ba		032	Im	F4V
Alsatia	0924	C666ABD-9		Lo Ni Po		732	DL	
		A666ABD-F		Hi		120	Im	M7V M9V
Ishumled	0926	X532000-0		Ba		920	DL	
		E53216D-F		Lo Ni Po		020	Im	G7V
Langelos	0929	D5776A9-7		Ag Ni		920	DL	
		C577634-9		Ag Ni		111	Im	F6V
Herakles	1022	X324000-0	N	Ba		211	DL	
		A3249A6-F		Hi In		005	Im	M8V
Fomalhaut	1024	E535364-6		Lo Ni O:1222	A	505	DL	A3V
		B535769-D				711	Im	
Khulampa	1026	X8C8000-0		Ba Fl		811	DL	
		B8C8469-F	A	Ni Fl		002	Im	G6V M7V
Gashidda	1127	X9A7000-0		Ba Fl		802	DL	G11V
		B9A7869-C		Fl		022	Im	
Ishkur	1129	E36A86C-6	N	Wa Ri O:1222	A	422	DL	G5V
		A36A969-E		Hi Wa		923	Im	
Dingir	1222	B5629C9-9		Hi		113	Na	F8V
		A562997-D	B	Hi		613	Im	
Kinunir	1224	AA89A98-C	N	Hi Cp		105	DL	M3V
		AA89A98-F	B	Hi Cp		105	Im	
Shulgi	1324	X532000-0		Ba		005	DL	M2V M6V
Shilgilli	1326	B532799-C		Na Po		105	Im	
Enki Kalamma	1327	X512000-0		Ba Ic		003	DL	M0V M1V M2V M6V
		B512855-C		Na Ic		303	Im	
Karkhar	1424	X67A76A-6		Wa	B	902	Wi	M5V M6V
		A67A945-E		Hi In Wa		902	Im	
UV Ceti	1427	C200000-0		Ba Va		013	–	K5V K7V
Shuruppak		E675768-5		Lo Ni Va		613	DL	
Iilike	1429	X000000-0		Ag O:1222		713	–	M0V M6V M6V
		A000769-9		Ag		913	Im	
Altair	1522	E455769-5		Ba As		033	TR	G8V
		A455969-F	N	Na As		833	Im	
Zaggisi	1523	X000000-0		Ag		224	DL	A7V
		D7998BB-8		Hi		424	Im	K3V M3V
Meshan	1526	A79998C-E		Ba As		020	DL	
		X435000-0		Lo Ni As Ba R420		501	DL	K5V
Markhashi	1529	A4359CF-E		Hi In		401	Im	
		X301000-0		Ba		001	–	K2V
Shulimik	1530	A3018CB-D		Hi		801	TR	M0V M5V M7V
		E783986-2		Ba Va Ic		005	Im	
Apishal	1622	A783969-E		Na Va Ic	A	705	TR	M3V
		X633000-0		Hi		202	DL	
Sirius	1629	B633641-C		Ba		502	Im	A1V A0D
		C000368-C	O	Na Ni Po		024	DL	
		A000769-E		Lo As Ni Cm		824	TR	
				Na As	A	700	Im	
						200	Im	

Dingir Subsector: The Dingir Subsector has an estimated population in 1202 of 25.89 billion, a decline of 84 percent from its Pre-Collapse population. Its highest population in 1117 of approximately 10.80 billion is at Dingir, and its highest tech level is 12, at Dingir and Sirius.

Dingir Subsector (historical): The Dingir Subsector had an estimated population in 1117 of approximately 163.07 billion. Its highest population was 94.1 billion at Sebasta, and its highest tech level was 15 at Sebasta, Alsatia, Langelos, Fomalhaut, Dingir, Iilike.

SOL
Subsector K of the Solomani Rim Sector
New Era Data as of 001-1202 / Imperial era data, as of 001-1117
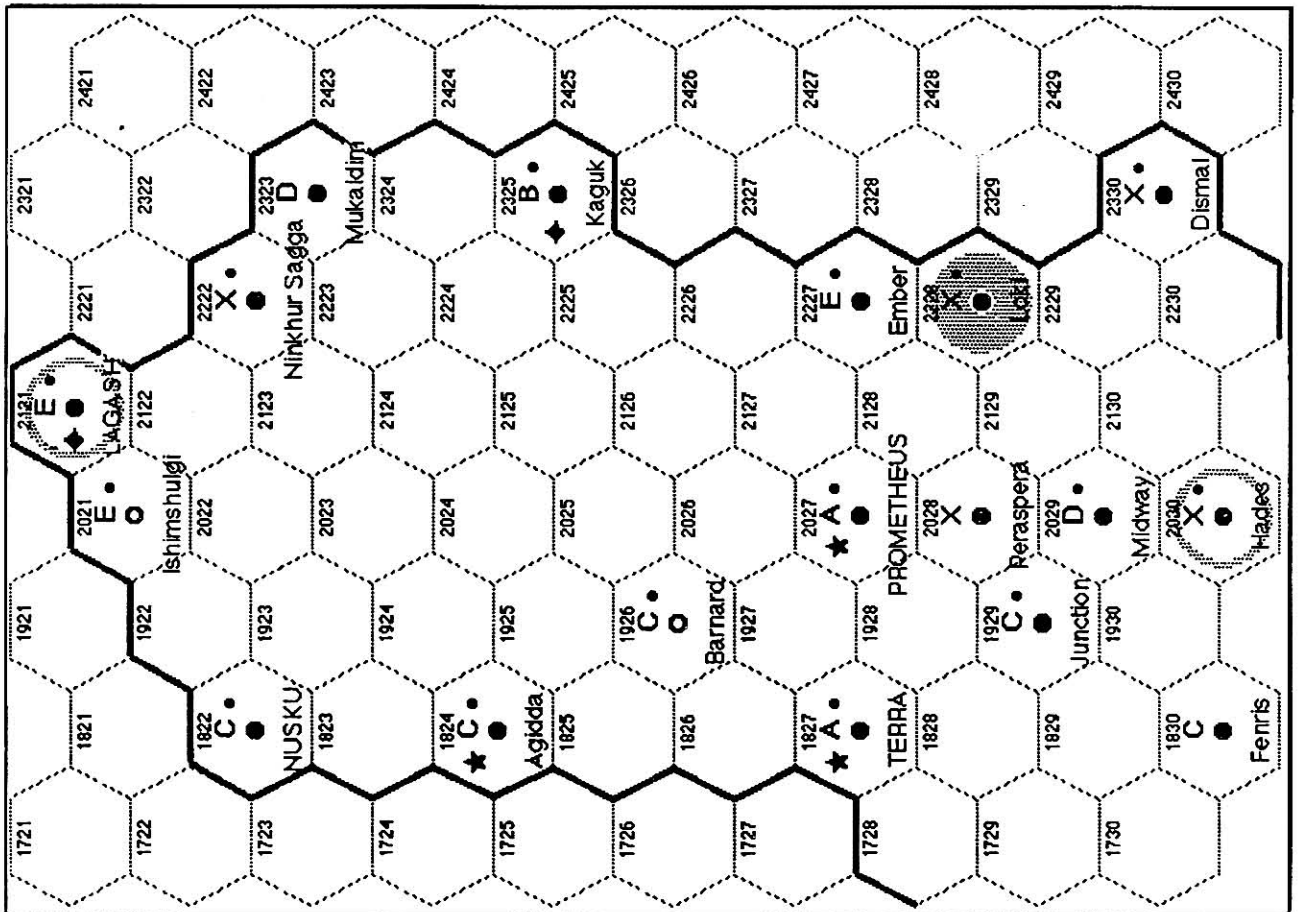
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Nusku	1822	C56996C-7		Hi		114	TR	K0V M0V
Agidda	1824	A569943-F		Hi		314	Im	
		C972867-6	N			701	TR	M2V M4V M5V
Terra	1827	A972979-C	N	Hi In		801	Im	G2V
		A867AA9-C	B	Hi Cp		414	TR	
Fenris	1830	A867A69-F		Hi		414	Im	F5V F0D
		CA98866-6		Hi In		320	TR	
Barnard	1926	AA98969-E	N			220	Im	
		C200400-A		Lo Ni As Ba		334	TR	M5V
Junction		B200869-E		Na Va		534	Im	M3V
	1929	C975867-8			A	102	TR	
Ishimshulgi	2021	B975869-F				302	Im	M3V M3V
		E200163-9		Lo Ni Va Cm		202	TR	
Promethera	2027	E200478-7	S	Ni Va		702	Im	G2V K0V M5V
		A785965-B		Hi		623	TR	
Peraspera	2028	A785969-F		Hi		723	Im	M2V
		X7A2000-0		Ba Fl		020	TR	M5V
Midway	2029	B7A2536-D		Ni Fl		920	Im	
		D699569-7		Ni		522	TR	M6V
Hades	2030	B699552-D		Lo Ni Cm A		722	Im	
		X432100-8		Lo Ni Po		312	TR	G0V
Lagash	2121	B432266-E	A	Hi		412	Im	
		E6679GA-3	O	Hi Cp		224	TR	M3V
Ninkhur Sagga	2222	A667A8B-F	N	Ba Fl		524	Im	
		XAA7000-0		Fl		013	TR	M0V M5V
Ember	2227	BAA7769-D		Lo Ic Ni Cm		313	Im	
		E412310-0	N	Hi Na In Ic		212	TR	M5V
Loki	2228	A412969-D		Ba Fl	R	312	Im	
		X9CA000-0		Lo Ni Fl		002	TR	K5V M2V
Mukaldim	2323	C9CA369-D		Lo Ni Po Cm		702	Im	
		D533112-8		Ni Po		720	TR	M0V M3V M3V
Kaguk	2325	B533413-C	O	Ag Ni		601	Im	
		B648615-C		Ag Ni		201	TR	M3V
Dismal	2330	C648869-A		Lo Ni Po Cm	A	412	Im	
		X421100-8		Ni Po		212	TR	
		C421542-E					Im	

Sol Subsector: The Sol Subsector has an estimated population in 1202 of 58.63 billion, a decline of 52 percent from its Pre-Collapse population. Its highest population is 47.01 billion at Terra, and its highest tech level is 12, also at Terra.

Sol Subsector (historical): The Sol Subsector had an estimated population in 1117 of approximately 122.4 billion. Its highest population was 52.37 billion at Lagash, and its highest tech level was 15 at Nusku, Terra, Junction, Prometheus, and Lagash.

ARCTURUS
Subsector L of the Solomani Rim Sector
New Era data as of 001-1202 / Imperial era data, as of 001-1117
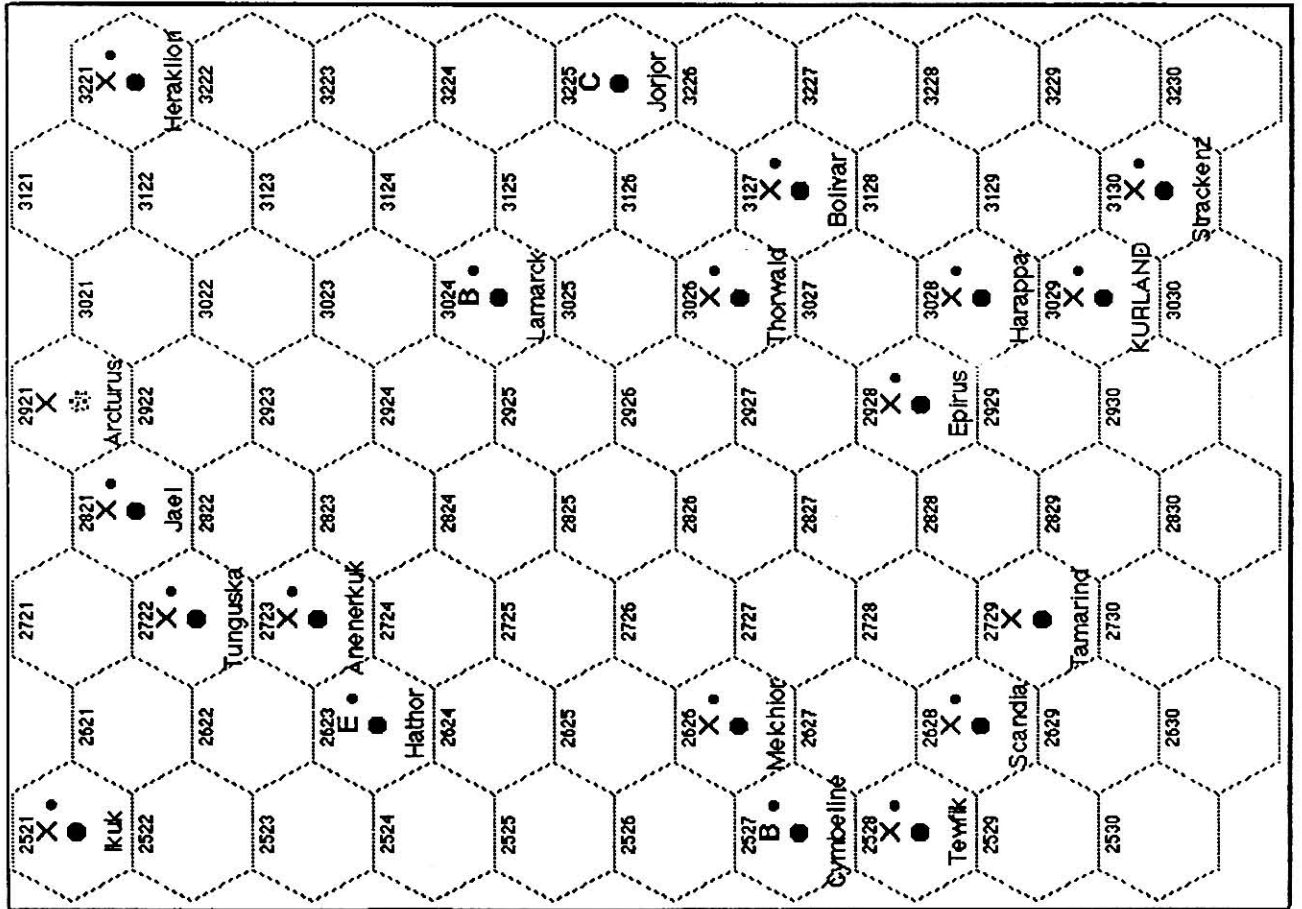
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Ikuk	2521	X77976A-2			B	613	Wi	F9V
		A779769-E				813	Im	
Cymbeline	2527	B9E486B-C		Ba		112	VC	M0V
		A9E4840-E				612	Im	
Tewfik	2528	X524000-0				003	Im	M1V
		A524945-D		Hi In		303	VC	
Hathor	2623	E78A865-8		Wa Ri		614	Im	G9V
		A78A997-8		Hi Wa		414	Im	
Melchior	2626	X45676A-1		Ag	B	303	Wi	K3V
		A4569CC-D		Hi		203	Im	
Scandia	2628	X65886A-7	N			802	Wi	G3V
		A658969-F		Hi		502	Im	
Tunguska	2722	X422000-0		Ba		014	-	F6V
		C422720-D				614	Im	
Anenerkuk	2723	X56A768-4	N	Na Po		913	Wi	M1V
		A56A764-F		Wa		813	Im	
Tamarind	2729	X9A2000-0		Ri Wa		020	-	M4V M6V
		C9A2869-E		Ba Fl		620	Im	
Jael	2821	X35776C-6	W	Fl		623	Wi	G8V M8V
		A35789A-F		Ag		423	Im	
Arcturus	2921	X000000-0		Cp		020	-	K2III
		C000364-F		Ba As		320	Im	
Epirus	2928	X138000-0		Lo Ni As		022	-	G3V M7V
		B1387B6-E		Ba		322	Im	
Lamarck	3024	B763843-7		Ri		904	Na	K4V
Thorwald	3026	X559867-1		Ri		804	Wi	G0V
		A559869-E				602	Im	
Harappa	3028	X875000-0		Ba	B	702	Im	K4V
		D87516A-E		Lo Ni	A	021	-	
Kurland	3029	X687968-2		Hi	B	721	Wi	G7V
		A6879CA-E		Hi		422	Im	
Bolivar	3127	X526000-0	N			722	Im	K8V
		B526448-E		Ni		013	-	
Strackenz	3130	X423000-0		Ba		813	Im	F1V M2V
		D423110-F		Lo Ni Po		023	-	
Heraklion	3221	X343000-0		Ba		923	Im	F5V A0D
		D343312-E		Lo Ni Po		003	-	
Jorjor	3225	C64188B-7		Po		903	Na	K0IV
		B641888-7		Po		100	Im	

Arcturus Subsector: The Arcturus Subsector has an estimated population in 1202 of 7.75 billion, a decline of 72 percent from its Pre-Collapse population. Its highest population is 4.28 billion at Kurland, and its highest tech level is 8 at Hathor.

Arcturus Subsector (historical): The Arcturus Subsector had an estimated population in 1117 of approximately 7.87 billion. Its highest population was 7.87 billion at Kurland, and its highest tech level was 15 at Scandia, Anenerkuk, Jael, Arcturus, and Strackenz.

Hex map (Subsector L of the Solomani Rim Sector) with system positions:
Heraklion 3221, Jorjor 3225, Bolivar 3127, Strackenz 3130, Lamarck 3024, Thorwald 3026, Harappa 3028, Kurland 3029, Epirus 2928, Arcturus 2921, Jael 2821, Tunguska 2722, Anenerkuk 2723, Hathor 2623, Melchior 2626, Tamarind 2729, Scandia 2628, Ikuk 2521, Cymbeline 2527, Tewfik 2528.

THALASSA (JARDIN)
Subsector M of the Solomani Rim Sector
New Era data as of 001-1202 / Imperial era data, as of 001-1117
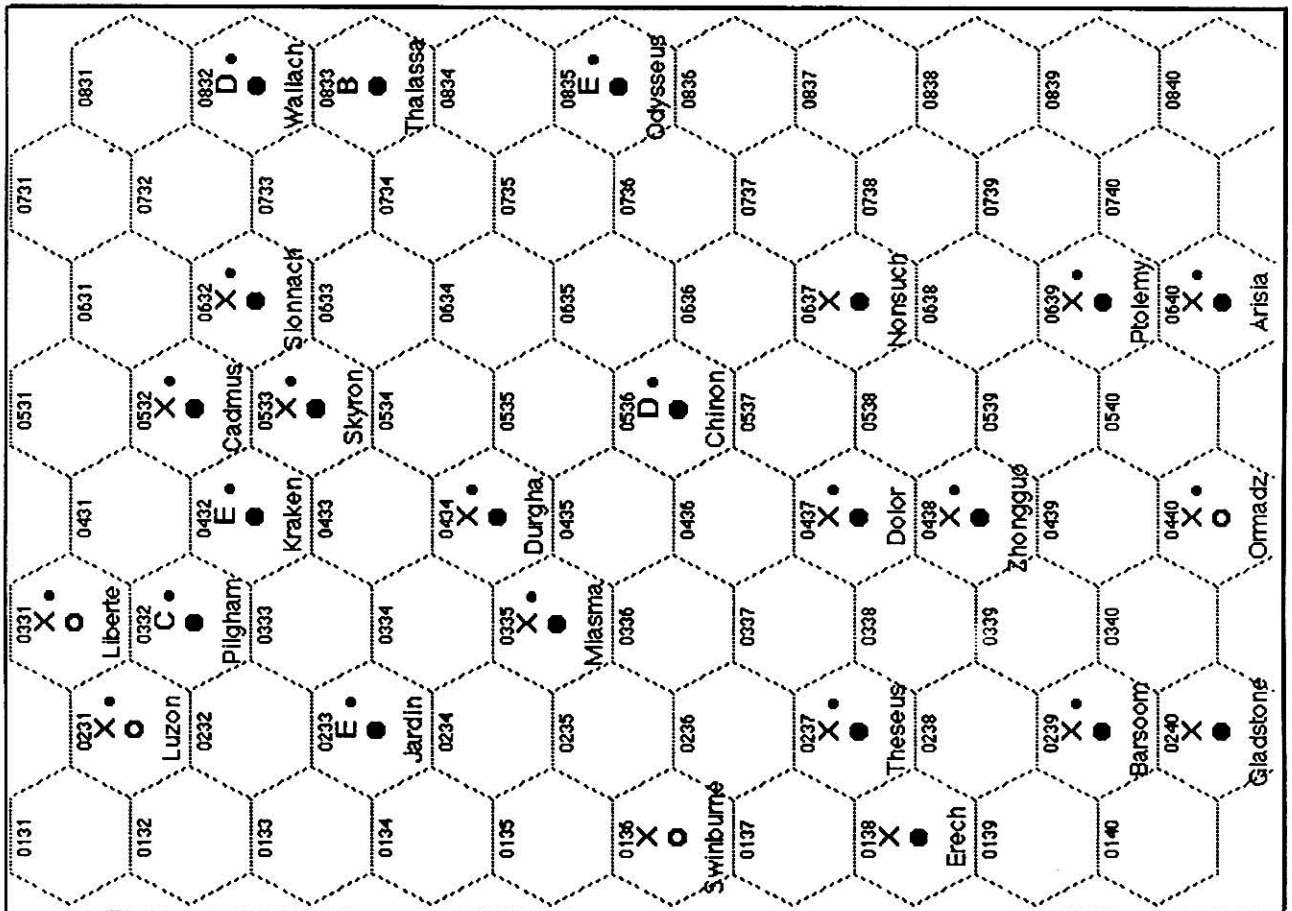
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Swinburne	0136	X720000-0		Ba De		000	--	M6V G3D
Erech	0138	C720620-A		Na Ni Po De	B	400	So	F5V
Luzon	0231	X84456D-3		Ag Ni		210	Wi	G9V
Jardin	0233	C844577-9		Ag Ni		310	So	K3V
	0233	X420000-0		Ba De		035	--	
		D420400-7		Ni Po De	B	935	So	
Theseus	0237	E467866-7				502	Wi	M8V K0D
Barsoom	0239	A4679BC-D	N	Hi Cp		702	So	
		X7A3000-0		Ba Fl		003	--	G5V
		B7A3744-E		Fl		803	Wi	
Gladstone	0240	X254873-5	N	Hi		102	So	K9V
Liberte	0331	A25499B-D		Ag		302	Wi	M5V
Pilgham	0332	X967732-7		Ag Ri		410	So	G3IV
Miasma	0335	A967755-D		Ba Va		310	Wi	K9V
		X100000-0		Na Va		002	--	
Kraken	0432	B100886-C		Po Ni		802	So	M2V
		C442648-6		Hi In Po		112	Wi	
		B44296A-B		Ag Ni		512	So	
Durgha	0434	X678534-4		Ag Ni		124	Wi	F8IV M0V
Dolor	0437	C678500-9		Ni Wa		224	So	M1V M4V
Zhongguo	0438	E57A589-5		Ni Wa		735	Wi	K8V
		C57A587-B		Ba Ic		935	So	
Ormadz	0440	X612000-0		Ni Ic		005	Wi	M0V M3V
Cadmus	0532	B612400-D		Ba Ic		205	So	K8V M7V
Skyron	0533	X211000-0		Na Ic		034	--	M5V M8V
Chinon	0536	B211887-D		Ag Ni		934	Wi	G5V M8V
		X444620-7		Ag		223	So	
		B444722-D		Ba Va		123	Wi	
		X300000-0		Ni Va		013	So	
		B300599-C		Ba		813	--	
		X532000-0		Ni Po		022	--	
		C532423-B		Ba Ic		822	--	
		X312000-0		Ni Ic		002	--	
		B312433-C				302	So	
		D696877-7	B			422	Na	F6V M1V
Sionnach	0632	C696846-B				322	So	M1V M5V
Nonsuch	0637	X533000-0		Ba		012	So	K1V M0V
Ptolemy	0639	C533369-C		Lo Ni Po		212	So	G8V
Arisia	0640	X434000-0		Ba		000	So	M0V
Wallach	0832	C434210-D		Lo Ni		800	Wi	K1V
Thalassa	0833	X543768-7		Po	B	114	So	F4V M6V
		B543686-C		Ni Po		814	So	
		X57A565-7		Ni Wa		415	Wi	
		B57A566-E		Ni Wa		615	So	
		D478461-9		Ni Lo O:0833		904	Na	
		D478452-A		Ni		604	Na	
		B48A7B9-A		Wa		310	Na	
Odysseus	0835	A48A78A-E		Ri Wa		210	So	
		E65986B3-3				402	Wi	
		A6598DE-E				502	So	

Thalassa (Jardin) Subsector: The Thalassa Subsector has an estimated population in 1202 of 1.69 billion, a decline of approximately 91 percent from its Pre-Collapse population. Its highest population is 544 million, at Jardin, and its highest tech level is 10 at Thalassa.

