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BEUONOID

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TRAVELLER™

Science-Fiction Adventure in
the Far Future



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Beyond

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Dedicated To

Greg Novak, who first introduced me to **Traveller**
and started this whole bloody thing in the first place:

Dennis Dotson, whose art will never be equalled:
and my friend and partner Chuck, who puts up with me a lot.

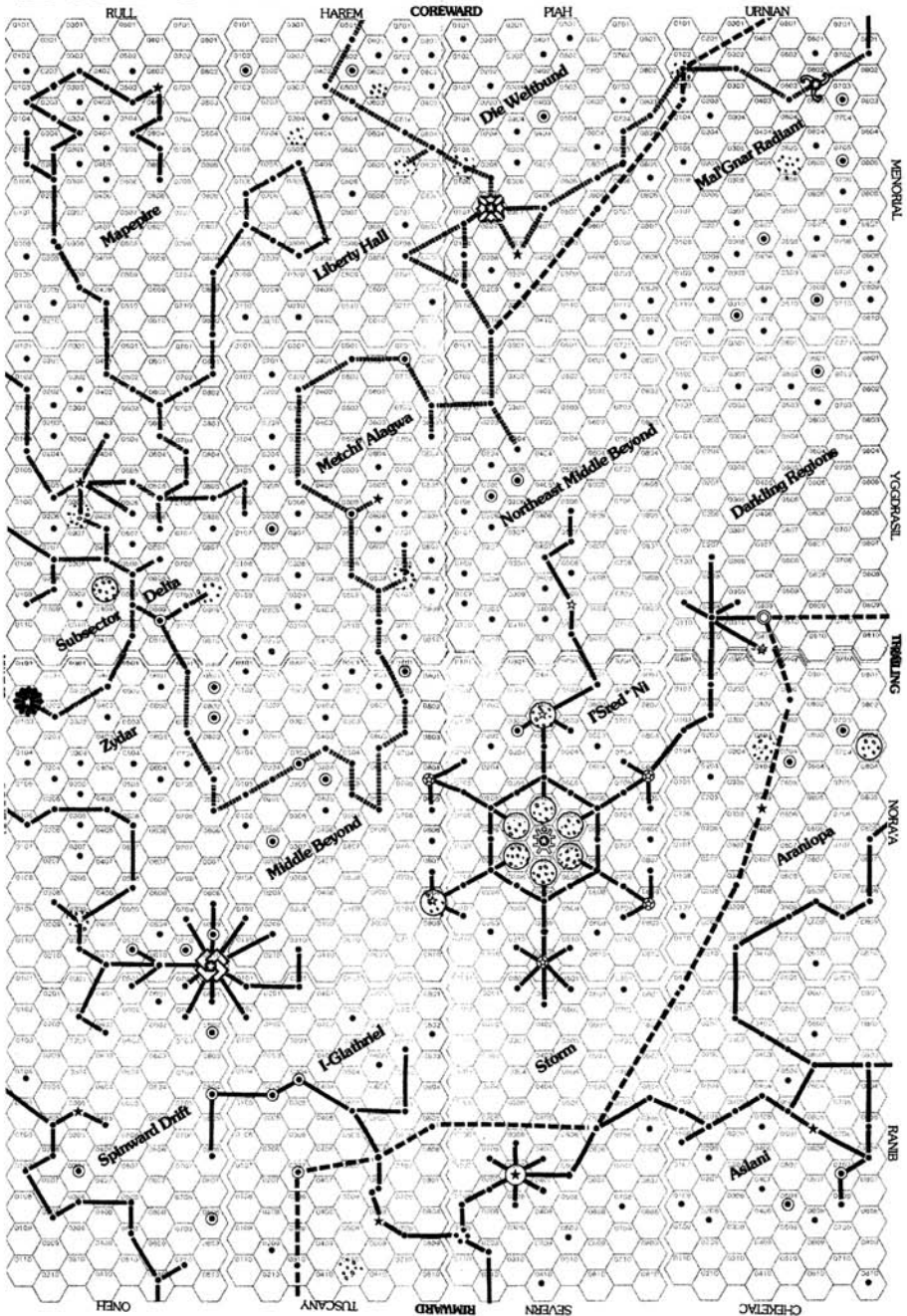
And of course,
andrew j. offut

Special thanks to

*His Majesty Ruler of the Imperium, Emperor Strephon
for the Grant of Possession and Right to the Territory of Beyond.*

BEYOND

Sector Map



- ⋯ Asteroids
- ⊙ Ringworld
- ★ Capital (Subsector)
- ☆ Nominal or Subcapital (Subsector)
- TAS Red Zone

- Parallel Lines Jump Route
- Beaufort Lines Jump Route
- Other Commercial Lines Jump Route
- Xboat Jump Routes
- ⊙ Capital of Proualine Political Entity

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Introduction

"Beyond the Great Rift, beyond the Imperium and beyond the law" adequately describes both the location and the climate of those sixteen subsectors which comprise the sector known, simply, as Beyond.

Beyond lies directly coreward of the Great Rift, rimward of the Zhodani Consulate, and some 120 parsecs due spinward of Capital, itself. The trailing coreward portion of Beyond is considered by some astrographers to be part of the Out-Rim Void, a relatively uncharted area concentrated in the spinward part of the adjacent trailing sector.

Located immediately spinward-rimward of the Spinward Marches, Beyond shares with it a reputation for conflict and intrigue. It is here in Beyond that the traveller will find the strongest concentration of Consentient Alliance worlds and protectorates—as well as Aslan, Droyne, Mal'Gnar, Eslyat, and Sred*Ni settlements. Some of the latter are full-fledged members of the Alliance; some seek admission to, or at least association with, the Imperium; and some, such as the Mal'Gnar, remain aloof to the "petty maneuverings of Humaniti and other sentients" and wish only to be left undisturbed.

Beyond consists of sixteen subsectors with a total of 463 worlds. The total population as of 335-1042 was 561 billion sentients, distributed as follows: 493.7 billion Humaniti (including less than 10 thousand Zhodani and 35.5 billion Mal'Gnar); 37.8 billion Aslan; 29.5 billion Sred*Ni and 967 thousand Droyne.

This booklet is a compendium of maps and data about Beyond. It provides pre-generated subsectors for use by **Traveller** referees and players, as well as a source of library data concerning the locations and installations for use in any **Traveller** campaigns or scenarios.

Required Material

In addition to this booklet, **GDW's** basic *Traveller*, *The Spinward Marches*, and *Twilight's Peak*, and **Paranoia Press' Vanguard Reaches** are necessary for complete understanding of many of the terms and symbols used herein.

Standards and Assumptions

As in **Traveller Supplement 3, The Spinward Marches**, the following assumptions are used in the text of this booklet. They may be altered as necessary to correspond to the situations in which the travellers may find themselves.

Dates: All dates herein conform to the Imperial Calendar, although the major cohesive political entity in Beyond is the Consentient Alliance. The assumed date for this booklet is 052-1107, the 52nd day of the 1107th year of the Imperium and, parenthetically, the 403rd year of the Consentient Alliance.

Planetary Data: The Universal Planetary Profile as described in **Traveller Book 3, Worlds and Adventures**, is utilized throughout to describe the characteristics of the worlds within Beyond. Trade Classifications under **Trade Ndx** conform to those described in *The Spinward Marches*. Additional notes which may be of interest to travellers are also included under **Remarks**. The Travellers' Aid Society Travel Zone Classifications have been widely adopted in Beyond and **TAS** hostels may be found at most Class A and many Class B Starports. These are included under **CG**—where "A" indicates an Amber Zone; "R", a Red Zone; and "G", the presence of a gas giant.

The following additional characteristics have been added to those described in **Traveller, Book 3, Worlds and Adventures**, in order to reflect the unique nature of Beyond.

Characteristic	Code	Explanation
Diameter	A	10,000 miles, or 16,093 kilometers
	B	11,000 miles, or 17,600 kilometers
	C	12,000 miles, or 19,312 kilometers
	D	13,000 miles, or 20,921 kilometers
	J	86,000,000 miles, or 299,339,800 kilometers
Atmosphere	D	Carbon dioxide
	M	Methane
	R	Radioactive
Government	E	Patriarchal warrior ethic
	F	Select military elite
Law Level	A	May not own energy weapons
	B	May not own military weapons
	C	May not own concealable firearms
	D	May not own any type of firearm
	E	May not own bladed weapons
	F	May not own anything which may be used as a weapon
Tech Level	+	Occasional non-Imperial
Miscellaneous	V	May appear under any UPP characteristic. The characteristic indicated varies, either naturally or artificially, from point to point or from time to time.

Subsector Capitals

Subsector capitals are indicated in bold face type. Subcapitals, nominal capitals or worlds with strong political influence in a subsector are indicated by bold face italic type.

Special Installations and World Alignments

Because there are many political factions within Beyond, an expanded system of codes has been developed to aid the traveller in identifying the various installations and political alignments. The following special installations may be found under **Remarks**.

Archives: A repository of public, official, military, and/or historical records. It is usually associated with one or more of the political factions within Beyond, although there is rumored to be at least one Imperial archive in die *Weltbund*.

Assassins' Institute: An installation dedicated to the education and training of assassins. The institute may consist of one or more buildings, one or more villages or undeveloped areas, or even the entire world.

Containment Facility: The entire world has been developed and is being maintained as a containment facility (prison) for those adjudged guilty of crimes against prevailing laws, customs, and/or mores. In the case of the Comsentient Alliance, the only crime which carries a penalty of "containment" is that of deliberate anti-sentient activities. Normally, containment facilities will carry a Red Zone classification, but in any case visits are absolutely forbidden unless authorized (or one way).

Outpost: An outpost is similar to an Imperial way station but is, of course, non-Imperial. The base has been established for the storage, maintenance, refitting, and refuelling of equipment belonging to the political faction which has final authority over the outpost or subsector.

Relay Point: A location committed to the relaying of data, goods, or entities for specific purposes. Many of these are Licensed Information/Communication Exchange (LICE) relay points; some of these are Imperial way stations leased from, or at least tolerated by, the Comsentient Alliance.

