Traveller 1248
Bearers of the Flame

Martin J Dougherty

Approved For Use With
TRAVELLER
Science-Fiction Adventure in the Far Future

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Charted Space in 1248

Gvurrdon	Tuglikki	Provence	Windhorn	Meshan	Mendan	Amdukan	Arzul
Spinward Marches	Deneb	Corridor	Vland	Lishun	Antares	Empty Quarter	Star's End
Trojan Reach	Reft	Gushemege	Dagudashaag	Core	Fornast	Ley	Gateway
Riftspan Reaches	Verge	Ilelish	Zarushagar	Massila	Delphi	Glimmerdrift Reaches	Crucis Margin
Hlakhoi	Ealiyasiyw	Reaver's Deep	Daibei	Diaspora	Old Expanses	Hinterworlds	Leonidae
Staihaia'yo	Iwahfuah	Dark Nebula	Magyar	Solomani Rim	Alpha Crucis	Spica	Phlask
Aktifao	Uistilao	Ustral Quadrant	Canopus	Aldebaran	Neworld	Langer	Drakken

Regina
Vland
Vland
Deneb
Antares
Usdiki
Core — Capital
Gateway
Mora
Glisten
Kusyu
Terra
Home

THE GREAT RIFT
LESSER RIFT
DELPHI RIFT

1 2 3 4 5 6 7 8 9 10 11

Political Boundaries in 1248

🟦	THE LEAGUE OF DENEB
🟧	THE IMPERIAL REGENCY
🟨	THE NEW ZIRU SIRKA
🟩	THE FOURTH IMPERIUM
🟥	THE HIVE FEDERATION
🟧	THE SOLOMANI IMPERIUM
▨	THE JULIAN PROTECTORATE
🟦	THE TERRAN COMMONWEALTH
🟩	THE GREAT DOMINATE

⬜	BLACK IMPERIUM HOLOCAUST REGION
🟪	THE ZHODANI CONCORD
▨	THE VARGR SPLINTERS REGION
▨	THE ASLAN HIERATE REGION
▨	THE ASLAN AORLAKHT
▨	LEAGUE OF SPINWARD STATES
▨	THE REPUBLIC OF REGINA
▨	THE UNITED WORLDS
▨	THE FREEDOM LEAGUE

⬛	FLORIAN LEAGUE
▨	THE GLISTEN CONCORD
▨	ASKIGAAK UNION
▪	OLYTRIP OF ANDOR
1	LEGACY OF KHAZAATHUN
2	IKABI EXCHANGE
3	MUNLAMER DUCHY
4	NEW WORLDS ALLIANCE
5	LORDS OF NEW ZARUSHAGAR
6	NALAASHII EMPIRE
7	KDEPT PROTECTORATE
8	GAIDRAAN COALITION
9	HONGYDEFF WORLDS
10	LUDAMIKHA TERRITORIES
11	JUBILEE CONFEDERATION

Note: Regions in light grey are Wilds, or if within 5-10 parsecs of the borders of polities, frontier regions.

NOTES ON THE COVER

The starship pictured is a refurbished 50,000 ton *Huron* class bombardment cruiser, a design dating from the 950s. This example, the *Vindicator*, was launched in 1119, the last of its class ever built. It was completely refurbished in 1242 after continuous service for over a century with the remnants of the Gushemege Sector Navy and the Usdiki Trade Federation. Through the decades, the *Vindicator* has served with distinction in many battles with the Black Imperium and the Dominate.

One of the larger ships in service with the new Imperial Navy, the class was designed for orbital bombardment, but in the 1248 Era the ship has been pressed into service in many roles, none of which it was designed for. The only example of its kind in the Navy, the ship is now with the Reserve Fleet and is transferred to other commands according to need. The *Vindicator's* home port is the Usdiki Naval base.

In the background lies Usdiki, capital of the Fourth Imperium. Usdiki is a desert world with a standard atmosphere. Its population is about 9 billion.

Cover Art: Michael Taylor (background) and Wayne Peters AKA Scarecrow (3D rendering of *Huron* class cruiser).

THE LOGO OF THE FOURTH IMPERIUM

The phoenix rising from the ashes of the Third Imperium.

The Terran latin inscription "Ort Recens Quam Pura Nites" translated: "Newly Risen, How Brightly You Shine."

ORT RECENS
QUAM PURA NITES

1248 Sourcebook 2: Bearers of the Flame
A Sourcebook for Traveller

Science Fiction Adventure in the Far Future

BASED ON THE AWARD-WINNING TRAVELLER GAME UNIVERSE CREATED BY MARC MILLER

Dedication: To those who Believe, and most especially Shane McLean, for a nudge at just the right moment.

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Special Thanks To:
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ABOUT THIS BOOK

This book is a complete game setting for *Traveller* or any other science-fiction game system. As the second sourcebook in the New Era 1248 setting, it deals with one of the 'big players' in the New Era – the Fourth Imperium.

This book contains all the information required to run a game in the Fourth Imperium and the surrounding regions.

Additional volumes in the New Era: 1248 series will flesh out other parts of the game universe.

The 1248 game setting builds upon events in the Official *Traveller* Universe described in the MegaTraveller and Traveller: The New Era editions of the game, but possession of these is not necessary. *Out of the Darkness: The New Era Sourcebook*, which deals with the wider New Era setting, will be useful but not essential.

Where possible, this book has been kept as 'systemless' as possible, allowing play using any edition of the *Traveller* rules. Since certain technological assumptions varied between editions of the game, it has been necessary to choose a baseline and in this case the original Classic Traveller system has been chosen. This baseline has been updated by the addition of concepts added in later versions of the game, and where possible these are integrated to create a coherent whole.

AUTHOR'S INTRODUCTION

This book focuses on the Fourth Imperium, successor to the Third (and thus the Rule of Man and the original Ziru Sirka). The Fourth Imperium came into existence in troubled times, a century after the collapse of the Third Imperium in a bloody civil war. Other events are also afoot, which will make the founding years of the new empire more interesting than it would perhaps like.

My vision of the Imperium is that it is a basically benevolent organization beset by compromises and problems with no right answer. It is thus gray rather than white or black. At times high-handed and overbearing and at others indifferent to the problems of individual worlds, the Imperial way of doing things is not to everyone's liking. However, on balance being part of it is better than being out in the Wilds.

The Fourth Imperium tried to build on all that was best in the Third while avoiding its worst mistakes. However, everything about creating an interstellar society is complicated, especially in the New Era, and nothing ever works out quite like the planners had hoped. This applies to in-game details too. While this book presents a broad image of the Imperium as it is seen from 'above', as the viewpoint is moved in to focus on one or another aspect of the setting it will be seen that there is a lot of local variation. One WorldCorp is not necessarily like another; a given Imperial Baron is different from his neighboring lord. There is plenty of room for individual Referees to add or change details and make the setting their own.

In short, this book is a framework, not a straitjacket. It is a skeleton for the Referee to clothe in flesh and breathe life into rather than a detailed roadmap showing every twist, turn and blind alley. So: here is a general guide to the Fourth Imperium and its surroundings. It's yours now, not ours. What you do with it is entirely your own business.

STANDARDS AND ASSUMPTIONS

Please note that Bearers of the Flame is not a standalone game. In order to play this adventure you will need one or another of the *Traveller* rules sets.

You will also need some dice as appropriate to your chosen rules set. Pens, pencils and paper are useful, plus maybe something to drink and munchies of some kind. Avenger Enterprises plans to publish a supplement dedicated entirely to player-pleasing recipes some day.

Dates: All dates correspond to the standard Imperial calendar. Since the Fourth Imperium claims direct succession from the Third, its dating system carries directly on from that used by the Third Imperium. Most other states also use this system as a result of historical interactions or cultural legacy. For example, 054-1248 is

the 54th day of the 1248th year since the founding of the Third Imperium.

Dice and Rules: Different versions of *Traveller* use different dice. In order to preserve commonality, this book uses only standard 6-sided dice. The abbreviation used throughout is D, e.g. 3D means 3 six-sided dice. Modifiers may be added to or subtracted from the total of these dice, e.g. 1D-1, 2D+3. To generate some valued fractional dice are used, e.g. for a score of 0-2 we throw 1D and take the result as 1-2=1, 3-4=2, 5-6=3. From this score we subtract 1. This procedure is mainly used in the UWP generation rules. Most other parts of the book are entirely game mechanic-free.

ASTROGRAPHY

The basic unit of astrography is the sector, an area of space measuring 32 parsecs by 40 parsecs. In the Imperium, four sectors comprise a Domain. This is the size of the area depicted in this book, though most of the four sectors herein lie outside the current borders of the Imperium. An entire domain represents a vast area, with huge potential for many years of adventuring. Conditions within a domain can vary considerably; one area may be densely populated, another a frontier and yet another little more than wilderness. Even a sector represents more area than most campaigns will need, unless the characters range very freely.

A sector is subdivided into sixteen subsectors, each 8 by 10 parsecs across. Subsectors are designated by name and by a letter A-P, assigned by rows from top left:

A	B	C	D
ALPHA QUADRANT		BETA QUADRANT	
E	F	G	H
I	J	K	L
GAMMA QUADRANT		DELTA QUADRANT	
M	N	O	P

A subsector will normally contain several worlds, and is as much territory as need be detailed for most Traveller campaigns. However, since players have a habit of wandering off the edge of the map, we have introduced an intermediate area between sector and subsector. This area, a quadrant, represents an ideal size for a starting Traveller campaign. The Referee need not detail every world in the quadrant, but should have some idea what is there in order to maintain the illusion of a living universe. This book presents the various sectors by quadrant.

Below the sector level, each hex on the starmap is one parsec across. This is the distance a Jump-1 starship can cross in a single jump, and will contain a single (possibly binary) star system or a region of empty space.

Traveller defines star systems by their mainworld, but of course it is possible to place other inhabited worlds in the system if the referee chooses. Many developed systems have a few outposts and installations on gas giant moons or outsystem iceball worlds.

Astrography also makes reference to certain features of the starmap. These include:

Mains and clusters: A chain of worlds that can be accessed by a Jump-1 starship is known as a "main". These mains are the highways of the stars, seeing considerable traffic of all kinds. Mains are often named for the region they cross or a major world on the main. A main containing just a few worlds, or a "bunch" of stars close together is termed a cluster. Many clusters are named for the most important world they contain, but no firm convention exists. A cluster of 5-10 worlds is an ideal adventure setting, allowing the Referee to create enough worlds to give great variety without needing to develop a huge area.

Rifts: An area with no stars is referred to as a rift, though normally the term is reserved for gaps two or more parsecs across. Some rifts (e.g. the Lesser Rift) are enormous starless gulfs that cannot be crossed by any starship, while others are merely small gaps between mains or clusters. Rifts are often given nautical names, such as the Great Atreill Deep.

Empty Space: Empty hexes are not always completely empty. Rogue planets, cometary bodies, gas clouds and similar objects can be found in deep space, though they are tiny compared to the vast gulf around them. It is possible to jump to empty space (though without spare fuel to return, this is merely a slow and expensive form of suicide). Military and commercial concerns will sometimes establish a deep-space refuelling depot, for example to allow vessels to cross a rift or as a secret base of operations. The chances of locating such a dump without the proper coordinates are infinitesimally small.

DIRECTIONS IN CHARTED SPACE

North, south, east, west are insufficient terms for referring to directions within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to direction:

Toward the galactic core is Coreward; away from it, in the direction of the rim, is Rimward. In the direction in which the galaxy is rotating is Spinward, and the opposite direction is Trailing. In the OTU, these directions are widely used in describing Imperial features and businesses. For example, the Spinward Marches is a sector at the extreme Spinward fringe of the Imperium; Rimward Lines is an important interstellar transport company. The term Coreward is also used within the Imperium of the OTU to indicate the direction of Capital, the Imperial core. There is some potential for confusion if the term is accepted out of context.

THE NEW ERA: 1248 MILIEU

The *Traveller* roleplaying game has for a long time used the concept of 'milieux'. Each milieu is a distinct astrographical or historical setting. For example, the original supplements were published against the background of the 'Golden Age' of the Third Imperium, in the period 1107-1116 of the Official *Traveller* Universe. Another version of the game was set in 'Milieu 0', at the time of the founding of the Third Imperium.

The rich and deep history of the *Traveller* game universe allows for an almost infinite number of milieux. This book concerns what is to date the latest period in the history of the *Traveller* universe, a little more than a century after the fall of the Third Imperium and the upheavals that wracked Charted Space as a result. Some of the events of the intervening century (known as the Recovery Period) are detailed in the TNE (*Traveller*: The New Era) supplements from GDW (now out of print), the *Phoenix* novel series from QLI, and the TNE-1200 adventures and supplements from Avenger Enterprises. These products are not necessary to use the 1248 setting, but do provide extra detail concerning the backstory.

As the Recovery Period went on, several 'New Eras' were declared here and there. The one that became accepted by historians was that declared by the Fourth Imperium, a legitimate successor state to the Third Imperium.

The "New Era" proper begins in 1248, when the first Emperor of the 4th Imperium ascends the Iridium Throne. The worlds and polities which formed the 4th Imperium agreed to honor the structure of the old Imperium, to strive to equal all that was best in it, but not to elect an Emperor until someone emerged who was clearly fit not only to rule but to lead the 4th Imperium. That individual appeared in the 1240s but bleak memories of the worst aspects of the old Imperial system resulted in strong opposition to his coronation until 1248.

The New Era setting is designed to provide the best of all the *Traveller* settings. There is a stable main power in the form of the 4th Imperium but it is young and growing, with large areas of Wilds along its borders. The 4th Imperium is only a sector or so in size, and there are other equally powerful states on the far side of the buffer zones of Wilds. Re-exploration and then reconstruction will take decades so there is room for empire building out tin the Wilds alongside the more formal reconstruction. Border wars, political infighting, corporate intrigue, scientific investigation… all the best aspects of the *Traveller* universe are available in the New Era, with the added advantage that the future is an unwritten page upon which *Traveller* players can make their own entries.

CHAPTER 1
CHARTED SPACE
IN THE NEW ERA
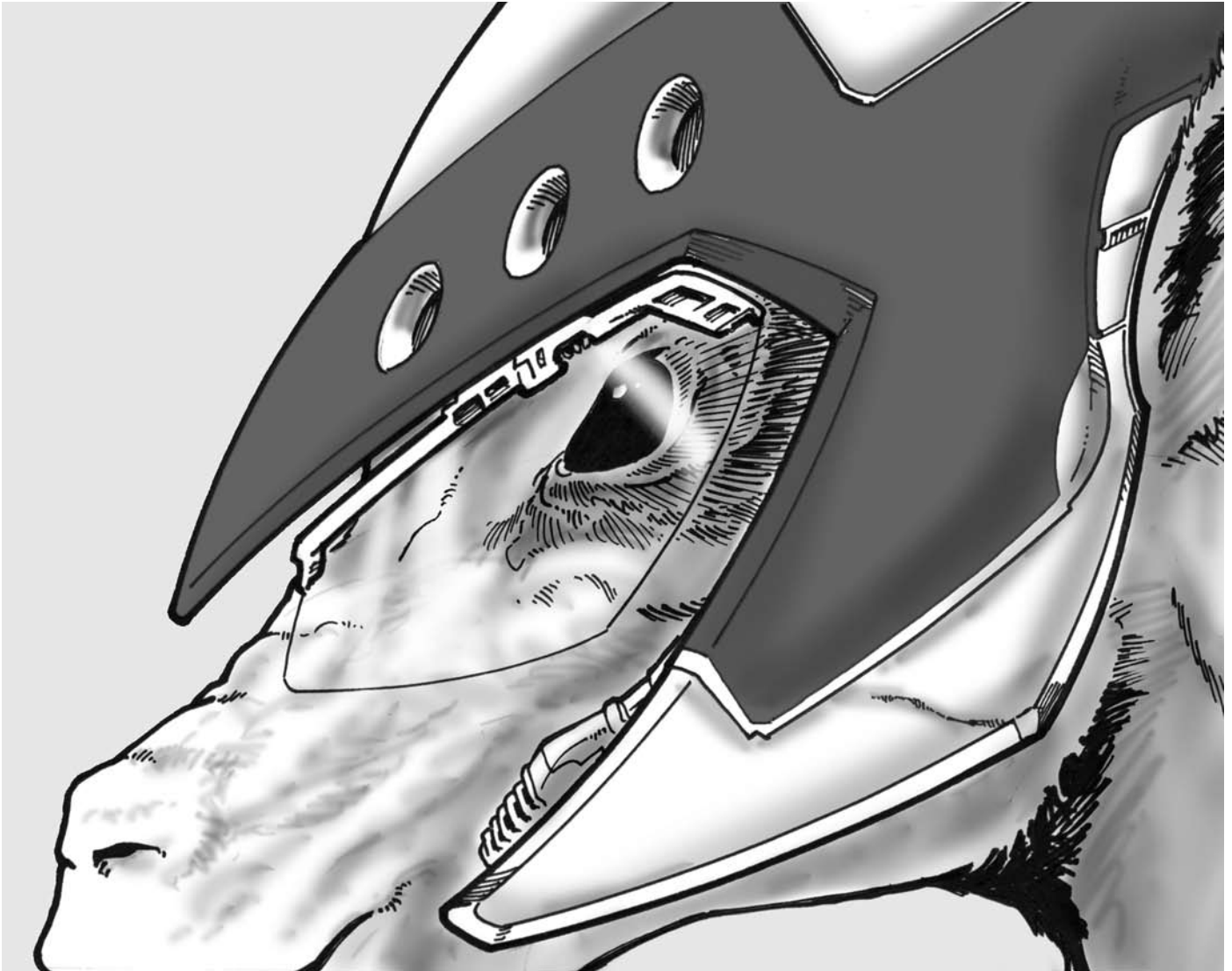
The scourge of the 1248 era: The K'kree Dominate.

According to historians in the Fourth Imperium, a New Era has dawned across Charted Space. The worst of the Collapse and Recovery are in the past and it is time to start building a proud future. For those outside the Imperium, and indeed many of its citizens, things do not look very different to five or ten years ago. The collapse of the Third Imperium has left enough obstacles lying around that reconstruction will be a long, slow and dangerous process. Some decisions taken years ago may yet come home to roost.

HISTORY, ANCIENT AND MODERN

Virtually all citizens of the Fourth Imperium know that Humaniti originated on Terra in the Solomani Rim. They, and the Vargr (who were not then a sentient race but were genetically uplifted from Terran canine stock), were transplanted all across Charted space by a mysterious group or species now referred to as the Ancients. The Ancients built many wondrous devices and even artificial worlds. Then they went away. The evidence points to a fairly violent 'going away', and there may have been more than one group of Ancients. Nobody in the Fourth Imperium knows for sure.

Some of the transplanted people did well. The Zhodani and Vilani humans built great empires, while the people that eventually became the Solomani back on Terra were still learning to tie a rock to a stick. The Zhodani developed powers of the mind, created a large and stable interstellar society, and launched expeditions towards the Galactic Core. Meanwhile the Vilani built the First Imperium, which dominated most of Charted Space for millennia.

The Solomani eventually developed a starfaring technology and ventured out from their home system. They met the decaying First Imperium after a series of Interstellar Wars the First Imperium became the Second, also known as the Rule of Man or the Ramshackle Empire. When the Rule of Man collapsed 400 years later, the Long Night began, and lasted for nearly 2000 years. There was little space travel but a few worlds and clusters held out. Empires arose and fell, and eventually an alliance of worlds called the Sylean Federation grew powerful enough to declare itself as the Third Imperium.

The Third Imperium met the Aslan, the Vargr, the Hivers, Zhodani and the K'Kree, and all the minor and scattered races. It weathered wars, crises and internal clashes for over a thousand years. In the 1100s, Emperor Strephon saw that a great crisis was coming and took measures to prepare for it.

The Emperor's plan backfired, resulting in his (apparent) murder by Archduke Dulinor and the subsequent Final War. Amid the chaos, four Emperors arose – the traitor Dulinor, the madman Lucan, the corporate puppet Margaret and the True Emperor, Strephon.

Strephon had been away from Capital at the time of the plot; it was his ceremonial double that was murdered, though it was his real family that died beside him. At first Emperor Strephon led the fight to reclaim his throne but as the situation became more desperate he made the heroic decision to stop fighting. Thus Strephon, Marquis of Usdiki, took those who would accept it could under his protection and formed the Usdiki Pocket. No more would he kill his own people for the throne. Instead he defended those that came to him and abandoned the rest to their madness.

In 1130, the fighting resulted in the release of 'Virus' as it became called; a sentient electronic life-form inimical to organic life. The Viral Plague ended the Final War very rapidly, smashing all the factions' technological base and slaughtering whole worlds.

The Usdiki Pocket fared better than most, since Strephon had some warning and there were measures in place to protect its computer systems from infection. All the same, for many years it fought desperately for survival against successive waves of the Viral Plague. All across Charted Space the lights went out and contact was lost.

The people of the region around Usdiki struggled on alone for many years, until eventually they were able to contact other survivors. The Plague had largely burned itself out though so-called Vampire ships still haunted the spaceways. Contact was made with the Regency, which at that time was friendly to the people of Usdiki; friendly enough that Marquis Strephon had sent his son Avery to them aboard the starship *Arrival Vengeance.*

Gradually it was discovered that others had survived. Not all of them were friendly, and some were truly evil. The Usdiki Trade Federation forged trade corridors through the Wilds that had once been Imperial space, and eventually took on the mantle of the Fourth Imperium as the Sylean Federation had become the Third. It formed a Grand Alliance to defeat the madness of the Black Imperium, the perversion that had once been Lucan's faction. In victory, the fleets of Humaniti encountered a worse threat – the Great Dominate of the Gods of Thunder. The Dominate is an alliance of K'Kree and Viral entities determined to wipe out all meat-eaters in the galaxy.

Wars raged across the old Imperium for years, drawing off much of the fledgling Imperium's strength. The lights flickered and grew dim once again, threatening a new Long Night or even total annihilation, but also there were glimmers of hope.

Some of the viral entities encountered were sane and friendly. They became known as Cyms (from Cymbelline, a world in the Solomani Rim where their kind originated) and were even accepted into society. One of them today

heads an Imperial Supercorporation. The Aslan retook their old homeworld, Kyusu, and the Imperials were able to help them. For this and for other deeds, they are friends to Fourth Imperium now. The Trade Corridors to Phoenix, Nicosia and even Terra remain dangerous but passable. The Imperials lead the way in connecting the beacons to light the darkness.

And Avery returned. The son of Strephon left the Regency on a great voyage and was lost in deep space for nearly a century, yet somehow he came home to his birthplace and his people. At first he was a member of the council that advised the Vacant Throne – it was decided that the Imperium would have no Emperor until a worthy individual came forth – but on the first day of this year, 1248, Emperor Avery I took the Iridium Throne of the Fourth Imperium.

Avery is a hero to his people. He personally led the fleets of the Grand Alliance against the Dominate, and broke its power in the Second Battle of Gateway. They say that at the end, mad Emperor Lucan came back from the dead to join the fight, and allies unhoped-for emerged at just the right moment. Few people know more than vague stories about the conflict, though it is widely accepted that that hardly anyone came through the battle alive. Seventeen ships out of thousands were left at the end of the battle, though some others escaped by Jumping out during the fight. Most of them had crippling damage and were probably lost in Jumpspace. Others may still be out there somewhere.

One persistent legend claims that *Arrival Vengeance* herself, reactivated a second time by the Regency, was with the Grand Fleet, and that she made it out of the fight. The story goes that she is limping homeward on another epic voyage across Charted Space.

Today it is 1248, or Year 0 of the New Era, the age of the Fourth Imperium. The Imperium is something of a mess. Barely a sector in size, it contains about 500 inhabited worlds, many of them seriously regressed or abandoned. The Imperium is divided into Duchies, Counties and individual worlds, some of which are ruled by nobles and some by other governments. I many cases the head of a world's government gained a title when he or she brought the world into the Imperium. WorldCorps are recolonizing some worlds and rebuilding others, and will eventually become the government of the society they create.

Internal politics is complex and more than a bit grubby. The Navy is nothing more than a skeleton, though rebuilding it is the main priority of the Imperial planners. There is unrest on some worlds, Vampire activity, warlords on the frontier, rival great powers emerging out in the Wilds, and billions of people looking to the Imperium and its new Emperor to make things better for them.

Interesting times, to be sure.

FACTS OF LIFE

Certain facts influence the nature of life in the New Era. Those that have a profound influence on life are detailed here.

COMMUNICATIONS

There is still no way to send a message between star systems any faster than by courier starship. A single Jump takes one week, more or less, so the round-trip time to the next system is never less than a fortnight. This has important implications in all sectors: military, economic and political. Personnel 'on the spot' must make do with whatever resources are to hand, and must act decisively when necessary, without detailed instructions from their superiors.

This means that whatever organization a local leader represents (for example the Imperial Navy or a corporation), he or she has a great deal of autonomy, subject to a set of guidelines and established policies. Thus organizations tend to favor an almost feudal structure, whereby leaders have considerable latitude within their area of influence, but must answer for their actions to the next level of authority.

This structure does make possible some shocking instances of misuse of power, so any organization that intends to be more than a collection of warlords kept in check only by fear of more powerful overlords, must maintain a system of checks and balances. Too much of this, however, results in a hamstrung organization that is incapable of reacting to a crisis.

Most organizations follow precedents set down by the Third Imperium in terms of structure and organization. This is unpalatable to some, given that the Third Imperium collapsed in a bloody civil war that slaughtered billions and paved the way for the Viral Plague. However, there are not many alternatives. Whatever name it is given, the only way to govern a multi-star system organization or political body is to appoint leaders and grant them the power to act, then set up a system to ensure that they do not abuse their power too much. Even a highly democratic organization (which the Fourth Imperium is not) must use representatives in this manner.

Many attempts have been made to solve this communication problem. Psionics offers some possibilities, though the work to date has recorded patchy and intermittent progress, and much critical data was lost in the Collapse. Other methods are more conventional, and rely on improving the existing coverage of Jump-capable couriers. Two attempts are particularly noteworthy: Jump Torpedoes and Jump Boats.

JUMP TORPEDOES, JUMP BOATS AND COURSE TAPES

Jump Torpedoes (J-Torps) have been experimented with for centuries, though without notable success. Theoretically, it should be possible to fit a Jump drive into a small missile-like craft and install an astrogation computer. Commercial starships often use pre-programmed 'Course Tapes' rather than generate their own Jump vector, so an unscrewed ship should also be able to do so. For some reason, this does not work particularly well.

The Course Tapes bought by commercial ships are apparently time-sensitive in some way that is not well understood. Even if corrections are built in for the movement over time of all bodies in the departure and arrival systems, vessels using Course Tapes tend to find that the older a course is, the more variation it throws up. While coming out at 120 diameters rather than 100 is no big deal for a device intended to simply arrive and broadcast a data dump, the variation can be far larger than this, and Course Tapes more than a few weeks old have been found to significantly increase the risk of Misjump.

Commercial ships generally use a Course Tape as the basis for a Jump calculation for this reason, rather than as it is presented. The ship's Astrogator refines the course using to his or her own skill and intuition, and creates a Jump vector with less variation than if the raw course were used. Jump torpedoes, lacking an Astrogator aboard, must use a pre-programmed course. Even if this comes straight from the Astrogator aboard a parent ship, there is still variation and a considerable chance of a Misjump. A large proportion of J-Torps Misjump, and given the expense of building the device this is simply not viable except for the most desperate or critical of ventures.

Jump Boats (Jump-capable craft of less than 100 displacement tons) are also prone to considerable variation and a significant chance of Misjump (around 4% on a routine, well-used route, and higher in many cases). This is thought to be due to the instability of such a small Jump field. 4% may seem like a very low loss rate, but when the volume of traffic required for effective communication is considered it becomes apparent that this is not an acceptable loss rate for crewed ships. 1 in 25 will be suffer a Misjump on average, with many of those being lost. Life expectancy for a Jump Boat crew is thus something like 2-4 years assuming a regular Jump cycle.

In the New Era, there are often reasons why risky measures must be taken, but for routine matters torpedoes and Jump Boats are not viable. They are carried by some exploration vessels, and some frontier patrols may ship a few as a last-ditch means of getting a warning home as the patrol ship is overwhelmed. As a rule, however, they are not used. Course Tapes are used in some 'safe area'

systems, but most vessels have an Astrogator aboard as insurance.

VIRUS AND VAMPIRES

The release of the AI Virus in 1130 brought the Imperial Civil War to a crashing stop, and ironically ensured that there was something left to rebuild with, where a continuation of the war might have resulted in a death-spiral from which there was no escape, leading to a new Long Night. However, the legacy of the Viral Plague haunts the worlds of the New Era and casts a long shadow over the lives of many inhabitants.

The Viral Plague has receded to a tolerable level, and anti-viral measures are in place on every world that has computer technology. However, these measures are not always 100% effective. It is still possible for equipment to become infected with a homicidal virus strain, and of course there are still active installations, robots and starships infected with Virus.

Some of these Viral Entities, as already noted, are willing and able to interact with organic life. However, the vast majority either view humans as vastly inferior or are actively hostile. Vampires (as starships infected with Virus are called) raid wherever they please unless bought off with tribute or driven away by capable defenses. For most worlds out in the Wilds, the latter is impossible, and bribery does not always work. Some worlds are Viral hells inhabited by robots and infected installations that enslave or hunt and kill the organic population.

Within the civilized states, the incidence is far less, and indeed some areas have Viral beings as citizens, a situation that gives rise to better antiviral measures in most cases. In other areas, a Viral entity, however benign, will inspire terror and a fanatical desire to destroy it. This is particularly true in the deep Wilds of areas like Ilelish, which suffered horribly at the hands of the original Viral Plague.

THE 'EMPRESS WAVE'

In 1248, the so-called Empress Wave, an energy phenomenon with a psionic component, is crossing the Coreward end of Spinward Marches, Deneb, Corridor, Vland, Lishun and Antares sectors. It is an immediate concern to the people living in those areas, and a distant worry to everyone else in Charted Space.

In fact, very little is known about the Empress Wave by ordinary citizens of the civilized states, partly because governments tend to downplay such distant threats and partly due to a very real lack of information. Throughout the Wilds, most people know nothing about it, or at best have some vague legends that before the Third Imperium fell there was some kind of spacial phenomenon going on somewhere.

What is known, and this only to a small minority of people in the various civilized states, is as follows:

- The Wave is some kind of electromagnetic phenomenon with a psionic component.
- It is advancing through the Coreward regions of Charted Space at just about lightspeed.
- The point of origin seems to be somewhere in the Galactic Core.
- The 'wavefront' is actually several lightyears deep, and is not uniform in either depth or intensity.
- The Wave is probably the cause of the chaos that swept through the Zhodani Consulate from around 1119 onwards.
- Although conditions within the wavefront are somewhat inhospitable, it is possible for a starship or an inhabited world to survive the physical effects without much harm.
- Some authorities have likened the electromagnetic conditions within the wavefront to those associated with the *Maghiz*, the catastrophic nova event that almost wiped out the Darrian civilization in the distant past, though the Wave phenomena are much weaker.
- The electromagnetic disturbance is considerably less intense beyond the wavefront.
- Jumping into and out of a system where the wavefront is present is risky, but entirely possible.

Very little else is known, and most researchers consider these points to be observations or best-guesses rather than hard facts. There is a general feeling that the Empress Wave will cause 'bad things' to happen when it arrives, but that it will be survivable. There are many clear dangers in the here-and-now; the Empress Wave will be faced when necessary.

SHIPS AND SHIPBUILDING

Many small powers cannot build new starships at all, and are forced to rely on reactivated wrecks and relic ships that may be over 200 years old. Some fascinating hybrid vessels have been created by taking several non-functional vessels and combining them to make a working ship. Not all the results are Frankensteinien monstrosities; some very efficient vessels have been created this way, though that is the exception rather than the rule.

It is not uncommon to encounter vessels that have had high-tech equipment replaced with low-tech systems when it wore out. This invariably degrades performance and eats up space that might have been used for cargo, weapons and other mission-critical systems. However, when resources are limited it is necessary to manage with what is available, and for most worlds and pocket empires out in the Wilds, this is all that is possible. The larger powers, with their relatively high tech levels and large industrial bases, are in a somewhat better position,

but even they are not able to afford luxuries. Multiworld polities need starships and spacecraft for dozens of jobs, and tradeoffs are necessary if needs must be met.

SHIP DESIGNS AND CONSTRUCTION

Most survivor states in the New Era have access to Imperial or other Civil War-era designs, and many use modified versions of these vessels. Indeed, in some areas direct copies of Third Imperium vessels serve alongside surviving members of the class. However, for the most part the drop in tech level and economic power experienced by most states has resulted in new ship designs becoming necessary.

The ships that can be built by all powers in the New Era tend to be smaller than their pre-Civil War equivalents. It is simply not feasible to build and man a 500,000-ton dreadnought, except possibly as a one-off flagship or a super-asset to deal with the most serious threats – provided it can be in the right place at the right time. Therefore, even the larger states rarely build anything over 100,000 displacement tons, and consider such vessels to be super-dreadnoughts or command ships.

For the Fourth Imperium and states of a similar size, such as the New Ziru Sirka and the Terran Commonwealth, vessels are classified roughly by size into the following groups:

Under 100 tons: Utility craft, fighters, shuttles and so forth
Non-Jump 100-999 tons: Gunships, System Defense Boats, Strike Boats
Non-Jump 1000-4999 tons: Light Monitors
Non-Jump 5000-14,999 tons: Monitors
Non-Jump 15,000-29,999 tons: Heavy Monitors
Non-Jump 30,000 tons and up: Superheavy Monitors
Jump-Capable 100-999 tons: Close Escorts, Patrol Vessels, Corvettes
Jump-Capable 1,000-2,499 tons: Frigates, Escorts, Escort Destroyers
Jump-Capable 2,500-4,999 tons: Destroyers, Fleet Destroyers
Jump-Capable 5,000-19,999 tons: Light Cruisers
Jump-Capable 20,000-39,999 tons: Heavy Cruisers, Carriers
Jump-Capable 40,000-59,000: Battlecruisers, Fleet Carriers
Jump-Capable 60,0000-99,999 tons: Battleships and Dreadnoughts
Jump-Capable 100,000 tons and above: Super-Dreadnoughts

Compared with the Imperial Golden Age, destroyers and patrol ships are not very different, but the larger cruisers and line-of-battle ships are by necessity much smaller than their predecessors. Most states simply do not possess the build capacity to construct anything larger, and could not afford to have so much money, industrial and technological output and so many trained personnel concentrated in one ship that might be out of position or in dock for refit when it was needed.

Different states have considerably differing design philosophies and construction standards. As a general rule, the smaller states of Charted Space in the New Era do not need such high-Jump vessels as did the Third Imperium, and tend to build to a fleet standard of Jump-3 or Jump-2 where they possess this capability, with couriers and fast strike vessels possessing greater Jump numbers.

What vessels will be built to any given budget depends greatly upon perceived needs and also available resources. How the tradeoff between cargo capacity and combat capability is made depends upon the level of threat that is thought to exist. Whether a given state favors speed, or armor, or armament, and prefers to concentrate capability in a few powerful vessels or spread it to cover a wider area, the one thing that is certain is that nobody can afford all the ships with all the capability they desire. Tradeoffs are a fact of life in the New Era.

One compromise that has been tried in various regions is the merchant-tender that carries naval fighters, gunships or even monitors. The Jump-capable vessel can be quite cheap and lightly defended, and yet the unit as a whole may be highly effective since its striking arm is made up of real naval vessels. However, the downside is that tender/rider combinations can be very vulnerable in some ways, and of course the destruction of the tender (easy to accomplish if it can be found and attacked) renders the riders unable to escape. The tender must risk this or hold back some of its units for defense, weakening the force as a whole.

Another option is to build vessels to a standard design, with a configurable 'mission bay' that can then be tailored to whatever mission the ship finds itself on. Some states save shipbuilding money by using a variant of this system. Vessels are built to a standard design with a reasonable level of capability, but leaving some space unused. In the final fitting-out stage the vessel is set up in one configuration or another according to its assigned role. This method saves time and money by standardizing 90% of the ship and allowing bulk construction, but does allow a ship to be somewhat optimized. However, vessels of this type can never be quite as good as ones that are designed from the keel up for a given role, and the wider the range of roles a hull can be configured to carry out, the lower the overall capability of the vessel.

The Reformation Coalition (later the Freedom League) located far to Trailing of the Imperium is notable for getting

round this problem in a novel way. The result was the 'clipper', a vessel constructed from a spine containing Jump drive and command facilities, to which modules could be 'clipped' to reconfigure the vessel in a matter of hours. The clipper concept was intended to wring the absolute maximum mission capability from the few Jump drives available to the Reformation Coalition, and was extremely successful in terms of effectiveness per Jump drive. Like all compromise ships, clippers were not as effective as specialist vessels. Even with a full complement of just the right modules, clippers were never as efficient cargo movers as dedicated merchant ships, nor as deadly in combat as a warship of equivalent size. But in terms of getting the job done, whatever it was at the time, the clipper concept made things possible that would not otherwise have been. A single clipper could be part transport and part warship in just the right mix, meaning that other vessels could be assigned elsewhere.

Exactly what mix of starships is in use is one of the factors that make the various states of Charted Space unique.

LOCAL SPACE

The region considered to be 'Local Space' by the Fourth Imperium can be considered to more or less consist of four sectors – Dagudashaag, Ilelish, Zarushagar and Daibei.

The Imperium does not own, control nor even claim all of this territory, though it exerts influence of one sort or another –political, economic, cultural or military – over much of it. Local Space is bounded to Rimward by the lower 'claw' of the Great Rift and to Spinward-Trailing by the upper claw. The Rift can be crossed at some points to and from Imperial Regency space but this is quite an undertaking, so it forms a fairly substantial barrier.

Directly to Spinward lies a small area of territory on the edge of the Great Rift that will eventually be absorbed. It is not considered to be high priority since it is a difficult to reach for any other power and can therefore be left to its own devices while more pressing matters (such as the Trailing Frontier) are dealt with.

The Trailing Frontier is open, ie it has no major astrographic features to prevent encroachment by other powers. Along the Trailing-Coreward end of the frontier, the Imperium and the New Ziru Sirka share an area of common interest, and this requires considerable resources to protect Imperial interests and deter Vilani expansion. Elsewhere the frontier opens onto the Wilds, which presents other problems.

Naturally, the effects of the Collapse vary considerably from region to region. Some areas were particularly hard hit; others were within a 'safe area' and suffered relatively little. In some cases these protected worlds might even have flourished and advanced during the 120 years between the Collapse and the dawn of the New Era. Some regions are also subject to special considerations, such as the worlds of the Black Imperium.

Standard *Traveller* government codes apply in most cases. However, a set of special codes are used to denote governments specific to the New Era.

THE WILDS

Between the civilized states of Charted Space lie large expanses of Wilds, areas where the Collapse was almost total. Many worlds in the Wilds are badly regressed; some are completely dead. The Wilds is a dangerous place, even on the trade corridors that link the civilized states. Away from these more traveled routes there is little concrete information about conditions, and the level of danger to starfarers can be considerable.

Information about the Wilds may be available to the Imperial authorities but not to independent ship captains

unless they are well connected or willing to pay or trade for it. Some information is shared (much of it inaccurate) among ship crews, but the Wilds are never predictable.

As a broad rule, the worlds and societies that will be encountered in the Wilds can be broken down into the following categories:

BONEYARDS

As already mentioned, many worlds are entirely uninhabited, or are home only to small groups of scavengers or colonists who have arrived recently. Boneyards are likely to have Virus-infected equipment lying dormant.

BLACK WAR SITES

A special case of Boneyard, some worlds that could otherwise support life are now dead as a result of Black Warfare operations; bioweapons, orbital bombardment and so forth. In some cases the conditions that caused the population to die out have passed, leaving a relatively clean world for the taking. In other cases worlds are deep in the throes of a nuclear winter, are highly radioactive, or have bioweapon plagues still running wild. In some cases segments of the population survive, usually as savages, and may be partially immune to the conditions.

POCKET EMPIRES, RAMSHACKLE POLITIES AND TRADING ALLIANCES

A few worlds managed to cling onto enough of their technology to keep some starships running and maintain contact with their neighbors. Whether this resulted in a tiny empire, a more equal political grouping or a single world supporting itself on a trading fleet, depended upon conditions and the characteristics of the leaders that emerged during the chaos. Some of these tiny states are benevolent and friendly, some are isolationist and some are very nasty indeed. It is not always possible to tell which a given state will turn out to be until considerable interaction has taken place.

Worlds that have maintained some kind of starfaring capability are normally at a base TL of 7-9, with a reasonable amount of relic equipment or actual manufacturing capability available at TL 10-12. Higher tech levels are very rare, other than the odd relic device or starship.

SLAVE WORLDS

Some societies survive by offering tribute to an offworld power. This is usually a Vampire ship or fleet. There is usually some kind of local government but it is simply a mouthpiece for the world's overlord(s).

SAVAGE WORLDS

Those worlds that have slid below TL4 are often highly technophobic and almost always lack a unified world government, unless the population is tiny. These 'savage worlds' have usually suffered terribly at the hands of Virus or during the Black War, and have lost the ability to rebuild their tech base. Often the locals cannot comprehend technological items they find, and have absolutely no defense against Vampires or infected robots they encounter. Savage worlds are likely to be stable at whatever TL they have bottomed out at (0-3, tending towards 2-3) but likely will never regain their technology without outside help – which is likely to be most unwelcome.

TYPICAL REGRESSED WORLDS

The typical world that can support life has fallen back to around TL4-7, with a few examples of higher technology available. Such worlds may or may not be stable. Some are locked into a steady slide back to barbarism, while others are gradually rebuilding. Generally such worlds retain the memory of what is possible with technology, and have found ways to duplicate the effects of some high-tech systems with rather more bulky and primitive equipment. Technophobia tends not to be so prevalent on worlds that understand technology – only some systems went mad and killed everyone in sight, so perhaps not all technology is bad.

Societies vary considerably from world to world, and it is common for regressed worlds to have splintered into many Balkanized states.

VIRAL HELLS

On some worlds the Viral Plague did not burn itself out. These worlds gradually fell under the control of Viral Entities, most of which were insane and/or inimical to humans. Organic life was either enslaved or driven into hiding in remote regions. In 1248, Viral Hells may be populated by armies of robots, slave humans or some combination of both. Viral Pocket Empires are entirely possible.

TRADE CODES

Trade Codes mainly serve to give an indication of the general nature of a world. This will affect the kind of goods that can be traded there, among other things.

Agricultural (Ag) worlds have large portions of their economies devoted to agriculture. They must have an Atmosphere of 4 through 9, Hydrographics of 4 through 8, and a Population of 5 through 7.

Barren (Ba) worlds have lost their population as a result of the Collapse or later events. They may have been abandoned or subject to fast or slow population die-off. Barren worlds are sometimes called Boneyards.

Non-agricultural (Na) worlds must import much of their foodstuffs from off planet. While such a world may produce synthetic foodstuffs for local consumption, it probably imports quality foods as luxury items. A non-agricultural world must have an Atmosphere of 3 or less,

Hydrographics of 3 or less, and a Population of 6 or more.

Industrial (In) worlds have large production bases and can easily engage in the manufacture of finished goods. Such a world must have an Atmosphere of 0, 1, 2, 4, 7, or 9 (vacuum, trace, or tainted), and a Population of 9 or greater.

Non-industrial (Ni) worlds are forced to import much of their finished goods. Non-industrial worlds must have a Population of 6 or less.

Rich (Ri) worlds have good climates and environments and are sought after by most individuals as living places. A rich world must have Government type 4 through 9, an Atmosphere of 6 or 8, and a Population of 6 through 8.

Poor (Po) worlds are undeveloped and marginal backwaters. A poor world must have an Atmosphere of 2 through 5 and Hydrographics of 3 or less.

Water worlds (Wa) are totally covered by seas and oceans, i.e. Hydrographics A.

Desert worlds (De) have no standing water, i.e. Hydrographics 0.

Vacuum worlds (Va) have no atmosphere i.e. Atmosphere 0.