Thalassa (Jardin) Subsector (historical): The Jardin Subsector had an estimated population in 1117 of approximately 19.27 billion. Its highest population was 7.76 billion at Jardin, and its highest tech level was 14 at Theseus, Arisia, Thalassa, and Odysseus.

THALASSA (JARDIN)

Subsector M of the Solomani Rim Sector
New Era data as of 001-1202 / Imperial era data, as of 001-1117

CAPELLA
Subsector N of the Solomani Rim Sector
New Era data as of 001-1202 / Imperial era data, as of 001-1117
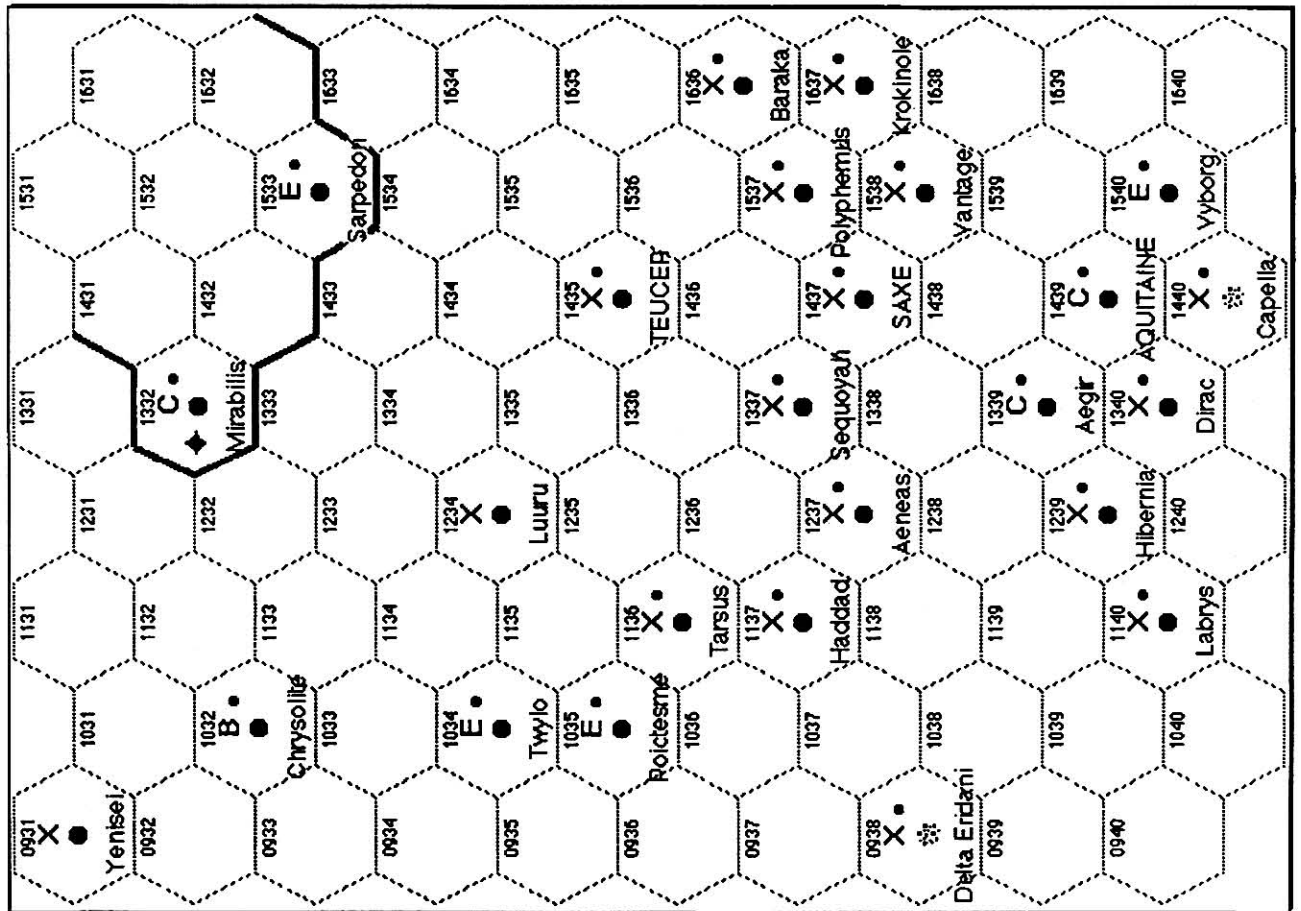
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Yenisei	0931	X113000-0		Ba Ic		010	-	M7V
		A113778-D		Na Ic		110	So	K0IV
Delta Eridani	0938	X000000-0		Ba As		002	-	
Cicero		C0007AE-9		Na As		102	Na	G3V
Chrysolite	1032	B54778B-A		Ag		811	Na	F6V
	1034	A547967-D	B	Hi In		311	So	
Twylo	1035	E55186A-3		Po		203	So	K9V
	1136	A551AA6-E		Hi Po Cp		803	Wi	
Poictesme	1137	E468867-6	N	Ri		601	So	F2V
	1140	A468854-C		Ri		601	Wi	
Tarsus	1234	X785869-4				903	So	M0V
	1237	A785867-D	B	Ri		803	Wi	
Haddad	1239	X47A000-0		Ba Wa		022	So	M1V
	1332	X47A000-0		Lo Ni Wa Ba	R	522	Wi	
Labrys	1337	X976620-8		Ag Ni		305	So	G4V
	1339	X976620-8	R	Ag Ni		205	Wi	
Luuru	1340	X9B7000-0		Fl Ba		020	So	K1V M4V A4D
	1435	A9B7733-C		Fl		820	TR	
Aeneas	1437	X438000-0		Ba		033	-	M0V
	1439	C438649-9		Ni		133	So	
Hibernia	1440	X647300-5		Lo Ni		714	Wi	M4V
	1533	C647365-D		Lo Ni		814	So	
Mirabilis	1537	C453764-7	O	Po	R	705	TR	M0V
	1538	A453958-E		Hi Po		605	So	
Sequoyah	1540	X48786C-3	N	Hi		202	Wi	G0V
	1636	A487950-E				502	So	
Aegir	1637	C76A859-8		Wa Ri	B	502	Na	K4V
		A76A885-D		Wa Ri		502	Wi	
Dirac		X522000-0		Ba		003	Na	F9V
		C522200-C		Lo Ni Po		403	So	
Teucer		X75996E-3	N	Hi	B	102	Wi	G8III F9III M2V M5V
		A759966-E		Hi		302	So	
Saxe		X76396C-2		Hi		421	Wi	M1V K0D
		A763A78-E		Hi		121	So	
Aquitaine		C887942-8		Hi		205	Na	M1V M3V K0D
		A8879A7-E		Hi		205	So	
Capella		X000000-0	N	Ba As		023	-	K2V
		B000597-B		Ni As		323	So	
Sarpedon		E312163-8		Lo Ic Ni Cm		701	TR	G9V M5V
		A312869-D		Na Ic	B	601	Im	
Polyphemus		X35876B-6	N	Ag		314	Wi	K6V M0V M6V
		A358AA9-E		Hi		214	So	
Vantage		X8DA310-0		Lo Ni Wa		534	-	F6V
		A8DA88A-E		Wa	B	634	So	
Vyborg		E755869-6		Ag		121	Wi	
		A755787-E		Ag		921	So	
Baraka		X456766-4		Hi		814	Wi	
		A456976-D		Ba Ic		614	So	
Krokinole		X211000-0		Na Ic		013	Wi	
		A211741-D				713	So	

Capella Subsector: The Capella Subsector has an estimated population in 1202 of 11.37 billion, a decline of approximately 93 percent from its Pre-Collapse population. Its highest population is 4.24 billion, at Saxe, and its highest tech level is 10 at Chrysolite.

Capella Subsector (historical): The Capella Subsector had an estimated population in 1117 of approximately 152.3 billion. Its highest population was 20.03 billion at Polyphemus, and its highest tech level was 14 at Twylo, Mirabilis, Sequoyah, Teucer, Saxe, Aquitaine, Polyphemus, Vantage, Vyborg.

GEMINI

Subsector O of the Solomani Rim Sector
New Era data as of 001-1202 / Imperial era data, as of 001-1117
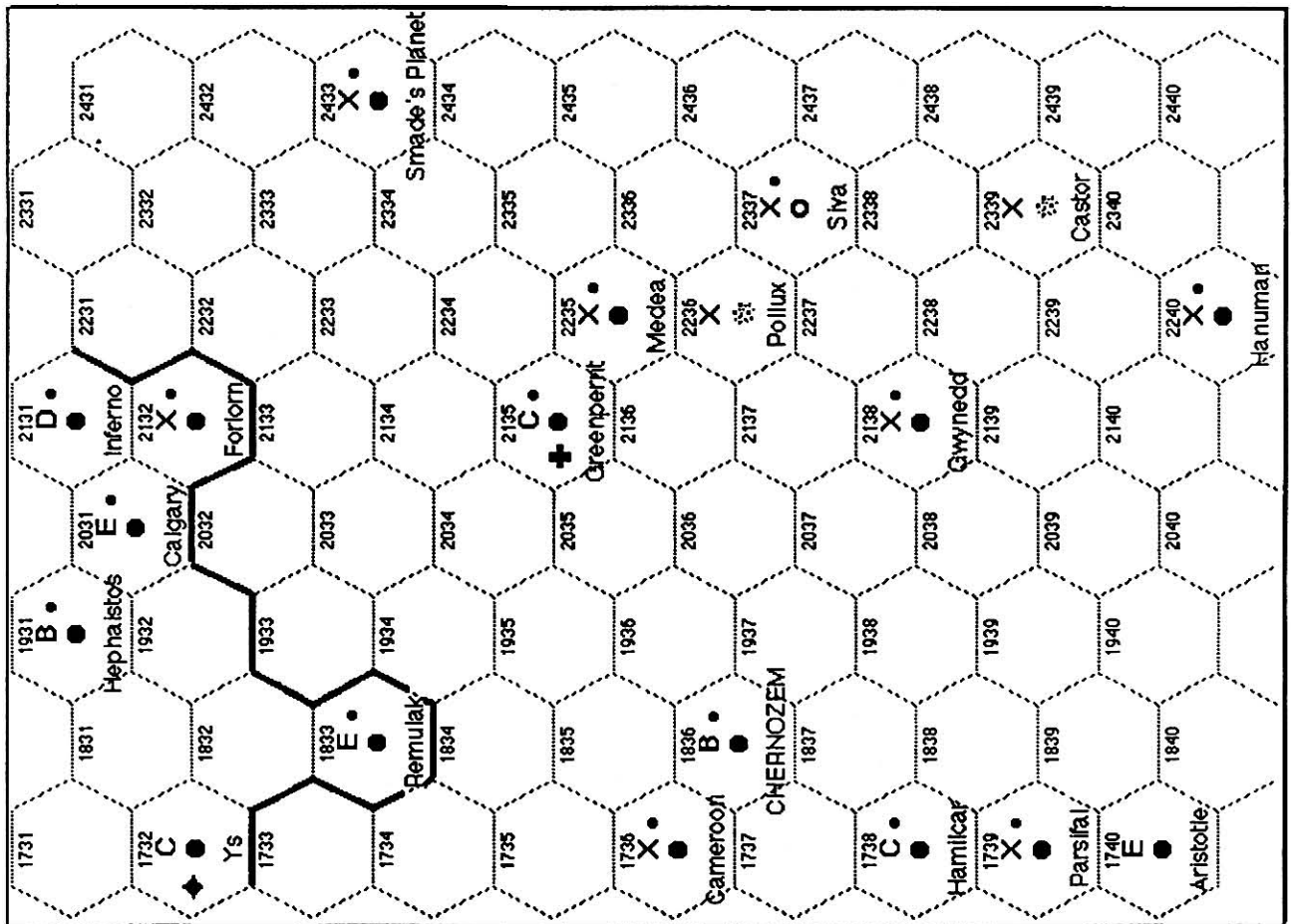
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Ys	1732	C84786A-8	O			620	TR	K2V
		A847869-E		Ba		520	Im	M2V
Cameroon	1736	X442000-0	N	Lo Ni Po		004		
Hamilcar	1738	C56A745-9		Wa Ri		204	So	M2V
		A56A9AA-E		Hi Wa Cp		813	Na	G7V
Parsifal	1739	X732000-0		Ba		513	So	M8V K0D K4D
Aristotle	1740	E46986C-6	N	Na Po		003		K4V
		A469985-E		Hi		903	So	
Remulak	1833	E97476A-5	N	Ag		420	Wi	M0V M4V
		A974769-E		Ag		420	So	
Chernozem	1836	B989764-9		Hi		412	TR	M0V M4V
		A98A776-D		Hi		512	Im	
Hephaistos	1931	BA85984-9		Ri		203	Na	F6V
		AA85983-C		Ri Wa		103	So	
Calgary	2031	EA9A467-5		Wa Lo Ni		202	TR	K7V M0V M5V
		CA9A4AC-B		Wa Ni		202	Im	
Inferno	2131	D578867-8				325	TR	M0V
		C578855-B				525	TR	
Forlorn	2132	X496000-0		Ba		924	TR	M2V M6V
		C496365-D				824	Im	
Greenpernt	2135	C798440-9	C	Lo Ni		024	TR	M2V M5V
New Greenpernt		B798443-C	N	Lo Ni		224	Im	
Gwynedd	2138	X9D7000-0	N	Ba Fl		604	Na	G8V M0V
		A9D78A9-D		Fl		704	So	
Medea	2235	X779443-2		Lo Ni		004		M4V
		C779450-D		Ni		104	So	
		X000000-0		Ba As		403	Wi	K4V
		X000000-0				603	So	
Pollux	2236	X9BA000-0				000		K0III
		B9BA68A-A		Lo Ni As Ba		600	So	
Hanuman	2240	X210000-0		Ba Fl		013		M4V K0D
		E210211-C		Ni Fl Wa		213	So	
Siva	2337	X210000-0		Ba		024	So	M6V
Castor	2339	E210211-C		Lo Ni		724		A1V A1V A5V A5V K6V K6V
		X000000-0		Ba As		020		
Smade's Planet	2433	A0009AB-A	A	Hi Na In As		520	So	M1V
		X778000-0		Ba		002		
		D778200-5		Lo Ni		802	Im	

Subsector O of the Solomani Rim Sector — New Era data as of 001-1202 / Imperial era data, as of 001-1117. Systems shown: Ys, Hephaistos, Calgary, Remulak, Inferno, Forlorn, Cameroon, Chernozem, Hamilcar, Parsifal, Aristotle, Greenpernt, Medea, Pollux, Gwynedd, Siva, Castor, Hanuman, Smade's Planet.

Gemini Subsector: The Gemini Subsector has an estimated population in 1202 of 4.68 billion, a decline of approximately 77 percent from its Pre-Collapse population. Its highest population is 2.38 billion, at Chernozem, and its highest tech level is 9 at Hamilcar, Chernozem, Hephaistos and Greenpernt.

Gemini Subsector (historical): The Gemini Subsector had an estimated population in 1117 of approximately 20.06 billion. Its highest population was 5.81 billion at Hamilcar, and its highest tech level was 14 at Ys, Hamilcar, Aristotle, and Remulak.

KUKULCAN

Subsector P of the Solomani Rim Sector

New Era data as of 001-1202 / Imperial era data, as of 001-1117

Note: Each world is listed with two data lines — the upper line is the New Era (1202) data and the lower line is the Imperial era (1117) data. The Stellar data applies to both.
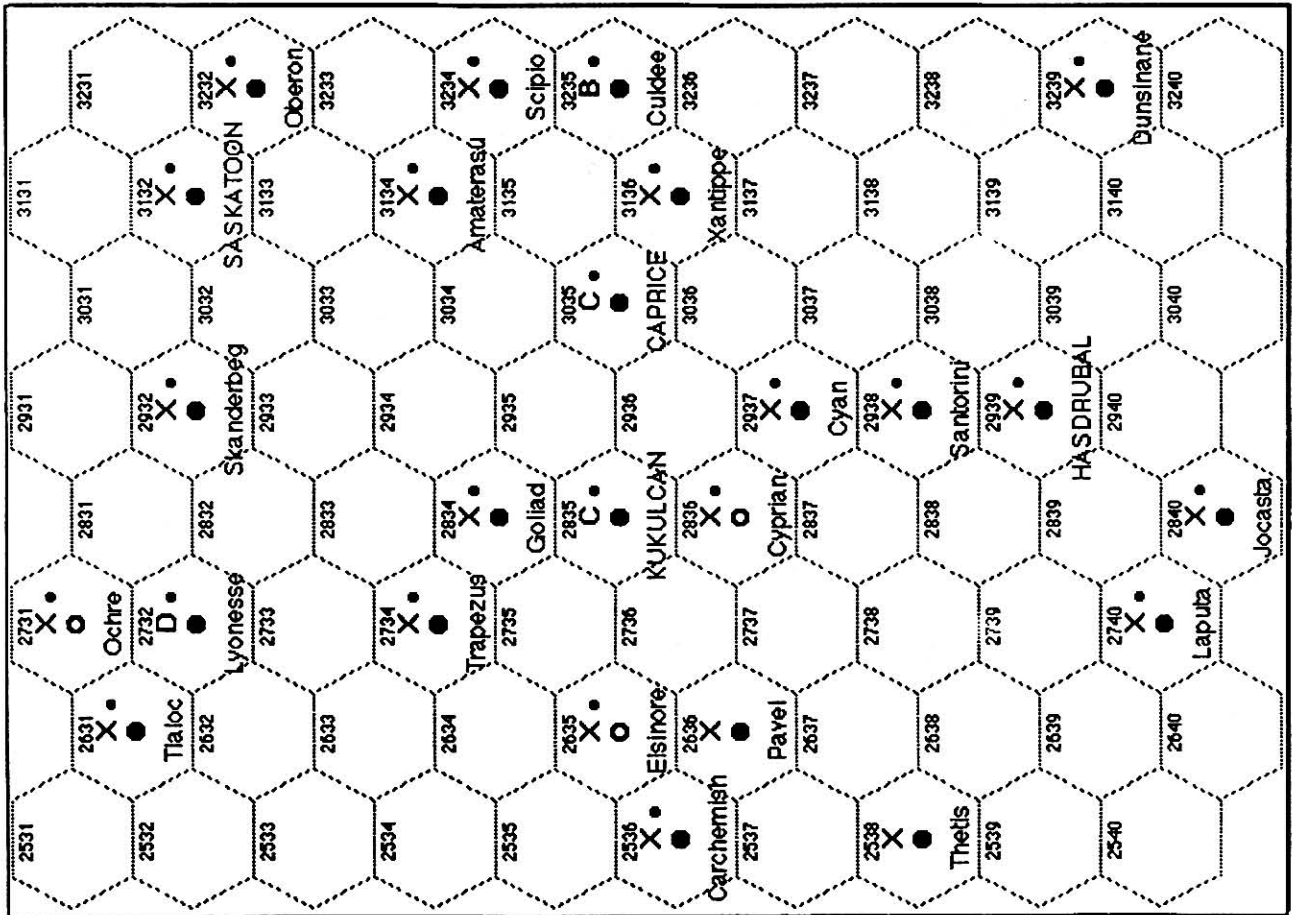
Name	Hex	UWP	BS	Trade	T	PPG	AL	Stellar
Carchemish	2536	X778000-0		Ba		003	--	K9V M2V
		D778169-E		Lo Ni	B	403	So	
Thetis	2538	X56A86A-5		Wa	A	910	Wi	G9V A0D
		A56A944-E		Hi Wa		810	Wi	
Tlaloc	2631	X645769-6		Ag		103	So	K5V
		B645661-E		Ag Ni		803	So	
Elsinore	2635	X120000-0		Ba De		002	--	K6V
		C1206A9-C		Na Ni Po De		302	So	
Pavel	2636	X899769-5				220	So	K0V
		A899799-E				320	So	
Ochre	2731	X25056C-8	N	Po De Ni		903	So	F2V
		A250839-E		Po De		203	Wi	
Lyonesse	2732	D697846-8				423	So	F1V M0V
		C6978A6-9				223	Wi	
Trapezus	2734	X633000-0		Ba		004	So	M3V
		A633886-E		Na Po		804	Wi	
Laputa	2740	X7558A6-2			B	424	So	K2V M6V
		A7559D9-E				824	Wi	
Goliad	2834	X67A569-3	N	Wa Ni		815	So	A7V M0V M1V
		B67A531-C		Ni Wa		815	Wi	
Kukulcan	2835	C5689AA-8		Hi Cp	B	921	So	F5V G3V
		A568A9A-D		Hi		421	Na	
Cyprian	2836	X510000-0		Ba		003	So	M1V
		C510310-D		Lo Ni		603	Wi	
Jocasta	2840	X532000-0		Ba		015	So	F6V M7V
		D532110-E		Lo Ni Po		415	Na	
Skanderbeg	2932	X144699-2	N	Ag Ni		902	So	G6V
		A1448A7-E			B	502	Wi	
Cyan	2937	X452645-6		Po Ni		803	So	M0V M4V
		A452767-C		Po		603	Wi	
Santorini	2938	X689888-5		Ri	B	205	So	G5V
		A689856-D		Hi		305	Wi	
Hasdrubal	2939	X45496A-5		Hi		102	So	M0V M4V
		A4548CF-C		Hi		902	Wi	
Caprice	3035	C7669B7-8	N	Hi	B	922	So	K5V M7V
		A7669AA-C		Hi		822	Na	
Saskatoon	3132	X88796A-4		Hi		604	So	G8V
		A887989-C		Hi		504	Wi	
Amaterasu	3134	X54886D-C			A	124	So	K6V
		B54889D-C				124	Wi	
Xantippe	3136	X7B9000-0	N	Ba Fl		014	--	K8V
		D7B9266-9		Lo Ni Fl		614	So	
Oberon	3232	X56286B-5				704	Wi	M2V
		A562998-D		Hi	B	904	So	
Scipio	3234	X577755-7		Ag		402	Wi	F4V
		X577775-7		Ag		202	So	
Culdee	3235	B68A874-8		Wa Ri	B	622	Na	F5V
		A68A998-9		Hi Wa	R	522	So	
Dunsinane	3239	X312000-0		Ba Ic		022	--	M7V
		B312588-9		Ni Ic		022	So	

Kukulcan Subsector: The Kukulcan Subsector has an estimated population in 1202 of 30.25 billion, a decline of approximately 68 percent from its Pre-Collapse population. Its highest population is 9.32 billion at Caprice, and its highest tech level is 8 at Ochre, Lyonesse, Kukulcan, Caprice, and Culdee.

Kukulcan Subsector (historical): The Kukulcan Subsector had an estimated population in 1117 of approximately 94.69 billion. Its highest population was 46.51 billion at Kukulcan, and its highest tech level was 14 at Carchemish, Thetis, Tlaloc, Pavel, Ochre, Trapezus, Laputa, Jocasta, and Skanderbeg.

KUKULCAN subsector map — Subsector P of the Solomani Rim Sector, New Era data as of 001-1202 / Imperial era data, as of 001-1117.