Research Facility: A facility dedicated to one or more research projects of particular interest to one or more political factions or private corporations.

Sanctuary: A world where any sentient may find safety, regardless of its reason for seeking sanctuary. While extradition is almost impossible, especially without the consent of the individual, the sanctuary given may be less desirable than the expected punishment. Often, a sentient given sanctuary has few of the rights of the indigenous population—this could include carrying or owning weapons, the right to vote, the right to appeal a decision, and the opportunity to earn a living.

Imperial Installations: There are cases of Imperial installations within Beyond. The most noteworthy of these is Starbase Arcturus II/I-Glathriel. Its stated purpose is the observation of the stellar fluctuations of Delta Cephei in the Spinward Drift, but the Comsentient Alliance is well aware of its true purpose—observe the Aslan and the Comsentient Alliance, and any other cohesive political force in Beyond, and maintain xboat communications with Capital.

Installation or Base Codes: Appear under column *I* in the subsector sections.

Code Installation

- D Droyne settlement or ruins present
- I Imperial base or bases present
- M Merchant Service Academy present
- N Installation for naval, marine and/or army forces present, affiliated with the subsector government
- S Base for scout service or other exploratory organization present, usually affiliated with the subsector government
- T Training or staging area for mercenaries present
- Z Zhodani Client State or Consular Court
- 2 Both naval and scout bases present, usually affiliated with the subsector government

World Alignment Codes: Appear immediately following the world name.

Code Political Alignment or Association

- ✓ Esiyat Magistracy
- § I'Sred* Ni Heptad Protectorate
- ★ Aslan Colonial State
- † Associate faction of the Mal'Gnar Primarchic, full member factions are prefixed with "Mal"
- Vargr settlement, usually prefixed with "D'Vargr"
- # Member of the Mapepire Cluster
- + Die Weltbund
- Zydarian Codominium

NB: Most of the inhabited worlds within Beyond and many of the worlds within the Vanguard Reaches are represented within the Comsentient Alliance.

Chronology of Beyond

To students of history, the year is 6380 A.U.C. To Terrans, it is 5628 A.D. Within the Comsentient Alliance, it is 402 F.S. But, by Imperial reckoning, the year is 1107. Within Beyond, three of these dating systems are widely utilized: Imperium, Terran and Alliance (dated from the First Sitting of the Grand Council at Rabanitas/Zydar). This chronology covers the basic historical events of Beyond, showing the date of the event in each of the three systems.

Imperium	Terran	Alliance	Event
Approximately 300,000		years PI	"Ancients" thrive
Approximately 250,000		years PI	Mal'Gnar are evolved to their present form
-4520	1 AD	5225 PS	Terran dating system begins
-2737	1784 AD	3442 PS	Discovery of Delta Cephei
-1776	2745 AD	2481 PS	Collapse of the Rule of Man
-1526	2995 AD	2231 PS	Colonization of Liberty Hall Subsector
0	4521 AD	705 PS	Third Imperium established
93	4614 AD	612 PS	Arbitrary Initial Survey Point established by IISS for Beyond Sector survey
95	4616 AD	610 PS	Subsector Delta surveyed and charted by IISS
437	4958 AD	268 PS	Delta Products Corp. founded at Sha'anoe/Delta
556	5077 AD	149 PS	Storm Subsector surveyed and charted by IISS
594	5115 AD	111 PS	Northstar Interworld Technological Services founded during the expansion of the Rimward Fringe
624	5145 AD	81 PS	Xboat system established
657	5178 AD	48 PS	Eslyat Magistracy established
705	5226 AD	0	Comsentient Alliance sits in first Grand Council at Rabanitas/Zydar
759	5280 AD	54 FS	Great Hall at Rabanitas/Zydar completed; Imperium builds Starbase Orion
832	5353 AD	127 FS	Interworld Division of Enforcement Services founded during the reign of Empress Paula II; Starbase Orion discovers the spinward drift of the subsector immediately spinward, reports to Capital result in naming of subsector for the observed phenomenon
833	5354 AD	128 FS	Xboat system extended into Beyond
936	5457 AD	231 FS	Mapepire Cluster developed as tourist system
984	5505 AD	279 FS	Beaufort Lines, Ltd., chartered at Guildheim/Liberty Hall
1006	5527 AD	301 FS	Jarnac Pashalic established
1037	5558 AD	332 FS	Parallel Lines, Unltd., chartered at Intercourse in Subsector Delta
1042	5563 AD	337 FS	Imperial census completed in Beyond
1057	5578 AD	352 FS	Altarean Separatists mutiny occurs at Starbase Orion; mutiny quelled, Commodore Harog exiled and starbase renamed Arcturus
1066	5587 AD	361 FS	Zydarian Condominium formed as haven for malcontents
1086	5607 AD	381 FS	Delta Products Corp. purchased by Storm, renamed Delta Research
1101	5622 AD	396 FS	LHeP(Or) Computers "born" at Delta Centre/Metchi' Alagwa
1105	5626 AD	400 FS	Lady Lysilph Kunseba appointed First Admiral of Comsentient Alliance
1106	5627 AD	401 FS	Task force dispatched to the Aslani Subsector

The Mapepire Subsector

Like most of Beyond, the Mapepire Subsector was colonized before the "Long Night." And, like most of Beyond, it is still attempting to climb back to its former glories after near ruin during the last gasps of "The Ramshackle Empire." How well this has been accomplished in this subsector may best be judged by the high preponderance of rich worlds within the famous Mapepire Cluster. While travel within Beyond by Imperial citizens is discouraged by the Imperium, many still feel the Cluster to be "the place" to see, if at all possible.

Most of the worlds within the Cluster are agricultural, as well as rich. And many of them are interconnected by a snake-like jump route, which gives the Cluster and the subsector its name.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Station One#	0102	E352100	7		Research facility	NI, P	A
Hunyadi#	0103	A687799	C	N	Known for its wines	AG, R	G
Barba Amarilla#	0104	C240445	8			NA, NI, P	G
Shalimar#	0105	B86764A	7		Resort World	AG, NI, R	
Lanthesandra	0108	D945576	6			AG, NI	
La Luz Negra	0110	B833680	8		Areas with black sky	NA, NI, P	
Trocadentilius XIX#	0202	C140431	B			NA, NI, P	G
Figaro's#	0203	C563655	5		Fine foods	NI, R	
Borgne#	0204	C99A6A7	8			NA, NI	
Alpha Centre#	0205	A668778	8	S	Exotic fruits, flowers	AG, R	
Ip +	0207	B542AD9	A	N	Orbits gas giant Benthall	IN, P	G
Gul +	0207	EA5AA59	9	S	Orbits gas giant Benthall		G
Maximummer +	0209	C966655	4			AG, NI, R	
Trayfowen#	0302	BC6264A	9	I	Casino world	NI, R	A
Jararaca#	0303	E575465	2			NI	
Omega Sextans#	0304	A767853	9			NA, R	
Thorn#	0305	E352779	2	T		P	
Araaraga	0309	E446610	6			AG, NI	G
Beaumonde#	0402	CA99974	V		Armaments & munitions	IN, R	
Vlad#	0403	D663659	2		Unusual entertainments	NI, R	A
Anastasia's Mate#	0404	C786376	7			NI	
Lilith#	0405	D7665C7	3		Unusually lovely women	AG, NI	A
Between	0409	A996701	A			AG	
Niquithah	0410	A566798	8	S		AG, R	G
Opar Navis XVI#	0502	C867872	6			NA, R	
Kawstee Chiluhvehk#	0503	B464595	5			AG, NI	
Jheszes#	0504	B323250	9			NI, P	
Mapepire Balsayn#	0602	AVVV669	F			NI, R	
Sinkiang-Uighur#	0603	C99A522	8		Known for its arts	NI	G
Friedland#	0604	B533310	7		Formerly die Weltbund	NI, P	A
Virgin's Delight#	0605	B769748	8	N	Matriarchal society	R	
Cave Canem	0808	B986479	C		Large carnivores abound	NI	A
Marketplace	0810	B867AC4	B	M		NA	

The Mapepire Subsector has 31.27 billion sentient inhabitants on 33 worlds. Its highest tech level is F at Mapepire Balsayn, and its highest population is A at Ip, Gul and Marketplace.

Liberty Hall Subsector

"Come in, gentlemen. This is Liberty Hall: you can spit on the mat and call the cat a bastard." So went the old Terran saying of the 18th century, (approximately 1876 PI). And, it is exactly so in the Liberty Hall Subsector. Most of the inhabited worlds have very low tech and law levels, which makes each stop an adventure. Liberty Hall was being settled during that period of time known to Imperial historians as "9 p.m.". It continues to reflect the prevalent attitudes of that early time.

Liberty Hall is largely non-industrial. Lanthanum and dialminium deposits have been reported on Hardass and mining operations are scheduled to begin as soon as the Comsentient Alliance can settle the question as to whose claim was registered first—Amalgamated Minerals and Mining, of Intercourse/Delta; or Amax Processors Limited, of Battelle/Zydar.