Asteroid belts (As) are accumulations of small planetoids in a belt around the central star of the system, occupied by the majority of the system population and thus considered to be the mainworld. Asteroid belts have Size 0

Ice-capped (Ic) worlds have water present only in the form of ice caps; these are mostly vacuum worlds that would ordinarily have no water. Ice-capped worlds must have Atmosphere 0 or 1 and Hydrographics 1 or greater.

BASE CODES

  C Trade Corridor Forward Base (Imperial)
  M Military Base (Non-Imperial)
  N Naval Base (Imperial)
  S Scout Base (Imperial)
  T Trade Mission (Imperial)
  R Ruined Base (Any)
  V Vilani Trade Base (Ziru Sirka)
  W Wilds Trade Nexus (Neutral)
  Z Ziru Sirka Naval Installation (Ziru Sirka)

Trade Corridor Forward Bases are Imperial facilities constructed either in an outsystem or on a friendly world outside the Imperial border. They serve the merchant, courier and naval ships plying the Trade Corridors and contribute greatly to the stability of the Trade Corridors.

Military Bases are naval or other installations maintained by non-Imperial powers. They normally identify the home base of naval assets but can be major ground forces or planetary defense installations.

Naval Bases are generally situated at or in the same system as high-quality (type A or B) Starports. This is partly to defend the port and partly to share facilities. Naval bases vary from small facilities supporting a handful of patrol and escort craft to major fleet bases home to cruiser and battle squadrons. All naval bases are defended by forces commensurate with their importance; i.e. a patrol squadron base may have a handful of System Defense Boats or fighters assigned to it while a fleet base will be defended by squadrons of Monitors and hordes of SDBs. Occasionally a naval base is built purely as a system defense measure. There is an increasing tendency to refer to systems possessing such assets as 'Fortress Worlds'. Imperial Marine forces are based out of naval installations.

Scout Bases vary from small outposts designed to support minor Scout missions (some of these are actually outside the Imperial border either on friendly worlds or, more often, on a moon or rockball in the outsystem of a Wilds world) through communications bases holding Xboats and couriers, to large bases normally termed Way Stations where major Scout assets are marshaled. Scout Bases are often located in backwater systems.

Trade Missions are commercial bases maintained by Imperial corporations outside the Imperial border. They are located on friendly worlds and linked to Imperial territory by a courier service and regular merchant shipping runs. Trade Missions are often a focus for trade to and from nearby worlds. The Navy sometimes provides a guardship or includes the mission on a patrol route, but more often defense is in the hands of the owner and the extra-Imperial host.

Ruined Bases are remains of pre-existing facilities of various sorts. Sometimes salvage remains within such a base, though anything that can easily and/or safely be removed will be long gone. Ruins are sometimes inhabited by corsairs, Vampires or refugees, and may contain booby traps and other surprises left behind by the previous owners, such as unstable nuclear warheads left from the final destruction of the base.

Vilani Trade Bases are major Ziru Sirka facilities serving commercial and communications needs in the region. Some are outside the Ziru Sirka border, much like Imperial Trade Missions, but most are within it.

Wilds Trade Nexuses are not facilities as such, though a starport of some kind will be present. These are worlds where substantial trade passes through and (usually) where Wilds Traders can find a safe port for refit and some downtime. Many Trade Nexus worlds are civilized and well policed but some are lawless freeports that may be home to corsair bands.

Ziru Sirka Naval Installations Are Vilani naval bases. They are subject to similar comments to their Imperial counterparts.

SPECIAL GOVERNMENT CODES FOR THE NEW ERA

Most standard *Traveller* government codes apply, even out in the Wilds. Normal or typical governments are entirely possible even in the hardest-hit areas, though liberal republics are rather rare in the Deep Wilds. Government codes do not of course tell the whole story. A Mystic Dictatorship might worship a Viral 'god' or a Charismatic Dictator might turn out to be a Cym which enjoys the support of the masses. A Technologically Elevated Dictator may be benevolent and well-meaning, if a little hard-nosed. However, several special codes are used to denote certain government types peculiar to the New Era, particularly in the Wilds. Additional comments applying to existing government codes are also appended.

Q Interim Government
M Military Dictatorship or Junta
N Noble House
T Technologically Elevated Dictator
S Slave World
V Viral Hell

Interim Governments are temporary expedients put in place by an emerging state or implemented as a result of a disaster. Interim governments can end up being in power for many years. They are characterized by frequent changes and crises, so a Q code generally signifies an unstable situation. The commonest interim governments are cobbled-together coalitions which are constantly on the verge of breaking down, and limited dictatorships where an individual or small group has assumed emergency powers.

Military Dictatorships or Juntas are a special case of dictatorships or oligarchies respectively. They are normally the result of a military coup or assumption of emergency powers by a military group, and often follow Interim governments as power is solidified. In most ways a Code M world can be assumed to resemble a Charismatic or Non-charismatic Dictatorship. The government is backed by at least one of the armed forces and tends towards heavy-handedness. Not all Code M worlds are oppressive; in some cases the ruling junta has the overwhelming support of the population, especially where a crisis has recently been weathered or where the junta is noticeably making things better.

Noble Houses rule some Imperial worlds directly. The 'ruling' noble may be an absolute leader or the head of state for a civil government. In many cases the noble in question has been elevated to his or her rank as the existing ruler, though some were appointed to take over troubled worlds and deal with their problems. There are many similarities between a Noble House and a dictatorship of one sort or another. Noble rulers answer to a superior noble or directly to the Emperor, and are held personally responsible for the well-being of their people.

Slave Worlds are in thrall to a power of some kind. This is usually a Vampire ship but may be a corsair band, a Viral entity inhabiting a Highport, or other group able to use force to coerce a helpless population. Some kind of local administration usually exists but this serves only as a mouthpiece for the overlord. Often the slave government is forced to repress the general populace in order to avoid savage reprisals for disobedience. Slave governments may be willing or unwilling servants of the overlord.

Technologically Elevated Dictators are kept in their position by control of technological items. In most cases this is weapons and military equipment, but dictatorships do exist where environmental machinery or other systems necessary to survival are controlled. Generally speaking, possession of industrial machinery may allow economic dominance but is not sufficient to enable direct control of a society. On a larger scale, a group that has a monopoly on space flight and interstellar movement can be considered to be a large-scale Technologically Elevated Dictatorship.

Viral Hells are worlds still overrun by Viral Entities and controlled by them. There may be a single entity or several engaged in competition and cooperation as they desire. Not all Viral Hells are deathtraps for organics. Some human populations live better under their Viral overlords than their free cousins in the Wilds. In other areas organic beings have been enslaved or driven to the very edge of extinction.

ADDITIONAL DATA CODES

In the Third Imperium, certain worlds were assigned codes to indicate danger or entry prohibitions. These were assigned by the Travellers' Aid Society, a non-government organization. These codes have become part of Imperial culture and are now assigned by the Scout Service to indicate unusual conditions. Within Imperial space code assignment is fairly accurate. Beyond the Imperial borders the necessary data is less readily available. As a general rule, any system outside the Imperium can be considered to be an Amber Zone.

A Amber Zone
R Red Zone

Amber Zones are worlds where visitors are advised to take extra care. The reasons vary widely and range from hazardous climactic conditions to an unstable political situation. Lack of an Amber code does not mean that a world is 100% safe; it is still possible to drown, choke, get shot or be trampled to death by livestock on a 'green' world. Amber codes merely indicate that there is a specific hazard beyond or more serious than the ordinary range faced by starfarers.

There are no entry restrictions on an Amber Zone world, other than those imposed by local authorities. Visitors might be advised not to leave certain areas, and may encounter efforts to make this difficult, but there is no general prohibition about visiting Amber Zoned worlds.

Red Zones are prohibited or interdicted worlds. Red Zone status can be applied for several reasons. Examples include worlds with very unpleasant regimes that now lie inside Imperial territory and are awaiting being 'dealt with', Viral Hells and sites that the Imperium does not want the general pubic to have access to. The latter range from live-fire naval ranges and special reserves to prison planets and sites of abundant untapped salvage. Sometimes an area of a planet is red zoned while the rest is accessed normally.

Visas can be obtained to visit some, but not all, Red Zone worlds. They are always difficult to obtain and being caught without one is a serious offense. Red Zones are usually enforced by the Navy or by automated defenses that will fire on any ship trying to run the blockade without proper codes.

No reason is known for some Red Zones, and the authorities are not obliged to publish the reason for applying one. It is known that Red Zoning has been used to punish rebellious or truculent worlds and their rulers or to suppress a major uprising. The total cutoff of trade is an effective sanction, while a Red Zone blockade allows tight control over what goods reach the world – and who receives them.

GREAT AND LESSER POWERS OF CHARTED SPACE

The Fourth Imperium is the focus of this book, and is thus not dealt with here. For the other powers, what follows is a general overview of what is commonly known to a citizen of the Fourth Imperium. Not all of the information below is 100% accurate and at best it is extremely sketchy. Powers closer to the Fourth Imperium are dealt with in more detail in the section on each sector.

THE ASLAN HIERATE

To Spinward of the Imperium is the region of space once ruled by the Aslan Hierate. The Aslan are a proud people with long traditions of honor and duty as well as a warrior ethos. The Hierate fell hard during the Collapse but Aslan colonies across the Great Rift were able to retain their technology. Now bands of *Ihatei* ('second sons') are returning to the old Hierate to claim territory there, and are gradually uplifting the remnants of their people just as the Imperials are doing in the Wilds.

There are many Aslan Pocket Empires in the old Hierate, and not all of them are friendly. However, the most prominent group is a firm ally of the Imperium. This group, which has retaken the old Hierate capital at Kusyu, heads a loose alliance of small states and has joined forces with the survivors on Kusyu, giving it a legitimacy that some other *Aorlakht* ('New Lords') lack.

The Aslan have a strict male/female social split; Males are leaders, warriors and explorers, females are scientists, technicians and businesspersons. Most Aslan pocket empires are male-dominated and thus prone to recklessness. Those where females have come to the fore are more concerned with consolidation than a grab for more territory and will probably fare better in the long run.

THE REGENCY AND THE SPINWARD STATES

To Spinward-Coreward of the Fourth Imperium, across the Great Rift, lies the former territory of the Regency. Although the Regency did weather the Collapse far better than most states it eventually splintered into several smaller polities. Of these, the Imperial Regency is the most powerful in military terms. The Imperial Regency is in economic decline and has not recovered from the trauma of the Regency breakup, but nevertheless tries to dominate the region through a combination of bluster and actual, though waning, military power.

The League of Deneb, the Republic of Regina and the League of Spinward States are all former Regency states, now charting their own path into the future. Tensions are considerable and a state of 'Cold War' can be considered to exist between at least some former Regency members.

The Aslan Aorlakht ('New Lords') on the far side of the Great Rift are also involved in this complex situation. Some of these Aslan states were part of the Regency at one time while others were outside its borders but part of its sphere of influence. Today the New Lords are mostly concerned with a return to former Aslan Hierate space rather than meddling in events in former Regency space, though they cannot help but be caught up in the general situation.

Some of the Spinward States (notably the Republic of Regina) are very pro-Imperium. The Imperial Regency is not. Its attitude ranges from sullen to openly hostile, though the chances of armed conflict are not great.

THE ZHODANI CONCORD

Various successor states to the Zhodani Consulate have emerged. Some are traditionally Zhodani, ruled by psionic nobles with a happy and well-adjusted populace guaranteed by the *Tvarchedl,* an organization that uses psionics to help people become more contented with their lot in life. Some other states have moved away from the traditional government model, though most use psionics in virtually all areas of endeavor.

Many post-Consulate states are not members of the Concord (which is nothing more than a loose agreement to be friendly and non-hostile to one another). There are various reasons for this ranging from politics to megalomania on the part of the rulers. Some Zhodani states are madhouses by the standards of normal Zhodani society and there are still large areas of Wilds in the former Consulate.

THE VARGR SPLINTERS AND THE JULIAN PROTECTORATE

To Coreward of the old Imperium lies an enormous region where Vargr are the dominant sentient species. This region butts up against former Zhodani space on its Spinward frontier and away to Trailing for an unknown distance. The Splinters are mostly Wilds with many pocket empires and 'raider kingdoms' preying on one another. The nature of Vargr culture is such that large groupings of worlds rarely emerged even in more stable times.

The former Julian Protectorate, lying between the Splinters and the Lesser Rift to Coreward-Trailing of the Imperium, is mostly Wilds. A New Protectorate has arisen but it is weak and divided, being made up of a loose coalition of human, Vargr and mixed-race states which rarely manage to agree on anything for long. The New Protectorate has its hands (and paws) full dealing with incursions by the Dominate and the Vargr Raider Kings.

THE NEW ZIRU SIRKA

The New Ziru Sirka, or Vilani Imperium, is the closest major state to the Fourth Imperium. Operating on traditional Vilani lines it is ruled by the Shadow Emperor from his palace on Vland through the three great Bureaus. These bureaus, Naasirka, Sharushid and Makhiidkarun, are former Third Imperium Megacorporations (though before that they were originally Bureaus of the original Ziru Sirka, or Grand empire of Stars). They have enormous holdings including some assets beyond the Vilani Imperium.

The new Ziru Sirka (NZS) is active in local space and is dealt with in more detail below.

THE BLACK IMPERIUM

The former Imperial Core, ie the region around the Third Imperium seat of government (Capital), is now a war zone with little in the way of governmental structure. Various powers control parts of what was the Black Imperium and some of its military forces may still exist somewhere, but the Black Imperium itself was thoroughly broken, conquered and the pieces fought over for years afterwards. There is no organized Black Imperium except perhaps in the minds of propagandists.

THE GREAT DOMINATE OF THE GODS OF THUNDER AND THE 2000 WORLDS

The Dominate is an alliance of K'Kree and Viral entities dedicated to wiping out all G'naak (vermin, or meat-eaters) across charted space. It is not known how much territory the Dominate currently controls, though it did originally comprise most of the 2000 Worlds plus other areas in Gateway sector and along the Lesser Rift. The former holdings of the Dominate are thought to have become badly fragmented after its defeat at the Second battle of Gateway, with various leaders vying for supremacy. Whether or not the Dominate will re-unite or will become a group of successor states, remains to be seen.

The remnant of the 2000 Worlds, the former K'Kree empire, that is not under Dominate control is rather small and also fragmented. It is very far from Imperial space and on the far side of the Dominate's territory, so little is known about conditions there.

THE FREEDOM LEAGUE AND THE UNITED WORLDS

The former Reformation Coalition, now having reinvented itself as the Freedom League, is stable, friendly and not expansionistic. Although it is far away, Imperial ships voyage there for trade and diplomatic purposes and the flow of information, while sparse, is fairly constant. The League is a loose organization and more concerned with improving the lot of its own people than annexing areas

of the Wilds, though some worlds have been accepted to join. These usually lie on important trade routes.

The United Worlds, not far from the League, is considered by many to be a client state. It is an important trade nexus; a supposedly-neutral place where diplomats from the Terran Commonwealth, Freedom league and Fourth Imperium (and sometimes others) can meet and discuss matters of import. The UW has a fairly weak and small economy and can only exist through continued trade. Since most of this trade comes via the League and its allied worlds, so the United Worlds is gradually falling under the sway of the League. Most likely it will become an autonomous state within the League, leading to full integration at some point in the future, though at present it suits both parties to remain separate.

THE HIVE FEDERATION

Very little is known about events in the Hive Federation. The Hivers seem to be quietly rebuilding their economy and re-integrating their former holdings. This is a long-term undertaking but the Hivers are nothing if not patient. They are under some pressure from the Dominate and the Solomani Imperium, and possibly other quarters too, but how serious this is remains unknown to Imperial observers.

The Hivers have always been secretive and of course there is doubt about any information that comes out of the federation. Given the Hivers' reputation for manipulation and misinformation there are those who would walk outdoors, look up and exclaim, 'Blue sky huh? Or is that just what they WANT us to believe we're seeing?'

Chances are the Hivers are in the same boat as everyone else and struggling to rebuild after a hard fall. There are wild rumors of 'something happening' on the far side of Hiver space, far to Trailing-Rimward but there is no way to verify this.

THE SOLOMANI IMPERIUM

The Solomani Imperium, or Second Rule of Man, is by all accounts a thoroughly nasty place dominated by jackbooted human-supremacist thugs. The Second Rule of Man (SRoM) did contribute to the fight for survival against the Dominate but it is openly hostile to most other powers and wants nothing from them (excepting of course the Terran Commonwealth, from which it intends to take everything).

The Solomani Imperium occasionally trades with other powers and sometimes sends diplomatic missions to the Fourth Imperium or a neutral site in between, but for the most part its borders are closed and goings-on within them are a mystery. What is known is that the SRoM is large, powerful and expansionistic, and that it

has openly stated that it means to someday conquer the Terran Commonwealth, all of what used to be Solomani Confederation territory, and probably the rest of Charted Space too.

THE TERRAN COMMONWEALTH

The Terran Commonwealth is a human-dominated state to Rimward and Trailing of the Imperium. Although founded on the old Solomani Confederation it is both moderate in outlook and friendly to the Imperium. A trade corridor links the two states, albeit tenuously.

The Commonwealth is a fairly loose organization which currently has its hands full dealing with the expansionistic ambitions of the other Solomani successor state, the Second Rule of Man. There are some fairly considerable differences of opinion between the Imperium and the Commonwealth. Even though the Solomani Rim War was fought 250 years ago there is still a strong cultural heritage of mistrust and conflict, but on the whole both powers would prefer to see the other prosper than any of the alternatives.

The Commonwealth is not, apparently, making much effort to reintegrate old Solomani Confederation territory and is certainly not inclined to push out into new regions. Its trade ships do brave the Wilds quite frequently however, and there are unconfirmed rumors of Rimward expeditions planned or underway.

THE DROYNE

The Droyne have always been an enigma. Their worlds are scattered across Charted Space and are very varied. Some are high-technology industrial sites, some are pastoral wildernesses. Some worlds have more than one group of Droyne, with vastly different technological levels and ways of life. Droyne ships are sometimes encountered traveling across Charted Space on various errands, not all of which are comprehensible to humans. The Droyne are either culturally secretive or else just so different from humans that their motivations are not obvious and might not make any sense even if they were to explain them – which they are not inclined to do.

In short the Droyne are of minor importance and seem to be somewhat active but are not doing anything that can be identified or classified by human researchers. They seem to have no common agenda. Given the difficulties of studying Droyne and the pressing nature of other matters, they tend to be largely ignored by the other powers of Charted Space.

CHAPTER 2
GUSHEMEGE SECTOR
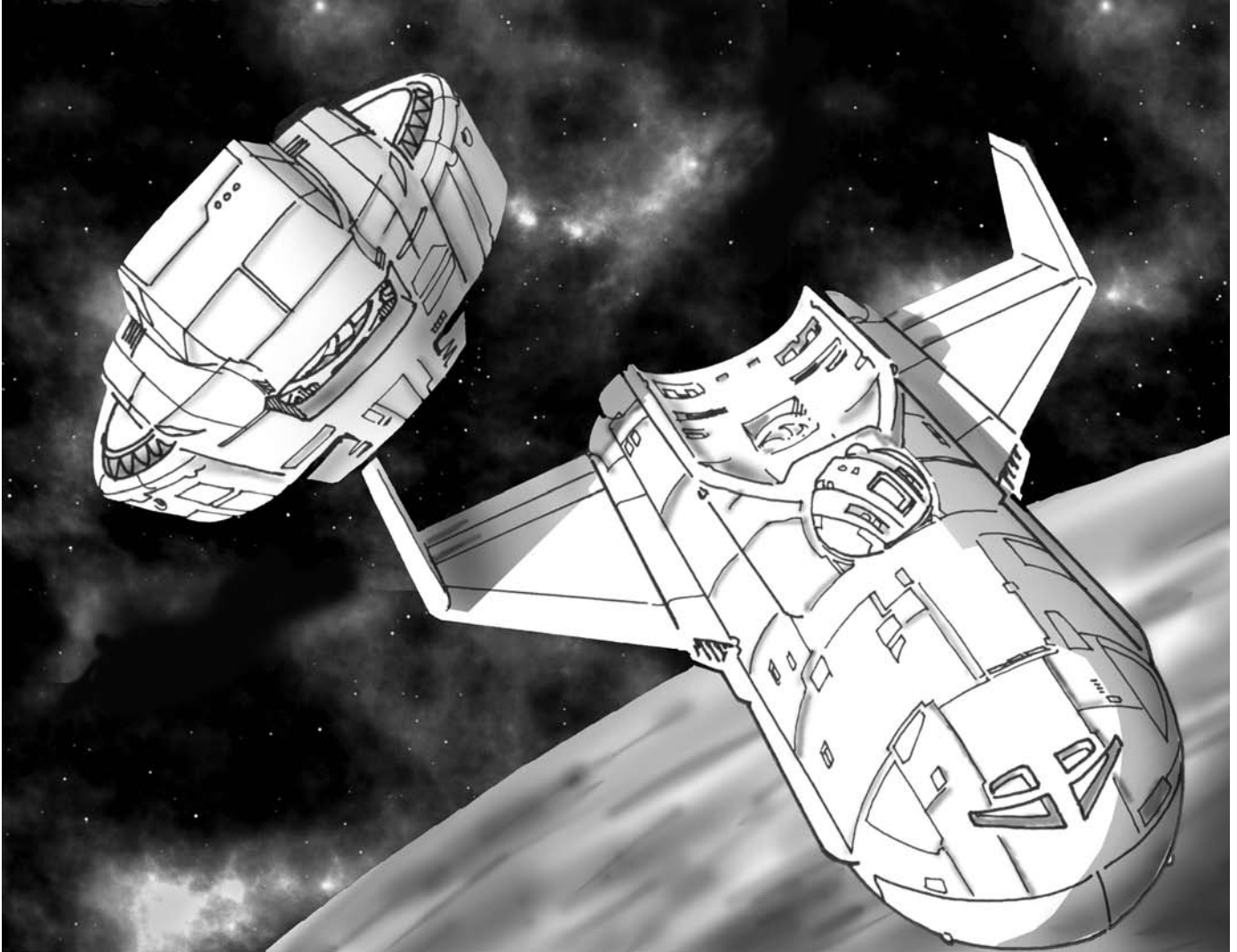
Even in the "safe": areas of the Fourth Imperium, traders and subsidized merchants (above) are armed in case of attack.

MAP LEGEND

Starport and Tech Level

Bases — Gas Giant

World Type

E6

Dekalb
AOR

X-Boat Route

Trade Class — World Name

Coordinates

Travel Zone Code (Red)

No Gas Giant

0407
CA
Nonym

Border

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✦ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⁂ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

Amber Zone
Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

GUSHEMEGE SECTOR: 1248

Virtually all of Gushemege Sector is Imperial territory. Backing onto the Great Rift to Spinward-Coreward, the sector is considered to be the Imperial Heartland. Its dense mains and clusters make for relatively easy interstellar trade and contact, and a general uplift program is underway to rebuild the industrial capacity of the region. However, rebuilding is a long, slow process and many worlds are still struggling to establish a stable society, let alone climb back onto the cosmic stage.

There are no non-Imperial multiworld powers in Gushemege Sector, though some of the world groupings within the Imperium are relatively new additions and may not have settled completely into their role as members of the Imperium and vassals of the Emperor.

There is one Droyne world in the sector; Draythnin. The Oytrip ruling this world has agreed passage and territorial rights with the Imperium. The Droyne of Draythnin keep to themselves and rarely receive visitors.

To Coreward of Gushemege sector is Corridor sector, but other than about a subsector's worth of worlds n the Rimward-Trailing corner almost all of the inhabited worlds are on the far side of the Great Rift which is two to two and a half subsectors (average around 40 parsecs) deep. A similar expanse of Rift must be crossed to Spinward-Coreward in order to reach Imperial Regency space. Reft Sector lies to Spinward and offers a slightly easier crossing of the Rift, but the Islands Subsectors in midrift are now controlled by the Imperial Regency with is not friendly to the Imperium, so contact in this direction has tailed off in recent years. A small corner of Reft sector backing on to the Rift but containing many potentially useful worlds may be eventually claimed by the Imperium, if only to prevent the Imperial Regency from creating a foothold there. A handful of worlds in this region are already Regency territory, though expansion is at this time unlikely.

Verge sector, to Spinward-Rimward, contains about four and half subsectors' worth of useable worlds before the Great Rift is encountered. Like Reft sector, it is likely that this region will eventually be absorbed by the Imperium though its isolation makes this a low-priority consideration. In all other directions lie many parsecs of Imperial territory.
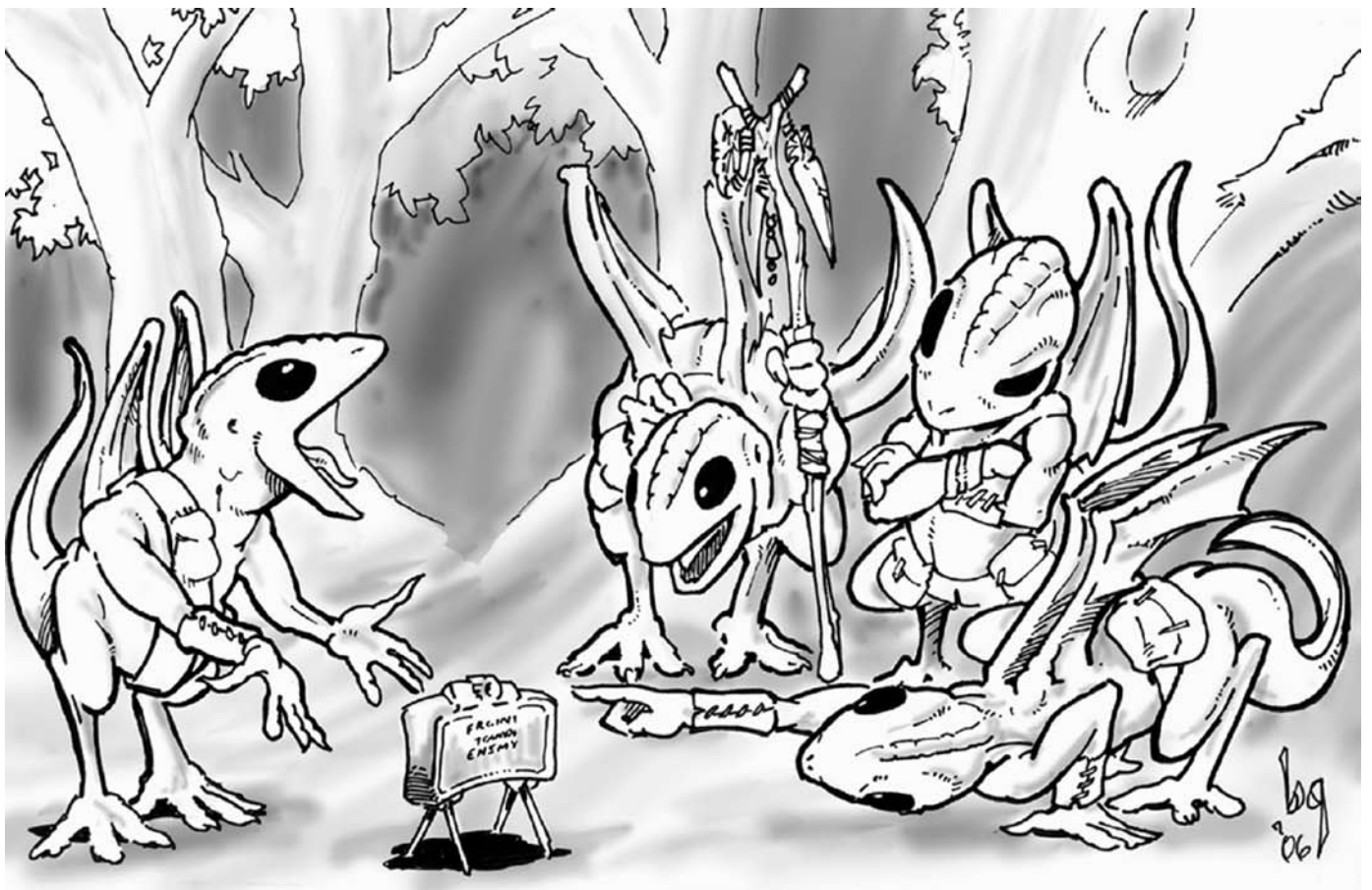
The oldest aliens in Charted Space, the Droyne have a less evolved but physically similar cousin called the Chirpers (above).

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type — X-Boat Route
Trade Class — World Name

E6
Dekalb
AOR

Coordinates
Travel Zone Code (Red)
No Gas Giant
Border

0407
CA
Nonym

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⁂ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

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Amber Zone
Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Fourth Imperium

0803 **E8** Kaakhaliigiki LO
1605 **E7** Khushimpim LO
1507 **B9** Gakuum NO
1407 **E6** Sikhii LO
1308 **B6** Fyca A0
1209 **D7** Hatdap O
1510 **D5** Mein LOP
0610 **C6** Poecydriad R
0810 **C7** Swathys A0
0912 **CA** Kowhanga R
1512 **B7**
1412 **AC** Kowhu LO — Laradgugishud O
1612 **D6** Ughezor LO
0813 **CB** Daijhan A0
1013 **AE** Hotoroh O
1213 **BC** Digukaagi O
1613 **E8** Rati LO
0914 **C5** Guelrae A0
1414 **BC** Paadezi O
0614 **X0** Druurech BLO
1015 **AF** USDIKI
1615 **B8** Unergishshis O
1616 **B8** IMPARLU
0517 **B6** Ruekhna R
0617 **E6** Saranipushag LO
1417 **C7** Hararapu LO
1518 **D4** Dagidad OP
0618 **BC** Likhi O
1118 **BB** Dord OP
1618 **BC** Khisukidiskii O
1018 **D9** Bapfata O
1119 **BB**
1319 **B8** Awrcege O
1519 **C7** DATID
1619 **BE**
1019 **AA** Ishurkiika O
0920 **B9** Ladumdugikhii A0
1120 **E7** Keshubilanum O
1520 **AC** DUREGURIKUKU P
0820 **C7** Uurke OP
0920 **AD** Ugaragus
1620 **IKUGUUSHIGGU**
0721 Donoknogung A
1521 Shinishshisha NO

GUSHEMEGE SECTOR: 1248
ALPHA QUADRANT

- 25 -

ALLEGIANCE CODES

Im Imperial
Na Non-Aligned
Dr Droyne World

GUSHEMEGE SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ruekhna	0517	B96A776-6	S	Ri Wa		924	Im	K5 V
Poecydriad	0610	C86A853-6	C	Ri Wa		323	Im	G3 V
Druurech	0614	X200000-0		Ba De Va		023	Im	G7 V
Saranipushag	0617	E779200-6		Lo Ni		322	Im	F3 V
Likhi	0718	B79A67B-C	A	Ni Wa		200	Im	M8 V
Kaakhaliigiki	0803	E7B13CB-8	C	Fl Lo Ni		500	Na	G8 IV* G7 V
Swathys	0810	C558622-7	S	Ag Ni		323	Im	M0 V* M0 V
Daijhan	0813	C355636-B		Ag Ni		510	Im	G0 V* [M7 V]
Donoknogung	0820	C576798-7	M	Ag		500	Im	G3 V
Kowhanga	0912	C68377A-A	M	Ri		310	Im	K9 V* M4 V
Guelrae	0914	C57567B-5		Ag Ni		724	Im	G2 V* K5 V
Uurke	0920	B150512-9		De Ni Po		723	Im	G0 V
Hotoroh	1013	A410473-E	N	De Lo Ni		814	Im	F5 V* M5 V
USDIKI	1015	A2609ND-F	N	De Hi		913	Im	G4 V
Bapfata	1018	D244400-9	S	Lo Ni		400	Im	G4 V* [D]
Ladumdugikhii	1019	A5656B6-A	N	Ag Ni		423	Im	G8 V
Ugaragus	1020	A1004NC-D		De Lo Ni Va		222	Im	M3 V
Dord	1118	B333521-B	F	Ni		420	Im	K8 V
Ishurkiika	1119	B637610-B		Ni		204	Im	M8 V
Keshubilanum	1120	E50456A-7		Ic Ni Va		623	Im	M3 II* M5 V
Hatdap	1209	D426455-7		Lo Ni		934	Im	M4 V* M6 V
Digukaagi	1213	B8D0613-C	N	De Ni		633	Im	M2 V
Fyca	1308	B3446TD-6		Ag Ni		423	Im	M5 V
Awrcege	1319	B570672-8	N	De Ni		533	Im	F0 V* [(K5 V M7 V)]
Sikhii	1407	EAF71ME-6		Lo Ni		101	Im	M4 V
Kowhu	1412	A83A345-C		Lo Ni Wa		100	Im	M7 V
Paadezi	1414	B9A9425-C	A	Fl Lo Ni		723	Im	K3 V
Hararapu	1417	C836200-7		Lo Ni		601	Im	G8 V
Gakuum	1507	B3006DH-9	A	De Na Ni Va	A	904	Im	G9 V* M2 V
Mein	1510	D5432T9-5		Lo Ni		610	Im	G6 V* [K6 III]
Laradgugishud	1512	B471423-7	N	Lo Ni		303	Im	K0 V
Dagidad	1518	D382613-4	S	Ni		803	Im	K6 V
DATID	1519	C5619CB-7	M	Hi		900	Im	G3 V
IKUGUUSHIGGU	1520	A6519N6-C		Hi Po		402	Im	A1 V K6 V*
Khushimpim	1605	E1003M7-7		De Lo Ni Va		224	Im	G3 V
Ughezor	1612	D899311-6	S	Lo Ni		320	Im	F7 V
Rati	1613	E7A836C-8		Fl Lo Ni		923	Im	M1 V* M5 V
Unergishshis	1615	B445444-8	S	Lo Ni		724	Im	G6 V* M4 V
IMPARLU	1616	B556AB8-8	N	Hi		124	Im	G6 V
Khisukidiskii	1618	B610567-C		De Ni		913	Im	M0 II* M7 II [M9 V]
DUREGURIKUKU	1619	B150986-E	N	De Hi Po		403	Im	G6 V* M6 V
Shinishshisha	1620	B000679-C	S	As De Na Ni Va		924	Im	G5 III M8 D

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type — X-Boat Route
Trade Class — World Name

Dekalb AOR
E6

Coordinates
Travel Zone Code (Red)
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Nonym

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Fourth Imperium

GUSHEMEGE SECTOR: 1248

GAMMA QUADRANT

GUSHEMEGE SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Useda	0125	E265624-4		Ag Ni		125	Im	K0 V
Sityn	0126	B65A200-D	N	Lo Ni Wa		814	Im	G4 V* [K8 V]
Shigimemkhigi	0130	BAB689B-9		Fl		110	Im	G5 V K2 V*
Sirir	0131	D796344-5		Lo Ni		323	Im	M6 II K0 V*
Sakam	0132	D2602DG-6		De Lo Ni		220	Im	K7 V* [K8 V]
Ledrow	0135	X200000-0	R	Ba De Va		002	Na	M1 V
Seneca	0136	C4873AC-5	R	Lo Ni		323	Na	M2 III F0 V*
USHULU	0137	D782956-7		Hi		910	Na	K2 V
Kalfy	0138	X333000-0		Ba		002	Na	M8 V
Gashe	0140	X768000-0	R	Ba		000	Na	G6 V
Kegeki	0222	C7766N4-B	A	Lo Ni		820	Im	G7 V
Pethelbech	0223	A433479-A	N	Lo Ni		523	Im	A8 V
Ali	0227	C86A88B-9	M	Ri Wa		512	Im	G5 V
Agakakemi	0228	X652000-0		Ba Po		020	Na	G8 IV M9 V*
Imamimibar	0229	X653000-0	R	Ba		010	Na	F1 V K5 V*
Lidipnu	0230	A225486-B	A	Lo Ni		124	Im	M0 V
Igimaapkisa	0231	D503486-8		Ic Lo Ni Va		723	Im	K4 V* M0 V
Opra	0233	D695111-7	S	Lo Ni		701	Im	G7 V
Karudashkig	0236	X8A5000-0		Ba Fl		014	Na	M5 V M9 V*
Strand	0237	X8AA000-0		Ba Fl Wa		023	Na	K6 V* K6 V [M4 V]
Codho	0239	X120000-0		Ba De Po		023	Na	F7 V M7 V*
Hitakie	0327	A540531-A	N	De Ni Po		622	Im	M0 V M7 D
Uekethuda	0328	B343400-C	N	Lo Ni		121	Im	K1 V
Orragh	0329	X55A36C-1		Lo Ni Wa	R	900	Im	G5 V
Panirmun	0332	D4722NE-8		Lo Ni		324	Im	G6 V* M0 V
Attaa	0333	D5372TB-6		Lo Ni		423	Im	M0 V* M9 V
Dugesh	0334	X515000-0	R	Ba Ic		013	Na	M4 V
Ubimira	0338	E56076C-4	S	De Ri		324	Na	M0 II G4 V*
SAGAL	0339	X887910-4	C	Hi	R	124	Na	K9 V
Kiera	0422	B5145N4-9	N	Ic Ni	603	Im	K0 V	
Arguggashshi	0428	A265435-E	N	Lo Ni		700	Im	G8 V
Tenets	0432	D573364-5	R	Lo Ni		723	Im	G4 V
Linuukuur	0433	X646000-0		Ba		025	Na	F4 V* M7 V
Imiishugarimi	0434	X230000-0	R	Ba De Po		024	Na	M1 V
Unishukakama	0435	X423000-0		Ba		013	Na	(F6 V M3 V)
Atgo	0436	C543433-5	C	Lo Ni		800	Na	G9 V
Jaeyelya	0437	C484574-2	R	Ag Ni		202	Na	K0 V* [M2 V]
Anushuni	0438	X532000-0		Ba Po		000	Na	M9 V
Warwhale	0439	D4531MD-7	S	Lo Ni		923	Na	F2 V
Myrany	0526	D200210-7	S	De Lo Ni Va		824	Im	G9 V K7 V*
Kishmushas	0527	B895312-D		Lo Ni		104	Im	G0 V* [M0 V]
Resha	0529	D58458A-7	S	Ag Ni		320	Im	G5 V* [M8 V]
Angitoda	0530	B662337-8	A	Lo Ni		811	Im	K4 V
Kukhsanogo	0531	D325521-7		Ni		113	Im	M6 V M7 V*
Phillips	0532	D8D5220-6	C	Lo Ni		423	Im	M4 V
Wookehare	0536	C967715-6	R	Ag		325	Na	F4 V* M3 V
Ishkikunbu	0537	X764000-0		Ba		000	Na	F8 V* M3 V
Uelag	0623	C657667-8	S	Ag Ni		304	Im	M4 III F0 V*
Kaenzinir	0626	C2608DF-6		De		433	Im	G8 V
Burkiisii	0627	D757223-4	S	Lo Ni		900	Im	K5 V
Aswy	0628	C57147B-7		Lo Ni		324	Im	G1 V* M5 V
Pazaridugi	0630	B5458N7-A				404	Im	G7 IV M1 V*
Dashinashuuki	0631	C594244-7	S	Lo Ni		912	Im	K3 V
Ishirida	0632	X738000-0		Ba		000	Na	M1 V
Ghakskhurokou	0634	XAD6000-0	R	Ba		000	Na	G1 V

GUSHEMEGE SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ugarazhur	0639	C565300-6	W	Lo Ni		502	Na	M9 V
Liikukaghi	0640	D200123-7		De Lo Ni Va		102	Na	(M1 V M8 V)
Pamango	0722	B110200-B		De Lo Ni		225	Im	M7 II
SHIENRI	0723	B5429A7-B	S	Hi In Po		220	Im	K7 V
Irygan	0725	C411312-B		Ic Lo Ni		704	Im	A2 V M4 V*
Hodagdap	0727	E73A8B7-6		Wa		834	Im	G6 V K1 V*
Aaga	0728	C333333-A	M	Lo Ni		610	Im	G6 V M8 V*
Khirbaadkikii	0729	B300356-B	A	De Lo Ni Va		223	Im	(F8 V M4 V)
Casaadin	0732	D100325-7		De Lo Ni Va		702	Im	M4 III M2 V*
Upii	0733	D9C736A-9	R	Fl Lo Ni		323	Im	M9 V
Kumaa	0737	X585000-0		Ba		010	Na	F3 V
Dikaash	0738	D627446-7	R	Lo Ni		324	Na	G7 V
Anarnigho	0740	X100000-0		Ba De Va		010	Na	M8 V
Yrbaber	0824	D547456-8	S	Lo Ni		213	Im	G3 V
KHUNSIGAMI	0826	B8B09N4-9	S	De Hi		324	Im	M8 V
Estes	0827	D203165-8		Ic Lo Ni Va		623	Na	G3 V* M7 V
Whapoka	0829	B645344-A	A	Lo Ni		403	Im	G4 V
Iriimga	0831	C79A4TH-5		Lo Ni Wa	A	611	Im	K3 V
Ginupa	0839	D559800-7	S			222	Im	G4 V
Rako	0840	X502000-0		Ba Ic Va		023	Na	M5 V
Kumgiidshu	0921	B534542-A	A	Ni		404	Im	M2 V* M9 V
Inswasqa	0922	A775113-B	N	Lo Ni		624	Im	G9 V
IGAENGU	0923	DA8A9B8-B		Hi Wa		323	Im	M4 V* M5 V
Iirkishir	0924	B326236-9	M	Lo Ni		123	Im	K4 V* [M4 V]
Delmotesk	0925	B87A758-9	A	Wa		125	Im	F2 V
Fappadod	0926	B457669-A	N	Ag Ni		211	Im	G3 V
Faencuun	0927	E678443-7		Lo Ni		123	Im	K0 V
Gisa	0928	C692420-7	S	Lo Ni		325	Im	M5 V
Raksosdae	0930	E442635-7		Ni Po		624	Im	K3 V
Akekuka	0933	E3725MD-5		Ni		234	Im	G2 V* M1 V
Ikiishbi	0934	D887500-3		Ag Ni		634	Im	G7 V* M3 V
Urmagi	0935	C8651MB-6	S	Lo Ni		300	Im	F5 V* [M5 V]
Iikhur	0936	D561467-3		Lo Ni		514	Im	G2 V
Chantry	0937	C372311-5	S	Lo Ni		700	Im	M5 V
Puretata	0940	E000200-7		As Lo Ni		700	Im	M0 V* M5 V
Ninsikhade	1021	C471344-8		Lo Ni		400	Im	F7 V
Kikha	1023	X120000-0		Ba De Po		023	Na	A4 V
Gumkiilumlam	1025	C767569-9		Ag Ni		622	Im	K4 V M3 V*
Joziah	1026	E78A5N8-7		Ni Wa		620	Im	G3 V
Seror	1027	B200666-A	A	De Na Ni Va		724	Im	M3 V* [(K7 V M0 V)]
Adgadrimi	1029	C270674-8	M	De Ni		802	Im	G1 V
Aanadunlii	1033	C2403MC-5	R	De Lo Ni Po		724	Im	M3 V
Shasurakuush	1036	C678475-5	N	Lo Ni		113	Im	K2 V* M9 V
Sharim	1038	B435676-A	A	Ni		900	Im	M8 III F3 V*
Daastroyd	1039	D424213-7		Lo Ni		612	Im	F7 V M0 V*
Ikiimadurkhu	1122	E436355-6		Lo Ni		822	Im	M0 V* M9 V
Gapha	1123	C88A326-8	M	Lo Ni Wa		603	Im	G9 V
Gikukhumgig	1124	B524441-9	S	Lo Ni		525	Im	M1 V
Reverence	1125	A30056B-C		De Ni Va		910	Im	F7 V
Kislesh	1127	C223777-8	S	Na		623	Im	M5 V* M5 V
Shemki	1128	C350669-B		De Ni Po		814	Im	G2 V* M7 V
Capca	1129	B220300-D		De Lo Ni Po		335	Im	M3 III
Kincaid	1133	D532310-6		Lo Ni Po		323	Im	M9 V
Lagdiishsag	1135	D265872-3		Ri		424	Im	G7 V
Aashulamushga	1136	C5434N9-7	M	Lo Ni		124	Im	M9 V
Khekhiirshii	1137	C312644-C	S	Ic Na Ni		620	Im	M4 V M3 D M6 D