Subsector Notes

Ultima Subsector Notes

This subsector was far from the major trade routes before the Second Solomani Rim War, and generally

lagged behind the rest of the sector economically. Imperial efforts to open up the subsector to more economic development met with some success, though many worlds remained disadvantaged.

Iddamakur has had an interesting history. During the rule of the Solomani (prior to the First Solomani Rim War), Iddamakur was used as a planetary prison for all the "undesirable elements" of the region. Different populations of dissidents were distributed among the planet's twelve small continents and numerous archipelagos; use of technology above TL 4 was prohibited, as was sea travel between groups. After the First Solomani Rim War, the Imperial government made an effort to assist the economic development of the world by constructing a class 'A' starport, which linked the relatively more prosperous worlds of Basil and Darrukesh with the rest of the sector. The strategy worked, and by 1117, Iddamakur had a tech level of 8, and was becoming a leading producer of inexpensive, basic consumer goods. The Second Solomani Rim War caused a change in production priorities to items to support the local Imperial war effort. Control of the system changed hands several times during the war, and the system was in Solomani hands at the time of the Collapse. Though not heavily damaged by Virus, with the markets for its products gone practically overnight, the world suffered a severe economic depression which led to political anarchy. Today, Iddamakur is balkanized, though the various factions cooperate on trade and defense issues. The last three years have seen a dramatic up turn in Iddamakur's economic fortunes, as new products and new markets for these products (Darrukesh, and other independent "survivor" worlds in adjoining sectors) have opened up.

A roving pirate band recently set up operations at Kropotkin, attracted by the renewed commercial activity in this region (and the fact that they were kicked out of Magyar Sector by a stronger group of pirates). No raids have been conducted yet on shipping out of Iddamakur or Darrukesh, but reconnaissance missions are currently underway.

Suleiman Subsector Notes

The Amir of Azaremiid, a charismatic leader who is

in actuality the TED of the Azaremiid system, at one time controlled a considerable fleet of salvaged starships which he used to install or support other TEDs in the surrounding systems (particularly Suleiman and Vanefa, both of which are now hopelessly balkanized because of the interventions). Ten years ago, Azaremiid tried to take over the Ai Jabry system, and was rudely surprised to find that the Ai Jaryians also had a fleet of salvaged ships, which they used to turn back the invaders from their system. War has continued in an on-again, off-again fashion ever since, and is gradually wearing down the Azaremiidian forces, since Azaremiid has no way to construct new starships. Ai Jabry on the other hand has recently started constructing new ships, and it is only a matter of time before the Ai Jabryians go over to the offensive.

Charuth Subsector Notes

This subsector was originally named for the Easter Concord, a pocket empire which existed during the Long Night, the period which followed the fall of the Second Imperium.

The world Easter is notable astronomically because of its unusual shape, which vaguely resembles an egg. This was caused in the distant past by strong gravitational influences on the planet. The inhabitants of Easter live in the broad bands of territory located in the world's temperate zones which have breathable atmosphere year round.

The only system in this subsector which retained interstellar capability through the Collapse is Charuth, which still operates a number of pre-Collapse starships. Construction began recently on new TL 10 starship designs utilizing jump drive components from old, no longer functional vessels. Scientists and engineers are also working to make new jump drive components, and are less than a year away (provided their supply of lanthanum is not interrupted, see below) from having this capability once again. UWP stats for Charuth will then become A7869A7-A.

Explorers from Charuth have ventured out to a number of local systems since the Collapse. Though a few vampire ships and free traders have been encountered, so far no other civilization capable of producing starships has been found. Many intellectuals on Charuth have begun to theorize that no other such civilization will be found, as the Collapse has apparently destroyed all others. This has caused the Charuth government to assume an extremely cautious approach in sending out exploratory vessels, since if Charuth is the last of its kind, all starships resources must be husbanded very carefully until new ones can be constructed in quantity.

Estigarribia is a balkanized world which was subject to numerous vampire raids over a period of several decades (the last one occurred in 1188). Four years ago, the first Charuthian starship visited Estigarribia. At first thought to be yet another vampire raider, it took months of negotiations and several more trips before the Charuthians were permitted to land. Trade relations have since been established between Charuth and several of the governments on Estigarribia, who became client states. Among the raw materials the Charuthian merchants trade high tech goods for is lanthanum, which is critical in the construction of jump drives. The contact between Charuth and its allies on Estigarribia has not escaped the notice of a few powerful, extremely xenophobic nation-states located there, which are plotting to stop all contact with the off-worlders. Opinion is divided as to what to do about this on Charuth, since Charuth needs the raw materials it is getting from Estigarribia, but Charuth lacks the interstellar capability necessary to conduct a large-scale planetary invasion or provide large amounts of high tech weapons to its allies.

Gashurzid Subsector Notes

Gashurzid was able to maintain a tech level far higher than most other worlds in the Wilds. This is because around 50 years ago, the local inhabitants made a defense treaty with a large Vampire fleet that had been sporadically raiding the system. In exchange for the use of Gashurzid's starport facilities (which have actually been upgraded since then, thanks to supplies provided by the Vampire fleet), the fleet has guaranteed the safety of Gashurzid from other hostile vessels. A small garrison of AI security robots guard the starport complex, though the local inhabitants are free to roam about the facility and some have even found employment there.

Kesirisu maintained a class `C' starport facility after the Collapse until a few decades ago when a Vampire fleet raid destroyed most of the facilities and carted off the rest (these components were later used to upgrade Gashurzid's starport, unknown to that world's inhabitants). The inhabitants of Kesirisu have since become extremely xenophobic, and will resist all attempts to contact them.

Champa is the site of a still functional scout base, one of the few remaining in the Solomani Rim. The base is entirely controlled and operated by sentient robots, who maintain the facility (and the class `B' starport) as a way station for Vampire fleets as they make their way to and from Cymbeline in the Arcturus subsector. Many Champa's human inhabitants bitterly resent the presence of the Vampire garrison and their use of the planet's starport facilities, and have maintained a spirited guerrilla campaign against the occupiers for the last 35 years. Though they have met with only limited success (and lost many guerrillas in the process), they continue to resist in hopes of one day forcing the garrison out.

Alderamin Subsector Notes

The subsector is named for Alderamin (Alpha Cephei) a bright A7 main sequence star that is visible from Terra. The Stralsund Belt, once a prosperous belter colony, encircles Alpha Cephei and is a rich source of many commercially valuable elements.

Only one world in this subsector has retained an interstellar capability, that being Finnegans, which still has two 200-ton far traders in operation. Both these craft (the Lucky Seven and the Katherine Anne) are cared for by the people of Finnegans with the same reverence normally reserved for royalty (a daily cleaning by a dedicated staff while in port is but just one example of the meticulous care given the ships). Currently the mission of the far traders is to take messages and small packages back and forth between the high population worlds of this subsector. Finnegans is more than adequately compensated by the high population worlds for this service, which would go far in explaining why the captain's chairs have inlays of gold and precious gems. No amount of ornamentation, however, would stop jump drives of the ships from eventually breaking down from lack of a proper maintenance overhaul, which as far as anyone on Finnegans knows, hasn't been completed in over 70 years.

In fact, the ships are better maintained than it would first appear. Both the captain of the Lucky Seven and the Katherine Anne discovered the existence of the starport in the Cuchulain system a number of years ago, a fact they are keeping from the people of this subsector. Both captains fear losing their monopoly on interstellar trade, and the exorbitantly high fees they now command. They keep curious traders from the Esperance subsector and elsewhere from visiting by spreading rumors about a massive Vampire fleet which patrols the Alderamin subsector looking for ships to infect or destroy--and back up this claim by periodically "damaging" their own ships and bringing them to Cuchulain for repairs.

Weipu is a beautiful, garden-like world, possessing vast forest regions with scattered lakes and small seas. But Weipu is also void of any human or other colonization--it is instead ruled by a unique metal-consuming bacteria evolved in its mineral-laded hot springs. The bacteria causes not only the break down of metallic equipment (only special ceramic-coated probes have lasted more than a week on the surface), but also causes humans and other animals to fall ill and die within several days of exposure unless they receive treatment (which consists of massive doses of anti-bacterial medication and vitamin supplements). Initial symptoms include severe anemia and fever, followed by a rapid depletion of the body's iron, copper, zinc and other essential minerals. Even immediate treatment to exposure from the bacteria is no guarantee of recovery--of two groups of colonists who went to Weipu over the years (before they knew of the bacteria) only 2 percent survived the experience. Attempts at eradicating the bacteria frustrated scientists of both the Solomani Confederation and the Third Imperium, since the bacteria is an essential part of Weipu's eco-system, and its eradication would mean the end of all life on the planet.

An orbital facility was maintained at Weipu to act as both a research station and administrative center for ships enforcing a quarantine of the planet prior to the Second Solomani Rim War. That facility still exists in the New Era, though its personnel have long since died (victims of the Virus). Travelers to this system smart enough (or lucky enough) to visit the station before going planet-side will learn of the world's danger. Those who don't will become stranded on the planet, and will in all likelihood die there.

Cuchulain Subsector Notes

A portion of this subsector was a part of the Vegan Autonomous District. Prior to the Second Solomani Rim War, two worlds in this subsector outside the District, Esperance and Ludmilla, had large Vegan minorities and a history of intersophist animosity.

On Esperance, the Collapse forced humans and Vegans into cooperating with each other, and today they live side-by-side in peace. The same cannot be said of Ludmilla, where human supremacists first restricted the Vegan population to special districts, then slaughtered them in the wake of the Collapse. Inhabitants of Ludmilla are very reluctant to discuss the chain of events that lead to the massacres, but evidence indicates that perhaps the human communities suffered disproportionate losses in the wake of the Virus attacks, and some how blamed the Vegans for their misfortune.

Cuchulain survived the Collapse with comparatively minor damage in relation to other nearby worlds. When contacted by Dingir, it was immediately offered membership in the Dingir League, but turned it down in favor of an independent course. Cuchulain merchants can be found engaging in trade with most of the populated worlds in the former Vegan Autonomous District (they are the chief rival of Muan Gwi's merchants in the region), as well as the Dingir League and the independent world of Ishkur, where they sometimes interact with merchants from the Terran Republic.

Flanders and Bellerophon were both part of the Vegan Autonomous District prior to the Collapse even though they were colonized by humans (the gravities of these worlds are too high for Vegans to survive unless they wear special high tech support gear). The nation-states of Bellerophon have recently expressed an interest in joining the Dingir League. While the location of Bellerophon (some 5 parsecs from Dingir, nearly surrounded by Vegan inhabited worlds)

presented a political dilemma at first, it has been decided that membership in the League should be granted in the coming year, especially in light of Muan Gwi's announced recantation of any claim to the First Solomani Rim War as a counter balance to possible Solomani aggression. Most worlds within the District are inhabited almost entirely by Vegans, Shulgiasu and Merganser being the exceptions in this

region.

Hsuishlesh is a Vegan world which is a trading partner of both the Dingir League and the independent world of Cuchulain. Currently no starport facilities exist planet-side, but a salvaged 25,000 ton battletender is currently being "leased" to Hsuishlesh by the Dingir government (terms: 1Cr per year). The battletender is acting as an orbital facility for a half dozen small starships (these were recently purchased outright at much less of a discount by Hsuishlesh from Dingir) until legitimate starport facilities can be constructed. Vegan culture here is quite strong, and in contrast to Muan Gwi, so is the desire to intervene on "fallen" Vegan worlds so that pre-Collapse Vegan culture can be reintroduced. Hsuishlesh agents have intervened on several worlds in the subsector already, but their missions are currently limited to espionage and gun running activities, due to a lack of resources.

Vega Subsector Notes

Most of this subsector and the Esperance subsector composed the Vegan Autonomous District, region of space created by the Imperial government after the subsector. Those worlds were colonized by humans because of their high gravity. Sithuan Hsarr, a high gravity world by Vegan standards, was the site of an experimental Vegan colony prior to the Collapse.

The Alpha Ophiuchi system was the site of an Imperial naval depot. During the Second Solomani Rim War, Depot served as the primary service center for many Imperial starships. This support was critical in allowing Imperial and Vegan forces to hold off the numerically superior Solomani fleets.

The nearby world of Menelaus claims the Alpha Ophiuchi system as part of its territory, and has stationed a system defense boat squadron there to keep away outsiders (with varying degrees of success). Menelaus has periodically exploited the treasure-trove of abandoned and wrecked vessels now present in the system, but their lack of large cargo vessels and limited tech level (9) mean that so far they have only been able to salvage a few easily recoverable vessels and procure enough spare parts to keep their fleet of some 36 ships (all less than 1,000 displacement tons) operational.

Muan Gwi is the homeworld of the Vegans. Though there was a great deal of damage caused by the Virus, Muan Gwi retained a small number of salvageable starships, and eventually regained contact with Dingir

in 1190. Trade relations were reestablished soon afterward, and now regular merchant convoys travel the jump-2 route through the Wilds between Dingir and Muan Gwi. The government of Muan Gwi maintains a strict non-intervention policy in the internal affairs of other worlds. This policy has meant that many Vegan "fallen" worlds are still controlled by individuals who are hostile to the old ways. The Terrans have exploited this situation by providing support to anti-Muan Gwi Vegan factions on various worlds. The aim of this policy is to keep the Vegans from uniting into a regional power which would likely be hostile to the Terran Republic.

Arrukir is the site of a Terran Republic outpost (Outpost Odysseus), and serves as both a jump off point for expeditions further coreward, and as a training center for Vegan operatives in Terran employ. The conversion of a handful of Vegans on this world to Gabreelism has presented the Faith with a controversy. A vocal minority of priests on Arrukir want to limit conversions to humans only, and has taken the matter to Terra for discussion. While there is precedent for allowing other species into the Faith (Priestess Gabree-el granted special dispensations to both sentient Dolphins and Terran Hivers because they were declared "culturally human"), the ramifications of allowing the Vegans with their own distinct non-human culture to be part of the Faith are being carefully examined by the leadership.

Atria Subsector Notes

This subsector contains a number of unusual worlds. Nisinasha, like Easter, is egg-shaped, distorted by tidal forces far in the past, when it was much closer to its gas giant primary. Its atmosphere, however, is nearly spherical, producing near-vacuum at the ends, too-high pressure at the middle, and two habitable bands between these extremes. Altiplano is another partially habitable world. Its atmospheric pressure at sea level is too great for humans to breathe, but it becomes tolerable at 2000 meters and higher, allowing humans to inhabit the world's mountain ranges. Noricum, due to its odd combination of low gravity and thick atmosphere, has an amazingly rich and abundant ecology of aerial lifeforms.

Sathyos survived the Collapse with a planetary UWP of B479735-9. Unfortunately, it sat astride the primary route of travel for Vampire fleets as they traveled to and from Cymbeline. The stats listed for 1202 are the result of the Vampires slowing wearing down Sathyos' defenses, and then bombarding the starport complexes and major cities in 1181. It is doubtful the world will recover now without outside assistance.

Terran Republic expeditions arrived at Ganesh and Catania late last year, and already large numbers of the inhabitants have converted to the Gabreelist faith. Unfortunately, the forces of the Republic are unaware of the existence of the Vampire highway that runs through much of this subsector. The inhabitants of Ganesh and Catania are equally oblivious, since they have been essentially left alone by the Vampire fleets that pass through, and haven't had space flight capability since the Collapse.

It is only a matter of time before a vampire ship or ships pass through the Ganesh or Catania system and detect the presence of the Terrans. It is also highly probable that Terran Republic Naval Scouts will stumble across a large Vampire fleet in route to or away from Cymbeline as they move deeper into the subsector in search of rumored "Hiver client-states" that lie coreward (such expeditions have already been planned). In either case, hostilities are almost certain to break out when the two groups encounter each other.

Spinward Reach/Albadawi Subsector Notes

The Spinward Reach subsector was formerly named Albadawi after the Terran admiral of the 8th Interstellar War who conquered it from the First Imperium (and is still referred to in this way by most free traders and the Terran Republic). His victory in this subsector secured all Imperial territory rimward of Vega for the Terrans. The current name is a reference to the subsector's location relative to the Dingir League, and is the name most often used for it by that interstellar state.

The Dingir League began expanding into this subsector five years ago. So far Akhamin, Gaea, Tonopah, Randulf and Munilgan have joined the League (other worlds have been claimed by the League as well, but are uninhabited). Duriim became part of the League when it came under the control of Dingir two years ago. This occurred when the TED in charge of the world was overthrown by a combination of Dingir troops and indigenous forces. Currently a military governor (a Dingir admiral) is in control of the system. A local civilian government is scheduled to take the reins of power within a year, though difficulties in working out a form of government and a constitution may extend military rule a bit longer.

Dingir League merchants and traders from the independent worlds visit most of the populated systems in this subsector (those worlds that have at least a starport of 'E'). One of the exceptions is Edaazun, which is home to a large band of so-called "pirates." They are so-called "pirates" because they are in reality what's left of the Solomani Confederation 43rd Fleet, which called Edaazun its homeport as the Second Solomani Rim War wound down. The group, which still calls itself "The 43rd", consists of personnel who are either actual crew members (only a few of these are left), the descendants of crew members, recruits from Edaazun, or marauders and genuine pirates who have joined The 43rd over the years. The 43rd has a number

of vintage Solomani warships (mostly frigates or smaller types) the largest of which, the Mistral, is a 100,000 ton battleship which is restricted to the Edaazun system because of a damaged (beyond all repair) jump drive. The 43rd is naturally very hostile to any vessel which comes from the worlds that used to make up the Imperial/Vegan Enclave, but have also been known to confiscate cargo from other ships if they believe that cargo was bound for a former Imperial/Vegan Enclave port. Ships from The 43rd operate in twos or threes within four parsecs of Edaazun, though they have been spotted further afield on rare occasions. To combat this threat to its shipping, the Dingir League has set up a convoy system to protect merchants, and established a naval base at Duriim.

Dingir Subsector Notes

The Dingir subsector has been a battleground several times in its history, in particular during the 2nd through 7th Interstellar Wars, and the First and Second Solomani Rim War. A recent skirmish in the Meshan system between Terran Republic and Dingir League forces (see below) only adds to this list.

Dingir has had an important place in history. It has been, in turn, a provincial capital of the First Imperium, headquarters of the Terran fleet, for a brief time capital of the Second Imperium, an independent world (during the Long Night), subsector capital under the Third Imperium and the Solomani Confederation, a sector capital under the Third Imperium (following the First Solomani Rim War), and the center for resistance against the Solomani invasion during much of the Second Solomani Rim War. Today Dingir is once again an independent world, and the capital of the newly revived Dingir League.

The Dingir League is a federation of worlds (10 independent, 4 owned by Dingir, 10 dead worlds claimed by the League) that have united for mutual defense, cooperation in rebuilding, and trade purposes. The model for the League is the early Sylean Federation (which later went on to become the Third Imperium). Dingir by virtue of its superior technology and high population dominates the League, and usually controls foreign policy (including the sending of ambassadors and representatives to non-League worlds).

Much of the asteroid belt around Sirius is made up of artificial satellites, mostly hollowed out planetoids moved from nearby systems. Terran Republic Marine and Naval personnel have swept the vast majority of these planetoids and found them uninhabited, though some were found to be in good working order (with the exception of their computers). Those planetoids which were salvageable were subsequently overhauled and reoccupied. A Terran outpost has been established on one of the recently refurbished planetoids (which was renamed Outpost Orion by its commander). Outpost Orion is expected to provide the Terran Navy a much needed forward base, and provide merchants with a safe harbor as they travel through this important crossroads system.

Meshan was the scene of the first face-to-face encounter between warships of the Terran Republic and Dingir League in 1199. A dead world, Meshan was of interest of both sides because of the potential it had as a place where valuable relics could be recovered. Unfortunately, both sides started shooting at each other almost immediately (officially, both sides claimed that they thought the other was a Vampire fleet). The subsequent battle, between two Terran Republic starships and five from the Dingir League, ended in a Dingir victory when one of the Terran starships exploded after a critical hit to its powerplant section. Subsequent naval activity between fleets from both sides resulted in a stalemate, and an uneasy truce has been in force ever since.

Ishkur has been courted by both the Dingir League and the Terran Republic to become a member, but has turned both down. Ishkur prefers to remain a neutral meeting ground and trading center to both sides, and since the incident at Meshan, has served in this capacity on several occasions.

Sol Subsector Notes

The Sol subsector is a large island of human civilization, in spite of its proximity to Cymbeline. Astrography has helped to play a part in this (the subsector cannot be accessed by starships with anything less than a jump-3 drive unless they enter through the Dingir subsector), but so has the efforts of the Terran Republic Navy, which since the founding of the Republic, has fought a constant battle to rid the subsector of Virus.

Terra has in its history been a capital for several interstellar governments, the Terran Republic being the latest. The Republic controls or occupies 32 star systems, and has a total population of around 56.22 billion inhabitants, most of these on Terra itself. Though officially the Republic has as its form of government a civil service bureaucracy led by an Executive Council, the real power lies with the Gabreelist faith, its leader Shoshanna Dahnara-Avila, and her family.

All the worlds within the Republic with the exception of Terra (which has its own Executive Council) are administered locally by a bureaucracy and a governor which acts as the chief executive. It is the primary responsibility of the governor to see that the central government's policies are implemented, act as the civilian commander-in-chief of the local system defense and militia forces, and to oversee the Republic's interests locally. Governors are appointed by the Republic's Executive Council for a single 10 year term (the exception being Prometheus, which has

a hereditary governor). While not elected, they are subject to recall if they become unpopular, prove incompetent, or stray too far from the central government's line.
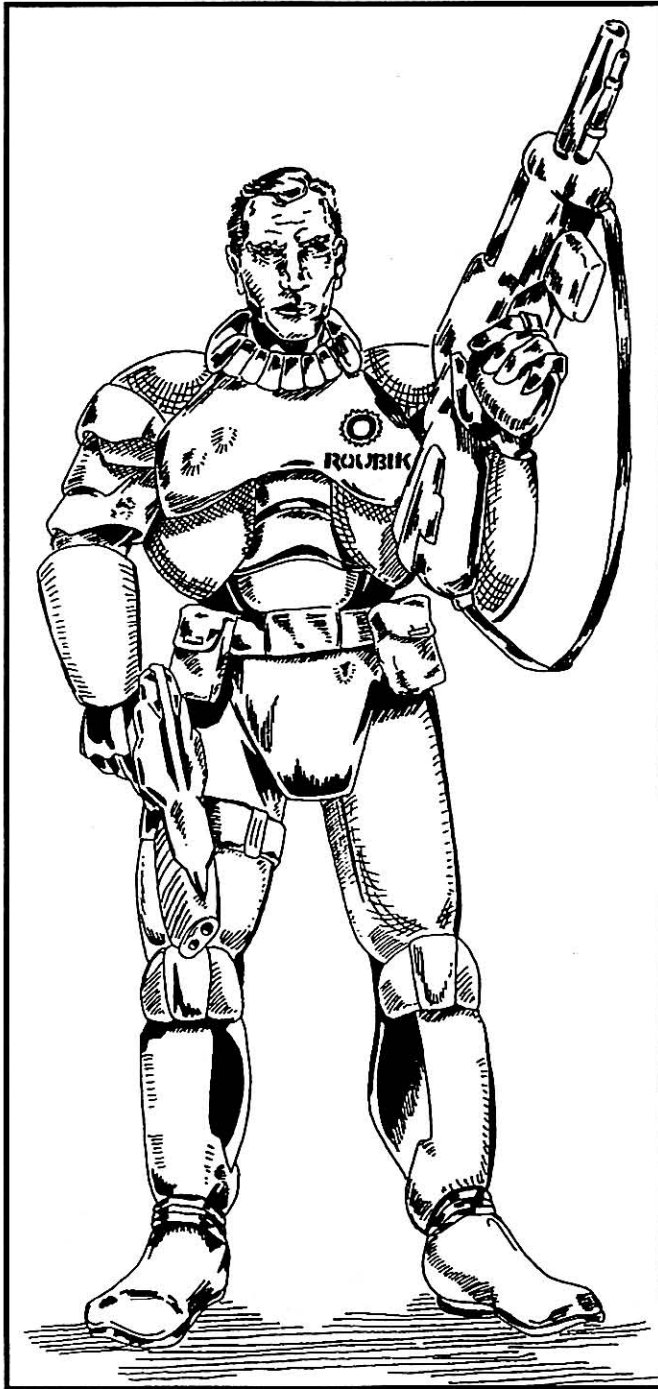
A Hiver colony, consisting of over 200,000 individuals, was stranded on Terra during the Collapse. Located in the southern continent known as Australia, the colony (along with human-run research centers in Nepal and North America) was the focal point of much of the effort toward the final defeat of the Virus on Terra. Some years ago, the Hivers planned an expedition to find out what, if anything, may be left of the Hiver Federation. The Terran government was reluctant to back such an expedition at the time because of a shortage of high jump capability (in this case, jump-3) starships. This no longer being the case, the Terran government is now expected to assist the Hivers in the effort, which will travel through the Alpha Leonis Sector. Other similar expeditions in other directions (particularly coreward) are also planned.