Oxygen and water have been reported in the deepest valleys of Abyss and animals, insects, and vegetation are present. The prospect of humanoid settlement is being investigated.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Thieves' World	0102	X865657	2	2	Tech level enforced	AG, NI, R	R
Fraldanhylla	0106	A100234	B	S		NA, NI	
Dragonrest	0107	B686484	7			NI	G
579-939	0110	C7673D9	9	S		NA, NI	
Bethoom	0205	B200100	9		Experimental settlement	NI	G
Kalturia	0207	CC62AA9	7				
Arbellatra's Tiara	0304	D0003B9	7	I	Named for Empress	NI	G
Ixchel	0305	A524200	A		Outpost	NI	
Hardass	0308	C878200	5		Mining installation	NI	G
Castle Keep	0310	E859264	6	T		NA, NI	
Maggie's Nipples	0402	A8B6576	A		Mountainous planet	NI	
Jeldemnar	0403	E523000	5		Unpopulated		G
Liberty Hall	0407	A856327	D	2		NI	
Wanderers' Rest	0501	B5836A4	7			NI	A
Zhawltly Nawsh	0502	X89A417	3	Z		NA, NI	R
Gamma Centre	0503	B744665	5			AG, NI	G
Offutt's Station	0506	C66A6A7	9			NA, NI	
Etaoin Shrdlu	0601	D631300	4			NA, NI, P	
Abeitlung Drei +	0602	E000675	3			NA, NI	
Platz +	0701	D871500	2			NA, NI	
Schloss Adler +	0702	C8617E7	9	S	Govt. officials' retreat		A
Reckinghausen +	0704	C766654	5			AG, NI, R	G
Drei Farben +	0705	A000320	D	2	Pleasure facilities	NI	
Nervenheilanstalt +	0707	E554410	3			NI	
Staatsbibliothek +	0708	ACD7819	A	N	Archives		
Abyss	0801	B100300	9			NA, NI	
Pearl of Zandvoort	0802	C484756	6			AG, R	
Guildheim	0804	A535300	B	M		NI	
Calliope	0809	E454651	4			AG, NI	

Liberty Hall Subsector has 10.13 billion sentient inhabitants on 29 worlds. Its highest tech level is D at Liberty Hall and Drei Farben, and its highest population is A at Kalturia.

Die Weltbund

Situated outside the recognized boundaries of the Consentient Alliance, and extending coreward into the Harem and Piah Subsectors and spinward into the Liberty Hall Subsector, die Weltbund is a loose confederation of many worlds which lends its name to this subsector. The capital of die Weltbund itself is Bundestag and its subcapital is Oberprasidenten; the latter also serves as the capital of the subsector.

The first explorers and settlers of this subsector at first imagined (and finally convinced) themselves that they were the lineal descendants of the early developers of Terra's space programs. This is evidenced by a marked tendency to cast the world names in Germanic forms. Strangely enough, in spite of their beliefs, their worlds remain largely non-industrial.

Recent surveys indicate extensive large mineral deposits on Liebeslied. The most predominant metals appear to be copper, silver, lead, gold and uranium.

<i>Name</i>	<i>Locn</i>	<i>SDAHPGL</i>	<i>T</i>	<i>I</i>	<i>Remarks</i>	<i>Trade Ndx</i>	<i>CG</i>
Zaroq Nova IX	0101	B8C1987	8	S		NA	
Liebeskinder †	0105	B000520	C	T		NA, NI	A
Feldherrnhalle †	0107	A373667	9	S		NI	
Quatsch †	0108	A636435	A			NI	
Abwehr †	0109	A440575	9			NA, NI, P	
Beinbruch †	0202	C675204	6			NI	
Alamo Ismat	0205	B795400	6			NI	G
Bundestag †	0206	A9031A6	E	2	Capital of die Weltbund	NI	
Bierstube †	0208	D897200	6			NA, NI	
Tartakover	0210	A560895	B	I	Imperial retreat	R	A
Gasthof †	0303	D403776	4			NA	
Mansagt †	0304	C674100	9			NI	
Ilse †	0305	E320433	8			NA, NI, P	
Oberprasidenten †	0308	A373113	B	N	Subsector capital	NI	
Nietschze †	0309	C548668	6		Disputed colony	AG, NI	A
Ewig Weibliche †	0401	EB67380	9			NA, NI	
Vierjahreszeiten †	0403	B34532F	8		Containment facility	NI	R
Liebeslied †	0406	A9873F0	B	T	Assassins' Institute	NI	A
Zeben †	0501	E100250	9		7th world from primary	NI	
Inverted Hanham	0604	C51059D	3			NI	G
Beta Centre	0605	A987100	9	I	Lanthanum deposits	NI	G
Alpha Mare	0606	D9C3232	5			NI	
511.Delta.XI	0703	C652764	3		Mined-out world	P	
Morphy	0704	B543232	9			NI, P	
Queen Maud's Land	0705	B216499	A		Origin of name unknown	NI	
Helf	0710	B777300	9			NA, NI	A
Alekhine	0803	B9BA786	A	M	Relay point		
Macchu Picchu	0805	D731851	4		Archaeological ruins	NA, P	
Shequonur†	0809	B753460	A		Sanctuary	NI, P	A
Dernier Crit	0810	D766348	7			NI	A

Die Weltbund has 1.23 billion sentient inhabitants on 30 worlds. Its highest tech level is E at Bundestag, and its highest population is 9 at Zaroq Nova IX.

The Mal'Gnar Radiant

The Mal'Gnar Radiant lies at the spinward-rimward extreme of the famed Spinward Marches and contains the only commercial jump route from the Marches—from Raweh/Five Sisters (0109-B130300-B-N) via Methuselah/Piah (0810-A874228-A-2) to Vrel D'Vargr in the Radiant.

There are numerous legends told of the Mal'Gnar Radiant. The most persistent of these concerns the deliberate seeding of the Radiant by the Ancients. Just recently, research xenogeneticists studying the Mal'Gnar at Mal'Gnar, the subsector capital, have discovered that their DNA chain had, indeed, been subtly manipulated by artificial means. The Mal'Gnar themselves actively supported the research, obviously hoping to prove their descendancy from the Ancients, whether through natural evolution or not.

But it is just this tenuous connection with the Ancients which reinforces Mal'Gnar desire for solitude. Travellers are not encouraged within the Radiant proper, and harsh penalties may be imposed upon trespassers.

There are Ancients' ruins and museums at Castillo la Vieja and Castillo la Nueva.

Almost one-third of the Radiant worlds are agricultural.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Ljubljulianna	0102	B0107C9	C	1	Imperial way station	NA	
Damn It All	0103	C405000	8				
El Uqsor	0105	C200667	5			NA, NI	
Zotral†	0109	E588512	3			NA, NI	A
Djorun	0203	E462421	4			NI	
Mal'Kask†	0208	C886420	5			NI	A
Mal'Tranx†	0209	D858721	3		Excellent grain wines	AG	A
Hradec Kralove†	0210	E425200	5			NI	
Nangat Parban	0302	B558621	7			NA, NI	
Mal'Drur†	0307	B783925	8				A
Dias XVIII†	0308	C534420	6			NI	
Mal'Phlo†	0310	X956420	1			NI	RG
Mal'Gnar/Tranx†	0407	X477020	1			NA	RG
Mal'Gnar/Krusk†	0409	E967749	+ 2			NA, R	A
Castillo la Vieja†	0410	C600667	5		Ancients' Ruins	NA, NI	
Llandrindod†	0503	B440110	7			NA, NI, P	
Castillo la Nueva†	0505	B0107C9	5		Ancients' Ruins	NA	
Nine Hells†	0508	E588512	3		Nine seasons per year	AG, NI	
Kazar D'Vargr*	0601	D674656	5	S		AG, NI	
Mal'Gnar†	0602	A864727	C 2			AG	A
Mal'Krusk†	0604	B654420	6	N		NI	A
Mal'Phulk†	0607	D956524	6			AG, NI	A
Mal'Phon†	0609	X865625	4		Excellent brandies	AG, NI	RG
El Maghred al Aqsa†	0703	X894579	0			AG, NI	R
Quintet†	0705	D6A4656	3		Five subcontinents	NI	R
Zhuvastou†	0706	E856532	3			AG, NI	A
Mal'Tial†	0707	D654420	5	S		NI	A
Corps-a-corps†	0709	B558621	7			NA, NI	
Vrel d'Vargr*	0801	C766120	8	S		NI	
Tindal's Shade†	0807	C867872	6	S	Resort	R	
Refnar's Monument†	0808	B888787	5		Hunting preserves	AG, R	
Mal'Quun†	0809	B765720	8	S		AG	A

The Mal'Gnar Radiant has 1.18 billion sentient inhabitants on 32 worlds. Its highest tech level is + at Mal'Gnar/Krusk, and its highest population is 9 at Mal'Drur.

Subsector Delta

Approximately 1,000 years ago, the Imperial Interstellar Scout Service explored and charted Subsector Delta. Since that time, the Imperium has retreated coreward and its influence has been supplanted by that of the Comsentient Alliance. While the Alliance maintains its headquarters on Rabanitas/Zydar, it also maintains consular offices throughout most of the subsectors of Beyond. A consular office is maintained at Intercourse, "the gateway to Paradise".

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Nehwon	0101	D866970	0	S	Rumored to be magical		
G'henna✓	0102	B5487F6	A	N		NA	
Al Mushtar✓	0104	B869363	8	S		NI	
Sha'anoë	0109	B8637E8	B	N	Delta Yards 5 & 11		
Greater Enigma	0202	E884212	7			NI	
Z'chmel✓	0203	D5596FA	0	S		NI	G
Dorsai	0205	A9684F4	D	T		NA, NI	
Ani yun'Wiya	0206	C8A66E4	0			NI	
Qat	0207	C541644	5		Abandoned scout base	NI, P	G
Innuït	0208	B9779CD	7	S		NA, IN	
Chicomecoatl	0302	D333322	9			NI, P	
Intercourse	0305	A864996	A	2			G
The Dunes	0306	B3408B9	9		Arrakis seitch holdings	NA	
Enigma	0309	E664212	7			NI	
Xochiquetzal	0401	C742300	5			NI, P	A
Paradise	0403	C6642DF	+			NI	
Do'or Noobt	0406	B679210	9	N		NA, NI	
Aytch Pe'el	0407	A688463	9	N		NA, NI	G
Rama	0408	X0VVVVVV	V		Research facility	R	RG
Tezcatlipoca	0502	D548220	7			NA, NI	A
Cthulhu	0505	B310655	B			NA, NI	
Nacirema	0506	C876972	5			NA	
Nyarlathotep	0507	C125578	8			NI	
Corrigan's Revenge	0508	A101686	D			NA, NI	
Xanadu	0509	A767460	C		Pleasure facility, costly	NI	
Eire	0510	B454767	9		Internecine strife	AG	A
Huitzlpochtli	0602	A7689C7	E	2		NA	
Merde	0603	E9C5170	C			NI	
Tindalos	0605	A866A8C	7				
K'melot	0606	B5679BA	6			NA	
Valhalla	0607	B963828	A				
Norstrilia	0609	A862903	+		Self-imposed quarantine		R
Calmecac	0702	B876414	B	N		NI	
Gor	0704	E8679E7	3		Patriarchal warrior ethic		
Lesser Enigma	0705	E454212	7			NI	
Kadath	0709	A320866	B		Cold wastelands	NA, P	G
Cihuacoatl	0801	B389563	8	S		NA, NI	
Azathoth	0805	B544304	A			NI	
Siva	0806	C965521	+	S	Assassins' institute	AG, NI	A
Pleiades II	0808	A00266B	E		Rosette of 7 planetoids	NA, NI	

Subsector Delta contains 18.34 billion inhabitants on 46 worlds. Its highest tech level is + at Paradise, Norstrilia and Siva and its highest population is A at Tindalos.