GUSHEMEGE SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Cuisoth	1139	B7A76MA-8	S	Fl Ni		103	Im	M1 V
Ipgakugimi	1140	E898200-5		Lo Ni		420	Im	M1 V
Gikazushi	1221	E410575-7		De Ni		924	Im	M4 III M9 V*
Teirn	1223	B363744-A	S	Ri		323	Im	M4 V M8 V*
Shuknikalii	1225	A32126C-C	A	Lo Ni Po		434	Im	M3 II
Draythnin	1227	C331632-8		Na Ni Po		234	Dr	(G6 V M4 V)
Pufpodif	1228	E455554-6		Ag Ni		524	Im	M0 V M6 V*
Enimaliisini	1231	D6754NC-5	S	Lo Ni		223	Im	G5 V
Emkhash	1233	C4404AB-7		De Lo Ni Po		724	Im	G6 V* K8 V
Sidur Ishki	1234	B3124CE-9	N	Ic Lo Ni		700	Im	G1 V
Dudamukiishi	1235	D4343MD-6		Lo Ni		923	Im	M4 III* F2 IV
SHIIKI	1236	C5519MD-7		Hi Po		320	Im	M1 V
Dumun	1237	E655777-0		Ag		922	Im	G8 V
Tafat	1239	C1002NA-8	C	De Lo Ni Va		533	Im	K8 V
Gogpap	1321	C665300-8	M	Lo Ni		321	Im	M5 V
Drolwras	1322	B587444-B	A	Lo Ni		824	Im	G4 V* M1 V
Zikhanamapi	1328	B1302N9-C		De Lo Ni Po		723	Na	M5 V
Gimkhiimura	1331	D321313-7		Lo Ni Po		401	Im	K4 V
Isepugake	1333	B877600-8	N	Ag Ni		720	Im	K7 V* M7 V
Atupihi	1334	B786413-6	S	Lo Ni		500	Im	G6 V
Llafaeksou	1337	C7453MF-7		Lo Ni		410	Im	M7 V
Pigek	1340	C443300-7	S	Lo Ni		322	Im	G4 V* G4 V [M1 V]
Idiisshuu	1422	C2628BB-4	M			922	Im	F7 V
Nakhashkili	1423	B411672-A	N	Ic Na Ni		513	Im	K2 V M8 V*
Dakota	1425	B000124-A	S	As Lo Ni		913	Im	K6 V M9 V*
MEGUUKARU	1426	B2639C6-C		Hi		335	Im	F9 V
Neola	1430	B5265N5-9	N	Ni		900	Im	K6 V* M1 V
Togaeskuengu	1431	D500200-7	R	De Lo Ni Va		600	Im	K8 V
Shythytham	1432	DAC4276-9		Fl Lo Ni		400	Na	M1 V
Aenokosa	1433	X629000-0	R	Ba		014	Na	F1 V F7 V*
Nybasnat	1434	B62647A-8		Lo Ni		125	Im	M8 V
SHUPIN	1439	D959974-6		Hi		713	Im	G8 V G9 V*
Hazard	1440	D635444-6	S	Lo Ni		700	Im	M7 V
MUSHA	1521	C7649DE-6		Hi		123	Im	M9 V
Ynea	1522	B567751-6	N	Ag Ri		725	Im	K6 V
Ushuubardu	1523	BAE7212-9	A	Lo Ni		604	Im	M1 V
Athrhia	1525	C410222-B		De Lo Ni		523	Im	M3 V
Faerglas	1526	E362688-5		Ni Ri		104	Im	G2 V
Sumtukken	1528	B498567-9	A	Ag Ni		324	Im	K6 V* [M7 III]
Zaakupagii	1529	E441524-7		Ni Po		523	Im	M9 III G4 V*
Papgofa	1530	B420410-9	N	De Lo Ni Po		324	Im	M4 V
Rukhamaada	1531	C787450-7	S	Lo Ni		834	Im	K0 V
Khudu	1532	B54966A-6		Ni		400	Im	K7 V
Raphota	1534	B656775-A	N	Ag		403	Im	G7 V
Nekeshasha	1539	B4437AC-8	N			434	Im	G2 V
Apisammuran	1540	E555369-2		Lo Ni		301	Im	G1 V* [M6 V]
Khur	1622	C648447-8	S	Lo Ni		914	Im	G8 V
Thanthen	1623	C848565-8		Ag Ni		800	Im	G3 V
Kadumiigerdi	1624	C520469-7	S	De Lo Ni Po		123	Im	K0 V* K6 V
Trynugpach	1625	C264687-7	M	Ag Ni Ri		922	Im	G4 V* M7 V
Oeth	1627	D400110-9	S	De Lo Ni Va		601	Im	M4 V
Sedaliishirum	1629	C534532-B	M	Ni		623	Im	M4 II A9 V*
Obofho	1637	C2331ME-7		Lo Ni		424	Im	M1 V* M4 V
Doghi	1638	B597257-8	R	Lo Ni		121	Im	G3 V
Gakashashar	1640	C78A369-4	S	Lo Ni Wa		812	Im	G3 V

GUSHEMEGE SECTOR: 1248
BETA QUADRANT

MAP LEGEND

Starport and Tech Level

Bases — Gas Giant

World Type — Dekalb AOR — X-Boat Route

Trade Class — World Name

Coordinates 0407

Travel Zone Code (Red) — CA — No Gas Giant

Border — Nonym

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✦ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Fourth Imperium

SHARENGA

UMKUGEGIMMUGC

(Star map of the Gushemege Sector, Beta Quadrant, showing world systems including Kadzikakun, Shaduu, Uurla, Haapod, Kadada, Kuma, Ramipemu, Wawy, Piidisudasii, Kenouth, Whemu, Gohrvaen, Cwydra, Tawa, Wase, Kigikhishun, Nygt, Trois, Uumimlumsha, Alagankhika, Ragpo, Faga, Asisgusanmaki, Kakakhaguush, Diishuusala, Rake, Apatotowha, Whuta, Irkhi, Igiikuuniiki, Thymwenwe, Tawunga, Kidkur, Gaagulalamme, Dagerch, Pynenwa, Iimkimkaasaam, Maakadiikuza, Khushagurush, Gurdasimesh, Shamibakugi, Anasne, Ongoe, Gugimkiikbugi, Aedal, Sanam, Kamarlilir, Parish, Shiramuunir, Raqashan, Bagothown, Hatpaha, Muusig, Mutu, Trestaiedvy, Tapfop, Rysath, Angkyl, Diskha, Masa, Aedz, Ranlir, Nahy, Swawe, Olsnong, Cyarf, Kathonguella, Kishgar, Mipati, Dakhuezudhae, Akushis, Ilenbas, Llaenirksor, Irikegsad, Parotta, Thyis, Gagukashdirgu, Arweshan, Larnaskusaga, Gaensu, Coventry, Whuaka, Lakhu, Toodgo, Oddad, Unashur, Shesi, Namny, Swywer, Shysyran, Hamny, Gullakh, Kuguurassuun, Ishaameramgi, Rithoegknur, Diidaga, Paru, Gariin, Lishan, Mamamigigi, Gikimki, Nipe, Werysb, Digshiikiri, Roukara, Tafgatod, Ushash, Hardaw, Swari, Shanmaci, Shakhamash, Knakhorzangu, Ekiibukkushi, Oranugz, Tirrol, Mygef, Jaentvip, Kurrthar, Kukhun, Llufha, Khalansuliba, Imzalapigugi, Nenre, Dulir, Dauntless, Adhaf, Latasel, Gvuenungllu, Fasbpowrm, Khapikhanii, Irkariri, Shanisharmi, Khegikiikhi, Gumiirmasarge, Tudzgvadhdze, Depot, Gumirka, Gagimnedam, Gahap, Mashy, Senlis, Shusashamuu, Bast)

GUSHEMEGE SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Gohrvaen	1712	B757522-8	S	Ag Ni		424	Im	M2 V* [M8 V]
Cwydra	1715	B665730-9		Ag		602	Im	M5 V
Nygt	1717	D566458-7	S	Lo Ni		722	Im	M1 V M6 V*
Trois	1718	C74A200-9	S	Lo Ni Wa		600	Im	M9 V
Kadzikakun	1801	X130000-0	R	Ba De Po		024	Na	M0 V
Piidisudasii	1810	D210200-7		De Lo Ni		500	Im	F5 V* M5 V
Whemu	1811	B583544-9	A	Ni		634	Im	F1 V* M5 V
Tawa	1814	B557889-A				113	Im	M3 V
Wase	1815	B423468-9	A	Lo Ni		900	Im	M5 V
Kigikhishun	1816	A311576-C	N	Ic Ni		100	Im	F7 V
Uumimlumsha	1818	C568357-3	M	Lo Ni		125	Im	M0 V* M5 V
Shaduu	1905	X7B0000-0	R	Ba De		024	Na	G4 V
Kenouth	1911	C456451-7	S	Lo Ni		624	Im	M3 V* M4 V
Kidkur	1914	E76A6N7-5		Ni Wa		822	Im	G4 V
Gaagulalamme	1915	E88A76C-6		Ri Wa		822	Im	G4 V
Pynenwa	1916	E150500-8		De Ni Po		900	Im	K4 V K7 V*
Kuma	2007	D2517AF-7		Po		125	Na	G8 V
Wawy	2008	E552257-2		Lo Ni Po		634	Na	M5 V
Dagerch	2015	C585755-8		Ag Ri		700	Im	G0 V
Alagankhika	2018	B450687-B	N	De Ni Po		721	Im	G3 V
Faga	2019	C9D6521-A		Ni		710	Im	G0 V
Kakakhaguush	2020	D26467A-A		Ag Ni Ri		710	Im	G6 V
Uurla	2105	X332000-0		Ba Po		001	Na	F9 IV
Haapod	2106	D425354-7	R	Lo Ni		734	Im	M6 V
Kadada	2107	X232000-0		Ba Po		023	Na	K4 V* M1 V
Ramipemu	2108	X540000-0	R	Ba De Po		001	Na	K5 V
Thymwenwe	2110	D8A9256-8		Fl Lo Ni		320	Na	M4 V
Anypul	2113	E451369-3		Lo Ni Po		923	Im	G2 V* M9 V
Swawe	2115	D420595-7	S	De Ni Po		823	Im	G7 V K3 V*
Ragpo	2119	EAAA77A-9		Fl Wa		524	Im	G0 V
Asisgusanmaki	2120	D570100-5	S	De Lo Ni		700	Im	M2 V M8 V*
Diishuusala	2202	D5557ME-3		Ag		924	Na	F7 V
Apatotowha	2205	X221000-0	R	Ba Po		013	Na	K9 V* M2 V [M2 V]
Whuta	2206	D547534-5	R	Ag Ni		104	Im	K6 V
Irkhi	2207	D678274-5		Lo Ni		623	Im	G2 V
Tawunga	2210	D658756-2	S	Ag		922	Im	G6 V* M8 V
Gesanemudan	2213	C9B366A-9	M	Fl Ni		902	Im	M3 V
Iimkimkaasaam	2215	C585511-5		Ag Ni		700	Im	G6 V
Khushagurush	2216	C5A5474-9	S	Fl Lo Ni		223	Im	K5 V* M4 V
Gurdasimesh	2217	B222520-C	A	Ni Po		203	Im	M0 V
Rake	2303	E8684AA-4	S	Lo Ni		323	Na	G1 V
SHARENGA	2305	C6849MC-4		Hi		324	Na	K2 V
Kamarlilir	2306	E797200-6		Lo Ni		224	Na	G9 V
Dudelukadem	2307	D221335-7	R	Lo Ni Po		200	Im	M3 V
Igiikuuniiki	2308	X340000-0		Ba De Po		004	Na	M7 V
Raqashan	2309	D672300-5		Lo Ni		223	Im	G8 V* M7 V
Muusig	2310	D794577-5	S	Ag Ni		220	Im	K8 V* M2 V
ED	2313	A57AAAD-C	S	Hi In Wa		102	Im	K7 V* [K4 V]
Maakadiikuza	2316	C647400-6	S	Lo Ni		100	Im	G1 V
Shamibakugi	2318	C87636B-6	M	Lo Ni		700	Im	G1 V
Mipati	2320	C67457A-5		Ag Ni		700	Im	M2 V* M7 V
Sanam	2404	D75967B-4		Ni		500	Na	G7 V
Parish	2406	D73A368-6	C	Lo Ni Wa		413	Im	G1 V
Bagothown	2408	X538000-0	R	Ba		004	Na	M9 V* [M5 V]
Mutu	2410	D88A37C-8		Lo Ni Wa		424	Im	M4 V

GUSHEMEGE SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Rysath	2411	C78A498-9	S	Lo Ni Wa		624	Im	K7 V
Nahy	2414	C00056D-7		As Ni		914	Na	G0 IV
Olsnong	2415	B77A5N5-B	A	Ni Wa		800	Im	M2 V M6 V*
Kishgar	2418	A621779-C		Na Po		300	Im	K0 V
Anasne	2501	E76A7TC-4	C	Wa		925	Na	F6 V
Ongoe	2502	X735000-0		Ba		000	Na	F3 V
Gugimkiikbugi	2503	X8B9000-0		Ba Fl		003	Na	(M5 V M6 V)
Aedal	2504	D3701M9-6		De Lo Ni		623	Na	F9 V* M1 V
Shiramuunir	2507	D44487C-5	R			523	Na	M3 III G0 V*
Hatpaha	2509	D9C7333-9		Fl Lo Ni		535	Im	M6 V* M6 V
Tapfop	2511	E7361MG-6		Lo Ni		315	Im	M8 V
Angkyl	2512	D336576-8	S	Ni		924	Im	M5 V
Masa	2513	C221600-8		Na Ni Po		820	Im	G7 V* M0 V
Ranlir	2514	D637274-6		Lo Ni		624	Im	M4 V* M6 V
Cyarf	2517	D242278-A	S	Lo Ni Po		325	Im	G3 V* M2 V
Whuaka	2609	D7A6342-8		Fl Lo Ni		502	Im	K6 V
Trestaiedvy	2610	X525000-0		Ba		000	Na	M1 II
Diskha	2612	D8C5520-A		Fl Ni		122	Im	M7 III* [M6 II]
Aedz	2613	D6474AD-7		Lo Ni		213	Im	K0 V* [K8 V]
UMKUGEGIMMUG	2614	D3589Q3-5		Hi		400	Im	F3 V* M7 V
Knakhorzangu	2615	D785400-6		Lo Ni		523	Im	M7 III G1 V*
Kathonguella	2617	D338200-8	S	Lo Ni		724	Im	F3 V
Unashur	2618	B647133-7		Lo Ni		914	Im	K1 V
Dakhuezudhae	2619	E3341TF-7		Lo Ni		634	Im	M0 V
Akushis	2620	D000272-7	S	As Lo Ni		812	Im	G5 V
Ilenbas	2701	CA9A224-7	R	Lo Ni Wa		320	Na	F3 V* M9 V
Parotta	2704	XA7A000-0		Ba Wa		000	Na	F8 V
Gagukashdirgu	2705	XAE4000-0	R	Ba		001	Na	M7 V
Arweshan	2706	D331178-6		Lo Ni Po		300	Na	M7 V* [D]
Gaensu	2707	E360769-4		De Ri		324	Na	G7 V* M3 V
Lakhu	2709	D340400-6		De Lo Ni Po		603	Im	F8 V* K0 V
Tafgatod	2713	D8687AG-3		Ag		224	Im	G9 V
Swari	2715	C8B1465-9	S	Fl Lo Ni		834	Im	M0 V
Shakhamash	2716	B94A888-B	N	Wa		122	Im	M1 V
Oranugz	2717	C587868-9		Ri		634	Im	G0 V
Llaenirksor	2801	D76566B-7		Ag Ni Ri		400	Na	F8 V
Irikegsad	2802	X222000-0		Ba Po		024	Na	M1 V
Thyis	2804	X544000-0		Ba		000	Na	M1 V* M3 V
Larnaskusaga	2806	E96A553-3	C	Ni Wa		712	Na	G8 V* M5 V
Coventry	2807	X380400-3		De Lo Ni	R	202	Na	F2 V
Toodgo	2809	X321000-0	R	Ba Po		013	Na	M9 V
Oddad	2810	C584597-5		Ag Ni		520	Im	F2 V* M2 V [(F6 V K8 V)]
Roukara	2812	E466200-2		Lo Ni		924	Im	A3 V K1 V* M8 V
Ushash	2813	C55338A-4	M	Lo Ni		824	Im	K7 V
Hardaw	2814	C876576-7	R	Ag Ni		224	Im	M3 V
Shanmaci	2815	B6888N5-A		Ri		225	Im	M3 V
Swywer	2820	D895774-8		Ag		811	Im	K0 V
Ishaameramgi	2904	X642000-0		Ba Po		024	Na	F6 V
Diidaga	2905	D257400-7		Lo Ni		422	Im	K9 V
Paru	2906	D8981MC-5	R	Lo Ni		524	Na	F2 V
Lishan	2907	C310457-8	M	De Lo Ni		524	Na	M9 II F4 V*
Werysb	2910	DAE7377-6	R	Lo Ni		910	Im	M6 II
Digshiikiri	2912	B848314-8		Lo Ni		124	Im	F8 V
Irkariri	2914	B000365-7	R	As Lo Ni		210	Im	G2 V
Khegikiikhi	2915	B4636C7-7	N	Ni		300	Im	G5 V

GUSHEMEGE SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ekiibukkushi	2916	C679476-8		Lo Ni		823	Im	G8 V G9 V*
Tirrol	2917	E242876-5		Po		723	Im	F7 V* [M6 V]
Shesi	2919	D444100-7		Lo Ni		200	Im	G4 V
Namny	2920	E0006MG-8		As Na Ni		524	Im	G5 V
Hamny	3002	X533000-0	R	Ba		010	Na	M9 V
Kuguurassuun	3003	X140000-0		Ba De Po		003	Na	G1 V* [F1 V]
Rithoegknur	3004	D555699-7		Ag Ni		600	Im	M5 III K9 V*
Gariin	3006	C567373-4	M	Lo Ni		902	Na	K3 V* [M5 V]
Mamamigigi	3007	D7563AA-3	S	Lo Ni		600	Im	K9 V* M9 V
Gikimki	3008	X300000-0		Ba De Va		024	Na	(M4 V M9 V)
Nipe	3009	D553312-2	S	Lo Ni		403	Im	K3 V* M4 V
Fasbpowrm	3012	D7898MF-4	S			734	Im	K6 V* M0 V [M5 V]
Khapikhanii	3013	C6324AC-6	M	Lo Ni Po		800	Im	M9 III M2 V*
Shanisharmi	3014	E667600-6		Ag Ni		333	Im	G1 V* M0 V
Gumiirmasarge	3015	D6B3345-8		Fl Lo Ni		712	Na	M5 V* M8 V
Depot	3016	B340576-B	N	De Ni Po		124	Im	G3 V
Gagimnedam	3017	C835400-7		Lo Ni		701	Im	M5 V* M7 V
Shysyran	3101	X7A4000-0	R	Ba Fl		000	Na	M5 V
Gullakh	3103	X8B0000-0		Ba De		023	Na	K4 V
Kurrthar	3104	X235000-0		Ba		021	Na	F1 V
Kukhun	3105	D648332-6		Lo Ni		223	Im	G6 V
Llufha	3106	X7A5000-0	R	Ba Fl		003	Na	M5 II M2 V*
Khalansuliba	3107	D58758A-8	C	Ag Ni		724	Im	F5 V
Dauntless	3110	D565468-8		Lo Ni		322	Im	M6 V
Gvuenungllu	3112	D210100-7	T	De Lo Ni		510	Na	M4 II* A3 V
Tudzgvadhdze	3116	E403279-7		Ic Lo Ni Va		213	Im	K1 IV
Gumirka	3117	C9B73SB-A		Fl Lo Ni		823	Im	M2 V M5 V*
Mashy	3118	E537300-6		Lo Ni		720	Im	M8 V
Mygef	3202	X78A4TD-2		Lo Ni Wa	R	923	Na	G2 V* [M1 V]
Jaentvip	3203	X779000-0	R	Ba		003	Na	G3 V
Imzalapigugi	3205	D643373-7		Lo Ni		613	Im	K5 V
Nenre	3206	D1001CF-8		De Lo Ni Va		524	Im	M1 V M4 V*
Dulir	3208	X638000-0	R	Ba		025	Na	(F5 V G3 V)
Adhaf	3210	D504430-7	S	Ic Lo Ni Va		503	Im	K5 V
Latasel	3211	B4577AB-7		Ag		700	Im	F9 V
Gvae	3212	B261533-8		Ni		304	Im	G4 V* M9 V
Bast	3214	D3102AB-7	C	De Lo Ni		900	Im	F1 II* M5 V
Gahap	3217	X886000-0	R	Ba		034	Na	G8 V
Senlis	3218	E447859-8				225	Im	K7 V* M2 V
Shusashamuu	3219	C4444CB-5	S	Lo Ni		123	Im	G7 V

GUSHEMEGE SECTOR: 1248
DELTA QUADRANT

MAP LEGEND

Starport and Tech Level

Bases — Gas Giant

World Type — X-Boat Route

Dekalb
AOR

Trade Class — World Name

Coordinates — No Gas Giant

Travel Zone Code (Red)

Border

0407
CA
Nonym

WORLD CHARACTERISTICS

- ◐ Desert (Trade Class)
- ◑ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊘ Water World
- ⊖ Fluid Oceans
- ⣿ Asteroid Belt
- ◉ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✦ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⚬ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion

DARRIAN — over one billion

TRAVEL ZONES

- ⌒ Amber Zone
- ⌒ Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Fourth Imperium

GUSHEMEGE SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ungaza	1721	C000587-8	M	As Ni		400	Im	M4 V
Sulikhi	1722	A87A440-D		Lo Ni Wa		123	Im	M2 III G5 V*
Khishkish	1723	E362531-6		Ni		824	Im	F0 V* M9 V
Cagodra	1724	A772441-B	N	Lo Ni		534	Im	K1 V* [M0 V]
Siniirgi	1727	E424695-7		Ni		810	Im	M4 II
Ciasyd	1732	B873779-A				422	Im	G5 V* M7 V
ARNUUKARA	1733	B360A9A-A	M	De Hi		713	Im	F1 V* M0 V
Kurshardii	1734	B4275N6-8		Ni		713	Im	G1 V* M1 V
Odda	1735	C200121-9		De Lo Ni Va		110	Na	M2 III
Dohpu	1737	C595236-A	S	Lo Ni		724	Im	F7 V
Ganalii	1739	B333354-A	N	Lo Ni		300	Im	M4 III* M8 V
Gidakukhera	1740	B100120-C		De Lo Ni Va		201	Na	M1 V* M1 V
Haggid	1821	B244478-B	A	Lo Ni		634	Im	K7 V
Ashka	1822	B34436B-C	N	Lo Ni		624	Im	G1 V* M2 V
Shilumar	1823	AAF4341-9		Lo Ni		422	Im	M4 V* M4 V
Teddan	1826	A89A551-C	N	Ni Wa		100	Im	M1 V
Irshi	1828	E200231-7		De Lo Ni Va		925	Im	M2 V
Doat	1832	A85A843-E	S	Wa		324	Im	K4 V* K5 V
Parsash	1833	E664688-4		Ag Ni Ri		133	Im	G6 V
Toangaaku	1835	A467620-C		Ag Ni		535	Im	F3 V
Klan	1839	C46567A-7	S	Ag Ni Ri		923	Im	M0 V
Eswerea	1921	E726240-7		Lo Ni		523	Na	M4 II* M1 V
Tukozo	1923	CA697NA-6		Ri		900	Im	K8 V
Vervieprad	1924	D777334-6		Lo Ni		823	Im	M1 V* M4 V
Neathe	1925	C778654-5	S	Ag Ni		233	Im	M7 V
MOINGSY	1926	B262978-D		Hi		122	Im	F1 V* K4 V
Kikharilekhis	1927	E75A675-5		Ni Wa		113	Im	K6 V
UNLARDIGARD	1930	A31099B-C	A	De Hi In Na		825	Im	F2 V M6 V*
Rangvera	1932	B467465-C	N	Lo Ni		824	Im	K0 V
Shigu	1933	D486476-8	S	Lo Ni		200	Im	M9 II G3 V*
Katetea	1935	E463677-7		Ni Ri		110	Im	K1 V
Pagapap	1936	C6795S7-5		Ni		210	Im	K2 V
Riwire	2021	D65779C-8	S	Ag		922	Im	F6 V* M6 V
Kamikula	2022	B421578-A		Ni Po		823	Im	M9 V
TRILL	2029	B784959-C		Hi		523	Im	F1 V
Aapra	2031	D222464-7	R	Lo Ni Po		102	Im	G3 V* M4 V
GUSHIRDIIMI	2036	B44296A-E	A	Hi In Po		324	Im	K7 V
LUDIKIMBUUMGE	2037	C424978-E		Hi In		424	Im	F8 V
Pynshawyn	2038	B758686-A		Ag Ni		602	Im	G5 V
Oudilaezae	2040	B231400-B	A	Lo Ni Po		234	Im	M7 V
Erakgarla	2121	E67A476-5		Lo Ni Wa		135	Im	M6 II M7 V*
Giradkibir	2122	B5416BB-7	N	Ni Po		902	Im	G3 V
Ofadgah	2124	C22016A-B	S	De Lo Ni Po		624	Im	A4 V
Imnimwe	2125	D200258-7		De Lo Ni Va		823	Im	G9 V
TLAUWAO	2127	D330A78-9		De Hi Na Po		423	Im	K7 V
Kiish	2128	E549255-5		Lo Ni		725	Im	G2 V* [D]
Irmimshagaa	2130	B000246-C	N	As Lo Ni		301	Im	M3 III
Niwu	2131	C525347-9		Lo Ni		100	Na	M9 III M7 V* [M7 III]
Okuhipiho	2132	B556525-C	N	Ag Ni		234	Im	G6 V* K3 V
Amends	2134	B000578-E		As Ni		121	Im	M0 V
Sakirkarkhu	2136	D787400-4	S	Lo Ni		621	Im	K3 V* M9 V
Iimisu	2139	B696200-8		Lo Ni		604	Im	G1 V
Nightfall	2140	C510569-9	S	De Ni		710	Im	M4 V M8 V*
Padca	2221	C683576-7	S	Ni		600	Im	K9 V* M9 V
Kurilakhuke	2223	E230200-6		De Lo Ni Po		801	Im	G7 V

GUSHEMEGE SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Kamurinmur	2224	A6649DD-E	S	Hi		104	Im	M0 V M0 D M9 D
Argaaragarim	2225	D21056C-8		De Ni		824	Im	M8 V
Swernin	2227	A693554-8	N	Ni		300	Im	G9 V
Qihea	2228	B432564-9		Ni Po		924	Im	F1 V* M6 V
Kurkamelamu	2229	C593655-7	S	Ni		223	Im	K8 V
ZANISH	2231	D677976-A	S	Hi In		402	Im	M4 III G7 V*
Odfog	2233	E3538DD-2				821	Im	F8 V* M5 V
Tupawhai	2237	D524224-7	R	Lo Ni		603	Im	G0 V G8 V*
Imamsakirem	2240	E622100-7		Lo Ni Po		313	Im	M2 II F8 V*
Piohano	2323	C4007BD-8	S	De Na Va		300	Im	M3 V
DROUN	2325	B543A48-B	A	Hi In		920	Im	G1 V
Galigi	2326	C655576-A		Ag Ni		723	Im	K6 V
Rakenero	2330	D260848-5		De Ri		823	Im	G8 V
Okatanga	2331	D73A485-6	S	Lo Ni Wa		701	Im	K5 V* M6 V
Asuus	2332	D67266B-5		Ni		734	Im	G5 V
Angkerdon	2333	A000557-E	N	As Ni		903	Im	M0 V
Wetha	2334	C252755-A		Po		124	Im	K0 II F6 V*
Uumikhimkuu	2335	C66687C-8	S	Ri		523	Im	F1 V
Atupu	2336	E140656-5		De Ni Po		403	Im	G2 V* [(G5 V K4 V)]
Oekhaedz	2337	D513679-8	S	Ic Na Ni		724	Im	M7 V
Maad	2339	D656473-6		Lo Ni		423	Im	G7 V* M4 V
Linumunlugun	2340	C874569-6		Ag Ni		405	Im	G7 V
Druor	2422	C785747-7		Ag Ri		600	Im	G1 V* M8 V
Aanuurgi	2424	A332777-A	N	Na Po		910	Im	M2 V
Daakiba	2425	E430400-7		De Lo Ni Po		522	Im	M4 III* M5 V
Canam	2426	B592420-8	M	Lo Ni		525	Im	G2 V* M3 V
Ngomu	2427	B502434-8	S	Ic Lo Ni Va		900	Na	M4 V
Kharli	2428	D429244-7		Lo Ni		524	Na	M3 V
Stadul	2429	X120000-0	R	Ba De Po		024	Na	M7 V* [D]
Fondanto	2430	C334532-7		Ni		423	Im	M4 V M5 V*
Wethirhe	2431	C583425-8	M	Lo Ni		622	Im	K0 V* [M5 V]
Guerarkhu	2434	E365300-4		Lo Ni		124	Im	F6 V
Hillalladi	2438	B50056D-C	A	De Ni Va		112	Im	M8 III
Susadi	2439	A8C19DA-E	M	Fl Hi		924	Im	M3 V
Pagadog	2440	D457521-6		Ag Ni		524	Im	M9 V
Ishirma	2521	C8A9643-B		Fl Ni		413	Im	A7 IV
Midii	2523	D546235-6	S	Lo Ni		600	Im	K3 V
Miikhashu	2525	B6B2336-A	N	Fl Lo Ni		523	Im	M4 III* M4 V
Meiotoe	2526	B310596-B	A	De Ni		114	Im	K2 V* M3 V
Cadag	2527	B3665N5-A		Ag Ni		500	Im	G2 V* M9 V
Apkhumi	2532	E88986A-1		Ri		124	Im	K0 V
Tsarsghod	2536	B1404MC-7	N	De Lo Ni Po		702	Im	K1 V
Dikkbest	2537	C98646A-7		Lo Ni		424	Im	G1 V
Peitu	2538	X87A000-0	R	Ba Wa		022	Na	F8 V
TSUNRRUGEFAE	2539	D988958-8	S	Hi		322	Im	M8 III F2 V*
Gakiinmaaru	2540	E649677-5	C	Ni		921	Im	K3 V* [F4 V]
Nguka	2625	E633320-8		Lo Ni		322	Im	G0 V
Ukhiruka	2626	A948400-A		Lo Ni		301	Im	G4 V
Imarshas	2627	C9C6766-9	S	Fl		301	Im	M8 V
Kylrert	2628	C885154-A		Lo Ni		524	Im	M5 V
Esaenaedha	2629	C69A554-6		Ni Wa		310	Im	F3 V
Liraisg	2630	D8AA577-9		Fl Ni Wa		600	Im	M4 V
Agumim	2632	C3508AG-9	M	De Po		424	Im	G3 V
Bisuukeras	2633	E543113-6		Lo Ni		300	Im	F1 V
Tobrogdas	2634	E336279-6		Lo Ni		623	Im	G8 V

GUSHEMEGE SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Dinaebii	2637	C4251MD-7		Lo Ni		610	Im	M0 V* [D]
Tonaath	2639	E6877A8-6		Ag		820	Im	G2 V* M2 V
Duathenae	2723	C494100-7	M	Lo Ni		800	Im	M9 V
Arparkhi	2724	B340227-9	A	De Lo Ni Po		823	Im	M5 II K3 V*
Aegis	2725	B636798-7	N			900	Im	G0 V* [D]
Gharokna	2726	C45667C-C	M	Ag Ni		910	Im	K8 V
IRTU	2730	C4509AA-5	S	De Hi Po		700	Im	G3 V* M4 V
Gappago	2732	D130350-6	C	De Lo Ni Po		823	Im	M7 III
Paitine	2734	C234100-7		Lo Ni		502	Im	M3 V
Cynufnu	2735	B7587NA-8		Ag		523	Im	G6 V* M1 V
Khekigiim	2737	X5A7000-0		Ba Fl		002	Na	M8 V
Bemko	2738	E3211M8-7		Lo Ni Po		123	Im	M1 V
Umegesakhu	2740	B888100-7		Lo Ni		125	Im	M7 V
Rupe	2821	E451656-4		Ni Po		423	Im	K0 V* K5 V
Athywys	2822	C688541-9		Ag Ni		500	Im	M5 V
Ishishaap	2824	C26466A-4	S	Ag Ni Ri		522	Im	K5 V* M5 V
USHUURI	2828	B83A989-B	A	Hi Wa		224	Im	G1 V* M9 V
Gida	2829	B220533-A	A	De Ni Po		311	Im	G8 V* M3 V [(M7 V M8 V)]
Apkhuumluku	2830	C200377-7		De Lo Ni Va		803	Im	M7 V
Leri	2831	D672413-6		Lo Ni		512	Im	K0 V
Ratradad	2833	D1403TD-7	S	De Lo Ni Po		924	Im	K2 V* [(K9 V M6 V)]
Duna	2834	D666800-2				924	Im	M5 V* [D]
Shelym	2835	D4243MC-7		Lo Ni		502	Im	K0 V
Opop	2837	C38047B-6		De Lo Ni		924	Im	M0 V
Ushakhii	2838	D7833NB-7	S	Lo Ni		801	Im	F2 V
Kadar	2839	B442877-8		Po		400	Im	F1 V
Uufaengo	2840	D2311MB-6		Lo Ni Po		833	Im	M1 V
Anddisg	2921	B437845-C	N			602	Im	G4 V* M3 V
Cacro	2923	C767630-7	S	Ag Ni		210	Im	F7 V* M2 V
Berarer	2924	E337100-6		Lo Ni		113	Im	M3 V
HKEAKEWOIREA	2925	C998945-A		Hi In		811	Im	K5 V
Lumikhagekhu	2930	D887453-4		Lo Ni		804	Im	G9 V K9 V*
Gakugiki	2931	E7897N8-4				923	Im	M9 V
Ylardawr	2937	CAB8200-8	S	Fl Lo Ni		324	Im	M2 V M3 V*
Ghuduko	2938	D477369-5	R	Lo Ni		700	Im	M7 V M9 V*
Llourrue	2939	D873345-5		Lo Ni		624	Im	F8 V
Shuduluukas	3023	B0006AA-B	S	As Na Ni		402	Im	K3 V
Desolation	3024	C756533-8	M	Ag Ni		701	Im	M2 V
Upaggi	3026	D786586-7		Ag Ni		100	Im	G1 V* M4 V
Cadbapa	3027	B5A6348-9		Fl Lo Ni		524	Im	M4 V
Inres	3028	B798440-8	A	Lo Ni		903	Im	M4 II G7 V*
Phaln	3029	B1209BC-D	A	De Hi In Na Po		703	Im	K4 V M9 D
Kala	3031	E160514-5		De Ni		324	Im	G7 V* M0 V [M5 III]
Ukikis	3033	C665100-7	S	Lo Ni		524	Im	G7 V
Nasakiikaa	3034	D110433-7		De Lo Ni		212	Im	M4 III* K9 V
Uengkanga	3035	B9578B9-7	A			411	Im	G2 V
Kakingokati	3038	D667100-7	S	Lo Ni		700	Im	G6 V* [(F2 V D)]
Cawa	3039	X55A000-0		Ba Wa		000	Na	G3 V
Ethjani	3122	D200549-8		De Ni Va		900	Im	K7 V
Agar	3126	B9C5375-C	A	Fl Lo Ni		624	Im	M1 V
Gugiikhulagi	3130	DA87553-5	S	Ag Ni		802	Im	G0 V
Rhocenria	3131	E763852-3		Ri		400	Im	F5 V* M8 V
Nagnket	3137	B766567-9	A	Ag Ni		310	Im	K3 V
Kushikumiri	3139	D8A95N9-9	C	Fl Ni		402	Im	K8 V M4 V*
Lairdpence	3140	B432497-9		Lo Ni Po		833	Im	G5 V M5 V*

GUSHEMEGE SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Shina	3223	B110200-C	A	De Lo Ni		324	Im	F3 V* K7 V
Arrghon	3224	C6566B5-5	M	Ag Ni		725	Im	K9 V
Hagogah	3226	C546644-8		Ag Ni		435	Im	M0 V
Rweg	3228	C200685-7	S	De Na Ni Va		225	Im	M0 III* M2 V
Ghoganon	3230	B764599-B	A	Ag Ni		100	Im	M5 III F2 V*
Pushanrarun	3231	X200000-0		Ba De Va		000	Na	G5 V
Rateltskatta	3235	D4341M8-7	S	Lo Ni		320	Im	K6 II* M5 V
Imumamga	3236	X596000-0	R	Ba		025	Na	F1 V
Urars	3237	D9887N7-6	S	Ag		900	Im	G5 V
Karu	3240	B332223-6	N	Lo Ni Po		311	Im	M3 V

A grand entrance.

MULTIWORLD GROUPINGS OF GUSHEMEGE SECTOR

Within Imperial space, more than half of the member worlds owe fealty directly to the Iridium Throne. The remainder are members of sub-groupings owing fealty in a chain through a Count to a Duke and finally to the Emperor. Those worlds that are that are part of a larger grouping (County or Duchy) either came into the Imperium as a grouping that was recognized by the Imperium as a County or Duchy, or were added to one in order to make administration simpler.

In some cases a Duchy or County was created to give an individual the power and resources to sort out a problem or to pacify a region. For this reason areas close to the Imperial border are more likely to have a feudal overlord in charge of local affairs, allowing local resources to be pooled and committed quickly and effectively.

Within Gushemege sector the following Duchies and independent Counties exist. It should be noted that all member worlds have an 'administrative' Count or Duke assigned to represent them and to assist in local resolution of problems, but these administrator-nobles do not wield the direct power that their liege-lord peers have at their disposal.

Most Duchies are subdivided into Counties, with some worlds as direct Duchy members. However, some independent Counties do exist. Only the most prominent of them are listed here.

THE DUCHY OF HITAKIE

Jaime Silversenn-Naamik, Duke Hitakie, is charged with the defense of the Spinward border and with overseeing both Imperial relations with and reconstruction assistance in the frontier region between the Imperial border and the edge of the Great Rift. Although the Imperial Navy and Scout Service maintain several bases in the area, resources are somewhat scanty at the Imperial bases on Hitakie and Sityn (which lie within the Duchy and whose commanders are generally willing to follow the Duke's instructions). Thus Duke Hitakie is forced to augment the Imperial patrol forces with his own personal resources and those loaned by his vassals. The result is a constant state of strain and a general lurching from one crisis to the next.

However, the Duke, who is now an old man, is well suited to the task. His grandmother was a cruiser captain in service with Lucan's faction during the civil war who, sickened by what she and her fellows had just done during a Black War raid on the region, faked a Misjump and deserted, returning to the world she had just attacked to stage a coup. From that point on her life's work was to make some recompense for the Black War attack by protecting and guiding the people of Hitakie through the dark times ahead.

The leadership of Captain Naamik (and the protection of her cruiser) enabled the world of Hitakie to survive the remainder of the war and the subsequent Collapse. The cruiser, renamed Atonement, was refitted as a Monitor for system defense. She was lost with all hands engaging a Vampire fleet in the late 1130s, and the office of Protector passed to the captain's daughter, and finally to her grandson, Jaime. The Black War attack is still considered to be a terrible stain on the honor of the ruling family – but only by its members. Two generations of heroic leadership have created a bond between the planetary ruling house (whose office is now hereditary) and their subjects.

At the time of incorporation into the Imperium Hitakie, although possessing only limited starfaring capability, was the center of a small trading alliance and had established assistance programs on several worlds. Today, the Duke is responsible for the safety and well-being of some 11 Imperial worlds. Thus far he has been extremely effective in keeping the region stable without soaking up resources needed elsewhere. However, there are doubts as to whether the Duke's daughter and only heir is made of the same stuff as her father.

Relations between the Duchy and the County of Kiera to Coreward are somewhat strained. The two rulers do not respect one another's methods or personalities, and their somewhat different remits mean that Count Kiera is forced to refuse requests for assistance from time to time, which angers and saddens the Duke.

Duke Hitakie is a holder of an Iridium Baton, meaning that he is a Marshal of the Imperium and empowered to do whatever is necessary to deal with a crisis. He could in theory command Count Kiera to release whatever assets the Duke deemed necessary, but somewhere down that road is an abuse of power that the Duke could not stomach. He thus struggles to do what he can within his normal powers, promising himself that next time a crisis looms he will demand ships and troops from the Imperial Reserves under Kiera's administration.

THE DUCHY OF KAMURINMUR

Kamurinmur is the center of a 10-world grouping based on the old Gushemege Mutual Defense Pact. Its tight block of worlds are strongly loyalist in outlook and staunchly support the Emperor in terms of Moot votes and supply of personnel to the Imperial forces. One of the earliest groupings to declare for the Imperium, Kamurinmur was always an alliance of necessity, and over the years loyalty to the Duke has been replaced by a feeling of direct fealty to the Throne. This has gone so far that the Duchy could

probably be dissolved without a protest from its leaders or citizens.

The Duchy does act as a collective-bargaining organization when worlds bid for funding or deal with large corporate bodies, but overall its day has passed. The contribution of the Duchy to the early development of the Imperium was recognized with substantial investment, allowing the creation of three Class A Starports on Duchy worlds. This was accomplished at the expense of neglecting the development of some other worlds; a deficiency which is now being addressed. The minimal ports on three of the Duchy's worlds are currently being upgraded to Class C installations, a task that will likely be complete by the end of 1251.

Kamurinmur itself is an important world in the Imperium. Its high-population, high-tech, industrialized cities were brought back to life by assistance from Usdiki in the early days and in turn were a key factor in the redevelopment of several other worlds. Today several Supercorporations have facilities in the Duchy (mainly on Kamurinmur) and state-owned facilities provide advanced systems to the Imperial services. The Ducal Yards produce Jump-5 couriers and small numbers of Rift Cruisers for the Navy. Traditions of service to the Imperium are such that many of the ships that come off the ways go into service with Duchy citizens aboard them.

THE DUCHY OF KHEKHIIRSHII

Like neighboring Hitakie, the Duchy of Khekhiirshii lies close to the edge of Imperial space. However, Khekhiirshii is much less of a frontier than Hitakie. Jump-2 access from the Frontier region to Spinward-Rimward is limited and adequately covered by naval assets based out of Chantry and Sharim (which is not part of the Duchy).

Duchess Jasmine Taylor of Khekhiirshii rules over some 19 worlds, one of the largest sub-groupings within the Imperium. Her remit and focus is more on internal development than on frontier security, and the Duchy is the scene of some ambitious investment which, in the long term, will probably create a terminus for Imperial trade into the region to Spinward-Rimward between the border and the Great Rift. Money is being pumped into the regional economy from several corporations and various reconstruction funds overseen by the Imperial bureaucracy.

There are no less than six Scout bases in the Duchy. These are not under the control of the Duchess, but have a policy of information-sharing with her advisors. This exchange is sanctioned by the top echelons of the Scout Service and therefore (presumably) by the Emperor. Scout missions are often accompanied by 'trade assessors' from the Duchy's commercial interests, which are in turn followed by merchant ships out of Khekhiirshii.

It seems likely that the trade and scout activity from Khekhiirshii is intended to complement military operations overseen by the Duke of Hitakie and will in time contribute to the pacification of the region. Perhaps there is a long-term goal to peacefully annex the Spinward frontier all the way to the Great Rift but this has never been stated by any of the great nobles involved, nor by the Imperial administration.

Duchess Khekhiirshii owes Duke Hitakie several favors, as it is usually his personal forces that come to the rescue when a Khekhiirshii merchant ship goes missing across the border. So far all that has been asked in return is the loan of some small merchant ships as occasional auxiliaries to support operations in the Frontier. Even in the Moot, the two Duchies rarely support one another's motions though eventually Khekhiirshii may have to lend its block vote to something Hitakie considers important.

THE DUCHY OF PHALN

Based around the industrialized, high-population world of Phaln, the Duchy of the same name consists of eleven worlds in the Trailing-Rimward corner of Gushemege sector. Formed initially as a mutual defense and support alliance, the Duchy was incorporated by the Imperium as an alternative to fighting its not inconsequential defense forces. A period of intense negotiations resulted in the formation of one of the most autonomous (some would say rebellious) groupings within the Imperium. Over time, trust was built between the Imperium and its newest vassal and today the Duchy is as loyal as any other region. However, its people retain their stubborn and insubordinate streak, and tend to be as loud in their protests as they are in approbation of Imperial decrees that find favor among them.