The population of Kaguk has changed radically from the days before the Collapse. Once a backward agricultural world with a relatively small population and no industry to speak of, it has evolved into an important and influencial world in the Republic. The change began when refugees from the industrial world of Ember fled to Kaguk as the shockwave of the Collapse passed through their star system. Over the next several decades, a kind of cultural fusion took place between the folksy, hard working farmers of Kaguk and the business-oriented Emberians. New Era Kaguk is still predominately agricultural, but there is now a large merchant class that has amassed a considerable fortune in the salvage and relics industry. Kagukan merchants are renowned (and to a degree infamous) through out the rimward subsectors of the Rim as master scavengers who seemingly have the ability to produce a piece of relic technology on demand, if the price is right. The Kagukans have several salvage operations ongoing in the Sol subsector, most notably at Ember, Junction, and Nusku, where they employ large numbers of the inhabitants. They also have a major presence in the merchant colony at Barnard, which was founded originally by Kagukan merchants who desired a more "discrete" location to conduct business deals with Terran and Promethean merchants.

The Lagash system currently has an `Amber' rating. Terran Republic Marine forces are currently engaged in mop up operations on Lagash after successfully conquering those regions of that world not already held by Lagashian Gabreelists. Travel to certain areas of Lagash is still regarded as potentially dangerous due to terrorist activity.

Hades is also rated as an `Amber' zone because of the Virus that inhabits the only remaining facility in the system, a refueling station in orbit around the outer most gas giant. The Virus is quite mentally unstable and has become convinced that it is Satan (yes, that one), and will broadcast messages to that effect, along with promises of free fuel if you'll join its "minions." A favorite for squadron gunnery practice (the station has absorbed a tremendous amount of damage over the past three years and remains "alive", a tribute to the naval architects that originally designed it), "Satan" actually poses little danger to travelers who maintain their distance and follow standard anti-Virus procedures.

The Loki system has been officially designated a `Red' zone by the Terran Republic government due to the presence of Vampire ships. The three vessels, a Solomani Hood-class heavy cruiser and two destroyers

were once part of a larger vampire fleet which passed through the system during the 1140s on its way to the Terran system. Apparently the ships experienced some sort of jump drive failure, probably due to lack of maintenance, and were unable to continue. The ships patrol regularly back and forth between the system's two gas giants, and will attack any vessel that is within range. The first Terran exploratory ship to enter the system was destroyed and its crew killed. A second ship and crew, sent to find out what happened to the first, only just managed to escape with their lives and the above information. Since the system holds little of any real value, the Terran Republic Navy has by-passed it for now, hoping the heavy crusier will suffer some further disabling malfunction before they attempt to finish it off.

Arcturus Subsector Notes

Cymbeline is a massive planet with a paradoxically thin atmosphere. Because of the world's high gravity, the breathable portion of the atmosphere is concentrated in areas near or below sea level. Cymbeline was particularly notable (and to some degree infamous) in recent history as the homeworld of a sentient silicon-based lifeform, known popularly before the Collapse as the "Deyo Chip", which was used throughout Known Space in ship transponders. It was a strain of these lifeforms that was genetically manipulated into a super weapon known as Virus, whose accidental release in 1130 nearly destroyed interstellar civilization trailing of the Great Rift.

During the Wars of the Rebellion, Cymbeline was the subject of an orbital nuclear attack by Lucan's forces (without authorization from local commanders who strongly protested the act) designed to destroy the entire population of Cymbeline "chips", thus preempting their usage as a weapon by any other belligerents. The strike was not completely successful. The surviving "chips" now contain a form of Virus, planted by early vessels which completed the pilgrimage to Cymbeline. This Virus is not exactly like any other encountered, and is best described as an Evangelical Doomslayer, probably a varient of the original Doomslayer strain. Ships which now visit Cymbeline, especially those infected with early, more primitive strains, usually come away altered. Those which are successfully coverted to Evangelical Doomslayers have a strong drive to push coreward and exact vengeance for Lucan's act of genocide. Other ships newly infected with this Virus strain also have this same compulsion, and this accounts for most of the traffic coreward. Even Virus organisms which are not Doomslayers feel some desire to kill Lucan, but in most cases this is a secondary motivation rather than a compulsion.

The stats listed for Cymbeline are known only to the large numbers of Vampire ships that routinely visit there and to the few remaining human inhabitants of the world.

Cymbeline, Melchior, Tewfik, Scandia, and Tamarina constitute the so-called "Abyss Cluster." Of the 4 Kagukan merchant/scout ships and 3 Terran Republic naval scout vessels reported to have entered the Abyss Cluster over the last 70 years, none have returned. It is suspected by the Terrans that each of the systems in the cluster is patrolled by a large vampire fleet (and they are correct), though the size and type of vessels present is for obvious reasons, unknown. Though not officially listed as a red zone area, the Republic's Ministry of Interstellar Transportation strongly advises all vessels to avoid the area--the fact that not even the Wilds savvy Kagukans will travel to the Abyss again speaks to just how seriously this advisory should be taken.

Hathor was the site of a bloody campaign in which the human population fought long and valiantly against Vampire/Virus occupation. Finally stripped of the last of its working space vessels, and with little in the way of a ground-based defense capability, they surrendered. Today the residents of the world are ruled by a Vampire fleet installed TED. Though his rule has been a relatively benevolent one, the citizenry still yearn for independence. Popular among the population is the story of a semi-mythical hero from Terra who will one day appear and overthrow the occupation forces.

The outer system of Hathor is a staging area for Vampire ships as they attempt to travel to Cymbeline. At any one point, dozens of vessels can be found in orbit of Hathor's gas giants. Each of the gas giants is controlled by a separate Vampire fleet, and skirmishes between them are frequent. A few enterprising Vampire ships (unaligned with any faction) have even set up a sort of "protection racket" in an effort to take advantage of Vampire pilgrimage. For the cost of certain spare parts, they will guarantee the safety of Vampire ship pilgrims as they attempt to refuel. Double crosses are frequent, and many pilgrims find that their "escorts" abandon them in the face of a superior Vampire fleet, or attack them when they are vulnerable in the upper reaches of a gas giant atmosphere.

Thorwald is the home of one of the most unusual plant forms known: the leyden tree. The tree secretes an internal metal lightning rod, and when lightning strikes, the charge is deflected through a net of filaments into cellular capacitors, where it is used to convert organic molecules from low to high energy forms, supplementing photosynthesis as an energy source. An electrical storm over a leyden forest is a spectacular sight, best viewed from a safe distance.

Lamarck is notable not for its usual planetary features but because it has managed against the odds to continue to travel amongst the stars. Though technologically left relatively backward (an average tech level of 7), it has still manages to engage in low

level trade with other systems via its small fleet of improvised starships. A typical example is the Mantangue, a standard design Imperial far trader that employs a solar sail to maneuver to its jump point. Ships from Lamarck (and nearby Jorjor) recently began exploring the spinward portions of the Alpha Leonis Sector in hopes of finding spare parts for their starships and other worlds with which to engage in trade.

Thalassa Subsector Notes

This subsector was a rarely visited, sparsely colonized region under both Imperial and later Solomani rule. Settlement activity finally increased to significant level a few centuries ago. Little colonization took place because of the relative inhospitability of the worlds here in comparison to worlds in other subsectors, such as Capella. This made the interior a haven for pirates, and one world, Ptolemy, actively supported a rather large band of them at one time. It wasn't until the eve of the Second Solomani Rim War that the subsector obtained any degree of prosperity, and that was quickly snuffed out in the wake of the Collapse.

Today, a trade route between the independent worlds of Alizarin, Thalassa, Ishkur and Chrysolite passes through the extreme coreward sections of the subsector, resulting in increased prosperity for those worlds which are on, or just off the route. The rest of the subsector (with the exception of Chinon, which still operates three rather aging Solomani free traders) is devoid of interstellar traffic, and consequently isolated from the rest of the universe.

Thalassa recently annexed Wallach, and began establishing a colony there. The population of Wallach is happy to have an infusion of new blood into its small population (which is relatively speaking, aging rapidly), and Thalassa obtains valuable raw materials, and an outlet for its young, growing population.

Capella Subsector Notes

Most of the rimward quarter of the Solomani Rim remained unsettled until relatively recent times. The major exception was the Near Bootes cluster: nine habitable worlds within a radius of two parsecs (Saxe, Polyphemus, Sequoyah, Baraka, Vantage, Aegir, Aquitaine, Vyborg, and Hamilcar), and three more within another parsec (Teucer, Chernozem, and Aristotle). This group was immediately settled upon discovery, early in the Second Imperium. Worlds of this cluster dominated the adjacent subsectors of the Solomani Confederation, both economically and politically. Bootean mercantile interests had considerable influence for many years in the Confederation government, and Bootean politicians are believed responsible for toning down the pre-war rhetoric of the Solomani government and acting as a

moderating influence with regard to Confederation policy. When the Second Solomani Rim War turned into a pointless bloodbath, the members of the Bootean Federation were among the first to demand an end to the conflict.

The Collapse crippled almost all the Bootean worlds, and for the most part de-populating Vantage (see below). The only Bootean systems in this subsector that maintained anything resembling an interstellar capability are Aegir and Aquitaine (Teucer and Chernozem in the Gemini subsector being the only others). The cluster is beginning a slow recovery, but unless assistance can be obtained, it is likely to take centuries before the Booteans are a major interstellar power again.

The Terran Republic has established an outpost (named Outpost Artemis) in the Mirabilis system. Terran forces were invited to establish the base two years ago after the leader of Mirabilis, Roger Gleesen, converted to the Gabreelist faith. The Terran government is now working with the local populace to raise their level of technology and improve their infrastructure.

The environment of Vantage is extremely unusual. Its atmosphere, too thick for humans near the surface, is breathable at high altitudes. Unlike most such worlds, Vantage has no mountains of sufficient height, and its Pre-Collapse population lived almost entirely in the air, in cities supported by contragrav generators. This fact proved fatal to the normal human inhabitants of the planet during the Collapse, who died when their "cloud cities" plummeted from the sky and crashed when the Virus struck.

Unknown to even the inhabitants of nearby worlds, however, is the fact that Vantage still harbors a small humanoid population. In the years leading up to the Second Solomani Rim War, GenAssist, a Solomani Confederation biotechnology megacorporation, secretly created genetically altered humans which had the ability withstand the crushing depths of Vantage's oceans and which were able to breathe both in the hyperdense atmosphere and underwater without the assistance of special high tech equipment. GenAssist had hoped that their new creations would be able to mine the mineral deposits found on Vantage's ocean bottoms, a venture considered commerically unprofitable up to that time. A colony of these humans (which call themselves Seetaaneeans) survived the Collapse and now have a settlement some 5,000 strong which lives on the ruins of a partially submerged floating city which crashed into a shallow sea near Vantage's equator.

Gemini Subsector Notes

The Gemini subsector is named for the bright stars of the Castor system (which contains an unusual grouping of 3 binary pairs) and the Pollux system (a 'K' class giant), which from Earth appear as "twin" star

systems, moving together through the evening sky. The asteroid belts in these systems are quite different. The Pollux belt is little more than gravel, making commercial exploitation unprofitable; the Castor belts, on the other hand, are rich in metals, ices, and simple organics. Before the Collapse, the Castor system supported a population over five billion.

Hephaistos was one of the few completed terraforming projects in the Third Imperium. Only adjustments in the biosphere (reductions of the oceans and atmosphere) were left to be completed when the Second Solomani War broke out. The Solomani continued the biosphere adjustment work after occupying the system in 1117 (some Imperial scientists even stayed on to see an end to their hard work). This effort continued until the Collapse. Though the biosphere is currently stable, the inhabitants would like to one day further increase the land to water surface ratio to 20 percent land, 80 percent water. This may not prove technologically feasible for some time, though Terran Republic technicians are assisting in the salvage of terraforming equipment.

Smade's Planet was settled by a single family several centuries ago, and drew in the occasional colonist who wished to get off the beaten path since then. A recent expedition to the world found no inhabitants, and it is suspected that either they perished in a vampire ship attack (there is evidence that a vampire ship did attack the planet) or left their world in search of what might remain of civilization when news of the Collapse arrived here. The speculation about their disappearance inspired the recent book "The Smade Family Saga", which gives a historical account of the Smades and explores various rumors as to their whereabouts.

Chernozem is the last remaining Bootean world that maintained a capability to construct new space hulls (but not starships). Primarily a world of merchants, Chernozem has over the last couple of decades amassed a considerable system defense force. This has made the main world safe from pirate raids, but the merchant fleet is still being slowly depleted by pirates. So far, the Chernozem merchants have been able to replace their losses by purchasing new starship components from the Terran Republic, but the director of the Bureau of Defense wants to take a more aggressive tact against the pirate threat.

Greenpernt (formerly New Greenpernt) is the site of an active corsair base. Until recently the pirates (which call themselves the Warriors of the Divine) concentrated primarily on shipping to and from Chernozem, but now have become bolder and conducted a raid in late 1201 on Remulak, a world within Terran Republic space. The Terran Navy is expected to mount an effort to suppress the pirate band once and for all within the next few months.

Hamilcar is a water world notable because it is home to large colonies (4 million or so individuals each) of both sentient and non-sentient dolphins. The sentient dolphins were manipulated to intelligence by GenAssist, which conducted the experiment with great success a number of years ago. Other sentient creatures resulting from GenAssist experiments (some based on pre-existing Terran lifeforms, others completely new creations) will likely be encountered as the Republic's explorers push deeper into the former Solomani Confederation.

Ys is the site of a Terran Republic outpost (named Outpost Beowulf). The citizens of Ys were less than enthusiastic about the arrival of Terran Republic Naval and Marines forces on a permanent basis in their system, and initially there was some friction between the military and the civilian populace. Fortunately, a program was started by Outpost Beowulf's commander to assist the population of Ys in their efforts to rebuild their world. The program was such a success, it became a model for similar programs elsewhere.

Kukulcan Subsector Notes

The major worlds of this subsector did not always have cordial relations under Solomani rule, and several trade wars resulted from the infighting. Kukulcan, which in 1117 had the largest population (Caprice now has slightly more) had just won the latest in the series conflicts (1115-1116) when its fleet and that of the other local navies was placed under Confederation control in preparation for the invasion of the Imperium. Since the Collapse, that factionalism has been put aside in favor of a spirit of cooperation, as several of the systems have begun helping each other recover through trade and cooperative projects. The Terran Republic is helping to facilitate this by providing the offices of their ambassador to this subsector (located on Kukulcan, along with a recently constructed Gabreelist mission) as a neutral meeting ground and arbitration point when disputes arise.

Scipio is a self-interdicted colony of Solomani anti-technologists, who have banned all technology except that known on Terra before space flight, and consider it a mistake for true men ever to have left Earth. Finding no means of isolating themselves from the Universe on Terra, they were forced to choose a less inviting world. Scipio, because of this negative view of technology, was ironically saved from the effects of the Collapse. Today, visitors to this world will find the descendants of the original colonists to be a thrifty, independent lot, who still shun higher technology and seem to delight in telling visitors how right they were about space travel.

Carchemish housed a Solomani Research Station prior to the Collapse. The nature of the experiments that went on there has never been fully ascertained, as records of such projects are now impossible to find, however it is known that GenAssist was involved. Extreme caution should be exercised when visiting this system.

System Name Index

Names from the Pre-Collapse era are in italic. Subsector names are those used in 1202.

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Aeneas	1237	Capella
Agidda	1824	Sol
Ahhunsal	1318	Cuchulain
Ai Jabry	1507	Suleiman
Akhamin	0721	Spinward Reach
Akimasi	1201	Suleiman
Albrecht	0626	Spinward Reach
Alizarin	0230	Spinward Reach
Alpha Cephei	0618	Alderamin
Alpha Indi	1214	Cuchulain
Alpha Ophiuchi	1911	Vega
Alphanor	0914	Cuchulain
Alpher	2703	Gashurzid
Alsatia	0924	Dingir
Altair	1522	Dingir
Altiplano	3017	Atria
Amaterasu	3134	Kukulcan
Amkhalarug	0301	Ultima
Anacreon	1011	Cuchulain
Andiirish	2011	Vega
Anenerkuk	2723	Arcturus
Aosta	2902	Gashurzid
Apishal	1622	Dingir
Aqilat	2820	Atria
Aquitaine	1439	Capella
Arcturus	2921	Arcturus
Ariel	3011	Atria
Arisia	0640	Thalassa
Aristotle	1740	Gemini
Arkiirkii	2905	Gashurzid
Arrukir	2420	Vega
Arukhur	0518	Alderamin
Ascalon	1207	Suleiman
Ashtagz Tyui	1818	Vega
Aspidistra	1909	Charuth
Asterr Tyui	1917	Vega
Atalanta	0304	Ultima
Athene	0706	Ultima
Azaremiid	1405	Suleiman
Azun	0809	Ultima
Azure	2708	Gashurzid
Bajavanang	0628	Spinward Reach
Banasdan	2920	Atria
Baraka	1636	Capella
Barnard	1926	Sol
Barsoom	0239	Thalassa
Basil	0207	Ultima
Basse Terre	0527	Spinward Reach
Beal	0126	Spinward Reach
Beatus	2608	Gashurzid
Bellerophon	1519	Cuchulain
Bemidshii	0317	Alderamin
Bethe	0903	Suleiman
Biggles	1205	Suleiman
Bolivar	3127	Arcturus
Boqueron	1311	Cuchulain
Boskone	1214	Cuchulain
Cadmus	0532	Thalassa
Calgary	2031	Gemini
Cambria	2407	Charuth
Cambyses	3108	Gashurzid
Cameroon	1736	Gemini
Capella	1440	Capella
Caprice	3035	Kukulcan
Carchemish	2536	Kukulcan
Carlyle	3101	Gashurzid
Castor	2339	Gemini
Catania	2618	Atria
Cathay	2012	Vega
Catseye	1406	Suleiman
Cephesa	3217	Atria
Champa	3109	Gashurzid
Charuth	2004	Charuth
Chernozem	1836	Gemini
Chinon	0536	Thalassa
Chrysolite	1032	Capella
Cicero	0938	Capella
Colmar	0822	Spinward Reach
Coriolanus	1105	Suleiman
Cuchulain	0919	Cuchulain
Culdee	3235	Kukulcan
Cyan	2937	Kukulcan
Cymbeline	2527	Arcturus
Cyprian	2836	Kukulcan
Darrukesh	0106	Ultima
Delta Eridani	0938	Capella
Depot	1911	Vega
Desdemona	0215	Alderamin
Dimmurak	1111	Cuchulain
Dingir	1222	Dingir
Diomedes	0411	Alderamin
Dipusha	2513	Atria
Dirac	1340	Capella
Dismal	2330	Sol
Dolfuss	1604	Suleiman
Dolor	0437	Thalassa
Duikin Tyui	2015	Vega
Dunsinane	3239	Kukulcan
Durgha	0434	Thalassa
Duriim	0825	Spinward Reach
Dzadwahtyan	2118	Vega
Dzim Zhia Gwi	1515	Cuchulain

Name	Hex	Subsector	Name	Hex	Subsector
Easter	1802	Charuth	Heraklion	3221	Arcturus
Edaazun	0729	Spinward Reach	Hibernia	1239	Capella
Eleusis	2109	Charuth	Hieronymus	1316	Cuchulain
Elsinore	2635	Kukulcan	Hiroshi	2001	Charuth
Ember	2227	Sol	Hoatzin	0617	Alderamin
Eneldun	0326	Spinward Reach	Hokchor	1417	Cuchulain
Enki Kalamma	1327	Dingir	Hsivyu	1320	Cuchulain
Ephemir	2308	Charuth	Hsuarrdzan	2213	Vega
Epirus	2928	Arcturus	Hsuilzish	1718	Vega
Epsilon Cygni	0606	Ultima	Hsuishlesh	1120	Cuchulain
Epsilon Scorpii	2407	Charuth	Huy Braseal	2910	Gashurzid
Erech	0138	Thalassa	Iddamakur	0110	Ultima
Eshellim	1901	Charuth	Iilike	1429	Dingir
Esperance	1116	Cuchulain	Iipshidan	3107	Gashurzid
Esterhazy	1404	Suleiman	Ikaakur	2205	Charuth
Estigarribia	2402	Charuth	Ikuk	2521	Arcturus
Ewmiak	1516	Cuchulain	Imarir	1510	Suleiman
Eyck	0426	Spinward Reach	Imkhammash	2617	Atria
Fafhrd	0912	Cuchulain	*Immir*	2816	Atria
Faiwyd	0105	Ultima	Inferno	2131	Gemini
Fenris	1830	Sol	Inidu	2406	Charuth
Finnegans	0316	Alderamin	Ippuraash	0718	Alderamin
Flanders	1517	Cuchulain	Irashdaa	0524	Spinward Reach
Fomalhaut	1024	Dingir	Irashnar	3203	Gashurzid
Forlorn	2132	Gemini	Ishadar	0606	Ultima
Furioso	0717	Alderamin	Ishimshulgi	2021	Sol
Gadden	2506	Gashurzid	Ishkur	1129	Dingir
Gaea	0722	Spinward Reach	Ishmael	0922	Dingir
Galishgu	1912	Vega	Ishumled	0926	Dingir
Ganelon	0909	Suleiman	Isseydo	2414	Vega
Ganesh	2518	Atria	Ixtloc	0509	Ultima
Gashidda	1127	Dingir	Jackoyo	2102	Charuth
Gashurzid	2602	Gashurzid	Jade	2502	Gashurzid
Gladstone	0240	Thalassa	Jael	2821	Arcturus
Glaucas	0612	Alderamin	Janosz	3008	Gashurzid
Goliad	2834	Kukulcan	Jardin	0233	Thalassa
Goshen	0609	Ultima	Jarslav	0123	Spinward Reach
Gramercy	0405	Ultima	Jocasta	2840	Kukulcan
Greenpernt	2135	Gemini	Jorjor	3225	Arcturus
Grendel	0111	Alderamin	Junction	1929	Sol
Gulimaru	1402	Suleiman	Kaguk	2325	Sol
Gunashnan	2105	Charuth	Karkhar	1424	Dingir
Gustav	0424	Spinward Reach	Karpaty	3001	Gashurzid
Gwathui (Vega)	1720	Vega	Kasaan	1711	Vega
Gwynedd	2138	Gemini	Kesirisu	2906	Gashurzid
Haddad	1137	Capella	Khalikkam	2418	Vega
Hades	2030	Sol	Khedish	1002	Suleiman
Halo	0726	Spinward Reach	Khiggun	3102	Gashurzid
Hamilcar	1738	Gemini	Khiirshag	2010	Charuth
Hanuman	2240	Gemini	Khugi	2713	Atria
Harappa	3028	Arcturus	Khulampa	1026	Dingir
Hariksiat	2017	Vega	Kidashi	0528	Spinward Reach
Hasdrubal	2939	Kukulcan	Kilennur	3208	Gashurzid
Hathor	2623	Arcturus	Kinunir	1224	Dingir
Hayt	0313	Alderamin	Kirillishur	3010	Gashurzid
Hephaistos	1931	Gemini	Kishakhpap	0125	Spinward Reach
Herakles	1022	Dingir	Kitchener	0913	Cuchulain