The Metchi' Alagwa Subsector

Metchi' Alagwa, "Many Stars", is the acknowledged research center of the Comsentient Alliance.

Of particular interest to travellers is Delta Research's major facilities at Delta Centre. It was here that the first of the LHep(Or) Series Computers was developed in the complex of buildings known throughout Beyond as "The LHeP(Or) Colony".

Delta Research Yards at Miskahmiqui produce the 200-ton Type A2 Far Trader, Avian Class, and the 800-ton Type MN Merchant, Arachnid Class. Yard #4 has recently accepted Sharlec hault-Bellakchan's request for a 1,000-ton yacht. Construction has been started and hault-Bellakchan has been promised a "speeded-up" delivery schedule.

<i>Name</i>	<i>Locn</i>	<i>SDAHPGL</i>	<i>T</i>	<i>I</i>	<i>Remarks</i>	<i>Trade Ndx</i>	<i>CG</i>
Ashiski'	0105	B6A2A65	7	S			G
Epsilon Centre	0106	B563AC9	9				
Kitenithwa	0108	B455134	6			NI	G
Angkor Wat	0110	E312775	4		Temple ruins	NA	
Tinzhy	0201	C210200	C			NA, NI	
Shadows	0203	E8A3AC9	8				
Fleche	0204	D3438A9	2	S		P	
Fischer	0206	X400679	1			NA, NI	RG
Ye'anogh'sha	0210	B310999	9			NA, IN	A
Wasichu	0302	B334754	A	N	Relay Point		G
Nialinwe	0303	AA7A8A9	5	T		NA	A
Pointe d'Arret	0305	C200873	5			NA	G
Flare	0306	C341658	7		High volcanic activity	NI, P	
De'ne'tah	0308	E400336	7		Snow world	NI	G
Le Rochefoucauld	0309	E223555	8			NI, P	
Shekerleb	0405	A200798	B			NA	
Nyle'n'lancy	0501	A130621	A	N		NA, NI, P	
Delta Centre	0506	A96462A	+		Delta Research facility	AG, NI	R
Kittet'thoui	0508	B9C3376	A	2		NI	G
Mesawmi	0604	CAA3623	9		Sanctuary	NI	
Miskahmiqui	0605	A977AB9	F			NA, IN	G
Quiatenon ✓	0606	D67A6B8	6			NA, NI	
Kitengate	0608	B2438A6	B	N		P	
Nuit Noir	0609	D776788	4		Known for its black wine	AG	G
Le Havre	0610	B795436	7	M		NI	
Starved Rock	0701	B300300	B		Containment facility	NI	RG
Modoc	0705	D500112	7		Mining operations	NI	
Zterpyll	0706	D675789	2		Wheat & grain exporter	AG	
Chichen Itza	0707	B534556	A			NI	
Opawaka	0708	A000550	7	S		NA, NI	
Alwameke	0710	CA7A445	9			NA, NI	
Te'pe'wa	0802	A100370	D			NA, NI	G
Idiot's Delight	0803	B658303	8			NA, NI	G
Hana	0807	E560486	3		Temple ruins	NI	A
Rosebud	0808	D657677	1		Containment facility	AG, NI	

The Metchi' Alagwa Subsector has 41.46 billion sentient inhabitants on 35 worlds. Its highest tech level is + at Delta Centre, and its highest population is A at Ashiski', Epsilon Centre, Shadows, and Miskahmiqui.

The Northeast Middle Beyond

The Northeast Middle Beyond was named due to its relative position (and the Terran-oriented sense of humor of the scout in charge) from the arbitrary survey point established by the IISS in 93. This arbitrary point may better be defined as the meeting place of four subsectors: Metchi' Alagwa, Northeast Middle Beyond, Middle Beyond, and the I'Sred*Ni Heptad.

The forays of the Comsentient Alliance, the Mal'Gnar, and the Sred*Ni into the Northeast Middle Beyond frequently erupt into minor firefights which tend to break the existing detente. Travellers are warned to proceed with caution and to not leave the established jump routes. It is also advisable for travellers to remain within the confines of starports when planetside and not to seek to explore the surrounding areas.

Silbe is both homeworld and base of operations of Merchant Master Keith Ford and ex-Force Commander Roger "Sam" Craddock.

Ford owns and operates an 800-ton Delta Research Type MN Merchant, "The Duchess of Kent," which is definitely for hire to whomever has the credits. IDES' reports indicate "The Duchess" has been retrofitted as a mercenary transport.

Craddock is the commanding officer of one of the best trained and equipped mercenary legions in Beyond, "Roger's Rangers." Craddock's Mercenary Legion has achieved marked successes in the service of the Northeast Middle Beyond subsector government against Sred*Ni Planetary Neutralization Forces.

IDES Marchers on Silbe report having seen Ford and Craddock in frequent contact. Extrapolation of known data leads IDES to forecast a mercenary expedition to Caledonia involving the Ford-Craddock team. A Sred*Ni PNF has already established a small outpost on Caledonia, numbering fewer than a thousand Sred*Ni warriors.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Dianalee	0105	E868495	3	S		NA, NI	G
Sigma VII	0106	C874330	7			NI	G
Port Royal	0108	D861789	6			NA, R	
Dorothyellen	0109	C865260	7			NI	G
Norn	0202	D83598D	A	N			
Rusty	0204	C83B88B	8		Outpost		
Caledonia	0205	X88A789	1			NA, R	R
Silbe	0206	B855879	6				
Morrowvia	0209	E849474	3			NA, NI	A
Pascal Base	0304	A873080	7				
Botany Bay	0305	C868663	3		IDES containment facility	AG, NI, R	R
Phyllis's Surrender	0407	E863550	6		Slavers' world	NI	A
Steinmetz	0408	D846AAF	5			IN	
Ultima§	0409	B83C360	B	N		NI	
Caribbea Nueva	0410	C84788B	7			NA	G
Revelation	0506	A859120	E	2		NA, NI	
Tanasi	0507	C96685F	4		Sanctuary	R	
Quandary	0508	E82A597	A	M		NA, NI	
Beriel	0509	B837879	A		Relay point		RG
Shangri-La†	0701	A86779B	9			NA, R	G

The Northeast Middle Beyond has 11.53 billion sentient inhabitants on 20 worlds. Its highest tech level is E at Revelation, and its highest population is A at Steinmetz.

The Darkling Regions

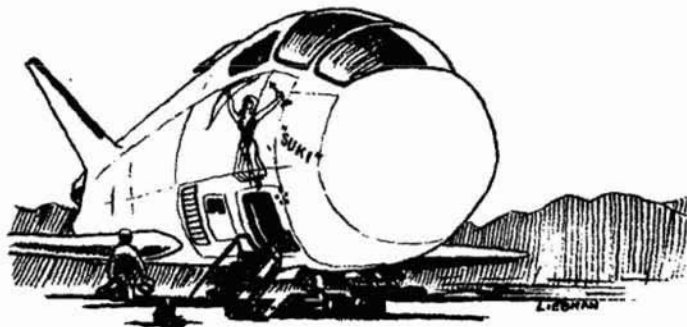
With only eleven known, populated worlds, the Darkling Regions are aptly named. From coreward, the Mal'Gnar extend into the subsector, showing no signs of pressing further rimward. Near the rimward edge of the Darkling Regions one finds the ringworld of Northstar, the base of the Northstar Interworld Technological Services. Northstar is one of the most, if not the most, interesting worlds within Beyond. Not only does it encircle a Type G2 star, but it is composed of technologically controlled environments. Thus, a traveller may find representative colonies of each of the many races which comprise the Consentient Alliance, as well as many of the races seeking entrance to the Alliance. Northstar has long pressed the Alliance for recognition as a better-suited world for the Great Hall than Rabanitas/Zydar. However, its position at the trailing edge of the subsector, parenthetically nearer the Imperium, counts heavily against such a ruling in the foreseeable future.

The only established jump routes into the Darkling Regions originate in the I'Sred*Ni Heptad. This makes travelling into the subsector rather difficult, to say the least.

Since 1103, at least three Type S Scout/Couriers, Serpent Class, have disappeared within this subsector: fin #3703, *Adder*; fin #3713, *Russel's Viper*; and fin #3714, *Gopher Snake*. Two Scout/Couriers (*King Snake*, fin #3725; and *Queen Snake*, fin #3726) are presently performing a "station keeping" watch in this subsector.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Mal'Jlan†	0102	B537AA8	7		Relay point		A
Dismal	0109	B351687	9			NA, NI, P	
Dol Cirith Ungol	0207	B486988	9				
Lesser Dismal§	0209	A5D7597	8			NA, NI	
Mal'Zlim†	0302	E516578	8			NI	A
Normal	0309	C8651FF	A	T	GDW preserve	NI	A
Northstar	0409	DJVVVVV	+	2	Ringworld	R	
Great Dismal	0410	A6M2675	B	N	Nominal capital	NI	
Mal'Tlan†	0502	C834340	7			NI	A
Mal'Rift†	0601	X899947	5			NA, IN	RG
Mal'Thys†	0602	E87727A	4			NA, NI	A

The Darkling Regions has 112 billion sentient inhabitants on 11 worlds. The highest tech level is + at Northstar, and its highest recorded and verified population is A at Mal'Jlan.