Duke Elize Ilethian (the choice of title – Duke or Duchess – is a matter of choice and Duke Elize chooses the traditional masculine/nonspecific form) is in fact a descendant of Archduke Dulinor's line, though her ancestors were distant relations of the Archducal family. This fact is rather unfairly used against her by certain press organizations whenever she speaks out in opposition to the Emperor.

In fact, Duke Elize and Emperor Avery are personal friends, though they have been heard through the private audience chamber doors shouting at one another over matters of state. Disagreements have in the past gone to the point of threats to secede from the Imperium, and it is considered that if a decree can get past Duke Elize without being shot to pieces then it stands a good chance of being accepted by the Moot. Avery sometimes uses Duke Elize as a sounding board for that purpose.

The Duchy is strong and stable, with real confidence in the loud, defiant and hard-headed leadership of the

Duke. Ducal Huscarles have been loaned to worlds along the frontier from time to time, strengthening Duke Elize's position as a regional leader.

THE DUCHY OF SHINISHSHISHA

The only Duchy to lie within what is considered to be the 'Imperial Heartland' region, i.e. the large cluster to Rimward and Rimward-Trailing of Usdiki, Shinishshisha is the remains of a scatter of nine non-contiguous worlds that joined the Imperium together. The nine had little history as a unified group; three were allies for some years before joining and the remainder had trading relations with them. Deciding that collective bargaining for status within the new Imperium was a better idea than seeking individual membership, the nine worlds forged an alliance of convenience. Since that time, two of the original members have broken away from the Duchy to become independent Imperial members, and one additional world has pledged allegiance to Duke Shinishshisha.

Scattered as its territory is, the Duchy is not primarily a security organization. It does not need to be, since it is situated deep in the Imperial Core and protected by many parsecs of defended territory. Instead, the focus of the Duchy is primarily upon ensuring that the rights of individual worlds and sub-groupings are not eroded by the consolidation of Imperial power. This places Duke Orlando Adu Iphraim in direct and vocal opposition to Emperor Avery over almost every issue raised in the Moot. There is open dislike between the two, and while formal courtesies are always observed, Duke Orlando pointedly avoids any attempt to improve relations.

The Duchy is actively courting additional members among the Imperial worlds of the heartland, and the Duke's long harangues in the Moot have swayed more than a few nobles to vote against the Emperor. The Duchy is scrupulously honest in its payment of taxes and other obligations but makes absolutely no voluntary contribution to the Imperium. Duke Orlando has repeatedly stated that the Fourth Imperium is on a dangerous course; one that will lead to internal dissent and perhaps a new civil war, and campaigns tirelessly for a return to the 'good old days' of a loose trade federation that did not seek direct rule of its member worlds.

THE COUNTY OF KIERA

An independent County owing allegiance directly to the Throne rather than through a Duke, Kiera is a grouping of six worlds containing the naval bases at Pethelbech, Kiera and Pamango. The County was recently created as an administrative move to bring these three bases and their supporting logistics network under a single administration.

Alex Churanni, Count Kiera, is a recent appointee rather than a well established ruler. Accepted readily enough by the population of his new home, the Count is an administrator (some would say a bean-counter) rather than a doer. This is exactly what the Imperium needs in charge of the region, which is considered a 'safe area' thanks to its position backing on to the Rift. The three bases under Kiera's jurisdiction house most of the Imperial Reserves. These forces are made up of much-repaired relic ships, the survivors of the Torpedo Service era, and some 'expedient' vessels that are too fragile to be kept in service now that the worst of the crisis has passed.

The Reserves are slowly being augmented by more modern vessels, which are worked up to operational status by a cadre of personnel who will eventually form the core of their crews. Most are then placed in storage in case a general call-up of reserves is needed, though some are added to reserve squadrons which receive additional training with the aim of eventually creating a full fleet. Drafts from this force go out as replacements for hard-hit units from time to time, but wherever possible the reserve is kept intact.

There is some doubt as to the wisdom of putting away a proportion of new-build vessels rather than rushing them to where the line is stretched the thinnest. Count Kiera has ventured the opinion backed up by thousands of years of military experience – that there must always be something in reserve. Scattering all the vessels that come off the ways to the various overstretched squadrons would leave the Imperium with no concentrated reserve to meet a desperate crisis, and the Emperor has decreed that it is better to take more casualties on a day to day basis (for lack of ships to deal with incidents properly) than to risk total annihilation in the face of an overwhelming threat. However, it is Count Kiera that has to explain this to Admirals and Dukes who need just one squadron, or even a handful of escorts, to save the lives of Imperial personnel. The Count is arguably the least popular member of the Imperial nobility as a result.

The County actually has little industry. What does exist is mainly at TL 9-A. The bases are a repository and training ground rather than a construction facility. There are moves afoot to change this and create a TL C industrial base capable of supplying components to the bases' modest yards, but this is a long-term goal that is not likely to be realized for many years.

THE COUNTY OF SHANMACI

With five member worlds, Shanmaci is one of the largest independent Counties in the Imperium. Ruled over by Count Roderick Delancey, the County was originally a mutual-defense alliance based on Shanmaci. Although neighboring Hardraw was devastated by Viral infection, Shanmaci got off relatively lightly and was able to recover some useable military equipment from the remains of her military bases. A determined aerospace defense force

operating spaceplanes and orbital interceptors defended the world through the worst of the Dark Years while a single Scout/Courier was somehow kept flying long enough to allow salvage of other ships and the creation of a ramshackle space fleet.

When the Gushemege Trade Federation was being formed, Shanmaci stood at the head of an alliance of five worlds and welcomed the return of starfaring trade. Shanmaci Highport was an important stopover and source of refits in those early days, and it was only fitting that when the Federation became the Fourth Imperium the alliance was brought in as a political unit.

The County lies close to the Coreward-Trailing edge of the Imperium, and maintains its strong interests in trade by sending out regular trans-border expeditions. These are backed up by a substantial flotilla of light patrol ships.

Politically, Shanmaci is fairly neutral. The Imperium has been good for it and its people, and has honored its promises. While this continues, the loyalty of Count Roderick and his people is assured. However, there has never been any real test of the County's commitment to the Imperium so there is a possibility that Shanmaci is a fair-weather friend.

THE COUNTY OF SUSADI

Susadi County consists of just two worlds, Susadi and its subject world Linumunlugun. Susadi was hit hard by the Collapse; hard enough that much of its industry survived intact but was abandoned by the populace. In the chaos that followed, governance of the world fell into the hands of an extreme sect that forced its adherents to worship the remaining technology. Research at the 'holy places' of the cult led to the early re-emergence of a high-technology society. This enabled the cult to secure its control over the remainder of the world population and even to conquer some local worlds. Since that time, Susadi's hold on most local worlds has been broken, but Linumunlugun remains under the jurisdiction of the Holy Fathers on Susadi.

The Susadian Technological Brotherhood is a sexist, oppressive sect that denies the benefits of technology to all but 'true believers' (a status that can be revoked by the priesthood), and forces its ordinary citizens into a lifestyle of labor to support the priests and their 'holy' technology. Relations with non-believer technological societies are not good, especially in the case of those (i.e. nearly all) that grant full equality to all citizens. The Sect pays lip service at best to the Sentients' Rights Accords. Not only are females considered second-class citizens, but Cyms are thought of as abominations, perversions of the holy task of technology – which is to serve worthy men, not to pretend to be people.

Despite this, and over the protests of numerous Moot members led by Duke Elize, Susadi was not merely granted full membership of the Imperium but its Supreme Ecclesiarch was given a County title in recognition of the fact that he brought in a single subject world. The recognition of Susadi is considered an act of profound cynicism on the part of the Imperium, which needed the TL E shipyards and factories of the world to fight the Dominate.

CHAPTER 3
DAGUDASHAAG SECTOR
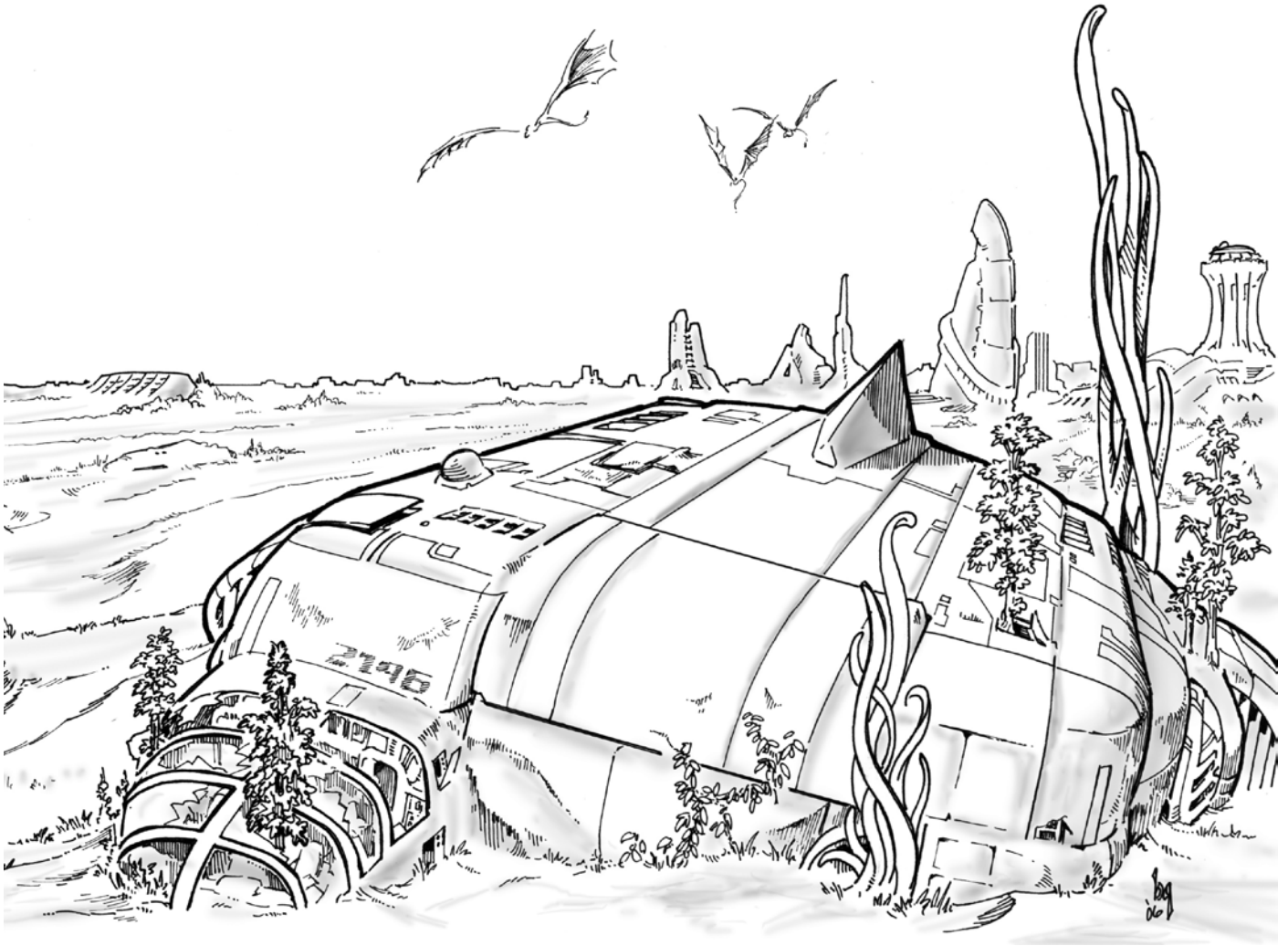
One of the many barren worlds of Charted Space, strewn with the remnants of shattered civilization.

MAP LEGEND

Starport and Tech Level

Bases — E6 — Gas Giant

World Type — Dekalb / A0R — X-Boat Route

Trade Class — World Name

Coordinates — 0407

Travel Zone Code (Red) — CA — No Gas Giant

Border — Nonym

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

★ Imperial Naval Base
■ Imperial Army Base
▲ Other Military Base
✶ Ziru Sirka Naval Base
▲ Imperial Scout Base
⁂ Ruined Base
◇ Trade Corridor Forward Base
◇ Imperial Trade Mission
◇ Wilds Trade Nexus
✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

Amber Zone
Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

New Ziru Sirka

Legacy of Khazaathun

Ikabi Exchange

Fourth Imperium

Munlamel Duchy

New Worlds Alliance

DAGUDASHAAG SECTOR: 1248

DAGUDASHAAG SECTOR

Dagudashaag sector lies mostly beyond the Imperial border. It is a frontier region between the Imperium and the Ziru Sirka. In addition to many independent and non-aligned worlds, Dagudashaag contains several Imperial client states and three major multiworld states, the Munlamer Duchy, the Ikabi Exchange and the Legacy of Khazaathun. An area a little smaller than a subsector falls under the direct control of the Ziru Sirka.

Much of the Imperial territory in Dagudashaag sector is considered to be Frontier. That is, it is somewhat hazardous and not by any means 'tamed' by the Imperial forces. Reconstruction and redevelopment are underway but things are more rough and ready than in the Imperial core. The frontiers are patrolled as well as possible by the Navy and Scout Service, and by forces belonging to local corporations and nobles, but coverage is patchy.

Beyond the frontier there is a large expanse of Wilds leading eventually to the territory of the former Black Imperium. Several small polities control regions within the sector. The New Ziru Sirka influences all of them to a greater or lesser degree, especially those at the Coreward end of the sector.

The sector is a little less dense in terms of star systems than Gushemege but still contains several large mains and clusters. There are few places a Jump-2 vessel cannot reach.

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type
Dekalb
AOR
X-Boat Route
Trade Class — World Name

Travel Zone Code (Red)
Coordinates
0407
CA
Nonym
No Gas Giant
Border

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

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Thanber	under one billion
DARRIAN	over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

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A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Fourth Imperium

DAGUDASHAAG SECTOR: 1248
ALPHA QUADRANT

ALLEGIANCE CODES

Cs	Imperial Client State
Ik	Ikabi Exchange
Im	Imperial
Na	Non-Aligned
Lk	Legacy of Khazaathun
Md	Munlamer Duchy
Zs	New Ziru Sirka
Nw	New Worlds Alliance

DAGUDASHAAG SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Kudukhu	0103	C968669-7		Ag Ni Ri		224	Im	F8 V* M5 V
Jenn	0105	DAB1369-8		Fl Lo Ni		612	Im	M1 V
Akimu	0106	D9B6477-8	C	Fl Lo Ni		323	Im	K6 V
Khaagii	0108	E5827MG-4				623	Im	G6 V
Dagadaa	0109	E6856TC-3		Ag Ni		624	Im	K4 V
Gumlimii	0110	D4424AD-7		Lo Ni Po		424	Im	K2 V
Upag	0111	B210574-9		De Ni		421	Im	M6 III G1 V*
Mikurkhaadir	0113	C977478-5	S	Lo Ni		802	Im	F5 V* M7 V [M2 V]
Unaam	0115	D8C1422-9	C	Fl Lo Ni		820	Im	M8 V
Kakhagugumi	0117	E463349-4	S	Lo Ni		702	Im	G7 V* M0 V
Dimirapa	0201	X310000-0	R	Ba De		000	Na	M3 V
Agudezi	0202	D675500-6	S	Ag Ni		723	Na	G0 V* K9 V
Mimu	0208	C457676-5		Ag Ni		624	Im	G2 V* M5 V
Wahira	0210	C95A6MF-6	M	Ni Wa		112	Im	K8 V* M2 V
Ishuurkeshu	0211	D236300-7		Lo Ni		433	Im	K0 II
Pysy	0212	D565755-6	S	Ag Ri		934	Im	G3 V G5 V*
Thwer	0213	D2342MF-7		Lo Ni		124	Im	(M3 III F7 V)
Nogemnet	0214	D3485A8-9	S	Ag Ni		100	Im	G4 V* [K1 V]
Edkiisamu	0216	C464321-7	R	Lo Ni		514	Im	M2 V M3 V*
Reshen	0217	B4235DB-9		Ni		300	Im	M8 V M9 V*
Wuka	0302	D4554TB-7	S	Lo Ni		824	Na	F7 V
Kagigi	0307	X000000-0		As Ba		013	Na	G3 V
Unishpiir	0311	C86A700-8		Wa		325	Im	K1 V
Malp	0319	D100212-7	R	De Lo Ni Va		424	Im	M6 V
Akkiramugka	0320	A544874-9	N			425	Im	G4 V
Karlakhii	0401	E868377-1	C	Lo Ni		323	Na	M1 V
Rimahi	0402	C6696DE-6	M	Ni		924	Na	K4 V
Lanimimada	0405	X789000-0	R	Ba		000	Na	F5 V
Destiny	0406	X000000-0		As Ba		001	Na	M3 V M6 V*
Swyha	0407	X947000-0		Ba		024	Na	G9 V* M5 V
Khugi	0408	E252300-5	R	Lo Ni Po		621	Na	M9 III G9 V*
Durraadu	0412	C336100-9		Lo Ni		524	Im	G2 V* M7 V
Dudursha	0419	D110457-7	S	De Lo Ni		601	Im	M4 V M5 V*
Sird	0420	C361634-7		Ni		522	Im	G9 V
Jostygir	0502	DA7A4VJ-5		Lo Ni Wa	R	300	Na	F9 V
Opopowo	0503	X311000-0	R	Ba Ic		025	Na	M2 V
Sagamudi	0504	E888679-4		Ag Ni Ri		721	Na	G1 V
Kilalikegi	0505	X5A6000-0	R	Ba Fl		032	Na	F8 V
Inwa	0506	X140000-0		Ba De Po		023	Na	F2 V G8 V*
Gusaliikhari	0509	X578000-0		Ba		023	Na	K2 V* M8 V
Cyrwyn	0513	C4556AD-6	M	Ag Ni		520	Im	G9 V
Aeraghsikha	0514	D000168-9		As Lo Ni		122	Im	F1 V
Usigadkhusha	0515	D679530-5		Ni		220	Im	F0 V* G7 V
Erwyr	0517	C6688MG-8	S			233	Im	K3 V
Dakushan	0518	D2005ME-A		De Ni Va		900	Im	G5 V

DAGUDASHAAG SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Putu	0519	D6251TE-7	R	Lo Ni		434	Na	M4 V
Kushigerrasa	0520	C69A579-6		Ni Wa		122	Im	K7 V
Ziisigaa	0601	X344000-0		Ba		023	Na	K9 V
Lirilupashi	0604	X222000-0	R	Ba Po		000	Na	M4 V
Amiramsha	0610	D7A52MB-8		Fl Lo Ni		624	Na	G7 V* M4 V
Gigu	0613	B6577DE-A	R	Ag		623	Im	M0 II K7 V*
Okapoha	0614	D9D53CA-7	C	Lo Ni		100	Im	K2 II M9 V*
Mima	0615	C3405AE-5	S	De Ni Po		700	Im	G3 V
Ganuu	0619	B4534A8-7	N	Lo Ni		523	Im	F5 V
Giinuulim	0620	C6A456A-8		Fl Ni		335	Na	G1 V* M7 V
Zuiar	0705	C4506TC-5	C	De Ni Po		612	Na	G8 V* [M9 V]
Aashmasu	0707	E5614MC-4	S	Lo Ni		210	Cs	F8 V* K4 V
Gigaakulii	0708	C758752-4	R	Ag		105	Na	K5 V
Tutawheko	0709	D94A100-5		Lo Ni Wa		423	Na	M5 V
Swinarwe	0711	C52267B-7		Na Ni Po		323	Cs	G3 V
Diishalum	0714	B1207CE-A	S	De Na Po		112	Im	M9 III F6 V*
Kadange	0716	B5782Q4-8	A	Lo Ni		324	Im	M5 V* M5 V
Iimirkhiikasi	0718	C243645-6		Ni		610	Na	F0 V* [M9 V]
Arulebisukhaa	0719	C210477-7		De Lo Ni		210	Im	G4 V
Ashkhu	0801	X612000-0		Ba Ic		011	Na	G4 V M8 V*
Kaslen	0802	X89A000-0	R	Ba Wa		024	Na	G6 V
Khagurdu	0803	X231000-0		Ba Po		021	Na	K4 V
Khikukhara	0810	D372100-6	R	Lo Ni		200	Cs	K4 V
Idguu	0811	C541300-6		Lo Ni Po		724	Cs	F5 V* M1 V
Nysea	0812	C4214AC-7	C	Lo Ni Po		623	Cs	M9 II
Usdarkunsheka	0815	D676266-5		Lo Ni		400	Im	G8 V
Urashagdaashe	0816	X9AA000-0		Ba Fl Wa		014	Na	G6 V
Nieqes	0818	D666650-9		Ag Ni Ri		223	Na	F2 V G4 V*
Entlu	0819	C100100-7	A	De Lo Ni Va		723	Na	(G6 V M8 V)
Thognaerr	0820	C99A400-8		Lo Ni Wa		524	Im	K6 V K8 V*
Oegvang	0901	X9B0000-0	R	Ba De		024	Na	K6 III K8 V*
Raa	0902	XAAA000-0		Ba Fl Wa		020	Na	M7 III* F6 V M6 V
Hefaesses	0904	X403000-0		Ba Ic Va		003	Na	M5 V* M8 V
Luukhakardu	0905	E552275-4		Lo Ni Po		424	Na	G8 V
Shikigashii	0906	D8676TE-5		Ag Ni		524	Na	M0 V
Munili	0909	X6B1000-0	R	Ba Fl		024	Na	M3 V
Ookorowhe	0910	D653479-2		Lo Ni		224	Cs	M7 V
Iimus	0914	X000000-0		As Ba		023	Na	K3 III
Synchros	0916	E777400-6		Lo Ni		423	Na	G2 V* [G2 V]
Kendrick	0920	X545000-0	R	Ba		034	Na	F1 V
Sharii	1004	X5A4000-0	R	Ba Fl		000	Na	M6 V
Aporowhu	1005	X237000-0		Ba		022	Na	F2 V
Akhuenouts	1007	X227000-0		Ba		023	Na	K8 V
Lidukiikhu	1010	D527325-8		Lo Ni		121	Cs	M0 V* [D]
Agap	1011	X679000-0		Ba		024	Na	M3 V
Ushra	1016	X221000-0		Ba Po		022	Na	M2 V* M8 V [M0 V M3 V]
Ohoag	1017	X375000-0	R	Ba		000	Na	G2 V
Limu	1020	X535000-0		Ba		022	Na	M1 V* M7 V
Basilica	1102	X4465SE-5		Ag Ni	R	221	Na	K6 V* M1 V
Dietzin	1105	X140000-0	R	Ba De Po		013	Na	F5 V
Topdopad	1107	X220000-0		Ba De Po		024	Na	K8 V
Garkagina	1108	X8B6000-0		Ba Fl		002	Na	M7 V
Tetahiwhea	1110	X743000-0		Ba		010	Na	K2 V
Gaarfogho	1113	X521000-0		Ba Po		024	Na	F4 V M8 V*
Wyisryn	1114	X89A000-0		Ba Wa		003	Na	G5 V

DAGUDASHAAG SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Arrzaghasuke	1115	X9A5000-0		Ba Fl		020	Na	K7 V M1 V*
Lakkenbron	1117	X445000-0		Ba		000	Na	G8 V* M7 V
Guureli	1118	X686300-0	R	Lo Ni	R	525	Na	F2 IV K3 V*
Iramgashush	1202	X567000-0		Ba		021	Na	F0 V
Agigu	1204	X977000-0		Ba		020	Na	M6 III G1 V*
Codapap	1206	X210000-0	R	Ba De		022	Na	M0 V
Khasha	1207	X564000-0		Ba		024	Na	M3 III K8 V*
Shakuraa	1208	X5A4000-0		Ba Fl		021	Na	K7 III
Doda	1212	X7C2000-0		Ba Fl		022	Na	F5 V
Giidirur	1218	D625300-8	R	Lo Ni		612	Na	F9 V
Afap	1220	X410000-0		Ba De		022	Na	G8 V
Sukhuma	1302	X9C5000-0		Ba Fl		023	Na	G9 V
Bikhan	1314	X594000-0		Ba		023	Na	K6 V
ARGILUU	1317	D68A9DE-4	T	Hi Wa		103	Na	G5 V* [M7 V]
Kiaratara	1318	X344000-0		Ba		025	Na	K4 V* M1 V
Aadushi	1319	X553000-0	R	Ba		003	Na	G3 V
Fifybmul	1320	X130000-0		Ba De Po		024	Na	M4 V M6 V*
Taho	1401	X425000-0		Ba		014	Na	A8 IV* M7 V
Lasra	1402	X697000-0		Ba		034	Na	M7 V
Cadpugi	1406	D3655MB-4		Ag Ni		225	Na	F6 V
Sanders	1409	D769411-4		Lo Ni		801	Na	K7 V
Zikhiiziiri	1414	X100000-0		Ba De Va		010	Na	M7 V
Ayni	1416	D555376-6		Lo Ni		902	Na	G5 V
Kisha	1418	X430000-0	R	Ba De Po		022	Na	G9 V M7 V*
Gamble	1420	E7552DF-3		Lo Ni		624	Na	K8 V* M4 V
Giinashkhid	1502	X9B6000-0	R	Ba Fl		033	Na	F3 V
Padrana	1503	X667000-0		Ba		024	Na	M2 V
Kimalad	1506	C78570Q3-8	C	Ag		925	Na	F1 V
Padadra	1507	X957000-0		Ba		020	Na	G1 V
Wishyr	1511	X110000-0		Ba De		024	Na	G8 V* [K9 V]
Nadradakika	1516	X676000-0		Ba		024	Na	M6 V M8 V*
Arapuresh	1520	X765210-0		Lo Ni	R	501	Na	G5 V
Tarjy	1602	X435000-0	R	Ba		024	Na	M3 V
Animus	1604	E56217B-4		Lo Ni		903	Na	K0 V* M3 V
Neny	1605	E3503AG-2		De Lo Ni Po		121	Na	K0 V* [M2 V]
Liki	1612	X689300-1	R	Lo Ni	R	234	Na	G1 V
Ugzouts	1613	X9E3000-0		Ba		024	Na	K0 V
Lasythian	1615	X351000-0		Ba Po		000	Na	A6 V K3 V*
Piratati	1618	X445000-0		Ba		023	Na	F0 V

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type — X-Boat Route
Trade Class — World Name

Dekalb — E6 — AOR

Coordinates (0407)
Travel Zone Code (Red) — No Gas Giant
Border

Nonym — CA

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
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- Asteroid Belt
- Ice-Capped

BASES

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- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⁂ Ruined Base
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- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

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Red Zone

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Region labels

Ikabi Exchange
Fourth Imperium
Munlamer Duchy

Worlds

Ergalinga, Khuniridukar, Zeda, Braefysluu, Puissant, Shankida, Dahagda, Gorgafi, Dudkuli, Kepiiwato, Aetherwyn, Kenylsbruud, Dhagizu, Ispumer, Dagmarv, Svomef, Kanguhawi, BIIK, Dethysbuun, URGU, Ukhadikii, Amiti, Gimukiikkulir, Kikh, Gapap, JKHIRMIMSHER, Catraf, Knaesufukh, Shaeanwi, Prospect, Thueroe, Urgalishashun, Iim, Ginugmuu, Ninne, Dargeshiish, Ufutsoun, Gakhalug, Ukse, Luurii, Radag, Uedora, Zesagak, Dadof, SUDOKO, Whapa, Cwadadduur, Coch, Reshi, Idmaa, Kiiruumikiiki, Adar, Dagimi, Erdulikagii, Ersiimaadi, Uumikhidu, Uvoyd, Laakkankalu, Namswe, Negi, Atagu, Theshan, Uumshi, Wycce, Sagiiga, Ffaipam, Kumam, Swea, Relashy, Sadgeram, Thereisly, Cisgis, Ietia, Dudin, Rudur, EDDUM, Alugz, Hylorei, Cyragphadd, Awhahuta, Cipo, Likhunllounak, Dota, Whuwa, Argi, Hieura, Bukumulii, Ukiirsirur, Rika, Huhgapo, Naswarran, Grakaar, Ladapumama, Giinshukhu, Kapaora, Maalargiikuu, Munlamer, Erushaa, Sheaspyn, Dwydma, Pacapath, Imuu, Tahgafha, Sweqyare, Miir, Papipop, Encydd, Ikurasis, Cigap, Paran, Ceswas, Kharrnoell, Copenhagen, Khuurgimu, NIMUIN, Irsanka, Kaapa, Chunkrah, Cadadad, Danargigingu, Gapral, Lepamkashuka, Onghoug, Randenngu, Dimzudugegu, Ushkhakhin, Eronguluuk, Gagiidse, Kigarunzumi, Iishgamkhukhi, Dim, Gorkoekhuer, Ryre, Drythyr, Thagvusaek, Rrozang, Bolivar, Bedshagimad, Adishikada, Lenashuuk

DAGUDASHAAG SECTOR: 1248
GAMMA QUADRANT

DAGUDASHAAG SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Kikh	0123	D555300-4	C	Lo Ni		723	Im	G0 V K7 V*
Ufutsoun	0126	D665568-2		Ag Ni		621	Im	F9 V
Namswe	0129	C7244MC-7	S	Lo Ni		524	Im	M4 V
Danargigingu	0137	C5683Q4-6	M	Lo Ni		825	Im	K4 V
Onghoug	0138	D20116C-8	S	Ic Lo Ni Va		335	Na	K1 V* M9 V
Kanguhawi	0222	D2001AB-8	R	De Lo Ni Va		924	Na	M2 V
Gapap	0223	C4461MC-5		Lo Ni		603	Im	K8 V
Dadof	0227	C7A93MB-A	M	Fl Lo Ni		723	Im	M4 II M7 V*
Adar	0228	D5451AB-7	S	Lo Ni		903	Im	G4 V G6 V*
Swea	0229	D8B6358-8		Fl Lo Ni		901	Im	F6 V* M1 V
Dudin	0230	B9CA400-9		Fl Lo Ni Wa		800	Im	F2 V
Awhahuta	0232	D9B4253-8	R	Fl Lo Ni		201	Im	M3 V M9 V*
Ikurasis	0235	D778300-5	S	Lo Ni		423	Im	K1 V* K3 V
Khuurgimu	0236	D435652-7		Ni		703	Im	F5 V* M4 V
Bolivar	0240	C786800-7				435	Im	M6 V
Ergalinga	0321	C4454AF-5	S	Lo Ni		200	Im	K9 V
Aetherwyn	0322	D210100-7	S	De Lo Ni		924	Na	M0 V M5 V*
BIIK	0323	D557ABC-4	S	Hi		724	Im	K1 V
Urgalishashun	0324	X221000-0		Ba Lo Po		022	Na	K4 V M3 D
Iim	0325	C986779-C	M			300	Im	G0 V
Negi	0329	C966757-B		Ag Ri		721	Im	K3 V
Rudur	0331	E79A676-5		Ni Wa		924	Im	G2 V
Dahagda	0421	X322000-0	R	Ba Po		034	Na	K1 V M7 V*
IKHIRMIMSHER	0423	C250ASB-C	S	De Hi Po		324	Im	G4 V
Gakhalug	0425	C877273-A	M	Lo Ni		711	Im	K3 V M7 V
Whapa	0426	D8C3458-8		Fl Lo Ni		624	Na	K1 V
Bedshagimad	0440	B775312-9	A	Lo Ni		424	Im	M2 III K4 V*
Khuniridukar	0521	D340476-9		De Lo Ni Po		922	Na	K5 V
Dethysbuun	0523	D8993TF-6	S	Lo Ni		523	Im	G2 V
Catraf	0524	D115177-C		Ic Lo Ni		102	Im	M8 V
Sudoko	0526	X86A3N7-6		Lo Ni Wa		522	Na	K9 V M7 V
Dagimi	0528	C6831TE-4		Lo Ni		800	Na	M4 V
Relashy	0530	X230000-0	R	Ba De Po		034	Na	M2 V
EDDUM	0531	D7979TA-7		Hi In		202	Im	F3 V
Tahgafha	0535	C1102C9-7	S	De Lo Ni		224	Im	M9 V
Iishgamkhukhi	0539	B200252-7	N	De Lo Ni Va		500	Im	K6 V
Drythyr	0540	D000500-7		As Ni		224	Im	M3 V
Gorgafi	0621	D1202MD-9	C	De Lo Ni Po		623	Na	M7 V
Kenylsbruud	0622	D53046A-8		De Lo Ni Po		224	Na	G8 V
Ukse	0625	B6665N2-7	S	Ag Ni		425	Im	G4 V
Erdulikagii	0628	E7964MB-5		Lo Ni		113	Na	M0 V* M7 V
Cipo	0631	D3002TD-7		De Lo Ni Va		434	Im	M2 V
Bukumulii	0633	C6371T9-8		Lo Ni		703	Im	M0 V* M1 V
Cigap	0635	X500000-0	R	Ba De Va		024	Na	M2 V
Irsanka	0636	C546100-9		Lo Ni		913	Im	F0 V
Ushkhakhin	0638	B5413MA-8	S	Lo Ni Po		912	Im	G4 V* M5 V
Dim	0639	B120168-7		De Lo Ni Po		120	Im	F5 V
Zeda	0721	C873816-6	C			524	Im	M8 V
Dhagizu	0723	C9AA1A9-8	S	Fl Lo Ni Wa		924	Na	(F6 V M6 V)
Knaesufukh	0724	D510179-7		De Lo Ni		933	Na	M0 V
Ginugmuu	0725	C3002M8-B	M	De Lo Ni Va		922	Im	K2 V
Atagu	0729	B89A678-7	A	Ni Wa		613	Im	G9 V
Giinshukhu	0733	C436500-6		Ni		724	Im	M8 V
Erushaa	0734	D9AA2AF-8		Fl Lo Ni Wa		600	Im	F7 V
Sweqynre	0735	B595773-6	N	Ag		904	Im	M6 V* M7 V [G5 V]

DAGUDASHAAG SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
NIMUIN	0736	C7539AA-8		Hi		935	Im	M0 V
Randenngu	0738	D866420-8	S	Lo Ni		210	Im	K5 V M3 V*
Eronguluuk	0739	D10036B-A	C	De Lo Ni Va		812	Im	(K1 II M5 V)
Dudkuli	0821	C8B247A-9	S	Fl Lo Ni		422	Na	G2 V
URGU	0823	EA8A996-7		Hi Wa		105	Na	K4 V
Luurii	0825	C375788-7		Ag		324	Im	M0 V M0 D
Theshan	0828	C1001AB-7		De Lo Ni Va		923	Im	M6 V
Likhunllounak	0831	D200427-7	S	De Lo Ni Va		820	Im	K5 V M7 V*
Ukiirsirur	0832	C3244DB-7		Lo Ni		701	Im	K9 V* M6 V
Sheaspyn	0833	B453566-8	A	Ni		434	Im	F0 V
Paran	0835	D555433-2		Lo Ni		125	Im	F5 V
Gorkoekhuer	0839	D748377-6	S	Lo Ni		824	Im	M9 V* [M0 V]
Adishikada	0840	C5613AD-7		Lo Ni		123	Im	F5 V* [G4 V]
Braefysluu	0921	D340367-6		De Lo Ni Po		812	Na	G5 V* K4 V
Shaeanwi	0924	XAE7000-0		Ba		020	Na	M5 III
Cwadadduur	0926	X533000-0	R	Ba		033	Na	M0 V* M4 V
Ersiimaadi	0927	D4662AE-6		Lo Ni		702	Na	K0 V* [K4 V]
Uumshi	0928	X7B0000-0		Ba De		000	Na	F9 V
Alugz	0930	X8B4000-0	R	Ba Fl		025	Na	A5 V* G2 V
Dota	0931	X6637DD-1		R		720	Na	F1 V
Rika	0932	E888344-4		Lo Ni		922	Im	G0 V
Kapaora	0933	DAD1313-6		Lo Ni		723	Im	M5 V
Miir	0935	D98A4DD-3	S	Lo Ni Wa		122	Im	G7 V* M7 V
Kaapa	0936	D6824S6-4		Lo Ni		322	Im	K6 V* M4 V
Thagvusaek	0940	D57926C-6	C	Lo Ni		123	Im	K6 V
Kepiiwato	1021	E651478-0		Lo Ni Po		724	Na	G8 V
Ukhadikii	1023	X324000-0		Ba		014	Na	G3 V
Radag	1025	X400000-0	R	Ba De Va		002	Na	K7 V* [M3 V]
Coch	1026	X674000-0		Ba		020	Na	K4 V
Uumikhidu	1027	X342000-0		Ba Po		000	Na	F5 V
Sadgeram	1029	C66446D-6	T	Lo Ni		724	Cs	M3 II K3 V*
Huhgapo	1032	E564312-0		Lo Ni		734	Na	G4 V
Ryre	1039	E3541M9-5		Lo Ni		621	Im	K9 V* [M8 V]
Rrozang	1040	X225000-0		Ba		022	Na	M1 II* M1 V
Puissant	1121	C68856C-7		Ag Ni		312	Na	K1 V
Prospect	1124	D252375-5	S	Lo Ni Po		100	Cs	K5 V* M3 V
Reshi	1126	D4881MC-5		Lo Ni		322	Na	K8 V
Thereisly	1129	E66457B-6	R	Ag Ni		524	Na	G0 V* [K4 V]
Dwydma	1134	X434000-0		Ba		022	Na	M5 II
Gapral	1138	X464117-3		Lo Ni	R	211	Na	G7 V
Ispumer	1222	E334468-6		Lo Ni		823	Na	M6 V
Thueroe	1223	X100000-0	R	Ba De Va		021	Na	M2 V
Uvoyd	1227	X541000-0		Ba Po		000	Na	F9 V* [G0 V]
Wycce	1228	X426000-0		Ba		003	Na	M9 III
Pacapath	1234	X9C4000-0	R	Ba Fl		022	Na	G5 V
Ceswas	1235	D678367-5		Lo Ni		125	Md	F0 V
Shankida	1321	E452866-7		Po		535	Na	K9 V* M4 V
Amiti	1323	X8A5000-0		Ba Fl		003	Na	K1 II
Uedora	1325	E4644TH-4		Lo Ni	A	522	Na	G5 V
Whuwa	1331	E98A314-3	R	Lo Ni Wa		424	Na	G7 V
Maalargiikuu	1333	X2502T9-4		De Lo Ni Po	R	524	Na	G5 V K2 V*
Papipop	1335	D6A4643-9	S	Fl Ni		622	Md	K0 IV K2 V*
Kharrnoell	1336	D58526E-4		Lo Ni		425	Md	M9 III G4 V*
Gagiidse	1339	DA8A2VD-4		Lo Ni Wa		224	Na	M2 V M8 V*
Dagmarv	1422	E363266-1		Lo Ni		712	Na	G4 V

DAGUDASHAAG SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ninne	1424	E587677-1		Ag Ni Ri		323	Na	F4 V
Sagiiga	1428	X735000-0	R	Ba		014	Na	M9 V
Hylorei	1430	XAAA000-0	R	Ba Fl Wa		002	Na	M5 III
Argi	1431	X330000-0	R	Ba De Po		024	Na	G3 V* K8 V
Naswarran	1432	D568541-3		Ag Ni		234	Md	K4 V* M5 V
Grakaar	1433	D69326A-5		Lo Ni		410	Md	F9 V
Chunkrah	1437	X7C1000-0		Ba Fl		020	Na	(M2 V M6 V)
Gimukiikkulir	1523	XA5A000-0	R	Ba Wa		023	Na	G3 V* M0 V
Dargeshiish	1525	X639000-0		Ba		012	Na	G8 IV
Idmaa	1526	E565275-2		Lo Ni		225	Na	K3 V
Laakkankalu	1528	D1602SC-7	R	De Lo Ni		910	Ie	K4 V
Ffaipam	1529	E551166-2		Lo Ni Po		221	Ie	G0 V
Cisgis	1530	D464378-6		Lo Ni		120	Ie	K5 V
Hieura	1532	X400000-0		Ba De Va		034	Na	M0 V M4 V*
Munlamer	1534	C65A569-9	S	Ni Wa		722	Md	G1 V* [M7 V]
Imuu	1535	X201000-0	R	Ba Ic Va		022	Na	M4 V
Cadadad	1537	X410000-0		Ba De		002	Na	M5 V
Lepamkashuka	1538	X97A000-0		Ba Wa		013	Na	K6 V* M9 V
Kigarunzumi	1539	X232000-0		Ba Po		004	Na	M7 V
Svomef	1622	X8AA000-0		Ba Fl Wa		020	Na	M4 V
Zesagak	1625	X321000-0		Ba Po		023	Na	M2 V
Kiiruumikiiki	1626	E7884TC-3	R	Lo Ni		702	Na	G2 V* [M3 V]
Kumam	1629	D534230-7		Lo Ni		422	Ie	K9 V* M5 V
Ietia	1630	D548223-6		Lo Ni		423	Ie	M9 II G0 V* [K9 II]
Cyragphadd	1631	D4942D9-5		Lo Ni		432	Ie	G0 V
Ladapumama	1633	X9E7000-0	R	Ba		013	Na	M0 III* M9 V
Encydd	1635	X344000-0		Ba		014	Na	A2 V G9 V*
Copenhagen	1636	X130000-0		Ba De Po		010	Na	M2 V
Dimzudugegu	1638	X210000-0	R	Ba De		024	Na	M3 V
Lenashuuk	1640	X7A8000-0		Ba Fl		000	Na	G5 V

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type
E6
Dekalb
AOR
X-Boat Route
Trade Class — World Name

Coordinates
Travel Zone Code (Red)
0407
CA
No Gas Giant
Nonym
Border

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⚘ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

Amber Zone
Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

New Ziru Sirka

Legacy of Khazaathun

SHIBISHLIM

World names on the map:

Zergidudika BLO, Gushuluni LO, Shisadakhu, Urgadashur LOP, Kugerakiiri LO, Thyllfayn LO, Kulimbash BLOP, Ashakumdisha O, Khiikamugaar O, Mosferanze LO, Dimsiigiir, Haddocop BLOP, Dirish BLO, Uegigosuu BLO, Adukagharr BLO, Pomua R, Waurakau O, Dapogot, Ghaena R, Pakumukuushim BLO, Iirsha BLO, Uudeblerr BLO, Zerumidaar LOP, Whoeka, Otsakou BLOP, Likhukam LO, Badanumi AR, Ashlabeniima OP, Potod, Milam O, Aedza BLO, Hahawa BLO, Dukhaslapi, Shukikumsi LOP, Khizaagoa O, Pacogra OP, Shasadugu O, Liimergalii BLO, Khiishirum BLO, Mununkus BLO, Tata LO, Uudamsha O, Umiish BLO, Khugugdaggii LO, Lendan, Sokono AR, Gobdraegar LO, Puiewhai LOP, Argemir LOP, GIGUG, Koeiho, Wiswea BLO, Iiradli P, Giikishnula BLO, Shadira, Fihidd BLOP, Kimaduurde BLO, Izim BLOP, Larmige AO, Ushkim AO, Bulliame BLO, Nashirdi, Mokahauko BLO, Bikisamar BLO, Baakhilalush O, Pahahi BLO, Thaegiitsuu O, Akanarade LOP, Dagigiishugar BLOP, Lynden BLO, Trymar BLO, Ushingamush BLO, Liidukhirkadi BLO, Bunikida BLO, Ekagkagare BLO, Stonepen BLO, Shayn BLOP, Aagagur BLO, Rensi BLO, Dukapbukhun BLO, Ymodri LO, Renynni BLOP, Tatakuteto BLO, Gariisikena BLO, Sehashea BLO, Goca AO, Muurunga BLO, Kau OP, Hapappa BLO, Mupudazi LO, Kukara BLOP, Giikkar BLO, Ugashka BLO, Sidimnamamga, Makunulud BLO, Khikhiragera O, Dagimir, Warrant O, Gophono BLO, Irzamapa BLO, Dimirargakii BLO, Gushiramki OP, Dopfa OP, Sashipigushi BLO, Gurdupugu, Lasamgiraa O, Nanaakishu BLOP, Nangi LO, Nari BLO, Zashiimu LO, Arshishid OP, Yrthy O, Shaarku O, Khazaathun, Areil BLO, Rukhigu, Duezdats O, Udigamudike, Haddoco LO, Higashi BLO, Khandi BLOP, Nakuudiriseka LO, Ankh, Riti BLO, Ishadimaa BLO, Umiimsira BLO, Nisisukas LOP, Eraki, Uubididukesu LO