Name	Hex	Subsector	Name	Hex	Subsector
Kraken	0432	Thalassa	Noricum	2918	Atria
Krokinole	1637	Capella	Nukaash	0610	Ultima
Kropotkin	0703	Ultima	Nusku	1822	Sol
Krypton	0330	Spinward Reach	Nuugashur	1910	Charuth
Kukulcan	2835	Kukulcan	*Nyarlathotep*	2720	Atria
Kurland	3029	Arcturus	Oberon	3232	Kukulcan
Labrys	1140	Capella	Obrichenny	0701	Ultima
Lagash	2121	Sol	Ochre	2731	Kukulcan
Lakamsal	3218	Atria	Odysseus	0835	Thalassa
Lamarck	3024	Arcturus	Ogier	2106	Charuth
Langelos	0929	Dingir	Okefenokee	1609	Suleiman
Laputa	2740	Kukulcan	Okotah	2704	Gashurzid
Leonore	0807	Ultima	Omsk	0713	Alderamin
Liberte	0331	Thalassa	Onathy	3219	Atria
Limerick	0226	Spinward Reach	Oort	1511	Cuchulain
Llewellyn	0907	Suleiman	Opar	3202	Gashurzid
Loki	2228	Sol	Ormadz	0440	Thalassa
Lompoc	0918	Cuchulain	Orruiltan Tyu	1616	Cuchulain
Ludmilla	1216	Cuchulain	Oudh	0921	Dingir
Ludovic	3213	Atria	Oz	0121	Spinward Reach
Luuru	1234	Capella	Pagliacci	3209	Gashurzid
Luzon	0231	Thalassa	Pajang	2915	Atria
Lyonesse	2732	Kukulcan	Palnu	3201	Gashurzid
Madder	1607	Suleiman	Parsifal	1739	Gemini
Mandrake	2514	Atria	Pavel	2636	Kukulcan
Markhashi	1529	Dingir	Peraspera	2028	Sol
Mashaddun	1117	Cuchulain	Phireene	2807	Gashurzid
Medea	2235	Gemini	Pilgham	0332	Thalassa
Mekashish	1707	Charuth	Pinnashdug	2714	Atria
Melchior	2626	Arcturus	Poictesme	1035	Capella
Menelaus	2312	Vega	Pollux	2236	Gemini
Merganser	1919	Vega	Polyphemus	1537	Capella
Meshan	1526	Dingir	Porlock	0902	Suleiman
Miasma	0335	Thalassa	Poseidon	0910	Suleiman
Midway	2029	Sol	Prometheus	2027	Sol
Mimiis	2612	Atria	Ptolemy	0639	Thalassa
Mirabilis	1332	Capella	Purdishi	0116	Alderamin
Miskatonic	2603	Gashurzid	Quaver	1110	Suleiman
Morgana	0501	Ultima	Rann	3106	Gashurzid
Muan Gwi	1717	Vega	Ranulf	0824	Spinward Reach
Muan Ialour	1418	Cuchulain	Remulak	1833	Gemini
Muan Irraudh	1119	Cuchulain	Rild	2912	Atria
Muan Issler	1816	Vega	Rilke	0604	Ultima
Muan Kwoyen	2218	Vega	Rimmon	1306	Suleiman
Mudge	1710	Charuth	Rith	3204	Gashurzid
Mukaldim	2323	Sol	Rossyg	1505	Suleiman
Munilgan	0826	Spinward Reach	Santorini	2938	Kukulcan
Muphrid	2820	Atria	Sarmaty	0217	Alderamin
Murphy	2517	Atria	Sarpedon	1533	Capella
Mushiddun	2403	Charuth	Sase	1202	Suleiman
Nasu	2405	Charuth	Sashingun	3113	Atria
New Greenpernt	2135	Gemini	Saskatoon	3132	Kukulcan
Newcomb	2913	Atria	Sathyos	2911	Atria
Ninkhur Sagga	2222	Sol	Saxe	1437	Capella
Ninshien	1419	Cuchulain	Scandia	2628	Arcturus
Nisinasha	2812	Atria	Scaramouche	2509	Gashurzid
Nonsuch	0637	Thalassa	Scipio	3234	Kukulcan

Name	Hex	Subsector	Name	Hex	Subsector
Sebasta	0923	Dingir	Upirzanu	0814	Alderamin
Sequoyah	1337	Capella	Urizen	2516	Atria
Seym	0319	Alderamin	Urud	0407	Ultima
Shaabipih	1007	Suleiman	UV Ceti	1427	Dingir
Shaalgar	0224	Spinward Reach	Vanefa	1304	Suleiman
Shani	2415	Vega	Vantage	1538	Capella
Shapam	3009	Gashurzid	Vega	1720	Vega
Shazam	1705	Charuth	Vyborg	1540	Capella
Shilgiili	1326	Dingir	Wallach	0832	Thalassa
Shiransar	0823	Spinward Reach	Wanish Tyo	1813	Vega
Shulgi	1324	Dingir	Weipu	0719	Alderamin
Shulgiasu	2319	Vega	Xantippe	3136	Kukulcan
Shulimik	1530	Dingir	Xiwa	2408	Charuth
Shululsish	0214	Alderamin	Yarlath	2720	Atria
Shuruppak	1427	Dingir	Yenisei	0931	Capella
Sidon	0308	Ultima	Yeremyh	1804	Charuth
Sionnach	0632	Thalassa	Ymir	1512	Cuchulain
Sirius	1629	Dingir	York	0624	Spinward Reach
Sishera	2104	Charuth	Yrsai	0511	Alderamin
Sithuan Hsarr	2114	Vega	Ys	1732	Gemini
Siva	2337	Gemini	Zaggisi	1523	Dingir
Skanderbeg	2932	Kukulcan	Zapuushar	2303	Charuth
Skyron	0533	Thalassa	Zayeel	2419	Vega
Smade's Planet	2433	Gemini	Zhongguo	0438	Thalassa
Strackenz	3130	Arcturus			
Stralsund	0618	Alderamin			
Suleiman	1504	Suleiman			
Surt	2411	Vega			
Swinburne	0136	Thalassa			
Syzygy	3006	Gashurzid			
Tamarind	2729	Arcturus			
Tammuz	1107	Suleiman			
Tarsus	1136	Capella			
Terra	1827	Sol			
Teucer	1435	Capella			
Tewfik	2528	Arcturus			
Thalassa	0833	Thalassa			
Thamber	0704	Ultima			
Thars	0720	Alderamin			
Theseus	0237	Thalassa			
Theta Centauri	2816	Atria			
Thetis	2538	Kukulcan			
Thorwald	3026	Arcturus			
Tisiphone	1020	Cuchulain			
Tlaloc	2631	Kukulcan			
Tonopah	0723	Spinward Reach			
Trapezus	2734	Kukulcan			
Tsamis	1814	Vega			
Tunguska	2722	Arcturus			
Tunshaon Tyo	1218	Cuchulain			
Twylo	1034	Capella			
Tyudhuar	1619	Cuchulain			
Ugarup	0502	Ultima			
Ukarin	2601	Gashurzid			
Uku	3015	Atria			
Umber	2808	Gashurzid			
Umieh	1219	Cuchulain			

The Known Star List for the Solomani Rim

Foreward

This list is the result of a lot of research, and help from the somewhat more knowledgeable (in some cases much more knowledgeable). Those who I have bugged over the past year regarding this project know who you are and I thank you. I would like to personally thank, however, Leroy Guatney and Wade Allen for their efforts above and beyond the call of duty. Wade in particular took me on a personal tour of the Dayton Museum of Natural History and its high tech planetarium. We zipped out to Arcturus and made a stop by Alpha Centauri on the way home, all without leaving the building.

"Designer's" Notes

A number of constraints were in place when I began this project. The first major one was that none of the star systems on the Traveller map could be moved. All the known stars had to be placed within existing star systems in the position they existed as of John Harshman's original work

The second major constraint was that all main world stats (with the exception of those which were contrary to the rules) were "sacred". This meant that some stars had to be "turned up" a few degrees so that the world that circled them wouldn't be against the laws of astrophysics. For example, Junction circles around Wolf 359, in reality a M6 main sequence star. Unfortunately Junction is listed as having a standard, tainted atmosphere, something that isn't likely even if Junction were in orbit zero. So Wolf 359 had to undergo a bit of a warm up for the sake of making the existence of Junction more explainable. Wolf 359 is thus listed in the stellar data and below as a M3 main sequence star, and Junction keeps its tainted, standard atmosphere, even if it isn't Miami Beach. Only in one case did I have to resort to a little "slight of hand", flip'll let the more inquisitive among you figure out where I made that switch.

The third major constraint was what I call "The Uncertainty Principle" (I know the name is already taken, but it works for my purposes as well), and it reads something like: "the further you get away from Sol, the less likely you are to be correct about the exact location of any given star". While some stars could be identified beyond seven parsecs (22.8 light years), because they were particularly bright or near a significant star like Arcturus or Altair, most main sequence types beyond that limit could be placed in one of three, four, or more systems. Thus I ended up concentrating on getting those stars within seven parsecs right (actually more accurate), and including additional stars beyond that limit if I felt comfortable about the accuracy of their location. I welcome anyone criminally insane enough to attempt to push the boundary out further than seven parsecs,

especially given the above constraints't completely cataloged all the M main sequence stars out to 50 parsecs (163 light years), and the distance to 51 Pegasi (51 Pegasus to some), a mere 40 light years away, wasn't agreed upon until somebody figured out recently that it wasn't a G5 subgiant variable star, it was in reality a G5 main sequence with a large planet in close orbit (for more details as the astronomers figure out what's up, check out the sci.astro newsgroup on the Internet, or stayed tuned to your favorite astronomy magazine).

Additional Notes for Known Stars

Some of the systems contain more than one named star. This is not necessarily because the stars in question are binary (trinary, etc.) pairs, it just so happens that they lie within one parsec of each other (particularly in the 'X' and 'Y' axis).

Some stars (like Beta Hydri) are relatively close to Sol along the 'X' and 'Y' axis (2Dwise) but are a great deal further away in the third dimension (up and down, or above and below the plane of the galaxy).In those cases, the relative position of the star to Sol was "translated" so that the direction and distance from Sol to the star remained basically the same. This allowed the galaxy to be "flatten", and expressed inTraveller terms.

Fixing a Basic Misconception

While looking over the stellar data for the Solomani Rim, you may have noticed that M type white dwarfs are virtually no where to be found. There is a very good explanation for this. M type white dwarfs simply do not exist in the quantities suggested by the TNE rules or previously generated stellar data. There are none within 50 light years, and every source I have spoken to who is knowledgeable in the field has indicated that none will ever likely be found out to that distance.

So what is a M type white dwarf? It is not a brown dwarf, an object somewhere in size between a gas giant (i.e. Jupiter) and a star (i.e. the Sun). It is not what is commonly referred to as a "red dwarf", which is a M type main sequence star (like Proxima Centauri or Barnard's Star). A M type white dwarf, is just that--a white dwarf, but a very elderly one (something like over ten to twelve billion years old according to current

mainline astronomical thinking) which is on the verge of expending the last of the energy in its degenerate matter and passing into the "black dwarf" phase, the end of the line for all stars below 1.4 stellar masses. Astronomers are uncertain as of yet whether the Universe is even old enough yet to have any black dwarfs, though evidence of their existence is growing as the age of the Universe is pushed back further by the Hubble Telescope.

M type white dwarfs do in all likelihood exist out there somewhere (there are a number of K type white dwarfs that have been detected, some nearing the M type phase), but they are rare in the kinds of star systems the Traveller rules normally deal with, those that contain main sequence, subgiant, and giant stars.

Harold's quick fix for those who want more realistic stellar data? Simply change any M type white dwarfs you find in the stellar data for previous Traveller material to M type main

sequence stars. Thus a M8D would become a M8V. This will increase the number of M type main sequence stars you encounter, but it will do so in a way that will make the stellar data look more like the Real Universe.

Now without further ado....

The stars are listed according to their hex location on the sector map, the 1117 system name, name(s) of the star(s) located there, and their type and class.

Hex	System Name	Associated Known Star System	
0326	Eneldun	Ross 249	M1V
0332	Pilgham	Iota Horologii	G3IV
0426	Eyck	Beta Cassiopei	F2IV M0V
0434	Durgha	Alpha Fornacis	F8IV M0V
0527	Basse Terre	BD+45 4408 (Giclas 171	K6V M0V
0528	Kidashi	BD+44 4548 (Giclas 171	M0V
0606	Ishadar	Epsilon Cygni	K0III K4V
0618	Stralsund	Alpha Cephei (Alderamin)	A7V
0922	Ishmael	51 Pegasi	G5V
0938	Cicero	Delta Eridani	K0IV
1024	Fomalhaut	Alpha Piscis Austrini (Fomalhaut)	A3V
1117	Mashaddun	Beta Aquilae	G8IV M3V
1127	Gashidda	Beta Hydri	G1IV
1129	Ishkur	82 Eridani	G5V
1214	Boskone	Alpha Indi	K0III
1222	Dingir	Gamma Pavonis	F8V
1224	Kinunir	BD-15 6290	M3V
1316	Hieronymus	Delta Aquilae	F0IV M0V
1320	Hsivyu	Eta Cephei	K0IV
1324	Shulgi	Kruger 60	M2V
		DO Cephei	M6V
1326	Shigiili	Groombridge 34	M0V M1V M6V
		Lacaille 9352	M2V
1327	Enki Kalamma	Luyten 789	M6V
		Luyten 725	M5V
1332	Mirabilis	Omnicron 2 Eridani (DM	K1V M4V A4D
1424	Karkhar	61 Cygni	K5V K7V
1427	Shuruppak	Luyten 726-8(UV Ceti)	M0V M6V
		Ross 248	M6V
1429	Iilike	Tau Ceti	G8V
1440	Capella	Alpha Aurigae (Capella)	G8III F9III
		Capella H	M2V M5V
1522	Altair	Alpha Aquilae (Altair)	A7V
1523	Zaggisi	CD-36 13940	K3V M3V
1526	Meshan	Epsilon Indi	K5V
1529	Markhashi	Epsilon Eridani	K2V
1530	Shulimik	Kapteyn's Star	M0V
		Ross 614	M5V M7V
1533	Sarpedon	BD-3 1123 (Giclas 99-15)	M1V

		LP 658	K0D
1622	Apishal	BD+4 4048 (Giclas 22	M3V
1629	Sirius	Alpha Canis Major (Sirius)	A1V A0D
1720	Vega	Alpha Lyrae (Vega)	A0V
1732	Ys	BD+50 1725 (Giclas 196	K2V
1818	Ashtagz Tyui	Mu Herculis	G6IV M4V M4V
1822	Nusku	70 Ophiuchi	K0V M0V
1824	Agidda	Struve 2398	M2V M4V
		Ross 154	M5V
1830	Fenris	Alpha Canis Minor (Procyon)	F5V F0D
1833	Remulak	Giclas 87	M0V
		Ross 986 (AC+33 25644)	M4V
1911	Depot	Alpha Ophiuchi (Ras Alhague)	A5V K0IV
1926	Barnard	Barnard's Star	M5V
1929	Junction	Wolf 359	M4V
1931	Hephaistos	Groombridge 1618	K7V
		Luyten's Star	M0V M5V
2021	Ishimshulgi	BD+45 2505 (Giclas 203	M3V M3V
2027	Prometheus	Alpha Centauri	G2V K0V
		Proxima Centauri	M5V
2028	Peraspera	Lalande 21185	M2V
2029	Midway	Ross 128	M5V
2030	Hades	Giclas 51	M6V
2031	Calgary	L674-15	M0V
2121	Lagash	Zeta Trianguli Australis	G0V
2131	Inferno	BD+44 2051 (Giclas 176	M2V
		WX Urae Majoris	M6V
2132	Forlorn	YZ Canis Minoris (Ross 882)	M2V
		Ross 619	M5V
2135	Greenpernt	BD+36 1979	G8V M0V
2222	Ninkhur Sagga	CD-40 9712	M3V
2227	Ember	Wolf 424	M0V M5V
2228	Loki	BD-12 4523 (Giclas 153-58)	M5V
2236	Pollux	Beta Geminorum (Pollux)	K0III
2323	Mukhaldim	BD-20 4125	K5V
		BD-20 4123	M2V
2325	Kaguk	L205-128	M0V M3V M3V
2330	Dismal	Giclas 58-32 (AC+23 468-46)	M3V
2339	Castor	Alpha Geminorum (Castor)	A1V A1V
			A5V A5V
		YY Geminorum	K6V K6V
2407	Cambria	Epsilon Scorpii	K2III
2418	Khalikkam	Beta Trianguli Australis	F2IV
2527	Cymbeline	L399	M0V
2528	Tewfik	CD-45 7872	M1V
2720	Nyarlathotep	BD+17 2611 (Giclas 63	K1V M1V
2734	Trapezus	L316-62	M3V
2816	Immir	Theta Centauri	K0III
2820	Aqilat	Eta Bootis (Muphrid)	G0IV M0V
2834	Goliad	Iota Ursa Major (Taliha)	A7V M0V M1V
2835	Kukulcan	BD+42 1956	F3V G3V
2921	Arcturus	Alpha Bootis (Arcturus)	K2III
3217	Cephesa	Alpha Trianguli Australis (Atria)	K2III
3225	Jorjor	BD-9 3413	K0IV

Close by the neighborhood...

Aldebaran Sector

0104	Aldebaran	Alpha Tauri (Aldebaran)	K5III M2V

It's amazing what you can find out when you do research to back up your conclusions--sometimes you find out that you were flat wrong. Such was the case of Aldebaran.

I had assumed that GDW's placement of that system in the Solomani Rim Sector (Cicero 0938) was correct. One problem: the sector named 'Aldebaran' (named later) lay rimward of that location. After an initial debate on the proper placement of the system with friends who were trying to convince me that Aldebaran belonged in the Aldebaran Sector, I decided to check into some Astronomy texts and get some conclusive proof as to its location (proof I thought that would back up my contentions).

They were right. Aldebaran belongs at the above

location, M type main sequence companion star (previously not listed) in tow.

Note that this also means that the "Aldebaran" subsector referred to in previous publications as being subsector `B' of the Aldebaran Sector should in actually be subsector `A'.

Alpha Crucis Sector
0129 Denebola   Beta Leonis (Denebola)   A3V

This is NOT Deneb, which is located much farther away.

No where close, but someone thought it was...

???? Alpha Crucis   Alpha Crucis (Acrux)   B1IV B3IV

Some 360 l.y. distance (over 110 parsecs), it could not possibly be located in the Alpha Crucis Sector. So why is the Alpha Crucis Sector named for a star that is some place else?

My theory is that back in the early 1980s when the sector trailing of the Solomani Rim was named, someone at GDW was under the mistaken impression that Alpha Crucis was a lot closer to Earth. The 1981 map of Known Space featured in GDW's Supplement 8: Library Data (A-M) shows the Alpha Crucis system as being located near the center of the sector trailing the Solomani Rim. Another GDW game which was introduced in 1986 called 2300 AD (then Traveller: 2300) misidentifies a star as `Alpha Crucis' on its map of stars within 50 light years. How did this occur? Steve Bonneville, a fellow member of the Traveller Mailing List, has come up with what I believe is the definitive explanation:

"It seems likely that the person who prepared the Near Star List [ed.- the companion to the 2300 AD map] misread the star's constellation abbreviation as `Cru' (Crux), not `Crv' (Corvus)."

Apparently the edition of Gliese's Catalogue of Nearby Stars they were using to compile data back in 1980 for Traveller (and later reused in 2300 AD) lists Alpha Corvus (the real name of the star that the 2300 AD map calls Alpha Crucis) right after Eta Crucis, a member of the same constellation as Alpha Crucis. CRU, CRV--not the first time in gaming history that someone made an honest mistake (and if you've ever seen the Catalogue of Nearby Stars, it would be an easy one to make--data rich, hardly user friendly), but unfortunately it lead to the sector just trailing of the Solomani Rim being called mistakenly `Alpha Crucis'.

So what should the Alpha Crucis Sector be called instead? After with some discussion with my sometime partner in interstellar crime Leroy Guatney, we concluded that the name which fits best is `Alpha Leonis' (aka Regulus), which would be the most prominent star in the sector, and a name which is fairly close to the original.

Therefore, when you see references to Alpha Leonis in this and future writings by myself, Leroy and others, know that "Alpha Crucis Sector" and "Alpha Leonis Sector" are indeed the same place, with the name changed for the sake of Astronomical Correctness.

Conclusion

While this list is the result of a lot of blood, sweat, tears, and eventually reasonably educated guessing, it is by no means complete. There even exists the remote possibility that an error or two crept in (I am only human). You are encouraged to send your additions, corrections, and constructive suggestions regarding this list to my Internet address at hdhale@aol.com or send to them via good old fashion "snail" mail (aka your local post office) to Sword of Knight Publications to my attention and they'll pass them along to me.

A list of corrections and additions will be posted at various Traveller sites along the Internet and in Traveller Chronicle as the situation warrants.

Operation Savior
By Andy Lilly

INTRODUCTION

This adventure can be played using the background and rules of 'classic' Traveller (CT), MegaTraveller (MT) or Traveller: The New Era (TNE). This scenario has been carefully designed to be compatible with two official GDW backgrounds (Reformation Coalition - RC, and Regency - RG) and that of the Traveller Chronicle (Far Frontiers - FF). The news reports elsewhere in this issue include links to the latter. Throughout this scenario, sections specific to each background are presented as (RC), (RG) or (FF) respectively.

All NPC statistics within this adventure use TNE values but all skill levels are shown as x/y where x is the CT/MT skill level and y is the TNE level including the appropriate attribute.

SYNOPSIS (Referee only)

The player characters (PCs) are accompanying a diplomatic mission in orbit around a balkanised planet.

NUGGET 1: The PCs are briefed: a covert operations team working on the border of one state has been taken prisoner in a surprise military attack by the neighbouring state. The PCs must mount an emergency mission to rescue the team before either state realises the covert team's true nature - a potentially catastrophic political disaster.

NUGGET 2: The PCs make a covert landing and must avoid hostile patrols to reach the camp site from which the hostages were abducted. Any damning evidence there must be destroyed before proceeding...

NUGGET 3: The PCs must now reconnoitre the village where the hostages are being held (located via tracers on each covert operative). Unfortunately the tracers have been separated from the hostages who are already en route to an interrogation centre behind enemy lines.

NUGGET 4: The PCs must find and liberate their colleagues before their secrets can be tortured out of them. Now they will learn the fantastic secret that their colleagues discovered before their capture - the location of a potential Ancients site.

NUGGET 5: The PCs must return to the Ancients site and secure it before either warring faction discovers it. They must then maintain control of the site until their orbiting ship can send further aid. However, in the meantime they have an opportunity to explore...

NUGGET 6: There are both hazards and 'treasures' to be discovered within the Ancient site.

If you wish to use characters from an ongoing campaign who are not associated with the diplomatic mission, they can be hired at short notice to perform the task because of a lack of appropriately skilled military personnel. In addition they become a 'deniable' and potentially 'expendable' force - you may hint at this if you wish to increase their paranoia!

NUGGET 1

The PCs are introduced to each other and are then briefed on their task. The introduction assumes they are already part of the diplomatic mission. A separate introductory section is provided for each background (RC, RG or FF).