The Zydar Subsector

The Zydar Subsector is unique within Beyond in that it is here, at Rabanitas, that the Grand Council of the Consentient Alliance sits in assembly in the Great Hall. The Great Hall is the largest single structure in Beyond: measuring 5.946 kilometers in length by 3.675 kilometers in width by 3.675 kilometers in height. It contains environments suitable for each of the races which hold either full or associate membership, or merely nominal representation, in the Alliance. The Assembly Chamber of the Grand Council lies at the exact center of the Great Hall and measures .937 kilometer in diameter, being perfectly spherical. Cubicles within the assembly chamber are artificially controlled for the comfort of the sentient representatives.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Rabanitas	0102	A869346	B	2		NI	
Lyrehc	0104	E425934	8		Industrial center	IN	
George Heap	0106	B558621	7			NA, NI	
Station Two	0202	C534420	6		Genetic research station	NI	G
Demimonde	0204	E405000	1		Unpopulated		
Phoenix	0205	C666559	A	D		AG, NI	
Dizurgo	0208	B000229	B	S	Rare gems and minerals	NI	
J'preall	0304	D6A4656	3			NI	
D'Escrime	0305	E968010	3			NA	
Aros	0306	D8467AB	4			AG	
Ufhlug	0307	C645214	6			NI	
Six Mile Run	0309	B57A257	B		Named for sports event	NI	
Nur Jehan	0310	B332200	9			NI, P	
Farhaven	0401	B437762	7		Sanctuary		G
Za'Kass-K'Narr	0402	D552315	3			NI, P	G
Vale	0405	AAA8887	A	S	Internecline strife		A
Battelle	0410	A977AB9	F	I	Research facility	IN	
Indian Catalan	0504	X845200	2		Gamer's world	NI	
Nennemkl Alagwa	0505	C647867	8	S		NA	
Fairweather	0506	CACA367	C		Obviously misnamed	NI	A
Ouisahed	0508	B476643	9	T		AG, NI	G
Zydhaneli□	0510	B477348	8			NA, NI	R
Baile Atha Cliath	0601	E471345	8			NA, NI	G
Fortuitous	0604	D596201	5			NI	G
Zydanar□	0609	E7A3543	5			NI	
Zydtompiri. J	0610	A876677	A	N		AG, NI	
Xeres	0701	B364687	6		Finest sherries in Beyond	AG, NI, R	
Cthonia	0703	B86A667	D		Seafood delicacies, hunts	NI, R	
Kermanshah	0704	E412556	5			NI	
Zydchvyg□	0709	CAA7875	7			NA	
Zydllyla□	0710	X894579	4	T		AG, NI	R
Nether Farquahr	0801	X967641	1			NA, NI, R	R
Drachenfels+	0802	XAC8400	4		Unique life forms	NI	RG
Disengage	0804	A675423	B			NI	
Abchandler	0805	A556522	D	M		AG, NI	G
Zydia Atropene□	0808	C538689	9			NA, NI	
Zydfalfian□	0809	X327556	5	T		NA, NI	
Zydar □	0810	A9669D9	A	2	Codominium capital		A

The Zydar Subsector has 12.33 billion sentient inhabitants on 38 worlds. Its highest tech level is D at Cthonia and Abchandler, and its highest population is A at Battelle.

The Middle Beyond

The coreward trailing corner of this subsector was selected by the Imperial Interstellar Scout Service as the arbitrary initial survey point of Beyond in 93 during the reign of Emperor Arternsus. It was during the exploration and charting of Beyond that the Exomani Hypothesis was first encountered at Miller's Paradox in the Middle Beyond. Miller's Paradox, at the time of its discovery, was the home of a race of philosophers obviously evolved from Humaniti. It was a contention of their Elders, "The Marcists", that all Humaniti had evolved elsewhere and settled Terra hundreds of thousands of generations earlier. Upon returning to Capital with reports of the Exomani philosophy, the IISS Exploration Team in charge was immediately retired and spent the remainder of their days as guests of the court of Martin the First.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Xerxes	0101	C526375	9			NI	
Caveat	0103	E553566	7	I		NI, P	
Godulas Shrelac	0105	C876976	7			IN	
Baden em Zee †	0106	E220676	8			NA, NI, P	G
Zydanayl □	0109	B677524	7			NA, NI	
Maa'El	0204	B434789	7	S			
Miller's Paradox	0206	X566767	0			AG, R	R
Zydterranal □	0209	B554634	9		Anagathic spices	AG, NI	
Yearning	0304	C373100	A	N	IDES containment facility	NI	R
Zydjabr □	0310	C6296BF	A			NA, NI	
Refinnej	0401	D4269B9	7	S		IN	G
Salle d'Armes	0402	E686334	5			NI	
Iainthell	0403	D200657	9			NA, NI	
Aerhy	0404	X200000	1		Unpopulated		RG
Ktashisnif	0405	D965879	4		Drugs, addictive spices	R	G
Dawn	0501	E583889	2			R	A
Paldoran	0504	C763789	3			R	A
Ouiqawah	0505	C2002FF	9			NA, NI	
No Hope	0601	E9A7597	5			NA, NI	
La Belle	0603	A867540	8	S	Relay Point	AG, NI	
Wahl's Academy	0605	A86A597	A		Weapons training	NI	
Nueva Espana	0701	X00079B	2			NA	R
San Souci	0702	B727879	9			NA	G
Zebulon	0703	B664212	7			NI	
I'Sred * Nihil §	0804	A767687	C	2	Flame-silk center	AG, NI, R	RG
Gustavius §	0805	D522169	8			NI, P	
D'Jean	0806	C987300	7			NA, NI	
Mystere §	0807	D98A669	7			NA, NI, R	
I'Sred * Ni Cluster §	0808	A0004A7	C	2		NA, NI	RG

The Middle Beyond has 2.35 billion sentient inhabitants on 29 worlds. Its highest tech level is C at I'Sred * Nihil and I'Sred * Ni Cluster, and its highest population is 9 at Refinnej.

The I'Sred * Ni Heptad

This subsector takes its name from the ruling race within its boundaries and their unique seven-capitalized form of government (two of its subcapitals actually lie within the boundaries of The Middle Beyond). The Sred * Ni are not overfond of granting entrance to the Heptad to Z'Sred * Ni (or non-Sred * Ni). As a result the Travellers' Aid Society considers the entire subsector one large Amber Zone. Any travel within its borders is done on an "at your own risk" basis and neither the Imperium nor the Consistent Alliance will interfere with Heptad decisions regarding the punishment or imprisonment of their citizens.

Name	Locn	SDAHPL	T	I	Remarks	Trade Ndx	CG
Miramon Luagor§	0104	D686430	5			NI	
Fueris§	0105	C301335	7			NA, NI	
Quintana Roo§	0108	C5A0520	7			NA, NI	
Quatal§	0109	D5515D9	5			NA, NI, P	
Tierce	0203	C434569	9			NI	
Signature§	0205	B899674	8	T		NA, NI	
Sixtol§	0206	E549777	5			NA	
Akarana-Zaman§	0207	B969667	8	S		NA, NI, R	
Ydrogg	0209	C76A434	8			NA, NI	
I'Sred * Ni Nest§	0303	D68398D	7		Birthworld	-	RG
Septime§	0305	E573689	6			NI	
Kroks	0306	X000379	1			NA, NI	R
Dust	0307	X000789	2			NA	R
Octave§	0308	E7744A7	6			NI	
Splendide Mendax§	0310	D9641A8	8			NI	
I'Sred * Nixtu§	0402	A00098D	C	2	Sred * Ni Yards	NA, IN	RG
Revoc Knarr§	0403	C738340	7			NA, NI	
Konichiwa§	0404	B276100	8			NI	
Pittler Pidofat	0405	X000100	1			NA, NI	R
I-Sred * Nispr§	0406	A675879	+	2	Center subcapital		RG
Aichi Ban	0407	X0M0000	0				R
Seconde§	0408	B413413	7			NI	
Horvendi§	0409	C849520	8			NA, NI	
I'Sred * Nity§	0410	A746260	C	2		NI	RG
Jiird§	0503	D988678	3		Flame-silk center	AG, NI, R	
Nead Lelan§	0505	E695080	2				
Station Three	0506	X0D0150	7		Outpost	NI	R
Omiatenieu	0507	X000573	5			NA, NI	R
Nuit Alanche§	0508	E767AA6	7			NA	
Miskekopke	0510	D869070	3			NA	
Rolk§	0601	B85997B	A		Outpost		
Tryllandianne	0603	C353430	8			NI, P	
QwertyuioP§	0605	B8B1346	9		Relay point	NI	
Wurger+	0606	E410300	9			NA, NI	
Cibola§	0607	B777320	A			NA, NI	
Stagatz	0609	C62698D	A			IN	G
Citadel§	0704	D410381	4			NA, NI	G
I'Sred * Nitlal§	0705	C236360	4			NI	
Cral§	0708	C658030	4			NA	
Sundance	0709	D232460	5			NI, P	
I'Sred * Nilun§	0804	A67A360	C	2		NA, NI	RG
Seredak§	0805	D635720	5				
Lost Enigma	0806	C598843	5			NA	
Omega XVIII§	0807	D352340	8			NI, P	
I'Sred * Nillo§	0808	A7755A9	C	2	Flame-silk jewels	AG, NI	RG

The I'Sred * Ni Heptad has 14.23 billion sentient inhabitants on 45 worlds. Its highest tech level is + at I'Sred * Nispr, and its highest population is 9 at I'Sred * Ni Nest, I'Sred * Nixtu, Stagatz and Rolk.

The Araniopa Subsector

Araniopa is fragmented into five mutually inimical political factions—an I'Sred *Ni Heptad District in the coreward-spinward corner; a die Weltbund Consulate at Graffin; à Zhodani Consular sub-establishment at T'Mek 4.987; an Aslan Colonial District Protectoratè centered at Nether Towley; and an independent subsector government, rumored to be pro-Imperium, centered at Araniopa.