DAGUDASHAAG SECTOR: 1248

BETA QUADRANT

DAGUDASHAAG SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Shisadakhu	1702	D6A4423-8		Fl Lo Ni		502	Zs	G0 V M2 V*
Adukagharr	1703	X835000-0		Ba		023	Na	M4 V
Aedza	1705	X687000-0		Ba		023	Na	F6 V* [M6 V]
Shadira	1709	C555331-5	W	Lo Ni		723	Na	M9 III K4 V*
Nashirdi	1710	E457224-3	S	Lo Ni		323	Na	G6 V
Akanarade	1711	X3502AA-3		De Lo Ni Po	R	913	Na	K3 V
Ekagkagare	1712	X7AA000-0		Ba Fl Wa		022	Na	K1 V* M2 V
Dukapbukhun	1713	X300000-0		Ba De Va		023	Na	K6 V* M0 V
Irzamapa	1717	X200000-0	R	Ba De Va		024	Na	M9 V
Areil	1718	X100000-0		Ba De Va		024	Na	K4 V M1 V*
Gushuluni	1801	D547375-6		Lo Ni		821	Zs	M7 V F4 V*
Uudeblerr	1803	X200000-0	R	Ba De Va		022	Na	K5 V
Fihidd	1809	X343000-0		Ba		023	Na	F6 V
Muurunga	1813	X7AA000-0		Ba Fl Wa		020	Na	G6 V
Gophono	1816	X411000-0		Ba Ic		025	Na	M8 V* M9 V
Zergidudika	1901	X663000-0		Ba		024	Na	G0 V K3 V*
Uegigosuu	1903	X9B4000-0		Ba Fl		010	Na	K4 V* M9 V
Zerumidaar	1904	D2531SB-6		Lo Ni		613	Na	K5 V* [M4 V]
Hahawa	1905	X77A000-0		Ba Wa		020	Na	G7 V* K8 V
Khugugdaggii	1906	D684215-4	R	Lo Ni		523	Na	F8 V* M5 V
Mokahauko	1910	X7C4000-0		Ba Fl		023	Na	A3 V K5 V*
Lynden	1911	X000000-0		As Ba		024	Na	G4 V K9 V*
Stonepen	1912	X300000-0	R	Ba De Va		002	Na	M6 III
Ymodri	1913	E458265-5		Lo Ni		803	Na	G6 V
Rukhigu	1918	X410000-0		Ba De		010	Na	M6 V
Higashi	1919	XA75000-0		Ba		024	Na	F0 V
Riti	1920	X8B0000-0		Ba De		025	Na	M3 V* M7 V
Ashakumdisha	2002	C549413-7		Lo Ni		210	Na	K2 V* M4 V
Khiishirum	2005	X510000-0	R	Ba De		020	Na	F4 IV* K2 V
Gobdraegar	2007	C6772DD-7	W	Lo Ni		533	Na	G6 V
Dagigiishugar	2010	X523000-0		Ba		015	Na	A6 V* [M5 V]
Kau	2013	D453442-5		Lo Ni		321	Na	F6 V* [M7 V]
SHIBISHLIM	2015	D466912-6		Hi		814	Na	F0 V
Ishadimaa	2020	X310000-0		Ba De		012	Na	F8 V M1 V*
Otsakou	2104	X320000-0		Ba De Po		024	Na	M4 II K8 V*
Lendan	2106	X000000-0		As Ba		024	Na	K6 V M6 V*
Puiewhai	2108	C1301A9-6		De Lo Ni Po	924	Na	K4 V	
Bikisamar	2110	X472000-0	R	Ba		000	Na	K1 V
Trymar	2111	X000000-0		As Ba		012	Na	M1 V
Renynni	2113	X443000-0		Ba		024	Na	K6 V* M4 V
Khandi	2119	X222000-0		Ba Po		023	Na	F6 V
Dirish	2202	X527000-0		Ba		025	Na	M7 V
Pomua	2203	D769775-3		Ri		612	Na	G2 V
Likhukam	2204	C2003Q6-7	V	De Lo Ni Va	525	Zs	F8 V	
Mununkus	2205	X627000-0		Ba		001	Na	K5 V
Kimaduurde	2208	X100000-0	R	Ba De Va		024	Na	K3 V* [(G8 V M0 V)]
Dimirargakii	2216	X2C0000-0		Ba De		014	Na	M4 V
Khiikamugaar	2302	D546446-5		Lo Ni		703	Zs	G4 V
Whoeka	2304	C8A84B8-9		Fl Lo Ni		600	Na	M6 V
Argemir	2308	E351310-0	R	Lo Ni Po		523	Na	F5 V
Izim	2309	X333000-0		Ba		011	Na	M0 V* M6 V
Gurdupugu	2317	D74A513-6		Ni Wa		303	Lk	G8 V
Zashiimu	2318	D30026B-7		De Lo Ni Va		823	Lk	M0 V* M0 V
Umiimsira	2320	X8D3000-0		Ba		022	Na	M8 V
Mosferanze	2402	C986200-5		Lo Ni		803	Zs	M8 V* [M5 V]

DAGUDASHAAG SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Shukikumsi	2405	C140311-8	Z	De Lo Ni Po		634	Zs	G6 V
Tata	2406	D300335-7		De Lo Ni Va		124	Zs	G5 V
GIGUG	2408	C3659CD-4		Hi		102	Na	G1 V
Baakhilalush	2409	D462587-3		Ni		824	Na	G9 V
Ushingamush	2410	X591000-0		Ba		025	Na	K1 V
Tatakuteto	2412	X226000-0	R	Ba		022	Na	M6 V* M9 V
Hapappa	2413	X400000-0	R	Ba De Va		024	Na	M5 V
Warrant	2415	D000400-8		As Lo Ni		724	Lk	M7 V
Gushiramkii	2416	D331500-8		Ni Po		202	Lk	K7 II M0 V*
Khazaathun	2418	B454469-9		Lo Ni		723	Lk	G2 V
Dukhaslapi	2505	D776241-6		Lo Ni		323	Zs	F1 V
Khizaagoa	2506	C2724T9-6		Lo Ni		300	Na	K6 V* M5 V
Shayn	2512	X220000-0	R	Ba De Po		000	Na	F6 V
Gariisikena	2513	X8A4000-0		Ba Fl		024	Na	M9 III* M1 V
Mupudazi	2514	D237357-6		Lo Ni		824	Lk	M3 V
Khikhiragera	2515	D110595-7		De Ni		500	Lk	F3 V* M3 V
Lasamgiraa	2517	X436000-0	R	Ba		002	Na	A3 IV* M8 V
Arshishid	2518	D423547-7		Ni		123	Lk	M5 II
Thyllfayn	2601	D8B8356-8		Fl Lo Ni		723	Zs	M9 V
Dimsiigiir	2602	D000441-7		As Lo Ni		222	Zs	M4 II* M2 V
Waurakau	2603	C6854DD-5	V	Lo Ni		521	Zs	G6 V* [G2 V]
Badanumi	2604	D884797-7		Ag Ri		932	Zs	G8 V
Ashlabeniima	2605	D64347A-5		Lo Ni		200	Zs	K4 V* M5 V
Pahahi	2609	X628000-0		Ba		004	Na	(M0 V M1 V)
Aagagur	2612	X8C8000-0	R	Ba Fl		000	Na	G8 V
Dagimir	2615	D000552-7		As Ni		622	Lk	M4 V
Nangi	2617	D87636A-5	R	Lo Ni		300	Lk	G7 V
Yrthy	2618	D573421-5		Lo Ni		912	Lk	K8 V
Dapogot	2703	D6492AE-5		Lo Ni		223	Zs	F3 V* K9 V
Pacogra	2706	B542400-7		Lo Ni Po		314	Zs	K5 V
Miikursiiras	2708	X420000-0		Ba De Po		000	Na	F1 V M1 V*
Larmige	2709	C775545-7		Ag Ni		910	Na	M0 V M2 V*
Thaegiitsuu	2710	C96A6TJ-5		Ni Wa	A	513	Na	F1 V* F4 V
Liidukhirkadi	2711	X577000-0	R	Ba		020	Na	G2 V
Kukara	2714	X240000-0		Ba De Po		023	Na	M6 II M6 V*
Sidimnamamga	2715	CE95A344-3	M	Lo Ni Wa		100	Lk	K9 V* M6 V
Dopfa	2717	D631599-6		Ni Po		700	Lk	K5 V M1 V*
Udigamudike	2719	E565475-2	R	Lo Ni		104	Lk	K1 V
Kulimbash	2801	X430000-0		Ba De Po		022	Na	F2 V
Haddocop	2802	X300000-0		Ba De Va		021	Na	M2 V
Ghaena	2803	C569745-5	V	Ri		125	Zs	K4 V
Koeiho	2807	X200000-0	R	Ba De Va		020	Na	M7 II M9 V*
Nari	2817	X8B3000-0		Ba Fl		000	Na	M6 III
Nisisukas	2819	D5532TJ-7		Lo Ni	A	503	Lk	K0 V
Potod	2904	D97A254-5		Lo Ni Wa		700	Zs	F7 V
Wiswea	2908	X200000-0		Ba De Va		014	Na	K5 V
Shaarku	2918	XA9A000-0	R	Ba Wa		010	Na	K3 V* M1 V
Haddoco	2919	D254277-6		Lo Ni		724	Lk	K5 V
Eraki	2920	B999575-9	S	Ni		324	Lk	G3 V
Kugerakiirii	3001	C89A3M7-6		Lo Ni Wa		124	Zs	G1 V
Milam	3004	D571577-5		Ni		700	Zs	M9 V
Shasadugu	3005	C689476-5		Lo Ni		424	Zs	G2 V
Uudamsha	3006	D5444DC-5		Lo Ni		402	Zs	M7 V
Iiradli	3008	C542868-6		Po		400	Na	K5 V M4 V*
Rensi	3012	X110000-0		Ba De		023	Na	M8 V

DAGUDASHAAG SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Sehashea	3013	X402000-0		Ba Ic Va		013	Na	F4 V
Giikkar	3014	X200000-0	R	Ba De Va		020	Na	M5 V
Makunulud	3015	X796000-0		Ba		011	Na	K4 V* M0 V
Sashipigushi	3016	X797000-0		Ba		024	Na	M0 V
Duezdats	3018	D6464TA-5		Lo Ni		923	Lk	F5 V
Nakuudiriseka	3019	D374321-5		Lo Ni		224	Lk	K7 V M4 V*
Urgadashur	3101	C552244-8		Lo Ni Po		522	Zs	G0 V
Pakumukuushim	3103	X7AA000-0	R	Ba Fl Wa		023	Na	G2 V
Sokono	3107	C768773-7	Z	Ag Ri		223	Zs	M6 V
Ushkim	3110	C46756C-8	M	Ag Ni		635	Na	G2 V
Bunikida	3111	X7A9000-0	R	Ba Fl		024	Na	M7 V
Goca	3114	C488614-5	C	Ag Ni		510	Na	M7 III F9 V*
Ugashka	3115	X355000-0		Ba		000	Na	F8 V* M7 V [M5 V]
Nanaakishu	3117	X442000-0		Ba Po		020	Na	G3 V
Ankh	3120	C428110-7		Lo Ni		413	Lk	F6 V
Iirsha	3202	X476000-0	R	Ba		021	Na	G0 V* [K8 V]
Liimergalii	3205	X000000-0		As Ba		022	Na	(M8 V M9 V) [M4 V]
Umiish	3206	D201485-8		Ic Lo Ni Va		924	Zs	M4 V M5 V*
Giikishnula	3208	X898000-0		Ba		023	Na	F7 V K8 V* M5 V
Bulliame	3209	X536000-0		Ba		034	Na	M6 V* M9 V
Uubididukesu	3220	D6342MC-6		Lo Ni		623	Lk	G6 V

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type — X-Boat Route
Trade Class — World Name

Dekalb E6 AOR

Coordinates — No Gas Giant
Travel Zone Code (Red)
Border

CA 0407 **Nonym**

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber	under one billion
DARRIAN	over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Map labels (regions): Ikabi Exchange · New Worlds Alliance

Worlds (name — starport/code):

Arlusigaa BLO · Duzkhur BLO · Sharnigii BLO · Dashi P · Darhaptra AO · Sukotogi BLO · Imizikhila BLOP · Badabad BLO · Sporantis BLO · Ekhugush LO · Phader BLO · Thahayr LO · Ukanarshida 0 · Semish LO · Anertfo BLO · Savaerrsungoz BLOP · Mamibukir BLO · Lashunmakhasu LO · Durgaarur BLO · Ruddles BLO · Forsaken BLO · Miilaakiiki BLO · Anmaeas BLO · Kishaka · Spyes BLO · Stalrieger BLO

Saki BLOP · Kinlikha BLO · Medurma 0 · Badabad BLO · Amdake 0 · Gimaashaani BLO · Herbar AO · Tipa 0 · Ikabi 0 · Khinum LO · Kemirde BLO · Rhada BLO · Anertfo BLO · Kiawhau AO · Ynthan BLO · Ddebaesb BLO · Jerbom BLO · Gracilis BLOP · Erfalad 0 · Azirlulameshe BLO

Keroka BLO · Atateti BLO · Dipa BLO · Uninuk BLOP · Lawa BLO · Mikhaakigu BLO · Aguurgupa BLO · Thaelan BLOP · Ruenthuksagar BLO · Fadco BLO · Damuu BLOP · Imargunkangu BLO · Justice BLO · Pagat LO · Gracilis BLOP · Kikili BLOP · Ezukar BLOP · Gafadpo BLO · Gapod LO · Kiskilupiga BLO

Badapdap BLO · Gygan LO · Kirbiirkhidis BLO · Kohe BLO · Pigume 0 · Disbibiru BLO · Shanigurganii 0 · Ipomii BLOP · Ashange BLO · Madumgu BLO · Sanshishishum BLOP · Ekampagmi BLO · Lukhu AO

Shekadigi BLO · Sequin LO · Sacellum · Girkhages BLO · Rootete BLO · Khusgulur BLO · Dwehidd BLOP · Dummur BLO · Dhorzuek BLO · Rokoruro BLO · Ankhurii BLOP · Thoswa BLO · Reka LOP · Merven BLO · Agishiigi BLO · Pahapoe BLO · Ghaegudiro BLO · Synswinshe BLO · Uuragiiza BLO

Fegeth LO · Wamna BLO · Halthome LOP · Kondrick BLO · Uudam BLO · Disuugirdami · Ushergashi LO · Sakami 0 · Taguhdo LO · Depot BLO

Nukhaashu BLO · Nerkhishashu BLOP · Llurrgol BLOP · Ilurish BLO · Uranguupu BLO · Shea BLOP · Reknown BLO · Unerkhigaagi BLO · Ddeton 0 · Taru LO · Uumirsa BLO · Urashishii BLO · Medyr AO · Samqaem BLO · Shasmarsagi LO · Kakar BLO · Udigeguumka LO · Shidupigaki BLO · Ollarrang BLO · Ukhizo BLOP · Voudaeksa AO · Merven BLO

Tamino BLO · Tsoellangu BLOP · Sharkalem BLOP · Alal BLO · Laroddbroch BLO · Gigatad BLOP · Manshuruk LO · Inim · Giidgi BLO · Khugga BLOP · Iwrteg LO · Uumirsa BLO · Shiiligadar BLO · Tiponuhu BLO · Kadushi 0 · Shardi BLO · Nondottbond BLOP · Valdelt BLOP · Redhaek 0 · Cagap OP · Tigoad LO · Iirir LO · Kuugamukhikhi · Guushkhuu

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DAGUDASHAAG SECTOR: 1248
DELTA QUADRANT

DAGUDASHAAG SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Duzkhur	1722	X99A000-0		Ba Wa		034	Na	K4 V M7 V*
Dashi	1723	E150775-7		De Po		734	Na	F8 V
Sporantis	1726	XAAA000-0		Ba Fl Wa		022	Na	K3 III* M2 V
Ekhugush	1728	D6361S9-7		Lo Ni		523	Ie	K9 V
Phader	1729	X86A000-0		Ba Wa		024	Na	K5 V M3 V*
Ukanarshida	1730	D203414-7		Ic Lo Ni Va		924	Ie	M1 V
Savaerrsungoz	1732	X222000-0		Ba Po		025	Na	G9 V
Mamibukir	1733	X536000-0		Ba		012	Na	K6 V
Durgaarur	1735	X334000-0	R	Ba		022	Na	F0 V
Ruddles	1736	X674000-0		Ba		000	Na	G8 V
Miilaakiiki	1737	X000000-0		As Ba		035	Na	G3 IV
Anmaeas	1738	X437000-0		Ba		022	Na	M8 II* G4 V
Arlusigaa	1821	X572000-0		Ba		020	Na	F5 V* M9 V [M9 V]
Sharnigii	1822	X246000-0	R	Ba		023	Na	K5 V
Darhaptra	1823	C4576T9-5	W	Ag Ni		522	Na	K6 V
Sukotogi	1824	X436000-0		Ba		024	Na	M1 II* M9 V
Thahayr	1829	E383267-1		Lo Ni		604	Ie	K9 V* [M6 V]
Semish	1830	X7893AB-0		Lo Ni	R	923	Na	G6 V* M7 V
Lashunmakhasu	1833	E7842S9-0		Lo Ni		622	Na	F4 V
Forsaken	1836	X502000-0	R	Ba Ic Va		024	Na	M1 III M4 V*
Kishaka	1839	E4584MB-0		Lo Ni		633	Na	G9 V
Spyes	1840	X725000-0		Ba		022	Na	M7 V
Imizikhila	1924	X341000-0		Ba Po		022	Na	G1 IV K2 V*
Amdake	1926	C200568-8	M	De Lo Ni Va		623	Ie	M4 V
Herbar	1927	D486578-3		Ag Ni		500	Ie	G1 V
Tipa	1928	D335488-9		Lo Ni		803	Ie	G0 V
Ikabi	1929	C0005B9-9	M	As Ni		900	Ie	M6 III G4 V*
Kemirde	1930	X401000-0		Ba Ic Va		024	Na	M5 V* M9 V
Anertfo	1931	X403000-0	R	Ba Ic Va		023	Na	M8 V
Fadco	1934	X547000-0		Ba		012	Na	G4 IV K4 V*
Azirlulameshe	1935	X8D5000-0		Ba		013	Na	M0 V* M5 V
Ynthan	1936	X8B6000-0		Ba Fl		024	Na	F4 IV
Erfalad	1939	E88A4B9-0		Lo Ni Wa		723	Na	G4 V* K3 V
Stalrieger	1940	XA9A000-0		Ba Wa		022	Na	F6 V
Saki	2022	X220000-0	R	Ba De Po		024	Na	M9 II* M9 II
Kinlikha	2023	X211000-0		Ba Ic		024	Na	K7 V* M2 V [M0 V]
Badabad	2024	X512000-0		Ba Ic		024	Na	M1 V* M2 V
Gimaashaani	2026	X401000-0	R	Ba Ic Va		025	Na	M1 V
Khinum	2028	E6641ME-3		Lo Ni		523	Ie	G0 V
Rhada	2030	X6B2000-0		Ba Fl		022	Na	M5 V* M8 V
Kiawhau	2035	E55866A-2		Ag Ni		823	Na	K1 V
Ddebaesb	2036	X799000-0		Ba		024	Na	M4 V
Jerbom	2037	XAE2000-0		Ba		024	Na	M1 V
Gracilis	2038	X520000-0	R	Ba De Po		023	Na	F5 V
Keroka	2122	X996000-0		Ba		033	Na	M1 III F5 V*
Atateti	2123	X778000-0		Ba		000	Na	K7 V
Medurma	2124	C673579-7	M	Ni		613	Na	G1 V
Gygan	2127	E56A3MH-3		Lo Ni Wa		813	Na	G6 V
Thaelan	2130	X130000-0	R	Ba De Po		034	Na	A1 V
Damuu	2135	X233000-0		Ba		035	Na	M2 V
Justice	2137	X977000-0		Ba		023	Na	G1 V
Kikili	2139	X521000-0		Ba Po		002	Na	M8 III M8 V*
Gafadpo	2140	X649000-0		Ba		004	Na	G3 V* M1 V
Dipa	2223	X200000-0	R	Ba De Va		025	Na	G7 V
Pigume	2225	D66646B-1		Lo Ni		404	Na	K1 V

DAGUDASHAAG SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Lawa	2226	X424000-0		Ba		002	Na	K4 V
Mikhaakigu	2227	X546000-0		Ba		010	Na	K4 V
Aguurgupa	2228	X401000-0	R	Ba Ic Va		033	Na	K7 V* M6 V
Ruenthuksagar	2232	X681000-0		Ba		001	Na	F5 V* K6 V
Ashange	2234	X538000-0		Ba		013	Na	M5 V
Imargunkangu	2235	X4C0000-0		Ba De		024	Na	M5 III G4 V*
Pagat	2237	X6572SB-0		Lo Ni	R	703	Na	G3 V
Ezukar	2239	X130000-0	R	Ba De Po		034	Na	K2 V M0 V*
Badapdap	2322	X100000-0	R	Ba De Va		003	Na	K6 V
Uninuk	2324	X233000-0	R	Ba		020	Na	G7 IV
Kirbiirkhidis	2327	X160000-0		Ba De		035	Na	G3 V
Rokoruro	2331	X475000-0	R	Ba		000	Na	G0 V* M4 V
Lukhu	2339	X6556VA-0		Ag Ni	R	821	Na	M2 V
Girkhages	2424	X335000-0	R	Ba		025	Na	M3 V
Kohe	2426	X623000-0		Ba		021	Na	K4 V
Shanigurganii	2433	E5674AD-1		Lo Ni		801	Na	K0 V* M6 V
Madumgu	2434	X100000-0		Ba De Va		035	Na	(M3 II G3 IV)
Sanshishishum	2436	X130000-0		Ba De Po		023	Na	M6 V
Ekampagmi	2437	X100000-0	R	Ba De Va		033	Na	F3 V
Gapod	2439	E6632MF-2		Lo Ni		725	Na	G4 V
Kiskilupiga	2440	X354000-0	R	Ba		012	Na	G4 V
Shekadigi	2521	X424000-0		Ba		024	Na	M5 V
Sequin	2522	E55526D-3		Lo Ni		434	Na	G8 V
Khusgulur	2525	X373000-0		Ba		011	Na	K1 V* M1 V
Disbibiru	2526	X775000-0		Ba		002	Na	F6 V* M0 V
Dummur	2529	X529000-0	R	Ba		023	Na	F7 V* M6 V
Dhorzuek	2531	X527000-0		Ba		001	Na	M5 II K3 V*
Ipomii	2533	X552000-0	R	Ba Po		025	Na	K3 V M2 V*
Theswa	2536	X8A7000-0		Ba Fl		034	Na	G7 V M0 V*
Sacellum	2623	X432000-0		Ba Po		012	Na	M9 V
Rootete	2624	X748000-0	R	Ba		023	Na	F5 V
Dwehidd	2625	X540000-0		Ba De Po		003	Na	F6 V
Uudam	2627	X672000-0		Ba		000	Na	K5 V
Ankhurii	2631	X742000-0		Ba Po		020	Na	M0 V M3 V*
Agishiigi	2634	X527000-0	R	Ba		023	Na	M4 V
Reka	2635	D5522D9-3		Lo Ni Po		124	Na	G7 V* K7 V
Ghaegudiro	2637	X610000-0	R	Ba De		023	Na	K0 V
Fegeth	2721	D6693SD-3		Lo Ni		523	Na	G0 V* M5 V
Halthome	2725	D342210-5		Lo Ni Po		724	Na	K9 V
Kondrick	2727	X535000-0	R	Ba		012	Na	M0 V
Disuugirdami	2728	X3C0000-0		Ba De		024	Na	M4 V
Sakami	2729	X655464-0	R	Lo Ni	R	911	Na	G4 V* [M0 V]
Pahapoe	2734	X547000-0		Ba		013	Na	G2 V
Merven	2735	X99A000-0	R	Ba Wa		001	Na	K9 II F7 V*
Gwaa	2736	X9D6000-0	R	Ba		024	Na	M5 V* M7 V
Shidupigaki	2737	X894000-0		Ba		000	Na	G0 V* M2 V
Synswinshe	2738	X203000-0		Ba Ic Va		022	Na	F5 V* M8 V
Uuragiiza	2739	X645000-0		Ba		011	Na	M0 V
Wamna	2821	X224000-0		Ba		004	Na	(M6 III M5 V)
Llurrgol	2822	X651000-0		Ba Po		012	Na	G4 V* M3 V
Ilurish	2827	X100000-0		Ba De Va		010	Na	K2 V
Ushergashi	2828	E98A100-0	R	Lo Ni Wa		503	Na	K8 V
Unerkhigaagi	2830	X77A000-0		Ba Wa		023	Na	G0 V
Ddeton	2831	X768410-0		Lo Ni	R	323	Na	M2 III F9 V*
Shasmarsagi	2836	X777000-0	R	Ba		024	Na	F1 V* M6 V

DAGUDASHAAG SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Udigeguumka	2837	X3821SF-5		Lo Ni	R	822	Na	K0 V* [D]
Ukhizo	2838	X543000-0		Ba		024	Na	G7 V* M2 V
Nukhaashu	2922	X303000-0	R	Ba Ic Va		012	Na	M6 V
Nerkhishashu	2923	X343000-0		Ba		024	Na	G2 V
Shea	2927	X641000-0		Ba Po		033	Na	K1 V
Uranguupu	2928	X234000-0	R	Ba		000	Na	M6 II K7 V*
Urashishii	2932	X210000-0		Ba De		003	Na	K3 II
Voudaeksa	2935	D7886TC-1	W	Ag Ni		323	Na	F8 V* G0 V
Medtyr	2936	E687611-2		Ag Ni		623	Na	G6 V
Kakar	2937	X100000-0	R	Ba De Va		000	Na	M7 V* M9 V [M5 V]
Ollarrang	2938	X758000-0		Ba		004	Na	G8 V
Taguhdo	3024	E785314-2		Lo Ni		621	Na	G3 V* M9 V [G3 V]
Reknown	3027	X576000-0		Ba		000	Na	K3 V
Guushkhuu	3028	X7684DD-0	R	Lo Ni	R	214	Na	G3 V
Giidgi	3029	X361000-0		Ba		000	Na	K0 V
Khugga	3030	X230000-0		Ba De Po		000	Na	M2 V M9 V*
Taru	3031	E85A175-0		Lo Ni Wa		205	Na	G5 V* M1 V
Uumirsa	3032	X000000-0		As Ba		024	Na	K1 V* M3 V
Samqaem	3035	X8B5000-0	R	Ba Fl		004	Na	F4 V G1 V*
Nondottbond	3037	X543000-0		Ba		005	Na	G4 V
Iirir	3039	D37126B-5		Lo		022	Nw	G8 V
Depot	3121	X310000-0	R	Ba De		010	Na	K0 V
Tsoellangu	3122	X120000-0		Ba De Po		002	Na	M7 V
Alal	3124	X74A000-0		Ba Wa		023	Na	G6 V
Gigatad	3126	X433000-0		Ba		023	Na	M9 V
Shiiligadar	3135	X245000-0		Ba		023	Na	K1 V* M6 V
Kadushi	3136	X8896TD-4	R	Ni	R	104	Na	K1 V
Valdelt	3138	X542000-0		Ba Po		023	Na	K7 V M7 V*
Cagap	3139	D433586-6		Ni		404	Nw	M6 V
Tamino	3221	X76A000-0	R	Ba Wa		022	Na	M4 V* [K1 V]
Sharkalem	3222	X120000-0	R	Ba De Po		000	Na	A3 V
Laroddbroch	3223	X495000-0		Ba		003	Na	K2 V
Manshuruk	3227	E6652DC-0		Lo Ni		600	Na	M6 V
Inim	3228	X000000-0	R	As Ba		000	Na	A2 V
Iwrteg	3231	C580375-5		De Lo Ni		814	Na	K6 V
Tiponuhu	3235	X594000-0		Ba		023	Na	K2 V
Shardi	3236	X326000-0	R	Ba		023	Na	G2 V* [D]
Redhaek	3238	E458411-2		Lo Ni		835	Nw	G8 V* M9 V
Tigoad	3239	DA7A310-5		Lo Ni Wa		324	Nw	F8 V* M9 V
Kuugamukhikhi	3240	C5A0514-9		De Ni		803	Nw	K3 V

POLITIES AND STATES OF DAGUDASHAAG SECTOR

In addition to a border region belonging to the Fourth Imperium, Dagudashaag sector contains a number of Imperial Client States; worlds closely tied to the Imperium but not, for whatever reason, full members. A corner of the New Ziru Sirka also extends into the sector. There are five major multiworld states in the sector. These are all influenced to a greater or lesser degree by the Imperium and the Ziru Sirka, but remain committed to maintaining their independence.

THE FOURTH IMPERIUM IN DAGUDASHAAG SECTOR

The Imperium holds relatively little territory in Dagudashaag sector, being confined to a strip a few parsecs wide down the Spinward edge of the sector. Imperial influence does reach far out into the sector, however, in the form of trade ships, naval patrols and advisors to friendly governments. As much effort is expended to prevent other powers from increasing their influence as on developing Imperial interests. One such project is the Strategic Independent World Program, or SIWP, which is rather unkindly referred to as the 'soup program' by detractors.

SIWP is a program of targeted investment intended to help friendly independent worlds remain that way. Technological and industrial assistance and investment are made available, but most of the funding goes on 'hardening' the world against both direct threats and a change in attitude. Internal security and 'popular opinion management' programs are funded alongside the more usual training of ground and space forces.

This does mean that in some cases the Imperium is involved in propping up an oppressive dictatorship, but this is seen as a necessity in cases where a world occupies, say, one end of an important Jump-2 link. A strong, stable but 'bad' government is considered better than a weak but well-intentioned one that might be subject to extra-Imperial influence. In at least one case, the Imperium is actively funding a government made up of renegades from the Imperium who have taken over a Wilds planet and now rule it with an iron fist.

Imperial influence in the region is primarily low-key and economic/advisory rather than direct application of power. The Dagudashaag Fleet of the Imperial Navy is small and weak, being mainly a patrol and 'tripwire' force. Support is available from heavier units based deeper in the Imperium. The fleet is mostly made up of corvettes and frigates, though there are a handful of cruisers. These are frequently redeployed with altered pennant numbers to create the illusion of greater strength. Most of them are old and several are reactivated Third Imperium ships of somewhat limited capability, though compared to what is available in the Wilds they are still impressive.

Warships of the Dagudashaag fleet patrol well beyond the Imperial borders in the Coreward end of the sector, and less far out elsewhere. Much of the sector is rated as 'Frontier' at best, with some areas still considered to be Deep Wilds. However, the stabilizing influence of the regional powers is spreading.

Imperial influence is somewhat chaotic in Dagudashaag sector. Several official Imperial bodies, Noble houses and corporations have interests in the region, and can sometimes end up operating at cross-purposes. This it particularly true where highly secret operations are underway. More than once Naval Intelligence has detected suspicious activity and sent in ships to deal with a suspected pirate haven, only to find an Imperial corporation trying to steal a march on competitors by setting up a secret trade deal or forward base for legitimate commercial operations.

Most Imperial worlds of Dagudashaag sector are independent members; i.e. they are not part of a Duchy or County. Indeed, there is only one multiworld grouping in the sector. This is the newly-established County of Ukse, fief of Count Josef Uskemii, a hero of the Second Battle of Gateway. Count Josef has been charged with improving the stability of the region and the economic strength of the border zone, starting with the three worlds of his County and spreading out as the effects of such a development package are wont to do.

THE NEW ZIRU SIRKA IN DAGUDASHAAG SECTOR

The Vilani Imperium is ruled by the Shadow Emperor through three 'bureaus'. The have for much of their history been Megacorporations but have now reverted to their original role. Under the first Ziru Sirka, the bureaus had a political role, each being responsible for a region of Vilani space and affairs along its border.

The Bureau responsible for affairs in Dagudashaag sector is Naasirka, which claims 29 worlds in the area. The Bureau owns some manufacturing assets in the sector, but for the most part its Dagudashaag possessions are newly acquired and represent a 'landgrab' to create a border zone to keep the Imperium at bay rather than major economic assets.

No Ziru Sirka world in the sector is above tech level 9, which suits the Vilani mindset. The less provincial worlds that can build starships, the smaller the chance of a challenge to central authority. The Naasirka regional

headquarters is located at Mosferanze, a low-population world taken over specifically for the purpose. The starport is being extensively upgraded to include a naval base, and Naasirka trade ships provide a regular service both into the Ziru Sirka core regions and across the border into the frontier zone.

The Vilani Imperium manages to maintain a fairly strong naval presence in the region. This force is backed up by Naasirka's own combat vessels which range from small escorts to heavy cruisers. Patrols across the border are common, and Vilani ships regularly conduct 'flag-showing' exercises in neutral space. Naval squadrons and intelligence ships operate close to Imperial space, resulting in occasional incidents. However, there have also been cases of Imperial and Vilani ships cooperating to deal with a threat if it was felt that this was in the common interest.

It is likely that the Ziru Sirka operates a number of reconnaissance ships disguised as Wilds traders. Certainly Naasirka has cultivated a web of contacts in the Coreward half of the sector and routinely collects information from them. Some investment money has been made available to Wilds governments in recent years. This funding has been blatantly directed towards governments showing pro-Vilani (or anti-Imperial) sentiment.

Imperial ships do cross the border into Vilani territory, but relations are strained and crews are subject to harassment. Intelligence – gathering operations suggest that the Vilani are in the process of fortifying some worlds in the sector with orbital and ground defenses, and 'hardening' those able to support their own space defense force by supplying advisors and funding for additional vessels. Whether this policy is intended to allow Vilani naval assets to be redeployed out of the region or it is part of a long-term policy to insure against defeat in a future conflict with the Imperium cannot yet be determined.

What is certain is that the Ziru Sirka is gradually tightening its hold on the worlds it possesses in the sector, and continues to increase its influence over the border region by economic, political and military means. This does nothing to improve relations with the Imperium.

THE IKABI EXCHANGE

Comprising 17 worlds in a contiguous chain, the Ikabi Exchange is, in theory at least, a sizable power in the region. However, the truth is that Exchange is a rather loose organization with little central authority to improve matters. There are only worlds capable of constructing starship components in the Exchange, but only one of those has any real industrial capability.

The strength of the Exchange lies in its fleet of relic merchant starships. Many of these were originally built in the latter days of the Third Imperium, on a 'quick & dirty' build program intended to replace shipping losses during the Black War. Similar to the Liberty Ships of ancient Terra, hundreds of these Jump-1 cargo vessels were thrown together with minimal attention paid to quality control. Losses were quite high even without commerce raiding; most of these interim vessels were only intended to last a few years in service and many developed serious faults long before that.

Although the shipyards of Ikabi were blasted to wreckage in the 1120s, a cache of nearly 100 vessels was concealed elsewhere in the system and remained intact. Today, 11 of those ships are still in service as merchantmen, with three more as monitors and two rebuilt as carriers for some extremely crude space fighters. The Ikabian Trade Fleet is looking increasingly ramshackle these days, but continues to soldier on for lack of anything better. Forays outside the Exchange are quite rare, though at one time a regular service into the Munlamer Duchy was maintained.

The Exchange is clearly in a downward spiral and has become increasingly inward-looking as it attempts (unsuccessfully) to stave off the collapse of its commercial lifeline. The loss of Munlamer trade and the chance to obtain spares from the stocks that at that time existed in the Duchy coincided with an increase in the amount of Imperial trade ships entering the Exchange. These Jump-2 and even Jump-3 vessels were as often as not new-built and sleek vessels carrying high-tech goods that the Exchange desperately needed but could not afford. A number of bad decisions regarding what to purchase from the Imperials and what to concede in return has exhausted the Exchange's fragile economy.

Probably the only hope for the Exchange is to apply to the Imperium for assistance, offering basing rights or allowing an Imperial Trade Mission to be set up on an Exchange world. This is not an option that the weak central council is willing to consider, however, not least because its power rests upon the ownership of all the Exchange's starfaring vessels and ports. Imperial money might save the Exchange but it would effectively finish off the council.

EXCHANGE MILITARY

The Ikabi Exchange has a tiny security force that guards its ports and mans a handful of missile batteries, but otherwise planetary defense is left to the world in question (and is often virtually non-existent). The two fighter-carriers patrol the systems of the Exchange whenever they are not laid up for emergency repairs. All three monitors guard the capital, Ikabi, though their combat efficiency is doubtful. The only other Jump-capable ship in the Exchange is a Scout/Courier used as a VIP transport and armed with a missile battery.

A single frigate, or even a handful of corvettes, could carve right through the Exchange 'navy'. Were it not for the fact that long-range Imperial patrols keep down Vampire activity in the region, such a massacre would surely already have occurred.

THE LEGACY OF KHAZAATHUN

The 20 worlds of the Legacy of Khazaathun lie perilously close to what used to be the 'event horizon' of the Black Imperium; closer than any other surviving multiworld power. As a result, the Legacy is a mere shadow of its original self, having been battered by intermittent waves of Vampire ships for decades.

The Legacy boasts two worlds capable of building and servicing starships, and these two worlds turn out a slow trickle of vessels from yards that are little more than a cottage industry. Their yards are the result of a Collapse-era program to disperse ship servicing and construction in case of Black War strikes. Those strikes eventually came, gradually battering through the defenses to take out Highports and shipyards across all of what is now Legacy space. When the fleets moved on to find new targets, salvage operations were able to provide a minimal set of equipment to the dispersed construction facilities which then struggled agonizingly to rebuild some kind of defensive capability.

The Legacy worlds were hit hard by the Viral Plague and raids from the Black Imperium (though the identity of the Vampire ships that carried out the raids was unknown at the time) continued until the 1220s. Today, the Legacy is a collection of mid-tech worlds bound together by a history of cooperation and shared troubles. A handful of starships plies the trade lanes between the worlds and fends off raids whenever possible.

For the past 15 years or so, the production of ships in the two Legacy yards has outstripped the gradual wearing-out of other vessels, though only just. The Legacy now has about two dozen vessels, mainly based on the traditional Subsidized Merchant design, operating among its worlds. Some of these vessels are old and tired, but most are in good repair and crewed by smart, motivated personnel.

The Legacy is reasonably stable, both economically and socially, but its production capability is so low as a result of its traumatic history that it might be centuries before the Legacy becomes a major power. However, the process is being kick-started by investment from Imperial and Ziru Sirka sources. The Legacy's leaders are well aware of the rivalry between the two great powers, and hope to coax ever-greater assistance out of both by playing them off against one another. There is always the risk of becoming a vassal of one or the other power, so the Legacy is treading carefully.

Foreign merchant ships are welcomed in the ports of the Legacy, though there is little left over to trade with after subsistence needs have been met. Warships are less welcome, and so far the Legacy has refused offers to station guardships in its territory, though it does permit Imperial missions into former Black Imperium space to stage out of its worlds.

The current capital of the Legacy is not on Khazaathun, as might be expected, but on Eraki. Although the various worlds govern themselves using a variety of systems the Legacy as a whole is a Representative Democracy, with votes apportioned according to population and industrial capability, weighted for technology. This system makes Eraki the most influential world in the polity and a natural choice of capital.

LEGACY MILITARY

The Legacy has virtually no military capability. A unified Legacy Security Service fulfils police duties and acts as a cadre for local militias which are equipped with whatever weaponry is available to the host world. A handful of surviving system defense craft are manned by volunteers on secondment from the Legacy Merchant Navy, and worlds with TL-7 or better capabilities generally have a mix of relic system and planetary defense equipment available to be brought out at dire need. Otherwise, planetary defense is in the hands of Security Service personnel manning TL 8 missile batteries or any armed merchant ships that happen to be in system when an incident occurs.

Moves are afoot to purchase some combat-worthy vessels, but thus far the program has been limited to the acquisition of a 'training squadron' of light fighters based at Eraki. This force was bought from the Imperium with Vilani investment money ostensibly intended for an education program, and caused a certain amount of friction with both powers. At present, investment in starports and industry takes precedence over acquisition of a fleet. In the long term this is a beneficial approach but in the meantime the Legacy is horribly open to attack.

THE MUNLAMER DUCHY

Comprising two starfaring 'capital' worlds and four heavily regressed 'subject' worlds (which in three cases are inhabited only by a token population to allow a territorial claim to be maintained), the Duchy of Munlamer is the smallest multiworld power recognized by the Imperium. Its ruling noble clan, House Gragho, claim lineage all the way back to the nobility of the Third Imperium, and have stated a claim to the Iridium Throne of the Fourth Imperium. This claim was rejected on the grounds of absurdity (House Gragho is not an Imperial house and Munlamer is not a member state of the Imperium!), but it is still proudly maintained. What the point of this may be is anyone's guess.

Despite this slight difference of opinion, relations with the Imperium are actually quite good. There is a move towards opening up Dwydma as a stopover to allow easier Jump-2 transit into the Duchy, but at present the most frequent Imperial visitors are Jump-3 patrol ships out of Kaapa, which are permitted to use Munlamer's ports as a staging ground for long-range deployments further to Trailing. Entire Imperial squadrons sometimes transit through Munlamer space and receive what support is available from the Duchy's limited ports. In return, the Imperium maintains a Guardship deployment over Munlamer and 'not less than one' other patrol vessel in Munlamer space. The actual size of this deployment depends upon needs and ship availability to some extent, but has just as much to do with local politics.

The overall political structure of the Duchy is feudal, with local governors owing allegiance to the Duke on Munlamer. However, the feudal system is riddled with internal disputes and even the odd vendetta, such that all three of the Duchy's worlds that actually have a useful population are considered to be Balkanized.

At present the Duke is sufficiently powerful (and has made good enough alliances) that he can generally keep his vassals in line. However, were he to lose face, or were the Imperial vessels in the Duchy (which are pledged to support the Duke against internal revolt) to be withdrawn, then Munlamer might become a powder-keg.

All starships owned by the Duchy are personal possessions of the Duke. There are only a handful of them, all old and much-patched-up. Munlamer inherited a sizable collection of spares and derelict vessels that could be cannibalized among the wreckage of the old Highport, but this resource is now exhausted. The Duke is negotiating service contracts with Imperial shipowners to replace his vessels, but would prefer to obtain some vessels outright. As an interim measure, salvaged starship parts (in whatever condition) command a good price on Munlamer.

Relations with the Ikabi Exchange have been poor of late. Both states have suffered as a result and while there is no real chance for (or capability of) active conflict, the souring of relations has had economic effects that may eventually spell disaster for one or both powers.

DUCHY MILITARY

The armed forces of Munlamer serve in a civil defense, police and of course combat role. They owe direct allegiance to the Duke, and there are strict limits on what forces any other noble is permitted to raise. These limits have been ignored in some cases and circumvented in others. The only area where the law is strictly enforced is in terms of space combat capability. Any noble can own a handful of small craft, and may arm them, but military

craft are under the control of the Duke. This includes several ersatz system defense boats created from hulls and salvage found in the Highport.

The Duchy has three Jump-capable warships, none larger than a corvette. Only one of these ships can make better than Jump-1, so transiting from one half of the Duchy to the other requires a stopover at a specially-constructed deep space refueling point. Imperial forces deployed in the Duchy, however trivial, serve as an effective deterrent to aggression. Without them, it is unlikely that Munlamer could survive for very long. In truth, the Duchy of Munlamer is dependent upon Imperial goodwill for her security and continued existence.

THE NEW WORLDS ALLIANCE

The New Worlds Alliance is centered in Zarushagar sector and holds only five worlds (none of any great consequence) in Dagudashaag sector. It is therefore dealt with in that section.

CHAPTER 3
ILELISH SECTOR

Being hunted by viral entities on a Viral Hell world – a truly pleasant experience.