[1a] INTRODUCTION (RC)

The PCs are all members of the Reformation Coalition diplomatic team currently in orbit around the planet of Yontez. Yontez is the only class I objective in the primary Area of Operations (AO) but it is overcrowded and balkanised with 25 major governments - some more aggressive and xenophobic than others. The RC can only hope to absorb the planet gradually and accordingly has a number of missions currently on the ground liaising with selected governments. It has a competitor in the Merchant Guild who already have a foothold here, importing arms and some higher tech' goods. The PCs are aboard the RC ship 'Tarrasque' coordinating the planet-wide operations, currently in geosynchronous orbit over the capital of the main state - the Theocratic Republic of Branat.

You may present the PCs with the data from "Path of Tears" p.49,86-87 (player data). The data on p.122,132-133 is the associated referee data and p.144-145 describes the 'Guild'. However, the data presented below is quite sufficient to run the adventure.

Yontez (1527 Shenk/Old Expanses) E66399D-6 Hi B802 Wi M3 V M3 D Class Ib objective.
Diameter: 9471 km.
Atmosphere: Standard.
Hydrosphere: 30% (arable land is therefore at a premium requiring substantial irrigation).
Population: 8,000,000,000 (four times the size of the entire RC!)
Government: Balkanised/Mystic Autocracy.
Law Level: 13.
Tech Level: 6.

The PCs are aboard an Aurora Class Clipper, equipped as a Trade/Diplomatic Mission ("Path of Tears" p.157).

[1b] INTRODUCTION (RG)

The PCs are all members of a Regency diplomatic team currently in orbit around the planet of Enlas-du. Enlas-du is an interface world on the Zhodani/Regency border and is viewed as an important potential alternative to the current route (via Whenge) across the Cronor Cleft. Unfortunately there is continual aggression between some of its governments, particularly against those states which have allowed a substantial influx of 'refugee' Vargr (now exceeding 30% of the world population). Some states fear gradual infiltration by the 'lawless' Vargr Packs. Although now a Zhodani client state, Enlas-du has retained valuable links with the Regency from its pre-Virus non-aligned days. This is and its potential cross-Cleft importance are the reason for the diplomatic mission of which the PCs are a part.

You may present the PCs with the data from "The Regency Source book" p.36 (subsector data) and p.28-29 (Vargr in the Regency). However, the data presented below is quite sufficient to run the adventure.

Enlas-du (0601 Cronor/Spinward Marches) C975776-6 V:3 A123 Cz F1 V.
Diameter: 14,252 km.
Atmosphere: Standard, Tainted (long-term irritant hazard; short-term exposure has no significant health risk).
Hydrosphere: 54% (large tracts of arable land).
Population: 100,000,000.
Government: Balkanised.
Law Level: 6.
Tech Level: 6.

The PCs are aboard a Broadsword Class Mercenary Cruiser, modified for use as a Trade/Diplomatic Mission vessel ("T:TNE" p.377).

[1c] INTRODUCTION (FF)

The PCs are all members of a Protectorate diplomatic team currently in orbit around the planet of Alcost. Alcost is a neutral planet providing a potential trade route from the Protectorate to the League of Suns and Trelyn Domain (both sharing the Protectorate's pro-Imperial stance) while avoiding the unstable Mnemosyne Principality with its Zhodani sympathies. Unfortunately the starport is nominally under joint control of the seven major states which make up Alcost's balkanised government. The current diplomatic mission is attempting to persuade the majority of the governments to allow the Protectorate to establish a major trading centre at the starport.

You may present the PCs with the data from "The Traveller Chronicle (TTC) 4" p.11 (subsector data) and p.13 (Mnemosyne Principality). The Protectorate is described in TTC3 p.3. The data presented below is quite sufficient to run the adventure.

Alcost (0201 Mnemosyne/Far Frontiers) B476976-A Hi In G101 K3 IV.
Diameter: 7,038 km.
Atmosphere: Standard, Tainted (airborne spore respiratory contaminant).
Hydrosphere: 62% (large tracts of arable land).
Population: 1,000,000,000.
Government: Balkanised.
Law Level: 6.
Tech Level: 10 (the two warring states are less developed and, for the purposes of this game, their military are only equipped to TL7).

The PCs are aboard a Broadsword Class Mercenary Cruiser, modified for use as a Trade/Diplomatic Mission vessel ("T:TNE" p.377).

[2] BRIEFING

This section of the briefing is common to all three scenarios. The only difference is in the names of the two states involved in the scenario (the only point at which this is relevant is at the start of the briefing officer's where you must insert the full name within the [] shown):

	'Empire'	'NU'
Yontez (RC)	Dadamkush Empire	Nishlashas Uzeza
Enlas-du (RG)	Zhiriin Empire	Nihir Ukrai
Alcost (FF)	Empire of Tankrest	Newasir Union

Tell the PCs the following:

>>>You have each been called to the ship's briefing room. You look round at the faces... they're all familiar but you wonder what is going on - you don't usually operate as a team with this lot! People shift about nervously then someone breaks the silence...

At this point get each of the PCs to introduce their character to the others. When they're finished, read out the following, or paraphrase it as you wish (given the length of this briefing text, it may be worth telling the PCs not to interrupt but to take notes and ask any questions at the end of the briefing):

>>>After a few minutes the briefing officer 'Happy' Larond stumps in. He pulls out his smoky cheroot and stubs it out on the briefing table, putting yet another burn into its plas surface. He coughs to get attention but there's no need - you're already settling into the seats and watching him intently. His next words will tell you whether this one's going to be Cold or Hot.

'Happy' isn't smiling. This one must be Hot - really Hot. The air gets tense. 'Happy' unrolls a print-out of the planet below and you lean closer to get a view.

You may give the RC group the Yontez planetary map from "Path of Tears" p.86. For the RG and FF groups, either prepare a suitable map including the land masses shown in Figure 1, or simply give the PCs Figure 1 and explain that only a small area of the Empire is shown in the map - it stretches out over a huge expanse beyond the map edge.

>>>"Sorry to have to drag you here at such short notice but we have a problem. Leaving aside the two major nut cases - one of whom we're hovering over - we have the [Insert 'Empire' name]." 'Happy' slaps a large area on the southern continent. "The Empire's a religious dictatorship with a touch of psionics - corrupt, paranoid and aggressive. It has a 'wart' on its NW side sticking out into the ocean." He points this out. "That's [Insert 'NU' name] - I'll call that the NU from now on. The NU's pretty damn packed with people compared with the thinly spread Empire. The NU are not exactly good guys - their paper-pushing bureaucracy is badly organised and their laws are real harsh, but we have started to build up an 'understanding' with them."

>>>"These two states have an unhappy alliance. The NU's got the richest natural gas sites on the planet and they've milked that for all its worth. The Empire's the only place they can pipe it to in economic quantities. But the NU's accumulated a lot of fat cats in a small space and they're totally dependent on the Empire for basic foodstuffs. The Empire tried to infiltrate the NU bureaucracy some years back but failed... well... now they've gone full-out for a coup."

>>>'Happy' sighs. "Last night, under cover of darkness, the Empire launched a massive surprise attack - mostly tanks and motorised infantry, but also paratroops. They've struck along the North coast, mostly ignoring the civil centres but attempting to secure the major gas fields."

>>>'Happy' points to the capital city. "We've got a diplo' team down there, naturally. Very lightweight 'cos the NU's real jumpy about us and just which other states we're talking to. It's not the main team we're worried about but rather a CA - that is, covert action - group operating near the border with the Empire. They were disguised as a native civil survey/construction team to give them a good reason for wandering about there - potential new housing developments for the NU and all that. The reason? Well, they were following up local rumours and initial sensor readings from up here which indicated the possibility of some subterranean structures in the area."

>>>"Here's the crunch. The Empire strike went straight through the area where our team was searching. The team must have been taken totally by surprise because they only managed to get out a brief call for help and their emergency beacon was activated at the same time but stopped transmitting after about 5 minutes. I'll just play you the call:"

You can read the following to the PCs, or give them a 'print-out' - whatever seems most appropriate:

[Incoming Transmission 109-47-83]
[Identified and verified: Covert Ops Team Beta]
[Priority ALPHA]
'This is team beta. We are under attack! I repeat: we are under attack! Activating emergency beacon! Require air-evac maximum spe...'
[Transmission Terminated: Signal Lost]

>>>"The tech's don't reckon there's much to get from it apart from the fact that a struggle can be heard in the background as he says 'Activating' and an instant before the signal is lost there is the crack of a gun. The tech's say it's a pistol and we're hoping it went straight into the radio and didn't go through Tanis... Anyway, although the team were all trained for CA op's they were mostly volunteer technical specialists - unarmed except for Tanis, who was the security officer. Take a good look at these guys and gals. You're gonna be their saviours."

You should describe the NPCs given in section [11], describing their attributes and major skills. If you wish you can write up a short description of each member and hand it out. Inform the PCs that they have good quality photographs of each hostage, full details of the clothing they should have been wearing and their equipment. The briefing then continues:

>>>"As I said, Tanis has a handgun but the others are unarmed. They were equipped with simple camping gear and an amount of 'surveying' kit which included a number of disguised electronic sensors, etc. Naturally it's high-tech' stuff so they couldn't afford to let the natives see its true nature. Most importantly, each team member has a passive homer sewn into their under-garments and the team had an active emergency beacon which was to be used should they require rapid removal from the surface. The active beacon was presumably found and destroyed by the Empire forces. However, our sensors indicate the homers are now clustered somewhere in or near the village of Tasmir, near the town of Belinka."

The next few words are important and you should emphasis this heavily to the group by reading the text slowly and deliberately:

>>>'Happy' looks slowly around the group "You know what you have to do, but there are some things I gotta lay on the line... You know we can't afford a diplomatic incident... with either side. So you're to go

in quiet, do the stuff and get out quiet. I don't want no massacres, I don't want lots of our gear left lying around as evidence, and I don't want no fizzin' obvious witnesses."

Present the PCs with Figure 2.

>>>"This is a map of the area. In two hours time the shuttle will leave this ship to pick up our diplo' team at Danzak. You'll be aboard, in a grav' vehicle. As you pass over the DZ (Drop Zone) your vehicle will leave the shuttle and descend under cover of darkness to the DZ. I'm afraid we only have one grav' vehicle of an appropriate size and that's not a military model, so it's being re-sprayed with camou' markings even as we speak. Although they do have a few grav' vehicles down there, they're reserved for the very rich and where you're going it'll be obvious to any native that the speeder is out of place. So, you can't rely on using it after you reach the DZ."

>>>"Okay, now from where we're sitting, the AO (Area of Operations) is over the horizon; we can't easily scan it, certainly not without giving the fact that we were doing so. So, the only up to date ground information we'll be able to get is using the shuttle sensors in the approach to your DZ. You'll be provided with the results - including probable types and positions of Empire ground forces - just before leaving the shuttle. As the shuttle cuts through the upper atmosphere - about midnight local ground time - your grav' vehicle will be dropped off. The atmospheric disturbance, heat, etc. should minimise the chance of you being detected since you'll be powered down at that point. You only power up the grav' systems just in time to pull out of the 'free fall'." 'Happy' grins cheerfully at whoever is most likely to be piloting the grav' vehicle...

>>>"You'll be in standard camou' stuff - flak jackets and the like with stuff that looks as close to the native kit as possible. That means mostly projectile weapons, grenades, explosives, etc. No plasma cannons and no fizzin' combat armour else we might as well land this ship with all its fizzin' lights on and the whole crew singing 'I'm a mean green mother from outer space...'. Basically you've got two hours to kit yerselves out. Any bright ideas about special kit - like concealing high tech' stuff on you - clear it with me first. Like I said, we don't want nothing that'll leave evidence of your presence on the surface. I ain't asking you all to take suicide pills... but just to be darn careful."

>>>"You all know the natives pretty much look like us and smell like us but none of you are particularly hot on their lingo and they have some quirks. For your own sakes, remember to bow when greeting others and make it 'special low for high-up military types."

If there are any aliens in the party, 'Happy' will wave in their direction and add:

>>>"As you may guess, I wouldn't be asking you to go down if we could spare any more humans. You'll stick out like a sore thumb so for your sakes stay outta sight of the natives, eh?"

>>>"Mission order is expected to be: (1) Secure the DZ. (2) Check the camp site. Destroy any remaining evidence of our presence and check for clues as to whether anyone was injured or killed in the attack. (3) Reconnoitre Tasmir and evaluate the enemy forces. (4) Secure native transport for yourself and the hostages. (5) Enter Tasmir and retrieve the hostages - quietly! (6) Return to DZ and radio mission success.

>>>"Apart from the mission success message, long-range radios silence will be maintained. Minimal short-range communication within the group will be permitted. Naturally this will be encrypted; today's pass code is 'Jawbreaker'; set your radios accordingly. There'll be a fair bit of ECM (Electronic Counter-measures) and the like so don't use unencrypted channels or broadcast too close to enemy EW (Electronic Warfare) units since they'll be on maximum alert and just might pick something up." At last, 'Happy' smiles. "Any questions?"

[3] KITTING UP

Give the PCs up to an hour of game time to kit themselves up and think up any clever ideas for concealing high tech' weapons or equipment about themselves. Acting as 'Happy', you should help them with constructive criticism of any ideas. Feel free to make suggestions if the PCs seem stumped.

However, you must constantly emphasise that this is a covert operation and the team must not leave any evidence of their true nature. It's okay for the Empire troops to think they've been hit by a crack NU commando team, but if the Empire (or for that matter the NU) realise the team are off-worlders, then diplomatic relations will be severely damaged - destroying several years of careful negotiation.

All equipment, armour, weapons, etc. even if of the local tech' level (6-7) can still be identified as off-world if examined closely. Higher tech' equipment, etc. will be easily identified as such - tech' 10+ will stand out very clearly unless appropriately concealed. Remember, the team does not have access to 'Q'-style technical help ala James Bond, but rather a small team of competent technicians who have a mere hour or so to work on anything the PCs suggest.

If appropriate you can remind the team that the Tarrasque does carry supplies of tranquilliser in the form of grenades, tiny spray cans, medical injections and ammunition for various weapons (e.g. snub pistols). Most forms of non-lethal weaponry (from coshes upwards) can be found or made up at short notice.

The main available armour is flak jackets which are currently having fabric sewn on both sides to make

them reversible: one side is the green/brown/black of the NU forces while the other side is beige desert camouflage roughly matching that of the Empire. Similar trousers are being sewn up at the moment. These 'uniforms' have the forged insignia of appropriate units which are 'expected' to be found in the area. This is by no means certain, however, and the forgeries are very approximate! Depending upon your interpretation of equipment descriptions you may opt to allow the team to wear Combat Environment (CE) suits under the uniforms. If worn with no attachments (coolant unit, helmet, etc.) and with the hood tucked down then this may provide extra armour without unduly compromising the characters' disguise. However, any character closing up the hood or revealing the CE suit by removing part of their uniform will be quickly identified as an off-worlder. The PCs must determine whether they wish to take this risk.

Each team member will be given a 'throat mic' - a form of 'comm dot'. A miniature radio microphone attaches to one of the rear-most teeth and a tiny speaker slips into the ear. Neither unit will be noticed unless a full medical examination is undertaken. The tooth microphone will pick up the faintest whisper from its wearer and relay this by a short range radio link to the main radio unit - a 4x1x2 cm box concealed anywhere on the user. This box encrypts and re-transmits the signal to any other user within 5 km (assuming perfect atmospheric conditions, etc.). When the box receives signals from another unit it relays a very weak signal to the ear speaker, amplified to a level that the user can clearly hear without being audible to anyone else. The only problem with the system is that the very low power transmissions between the mic', box and speaker may occasionally be picked up by a very sensitive radio scanner. For this mission the chance is negligible unless the system is used foolishly in close proximity to an Empire ECM or EW unit, but the referee should feel free to use the possibility to worry the PCs!

You should determine the precise details of the shuttle and the PCs' grav' vehicle using a suitable resource, e.g. from "101 Vehicles" - Kariku p.8, Kuum p.11, Traveller p.20 or Resolve G-Carrier p.22; alternatively the "T:TNE" p.363. Shuttle craft are described on "T:TNE" p.378-379.

[4] CHANGING PLANS

If the PCs wish to alter the mission order, add objectives or extra detail, etc. then feel free to allow this, however it is up to you (through the NPC 'Happy') to maintain their primary focus: the retrieval of the hostages. It should be remembered that the hostages' camp may contain damning evidence and it is thus also a fairly important target.

NUGGET 2

In which the PCs secure the camp site...

[1] THE DROP

As 'Happy' indicated, the shuttle will depart the Tarrasque half an hour before midnight. At approximately midnight the shuttle will enter the upper atmosphere over the DZ, making a deliberately steep and thus fiery entry. Under cover of this manoeuvre the grav' vehicle will be released into the shuttle wake and then will 'glide' unpowered through the atmosphere. Combined with the grav' vehicle's minimal radar return, this should allow the team to land undetected at the DZ about an hour later.

The pilot (one of the PCs) should make a Difficult (Interface/Grav) roll to control the vehicle when first dropped by the shuttle. After that all will seem calm until an Empire jet fighter buzzes by about a kilometre away. It won't detect the vehicle but it should scare the PCs...

Assuming the DZ is still in the hills then it is deserted and quite safe. There are no Empire patrols in this area, nor are there any habitations and the DZ is too far from any such places to be seen. The team must now approach and reconnoitre the camp site.

Should the PCs have decided to move the DZ to near one of the locations mentioned elsewhere in this scenario then the referee should use the appropriate data to determine if their landing is detected. For locations not specifically described in this scenario, the referee should substitute equivalent Empire forces, local inhabitants, etc. drawing upon the described locations as examples.

[2] THE AREA OF OPERATIONS (AO)

The area in which the PCs will be operating is shown in Figure 2. The Empire military dispositions shown on the Map are valid at midnight when the PCs' shuttle passes over the area and scans it. The PCs should be reminded that this data will become increasingly inaccurate as time passes.

Korin, Tasmir and Alazan are large villages with up to a few thousand inhabitants. Belinka is a small town of 45,000 inhabitants. Kh'rit is an equivalent size town on the Empire side of the border. There are a significant number of small farms and small groups of a few houses around all these villages and towns, and to a lesser degree to either side of the main roads. Such sites tend to be moderately isolated and the Empire troops have largely ignored them thus they might be a temporary haven for the PCs, provide a source of local transport, etc.

The main Empire forces (the 'crack' troops) passed through many hours ago. The troops around the towns are performing a 'holding' operation, ensuring the

populace do not provide any trouble. The remaining forces are support units - mostly lower grade troops - gradually moving from the base at Kh'on Mil through the forest and then along the main roads into the NU heartlands. The roads through the forest have been under construction for around a year - a totally secret operation invisible from the air. They provide the only means by which the Empire could move a significant military force across the border without giving the NU prior warning.

'Mobile' forces travel at about 5 km/h (foot) or 10 km/h (motorised) cross-country and twice that speed on the roads. The foot infantry unit near the east edge of path AP2 will therefore reach the west edge of the forest in 6 hours (at 6am), another 2 hours to Tasmir and then in about 5 hours will be through Belinka and off the map. For the purposes of this scenario, assume that troop movements continue at all hours and that the above speeds include short rest intervals.

[3] ENCOUNTERS

Encounters should be rolled on a d20 at the intervals given below depending upon the area.

Location:	Town	Road	Forest	Hills	Plains
Roll every:	10 min	20 min	1 hr	2 hr	1 hr
No encounter	1-5	1-6	1-12	1-14	1-12
Flora/Fauna	-	-	13-17	15-16	13-15
Locals, foot	6-10	7	-	17	16
Locals, vehicle	11-13	8-10	18	18	17
Empire, foot patrol	14-16	-	-	-	18
Empire, foot unit	17	11-14	-	-	-
Empire, motor'd patrol	18	15	19	19	19
Empire, motorised unit	19	16-19	-	-	-
Empire, air patrol	20	20	20	20	20

In addition to actual encounters, the PCs may be observed by an Empire unit or local inhabitants. The following is a compact format used for describing this probability:

In or near town (e.g. Belinka, Kh'rit): F12 L15 M15 G18
In or near village (e.g. Tasmir): F10 L14 M15 G16
On or near major roads: F8 L12 M14 G15
Elsewhere (hills, forest, etc.): F6 L11 M13 G15

This set of values is for (Empire) Military observers. Each value shows the die roll (or less) to be made (on d20) for the PCs to be seen, depending upon their mode of transport: F=Foot, L=Local vehicle, M=Military vehicle, G=Grav' vehicle. Therefore, if the PCs were in a local vehicle near Tasmir, Empire military would notice them on a roll of 14 or less. The roll is typically made once per hour and is adjusted as follows: -4 (higher probability of being seen) if the troops have been warned of the possible presence of the PCs, +6 at night. If the PCs have made an appropriate Stealth or Camouflage task, make the roll harder, e.g. at +4 for a successful task up to +10 for an exceptionally good task roll. Woodland camouflage will not help their grav' vehicle slip into town unnoticed!

Naturally, if the PCs walk right up to an Empire guard post, they will be seen - no roll is needed. The rolls are intended to present a simplified means of determining if the PCs are noticed when they are some distance from the observers and (perhaps) attempting to remain unobserved. For specific visibility checks, use the rules in "T:TNE" p. 309-310. The likely reaction is then determined below depending upon the appearance of the PCs.

If the PCs are in Empire troop uniforms, reactions will be as follows:

Local Inhabitants (roll d20, +2 if encountered at night):
1-6: The local(s) ignore the PCs and if asked at some later point will not remember seeing the PCs.
7-17: The local(s) ignore the PCs but if asked at a later point will remember seeing the PCs - this may be important if Empire forces are trying to track the player's movements!
18-19: The local(s) yell insults at the PCs.
20+: The local(s) attack the PCs. The referee should decide whether this consists of a few angry men with knives, or whether this is an organised guerrilla action with petrol bombs and/or smallarms.

Empire Troops (roll d20, +5/+15 if the PCs are in a local vehicle/the grav vehicle, +2 if at night, -5 if encountering an Empire 'unit' rather than a 'patrol'):
1-5: The troops ignore the PCs.
6-10: The troops acknowledge the PCs.
11-17: The troops stop the PCs and briefly check their identification, destination, etc.
18-20 The troops stop the PCs and perform a detailed check of their ID, unit, purpose, destination, etc. 21+ The troops stop the PCs and hold them under guard until an intelligence or interrogation unit can arrive.

If the PCs are in NU troop uniforms, reactions will be as follows.

Local Inhabitants (roll d20):
1: A treacherous local calls the nearest Empire post to report the PCs' presence.
2: The local(s) ignore the PCs (they believe they're Empire troops in disguise).
3-5 The local(s) refuse to help the PCs in case it brings Empire retribution.
6-14: The local(s) will give the PCs minor help (e.g. food or information).
15-18: The local(s) will give the PCs major help (e.g. loan of a vehicle, overnight accommodation, or help with a plan).
19: The local(s) are, or can put the PCs in contact with, a newly formed NU guerrilla group.
20: As 19, but the group is composed of NU soldiers separated from their units during the invasion.

Empire Troops: If out-numbered, the Empire troops will retreat towards their nearest known colleagues, using their radio(s) to send out a call for help. If they out-number the PCs they will send out a radio call and then attack. However, they will be over-confident since they regard the NU troops as inferior.

If the PCs are in local clothing, reactions will be as follows:

Local Inhabitants (roll d20, +5 if encountered during the night):
1-6: The local(s) ignore the PCs.
7-15: The local(s) watch the PCs very carefully.
16+ The local(s) attack the PCs, believing them to be Empire spies. If at any point the PCs reveal their NU uniforms or otherwise convince the locals of their identity, re-roll on the "NU uniform" table above.