Technologically underdeveloped, it has little to offer other than danger to the average traveller.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Xotl§	0103	B869499	7			NA, NI	A
Moe Junkin§	0109	B8A3402	4	S		NI	A
Wyrms§	0201	C400657	8			NA, NI	A
Firemoor§	0202	C100100	5			NA, NI	A
D'mahl	0204	B8813FF	9	D		NA, NI	
997.Beta.II	0308	B860674	7			NA, NI, R	
Areth	0310	A74A333	9	S		NA, NI	G
Bela 37	0403	C000420	8			NA, NI	
Araniopa	0405	A764887	A	2	Sanctuary	R	G
T'Mek 4.987	0502	B440307	4	Z		NA, NI, P	
Korakin	0504	X300000	4			NA	RG
Farquahr★	0509	C566113	6			NI	G
Sieve★	0608	AC62AAA	A	S	Relay point		
Near Farquahr★	0610	B300100	9			NA, NI	
Far Farquahr	0703	X635400	2			NI	RG
Here★	0709	B523520	9			NI, P	
Sentalmonte	0803	X000120	0	S	Mining installations	NI	RG
Nether Towley★	0806	A936337	8			Ni	
Graffin+	0808	A6357AB	8	S			G

The Araniopa Subsector has 10.11 billion sentient inhabitants on 19 worlds. Its highest tech level is A at Araniopa and Sieve, and its highest population is A at Sieve.



The Spinward Drift

In 832 an Imperial astronomical observatory, Starbase Orion, first observed a rather pronounced drift to the spinward exhibited by the stars within this subsector. This led to the subsector name currently carried in *The Standard Starbook of the Imperium, Blue Volume, LXVII (Revised Edition 1066)*. Since that time, additional data have revealed that the so-called spinward deviations were, in fact, distortions caused by the influence of the fluctuations of Delta Cephei upon the original observations. All efforts to change the name of the subsector have failed in the face of bureaucratic and cultural inertia and it remains the Spinward Drift.

Today, the name may be more than apt. There has been a marked tendency for pirates, mercenaries, and fugitives from both the Imperium and IDES to drift into this subsector. In all of Beyond, more spacecraft have disappeared here than in all the other subsectors combined. Travellers are advised to avoid the Drift if at all possible.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Yetinal ★	0104	E878100	2			NA, NI	G
Nuit Rouge ★	0107	A548200	4	S	Red-shaded nights	NI	G
Hostel ★	0205	A484110	5	N		NI	∩
Trend ★	0206	B562489	9			NI	
11 Gamma Chi	0208	B844886	6	S			G
Albazar	0302	AAA9A2F	B	1	IDES research facility		G
Novak's Drift	0305	A967435	9	2	Relay point	NI	
Gonzo	0307	XB64000	2		Disputed colony		RG
Eromnek ★	0308	B4025A9	8			NA, NI	
Delta Cephei Base	0402	B85232D	A	1	Observatory	NI, P	G
New Luna ★	0405	B866855	7		Heavy metal deposits	R	
Zydoqir □	0501	C8707A7	6			NA	
Masada	0508	A544206	9			NI	G
Refuge	0509	A9668C7	A	N	Archives and sanctuary		G
Zydexnar □	0601	D987709	7		High-protein grains	AG	G
Warwick	0610	B776774	7		Hops, malt and barley	AG	A
Zydhæa □	0701	B533761	9			NA, P	
Zydnubb □	0702	C9B7620	5			NA, NI	G
Appropos	0710	B976753	9		Beers and wines	AG	A
Zydmain □	0801	B8668C7	6				G
Zydiquaryl □	0802	X7578B9	5		Archives		R
Turricremata	0804	A6687BF	C		Containment facility	AG	RG
Natchez	0806	B660732	7			NA	
Journey's End	0808	DCR0000	1		Unpopulated		RG

The Spinward Drift has 10.57 billion sentient inhabitants on 24 worlds. Its highest tech level is C at Turricremata, and its highest population is A at Albazar.

The I-Glathriel Subsector

I-Glathriel has been a training ground for the merchant service and the scout service since it was first chartered. It has often been said that more finely-honed officers are forged from base metal here, than anywhere in Beyond. And this has indeed proven to be true. The First Admiral of the Consistent Alliance, Lady Lysiph Kuseba, received her early training here, as did Senior Scout James Steuard of Gryphon/Storm.

I-Glathriel contains the Imperium's infamous Starbase Arcturus II, commanded by Commodore Steven vice-Aarons. The starbase is an important link in the Imperium's xboat route from the Vanguard Reaches through Beyond to Capital.

Unfortunately, I-Glathriel has also gained a reputation as the haven for at least two privateer fleets, the Webrunners and the Dark Goddesses, although the Webrunners claim to have legitimate Letters of Marque issued by the Zydarian Codominium and are the only "commercial shippers" permitted within the I'Sred "Ni Heptad"—where they often seek refuge when pursued.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Zydpaharl	0101	B764700	7			AG	G
Zydpedallionl	0102	B869700	8			NA	G
Reading Gaol	0204	A925032	A	2	Containment facility		
Clanheim	0209	B450561	9			NA, NI, P	
ZydmnarL	0301	A89A410	9			NA, NI	
Rock	0304	C62698D	9		IDES containment facility	IN	RG
Starbase Arcturus II	0307	B1623F9	E	1	Outpost cum observatory	NI	RG
Hard Place	0310	BAA8700	9	S		NA	G
Shrine	0502	E4641A0	0			NI	
Hichmakani	0505	A876320	A	N	Liberty world	NI	
Thessalae	0510	C000160	8			NA, NI	
0.4 Surtan	0603	EAAA651	8		Unusual place to visit	NI	
Amnesty	0606	C987759	7			NA, R	
Big Harpe	0607	E8633A0	9			NI	A
Little Harpe	0607	E6643A0	8			NI	A
Cahokia	0608	A7638FF	C	M	Relay point		
Bloodgard	0703	A9A5642	A	S		NI	A
Cziltang Brone	0705	B767400	9	D		NA, NI	
Shaft	0709	A844495	9		Mining installations	NI	
Th'X #1138	0802	X633809	7		Containment facility	NA, P	
Thule	0805	C876270	5			NI	

The I-Glathriel Subsector has 1.24 billion sentient inhabitants on 21 worlds. Its highest tech level is E at Starbase Arcturus II, and its highest population is 9 at Rock.

The Storm Subsector

The Storm Subsector was named as a result of the high number of recurring solar storms encountered by the Imperial Interstellar Scout Service team assigned the task of exploring and charting it in 556. Those worlds whose primaries are the most violent were aptly named with a "Storm" prefix. The similarity to a former IISS Scout, Storm, is purely coincidental.

Interestingly enough, the present hault-Storm rarely ventures into this subsector, contenting himself to remain on Cahokia/I-Glathriel from where he exercises control of Delta Research or at the LHep(Or) Colony at Delta Centre/Metchi' Alagwa.

The Storm Subsector contains the spinward extremes of the Aslan Colonial States as well as the rimward extreme of the I'Sred' Ni Heptad. This entire subsector may best be described as non-industrial with several agricultural worlds specializing in anagathic spices, exotic tobaccos, high-protein grains, and fine wines, brandies and beers.

<i>Name</i>	<i>Locn</i>	<i>SDAHPGL</i>	<i>T</i>	<i>I</i>	<i>Remarks</i>	<i>Trade Ndx</i>	<i>CG</i>
The Fifth Horseman	0108	D675789	6	T	Anagathic spices	AG	
The Four Horsemen	0109	A000550	A	2	Four planetoids	NI	
Station Five	0206	E887401	2		Outpost	NI	G
Stormhaven	0207	A986364	D	2	Relay point	NI	
Salus	0209	B788400	8			NA, NI	A
Gryphon	0301	B658303	8			NA, NI	
Stormpressed	0306	C581879	4		Rare gem exchange	R	
Storm Centre	0307	A762150	+	S	Research facility	NI	RG
Stormcrag	0308	D87643A	2		Brandy, wine, beer	NI	
Wilde	0401	D657677	1			NA, NI	
Stormhold	0406	C54587A	9		IDES containment facility		A
Stormcast	0407	C3004A7	9	I	Outpost	NI	G
Bete Noire ★	0410	B795436	7		Planet of singing crystals	NI	G
Streel	0501	A869346	A	T		NA, NI	
Yafjha ★	0507	B566100	A	N		NI	
Compagnon Noire ★	0509	B9C3376	A			NI	
New Groton	0605	A8798B9	F	M	Merchant Service HQ		G
Stormedge§	0701	A432280	9			NI, P	
Directory ★	0708	D988478	6		Archives	NI	
Armory ★	0804	A411120	F	2	Weapons research facility	NI	G
Pournelle's Trace	0805	C752327	8	S		NI, P	

The Storm Subsector has 310 million sentient inhabitants on 24 worlds. Its highest tech level is + at Storm Centre, and its highest population is 8 at Stormpressed, Stormhold, and New Groton.

The Aslani Subsector

The Aslani Subsector represents the spinward extents of the Aslan Colonial States, although the states do extend into the Storm Subsector. The Aslan maintain a peaceful coexistence with other members of the Comsentient Alliance, but there is a marked distrust of the Sred'Ni—especially in view of the apparent thrust being made to extend the I'Sred'Ni Hep-tad influence into the Aslani Subsector. While there have been several small skirmishes, usually involving vessels of less than 1,000 tons, any large-scale engagements have been kept to an absolute minimum. It has been rumored that the Aslan are hiring large numbers of ship-owning mercenaries to protect their coreward and spinward borders. First Admiral, the Lady Lysiph Kunseba has dispatched a Comsentient Alliance task force to investigate, led by the battle-cruiser *Teopahconli Nebi*.

It is also rumored that there are Ancients' ruins, including museums, deep within the heart of the subsector. It is known that there is a minor Droyne settlement on the Aslan world of 0.5 Phast. It is also known that the Imperium is maintaining a research facility, under Aslan tolerance, at Hoelle VII.