MAP LEGEND

Starport and Tech Level

Bases — **E6** — Gas Giant

World Type — **Dekalb** — X-Boat Route

Trade Class — **AOR** — World Name

Coordinates

Travel Zone Code (Red) — 0407 — No Gas Giant

Border — **CA Nonym** — No Gas Giant

WORLD CHARACTERISTICS

- ◓ Desert (Trade Class)
- ◒ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊖ Water World
- ⊜ Fluid Oceans
- ⋰ Asteroid Belt
- ◉ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⁂ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion

DARRIAN — over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

ILELISH SECTOR: 1248

Bounded to Rimward by the 'lower claw' of the Great Rift, Ilelish Sector is fairly dense except in its Rimward extremity. The region was hit extremely hard by the initial stages of the Viral Plague, and is mostly rated as Wilds or Holocaust regions. There are a handful of Imperial worlds in the Coreward-Trailing corner of the sector, plus three multiworld polities.

The largest of the sector's survivor states is the Ludamikha Territories, a grouping of ten worlds containing Dlan, once the seat of the Domain capital. The Jubilee Confederation and Hongydeff Worlds have four star systems each and are surrounded by a sea of Wilds.

Bordered to Rimward by the lower claw of the Great Rift and devastated by the Viral Plague, Ilelish has a low priority in Imperial planning. Bringing it up to a useful technological and industrial base would be vastly expensive, and the level of threat coming out of or through the region is fairly low. Most of the Imperial activity in Ilelish is entrepreneurial and small-scale.

The navy of the Third Imperium tore itself apart in the Civil War, but nothing could have prepared the its Fleets for the holocaust of Virus. The remnants of the Third Imperium's Navy won the gratitude of the people for their desperate stands right through the darkness of the New Era.

MAP LEGEND

Fourth Imperium

Jubilee Confed.

Ludamikha Territories

Starport and Tech Level

Bases — Gas Giant

World Type — E6 — X-Boat Route

Dekalb AOR

Trade Class — World Name

Travel Zone Code (Red) — Coordinates

0407 CA **Nonym** — No Gas Giant

Border

WORLD CHARACTERISTICS

- ◯ (grey) Desert (Trade Class)
- ◑ Desert (Other)
- ● Water Present
- ◯ Vacuum World
- ⊖ Water World
- ⊜ Fluid Oceans
- ⦂ Asteroid Belt
- ⦿ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✦ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◇ Trade Corridor Forward Base
- ◈ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

ILELISH SECTOR: 1248
ALPHA QUADRANT

ALLEGIANCE CODES

Cs	Imperial Client State
Im	Imperial
Hw	Hongydeff Worlds
Jc	Jubilee Confederation
Lt	Ludamikha Territories
Na	Non-Aligned

ILELISH SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ghull	0101	X100000-0	R	Ba De Va		010	Na	M8 V
Gahadto	0102	X446000-0		Ba		000	Na	K8 V
Kuukhidir	0108	D599476-6		Lo Ni		524	Na	K3 V* [M0 V]
Iogysb	0110	D341200-5		Lo Ni Po		423	Na	G3 V
Irarduk	0113	X323000-0	R	Ba		003	Na	F1 V
Ngomaawu	0116	X130000-0		Ba De Po		024	Na	G2 V
Tarapiko	0204	X546000-0		Ba		020	Na	G3 V
Llugongath	0205	D444115-5		Lo Ni		821	Na	G0 V* M6 V
Swaneni	0206	X476000-0	R	Ba		000	Na	M6 III G0 V*
Nasi	0207	D200412-8	S	De Lo Ni Va		713	Na	G7 V* M3 V
Anhkeshkarra	0208	D786473-3		Lo Ni		400	Na	K8 V
Ketua	0209	B552614-A		Ni Po		413	Na	F9 V
Degnlos	0211	X535000-0	R	Ba		002	Na	M4 V
Ashsambi	0212	X654000-0		Ba		000	Na	G3 V
Ziisdush	0217	X210000-0		Ba De		014	Na	K9 V
Uukasga	0218	X8D4000-0		Ba		012	Na	K2 V* [(M3 V M8 V)]
Gagerlamas	0220	X110000-0		Ba De		000	Na	M5 V M7 V*
Mifon	0303	C222200-7		Lo Ni Po		610	Na	F7 V
Fono	0305	X94A000-0		Ba Wa		023	Na	K0 V
Tylio	0307	D6467MC-7	S	Ag		834	Na	M4 V
Nashiraa	0309	C5586TF-6	R	Ag Ni		223	Na	M4 V M6 V* [M7 V]
Lealyshe	0312	E565300-1		Lo Ni		921	Na	M8 V
Adelphi	0313	X210000-0	R	Ba De		025	Na	K5 V* K7 V M3 V
Ysgly	0314	X210000-0		Ba De		024	Na	M7 II* F8 IV
Asre	0315	X442000-0		Ba Po		013	Na	F3 V
Lanpe	0316	E557255-7		Lo Ni		722	Na	K9 V
Maaddarlu	0318	X879000-0	R	Ba		025	Na	M4 II G0 V*
Isprelurmo	0319	X795000-0	R	Ba		000	Na	K2 V
Eggii	0401	X300000-0	R	Ba De Va		022	Na	G6 V
Iisupmir	0402	D671221-5	T	Lo Ni		300	Na	G5 V
Ansha	0403	X5527D9-3		Po	R	622	Na	G9 V
Kkikla	0406	D693844-6				924	Na	M8 II M7 V*
Khishagaki	0407	C888451-7		Lo Ni		222	Na	F4 V F8 V*
Dressyll	0409	XAC8000-0		Ba Fl		024	Na	M7 V
Ripipareta	0410	D200200-7		De Lo Ni Va		224	Na	F5 V* [M4 II]
Arkishliga	0413	X79A000-0		Ba Wa		024	Na	G6 V
Papoffu	0417	X414000-0		Ba Ic		021	Na	M6 V
Whiatuta	0419	D232177-8		Lo Ni Po		823	Na	K8 V
Ghakagii	0420	X221000-0		Ba Po		010	Na	K4 II* M6 V
KAGAKI	0502	D4829AB-8	W	Hi		100	Na	M4 V
Pogrom	0505	X476000-0		Ba		020	Na	G2 V
Dhonaego	0506	E4695AC-2		Ni		324	Na	M6 V
Arlumer	0510	D37236E-5	R	Lo Ni		125	Na	G9 V* [M6 V]
Rogue's Haven	0511	X773000-0		Ba		002	Na	K7 V
Filep	0512	E351313-3	R	Lo Ni Po		412	Na	K8 V
Camcao	0515	D764666-3		Ag Ni Ri		804	Na	F7 V* [(F5 V M0 V)]
Thethe	0517	X234000-0	R	Ba		021	Na	K2 V

ILELISH SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ikugakhuu	0520	X210000-0		Ba De		024	Na	M2 II
Voyager	0602	D686265-4	R	Lo Ni		100	Na	G5 V
Migardikagi	0605	D3623ME-7		Lo Ni		823	Na	M3 V
Pahutukamo	0607	D567126-4		Lo Ni		224	Na	K1 V
Lushi	0613	X342000-0		Ba Po		014	Na	G5 V
Ikagidim	0615	X242000-0		Ba Po		024	Na	K1 V M5 V*
Eneri's World	0616	X573000-0		Ba		000	Na	M1 V
Binshasushi	0618	X686200-3		Lo Ni	R	210	Na	K6 V
Gegamuulam	0619	X574000-0		Ba		023	Na	K1 V* M0 V
Shashinke	0620	X686800-5			R	400	Na	G3 V
Abaa	0704	D5531ME-4		Lo Ni		224	Na	G7 V* M6 V [M4 V]
Shamsheshi	0705	D444477-5	R	Lo Ni		724	Na	F1 V* M9 V
Kouri	0706	XAAA000-0		Ba Fl Wa		023	Na	G6 V
Khu Adia	0708	E3476A9-7		Ag Ni		623	Na	G7 V* M9 V
Hutotai	0709	D667400-6		Lo Ni		424	Na	M6 V
Rughl	0712	X000000-0	R	As Ba		022	Na	M7 V
Khegi	0713	D5943TB-6		Lo Ni		413	Na	G3 V
Tahap	0715	X79A000-0		Ba Wa		025	Na	G6 V
Stahlwad	0716	X534000-0		Ba		034	Na	M1 V
Duel	0719	X536376-7		Lo Ni	R	521	Na	G7 V* M7 V
Irukhiinu	0720	X546000-0	R	Ba		021	Na	F2 V
Irkhumishar	0806	X85A000-0		Ba Wa		002	Na	G5 V* K9 V
Gakemii	0808	X322000-0	R	Ba Po		034	Na	K1 V
Lonwansio	0810	X330000-0		Ba De Po		000	Na	K3 V* M1 V
Ekih	0811	E65566C-6		Ag Ni		103	Na	G0 V
Cymwiin	0812	E253278-1		Lo Ni		901	Na	G8 V
Imugagina	0813	E4646TH-4		Ag Ni	A	622	Na	F9 V* M7 V
Khezigiisa	0817	X683712-4	C		R	623	Na	F0 V
Garamond	0819	X437000-0		Ba		000	Na	M6 III* A4 IV
Guim	0903	X400000-0	R	Ba De Va		010	Na	G5 V* M9 V
Umirgusade	0906	D8984TD-5		Lo Ni		702	Ju	M0 V
Umar	0908	X673000-0		Ba		025	Na	M3 V
Daamgamgu	0909	X532000-0		Ba Po		022	Na	M5 III F4 V*
Shinush	0911	E8997DA-5	R			224	Na	M1 V M3 V*
Hesin	0912	X438000-0		Ba		002	Na	M1 V
Enguerae	0914	X400000-0		Ba De Va		022	Na	M6 II
Isgimi	0915	X300000-0		Ba De Va		024	Na	G6 V* M7 V
Arekhami	0916	X83A000-0		Ba Wa		011	Na	M1 V* M9 V
Kimki	0920	X7B2000-0	R	Ba Fl		025	Na	F7 V
Millenium	1001	D8992MH-5		Lo Ni		203	Im	M2 V* M9 V
Relief	1003	CAD9215-7	T	Lo Ni		524	Ju	M8 V
Dythmo	1004	D223300-8		Lo Ni		623	Ju	M7 V
Jubilee	1005	C5547C9-9	M	Ag		624	Ju	F8 V
Upsin	1006	X400000-0		Ba De Va		024	Na	F1 V
Mereopi	1009	X9C5000-0	R	Ba Fl		024	Na	M5 V
Kloboyn	1012	X576000-0		Ba		024	Na	K7 V
Rununurmu	1013	X300000-0		Ba De Va		001	Na	M0 V
Rynsk	1017	X465000-0		Ba		033	Na	G7 V* [M5 V]
Drefod	1018	E9883BF-3		Lo Ni		922	Lu	G5 V
Ludamikha	1019	B588589-A	M	Ag Ni		111	Lu	F3 V
Khidurdash	1020	D675312-5		Lo Ni		210	Lu	G9 V
Weai	1101	C245400-6		Lo Ni		224	Im	M7 V* M8 V
Sahetromi	1102	C4003TA-8	M	De Lo Ni Va		400	Na	M9 V
Miruumga	1107	C352585-3		Ni Po		722	Na	M3 V* [M5 II]
Drwy	1111	X552310-0		Lo Ni Po	R	622	Na	G3 V

ILELISH SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Kakushira	1114	X454000-0	R	Ba		034	Na	G0 V
Edshushiinu	1117	X595000-0		Ba		024	Na	F3 V
Lafe	1118	D6494B7-6	C	Lo Ni		423	Lu	G1 V
Maagi	1119	E889410-4		Lo Ni		923	Lu	G8 V
Ikeshgukhaa	1201	X332000-0		Ba Po		022	Na	M8 II
Adia	1203	D859865-8				735	Na	M5 III G4 V*
Djinnasa	1204	X610000-0		Ba De		003	Na	M4 V
Lukan	1206	X9C6000-0		Ba Fl		024	Na	K2 V
Miigimpukir	1209	D641110-5	C	Lo Ni Po		724	Na	K2 V
Biilanii	1211	X340000-0		Ba De Po		035	Na	F8 V
Ddygon	1212	X432000-0		Ba Po		010	Na	K3 V
Virulence	1215	X696000-0		Ba		024	Na	G5 V* [M1 V]
Nekhi	1217	D647367-5		Lo Ni		623	Lu	F0 V
Wymlaca	1218	X310000-0		Ba De		003	Na	F9 V
Kroeg's World	1219	D465455-5	R	Lo Ni		922	Lu	M6 V* [M9 V]
Apahatane	1220	X100000-0		Ba De Va		000	Na	M0 V
Kuukideligi	1303	D000133-9	R	As Lo Ni		700	Na	F9 V K1 V*
Caha	1308	X100000-0		Ba De Va		024	Na	D M7 V*
Capiat	1309	X000000-0	R	As Ba		013	Na	M3 V
Murda	1311	E766873-3		Ri		612	Na	G2 V
Ladusu	1312	X443000-0		Ba		024	Na	G7 V
Zugamir	1316	X577000-0		Ba		025	Na	F9 V
Siki	1317	D76546D-7		Lo Ni		620	Lu	G0 V* M3 V
Sirushi	1318	X320000-0		Ba De Po		000	Na	M8 V
Cabo	1320	E66A4VF-2	R	Lo Ni Wa	A	100	Na	G4 V
Ursaenor	1401	D431357-6		Lo Ni Po		400	Im	M7 II M2 V*
Kikiwhata	1404	D571265-5	R	Lo Ni		821	Na	G6 V
Kohiato	1406	X95A000-0		Ba Wa		023	Na	F1 V
Ukhamuku	1407	D573324-5		Lo Ni		810	Na	F3 V* M3 V
Gygiong	1409	E665274-3		Lo Ni		834	Na	G8 V
Nokuevo	1410	C5515ME-6		Ni Po		302	Na	M6 V
Gaha	1412	X663510-2		Ni	R	702	Na	G6 V* [M2 V]
Imginarki	1413	X332000-0		Ba Po		022	Na	M0 V* M2 V
Declode	1418	X729000-0	R	Ba		023	Na	F0 V
Pebonn	1419	X998000-0		Ba		034	Na	G7 V* K5 V
Mushamsurpu	1501	E586217-4		Lo Ni		712	Im	G7 V
Hiwokirawa	1502	D365142-6	S	Lo Ni		200	Im	G7 V M9 V*
Emiliiru	1503	B65646B-8		Lo Ni		100	Im	M3 V
Qalalar	1505	C150113-5	M	De Lo Ni Po		302	Im	G3 V
Shaam	1510	X000000-0		As Ba		002	Na	M4 V M7 V*
Raagop	1511	X333000-0	R	Ba		021	Na	M2 III
Untsue	1517	X330000-0		Ba De Po		024	Na	M1 V
Kapa	1601	D533367-6		Lo Ni		422	Im	K3 V* [M1 V]
Kamkiisaa	1603	D497500-5	R	Ag Ni		224	Im	G3 V
Kigagirru	1604	X424000-0		Ba		022	Na	G1 IV M5 V*
Urreshguana	1605	E758458-7		Lo Ni		323	Im	M6 V
Myneir	1608	D0001B8-7		As Lo Ni		403	Na	G3 V M3 V*
Pashakaga	1611	X535000-0		Ba		000	Na	M0 V M3 V M7 V*
Dikhamgii	1613	X694000-0		Ba		023	Na	F9 V
Limalunu	1615	X675000-0		Ba		025	Na	G0 IV G9 V*
Gikanmi	1617	X473000-0		Ba		022	Na	K6 V
Lugun	1618	D9887DD-7		Ag		423	Na	K1 V

MAP LEGEND

Starport and Tech Level

Bases — E6 — Gas Giant

World Type — **Dekalb** — X-Boat Route

Trade Class — AOR — World Name

Dekalb

Coordinates

Travel Zone Code (Red) — 0407 — No Gas Giant

CA

Border — **Nonym**

WORLD CHARACTERISTICS

- ⬤ Desert (Trade Class)
- ◉ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊖ Water World
- ⊜ Fluid Oceans
- ⁘ Asteroid Belt
- ◍ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ∴ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion

DARRIAN — over one billion

TRAVEL ZONES

⌒ Amber Zone

⌒ Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Ludamikha Territories

ILELISH SECTOR: 1248
GAMMA QUADRANT

ILELISH SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Nanarwi	0127	X575000-0		Ba		022	Na	G4 V* M7 V
Tutinoreta	0128	X893000-0		Ba		001	Na	M3 V* M3 V
Stelios	0132	X994000-0		Ba		020	Na	K8 V
Jonric	0133	X765000-0		Ba		003	Na	M2 V
Epikua	0226	XA9A000-0	R	Ba Wa		000	Na	F6 V* G6 V
Lissisham	0227	X798000-0		Ba		022	Na	F9 V
Iira	0231	X756000-0		Ba		025	Na	G4 V* M8 V
Cedric	0232	X528000-0		Ba		024	Na	M7 V
Segakhe	0233	X224000-0	R	Ba		024	Na	M5 III* M5 V
Kemiirnuzakha	0322	XAD6000-0		Ba		022	Na	G7 V M9 V*
Kiraaplilin	0328	X849000-0		Ba		003	Na	K2 V
Rekagun	0330	X326000-0	R	Ba		024	Na	F8 V* M9 V
Lihare	0331	X5C0000-0		Ba De		024	Na	M9 II* [D]
Sagaki	0421	E568366-1		Lo Ni		621	Na	G3 V
Narraguuka	0426	D5563S8-0		Lo Ni		524	Na	G7 V
Cefa	0427	X220000-0	R	Ba De Po		024	Na	F5 V M9 V*
Rawea	0433	X574000-0		Ba		023	Na	M5 V
Gaakirgika	0521	X000000-0		As Ba		000	Na	K3 V
Certiaduth	0524	X533000-0		Ba		015	Na	M7 V
Lirkerakaas	0525	E6512S9-2	R	Lo Ni Po		733	Na	G2 V
Laksatdoknun	0526	X84A000-0		Ba Wa		022	Na	K6 V* M6 V
Sugi	0527	D6866BC-6	W	Ag Ni		213	Na	G6 V* M6 V
Endrallyr	0532	X200000-0		Ba De Va		024	Na	(M1 V M2 V)
Gukiru	0623	X323000-0		Ba		035	Na	F3 V
Ligaskha	0625	D669679-3		Ni Ri		434	Na	G0 V
Carapace	0627	X511000-0	R	Ba Ic		023	Na	K1 V* M6 V
Pakag	0724	X000000-0		As Ba		034	Na	M0 V M5 V*
Rohi	0729	X000000-0	R	As Ba		023	Na	M0 II
Dryth	0732	X472000-0		Ba		003	Na	K5 V* M5 V
Dorbyora	0821	X422000-0	R	Ba Po		000	Na	M6 II F9 V*
Hana	0823	X340000-0		Ba De Po		024	Na	F5 V* M9 V
Naga	0826	X120000-0		Ba De Po		024	Na	F7 V
Nashea	0827	X120000-0		Ba De Po		025	Na	F4 V
Nanen	0829	E975T9-6	W			022	Na	K2 V
Khemangiraa	0830	X410000-0		Ba De		024	Na	F7 V
Kaashkaalishi	0831	X95A110-4		Lo Ni Wa	R	524	Na	A0 V G4 V*
Sayuri	0832	X326000-0	R	Ba		024	Na	M4 V
Enimkhiida	0921	X768000-0		Ba		000	Na	K7 V* M7 V
Fekbiaski	0923	X210000-0	R	Ba De		023	Na	M3 II* K5 V
Giidudekurgen	0925	X423000-0		Ba		013	Na	M4 V M8 V*
Sharudiidashu	0926	X410000-0		Ba De		011	Na	M2 V M5 V*
Kurorote	0927	X225000-0	R	Ba		000	Na	G6 V
Duugiikegesh	0928	X777000-0		Ba		003	Na	M9 V
Opha	0929	X211000-0		Ba Ic		032	Na	M8 V
Ashgigashla	0932	X7B3000-0		Ba Fl		022	Na	M0 V M4 V*
Dlan	1021	D8D1530-8		Ni		623	Lu	F3 V
Depot	1022	D362476-0	R	Lo Ni		603	Lu	F8 V
Oekhaesagaa	1024	X432000-0		Ba Po		032	Na	M5 V* M7 V
Desjangle	1031	X9AA000-0	R	Ba Fl Wa		023	Na	M4 V
Inukurdaa	1032	X593000-0		Ba		001	Na	M5 V
Proniolerch	1122	D370535-5		De Ni		624	Lu	G5 V* M8 V
Aomuroko	1124	X99A000-0		Ba Wa		000	Na	G6 V
Asidelar	1126	X373000-0	R	Ba		014	Na	M6 V
Iengbeg	1129	X410000-0	R	Ba De		011	Na	G3 V
Airo	1130	X333000-0		Ba		024	Na	F3 V

ILELISH SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Faerrg	1131	D565268-2		Lo Ni		323	Na	F4 V
Giaba	1132	X574000-0		Ba		024	Na	G9 V
Pakahowna	1221	D75726B-5		Lo Ni		921	Lu	K6 V K7 V*
Aru	1224	X000000-0	R	As Ba		023	Na	M0 V
Paphadde	1229	X9B2000-0	R	Ba Fl		024	Na	M6 V* M7 V
Rukatukipa	1230	X300000-0		Ba De Va		013	Na	K0 V
Shagipka	1321	D6715TE-6		Ni		523	Na	G7 V
Shunim	1323	E7687S9-5		Ag		901	Na	M0 V
Onezuerrat	1325	XAAA000-0		Ba Fl Wa		023	Na	M9 V
Agashaga	1326	X879000-0		Ba		002	Na	K6 V
Liksuki	1328	E887479-3	R	Lo Ni		722	Na	G7 V* M3 V
Wynninnis	1329	X400000-0	R	Ba De Va		010	Na	A1 V
Shurarkhura	1330	X431000-0		Ba Po		024	Na	G8 V
Reckless	1424	X55446B-0		Lo Ni	R	523	Na	M1 V
Khashudku	1436	X647000-0		Ba		034	Na	K9 V
Iimzashu	1523	E86A1VF-0		Lo Ni Wa	A	325	Na	K4 V
Gashirmakash	1525	X120000-0	R	Ba De Po		024	Na	M1 V* M9 V
Thasha	1526	X484669-4		Ag Ni Ri	R	704	Na	G3 V
Famlukett	1527	X220000-0		Ba De Po		022	Na	K0 V* M2 V M3 V
Hoptar	1530	X844000-0		Ba		035	Na	G2 V* G3 V
Garegabushar	1623	X202000-0		Ba Ic Va		005	Na	M8 V
Emese	1624	X300000-0	R	Ba De Va		000	Na	M2 V
Lagashaa	1627	X595000-0		Ba		023	Na	K5 V* [D]
Teyle	1628	E86756D-1		Ag Ni		122	Na	M7 V
Lyceum	1630	X231000-0		Ba Po		011	Na	G9 V
Akeao	1631	X9A5000-0		Ba Fl		012	Na	M7 V

ILELISH SECTOR: 1248
BETA QUADRANT

Fourth Imperium

Hongydeff Worlds

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type — **Dekalb** **E6** — X-Boat Route
Trade Class — World Name
A0R

Coordinates
Travel Zone Code (Red) — 0407 — No Gas Giant
CA
Border — **Nonym**

WORLD CHARACTERISTICS

- ◐ Desert (Trade Class)
- ◑ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊖ Water World
- ⊜ Fluid Oceans
- ⦂ Asteroid Belt
- ◉ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

- ⌓ Amber Zone
- ⌒ Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Base BLO, Ultima Thule, Drywater D6, Beaumonde BA A0, Warhead X0 BLOP, Base 1903 BLOP, Gobi C3, Cornucopia D5 AO, Dyson's World X0 LO, Shume D8 LO, Migid D6, Islands E4 O, Hadley D8 LO, Enclave E5 LOP, Cordelia D5 AO, Sony X0 BLO, Wilkenson D5, Kirsten's Roc X0 BLO, Yard 10 X0 BLO, Depot 12 D7 OP, Windsong X0 LOP, Shudiikii C7 BLO, Squee'tak X0 BLO, Halcyon X0 BLO, Khali C2 LO, Kigaru X0 BLO, Avery C5 A0R, Locus D5 LO, Squee'tak E4, Spring C6 O, Beta Cygnus 4 E5 O, Hiroshi C5 LO, Freya D4 A0, Crystal E8, Cupertino X0 BLO

K28 D7 LO, Lashaar E7 LO, 'Tlak D7 OR, Orcim X0 BLOP, Gamma Lupus 2 D5 BLO, Volcano X0 O, Grubstake D4 BLO, Monda Bella A0R, Aurora D3 LO, Pax D6 LO, Hogan D8 LO, Aramco X0 BLO, Retreat E7 BLO, Wotan X0 BLO, Squee'kak C6, Colony 8 E4 LO, Freedom X0 BLO, Hardy X0, Haven E4 O, Ilelish E5 A, Dilipuu D6, Shudiikii D7

Ranchero C8, Penance X0 BLOP, Granite X0 BLO, Vesper C5 LO, Pharsalus E1 BLOP, Darkhush LOP, Flora D4 AO, Khirar D8 A, 'Twee D3 O, Tanith C5 BLO, Mordred D3 BLO, Rodina C5 O, Garden C7 AR, Zhiphar E2 AO, Mylell C5 BLO, Maffei E0 AO, Imur X0 BLO, Canyon D5 LO, Sean's Landing D7, Haleakala D5 LO, Gakhu D6, Squee'qua D3 LO, Outpost X0 BLOP, Betio Station X0 BLO

Wendover X0 BLOP, Rayaloybex C8 E0 O, Tellus Nova X0 AO, Petroleos E8 BLO, Yggsdrasil BLOP, Krasny Norad X0 LO, Atte D7 O, Nanthe X0 BLO, Chevron X0 BLO, Manarerasi X0 BLO, Yuma X0 BLOP, Hell X0 BLO, Goerke's Rock X0 BLO

N'gorongoro X0, Base 271 X0, Lugagkida X0 BLOP, Guardian X0 BLO, Umgiidishishs X0 BLO, Dilfer Station D0 BLO, Viques X0 BLOP, Nihon X0 BLO, Jem X0 BLO, Granery X0 BLO, Umarum X0 BLO

Squee'twok E0 BLO, Kimiimunmi E1, Ganesha AO, Scirocco E1 LOP, Shiguukiimiir X0 BLO, Fywddphedd X0 BLO, K'laktash E6 BLO, Blessed X0 LO, New Dakota E2 AO, Homestead X0 BLO, Poseidon E2 BLO

Naragyb E2, Talbot D4 BLO, Imsaggir X0 O, Reserve X0 BLO, Fluorine X0 BLO, Thor D6 LO, Shudash X0 BLO, Barrington X0 BLO, Khu Ansha D8 AO

Krysse X0 BLO, Pomona X2 AO, Shalud E3 LO, Gumeluukhaagi X0 LO, K'lakt'squa X0 BLO, Sandpile X0 BLOP, Ghost Town X0 BLOP, Riverine X0 BLO, Ghadhurrang E3 LOP, Icehouse X0 BLO, Sigma Station X0 BLO, Zephyr E4 LOP

Brobdignag C9, Hongydeff OP, Mountain Home X2 LO, Shaddimir BLOP, Irlariir E1 AO, Plateau A0, Target X0 BLO, Delta 2 E1 BLO, Snohomish X0 BLO

ILELISH SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Base	1701	X325000-0	R	Ba		000	Na	G2 V* M8 V
Drywater	1703	D4614ME-6		Lo Ni		400	Im	K7 V
Beaumonde	1704	B45456D-A		Ag Ni		723	Im	K3 V
Maxwell's Roc	1708	X201000-0	R	Ba Ic Va		000	Na	(M3 V M6 V)
Granite	1709	X510000-0		Ba De		021	Na	M2 V
Vesper	1710	C481125-5	S	Lo Ni		535	Na	G3 V* M2 V
Pharsalus	1711	X420000-0		Ba De Po		000	Na	G5 V K2 V*
Squee'twok	1715	X89A000-0		Ba Wa		032	Na	K2 V* M3 V
Krysse	1719	X411000-0		Ba Ic		020	Na	M3 V M5 V*
Brobdignag	1720	X999000-0	R	Ba		020	Na	K4 V* M9 V
Ultima Thule	1801	D675479-5		Lo Ni		423	Im	K0 V
Ranchero	1807	C578513-8	T	Ag Ni		823	Na	G0 V* M8 V
Penance	1808	X333000-0		Ba		022	Na	M6 V* M6 V
Ganesha	1815	E56557B-0		Ag Ni		523	Na	M9 V
Naragyb	1817	E7864SB-2		Lo Ni		614	Na	F2 V
Hongydeff	1820	C343679-9	M	Ni		700	Hw	M6 V
Base 1903	1903	X442000-0	R	Ba Po		013	Na	G1 V
Monda Bella	1906	D364679-4	S	Ag Ni Ri		933	Cs	G6 V
Hogan	1907	D100144-8		De Lo Ni Va		603	Na	M1 V M7 V*
Aramco	1908	X6A7000-0		Ba Fl		022	Na	M7 III A8 V*
Darkhush	1911	E55136B-1		Lo Ni Po		401	Na	K6 V
Kimiimunmi	1915	X638000-0		Ba		023	Na	M0 V
Scirocco	1916	E25026E-1		De Lo Ni Po		123	Na	K2 V
Pomona	1919	X6845SA-2		Ag Ni	R	501	Na	K2 V* M0 V
Cornucopia	2001	D667543-8		Ag Ni		404	Im	K5 V
Warhead	2002	X322000-0	R	Ba Po		000	Na	F8 V* M1 V
K28	2004	D100110-7	R	De Lo Ni Va		322	Na	M4 V
Grubstake	2005	X439000-0		Ba		000	Na	F6 V* M4 V
Atte	2013	D5294DA-7	W	Lo Ni		600	Na	K3 V
Lugagkida	2014	X443000-0	R	Ba		024	Na	F2 V
Shiguukiimiir	2016	X788000-0		Ba		023	Na	K0 V* M0 V
Shalud	2019	E3602TF-3		De Lo Ni		321	Na	G8 V M9 V*
Shume	2101	D110214-8		De Lo Ni		613	Na	F7 V* [M8 V]
Dyson's World	2102	D100375-7		De Lo Ni Va		810	Im	K3 V* M3 V
Gobi	2103	C560576-3	S	De Ni		535	Im	F9 V* G1 V
Pax	2105	D6878TD-6				104	Na	M8 V
Aurora	2106	D665164-3		Lo Ni		422	Na	M6 V
Flora	2108	D564568-4		Ag Ni		922	Na	G2 V* M5 V
Krasny Norad	2113	X5563DE-0		Lo Ni	R	403	Na	K6 V
Base 271	2114	X302000-0		Ba Ic Va		020	Na	M6 V
Guardian	2115	X611000-0		Ba Ic		023	Na	M7 V
Talbot	2117	D688466-4	R	Lo Ni		223	Na	G0 V
Mountain Home	2118	X7642VJ-2		Lo Ni	R	201	Na	G0 V* M0 V
Migid	2201	D6578A9-6				702	Im	F6 V* M3 V
Lashaar	2204	E9973DB-7		Lo Ni		721	Na	K8 V
Retreat	2207	X435000-0	R	Ba		033	Na	M8 V
Khirar	2208	D6447A8-8		Ag		100	Na	K5 V* M2 V
Nanthe	2213	X435000-0		Ba		034	Na	M3 V
Fywddphedd	2215	X235000-0		Ba		013	Na	M7 V M9 V*
Imsaggir	2216	E4495S8-6		Ni		923	Na	G9 V
Reserve	2217	X776000-0		Ba		024	Na	A8 V G2 V*
Shaddimir	2218	X543000-0		Ba		025	Na	M1 V
Gumeluukhaagi	2219	X401000-0	R	Ba Ic Va		024	Na	M5 V
Islands	2301	E659674-4		Ni		622	Im	G1 V* [M7 V]
Enclave	2302	E542373-5		Lo Ni Po		100	Im	K2 V

ILELISH SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
'Tlak	2305	D88A666-7	S	Ni Ri Wa		324	Na	K4 III F3 V*
Wotan	2307	X672000-0		Ba		034	Na	M4 V M8 V*
Wendover	2310	X430000-0	R	Ba De Po		022	Na	M1 V* M8 V
Tellus Nova	2311	E784576-0		Ag Ni		724	Na	G4 V
Yggsdrasil	2312	E9B51VJ-8		Fl Lo Ni	R	221	Na	F9 V K3 V*
Chevron	2313	X7C4000-0	R	Ba Fl		002	Na	M5 V
N'gorongoro	2314	X796000-0		Ba		024	Na	G6 V
Umgiidishishs	2315	X577000-0		Ba		000	Na	F0 IV G5 V*
K'laktash	2316	X67A000-0		Ba Wa		024	Na	M5 II G6 V*
K'lakt'squa	2320	X98A000-0		Ba Wa		020	Na	K1 V
Hadley	2401	D684367-8		Lo Ni		514	Im	G2 V* K8 V
Cordelia	2402	D574578-5		Ag Ni		600	Im	M9 III G5 V*
Sony	2403	X200000-0		Ba De Va		014	Na	M7 V
Orcim	2404	X341000-0	R	Ba Po		002	Na	G0 V
'Twee	2408	D55A46B-3		Lo Ni Wa		324	Na	G9 V* [D]
Rayaloybex	2410	C546420-8		Lo Ni		624	Cs	F7 V
Petroleos	2411	X5A9000-0	R	Ba Fl		034	Na	M0 V
Ghost Town	2418	X342000-0		Ba Po		022	Na	M0 V
Kirsten's Roc	2501	X300000-0		Ba De Va		023	Na	G7 V
Wilkenson	2503	D644431-5	S	Lo Ni		524	Im	F2 V M5 V*
Squee'kak	2506	CA9A2D8-6		Lo Ni Wa		924	Na	F1 V* [(M0 V M1 V)]
Freedom	2507	X639000-0		Ba		033	Na	M3 V
Tanith	2508	C766300-5		Lo Ni		634	Na	K8 V* M8 V
Mordred	2509	XAB8000-0	R	Ba Fl		025	Na	G6 V* G8 V
Manarerasi	2512	X333000-0		Ba		021	Na	K7 V* M8 V
Yuma	2513	X350000-0		Ba De Po		023	Na	M6 V* [F3 V]
Blessed	2516	D658369-0	W	Lo Ni		624	Na	M1 V
Fluorine	2517	X7C3000-0		Ba Fl		022	Na	M4 V
Sandpile	2518	X240000-0		Ba De Po		012	Na	F2 V
Riverine	2519	X774000-0		Ba		024	Na	G7 V
Irlariir	2520	E7576B8-3		Ag Ni		910	Na	M9 V
Yard 10	2601	X300000-0		Ba De Va		023	Na	M5 V
Volcano	2604	D376420-5	R	Lo Ni		503	Na	G2 V* G7 V [K5 V]
Colony 8	2606	E759111-4		Lo Ni		524	Na	K7 V
Gakhu	2607	D4744A9-6		Lo Ni		824	Na	M2 V
Rodina	2609	C795487-5		Lo Ni		632	Cs	G9 V
Garden	2610	C664785-7	T	Ag Ri		333	Na	M3 III K6 V*
Hell	2613	X9C2000-0		Ba Fl		022	Na	A1 V K6 V*
Dilfer Station	2615	X000000-0		As Ba		023	Na	(M6 III M8 V)
Plateau	2620	E7865TF-1		Ag Ni		800	Na	M6 II F9 V*
Depot 12	2702	D222435-7		Lo Ni Po		400	Im	M4 V
Gamma Lupus 2	2704	X6B4000-0		Ba Fl		024	Na	M0 V* M5 V
Hardy	2707	X877000-0	R	Ba		021	Na	K0 V* M1 V
Squee'qua	2708	D58A169-3	R	Lo Ni Wa		900	Na	K7 V
Zhiphar	2711	E6686M9-2		Ag Ni		523	Na	G0 V* M2 V
Mylell	2712	C55326B-5		Lo Ni		104	Na	F1 V* K9 V
Homestead	2715	X876000-0	R	Ba		034	Na	M4 V
New Dakota	2716	E688613-2		Ag Ni		822	Na	K1 V* M3 V
Thor	2717	D8951BA-6		Lo Ni		124	Na	F5 V
Ghadhurrang	2718	E4512DJ-3		Lo Ni Po	A	724	Na	G9 V
Windsong	2803	C240300-7		De Lo Ni Po		223	Im	G8 V* K2 V
Haven	2806	E6695M9-4	C	Ni		214	Na	M0 V
Dilipuu	2807	D6728TD-6	S			624	Na	G8 V
Canyon	2810	D386213-5		Lo Ni		634	Cs	G7 V
Maffei	2812	E4655VD-0		Ag Ni		203	Na	M0 III G7 V*

ILELISH SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Goerke's Rock	2813	X110000-0		Ba De		024	Na	F8 V* M4 V
Viques	2814	X130000-0	R	Ba De Po		023	Na	M2 V* M4 V
Poseidon	2815	X77A000-0		Ba Wa		020	Na	G5 V
Shudash	2817	X526000-0	R	Ba		023	Na	M7 III M8 V*
Target	2819	X400000-0		Ba De Va		022	Na	NO STARS
Delta 2	2820	X377000-0		Ba		010	Na	G2 V* M2 V M6 V
Ilelish	2907	E674776-5		Ag		723	Na	G6 V
Haleakala	2909	D5583TD-5		Lo Ni		100	Na	M1 V M4 V*
Imur	2911	X525000-0		Ba		024	Na	M0 V M8 V*
Outpost	2913	X653000-0		Ba		022	Na	M2 V
Nihon	2915	X674000-0		Ba		025	Na	K2 V
Icehouse	2919	XA9A000-0		Ba Wa		033	Na	G4 V
Locus	3001	C445100-5		Lo Ni		702	Im	K7 V
Shudiikii	3003	X500000-0		Ba De Va		010	Na	M2 V* M3 V
Kigaru	3004	X594000-0		Ba		022	Na	K3 V
Beta Cygnus 4	3006	D500556-7		De Ni Va		710	Cs	M8 V
Freya	3008	D7856TH-4		Ag Ni	A	134	Cs	M1 V* M1 V
Sean's Landing	3009	D436345-7		Lo Ni		834	Cs	M4 V
Betio Station	3012	X000000-0		As Ba		024	Na	A0 V
Jem	3015	X767000-0	R	Ba		024	Na	F1 V* M8 V
Granery	3016	X344000-0		Ba		022	Na	G5 V* [M8 V]
Barrington	3018	X535000-0		Ba		004	Na	A3 V
Snohomish	3020	X886000-0		Ba		020	Na	G4 V* [K5 III]
Avery	3101	D887666-5	R	Ag Ni Ri		411	Im	G5 V* M3 V
Squee'tak	3103	E95A400-4		Lo Ni Wa		914	Im	M5 V M7 V*
Spring	3106	C675413-6		Lo Ni		124	Na	F2 V
Hiroshi	3108	C49516A-5	C	Lo Ni		300	Na	K4 V
Cupertino	3110	X676000-0		Ba		003	Na	G4 V
Sigma Station	3119	X561000-0		Ba		024	Na	F5 V* G1 V
Halcyon	3203	X656000-0		Ba		025	Na	F0 V
Khali	3204	C4542DA-2	R	Lo Ni		924	Na	M1 V
Crystal	3209	E7AA2CD-8	C	Fl Lo Ni Wa		900	Na	M0 V
Umarum	3216	X300000-0		Ba De Va		023	Na	K2 V M9 V*
Khu Ansha	3218	D7876MB-8		Ag Ni		921	Na	G8 V
Zephyr	3219	E1501DJ-4		De Lo Ni Po	A	813	Na	G7 V

MAP LEGEND

Starport and Tech Level
Bases — **Gas Giant**
World Type — **X-Boat Route**

E6
Dekalb
AOR

Trade Class — **World Name**

Coordinates
Travel Zone Code (Red) — **No Gas Giant**
0407
CA
Border — **Nonym**

WORLD CHARACTERISTICS
- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES
- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⸪ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION
Thanber	under one billion
DARRIAN	over one billion

TRAVEL ZONES
- Amber Zone
- Red Zone

TRADE CODES
A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Worlds

Coordinate	Starport/TL	Name	Trade Codes
1721	D5	Orugusha	L0
2021	X0	Anguma	BLO
2221	X0	Ukikishu	BLO
2521	X0	Ugursi	BL0
2821	X0	Ghali	BL0
3121	X0	Gadirur	BL0
1922	D9	Fuemlolch	0
2922	E1	Clarion	
3022	D1	Guulirum	LOP
1723	X0	Kowhotara	BLOP
1923	D8	Mulyosh	L0
2023	X0	Uzar	BLO
2123	X0	Panalii	BLO
2323	E3	Khuuna	A0
2423	X0	Enkunurdii	BLO
2523	X0	Ryas	BLO
2723		Tredandt	L0
2723	X0	Urshadirmuu	BLO
2823	X0	Shakiigidi	BLOP
1824	X0	Driethys	BLO
2224	D4	Agari	0
2524	X3	Enmity	R
2624	X0	Amunini	BL0
2824	X0	Anamgupish	BLO
3024	X1	Agimashluu	A0
3124	E3	Kherii	
3224	X0	Nikolai	BL0
1725	X0	Haagap	BLO
1825	X0	Bashukhus	BLO
1925		Agaru	BLOP
2225		Agari	0
2325	X0	Mynyha	0
2425	X0	Idga	BLO
2625	D0	Khiilakidi	0
2825	E2	Shaddimir	OP
2925		Fervor	BLOP
1726	X0	Bipir	BLO
1926	X0	Irnunshii	BLO
2025		Amadmukii	BLO
2326	X0	Fymadd	BLO
2426	D2	Malachite	0
2626		Khiilakidi	0
2826	X0	Ruerhies	BLO
2926		Shupeshulur	BLO
3225	E2	Tuariro	L0
1727	E4	Thasa	0
2127	X0	Humpstead	BLO
2227			
2527	X0	Ranas	
2827		Ruerhies	BLOP
3127	X0	Ukuuki	BLO
3227	X0	Gunde	BLOP
1728	X0	Sikalumam	BLO
1928		Druil	BLO
2027	E4	Aamuri	
2028		Sashlunsdham	
2428	X0	Giikignula	
2528	X0	Siishem	
2627	E2	Godit	L0
2728	X0	Lergiimii	BLO
3027	X0	Whaka	BLO
3128	E3	Thoegnuth	L0
1729	X0	Enaaskhi	BLO
1929	X0	Imasimudi	BLO
2029	X0	Idedidak	BLO
2129	X0	Kholu	BLO
2528	X0	Pangnuk	BLO
2529	X0	Sikekurla	BLO
2729		Maanshugumi	BLO
2929	X0	Anrera	BLO
3129	X0	Maukowhi	BLO
1930		Padaod	BLOP
2030	X0	Umbrage	BLOP
2330	X0	Zaadurar	BL0
2530	X0	Shyrwanin	BLO

ILELISH SECTOR: 1248
DELTA QUADRANT

ILELISH SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Orugusha	1721	D69527B-5		Lo Ni		534	Hw	M3 V* M6 V
Kowhotara	1723	X432000-0		Ba Po		024	Na	G9 V* M6 V
Haagap	1725	X344000-0		Ba		022	Na	G1 V
Bipir	1726	X537000-0		Ba		022	Na	A4 V M2 V*
Thasa	1727	E3606TC-4		De Ni		424	Na	F6 V* [K4 V]
Sikalumam	1728	X9CA000-0		Ba Fl Wa		010	Na	G7 V
Enaaskhi	1729	X526000-0		Ba		025	Na	M7 V
Bashukhus	1824	X839000-0		Ba		024	Na	M8 II M7 V*
Fuemlolch	1922	D9C3413-9	R	Fl Lo Ni		924	Hw	M7 V
Mulyosh	1923	D99A3MA-8		Lo Ni Wa		522	Hw	G3 V
Driethys	1924	XAA8000-0		Ba Fl		034	Na	F1 V
Amadmukii	1925	X673000-0		Ba		024	Na	F4 V* [M7 V]
Irnunshii	1926	X672000-0		Ba		001	Na	F2 V
Druil	1928	X794000-0	R	Ba		020	Na	K1 V* K3 V
Imasimudi	1929	XAC7000-0		Ba Fl		022	Na	K8 V
Padaod	1930	X120000-0		Ba De Po		023	Na	M3 II M4 V*
Anguma	2021	XAA9000-0		Ba Fl		023	Na	M9 II* K6 V
Agaru	2024	X330000-0	R	Ba De Po		024	Na	G9 V
Sashlunsdham	2027	EA8A8DB-4		Wa		414	Na	G2 V
Idedidak	2029	X9AA000-0	R	Ba Fl Wa		035	Na	M1 V
Umbrage	2030	X230000-0		Ba De Po		013	Na	F2 V* G3 V
Uzar	2123	X727000-0		Ba		011	Na	K3 V
Aamuri	2127	X4C3000-0	R	Ba Fl		013	Na	G3 V* M3 V
Kholu	2129	X544000-0		Ba		004	Na	K4 V* [(M7 III M4 V)]
Ukikishu	2221	X7C8000-0		Ba Fl		034	Na	G5 V M9 V*
Panalii	2222	X448000-0		Ba		023	Na	F2 V G0 V*
Agari	2224	D4626BE-4		Ni		602	Na	G2 V
Humpstead	2226	X766000-0		Ba		024	Na	M8 V
Enkunurdii	2323	X7A4000-0	R	Ba Fl		023	Na	K9 V* M2 V
Mynyha	2325	X000000-0		As Ba		023	Na	M3 V
Fymadd	2326	X73A000-0		Ba Wa		000	Na	M0 V* M4 V
Zaadurar	2330	X302000-0		Ba Ic Va		000	Na	G6 V* M9 V
Khuuna	2422	E987511-3		Ag Ni		922	Na	G0 V* M9 V
Idga	2425	X64A000-0		Ba Wa		000	Na	G4 V
Giikignula	2427	X401000-0		Ba Ic Va		024	Na	M5 V
Siishem	2428	X7A9000-0		Ba Fl		024	Na	M7 V
Ugursi	2521	X100000-0		Ba De Va		025	Na	M5 V* M6 V
Ryas	2523	X748000-0		Ba		000	Na	F5 V
Enmity	2524	X662769-3		Ri	R	622	Na	G1 V
Malachite	2526	D464410-2		Lo Ni		334	Na	G0 V
Ranas	2527	X5A4000-0		Ba Fl		001	Na	M6 V M8 V*
Pangnuk	2528	X5AA000-0		Ba Fl Wa		000	Na	K1 V* M5 V
Sikekurla	2529	X677000-0		Ba		023	Na	G3 V
Amunini	2624	X835000-0	R	Ba		023	Na	M9 V
Khiilakidi	2625	D76A476-0		Lo Ni Wa		803	Na	K5 V
Godit	2627	E8882DG-2		Lo Ni		423	Na	K6 V
Shyrwanin	2629	X426000-0	R	Ba		012	Na	K6 V
Urshadirmuu	2723	X79A000-0	R	Ba Wa		013	Na	G0 V
Lergiimii	2728	X789000-0		Ba		000	Na	F6 V
Ghali	2821	X9C9000-0		Ba Fl		024	Na	G6 V
Tredandt	2822	E98A1AF-1		Lo Ni Wa		834	Na	G0 V
Anamgupish	2824	X898000-0		Ba		025	Na	G8 V
Fervor	2825	X542000-0	R	Ba Po		012	Na	G5 V* M5 V
Ruerhies	2826	X333000-0		Ba		013	Na	A9 V G1 V*
Maanshugumi	2828	X646000-0	R	Ba		022	Na	F3 V K5 V*

ILELISH SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Clarion	2922	X562000-0		Ba		024	Na	G0 V M6 V*
Shakiigidi	2923	X333000-0	R	Ba		012	Na	F7 V
Shaddimir	2925	E2524SE-2	R	Lo Ni Po		434	Na	G9 V
Anrera	2929	X576000-0		Ba		025	Na	G8 V* M3 V
Guulirum	3022	D1502TD-1	R	De Lo Ni Po		710	Na	K4 V
Agimashluu	3024	X766568-1		Ag Ni	R	402	Na	K0 V
Shupeshulur	3025	X496000-0		Ba		025	Na	F2 V
Whaka	3027	X9A5000-0	R	Ba Fl		023	Na	F4 V G2 V*
Gadirur	3121	X411000-0	R	Ba Ic		024	Na	G5 V
Kherii	3124	E5552TC-3		Lo Ni		824	Na	G4 V
Ukuuki	3127	X000000-0		As Ba		023	Na	F6 V
Thoegnuth	3128	E7562SA-3		Lo Ni		202	Na	G6 V
Nikolai	3223	X596000-0		Ba		020	Na	G0 V
Tuariro	3225	E7671TH-2	R	Lo Ni	A	323	Na	G1 V* M4 V
Gunde	3226	X333000-0	R	Ba		023	Na	F6 V
Maukowhi	3228	X676000-0		Ba		024	Na	G5 V* M1 V

POLITIES AND STATES IN ILELISH SECTOR

Ilelish Sector was hit very hard by the Viral Plague. Indeed, some worlds are still in the throes of Viral infestation. Civilization is returning to the stars of the region, but the process is slow and painful. The Imperium holds a narrow strip across the Coreward-Trailing edge of the sector and is cultivating a few client states in the region. However, rebuilding is slow when so much of the original infrastructure was destroyed or corrupted to serve Viral masters.