Empire Troops (roll d20, +10 if at night, -3 if encountering an Empire 'unit' rather than a 'patrol'):
1-8: The troops ignore the PCs.
9-13: The troops insult the PCs.
14-16: The troops threaten the PCs.
17+ The troops arrest the PCs for breaking the curfew (or any other excuse they care to think up).

In summary, the PCs need to be very careful whom they meet - even where they receive friendly reactions from the locals, the PCs may soon be caught out by their strange accents or equipment. Similarly, if questioned by Empire troops, the PCs have little chance of fooling the troops with their cover identities for more than a very short while. Depending on circumstances, bribery or threats may help to convince either locals or Empire troops.

[4] TRAVELLING AROUND

The PCs must decide upon a route from the DZ to the camp site. The rules given in section [3] give the likelihood of them being detected or encountering anyone. should the PCs decide to grav' along the river, they will sacrifice speed (double travel times) but they are mostly out of sight (between the river banks) and you should reduce their chance of encounters accordingly. Other precautions (camouflage, travelling through woods, etc.) may also benefit the PCs.

To introduce tension, the referee should introduce at least one encounter with locals and one with an Empire unit, if only at a distance. The intention is not to force the PCs into a confrontation, but to ensure that if they do not act sensibly they will be caught out.

[5] THE CAMP SITE

The camp site is shown in Figure 4. Two simple tents are pitched in the protection (and concealment) of some bushes, on the slope down toward the river and a small mud-filled 'ox-bow' pond (once an arm of the river but now cut off and silted up). A single Empire trooper has been left to guard the site.

The method by which the PCs approach the camp site will determine whether the guard has a chance to detect them and radio a warning to his base (but see below). However, to keep warm, he has re-lit the camp fire, providing a wonderful beacon in the night. In addition, night vision equipment will quickly pick him out wandering around the fire and (occasionally) down to the stream to urinate. A novice of only 17 years of age, he smokes a cigarette and is quite careless although he almost always has his hand on his assault rifle and will jump at the slightest noise.

It should not be difficult for the PCs to capture or kill the guard. In the former case, if any of them interrogate him (assuming they speak the Empire tongue) he will be very scared and wish only to be allowed to live. He will tell them that his only orders were to guard the camp until his colleagues until dawn when his colleagues will return to examine the camp site and the equipment there. Examination of his radio will show that it is a short range unit and would not reach the nearest town. The PCs may infer that his colleagues must be close by, or possibly (the truth) that his unit is badly organised and they forgot to check range of the radio!

The camp site contains much surveying equipment thrown about, showing a brief search was made. The camp beds in the tents are over-turned and there is a tiny amount of blood showing a short struggle occurred, but that no one was seriously hurt. There are no spent cartridges or other evidence of a gun fight. The PCs can quickly identify which of the surveying equipment contains hidden high-tech sensors and should thus be removed (e.g. in the grav' vehicle). Destruction, unless complete, is not an option since absolutely no trace of the high tech materials should be left for Empire analysis.

At this point if the PCs do a particularly thorough search, you may allow them to discover some smudged paw prints or notice that their sensors seem to be acting a little strangely near the camp site (see [6] and Nugget 3). However, if they spend too long investigating these oddities, they will be too late to fulfil their primary mission and rescue their captive colleagues before they reach the Empire interrogation centre.

[6] THE TRUE SITUATION

The covert team had spent a frustrating day searching the area in an attempt to relocate the bizarre sensor readings which they had briefly detected early that morning. The search seemed fruitless until the team pitched camp beside the river and 'Hawk-Eye' spotted the paw prints almost a wolf, but not. A pair of tracks - leading to and from the area. A closer examination

showed that a large stone sunk in the ox-bow 'pond' had been cleared of mud. Further investigation showed that the stone, although apparently natural, seemed unusually large and had some small depressions in it. It also appeared to be a focus for the peculiar sensor readings. The team retired to their tents for the night to sleep on the mystery...

That night, the Empire launched its Blitzkrieg. This included assault helicopters heading over the hills to seize strategic NU border sites. One of these flights noted the camp's infra-red source and reported it. Later that night, concerned that this might be a previously unknown military sensor or air defence post, the Empire commanders decided to spare an assault helicopter to investigate. The troops from the helicopter over-ran the camp before the covert team could do more than send out an emergency call...

The Empire troops were disappointed until they discovered the emergency beacon (which they destroyed) then an investigation turned up Tanis' handgun and some irregularities in the surveying equipment. The team were taken to Tasmir aboard the helicopter and dropped off to be held with other NU prisoners. A single guard was left at the camp...

NUGGET 3

In which the PCs rescue some clothing...

[1] TASMIR

Tasmir was over-run by Empire assault forces within half an hour of the start of the Blitzkrieg. By the time the PCs arrive, it is already a busy staging post for the Empire units, travelling through it from the border forests and on into the heart of the NU. As such, there is a constant flow of traffic and different Empire units - this may provide the PCs with a means to covertly enter the town, as Empire troops encountered within the town (see [3]) are generally fairly disorganised.

Figure 3 shows the Empire forces in and around Tasmir. The major roads into the town have check points, as do a few of the main streets within Tasmir. A mixture of infantry and armoured vehicles is temporarily billeted around the town to keep the population subdued and to protect the other units passing through. Almost all the forces in the area are second-line or raw-recruit (i.e. TNE Novice); the first rank troops are in the front lines far to the west.

[2] HEADQUARTERS

The headquarters for operations in Tasmir is the town administration building just off the main market square. Two road blocks and a quantity of troops and armoured cars are sited around this square to prevent the populace from interference or sabotage. Prisoners acquired during the assault and subsequent occupation are kept in the cramped cellars of this building, stripped naked and unfed with a few well-armed guards to watch over them. As new prisoners (e.g. uncooperative townspeople) arrive, they are dumped in the cells, perhaps after a minimal interrogation. As the cellars fill up, groups of prisoners are loaded onto trucks and driven back over the border to the Empire military camp at Kh'on Mil.

In one of the offices on the second floor of the headquarters is stored any 'evidence' collected from prisoners. Laid out on a table are articles from the covert team: clothing, a few personal possessions, Tanis' handgun, etc. The homers which the PCs are tracking are in the clothing here. The military intelligence operation here is minimal and thus there is no guard on this room (although the headquarters has guards at all entrances).

[3] RESCUE

Using triangulation, the PCs can calculate where the homers are located within the town (i.e. within the administration building, above ground). If they perform the scans close to the headquarters they can even determine the floor and approximate room. When scanning outside the town they will receive a very faint 'echo' of the homer signals from the 'opposite' direction, i.e. somewhere in the forest toward the Empire border. This may be due to the construction of the buildings around the homers causing false signal echoes. The actual cause is given in [4].

Unless the PCs decide to investigate the 'echo', they must find some way of entering the town and the headquarters to locate the homers. Possible options for getting to the headquarters are given below. The random encounter and reaction tables from Nugget 2 should be consulted as appropriate.

(1) Using grav' belts to fly in at night. There is a chance that an Empire air defence sensor will detect the PCs or (a smaller chance) that they will be seen by a guard.

(2) Using the grav' vehicle to fly in. This is an un-stealthed civilian grav' vehicle and will definitely be detected or spotted.

(3) Entering the town covertly, relying upon the group's stealth skills and camouflage clothing. This has a fairly good chance of working provided the PCs keep away from Empire troop positions and don't alarm any of the locals.

(4) Entering the town disguised as Empire troops is quite possible but relies upon luck, i.e. they players may enter unchallenged or may run into an patrol which demands that they identify themselves. If handled correctly, the PCs may escape, but failure to

speak fluently in the Empire tongue, or close examination of their papers, clothing or weapons will quickly identify them as intruders. The Empire troops have orders to shoot first and ask questions later in such circumstances...

(5) Entering the town disguised as locals is less likely to work than option (4), as the Empire troops treat the locals like dirt and will react very badly to any signs that the PCs are carrying unusual equipment or weapons!

Entering the headquarters may be achieved using the same sort of methods:

(1) Grav' belts. The headquarters has guards on its roof, who must be 'dealt' with to reach the service stairway leading into the building.

(2) Grav' vehicle. Don't even think about it! Such an entrance would cause a town-wide alarm and the Empire troops will panic at the thought that they are under attack from high-tech off-worlders. The anti-aircraft missile batteries outside the town will be activated and possibly (after a short delay) the helicopter gunships or fighter planes may be called to the scene.

(3) Stealth. The PCs' high tech camouflage and night vision equipment, possibly combined with tranquilliser sprays or guns (if anyone thought to bring any) should allow them to penetrate the headquarters without too much trouble, provided they do it sensibly, e.g. waiting until just after guards have changed shift to strike, to give the longest possible delay before the alarm is raised.

(4) As Empire Troops. The guards at all entrances to the headquarters are fairly strict about preventing normal soldiers from entering, unless they are led by a high ranking officer, or are escorting prisoners. If the PCs use the latter ruse but then attempt to take their prisoners up stairs, they will quickly be reprimanded and directed to the cellars.

(5) As locals. No locals are allowed near the headquarters. If the PCs persist at trying to get in they will be arrested - an alternative method of getting into the headquarters' cellars...

Inside the headquarters things are fairly disorganised with officers fighting over who uses which office, and over the limited lighting due to a shell having damaged the building's power system. At night this means many corridors are only dimly lit and the PCs (if in Empire uniforms or sneaking stealthily) may move about fairly easily without being challenged. Access to the room containing the covert team's clothing is fairly easy but

will obviously be a disappointment. There is nothing here to indicate where the team are, but it should become obvious (if necessary through seeing some prisoners being escorted downstairs) that the cellars are being used as a prison.

If the players take prisoners (genuine or disguised PCs) down to the cells, they will note they are fairly empty. The guards down there will mention (whether asked or not) that the previous batch of prisoners were trucked off home (i.e. across the border) a few hours ago.

The only incriminating items the PCs need remove from the headquarters are the homers (easily cut from the seams of the covert team's clothing) and one of the survey sensor boxes which has a high tech computer unit inside (this can be quickly removed by someone with Mechanical or Electronic skill). The clothes, Tanis' gun, etc. are all of genuine local manufacture and thus can be left. Significant disturbance, or disappearance of the items may alert the Empire intelligence unit to an intrusion into their building.

At this point the PCs should have realised that their covert team is no longer here. If they have managed to sneak in and out then they can try to work out where the team has got to (see Nugget 4).

[4] THEY'VE GONE

As the guards in the headquarters' cells will volunteer, the previous batch of prisoners, including the covert team, were shipped out of Tasmir some hours ago. The exact timing must be adjusted by the referee such that the PCs have a chance of catching up with the prison truck convoy before it reaches the Empire military base at Kh'on Mil. However, if they waste an excessive amount of time in the town, they will fail their mission.

It is also important to note that the PCs' actions entering the town may drastically affect subsequent play. Any details the Empire forces may have determined about the PCs will be sent out as an alert to some or all units, depending upon the amount of damage ascribed to the PCs. If they fought their way into the headquarters using high tech weaponry and grav' belts, all Empire forces from Belinka to Kh'on Mil will be alerted and given orders to shoot the PCs on sight, air reconnaissance will be on the look out for them, and the Empire ECM units will try to track down any unusual radio transmissions or radar signals which may be linked to the PCs. If the PCs showed too much interest in the covert team (e.g. asking specific questions of the cellar guards or taking all the covert team's clothing, etc.) then the Empire intelligence officers may work out that the PCs have some interest in these specific prisoners. They may then radio the prison convoy to halt until more guards can join it. If, for example, the PCs killed no one, didn't disturb the covert team equipment unnecessarily, and passed

themselves off successfully as Empire troops, then there may be little or no reaction to their raid on the headquarters.

NUGGET 4

In which the covert team are rescued...

[1] THE CONVOY

The convoy of prisoners consists of 6 large covered trucks, each with a driver and a guard in the driver's cabin and another guard sitting at the back of the covered section, watching the prisoners. The prisoners are all naked and tied - hands behind their back and attached to the bindings around their feet. They are literally piled into the trucks, unable to move and, in some cases, breathe. The covert team are all in the fifth truck and are all alive, though not well given their current treatment: Tanis is the only one who has not lost consciousness in the cold confines of the truck.

The convoy is progressing slowly along the forest roads, moving against the main flow of traffic of Empire military units. The forest roads, although initially solid, have already been ground up and turned to mud by the constant flow of heavy tracked vehicles.

[2] CATCHING UP

The PCs may opt to intercept the convoy by flying ahead using the grav' vehicle or grav' belts, or by driving after it using a local or Empire military vehicle. In the former case, given that the PCs have probably caused some alarm in Tasmir, there is a moderate chance that they will be detected by the Empire air recon' or radar. Using a road vehicle they will have to drive quite fast but are unlikely to be stopped provided they are wearing Empire uniforms - an normal driving failure will cause the truck to be delayed by getting stuck in mud, while an exceptional failure indicates an accident - swerving off the road or hitting another vehicle.

[3] RESCUE

Rescuing the covert team from the prison convoy cannot easily be done without some form of confrontation. The convoy will not stop unless ordered by an officer, nor will they hand over any prisoners unless the officer has the correct paperwork. If the PCs can somehow mimic a high rank intelligence unit and bluff their way through with some appropriate threats, then they may just succeed in getting the covert team released. However, they may face a moral dilemma when they realise the state in which the prisoners are being kept. Should they attempt to release the NU prisoners as well? If so, should they provide them with food, or weapons or clothing?

If the team opt for confrontation, then a sensible ambush should be organised. Clearly, this should be set for one of the breaks in traffic where there are no other Empire forces for perhaps a kilometre or so. The road is winding and has many overhanging trees and overhead camouflage, set up to prevent NU air reconnaissance detecting it during its construction. The PCs will probably intercept the convoy around dawn but the roadway will still be heavily shadowed, giving the PCs the advantage if they use their night vision equipment appropriately. Using their sensors at close range the strangely muffled homer 'echo' (which was faintly detected near Tasmir) can be identified as coming from the fifth truck.

The Empire guards will be sleepy and, once attacked, will typically begin firing randomly into the surrounding forest, while trying to accelerate the trucks away from the PCs. Fire (from the PCs or scared Empire troops) hitting the rear part of the trucks is highly likely to hit and kill some of the prisoners inside.

Any Empire forces on the road which are alerted to the gunfight will move at double speed toward the scene in an attempt to intervene. The convoy has only one radio (in the first truck) and if they have been unable to send out a call for help, then initial contact with other Empire groups may result in some troops firing at each other (remember all troops encountered in this area are only of conscript quality).

[4] OUT OF THE FRYING PAN...

The PCs should be able to recover the covert team without significant casualties and, having removed any incriminating signs of their presence, they should make ready to return to their grav' vehicle. On the way, Paula Bayvel will regain consciousness and begin muttering: "must return to... camp site... something... critical importance... must tell base..."

If the PCs listen carefully and use medical skills to bring her round, she will soon be able to elaborate. She now believes that the source of the anomalies for which the covert team was searching is some form of high tech, high energy structure, definitely not native to this world. It may be of such importance that it should not be allowed to fall into the hands of the Empire, or even the NU. She insists that the PCs return to the camp site or at least allow her to contact the Tarrasque immediately.

If the PCs allow Paula to radio the ship (a breach of the radio silence set down in their briefing), the PCs will be able to hear her putting in the strongest possible terms her belief that the team should be directed to the camp site to secure the potentially valuable finds there. After a short while a confirmation will come back. The gist is given at the end of this section. The PCs should find some clothing for the covert team, since they will not now be returning to the Tarrasque for some indeterminate time!

If the PCs are awkward and don't allow Paula to call the Tarrasque, then the following events will be delayed until they have arranged to be picked up by the shuttle and have returned to the ship, at which point Paula will immediately go to speak to the Tarrasque's mission commander. She will then return with the briefing officer 'Happy' and tell the PCs they must return to perform the following task.

The PCs' new mission is to secure the camp site until the next night and to help Paula in any manner necessary to determine as much as possible about the nature and extent of this strange find during the intervening time. At that point the situation will be re-evaluated.

The PCs should realise how worn and weary the covert team is, and give suitable sympathy, warm clothing, first aid, etc. Neglecting to do so will make the covert team gradually more irritable and prone to collapsing at an inopportune time, due to exhaustion, etc.

At some point, no doubt the PCs will want to know where the remaining homer is hidden. Tanis will give an unhappy grin and tell them that when he realised their clothes were going to be taken away he tore out his homer and swallowed it...

NUGGET 5

In which the PCs may discover an Ancient site...

[1] BACK AT THE CAMP SITE

Depending upon the time elapsed since the PCs first visited the camp site, a truck of Empire troops may have revisited it (see Nugget 2, [5]). If this has occurred, the Empire reaction will depend greatly upon any evidence the PCs may have left of their presence, and the manner in which they dealt with the guard. If the guard has simply vanished, the Empire troops may be nervous, having heard of the werewolf rumours, and thus just grab all the camp site equipment and leave quickly (hopefully the PCs didn't leave any high tech sensors lying about!). Alternatively, if the guard is found shot and PC boot marks are everywhere, then the Empire troops will have called up reinforcements - more troops and perhaps a helicopter to search the area.

Whatever the circumstances, it is the PCs' responsibility to remove any Empire presence from the area until they get further orders from the Tarrasque. They might be able to distract the troops away, although this will probably only gain a few hours. Alternatively they may try to take out the troops quickly and quietly. If so, they must ensure the troops do not get off a radio message: although the original guard's radio was short range, the truck has a radio which can reach Belinka. Also, they must ensure that they catch the entire group at once and do not miss any who may be out reconnoitring. Taking out a helicopter

quietly will be quite difficult!

If the PCs' succeed in quietly erasing any Empire presence, there will eventually be a radio call from Belinka (on the truck radio) to ask what they discovered. If the PCs manage to bluff the caller into believing they are the Empire unit and that nothing of any importance was found, the PCs will have bought themselves a significant delay before any further Empire forces arrive to investigate. If, however, they failed to silence the Empire forces here, a significant task force will soon arrive to deal with them!

Once the area is secured, Paula will delegate the PCs to perimeter patrols while her team investigates the strange stone...

[2] THE TELEPORT

If the earth and rocks are cleared from around the strange stone (dotted area on Figure 4) it can be seen to be identical in type to the local stone but of an unusually large size and roughly oval. Its top appears naturally worn and pitted but it is probably too flat over its entire surface to be truly natural. Paula and her team will use whatever sensors are to hand to examine the stone, spending a number of hours recording data and analysing it. Eventually Paula and McGrath will be clambering over its top surface, with Paula examining the slight depressions at one end, when the pair simply disappear. If any PCs are on the rock at this point they, too, disappear. If no PCs are present, their first indication of trouble will be Tanis calling for them.

Tanis and Harker were looking around the sides of the stone when they saw their colleagues disappear. Harker can confirm that Paula appeared to be rubbing the indentations while McGrath wasn't really concentrating: "probably day-dreaming" is her description.

The stone is a teleport to an ancient base deep in the ground below. To activate the teleport the three indentations (in a triangular shape about 6" across) must all have living flesh within them (e.g. Paula's three fingers) while someone on the stone thinks of 'home'. This latter trigger is sensitive to the concept of home of any sort, not specifically a vision of the ancient base below. Hence a character 'wishing' they were safe, off the planet, back with their loved one, etc. may trigger the teleport (at your discretion). McGrath just happened to be "day-dreaming" of getting off this world and back to his nice safe cabin on the Tarrasque. Not too surprising after his period of captivity!

[3] ENTERING THE BASE

The PCs are now presented with a quandary. Should one or all of them go after Paula and McGrath? Should they call for orders from the Tarrasque? If the players opt themselves to go after the pair, Tanis will volunteer to stay and protect Harker who should use the team's

remaining equipment to monitor the PCs when they teleport.

If the Tarrasque is contacted the mission commander will suggest that the PCs try to follow Paula as quickly as possible, on the principal that: if she and McGrath have arrived anywhere potentially hostile they need protection, and the more people that are teleported, the more chance (probably) of someone getting out again alive... A working teleport is of such importance that the Tarrasque will recall the shuttle from the capital and use it to carry down every remaining crew member they can find to the camp site to hold it against the Empire forces.

Whatever the choice, the PCs should be encouraged to try to follow Paula and McGrath. If it looks like they don't want to, let Paula and McGrath teleport back to the surface (Paula fairly quickly worked out how to reverse the process - see [8] below). Given the guarantee that they can return to the surface, the players should now be happy to go down! It is a race against time to investigate this mystery before more Empire forces turn up...

You may optionally introduce an encounter with one or two of the base's Vargr inhabitants (see [5] and [6]) to entice the players down, perhaps with one of the Vargr somehow surprised so as to drop a green 'key' (see [8]).

[4] POYNENY

Around 300,000 years ago the Ancients destroyed themselves in a 2,000 year period of internecine strife. During this time a few of these Ancients decided it might be best to hide themselves away and wait to see what the situation looked like in a few millennia.

Poyneny was one such Ancient, who built a small base on this planet, hiding it far underground and shielded from sensors. The base was stocked with equipment and supplies and genetically engineered Vargr were placed within as guards. However, Poyneny was killed before reaching the safety of the base. Perhaps this is a blessing, for the base remained undiscovered by the other Ancients and thus survived the war. Until a covert operations team happened upon its entrance!

[5] ANCIENT INHABITANTS

The base is guarded by 4 geneered Vargr. They are exceptionally strong and fit but not particularly clever - a further development of the Urzaeng Vargr. Their common statistics are:

Geneered Vargr Guard
Veteran NPC
UPP: D6D522-0-A.
Combat Assets: Armed Martial Arts 2/17, Psionic Weapon (Pistol) 2/17, Unarmed Martial Arts 2/17

Other Assets: Ground Tactics 2/9, Medical (Trauma Aid) 2/6, Zero-G Environment 2/17. Psionics: Telepathy (Shield) 1/12.

They wear no clothing apart from a belt to which they attach their weapons and anything else they wish to carry. The belts are psionically attuned - the user need only wish to attach or detach items for the belt to secure or release them. These Vargr are psionic but only to the degree that they can use the psionic equipment and weapons in the base and use simple telepathic skills for non-verbal communication. However, they are trained in the use of these talents to detect intruders, determine their intentions and then act accordingly. Combined with their other skills this makes them very competent fighters.

Each Vargr is armed with a disintegrator pistol. The pistol's targeting mechanism is psionic: to fire, the Vargr looks at the target and wishes it gone. Control is sufficiently precise to vanish a single man from a crowd or remove a party's weapons while leaving everything else intact. The Vargr must be able to see the target but otherwise rolls to hit the target normally (note the high pistol skills). Armour and other defences provide no protection against its effects. You are advised to use these weapons carefully against your PCs!

[6] WEREWOLVES?

The Vargr were confused when Poyneny did not return as expected. However, they obediently entered the sleep units as he had ordered, and did not awake for 300,000 years... until a fault developed in the life support system and they were re-animated to prevent their death. Confused at the lack of a leader and uncertain how long they have been asleep, two of the Vargr have begun reconnaissance of the planet surface. They only come out at night and are careful not to be seen, although they have been caught out several times near Tasmir, leading to the rumours of 'werewolves'!

The failure of the life support systems is linked to an occasional fluctuation in the base's anti-matter power source, which also explains why the base shielding is not quite perfect and caused the sensor anomalies which brought the covert team here in the first place.

[7] REACTION TO INTRUDERS

The Vargr are tasked with the defence of the base until Poyneny arrives. Therefore anyone openly attacking it or the Vargr is likely to get disintegrated! However, they are also extremely curious and may attempt to capture one or more of the PCs in order to learn what has happened while they have been asleep. They have already abducted several villagers from Tasmir but unfortunately tried to use the sleep booths

to confine them. The faulty booth life support system caused each villager to die - hence the Vargr interest in gaining alternative captives.