Name	Locn	SDAHPGL	T	I	Remarks	Trade Ndx	CG
Mal'Dent†	0101	C687558	6		Mal'Gnar Consulate	AG, NI	A
Station Four	0105	C6A3664	7	S	Research facility	NI	
Gr'oller★	0106	B86A974	A			NA	
Pais d'Muerte★	0108	D443969	8			IN, P	
Grenour Omega IX★	0205	B898322	9	S		NA, NI	G
Simba★	0206	CA9A777	6			NA	
Garfield Station★	0208	E556A96	9				
Codominium-B IV[]	0302	B5605A9	9			NA, NI	
Murv★	0305	C976321	4			NI	
Hoelle VII★	0402	A99A744	A	I			NA
Miracle	0404	B92A5A9	9			NA, NI	
Sdravstoycha	0405	C654520	8		Best vodka in Beyond	AG, NI	
0.5 Phast★	0407	D562003	6	D			
Tessla	0503	C6R4000	0		Radioactive rock		
Darabghird★	0504	E643560	5			NI, P	
Barton★	0505	B7655FF	9			AG, NI	
Ralf★	0508	X322300	1			NI, P	RG
Hezar Mun★	0602	D22389B	5			NA, P	G
Alhazred★	0603	A996701	9		Half of people insane	AG	A
Aslani'i★	0605	B867872	A			NA, R	G
Khur be Teshdeed	0608	D846330	5			NA	
Boeing	0707	AAAA8BE	C	T	Outpost		RG
Khatai★	0708	C100400	9			NA, NI	
Caravanserai★	0803	A987440	A	S	Relay point	NI	
Sevenohfurr★	0805	B704922	8			IN	
Larimoor	0806	B976731	8			AG	
Latakia★	0810	B669732	7	T	Aslan training facility		A

The Aslani Subsector has 13.35 billion sentient inhabitants on 27 worlds. Its highest tech level is C at Boeing, and its highest population is A at Garfield Station.

Library Data

The following information is intended as a brief background for several important concepts in Beyond.

Beaufort Lines, Limited. Established 984 by Samuel, later Sir Samuel, Beaufort of Guildheim/Liberty Hall. Beaufort Lines is unique in the fact that its ships are all Imperial-crewed and, while registered in Beyond, all of its masters are reserve officers in the Imperial Navy. Beaufort is one of the major shipping lines operating in Beyond with established routes from the Mal'Gnar Radiant through die Weltbund and Liberty Hall and rimward into Metchi' Alagwa and the Northeast Middle Beyond. It connects with Parallel Lines, Unlimited, at Xeres/Zydar, at the extreme coreward edge of Zydar Subsector.

Sir Samuel's policies of subtle Imperial influence and paternal advice resulted in Beaufort being the sole line granted entrance into the Mal'Gnar Radiant, which fact probably influenced Emperor Gavin in his decision to bestow the title of Knight of the Imperium in 1000 upon Beaufort. To this date, Sir Samuel's policies remain in effect and no commercial line has succeeded in entering the Radiant.

Most of Beaufort Lines is composed of ex-Imperial navy vessels, especially those of larger tonnages. But there is a new tendency towards the utilization of the Delta Research Type SX Wind Class Scout/Couriers, no doubt a continuance of Sir Samuel's unique sense of humor. To date, some twelve Type SX's have been delivered and have been christened, rather whimsically: *Calm; Light At; Light Breeze; Gentle Breeze; Moderate Breeze; Fresh Breeze; Strong Breeze; Moderate Gale; Fresh Gale; Whole Gale; Storm; and Hurricane.*

Beaufort Lines remains a family company with stock divided approximately as follows: Beaufort Family—60%; investment trusts—15%; corporate employees—15%; Imperial Family—2.5%; and public (individuals)—7.5%.

Bellakchan/Paldoran Enterprises, GmbH. An interworld conglomerate registered in 1037 at Intercourse in Delta. BPE maintains controlling interests in several businesses. Notable among these are Parallel Line, Unlimited, of Intercourse/Delta; Sorenson Arms Group, Limited, of Beaumonde/Mapepire; Precision Research Aeronautics and Navigation Group of Guildheim/Liberty Hall; and Trondheim Aeronautics, Incorporated, of Varen's Planet/Trelyn in the Vanguard Reaches. Ownership seems to be divided between Sharlec hault-Bellakchan (50%) and Padua P Paldoran (50%).

Church of Resurgent Anthropomorphic Philosophy. Founded in 3 F.S. at Paradise in Subsector Delta by Louis Farbes. The church now controls Paradise and seeks to convert others to its tenets through the use of loud arguments, threats, promises, kidnappings, psychological intimidation, and other less subtle means. The primary tenet is that God created all "true sentients" in His physical image. The fact that there are over twelve known sentient races, not including the various races of Humaniti, seems to have no bearing upon the church's illogical adherence to the first tenet. Throughout Beyond the followers are derogatively referred to as "Crappies."

Comsentient Alliance. From "com", in equal combination; and "sentient", a person or thing which feels. The Comsentient Alliance, or "Alliance" as it is popularly called, was conceived in 705 as an equitable answer to the admittedly arbitrary major race/minor race theory embraced by the Imperium. It encompasses an area some 37 parsecs in diameter, largely in Beyond and the Vanguard Reaches, although member worlds may be found in other sectors as well. The Alliance recognizes both in theory

and in practice the concept of equal rights and responsibilities of all sentient races regardless of technological level or achievement. Each member or associate member world is represented in the Grand Council of the Great Hall at Rabanitas/Zydar based upon its population expressed in exponential terms. Thus a world with a population of 1.5793×10^6 would be represented by six councilbeings. In simplest terms, the number of councilbeings in residence may be expressed by the UPP population index. At this date, there are approximately 800+ world represented in the Grand Assembly by over 6,400 councilbeings.

Dark Goddesses. A shipping/transport line owned and operated by females of every known race within Beyond, with the exception of Sred^o Ni. The Dark Goddess ships ply the unchartered routes, usually in the Storm Subsector, the Darkling Regions, the I-Glathriel and the Zydar Subsectors. While there is no definitely established link, as yet, it is generally supposed that the Dark Goddesses work in concert with the Webrunners—as pirates and freebooters—although the Goddesses do not bother with such niceties as Letters of Marque.

Delta Cephei/Spinward Drift. (pronounced "cee-fee-eye"). A double star, the brighter component of which is the historically important variable star which gave its name to the class of stars known as *cepheids*. Delta Cephei was discovered in —2737, or 1784 A.D. in Terran dating. Thirty times the diameter of Sol, its apparent magnitude varies from a maximum of 3.3 to a minimum of 4.5 in highly regular periods of 5 days, 8 hours, 47 minutes and 39 seconds T.S. (Terran Standard). It is the oldest of the known cepheids. Orbiting Delta Cephei and its companion in a highly eccentric orbit is Delta Cephei Base/Spinward Drift (0402-B85232D-A), established as a research station to determine whether Humaniti can adapt to such variations in a primary. Delta Cephei's dim companion is a blue star, nicknamed "Old Blue" by the base's chief astronomer, which has an apparent magnitude of 7.5.

Delta Research. Established in 437 at Sha'anoe/Delta as Delta Products Corporation, it was purchased in 1086 by Storm and renamed Delta Research. From approximately 705, Delta Products specialized in the production of vessels based upon their 100- to 1000-ton hulls. With its purchase by Storm, Delta's product line underwent a dramatic metamorphosis. Added to the standard line of hulls was a 150 ton "stretched" or "extended" hull. Storm also diversified: maneuver drives designed and built by Delta Research replaced the older, contracted LSP units; computer peripherals were announced in 1088; the Types S and SX Scout/Couriers were laid down in 1090; and the Type A2 Far Trader was first flown in 1094. Storm's uncontrolled enthusiasm drove the company to the edge of receivership, but in 1101, at Delta Centre/Metchi' Alagwa, a major breakthrough in computer technology was made when "Mad" Marvin Hauk successfully grew organic brain cells *in vitro* making possible the Logical Heuristic Processor (Organic) series of computers. The LHep(Or)s proved the turning point in Delta's fortunes.

In 1104, using a specially augmented version of their own LHep(Or) IX/Imp, Delta Research turned out the first successful E-Circuit Modules. The testing and subsequent installation of the seventh E-Circuit Module on an Imperial courier in 1106, "Suki", resulted in the title of Noble Baron of the Imperium being bestowed upon Storm, now hault-Storm.

Delta Research continues to be rigidly controlled by hault-Storm with stock ownership as follows: hault-Storm—70%; investment trusts—15%; corporate employees—10%; Imperial Family 2.5%; and public (individuals)—2.5%.

Eslyat Magistracy. Ruled by the Selyin Nobility since formal establishment in 657, this interstellar government includes all known Eslyat. The race is on good terms with the Consistent Alliance, and all members of the Magistracy are also members of

the Alliance. The Eslyat received interstellar drives from Imperium exploration craft in approximately 600. Numerous clashes between the Trelyn Domain and the Magistracy have occurred as a result of territorial disputes in Trelyn Subsector/Vanguard Reaches.

Hault-Bellakchan, Sharlec. Sharlec hault-Bellakchan (1058—) first came to the attention of the Imperium in 1083, during the so-called "False War". The then-lieutenant Sharlec Bellakchan distinguished himself in the many skirmishes between Imperial Naval Forces and those of the Zhodani. While there were those at court no doubt jealous of young Bellakchan's successes who maintained the daring lieutenant was a Zhodani sympathizer, the Emperor would hear none of it. Bellakchan was awarded a barony in Beyond, Trayfowen/Mapepire, where he resides.

Identidisc. A subminiaturized micro-circuitry device, usually installed in a service-issued belt buckle, which positively identifies the individual to whom it was issued. Among the most widely recognized of these in Beyond are the winged serpent of the Scout Service; the crossed spaceship and fouled anchor of the Merchant Service; the crossed lance and laser of the Marines; the Navy's famous ringed anchor on a stylized sunburst; and the battle helmet-surmounted crest of crossed lasers of the Army.