THE FOURTH IMPERIUM IN ILELISH SECTOR

The Imperium holds little territory in Ilelish sector, and is less interested in acquiring more than in Dagudashaag sector. This is mainly due to the lack of a major rival state to compete against. Measures are underway to contain threats and gradually pacify the area, but the Imperial presence is noticeably lacking on this Spinward-Rimward frontier. There is a feeling that Ilelish can be left alone for now. With the Rift and Imperial space blocking out most influences, this is a reasonable assumption.

Navy patrols belonging to the tiny Ilelish Fleet of the Imperial Navy do sweep systems within 3-6 parsecs of the border, but only intermittently. What Imperial presence there is in the region is either low-key (e.g. a handful of Reconstruction Service personnel) or private (e.g. a corporate venture without central backing).

The lack of official Imperial interest in Ilelish means that the region is an ideal location for ambitious private ventures. Even a single world, noble house or corporation based in the Imperium has huge advantages over a recovering society located in what was until quite recently a Holocaust region. Thus influence is not hard to bring to bear, and forces that would be insignificant in Imperial space are overwhelming when compared to what a Wilds state can muster.

The upshot of all this is that along with some quite legitimate private transborder operations, a number of less savory projects are going on in Ilelish. Renegade Imperial nobles, stripped of their titles, have found it profitable to head out into Ilelish and set up power base there. There are rumors of empire-building and covert funding of piracy among the worlds of Ilelish sector. It is likely that the Imperium will have to deal with this self-created problem sooner or later but for now the resources are simply not available.

THE JUBILEE CONFEDERATION

A four-world state close to the Imperial border, the Jubilee Confederation is likely to become Jubilee County as soon as the Imperium begins accepting new members. The Confederation has been stable for some decades now and while it did not elect to join the Imperium when it had the chance, relations have been warming steadily over the years.

The Confederation has a maximum tech level of 9 but does not possess any shipbuilding capability of its own. Instead the few vessels it possesses are mostly ex-free traders or mercenaries who have been offered a salary. Most vessels are in reasonable condition, having been sent to Imperial worlds in Gushemege sector for refit and upgrade. A number of private Imperial ship operators have now entered into contracts with the Confederation, creating a regular Jump-2 service to and from Imperial space.

Jubilee itself is the seat of the Confederation Parliament, a legislatory body that directs general policy within the Confederation but has little power to enforce its decrees on the member worlds. The parliament has made wise decisions in the past and has considerable support, so variations from policy are few and minor.

CONFEDERATION MILITARY

The military arm of the Confederation consists of a few companies of security volunteers and an ad-hoc collection of mercenaries and contracted shipowners. Orbital defenses in the form of missiles and mines are available, but not in any great numbers. The Confederation would like to place itself under the protection of the Imperium but the lack of Imperial assets makes this impractical.

THE LUDAMIKHA TERRITORIES

The Territories are a region of 10 worlds claimed by the government of Ludamikha. These worlds include Dlan, former capital of the Domain of Ilelish and seat of the Archduke Dulinor, and Depot, a major naval base in the days of the Third Imperium. The region was extremely hard hit by the Viral Plague as vessels of Dulinor's Coronation Fleet staggered home with the proto-Virus incubating in their computers.

The fall of civilization in the area around Dlan was hard and fast, and few worlds were able to hold onto starfaring technology. Ironically, this meant that there were rich resources available for the few societies able to survive in a Vampire-haunted holocaust region. It is a measure of the character of the ruling Ludamikha government that even with these resources available, most of the worlds of the Territories are extremely low-tech when the means for a reconstruction is available.

Only Ludamikha itself is capable of building spacecraft or possesses high technology manufacturing capability, making it easy to maintain control over the shattered worlds of the area. High-tech enclaves exist on all subject worlds as occupation bases and governmental residencies, while the majority of the population lack even clean drinking water on some worlds.

The Territories have benefited from salvaging the old Imperial naval base at Depot. Even ravaged by the Viral Plague, a naval depot represents an immense treasure-trove of salvage. The main base facilities are located in the outsystem and are considered far more important than the mainworld. So far the Territories have been unable to reactivate the shipyards of Depot, so salvage is loaded into transports and taken to Ludamikha for use at the yards there.

The Territories see Imperial expansion in the region as a threat to their position and actively oppose Imperial activities. No direct action can be taken, of course, since the Imperial Navy would be forced to respond in force. Instead a campaign of harassment, support for anti-Imperial groups and even covert operations has been quite successful in slowing Imperial expansion in the region.

There are suspicions that Ludamikha is supporting pirates operating along the Imperial fringe. No evidence has ever been discovered that raider ships are allowed into Ludamikha space, but the Territories are noticeably lax in their pursuit of pirates and other wrong-doers along their Coreward fringe. Rumors of transports from Depot heading out to secret bases in the Wilds to fit out raiding ships have never been proven.

The Territories are also expansionistic. A slow but steady landgrab has been ongoing since 1185 or earlier. Most recently the world of Siki was forcibly added to the Territories. The overmatched TL 7 forces of that world put up a stubborn fight and even asked the Imperium for assistance. Nothing was forthcoming and after a few months of guerrilla resistance Siki caved in and became a territory of Ludamikha. This was in 1241, and since that time the Territories have consolidated their hold over the world.

It is likely that further expansion will take place quite soon. 'Trade ships' have carried out surveys of several worlds. The Territories seem to have no real interest in uplifting worlds they annex. Instead the resources (and any salvage) of each world goes to fuel the industrial and technological growth of the capital. Some minor manufacturing facilities have been built on subject worlds but this is mainly to create a source of spares and ammunition close to the forces needing them.

TERRITORIES MILITARY

The Territories are defended by a force drawn from many of the subject worlds as well as the capital, though officers are mostly native Ludamikhans. Many of the ground units fielded by the Territories are 'occupation' units equipped with light infantry weapons and security vehicles. Quite capable of holding down an occupied city, these units are not able to stand up to regular combat forces such as the Imperial Army. 'Warfighting' formations do exist but these are less common and generally held in reserve on bases away from population centers.

Space forces are unusually well equipped for a 'Wilds' power. Although only TL A vessels can be constructed new, substantial quantities of higher-tech equipment have been salvaged and used to construct hybrid vessels. Quantities of salvage are sufficiently high that whole classes of vessel have been built using relic equipment.

The bulk of the fleet is made up of Jump-1 vessels of no great size (1-3000 tons) equipped with TL E-F fire control and weapon systems salvaged from ships found at depot. However, a handful of one-off vessels are in service. These include a Third Imperium-era heavy cruiser rebuilt with salvaged equipment as a monitor to defend the capital, and a rumored light cruiser sized ship armed with an experimental weapon system. This has been described as a disintegrator, but so far there is no proof of this wild speculation.

Overall, the Territories are hostile to the Imperium and well enough armed to be able to get away with it – for now. Time will tell whether an accommodation can be reached or a military solution becomes inevitable.

THE HONGYDEFF WORLDS

The four 'Hongydeff worlds' lie almost in the exact center of the sector. Violently opposed to the Imperium and everything it stands for, the world of Hongydeff is Balkanized and run as what amounts to a set of pirate kingdoms and warlord-ruled city-states. The other three worlds are claimed by the pirate kingdoms, either as a single possession or carved up into areas of exploitation.

The Hongydeff regime is brutal at best. The various states are ruled by strongmen and warlords who enforce their will through intimidation and murder. Not all of them are pirates (at least not openly) but all of them came to rulership by arriving on the planet with armed followers and carving out a niche at the expense of others.

Some of the Hongydeff rulers are ex-Imperials, or hail from worlds that were about to join the Imperium when the renegades upped and left. Many such groups headed out into the Wilds of Ilelish and brought with them quantities of Imperial equipment. Most of it has now worn out, but Hongydeff is capable of producing serviceable TL 9

replacements for high-tech equipment – and it is possible that the warlords and pirate kings can obtain equipment from other sources.

Co-operation between rulers is limited to non-existent. Alliances form and break constantly, and only a major threat to the survival of all can force the warlords to work together. Even then, operations are hampered by a need to avoid being stabbed in the moment of victory. As a result Hongydeff is not a very efficient political force.

Relations with Ludamikha are surprisingly good at present. The Hongydeff warlords know better than to raid a well-defended power like the Territories and a common interest in keeping Imperial influences out of the sector prompts at least mutual tolerance.

The Hongydeff economy is based on raiding and plunder for the most part, or trading with the least scrupulous merchants in the sector. Almost all the ills of civilization can be found on these four worlds – slavery, exploitation, brutality and gun law are facts of life. The only career that offers any prospects is enlistment in service of one of the warlords, or service aboard a merchant ship operating out of the port. Many of these merchants are slavers or part-time pirates anyway, so the end result is much the same.

It seems likely that the Imperium will smash this nest of vipers at some point in the future, but at present there is a marked reluctance to do more than mount deterrent patrols outside the Imperial border and make the odd token antipiracy sweep. Once Imperial Navy resources become more plentiful, surely Hongydeff's days will be numbered.

HONGYDEFF MILITARY

There is no such thing as a military force on Hongydeff or its possessions, but each warlord or pirate has a sizable body of armed followers. Some of these bands are armed and organized as 'true' combat units rather than raiders. The majority are just thugs with guns, however.

A number of armed ships, mainly corsairs and armed merchants, are available to the various rulers. The most powerful ship in the Hongydeff 'fleet' is an ex-Imperial destroyer brought in by her mutinous crew and now owing a complex and unstable allegiance to the world's most powerful pirate lord. This vessel, now named Vengeance-Taker, often operates in company with either a merchant ship (to carry loot) or a group of other, lesser, corsairs. Vengeance-Taker can carve up most vessels operating in the region and her loss is a major embarrassment to the Imperial Navy.

CHAPTER 5
ZARUSHAGAR SECTOR

Starport and Tech Level

Bases — Gas Giant

World Type — E6 — X-Boat Route

Dekalb
AOR

Trade Class — World Name

Coordinates

Travel Zone Code (Red) — No Gas Giant

0407
CA

Nonym

Border

WORLD CHARACTERISTICS

- ◔ Desert (Trade Class)
- ◒ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊜ Water World
- ⊖ Fluid Oceans
- ⁘ Asteroid Belt
- ◎ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⁂ Ruined Base
- ◇ Trade Corridor Forward Base
- ◈ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber   under one billion
DARRIAN   over one billion

TRAVEL ZONES

⌒ Amber Zone
⌣ Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown
here are encoded in the world
type symbol or name.

New Worlds Alliance

Nalaashii Empire

Lords of New Zarushagar

Kdept Protectorate

Gaidraan Coalition

ZARUSHAGAR SECTOR: 1248

Zarushagar sector is astrographically a little less dense than others in the region. Although it has many Jump-1 mains and clusters, navigation is a little more difficult than in some other sectors. The main astrographical feature is the very tip of the 'lower claw' of the Great Rift, which projects into the Spinward-Rimward end of the sector. Although a scattering of worlds in this area of rift space makes high-Jump navigation possible, it is still necessary for most vessels to go around the rift. The Imperial Trade Corridor to the United Worlds and thence on to the Freedom League and Terran Commonwealth runs past the tip of the rift. Imperial influence is felt most strongly in this region, but the area is far from pacified.

In addition to several areas of Wilds, the sector is home to five multiworld powers. Of these, the Lords of New Zarushagar is the largest. However, its position, with borders adjacent to three other powers, is something of a mixed blessing. Elsewhere, much of the sector remains at best semi-tamed; corsair and Vampire vessels roam the spacelanes as they will, and petty warlords vie for the crumbs of power left over from the golden age of the Third Imperium.

ALLEGIANCE CODES

Cs	Imperial Client State
Im	Imperial
Gc	Gaidraan Coalition
Kp	Kdept Protectorate
Lz	Lords of New Zarushagar
Na	Non-Aligned
Ne	Nalaashii Empire
Nw	New Worlds Alliance

Page 87 Picture: Somewhere in the trade corridor linking the Fourth Imperium with the United Worlds and the Terran Commonwealth, an armed trader comes under attack from corsair fighters.

MAP LEGEND

Starport and Tech Level

Bases — E6 — Gas Giant
World Type — **Dekalb** (AOR) — X-Boat Route
Trade Class — World Name

Coordinates — 0407
Travel Zone Code (Red) — CA — No Gas Giant
Border — **Nonym**

WORLD CHARACTERISTICS

- ◓ Desert (Trade Class)
- ◔ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊜ Water World
- ⊟ Fluid Oceans
- ⁙ Asteroid Belt
- ◉ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◈ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

Amber Zone
Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Lords of New Zarushagar

ZARUSHAGAR SECTOR: 1248

ALPHA QUADRANT

ZARUSHAGAR SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Balimiishi	0101	X300000-0	R	Ba De Va		022	Na	M6 V
Gakugani	0106	X410000-0		Ba De		001	Na	F0 V* M4 V
Shikhafii	0108	X9B7000-0		Ba Fl		024	Na	M9 III
Shudugiis	0109	X544000-0		Ba		034	Na	K1 V
Llarruu	0110	X221000-0		Ba Po		035	Na	(F3 V M2 V)*
Numdaag	0112	D879614-8	T	Ni		223	Na	K0 V
Irkaa	0114	X525000-0	R	Ba		021	Na	M1 V
Karma	0115	X447000-0		Ba		001	Na	M2 V
Whawa	0116	D756400-7	T	Lo Ni		223	Na	M7 V* [G0 V]
Th'sula	0120	X440000-0		Ba De Po		013	Na	K0 V
Sarskudhu	0201	X444000-0		Ba		002	Na	G2 V
Duumimkulii	0204	E8892VE-3	R	Lo Ni		124	Na	K0 V
Ruha	0209	X687000-0		Ba		024	Na	M1 V
Wuharakiha	0217	X7A1000-0		Ba Fl		034	Na	M9 V
Karanarkaruur	0219	X444000-0	R	Ba		024	Na	M0 V
Gugirlupkhiga	0220	X7B2000-0		Ba Fl		024	Na	G5 V
Arikem	0302	X340000-0		Ba De Po		002	Na	M0 V* M7 V
Kotikio	0304	D757200-0	T	Lo Ni		801	Na	G3 V
Wutamu	0305	X412000-0		Ba Ic		023	Na	F1 V
Soudaska	0306	E5811TC-0		Lo Ni		412	Na	G8 V
Thesys	0309	D9A2167-8		Fl Lo		024	Na	M4 V
Rirgaapudi	0310	DAA426B-8		Fl Lo		022	Na	G9 V M1 V M4 V*
Tapopop	0315	X9C5000-0		Ba Fl		012	Na	M3 V
Pukhiishagaba	0317	X555000-0	R	Ba		025	Na	F4 V
Gagasashap	0318	X510000-0		Ba De		023	Na	M5 V
Arkikar	0320	X886000-0		Ba		013	Na	F2 V* G8 V
Surgek	0402	D465533-1	R	Ag Ni		710	Na	M4 V M5 V*
Urakikugida	0404	X443000-0		Ba		022	Na	M1 V
Howhakiruo	0405	E689467-2		Lo Ni		823	Na	G9 V
Era	0406	D431378-0		Lo Ni Po		521	Na	M2 V* [D]
Strela	0407	D6956SC-5		Ag Ni		224	Na	G0 V
Guudimikush	0411	D453269-5	T	Lo Ni		522	Na	K7 V
Khunashurkii	0502	X320000-0		Ba De Po		025	Na	M0 V
Dugemaa	0503	X470000-0	R	Ba De		022	Na	G2 V M0 V*
Crafyr	0504	X546000-0		Ba		023	Na	G3 V
Khangush	0510	X347000-0		Ba		023	Na	F2 V
Llilrag	0513	E2502TC-6	T	De Lo Ni Po		423	Na	G0 V* [D]
Hisa	0517	E5603TC-0		De Lo Ni		224	Na	K9 V* M9 V
Gugur	0518	X000000-0		As Ba		014	Na	F1 V M5 V*
Tregt	0519	X240000-0		Ba De Po		025	Na	M0 V* M2 V
Priath	0520	X479000-0		Ba		011	Na	F0 V
Slur	0605	D86A510-6	T	Ni Wa		623	Na	K7 V
Umshushmi	0606	X260000-0		Ba De		024	Na	M6 II M9 V*
Kadugenamakaa	0607	X342000-0	R	Ba Po		003	Na	F1 V* K8 V M1 V
Gagii	0614	D210269-7	R	De Lo		024	Na	M0 V
Ekhdoroe	0618	X203000-0		Ba Ic Va		023	Na	M2 V
Waqeaswan	0701	X530000-0		Ba De Po		024	Na	M0 V
Gaka	0704	X410000-0		Ba De		020	Na	K3 V
Lenten	0708	X6B4000-0		Ba Fl		012	Na	G8 V* M6 V
Kursigegu	0710	X778000-0		Ba		012	Na	G2 V* G4 V
Iimii	0715	X99A000-0		Ba Wa		000	Na	G2 V
Thiqas	0719	X2605TJ-0		De Ni	R	423	Na	G6 V
Erawhaki	0801	E5604TG-0	R	De Lo Ni		133	Na	G9 V* K4 V
Shargi	0802	X350000-0		Ba De Po		023	Na	F0 V* M8 V
Gakves	0803	X320000-0		Ba De Po		023	Na	M0 V

ZARUSHAGAR SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Gishin	0804	E250610-4	C	De Ni Po		824	Na	G7 V* [M5 III]
Ginshe	0805	X442000-0		Ba Po		002	Na	G0 V* M9 V
Kakishkhikhun	0806	D5682DB-3		Lo Ni		324	Na	G5 V
Gronvoyngar	0812	X540000-0		Ba De Po		002	Na	K0 V* [M5 V]
Udireskage	0815	D234100-9	T	Lo Ni		624	Na	M7 V
Suethnunurs	0816	X444000-0		Ba		000	Na	G0 V* M8 V
Dagir	0817	X543000-0	R	Ba		024	Na	G0 V* [M7 V]
Ikamasur	0818	X547000-0		Ba		034	Na	F0 V
Eplibama	0901	X436000-0		Ba		020	Na	G4 V
Shynni	0905	D68A2DE-1		Lo Ni Wa		524	Na	G5 V* M4 V M4 V
Unkherashapa	0909	D45727C-2		Lo Ni		920	Na	F6 V
Khipge	0914	X472000-0	R	Ba		024	Na	K7 V* [M9 III]
Deyis Ii	0917	X332000-0		Ba Po		000	Na	M2 III M6 III*
Hirah	0918	D2602AB-0		De Lo Ni		734	Na	M4 V
Umkhagelera	1001	X303000-0		Ba Ic Va		023	Na	M8 V
Nova Khasha	1007	X212000-0		Ba Ic		000	Na	M7 V
Belebrat	1011	E463110-0		Lo Ni		622	Na	G1 V K2 V*
Resra	1012	X548000-0		Ba		024	Na	K1 V* M5 V
Pleru	1019	X220000-0		Ba De Po		010	Na	M1 V* M8 V
Volukaan	1102	X530000-0		Ba De Po		011	Na	K7 V* [K3 III]
Iika	1103	X450000-0	R	Ba De Po		000	Na	K9 V
Deraeg	1104	X445000-0		Ba		023	Na	F9 V* K4 V
Atekoru	1105	X626000-0		Ba		010	Na	A9 V M7 V*
Kohoeru	1106	X300000-0		Ba De Va		034	Na	K8 V
Sianu	1107	X334000-0		Ba		023	Na	M9 V
Kigaakhar	1109	X225000-0		Ba		001	Na	K8 V* M4 V
Alvo	1110	X200000-0	R	Ba De Va		020	Na	M5 III* G4 V
Ramer	1112	X87A000-0		Ba Wa		000	Na	G7 V K9 V*
N'mra	1113	E5615BA-0		Ni		912	Na	M9 V
Rawin	1114	X584000-0		Ba		004	Na	K1 V
Odew	1116	X474000-0		Ba		035	Na	G3 V
Rotek	1119	D889377-0	T	Lo Ni		425	Na	F8 V* K6 V
Khemaashu	1204	X423000-0	R	Ba		010	Na	A8 V
Akkar	1205	X000000-0	R	As Ba		035	Na	M3 V* M4 V [M3 V]
Karepuiu	1209	X77A000-0		Ba Wa		034	Na	M6 V
Stennelmer	1210	X443000-0		Ba		024	Na	G0 V* M0 V
Carlson's De	1214	X220000-0		Ba De Po		023	Na	K5 V M2 V*
Surisager	1303	X000000-0	R	As Ba		001	Na	M1 V
Ingirrrue	1306	E7681DD-0		Lo Ni		125	Na	F8 V
Mashkhakidesh	1309	X445000-0		Ba		034	Na	G8 V
Keeli-ho	1314	X243000-0		Ba		024	Na	F8 V* M9 V
Arneua	1319	X440000-0		Ba De Po		024	Na	F8 V
Tree	1320	D597368-6		Lo		024	Na	G5 V
Kisuni	1406	X325000-0		Ba		023	Na	K8 V
Shiimu	1407	X332000-0	R	Ba Po		000	Na	M3 V M9 V*
Khagiidinkas	1408	D4321BE-6		Lo Ni Po		825	Na	K7 V
Tuhitaa	1409	X443000-0		Ba		000	Na	K2 V* M7 V
Adi	1410	X540000-0	R	Ba De Po		024	Na	M3 V
Niver	1411	E583117-0		Lo Ni		902	Na	G7 V
Vugaash	1414	X000000-0		As Ba		012	Na	M0 V
Stonie	1415	D48036E-5	R	De Lo Ni		634	Lz	M1 II G4 V*
Kawa-kwi	1420	X89A000-0		Ba Wa		024	Na	G3 V* M3 V
Isaelwyn	1501	E56726C-0		Lo Ni		411	Na	G2 V
Bamagirsar	1502	X311000-0		Ba Ic		003	Na	K0 IV
Ilimnuga	1504	X320000-0		Ba De Po		033	Na	G4 V

ZARUSHAGAR SECTOR - ALPHA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Ugharkho	1506	X000000-0	R	As Ba		025	Na	F0 V* G1 V
Sakusha	1508	X440000-0		Ba De Po		024	Na	G5 V
Ypse	1511	X577000-0		Ba		002	Na	G2 V
Seeplis	1512	X768000-0		Ba		002	Na	G4 V* M0 V
Tomas	1514	X000000-0		As Ba		011	Na	M2 V
Sheqap	1516	D2302TA-6		De Lo Ni Po		202	Lz	M1 V* M6 V
Verza	1519	X570000-0		Ba De		024	Na	F5 V* M1 V
Aakika	1602	X375000-0		Ba		003	Na	G3 V* M3 V [M0 III]
Luushakudhush	1605	X000000-0	R	As Ba		000	Na	M0 V
Swasa	1607	X9692TD-0	C	Lo Ni	R	912	Na	G2 V
Fotose	1611	D76757A-1		Ag Ni		724	Na	K3 V
Cassionia	1612	X7A1000-0		Ba Fl		001	Na	K0 III* A3 V
Pethatone	1614	D2014TA-7		Ic Lo Ni Va		801	Lz	M1 V* M7 V
Zigme	1615	X424000-0		Ba		025	Na	M8 V
Olavuz	1616	D878476-5		Lo Ni		612	Lz	M2 V
Base X	1617	E9682SA-0	R	Lo Ni		922	Lz	K7 V
Brating	1618	D577242-5		Lo Ni		200	Lz	F8 V
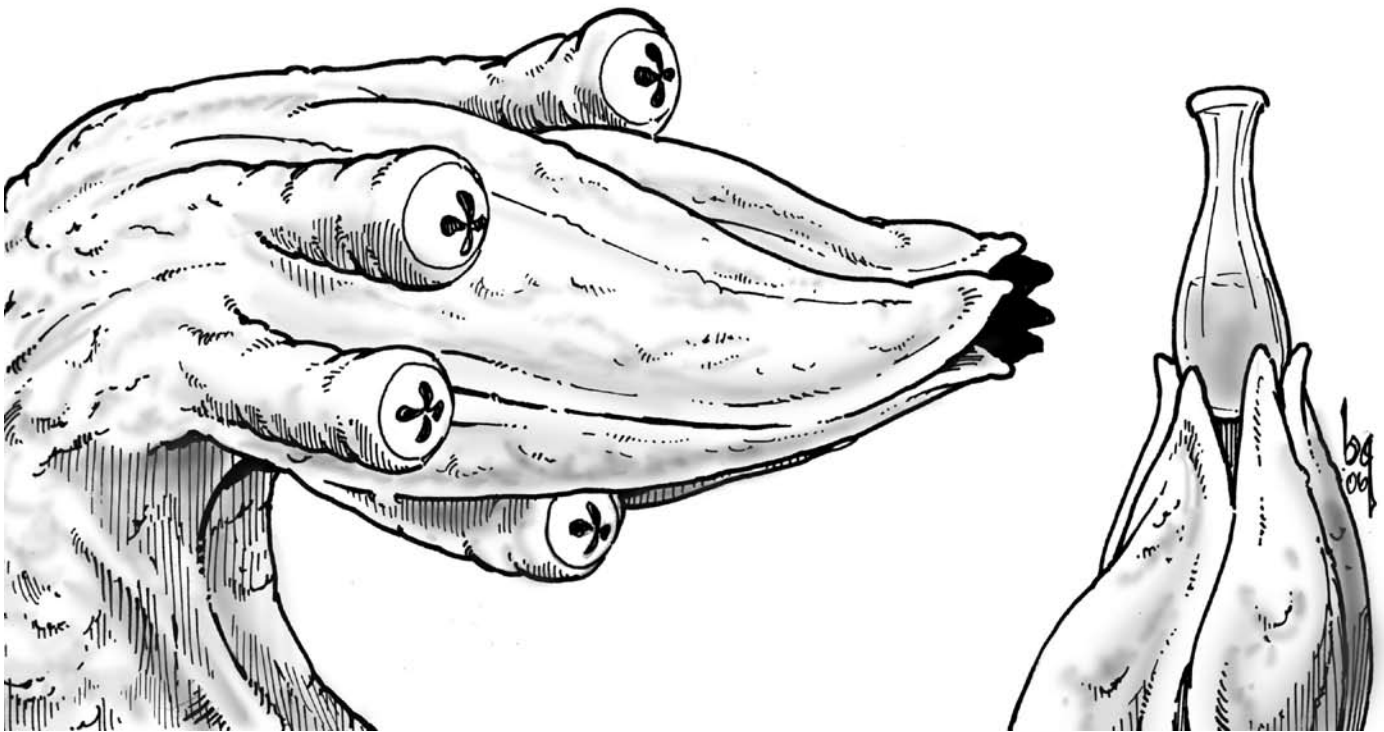
One of the strangest aliens in Charted Space - the Hiver.

MAP LEGEND

Starport and Tech Level
Bases — Gas Giant
World Type — X-Boat Route
Trade Class — World Name

E6
★ Dekalb AOR

Coordinates
Travel Zone Code (Red) — No Gas Giant
Border

0407
CA
Nonym

WORLD CHARACTERISTICS

- ◐ Desert (Trade Class)
- ◓ Desert (Other)
- ● Water Present
- ○ Vacuum World
- ⊜ Water World
- ⊖ Fluid Oceans
- ⦂ Asteroid Belt
- ◉ Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⚘ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ◈ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Worlds

0121 X1 Gulukiimu LO
0321 X0 Ibaru BLOP
0721 X0 Tiwapi BLO
0921 X0 Oangoake BLOP
1121 X0 Akishiir BLO
1521 X0 Casialthes BLOP
1421 D5 Ettlen A0
0522 X0 Rewese BLOP
0821 Baryth BLO
0422 D0 Onaelloe BLOP
0922 X0 Khaerrgkae BLO
1122 X0 Whatu BLO
1322 C4 Idish OP
0323 X0 Petu 0
0622 X0 Ashwa BLO
1022 X0 Hapka BLO
0723 E0 Amurnam 0
1323 D3 ISHAG
0123 Fofgigga BLO
0524 X0 Gekimingiini BLO
0724 X0 Khumalig BLOP
0924 X0 Dasinkham BLOP
1124 Neresnin BLO
1324 X0 Kukakaroho BLO
1623 X0 Wyrswan BLO
0124 X0 Onoekuer BLOP
0224 X0 Pewho
0924 Akafe BLOP
1024 C5 Iikush
0225 Jenndoonn BLO
0425 D1 Rentha 0
0625 X0 Ununguezo BLO
0825 X0 Vigor BLO
1025 X0 Iirgukazig BLO
1325 X0 Pugaram BLO
1525 D1 Calamity LO
0126 Gukikhir BLO
0326 X0 Inkhadarmasi LO
0626 Arrogance BLO
0926 X0 Whakitaa BLO
1625 X0 Uheii BLOP
0226 X0 Osesonne BLO
0826 X0 Urasurge BLO
1226 X0 Cothtyddle 0
0127 X0 Giallwyg BLO
0527 X0 Reliant BLOP
1127 X0 Nedgirganirii BLO
1327 X0 Stiensok BLO
1527 X0 Ipadmali BLO
0227 X0 Gugohhag BLO
0427 X0 Gasidar BLOP
0627 D1 Cothec LO
1027 X0 Chitine BLO
1227 C7
1427 X0 Hongo Tath LO
0328 X0 Doggadaa
0528 X0 Ushiikha 0
1028 Shanwer BLO
1228 Ipei BLO
1328 X0 Shidudishkha BLOP
0628 E2 Kaas A
0828 X0 Toltulov BLO
0928 Liasdi BLO
1328 C3 Rimynwam
0329 D2 Ferdhughaell BLO
0529 X0 Liikakamuma BLO
1429 Urgikharaduu 0
1529 C8 Iidiishadu LOP
0229 Poppa OP
0730 Dumedirkhi BLO
0829 X0 Gwybeg BLO
1029 X0 Khipiisikkuma LO
1629 C4 Ashkigarkhu LO
0130 X0 Whaenawe BLO
0430 X0 Vetherov BLOP
1030 Nearwi BLO
1530 X0 Gikaa BLO
0432 X3 Zuerrganaall LO
0433 X0 Gipta BLO
1631 X0 Nathuekhazata BLO
0135 D5 Tocai 0
1535 C7 Llianwa 0
0937 X0 Rairch BLO
0934 X0 Fudhomen BLOP
0238 X0 Havre BLO
0738 X0 Colony Four BLO
1038 X0 Shepherd BLOP
0239 X0 Mugugagilu BLO
0140 X0 Gada BLO
1140 X0 Volsublok BLO
1240 Kihimama BLO
1340 X0 Skovor BLO

ZARUSHAGAR SECTOR: 1248
GAMMA QUADRANT

ZARUSHAGAR SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Gulukiimu	0121	X56336A-1	C	Lo Ni	R	624	Na	G3 V
Onoekuer	0124	X540000-0		Ba De Po		022	Na	G2 V* G2 V
Gukikhir	0126	X676000-0	R	Ba		000	Na	G7 V
Giallwyg	0127	X558000-0		Ba		023	Na	F3 V
Whaenawe	0130	X511000-0		Ba Ic		024	Na	F4 IV
Tocai	0135	D544414-5	C	Lo Ni		703	Na	M2 V
Gada	0140	X697000-0		Ba		034	Na	G3 V
Jenndoonn	0224	X548000-0	R	Ba		024	Na	K2 V
Gugohhag	0227	X867000-0		Ba		024	Na	K6 V* M9 V
Mugugagilu	0239	X234000-0		Ba		021	Na	M2 V
Ibaru	0321	X440000-0		Ba De Po		032	Na	F6 V
Fofgigga	0323	X6A3000-0		Ba Fl		001	Na	M6 III
Pewho	0324	X503000-0	R	Ba Ic Va		024	Na	K4 V* M4 V
Osesonne	0326	X654000-0		Ba		000	Na	K8 V
Doggadaa	0328	X563000-0	R	Ba		014	Na	G0 V
Poppa	0329	D550410-2		De Lo Ni Po		103	Na	F5 V
Havre	0338	X434000-0	R	Ba		000	Na	G3 V
Petu	0422	D56056D-0	C	De Ni		310	Na	K4 V
Inkhadarmasi	0425	E4691A9-2		Lo Ni		922	Na	M5 V
Gasidar	0427	X222000-0		Ba Po		023	Na	A8 V* M3 V
Ferdhughaell	0428	X574000-0		Ba		034	Na	M4 V
Vetherov	0430	X542000-0	R	Ba Po		024	Na	G4 V
Zuerrganaall	0432	X685200-3		Lo Ni	R	325	Na	K7 V
Gipta	0433	X301000-0		Ba Ic Va		025	Na	M6 V* M8 V
Onaelloe	0522	X99A000-0	R	Ba Wa		020	Na	K3 V M3 V*
Gekimingiini	0524	X677000-0		Ba		003	Na	G7 V
Rentha	0525	D360556-1		De Ni		700	Na	G0 V G6 V* M5 V
Reliant	0527	X732000-0		Ba Po		003	Na	M4 V
Ushiikha	0528	X76A5MD-0	C	Ni Wa	R	103	Na	G1 V* M3 V
Liikakamuma	0529	X302000-0		Ba Ic Va		024	Na	M9 II F6 V*
Rewese	0621	X323000-0		Ba		023	Na	F5 V
Ashwa	0622	X738000-0		Ba		022	Na	G3 V
Shidgukaki	0624	X520000-0		Ba De Po		024	Na	M8 III M8 V*
Ununguezo	0625	X313000-0		Ba Ic		034	Na	M2 V
Cothec	0627	D757100-1		Lo Ni		900	Na	F3 V* M9 V
Kaas	0628	E6667TG-2		Ag		121	Na	M0 V
Tiwapi	0721	X212000-0		Ba Ic		000	Na	G5 V* M6 V
Amurnam	0723	E2624TF-0		Lo Ni		221	Na	G5 V* K3 V
Khumalig	0724	X430000-0	R	Ba De Po		010	Na	G6 V M7 V*
Arrogance	0726	X377000-0		Ba		024	Na	K9 V
Dumedirkhi	0729	X698000-0		Ba		022	Na	M9 V* [M1 V]
Colony Four	0738	X6C7000-0		Ba Fl		034	Na	G0 V
Baryth	0821	X302000-0		Ba Ic Va		023	Na	M1 V M6 V*
Vigor	0825	X445000-0		Ba		023	Na	M8 V
Urasurge	0826	X337000-0	R	Ba		023	Na	M9 V
Toltulov	0827	X405000-0		Ba Ic Va		024	Na	M5 V* M7 V
Gwybeg	0829	X491000-0	R	Ba		024	Na	K5 V
Oangoake	0921	X330000-0	R	Ba De Po		022	Na	M0 V M6 V*
Khaerrgkae	0922	XAE2000-0		Ba		014	Na	F8 IV
Akafe	0924	X333000-0		Ba		012	Na	M7 V
Liasdi	0928	X3C2000-0		Ba Fl		023	Na	G8 V
Fudhomen	0934	X223000-0		Ba		003	Na	M9 V
Rairch	0937	X698000-0	R	Ba		000	Na	K5 V* [M1 V]
Hapka	1022	X5A0000-0	R	Ba De		024	Na	M1 V
Dasinkham	1023	X432000-0		Ba Po		020	Na	G4 IV G9 V*

ZARUSHAGAR SECTOR - GAMMA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Iikush	1024	C569700-5	M			200	Na	G0 V
Whakitaa	1025	X88A000-0		Ba Wa		024	Na	G4 V
Shanwer	1027	X544000-0		Ba		033	Na	K0 II K5 V*
Nearwi	1029	XA79000-0		Ba		034	Na	G3 V
Shepherd	1038	X320000-0	R	Ba De Po		024	Na	K5 V M3 V*
Akishiir	1121	X401000-0		Ba Ic Va		024	Na	M0 V* M5 V
Whatu	1122	X336000-0	R	Ba		011	Na	(G3 V M3 V)* M0 V
Iirgukazig	1125	X97A000-0		Ba Wa		022	Na	F7 V
Chitine	1127	X210000-0		Ba De		004	Na	M8 V
Khipiisikkuma	1129	C3622TE-5		Lo Ni		825	Na	K9 V* M6 V
Volsublok	1140	X465000-0		Ba		024	Na	F8 V
Neresnin	1223	X334000-0	R	Ba		003	Na	M1 III M4 V*
Nedgirganirii	1226	XAC1000-0		Ba Fl		003	Na	M5 V
Ipei	1227	X300000-0		Ba De Va		023	Na	M0 V
Kihimama	1239	X437000-0		Ba		000	Na	M9 V
Idish	1322	C5506TE-4		De Ni Po		304	Na	M2 V M6 V*
ISHAG	1323	D4889MG-3	W	Hi		702	Na	K3 V
Kukakaroho	1324	X438000-0		Ba		021	Na	K0 IV
Pugaram	1325	XAA6000-0		Ba Fl		023	Na	K5 V M9 V*
Cothtyddle	1326	D656469-6		Lo Ni		513	Na	A2 V K6 V*
Stiensok	1327	X675000-0	R	Ba		022	Na	M3 V
Shidudishkha	1328	X341000-0		Ba Po		002	Na	M3 V* M7 V
Skovor	1340	X512000-0		Ba Ic		022	Na	G4 V
Ettlen	1421	D365577-5		Ag Ni		710	Na	K3 V
Hongo Tath	1427	C6353AA-7	M	Lo Ni		523	Na	F0 V* M1 V
Urgikharaduu	1428	C56A5MB-3	C	Ni Wa		320	Na	G1 V* M5 V
Casialthes	1521	X552000-0		Ba Po		022	Na	F7 V
Calamity	1525	D567172-1		Lo Ni		424	Na	G2 V* M8 V
Ipadmali	1527	X9B6000-0	R	Ba Fl		000	Na	M5 V* M5 V
Rimynwam	1528	X795000-0		Ba		023	Na	G3 V
Iidiishadu	1529	C3422MG-8		Lo Ni Po		302	Na	K5 V* [M5 III]
Gikaa	1530	X000000-0		As Ba		023	Na	M1 V* M1 V
Llianwa	1535	C66A554-7		Ni Wa		425	Na	G3 V
Wyrswan	1623	X6A6000-0		Ba Fl		003	Na	K9 V M1 V*
Uheii	1625	X551000-0	R	Ba Po		023	Na	M5 II K9 V*
Ashkigarkhu	1629	C68A356-4		Lo Ni Wa		723	Na	G9 V* [A3 V]
Nathuekhazata	1631	X948000-0		Ba		024	Na	F0 V

Starport and Tech Level
Bases — Gas Giant
World Type — E6 — X-Boat Route
Dekalb AOR
Trade Class — World Name

Coordinates
Travel Zone Code (Red) — 0407 — No Gas Giant
CA
Border — **Nonym** — No Gas Giant

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✶ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ♣ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber — under one billion
DARRIAN — over one billion

TRAVEL ZONES

Amber Zone
Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

New Worlds Alliance

Lords of New Zarushagar

Nalaashii Empire

Kdept Prot.