If the PCs show they mean no harm they can begin a dialogue with the Vargr. The Vargr speak no known language so communication must be telepathic, with the Vargr projecting thoughts to the PCs and reading the answers from their minds. Naturally, if any PCs are thinking "How much this lot'll be worth back home" or "I just can't wait to get one of those dogs onto my operating table to have a look inside" then their reaction will be non-optimal...

[8] THE ANCIENT BASE

The base (Figure 5) consists of two areas: living quarters and a defence area. The only access to the base is via the teleport from the surface, through the defence area, to the second teleport which gives access to the living quarters.

The base is shielded against all sensor scans, whether from outside or between the two divided areas. The shielding also blocks psionics in the same manner.

All rooms within the base are oval except for a flat floor. All surfaces have a mottled marble effect and cannot be damaged or affected by any means available to the characters. Each area has a 'door' - actually an opaque force field. Doors are impenetrable unless a character is holding the correct 'key' within 1 metre of the door and concentrating on trying to open/close the door. The keys are marble-sized globes coded by colour: green is for the Vargr areas, red for Poyneny's private quarters and the gold key controls area 7. The red 'key' will also open any green 'key' doors.

If you wish to let the PCs enter the 'living' area of the base without the consent of the Vargr, then a green 'key' must be obtained, perhaps by having one of the Vargr dropping it when surprised by, or in combat with the PCs.

1. Teleport
This area links with the teleport area on the surface (dotted area on Figure 4) and its floor is identical, i.e. a mottled marble rock effect with a trio of tiny depressions near its centre. When the depressions are occupied (e.g. with 3 fingers) and someone within the room thinks of the planetary surface, they will be teleported to the surface. The teleport will not work if the door from this room is open; the door does not require a 'key' to open.

2. Decontamination
Poyneny was prepared for any eventuality and this room is designed to remove any contaminants - radioactive, biological, etc. - which might be used against the planet surface prior to his re-emergence. Anyone entering from area 1 will find invisible barriers in front and behind - the former 2m from the entrance,

the latter blocking the doorway. As they stand there (probably quite worried), bright beams of light will wash over them for 10 seconds. The invisible barrier in front vanishes but if they move forward into the next 2m square they will find another barrier before them and, perhaps even more worrying, the 'vanished' barrier has reformed behind them. The same lights, etc. occur, and again the character will be able to walk forward another 2m.

There are 9 such steps to make to reach the end door, i.e. this room cannot be crossed in less than 90 seconds. By the time they exit the room, the characters will be totally decontaminated. However, the system's definition of 'contamination' is quite extensive. A character with a bacterial infection may find it magically cured by the time they leave this room. However, the characters may also lose out, e.g. anything radioactive (power sources, etc.) will be rendered useless.

Passing through the room from the opposite doorway, there is no delay between each barrier hence the room can be crossed at walking speed, unless the walker enters a 'row' of squares containing a person coming from the opposite direction - in which case they must wait for the decontamination procedure to finish in that 'row'.

The doors in and out of this room do not require a 'key'.

3. Internal Teleport
The door to this room will only open to a green 'key' holder. The door on the far side has "Warning! Do Not Enter" on it in Ancient symbols (meaningless to the characters) and is a trap - willing it to open (with or without a 'key') will cause the room to be bathed with disintegrator rays, destroying anything within. This was Poyneny's last ditch attempt to deter any of his brethren who might intrude upon his sleep. The Vargr know that the true exit from this room is by a teleport, activated by closing the door to area 2, holding a green 'key' and thinking of 'home'. The teleport is sensitive to the concept of home, not specifically a vision of the other section of this base. Hence a character 'wishing' he were safe, or off the planet, etc. might trigger the teleport (at your discretion).

4. Internal Teleport
As per 3. except that there is no false door and the teleport is activated simply by thinking of leaving home (anyone in the room is then teleported to 3.).

5. Guard Quarters
The left hand side of this room is open and plain except for padded walls. Careful testing will reveal that the area is in zero-gravity: it is the Vargr sleeping area.

The other half of the room contains a series of 1m tall pillars, each of a different colour. These are a 'cheap' form of room 7, providing psi/holo projection

at the top of the pillar. The colours indicate general subject areas while the user must touch the pillar and think of the specific details of what is to be displayed. The scenes shown by these pillars are of incredible scientific value since they show scenes of 'everyday' life for the Vargr during the time of the Ancients. Some of the pillars provide general educational data, others provide entertainment, but it will be impossible to determine any details in the short time available to the PCs. This room alone could provide decades of material for a research team.

6. Kitchen
On the left side stand two pillars (as per 5.). On the right side are three circles faintly marked in orange on the floor, two about 20 cm across, side by side, and the third behind them and about 1 metre across.

The first pillar acts as a viewer as per 5., but it only shows various kinds of food. When the person 'using' the viewer decides upon which food they desire, the appropriate dish materialises on the second pillar.

The orange circles act as a waste removal system; if the floor within both small circles is simultaneously touched, the larger orange circle will glow brightly (a warning so that if the system is accidentally activated anyone on the circle can get off quickly!). After five seconds a disintegrator field forms across the glowing circle. Anything within the circle will appear to 'sink' into the floor at about 1 cm per second as it is disintegrated.

7. Living Area
This would have been Poyneny's temporary living area just prior to, and after, his long sleep. The entire room is a psionic holo-projection area controlled by the thoughts of whoever is carrying the gold 'key'.

If the character with this 'key' is in the corridor outside when the door to area 7 is opened, then the room will already be projecting whatever the character is visualising. The projection is typically of a general theme (from sun-lit woodland to a desert world) but may be of a specific location (e.g. the character is thinking of home, or their starship, or the planet's surface...). Specific items, creatures and persons may be projected to fulfil the character's desires - conscious or otherwise. The sun-lit woodland might cause the character to think of anything from prancing deer to a naked wood nymph! Whatever their thoughts, the visualised creature(s) will appear. Naturally, the projections cannot truly interact, cause damage, etc. but due to their psionic nature, they will appear very realistic and PCs will find it hard to 'disbelieve' them unless the character holding the 'key' specifically wishes to turn off the projections.

Otherwise, this area appears empty apart from a line of silvery disks embedded into the wall around the room.

Closer examination by an expert (perhaps Harker or Bayvel) will indicate that these may be Droyne Coyns, although the markings are unusual. In fact they are just much more ornate than typical Coyns since they are decorations rather than usable items. Each disk is 1 cm thick and made of solid platinum. They may be easily removed from their wall recesses.

In addition, a circular area about 2 metres across in the centre of the room is an anti-gravity sleeping field as per area 5.

8. Power Room/Equipment Store
This room contains a row of 10 cm cubes of grey metal around the floor at the edge of the room, connected by a 1 cm diameter silver tube which passes into the wall at each end of the row. Otherwise the room is empty apart from a silver ring about a metre across lying on the floor in the centre.

The cubes are anti-matter batteries which provide the power to the base. However, one cell has developed a slight instability in the matter/anti-matter combination chamber which is the origin of all the other faults in the base. Poyneny did not have time to stock this with the equipment (both mundane and scientific) he had originally intended.

The silver ring is a grav' lifting platform: although apparently a ring, there is actually a force field across the ring on which items can be placed. The ring can then be raised or lowered effortlessly by hand to any height or, if the person holding it desires, it will follow them around without requiring any effort from the holder except to keep in contact with it. However, while any item is on the upper surface of the ring it cannot be tilted from a totally horizontal plane (to prevent items sliding or dropping off).

The base computer can be accessed (for control and programming) psionically from this room but this is not something the PCs are likely to be able to try!

9. Sleep Units
Six shallow bowl-shaped depressions, each about 3 metres across, are situated around the edge of this room. Each is padded with comfortable cushioning material to form a 'bed'. One of the six areas is slightly larger and has beautiful shimmering pillows which display a constantly changing rainbow of colours.

The larger 'bed' would have been Poyneny's. Any creature resting in any of the beds for more than 30 seconds will begin to feel drowsy and will be asleep within another 30 seconds, at which point an opaque spherical force field will form around the 'bed' obscuring all view of the sleeper within. This is a stasis field which will act as a low berth and maintain the person in a deep 'sleep' until instructed to turn off the field by the base computer. Originally this was intended to be a simple time delay mechanism but now the 'beds' can be controlled by psionically 'interfacing' with the base computer in room 8.

The golden 'key' (e.g. for use in 7.) hovers 1 metre off the ground in the centre of the room. Anyone may remove the 'key' simply by grasping it; this will dispel the suspension field in which it rests. The Vargr have had no reason to use the 'key' so far.

[9] BACK ON THE SURFACE

The resolution of the adventure is largely up to the PCs. They may have acted quickly enough to have met and befriended the Ancient Vargr and escaped the scene before the Empire troops arrive. If asked, the Vargr will be able to tell the PCs that the stone can not only be safely buried without affecting its operation but, given sufficient lifting power (e.g. a shuttle from the Tarrasque), it can even be moved to another location or into orbit! This provides a means by which the base entrance can safely be removed from the reach of both the Empire and NU.

However, should the PCs have caused havoc in Tasmir and in the forest, delayed entering and exploring the base, etc. then by the time they return to the surface they may find themselves in the middle of a pitched battle between the recently landed Tarrasque crew and a substantial Empire force.

It is left to the you, the referee, to determine the exact outcome given the speed and ingenuity of the PCs. Clearly, they will be well rewarded by the mission commander on Tarrasque if they achieve the successful rescue of the covert team and do not let the Ancient base fall into the hands of the Empire troops. If they fail in either task, they may well not be around to hear the mission commander's view of their performance...
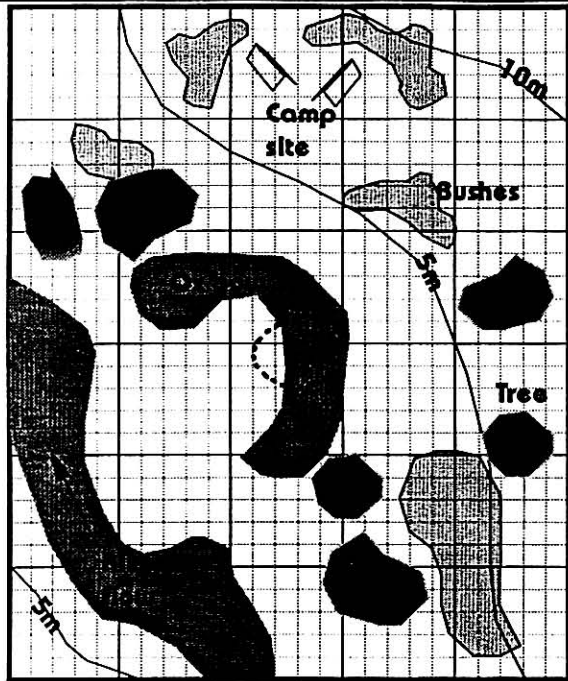
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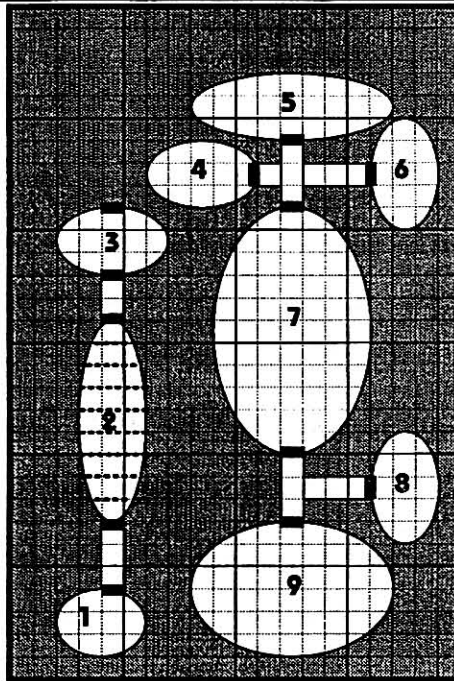
SUBTERRANEAN

rank, she expects to be obeyed in all matters (whether or not they are within her field of expertise). The successful investigation of the Ancient site is her primary objective.

Jack 'Hawk-eye' Tanis
Veteran NPC
Security Officer (Sergeant, Special Forces)
UPP: B58886-7
Combat Assets: Heavy Guns 1/13, Slug Pistol 1/13, Slug Rifle 1/13, Unarmed Martial Arts 1/13.
Other Assets: Carousing 1/8, Combat Engineer 1/10, Communications 1/10, Environment Suit 1/10, Forward Observer 1/10, Ground Vehicle 1/7, Interrogation 1/8, Medical (Trauma) 1/10, Survival 1/10.

Blunt and to the point, Jack is an experienced operative and has helped to prevent other members of the team breaking down under their captors' brutal treatment. His revenge will be equally brutal...
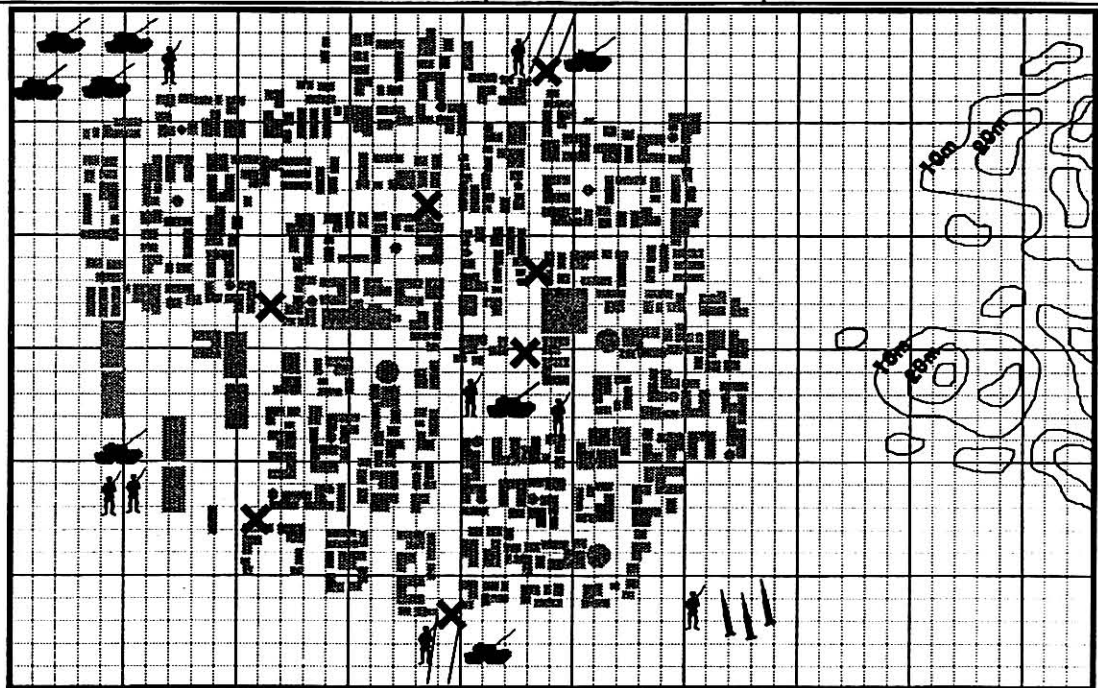
NPC DATA

THE HOSTAGES

Paula 'Bay' Bayvel
Veteran NPC
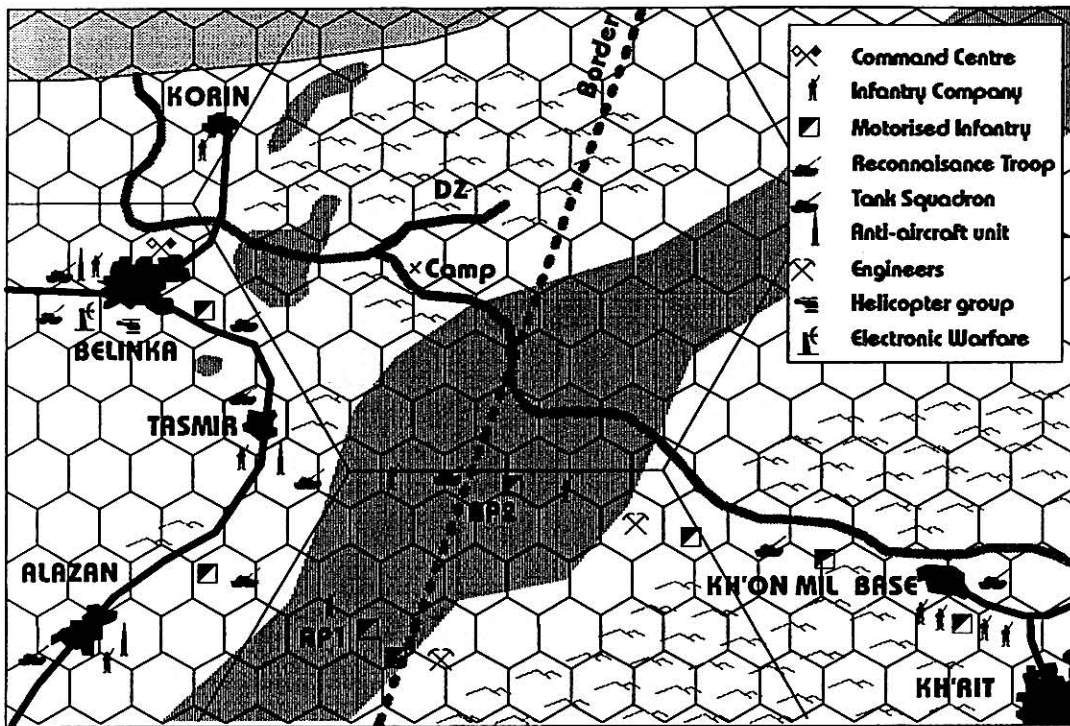Group Leader (Professor of Geology)
UPP: 473AAB-8
Combat Assets: Slug Pistol 1/6
Other Assets: Admin/Legal 1/12, Bargain 1/13, Chemistry 2/14, Commo 1/12, Computer 1/12, Geology 3/16, Ground Vehicles 1/9, Leadership 1/13, Metallurgy 3/16, Persuasion 1/13, Research 2/14, Robotics 1/12, Survey 1/12, Survival 1/12.

As intelligent as she is beautiful, Paula is an experienced operative but this is her first time as group leader. Given her brains and

| Location on World | Tasmir Village | Square Scale In Metres | 50 | GROUND TACTICAL |

Armoured Car — Infantry Unit — Surface-to-Air Missile Unit

Tank — Road block — Buildings

Legend (Zoom Data View):
- Command Centre
- Infantry Company
- Motorised Infantry
- Reconnaissance Troop
- Tank Squadron
- Anti-aircraft unit
- Engineers
- Helicopter group
- Electronic Warfare

Map labels: KORIN, DZ, Camp, Border, BELINKA, TASMIR, ALAZAN, RP1, RP2, KH'ON MIL BASE, KH'AIT

Legend (Local Data View):
NU	Empire
Capital	
Major City	Major City
Town	Town
Military Base	Military Base
Air Base	Air Base
Gas refinery	
Mountains	
Hills/Rough	
Forests	
River	
Sea	

Map labels: N.U., Empire, AO, DZ, Border

Carousing 1/7, Computer 1/12, Electronics 2/14, Environment Suit 1/8, Gambling 1/10, Gravitics 1/12, Ground Vehicle 1/8, Physics 2/14, Research 2/12, Sensors 1/10, Survey 1/10.

An enthusiastic youngster whose hobby is shooting wild animals. He *thinks* he's quite a good shot... He is the general technical member of the team.

Jan 'Hacker' Harker
Veteran NPC
Team Biologist (Doctor)
UPP: 7A4683-7
Combat Assets: Unarmed Martial Arts 1/9.
Other Assets: Biology 2/12, Chemistry 2/12, Computer 1/10, Genetics 3/14, Grav Belt 1/12, Medical (Surgery) 2/12, Psychology 1/8, Research 2/10, Xeno-biology 2/12.
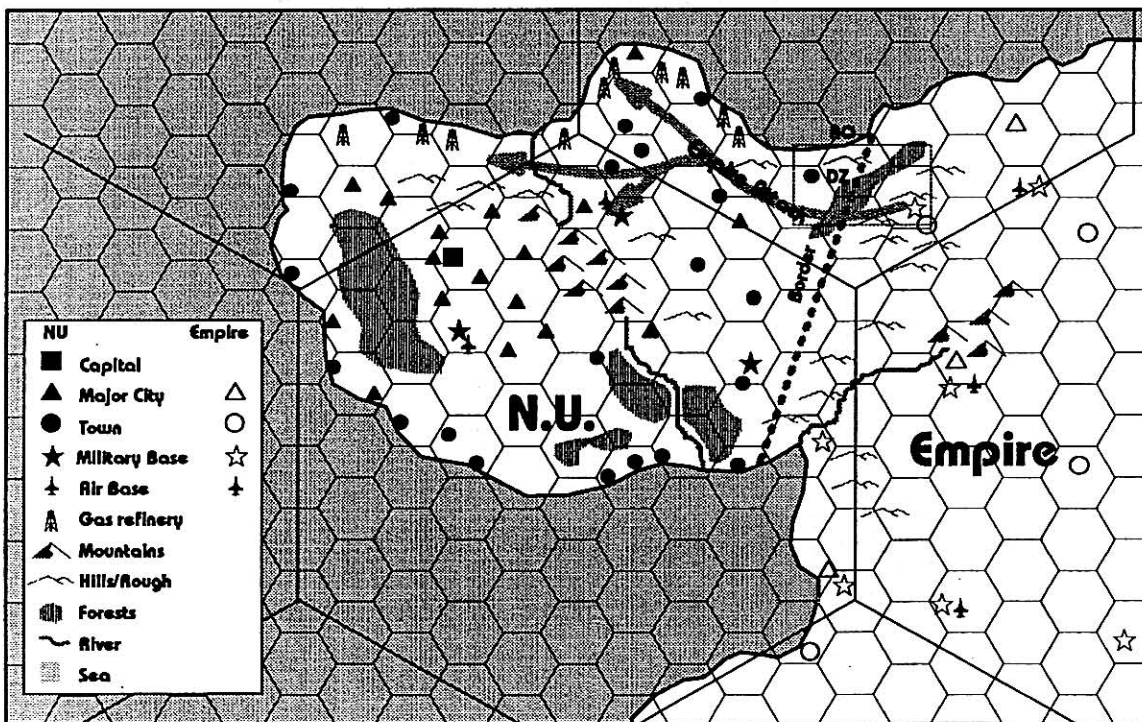Nick-named for her surgical approach to any new life-forms she discovers. She was brought along to investigate the native rumours of unusual life forms in the area of investigation. She is a zealous worker and when she realises there are 'Ancient' Vargr around, she will be determined to bring one home for research.

Michael 'Stomper' McGrath
Experienced NPC
Team Technician
UPP: 4668A5-6
Combat Assets: Slug Rifle 0/6.
Other Assets: Admin/Legal 1/12, Bribery 1/7,

It is the 58th century.

In the wake of a cataclysmic interstellar war, Earth appeared headed for a dark age from which it might never recover. A woman appeared in the streets of Jerusalem—delivering a simple yet powerful message, she is able to make people believe in themselves once again, and give them hope for a better future. This is the story of....

The Children of Earth

The Old Expanses and Spinward Marches are not the only places where a new era has begun. In the Solomani Rim, two rival interstellar governments compete for supremacy. Meanwhile, two alien races, one a trusted ally of humanity, the other a former super weapon of the worst kind of mass destruction, engage in separate searches for new identities.

Life in this part of space was always a bit more complicated than on the frontier, and now that howling wilderness encroaches on the sector from every direction, life is more complicated than ever. From the Virus homeworld of Cymbeline, to the halls of power on ancient Dingir to the temples of Gabreelism on Terra, Children of Earth presents both player and referee alike with many, many role-playing possibilities.

This issue of Traveller Chronicle is the first in a series that will detail the Solomani Rim as never before. In addition to the data and historical information contained in this issue, future issues will have essays on some important aspect of the sector, and the weapons, starships, vehicles and equipment used its inhabitants. Of course you'll also want adventures, and those will be presented as well.