Interworld Division of Enforcement Services. Founded in 832 during the enlightened reign of Empress Paula II by Sir Robert Leslie Ian Alexander March, it is known throughout the Imperium and Beyond as "The IDES of March". IDES was conceived as a private organization operating strictly on a contractual basis in those areas where the only laws are local (planetary) mores, taboos and laws—i.e., beyond the effective range of the Imperium. Functioning as a performance or results oriented contractual organization, IDES operates independently of but in conjunction with the Imperium or with bona fide government factions: planetary, subsector or sector. The major advantages of IDES are readily apparent: the standardization of policies and procedures; the development and use of the most recent technology; a centralized office or offices for the filing, indexing and cross-reference of data; unified control; and a pride in profession which serves to eliminate once and for all the alleged "police mentality". IDES is financed solely through its Imperial contracts and through service contracts with other law enforcement agencies and companies throughout the sentient worlds.

Operating in Beyond, IDES is forced to engage the services of skilled operatives, known as "Marchers". IDES Central keeps the identities and the number of its operatives shrouded in secrecy. It is rumored that several are, in fact, actively serving the Imperium and the Alliance in the various service arms.

IDES facilities may be found on worlds with a law level of 8+ and a technological level of A+

I'Sred *Ni Heptad (pronounced "ee-shred-k-nee"). The seven-world capital of the I'Sred *Ni Web of Worlds in the Middle Beyond and the subsector known as the I'Sred *Ni Heptad. The Heptad maintains three subcapitals, or consulates, as well: at Beriel/Northeast Middle Beyond; at Lesser Dismal/Darbling Regions; and at Stormedge/Storm (although the latter two are the subject of a long-standing dispute in the Great Hall of the Consistent Alliance). The Heptad worlds are all considered interdited and carry TAS Red Zone classifications, as do the six (artificially created?) asteroid belts which surround I'Sred *Nispr/I'Sred *Ni.

Mal'Gnar (pronounced "mal-nyar"). Descendants of early Terran *homo pekinensis* transported to the Mal'Gnar Radiant by the Ancients according to legend. The Mal'Gnar were the subjects of a lengthy experiment in genotransformation.

engineering, the results of which were the development of long, supple, feathered wings and retractable-taloned feet. This manipulation no doubt accounts for the intense desire exhibited by the Mal'Gnar to remain aloof from the rest of Humaniti and their equally intense dislike of the Droyne. While they are incapable of lifting their own body weight from the planetary surface by their wings alone, once airborne the Mal'Gnar are masters of soaring.

The Mal'Gnar social structure centers around the concept of an Echelon Quintad: five individuals who function together as a single, multi-purpose, unit. Each of the five members of an Echelon Quintad is drawn from one or more of the six echelons which divide the Mal'Gnar society: Advisors, Hunters, Leaders, Multi-Echeloned Ones, Priests and Technicians. Only two of these echelons are sexually restrictive: Priests are always male, while the Advisors are always female. Each Quintad must contain one and only one Advisor from which the Quintad takes its name.

Like the Zhodani, the Mal'Gnar are a race of Humaniti, inter-fertile with the so-called "Six Known Races of the Imperium".

Mapeire Cluster (pronounced "mah-pay-pee-ray"). A loose coalition of worlds grouped more as a tourist delight than as a political faction. The Cluster receives its name from the fact that each of its worlds are accessible to vessels with only jump-1 capability and the snake-like commercial route which connects them. The cluster is considered *de rigueur* for Beyond's wealthier citizens.

Northstar Interworld Technological Services. Founded by Marcus Gzopodon Smyth in 594, during the expansion of the Rimward Fringe under Empress Jacqueline II, as a cost-effective service for the gathering, collation, extrapolation and dissemination of data relating to the Empress's economic policies. This was accomplished largely through the development of the Licensed Information/Communication Exchanges established on Imperial worlds with technological levels of 9+ . Today, NITS maintains facilities on most Imperial worlds and on many non-Imperial worlds as well (throw 11+ for NITS facility to exist, DM's apply: +1 for every tech level above 10).

Each NITS facility contains eight information sections, each of which is designated by a distinguishing color: red for Research and Development; yellow for Financial Services; blue for General Information Retrieval; green for Xenological Services; orange for Personnel and Recruiting Services; purple for Imperial Resources and Services; silver for Non-Imperial Resources and Services; and black for Security Information Retrieval. A voice-actuated computer link in the lobby of each NITS facility, programmed in Common and the local languages or dialects, will assist any traveller who might be unsure of the services or section required. Charges for inquiries are standardized throughout the NITS network and will vary due only to the fluctuation of the Imperial Credit based upon the local planetary rate of exchange. Simple inquiries cost CR25, a more detailed inquiry with accesses to more than a single data base may run as high as CR2,000. A hardcopy printout of the inquiry will cost CR10 per page or portion thereof, plus an additional CR50 for each fotofac required. A security request, provided a need to know has been adequately established, will cost between CR1,000 and CR5,000; however, the establishment of NTK clearance will result in automatic security inquiries into the requesting individual's personal file and an automatic logging of the individual's name, UPP, personal identification data, query and response to the query with both NITS and IDES.

Analysis of NITS charges since accessibility was granted to individuals in 703 shows the average cost of an inquiry to be CR137.2193 and the average charge per inquiry to be CR143.9788. This gives NITS a net profit of CR6.7595 per inquiry, or 4.69%.

Paldoran, Padua P. Few facts are known of Paldoran. He maintains a residence at Paldoran/Middle Beyond; he is formally recognized as the lover of the Lady Lysilph Kunseba; and he has never served in either Imperial or Alliance branches of any service arms. Rumors link Paldoran with the notorious Paldoren Family of Port Xanatah in the Ventura Quadrant (Xanatah is a widely known "free port", i.e., a sanctuary for pirates and rogues of all kinds). Paldoran is believed to be of Mal'Gnar descent, a rogue hunter of approximately 44 TS years of age. The Lady Lysilph, five years his senior, is very obviously human.

Parallel Lines, Unlimited. Established in 1037. Parallel Lines is a relative newcomer to Beyond's shipping industry. It services only Subsector Delta, Liberty Hall and The Mapepire Cluster. While other lines also serve Subsector Delta, Parallel Lines provides the only service to Paradise/Delta. The corporate headquarters are located on Intercourse/Delta, the subsector capital.

Parallel Lines is controlled by a conglomerate, registered on Intercourse/Delta under the name of Bellakchan/Paldoran Enterprises, GmbH. Stock ownership is as follows: BPE—97.5% and Imperial Family—2.5%.

SORAG (pronounced "soar-ag"). A special-purpose, para-military division of the Zhodani Consulate Combined Interstellar Forces. The name is an acronym for Study and Operations Recording Activities Group. The stated purpose of SORAG is to observe the progress of emerging interstellar societies, using overt surveillance methods. Most of the activities of the organization consist of gathering civilian transmissions of various types and recording and cross-referencing the data therein. By this method, SORAG is able to keep the Zhodani abreast of the changes in government and technological levels within the Consulate and its Client States. Although employees are paid via a pay scale similar to most military systems, SORAG is not directly affiliated with any military organization.

Sred*Ni (pronounced "shred-k-nee"). An arachnid like, mammalian lifeform native to I'Sred*Ni and similar to the "trappers" of Fulacin/Rhylanor in the Spinward Marches. The Sred*Ni are fully sentient, although they evidence a communal mind which is telepathically linked and augmented. Due to their mental communality, the Sred*Ni are unable to recognize and appreciate the subtleties of such concepts as: "free will"; "individuality"; "personal property"; "individual rights and responsibilities"; and similar individual-oriented concepts.

Sred*Ni society is octamerous, consisting of three i-Zreen ("classes"), subdivided into eight perceptions: The Tertiary i-Zreen consisting of Breeders and Technicians; The Secondary i-Zreen consisting of Merchants, Hunters and Warriors; and The Primary i-Zreen consisting of Leaders, Sages and Coalescers. Any decision made, in order to be binding to all, must be sponsored and arbitrated by a selected consciousness composed of one of each of the latter seven perceptions, breeders having no decision making responsibilities.

Starbase Arcturus II/I-Glathriel. Established by the Imperium in 759 in order to observe the fluctuations of Delta Cephei from a distance of 7.5 parsecs, or 24.45 light years, the starbase maintains communications with Capital via xboat through a 100-year leasing agreement, of sorts, with the Consentient Alliance.

Arcturus II has a long and rather bloody history. Originally established as Starbase Orion and later changed to Arcturus under the command of Commander Hlury Harog, it was the scene of one of the Imperium's bloodiest mutinies in recorded history. Although the mutiny was quelled, Commander Harog was removed from his position for "insubordination and gross disobedience" and exiled to a frontier post in the Out Rim Void. The starbase was renamed Arcturus II in 1106 and placed under Commodore vice-Aaron's command.

Interestingly enough, Starbase Arcturus II is located within I-Glathriel and occupies a strategic location between the Aslan Hierate Colonial States and the Comsenti-ent Alliance: thus while able to observe the fluctuations of Delta Cephei, it also keeps an eye on the combined threat of an expanding Aslan colonial thrust and the cohesive anti-Imperium influence of the Alliance.

Storm. Owner of Delta Research at Sha'anoe/Delta. Recently knighted by the Emperor Strepnon and granted the title of Noble Baron of the Imperium, his full title is Senior Master Scout Sir Storm, Baron Cahokia, OC, ODM (although he prefers his close friends simply refer to him as "Storm").

Webrunners. A group of free- and far-traders, acting in concert, providing ship- ping and communications within the I'Sred"Ni Heptad and among its colonies. IDES have been investigating several well-founded charges that the Webrunners are in real- ity a highly organized coalition of freebooters and pirates operating under I.letters of Marque granted by the Zydarian Codominium.

Zydarian Codominium. A confederation of some 20 worlds located at the junc- tion of the Zydar and I-Glathriel Subsectors, the Middle Beyond, and the Spinward Drift. Too small to directly challenge the Comsenti-ent Alliance, it is neverthe- less known to be a haven for criminals, malcontents, rebels, and pirates.



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