ZARUSHAGAR SECTOR: 1248

BETA QUADRANT

ZARUSHAGAR SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Valnotthep	1707	X244000-0		Ba		013	Na	F7 V
Rengnefird	1708	X240000-0	R	Ba De Po		025	Na	G1 V* M4 V
Irikukhuliir	1709	D6564DD-3		Lo Ni		202	Na	G2 V
Hukiwerape	1712	E667469-1	R	Lo Ni		724	Lz	G6 V* M2 V
Maminadaas	1713	X300000-0		Ba De Va		034	Na	M6 II
Kignasha	1715	DAA83D9-8		Fl Lo Ni		924	Lz	M1 V* M5 V
Tsaegoe	1717	E6673BA-0		Lo Ni		913	Lz	G9 V
Jegrer	1802	E694115-5		Lo Ni		303	Na	F2 V M1 V*
Ashiikirkad	1811	D6546DE-2		Ag Ni		513	Lz	G6 V* [M8 III]
Shukhikhi	1816	X300000-0	R	Ba De Va		001	Na	G0 V M7 V*
Rerill	1818	E688310-0		Lo Ni		423	Lz	M2 II F2 V*
Ardhang	1820	D11026B-8		De Lo Ni		801	Kp	M8 II K9 V*
Othokaelsa	1902	E3505MF-4	R	De Ni Po		322	Na	G5 V* M5 V
Ohvanahgo	1903	X644000-0		Ba		013	Na	F0 V* M7 V
Cragdrae	1904	X110000-0	R	Ba De		021	Na	G5 IV
Naen	1906	E6574TG-4	C	Lo Ni		925	Na	G1 V* [M3 V]
Zoenaello	1907	X8C4000-0		Ba Fl		024	Na	K9 V M1 V*
Tinskeep	1908	E5551MC-0	R	Lo Ni		523	Na	M9 V
Citenic	1910	D212220-7	S	Ic Lo Ni		224	Lz	K1 V
Depot	1920	D232368-6		Lo Ni Po		600	Kp	G6 V
Wympa	2001	E480610-4	C	De Ni		622	Na	F5 V
Deanne	2002	D5546AB-4		Ag Ni		303	Na	G1 V
Ashiimiili	2005	X523000-0		Ba		024	Na	G3 V
Westminster	2009	X502000-0	R	Ba Ic Va		025	Na	F5 V* M7 V
Ashagshase	2013	X000000-0		As Ba		023	Na	G3 V
Dugimigiimii	2015	D2504DH-6		De Lo Ni Po	A	324	Lz	G9 V
Diikim	2018	E655375-5		Lo Ni		922	Lz	G0 IV F1 V*
Uushumushim	2019	D3303SA-9		De Lo Ni Po		323	Lz	K0 IV M8 V*
Ushukiidampu	2020	D554511-8		Ag Ni		124	Kp	G3 V* M6 V
Nemse	2102	X590000-0		Ba De		025	Na	K0 V
Ukhakidiima	2103	X335000-0	R	Ba		023	Na	M0 V
Aakek	2105	E5531DE-1		Lo Ni		322	Na	G4 V
Shugaku	2106	X221000-0		Ba Po		020	Na	M1 V
Loskene	2110	D544378-5		Lo Ni		722	Lz	G9 V
Ake	2111	X6A4000-0	R	Ba Fl		000	Na	M1 V
Hearth	2112	D5512VF-3		Lo Ni Po	A	335	Lz	F8 V
Fangdros	2113	D330366-6		De Lo Ni Po		124	Lz	G8 V* M4 V
Aesokonar	2115	C8485AB-B	M	Ag Ni		624	Lz	G9 V* [G5 V]
Haem	2119	X427000-0		Ba		024	Na	K9 II
Libuka	2202	X9A4000-0		Ba Fl		034	Na	K2 V
Rabrettyr	2204	X230000-0		Ba De Po		002	Na	(A8 IV K4 V)*
Brafre	2207	X77A000-0		Ba Wa		033	Na	A2 V F1 V*
Fema	2210	E664212-5		Lo Ni		324	Lz	G7 V* M5 V
Kigurkirsi	2212	D546468-5		Lo Ni		702	Lz	M2 II G4 V*
Idikhiisharki	2213	X320000-0		Ba De Po		023	Na	M8 III* K5 V [M8 V]
Whau	2214	X340000-0		Ba De Po		020	Na	M3 V
Paha	2216	X677000-0		Ba		024	Na	F4 V
Pohodgo	2217	X550000-0	R	Ba De Po		002	Na	F6 V
Gresoyng	2219	X310000-0		Ba De		034	Na	M2 III
Aadamikimshi	2304	X7B7000-0	R	Ba Fl		024	Na	G6 V
House Bycoth	2305	X998000-0		Ba		023	Na	M2 III K7 V*
Angiskasamalu	2306	X543000-0		Ba		023	Na	G1 V
Atragap	2311	D6553AD-2		Lo Ni		202	Lz	F0 V* M9 V
Ngikkhorlar	2312	D464320-3		Lo Ni		603	Lz	K9 V
Dimarugudii	2313	D54545A-5		Lo Ni		324	Lz	G2 V

ZARUSHAGAR SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Bilvesmo	2315	D61346B-8	R	Ic Lo Ni		524	Lz	G5 V
Arrarssuzkue	2318	D3402ME-7	R	De Lo Ni Po		521	Lz	G8 V
Rikhapasimu	2320	X9C5000-0		Ba Fl		024	Na	K2 V M3 V*
Nynwy	2402	X330000-0		Ba De Po		001	Na	A0 V
Umkhupaam	2407	X302000-0		Ba Ic Va		010	Na	M1 V M6 V*
Wiwy	2410	X227000-0		Ba		034	Na	M9 V
Gumididi	2412	X5A1000-0		Ba Fl		021	Na	G0 V
Moddod	2413	D477274-5		Lo Ni		924	Lz	M9 V
Irgaa	2415	X58827C-1		Lo Ni	R	723	Lz	G1 V* K5 V
Ipkiigii	2419	E69A36C-5		Lo Ni Wa		222	Lz	K6 V* [(K1 V M7 V)]
Zaenuenath	2420	D4924TC-6		Lo Ni		404	Lz	F9 V
Coressheir	2501	X520000-0		Ba De Po		003	Na	G6 V M4 V*
True'regal	2504	D888400-4		Lo Ni		300	Na	G1 V
Witha	2511	D759114-4		Lo Ni		524	Na	G3 V
Udatha	2515	D553416-1		Lo Ni		923	Na	G2 V
Norman	2517	D4508TD-6	S	De Po		421	Na	K0 V* M8 V
Surshemnumuun	2518	X100000-0		Ba De Va		021	Na	M5 V
Kharariiri	2603	D460486-2	R	De Lo Ni		914	Na	K9 V
Nakhu	2606	D51246E-7		Ic Lo Ni		922	Nw	G8 V* K3 V
Sikhiirkinii	2609	D6362MB-6	S	Lo Ni		224	Lz	M8 V* M8 V
Fadapathe	2610	D696533-5		Ag Ni		823	Lz	M6 V
LINEAL	2611	E86A900-4		Hi Wa		823	Lz	F6 V* M6 V
Ibukuumuusha	2615	D641422-5		Lo Ni Po		310	Lz	M8 V
Umkuzigigugi	2616	E250368-2	C	De Lo Ni Po		423	Na	K8 V
Arad	2617	C724113-7		Lo Ni		704	Ne	K1 V
Kiirkukana	2701	D326111-7		Lo Ni		503	Nw	K9 V
Genarsa	2707	X573000-0		Ba		024	Na	G7 V* M8 V
Aowulf	2708	D6793ME-6	T	Lo Ni		725	Nw	G2 V* K0 V
Ythuun	2712	X520000-0	R	Ba De Po		023	Na	G3 IV* G5 IV
Okfuerre	2718	C2513TH-5		Lo Ni Po	A	524	Ne	F9 V
Ligukha	2801	D200435-7	C	De Lo Ni Va		610	Nw	F3 V G8 V*
Pyledd	2802	D502386-8		Ic Lo Ni Va		632	Nw	F2 V* M3 V
Ashu	2805	D211578-7		Ic Ni		421	Nw	M2 V
Kurae	2806	D311200-7		Ic Lo Ni		502	Nw	F1 V
Waha	2809	D88A7MD-8		Wa		123	Nw	G4 V
Tagyto	2810	X6B5000-0		Ba Fl		022	Na	M2 V
Khigegir	2814	D4762A9-5		Lo Ni		534	Ne	K9 V
Nalaashii	2815	C8B5435-9		Fl Lo Ni		122	Ne	F0 V* M2 V
Settekh	2816	C560410-3		De Lo Ni		401	Ne	K3 V
Thawesse	2818	D87A413-5		Lo Ni Wa		902	Ne	M0 V
Whiru	2820	X400000-0	R	Ba De Va		004	Na	K5 V
Armirka	2901	D848538-5	C	Ag Ni		823	Nw	G1 V
Diriimamugsa	2903	C3604DD-5		De Lo Ni		400	Nw	K5 V* M6 V
Boufred	2904	D59A413-9	R	Lo Ni Wa		224	Nw	M9 V
Decay	2905	D732514-7	C	Ni Po		223	Nw	G8 V K5 V*
Lode	2908	X000000-0		As Ba		024	Na	G0 V* G2 V
Enaihuhe	2910	DAD4100-6		Lo Ni		111	Na	M4 V* M9 V
Fuego	2911	X845000-0		Ba		023	Na	M8 II M8 V*
Muksmur	2914	D323331-7	C	Lo Ni		224	Ne	M6 V
Iimisishukuur	2915	C5763SE-7		Lo Ni		923	Ne	G7 V
Edagikiishu	2917	D434412-6		Lo Ni		304	Ne	M7 V
Kumiishugaa	2918	C6632MG-3	M	Lo Ni		423	Ne	K5 V* M5 V
Leshabugagi	2919	D7663A9-5		Lo Ni		810	Ne	G7 V
Lakupularkuum	3001	C6577DF-6	M	Ag		124	Nw	M9 II K0 V*
Kiishshe	3003	X899000-0		Ba		024	Na	G5 V

ZARUSHAGAR SECTOR - BETA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Demiigekikan	3005	D382600-1		Ni		334	Nw	K6 V
Gatot	3008	X723000-0		Ba		025	Na	M1 II G3 IV*
Athyddfem	3010	C570867-9	C	De		133	Nw	F2 V* K4 V
Vladeth	3011	D560477-3		De Lo Ni		223	Na	K0 V
Swesar	3015	X999000-0	R	Ba		003	Na	M9 V
Bidakirarusi	3016	C77946A-5		Lo Ni		325	Ne	F4 V
Itinu	3017	C38346B-7		Lo Ni		100	Ne	F9 V
Eneashi	3019	D570533-6		De Ni		213	Ne	G2 V
Shesha	3020	X530000-0	R	Ba De Po		021	Na	F8 V
Urak	3101	D203532-7	S	Ic Ni Va		633	Nw	F6 V* K3 V
Arythmena	3102	D554620-5		Ag Ni		323	Nw	M1 V
Rhaes	3103	X234000-0		Ba		023	Na	F8 V
Erasmus	3104	C8B5312-8	R	Fl Lo Ni		513	Nw	K1 V M6 V*
Khikheraaki	3109	X86A000-0		Ba Wa		023	Na	G7 IV F0 V*
Moaingu	3110	D320555-9		De Ni Po		300	Nw	K5 V
Kladon	3111	X745000-0		Ba		022	Na	K8 V
Larethra	3115	X525000-0	R	Ba		024	Na	M1 V
Synchronicity	3116	D350569-9	R	De Ni Po		404	Na	G9 V* M5 V
Sikushukhari	3117	C455314-6		Lo Ni		334	Ne	K0 V
Samanaragina	3119	X110000-0		Ba De		025	Na	K8 V* M9 V
Masimkha	3120	X571000-0		Ba		022	Na	G1 V* M9 V
Urukimushur	3201	D34159B-9	R	Ni Po		703	Nw	G5 V
Gioca	3202	D58536A-4	C	Lo Ni		125	Nw	G7 V
Ganuugiiggii	3206	C526477-B		Lo Ni		710	Nw	M0 V
Shaliidarmi	3208	D696376-5		Lo Ni		525	Nw	F4 V* M0 V
Yddal	3210	D477266-5	C	Lo Ni		125	Nw	F4 V
Rensha	3214	C550310-5		De Lo Ni Po		623	Na	G0 V
Shagkamagar	3218	X575000-0	R	Ba		024	Na	G6 V

MAP LEGEND

Starport and Tech Level
Bases
Gas Giant
World Type
X-Boat Route
Dekalb
AOR
Trade Class
World Name

Coordinates
Travel Zone Code (Red)
No Gas Giant
0407
CA
Nonym
Border

WORLD CHARACTERISTICS

- Desert (Trade Class)
- Desert (Other)
- Water Present
- Vacuum World
- Water World
- Fluid Oceans
- Asteroid Belt
- Ice-Capped

BASES

- ★ Imperial Naval Base
- ■ Imperial Army Base
- ▲ Other Military Base
- ✷ Ziru Sirka Naval Base
- ▲ Imperial Scout Base
- ⚜ Ruined Base
- ◇ Trade Corridor Forward Base
- ◇ Imperial Trade Mission
- ◇ Wilds Trade Nexus
- ✦ Vilani Trade Base

POPULATION

Thanber	under one billion
DARRIAN	over one billion

TRAVEL ZONES

- Amber Zone
- Red Zone

TRADE CODES

A	Agricultural
B	Barren
I	Industrial
L	Low Population
N	Non-Agricultural
O	Non-Industrial
P	Poor
R	Rich

Trade classifications not shown here are encoded in the world type symbol or name.

Kdept Protectorate

Lords of New Zarushagar

Gaidraan Coalition

Worlds (with hex coordinates):

Staring 1721 E1, Temenee 1821 D9 LO, Sensee 1922 C5 OP, Sagree 1822 D7 OP, Tetrini 1823 D8 LO, Kdept 1924 BA O, Ter-ritt 2023 C7 LOP, Clavert 2222 X0 BLOP, Radema 2323 D3 AO, Skaob-heti 2423 O, Cesall 2321 D7 LOP, Halfway 2621 D6 A, Altacen 2522 D8 OP, Strabuu 2722 D2 LO, Husez 2921 X0, Sholonois 3021 C3 LO, Nar Sumeck 3122 D6 OP, Apshaanu 3222 X0 BLO, Bacelbron 2224 D4 BLO, Lonely 2324 D6 LOP, Ereas 2524 D6 LO, S'covo 2722 X0 BLO, Arising 2922 X0 BLO, Pheren 3223 X0 BLOP, Cossor 2224 X0 BLO, Dust 2424 X0, Reina 2525 C5 OP, Oslamool 2824 E1 LO, Sive-lish 2925 X0 LO, Womslete 3224 D3 LO, Provalan 2325 X0 BLO, Tarpit 2825 X0 BLO, Harmless 2925 E0 LO, Darks 2926 D7 O, Thagam 3226 X0 BLO, Reunder 2225 BLOP, Hepa 2226 X0 BLO, Hentier 2326 D4 OP, Megalmatree 2826 C6 A, Deralatan 3226 X0 BLO, Zecu 1826 X0 BLO, Lianma 1727 C6 P, Yeara 2328 X0 BLOP, Pora 2528 X0 BLO, Dothama 2928 C5 O, Ree Nee Wed 3128 D4 O, Hiistan 3028 X0 BLOP, Farock 2228 X0 BLO, Preserve 2329 X0, Egama 2729 X0 BLO, Romany 3129 X0 BLOP, Zeraxt 3229 X0 BLO, Ponand 1729 X0 BLO, Reemen 2129 X0 BLO, Mettari 2130 X0 BLO, Adni 2330 C4 P, Corants 2430 X0 BLO, Tibiles 2730 X0 BLO, Dethis 2930 D5 OP, Barnet (Oasis) 3030 D8 O, Donsam 3230 D7 LO, Shurmirmarga 1731 D8 LO, Alcau 2031 D6 BLO, Laner 2231 D6 BLO, Ushumgudarii 2331 X0 BLO, Irap 2631 D7 P, Ugkikasgi 2731 C7 LO, Tagend 3031 D5 LO, Khekak 3131 D3 OP, Dodop 1931 X0 BLO, Kimiishakha 2131 X0 LOP, Aesoe 2531 X0 BLO, Datdatha 2831 C3 OP, Kapaota 3031 D8 LO, Nenqyn 2032 X0 BLO, Hirasam 2532 D5 LO, Nurmiibimi 2832 C5 LO, Ulikhuumdi 2932 D7 LOP, Nata 1932 X0 BLO, Mukumbadeshi 2133 D2 BLOP, Shimelishupan 2232 X0 BLO, Kadaruzi 2333 X0 BLO, Kiishashiiki 2933 D5 LO, Gilimidargur 3033 D5 LOP, EPSHU 1933, Toetsue 1734 X0 BLO, Meswaar 1934 X0 BLO, Sael 2134 X0 BLO, Dakhuu 2634 X0 BLO, Shasa 3133 D5 O, Ugukakrin 3233 D6 LO, Lidubashigi 2735 BLO, Ashagukiishi 1735 D6 OP, Kalimmishiku 1935 X0 BLO, Ugukaakhe 2135 X0 BLOP, Miishaamagi 2835 X0 BLO, Amla 2935 C6 LOP, Rapfador 3135 D5 O, Oyko 1836 X0, Udiid 2335 X0 BLO, Viska 2636 X0 BLO, Gaidraa 3136 D9 A, Edlemuneshur 1736 X0 BLOP, Cobaltic 1936 C6 BLOP, Urim 2136 X0 AO, Disclaimer 2436 X0 BLO, Enwa 2836 X0 BLO, Pipirkir 3236 E4 LO, Hekktaregma 1837 X0 BLO, Hoohat 2137 D2 LO, Disi 2437 X0 BLO, Niipem 2737 X0 BLO, KEES 2937 C5, Mugidiimika 3037 D8 O, Armagedipa 2238 X0 BLO, Dethekos 2938 D7 OP, Llavasrra 3039 D7 O, Umikime 1739 D2 LO, Zimila 2839 A, Igakhumigi 2339 X0 BLO, Mantle 2639 X0 BLO, Ermi 3139 X0 BLOP, Llurch 2039 E1 AO, Hodgara 2439 D3 LO, Wishy 2939 X0 BLO, Lalrest 3239 X0 BLO, Whuhaara 1740 X0 BLO, Hatopekuki 1940 X0 BLOP, Danakiilamush 2140 D2 LO, Baffacado 2340 C6 BLO, Hoah 2540 X0 BLO, World 2740 E5, Kashdipushaa 2840 X0 BLO, Moho 3040 D4 LO, Iimuuki 1741 BLO, Pago 2240 O, Murganshiguu 2641 BLO, Addijet 2841 X0 BLOP

ZARUSHAGAR SECTOR: 1248

DELTA QUADRANT

ZARUSHAGAR SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Staring	1721	E5814TC-1		Lo Ni		604	Kp	K8 V* M3 V
Lianma	1727	C550868-6	M	De Po		723	Na	M7 V
Ponand	1729	X224000-0		Ba		024	Na	M5 V
Shurmirmarga	1731	D793168-8	R	Lo		023	Na	K5 V
Toetsue	1734	X5A0000-0		Ba De		021	Na	G2 V
Ashagukiishi	1735	D450569-6	S	De Ni Po		420	Na	G1 V* [G5 V]
Edlemuneshur	1736	X520000-0		Ba De Po		024	Na	G5 V
Umikime	1739	D75A212-2		Lo Ni Wa		502	Na	M5 III G2 V*
Whuhaara	1740	X7A5000-0	R	Ba Fl		003	Na	M7 III M3 V M4 V*
Temenee	1821	D99A2DB-9		Lo Ni Wa		321	Kp	G0 V* M0 V
Sagree	1822	D33246E-7		Lo Ni Po		922	Kp	K4 V M4 V* [F9 IV M9 V]
Tetrini	1823	D473332-8	T	Lo Ni		912	Kp	K0 V* M0 V
Zecu	1826	X665000-0		Ba		024	Na	F4 V* M9 V
Oyko	1835	X590000-0		Ba De		000	Na	K1 V
Iimuuki	1840	X225000-0		Ba		024	Na	K6 V
Sensee	1922	C550577-5		De Ni Po		302	Na	F3 V* M8 V
Kdept	1924	B625551-A	T	Ni		325	Kp	M7 V
Dodop	1931	D271169-6		Lo		023	Na	F9 V* M7 V
Nata	1932	X301000-0		Ba Ic Va		020	Na	M8 V
EPSHU	1933	D36198B-2	W	Hi		122	Na	M3 II F7 V*
Meswaar	1934	X570000-0		Ba De		021	Na	M7 V
Kalimmishiku	1935	E4542TF-0		Lo Ni		300	Na	M9 V
Cobaltic	1936	X333000-0	R	Ba		010	Na	F6 V G7 V*
Hekktaregma	1937	X210000-0		Ba De		023	Na	F5 V
Hatopekuki	1940	X420000-0	R	Ba De Po		022	Na	M3 V M7 V*
Ter-ritt	2023	C243215-7	M	Lo Ni		323	Kp	F8 V
Alcau	2030	X335000-0		Ba		020	Na	A9 V
Nenqyn	2031	X570000-0		Ba De		011	Na	K3 V
Mukumbadeshi	2032	X330000-0		Ba De Po		001	Na	F8 V
Llurch	2039	E4655TH-1		Ag Ni	A	624	Na	G7 V* [M7 V]
Reemen	2129	X326000-0		Ba		002	Na	M6 V
Mettari	2130	X879000-0		Ba		022	Na	K6 V
Kimiishakha	2131	D350366-6		De Lo Po		001	Na	M8 V
Sael	2134	X598000-0	R	Ba		002	Na	G0 V* M8 V
Ugukaakhe	2135	X420000-0		Ba De Po		023	Na	M6 V* [D]
Urim	2136	C3746AE-6	M	Ag Ni		301	Na	G0 V
Hoohat	2137	D554174-2		Lo Ni		533	Na	G2 V
Danakiilamush	2140	D380200-2	C	De Lo Ni		422	Na	M8 V
Clavert	2222	X240000-0		Ba De Po		023	Kp	G8 V
Bacelbron	2223	D555415-4	R	Lo Ni		124	Kp	G7 V
Cossor	2224	X9A1000-0		Ba Fl		034	Na	M5 V
Reunder	2225	X250000-0		Ba De Po		022	Na	G2 V
Hepa	2226	X5A4000-0		Ba Fl		013	Na	M5 V
Farock	2228	X210000-0		Ba De		000	Na	K4 V
Laner	2230	X336000-0	R	Ba		012	Na	G0 V
Shimelishupan	2232	X200000-0		Ba De Va		034	Na	K4 V
Pago	2240	C4704TE-6	T	De Lo Ni		920	Na	G4 V* [M0 V]
Cesall	2321	D35327B-7		Lo Ni		123	Na	K5 V
Radema	2323	D468566-3		Ag Ni		701	Na	M8 V
Lonely	2324	D130223-6	R	De Lo Ni Po		334	Kp	M3 III
Provalan	2325	X235000-0		Ba		024	Na	M8 III* M9 III
Yeara	2328	X343000-0		Ba		025	Na	F8 V M6 V*
Preserve	2329	X211000-0		Ba Ic		023	Na	K7 V
Adni	2330	C550767-4		De Po		421	Na	K6 V
Ushumgudarii	2331	X570000-0		Ba De		011	Na	K7 V

ZARUSHAGAR SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Kadaruzi	2333	X505000-0		Ba Ic Va		022	Na	M1 V M2 V* M4 V
Udiid	2335	X302000-0		Ba Ic Va		003	Na	A2 V G3 V*
Armagedipa	2338	X434000-0	R	Ba		024	Na	K0 V
Igakhumigi	2339	X447000-0		Ba		033	Na	G6 V
Baffacado	2340	X8B2000-0		Ba Fl		012	Na	M4 II* M2 V
Skaob-heti	2422	D7B4534-8		Fl Ni		724	Lz	M4 V
Dust	2424	X000000-0	R	As Ba		002	Na	A8 IV* K7 V
Hentier	2426	D550600-4		De Ni Po		524	Na	G8 V* M3 V
Corants	2430	X77A000-0		Ba Wa		025	Na	M8 V
Disclaimer	2435	X000000-0		As Ba		010	Na	M3 II M3 V*
Disi	2436	X799000-0	R	Ba		020	Na	K5 V
Hodgara	2439	D5691MB-3		Lo Ni		823	Na	G5 V
Altacen	2522	D332479-6	R	Lo Ni Po		634	Lz	M5 V* M8 V
Ereas	2524	D5843CE-6		Lo Ni		425	Na	G1 V
Reina	2525	C5405AA-5		De Ni Po		424	Na	F2 V
Pora	2528	X400000-0		Ba De Va		015	Na	K1 V* M8 V
Aesoe	2531	X400000-0	R	Ba De Va		024	Na	F4 V
Hirasam	2532	D97A353-5	C	Lo Ni Wa		525	Na	M9 III G8 V*
Mantle	2539	X554000-0		Ba		014	Na	G8 V
Hoah	2540	X94A000-0		Ba Wa		024	Na	G4 V M6 V*
Halfway	2621	D7687TB-3		Ag		602	Na	G2 V M3 V*
Irap	2630	D55078A-7		De Po		423	Na	F7 V* [M9 V]
Lidubashigi	2634	X345000-0	R	Ba		024	Na	M8 V
Viska	2635	X301000-0		Ba Ic Va		013	Na	K1 IV M6 V*
Murganshiguu	2640	X326000-0		Ba		002	Na	K0 III
Strabuu	2722	D5601MB-2		De Lo Ni		735	Lz	K7 V M7 V*
Tarpit	2725	XAA6000-0		Ba Fl		023	Na	K7 III
Egama	2729	X634000-0		Ba		024	Na	M6 V
Tibiles	2730	X325000-0		Ba		022	Na	K2 III
Ugkikasgi	2731	C777200-7		Lo Ni		201	Na	M7 V* M9 V
Dakhuu	2734	X633000-0	R	Ba		023	Na	M5 III
Miishaamagi	2735	X7B1000-0		Ba Fl		023	Na	M4 V
Enwa	2736	X675000-0		Ba		023	Na	G7 V K4 V*
Niipem	2737	X8B8000-0		Ba Fl		024	Na	M9 V
World	2740	E6598A9-5				300	Na	G7 V
S'covo	2822	X411000-0		Ba Ic		023	Na	M2 V
Oslamool	2824	E657100-1		Lo Ni		612	Na	M8 V M9 V*
Megalmatree	2826	C6867CA-6		Ag		823	Na	G9 V
Datdatha	2831	C6534C9-3		Lo Ni		900	Na	G4 V
Nurmiibimi	2832	C6591MF-5		Lo Ni		324	Ga	G6 V* [K8 V]
Zimila	2838	D576769-7	V	Ag		623	Na	G7 V* M2 V
Addijet	2840	X430000-0		Ba De Po		024	Na	M1 V M7 V*
Husez	2921	X366000-0		Ba		013	Na	F2 V G8 V*
Harmless	2925	X201000-0		Ba Ic Va		024	Na	M3 V
Dothama	2928	C569412-5		Lo Ni		204	Na	G9 V* M1 V
Dethis	2930	D44046B-5		De Lo Ni Po		102	Ga	K3 V
Kiishashiiki	2933	D590330-5	C	De Lo Ni		222	Ga	M3 III K3 V* [M9 V]
Amla	2935	C150132-6		De Lo Ni Po		822	Ga	G6 V
KEES	2937	C98A973-5	M	Hi Wa		404	Ga	G8 V
Dethekos	2939	D422400-7	C	Lo Ni Po		223	Ga	M9 V* [D]
Kashdipushaa	2940	X594000-0		Ba		025	Na	K0 V* M1 V
Sholonois	3021	C580167-3	M	De Lo Ni		923	Na	F3 V* M7 V
Arising	3022	X9C1000-0		Ba Fl		025	Na	M9 III M9 V*
Sive-lish	3024	E560213-0		De Lo Ni		201	Na	G1 V K7 V*
Darks	3025	D869500-7		Ni		112	Na	K0 V* M3 V

ZARUSHAGAR SECTOR - DELTA QUADRANT

World Name	Hex	UWP	Base	Trade Codes	Zone	PBG	All.	Stellar Data
Hiistan	3028	X430000-0		Ba De Po		000	Na	M2 V
Tagend	3030	D544376-5	R	Lo Ni		603	Ga	K4 V
Kapaota	3031	D4342DG-8	R	Lo Ni		700	Ga	K0 V* M5 V
Ulikhuumdi	3032	D320300-7		De Lo Ni Po		310	Ga	M6 V
Mugidiimika	3037	D506510-8		Ic Ni Va		524	Ga	M0 V* M7 V
Llavasrra	3038	D000534-7		As Ni		223	Ga	K0 IV* M5 V
Wishy	3039	X573000-0		Ba		003	Na	G3 V* M7 V
Moho	3040	DA8A200-4	R	Lo Ni Wa		822	Na	F7 V
Nar Sumeck	3122	D451537-6		Ni Po		113	Na	M3 V
Ree Nee Wed	3128	D361476-4		Lo Ni		502	Na	G0 V
Romany	3129	X423000-0		Ba		034	Na	M5 V
Barnet (Oasis)	3130	D202459-8		Ic Lo Ni Va		923	Ga	K3 V
Khekak	3131	D252679-3		Ni Po		323	Ga	G3 V* M5 V
Gilimidargur	3133	D340300-5	S	De Lo Ni Po		924	Ga	M1 V* M9 V
Shasa	3134	D355256-4		Lo Ni		422	Ga	G1 V
Rapfador	3135	D372420-5	C	Lo Ni		624	Ga	K7 V
Gaidraa	3136	D9487A8-9		Ag		520	Ga	M5 V
Ermi	3139	X440000-0		Ba De Po		023	Na	G2 V
Apshaanu	3222	X201000-0		Ba Ic Va		024	Na	G4 V G7 V*
Pheren	3223	X323000-0		Ba		025	Na	M7 V
Womslete	3224	D665200-3		Lo Ni		912	Na	M3 V
Thagam	3225	XAB9000-0		Ba Fl		020	Na	K2 V
Deralatan	3226	X6A3000-0	R	Ba Fl		021	Na	G2 V* [M4 V]
Zeraxt	3229	X513000-0		Ba Ic		000	Na	G5 V M8 V*
Donsam	3230	D227278-7		Lo Ni		825	Ga	M0 V M6 V*
Ugukakrin	3233	D2351MC-6	C	Lo Ni		122	Ga	K0 V
Pipirkir	3236	E9691DA-4		Lo Ni		823	Ga	F6 V* M6 V
Lalrest	3239	X595000-0		Ba		021	Na	G2 V* [G2 V]

POLITIES AND STATES IN ZARUSHAGAR SECTOR

Zarushagar sector was a battleground in the Civil War, and what little remained of its interstellar civilization was plunged into darkness by the first wave of the Viral Plague. However, here and there sufficient infrastructure remained intact to support a bid to reclaim the stars. Five fairly prominent powers have managed to scramble back onto the cosmic stage and remain there. The interactions of these five will shape the future of the sector.

THE FOURTH IMPERIUM IN ZARUSHAGAR SECTOR

The Imperium has no member worlds in the sector and no formal client states. However, it has a vested interest in keeping the Diaspora Trade Corridor open and for this reason maintains a chain of forward bases and trade missions on friendly worlds along the corridor. Imperial merchant vessels are sometimes escorted through the more hazardous parts of the sector by vessels of the Zarushagar Fleet, but this small collection of light vessels is overworked and escorts are not usually available.

Intermittent sweeps off the corridor keep the worst of the troubles at bay, but such operations are becoming less frequent as vessels are required elsewhere. Already the corridor has faced closure on several occasions as the needs of fleet actions in Ley Sector drew the few vessels assigned to the region away. Trade through the corridor worlds would still continue, but without the Zarushagar Fleet assigned to sweep the systems, however infrequently, merchant ships would soon find themselves fighting their way through the Wilds once again.

THE GAIDRAAN COALITION

Holding 20 worlds in Zarushagar sector and a handful in neighboring Massila, the Coalition is a loose grouping of worlds, of which only one has the technology available to service starships. The heart of the coalition is the remnant of the Duchy of Oasis, a state founded during the Long Night and which retained some measure of identity throughout its long membership of the Third Imperium.

As the Third Imperium shattered into warring factions, the Duchy was quietly reintegrated, all the while professing loyalty to Emperor Lucan. Plans to assert independence involved the quiet stockpiling of ships from the Reserve Fleet and the dispersal of resources to survive any attempt to reintegrate or punish the seceding Duchy. These measures became a survival margin when the Black Curtain slammed down and the Viral Plague tore across the sector.

The Duchy was hit hard by the Plague, but was able to fall back on its concealed resources, which were mostly offline to avoid detection when the first infections took place and were thereby spared until they could be Virus-proofed. The result was that the Duchy, though smashed down to an enclave of six worlds teetering on the brink of total destruction, was able to claw back somewhat and by 1180 had begin to expand.

The Duchy reached its peak around 1210, but by that time divisions between the capital at Shytek-Oberon and the Crown Colonies had grown from minor sources of friction into a major dispute. When Barnet (formerly known as Oasis) seceded, the Duchy attempted to forcibly reintegrate it and thereby ensured its downfall. The war between Shytek-Oberon and her Crown Colonies was short and brutal, and resulted in the destruction of most of the Duchy's infrastructure. This was more due to the collapse of the fragile interstellar support network than direct attacks, though some Vampire and corsair raids added to the general chaos.

Order was re-established by 1223. At this time Shytek-Oberon had reverted to its traditional name, Megalmatree, and was digging itself out after the total collapse of its industrial and social structure. Many relic TL C factories still lie idle on Megalmatree for lack of expertise or rare materials to run them. Meanwhile, the rest of the Duchy broke up as the fragile interdependency of its member worlds was disrupted. A wave of corsair activity more or less finished off the Duchy as a political entity. In its place arose the Gaidraan Coalition, a motley collection of leaders lording it over the worlds of the region. The Coalition is made up of an alliance of corsairs, mercenary leaders, planetary warlords and a number of particularly unscrupulous merchants who were once members of the Mercantile Guild in Diaspora sector.

The Coalition is not an alliance of worlds but a confederation of the people who exploit them. A system of tribute and reprisal has steadily driven the claimed worlds into the ground, creating a need to annex new territories to maintain the lifestyle of the leaders. There is no capital as such, and no formal political structure beyond a rough code of interaction and exploitation (which boils down to: even a tarnished golden goose is valuable; so don't rough it up too much if the egg isn't up to standard). Conflict and backstabbing among the Coalition's leaders is frequent and bitter.

There is a growing resistance movement based around the idea of a resurgence of the old Duchy of Oasis, but this is effectively kept down with a mix of terror and resource denial. Incidents are becoming more common, but so far the dominance of the Coalition is not seriously challenged since its resources are mainly aboard the starships of its

lords or else located in remote palace/fortresses defended by loyal thugs and well-paid mercenaries.

The Diaspora Trade Corridor just a few parsecs from Coalition space has tempted a number of Coalition lords to try their hand at piracy. Retaliation deterred this for a time but as the Imperial Navy becomes ever thinner on the ground along the corridor, renewed raiding is almost certain.

COALITION MILITARY

Each lord has a gang of thugs and most have an armed starship or two, but there is no Coalition military force as such. Citizens of 'member' worlds are mostly disarmed or cowed into subservience by reprisals. There are few situations in which citizens would fight for their lords, though there are some bands of trained and well-equipped mercenaries in service to the Coalition's leaders.

THE KDEPT PROTECTORATE

A small but potent interstellar state comprising 12 worlds close to the Trade Corridor, the Protectorate is a fairly benign power whose good fortune in securing the remains of the Imperial Navy depot has led to the retention of a strong fleet. Indeed, the Protectorate owes its existence of the navy of the Third Imperium. As the dust settled from the initial outbreak of Virus, surviving naval units of several factions joined forces to hold the depot in trust and to protect the nearby worlds as best they could. Internal divisions nearly tore the fragile alliance apart – but only nearly.

Somehow the worst of the Viral Plague was turned back from Depot by the lobotomized vessels of what at the time was named the Zarushagar Naval Protectorate. Despite being at a severe disadvantage using manual control of vessels designed for integrated computer operations, the defenders of Depot held on, though at terrible cost, and as the first waves of the Plague receded they sent missions to nearby worlds to offer protection in exchange for support.

The nearby world of Kdept was chosen as a capital for the new alliance, mainly because its population had not only retained a starfaring technology level but were actively sending out contact and assistance missions using reactivated Scout vessels salvaged from the ruins of the system's Scout base. At first the Protectorate was a military state, ruled by Naval governors and held together by Naval power. Harsh (and at times desperate) measures were necessary to survive the Dark Years but finally some measure of stability was established.

It was a great day for civilization in Zarushagar sector when the ruling Admiral of the Protectorate, Freida Walton-Duurishaainii, announced completely out of the blue that control was to be passed to a civilian government as soon as possible. This administration was first enacted in 1221, and after a distinctly shaky start has established itself as a strong but benign representative government. The Protectorate is politically fairly neutral and not particularly interested in expansion. Instead its energies are focused on bringing its worlds up to a higher tech level and improving the quality of life of its citizens. The reconstruction initiatives are paying off, with several worlds recently attaining TL 8 and 9.

A spur of the Diaspora Trade Corridor runs into Protectorate space at Tetrini. Imperial trade is welcomed, though the Protectorate is not interested in closer relations. Naval assets do sometimes cooperate on sweeps to Spinward, and a small Protectorate squadron fought alongside Imperial ships at the Second Battle of Gateway. There were no survivors.

Overall, the Protectorate wants to be left alone to pursue its own redevelopment, and tries not to interfere with events beyond its borders other than where necessary for security. Relations with the other Zarushagar powers are somewhat chilly, but the naval strength of the Depot-based Protectorate Fleet makes conflict a losing proposition for most other powers.

PROTECTORATE MILITARY

The Protectorate's military forces are based heavily on the navy of the Third Imperium, as can be seen by their ships, equipment and uniforms as well as organizations and rank structures. The main arm is the Fleet, which operates a considerable number of lovingly maintained but very tired (Third) Imperial ships backed up by TL B new-build vessels. With relatively few worlds to defend, the emphasis is placed on power and quality rather than large numbers of ships, resulting in a navy biased towards larger (cruiser-sized) combatants.

Ground forces are mainly detachments of naval infantry with light armor and artillery support. These forces defend cities and installations but are not well suited to mobile operations on-planet. The Protectorate believes that its worlds will be defended in space, not on the ground, and when it has to fight on the surface prefers to land marines and naval infantry directly on the target with orbital fire support – even on a home world.

THE LORDS OF NEW ZARUSHAGAR

Occupying a central position in Zarushagar sector, the domain of the Lords of New Zarushagar extends over 36 star systems. Only one, Aesokonar, is a true starfaring power, though a handful of others have regained the ability to service and even build small quantities of grav vehicles and larger vessels.

The Lords are an alliance of planetary and balkanized state leaders under the central direction of Aesokonar.

Less than half the worlds ruled by the Lords are full members. The rest are possessions of member worlds and are in some cases quite rebellious. Most of the Lords are vigorously opposed to expansion; already resources are diluted and adding more worlds would be a further drain. Perhaps, in a decade or two as more member worlds become self-sustaining, attempts to rationalize territorial borders and bring in new members can be considered but for now the Lords are concerned that their domain may have dragged itself into a downward spiral by over-expansion during the 1200-1240 period.

The Lords are correct in their analysis. Concern about the growing power of the new Imperium led to a policy of acquisition which in time would have created a powerful state that might resist Imperial influences. However, in the short term the Lords did too much too fast and their ships and military units are now spread dangerously thin. Funds to bring up acquired worlds to an industrial and technological standard where they could contribute to the power of the Lords ran out before much return was seen and redevelopment slowed to a crawl.

The spiral is breakable, and a strict policy of austerity and prioritization of projects will allow the Lords to turn their economy around over the next few years. However, while this is being done the Imperium is growing ever more powerful just a few subsectors away. Its warships have pushed their patrols into the Lords' area of interest under the guise of protecting the trade corridor.

A further cause for concern is the gradual movement of the Kdept Protectorate into the Imperial camp and the concurrent souring of relations between the Lords and the Protectorate. Trade between the two has been in decline for some years and looks set to tail off entirely by 1250. Many of the Lords are convinced that the Protectorate will eventually strike against worlds close to Depot to clear that flank, and to ward off this threat have been fortifying the Rerill, Diikim and Uushumushim systems – an investment that cannot be afforded at this time. The Lords are working on the assumption that they are going to have to fight Kdept at some point, though the Protectorate has made no overt preparations. It would not need to, however, since its main naval base at Depot is actually on the border.

The various groupings of worlds held by the Lords are served by TL9 Jump-1 freight vessels, many of which are based on standard designs dating back to the Third, Second and even First Imperium. Military ships and some longer-range civilian vessels contain TL B components. Almost all spacecraft and starships are owned by the member worlds and operated as state-owned assets. There is no centralized merchant fleet and few independent operators, though the few Wilds Traders who enter the region generally find they are made welcome and offered a fair price for their services and cargo. Some have chosen to take long-term contracts with the Lords in return for refits and upgrades, an arrangement that seems to suit everyone.

LORDS OF NEW ZARUSHAGAR MILITARY

Member worlds are free to raise whatever forces they please for defense of their home and annexed worlds, and contribute a proportion of their income to a central military fund. Most of this money is spent on the small TL B navy and additional system defenses along the Kdept Protectorate border. Naval vessels are quite efficient, though with perhaps an over-emphasis on missile weapons, and intership or squadron-level cooperation is generally very good. However, centralized control leaves a lot to be desired. Naval deployments are subject to influence by the various Lords, whose constant demands upon the weak central administration at Aesokonar ensure that ships are more often in transit than on station and miss needed refits on a regular basis.

The Lords, recognizing their current weakness, have adopted a 'tough nut' defensive strategy to deter other powers from interfering until they are strong enough to defend their holdings properly. One feature of this policy is the deployment of dozens of minefields. A class of minelayer has been improvised from converted merchant ships and these vessels seem to be constantly adding to the minefields orbiting key worlds, gas giants and other likely sources of fuel for an invader.

Rumors that a minelaying cruiser class is also in service, and that these vessels are connected to the mining of systems in the Diaspora Trade Corridor, have been vigorously denied by the Lords of New Zarushagar.

THE NALAASHII EMPIRE

A ramshackle and overgrown 'Wilds Empire' of 15 worlds on the Trailing edge of Zarushagar sector, the Nalaashii Empire is a Technologically Elevated Dictatorship writ large. Possession of a small fleet of starships allowed the Planetary Viceroy of Nalaashii to expand her territory and claim several worlds in the 1180s. Since this time, the ships have gradually worn out beyond repair and the Empire has begun to crumble. It received a new lease of life in the 1200-1215 period with the influx of a number of merchant captains fleeing events in Diaspora sector. These ex-members of the Diasporan Mercantile Guild entered into an alliance with the Viceroy which allowed some reconsolidation of territory to be undertaken. However, this resurgence is coming to an end and there is no sign of a recovery.

The original Viceroy of Nalaashii was a senior officer in the Imperial Navy of Lucan's faction, who assumed control in the final days before the Collapse. Although

the world was ruled in Lucan's name, the regime was surprisingly benign. However, this was many years ago and successive Viceroys have chosen an increasingly dictatorial style. Today the Empire exists to support the Viceroy's armed forces, which in turn exist to control the Empire. It is unlikely that the Empire will be able to control its subject worlds for more than another decade but the Viceroy seems determined to hang on to the bitter end in the hope that something will turn up.

Observers find it curious that an Empire should be ruled by a Viceroy. This is now a matter of tradition, and technically the Empire is being held in trust 'for the Emperor'. Given the extremely hostile reaction to Imperial diplomatic overtures, this Emperor is more likely to be Lucan than Avery, but in all probability this is just lip service to a tradition that gives some semblance of legitimacy to a very unpleasant military dictatorship.

NALAASHII EMPIRE MILITARY

The armed forces of the Empire consist of an assortment of armed traders and scout ships, plus a couple of larger transports which serve to carry troops to whichever world is in rebellion this month. The largest warship in service is a very old Fer-de-Lance class destroyer dating from around 1090, which serves as a flagship and Viceroyal yacht.

Ground forces are equipped mainly with mid-tech equipment and are more of a paramilitary police force than a true army. Best suited to intimidating peasants, the military of the Empire could not resist a well-equipped fighting force such as that of the Fourth Imperium. It is backed up by some elite formations which are equipped to TL 9 and might put up a decent fight. The 'military' also includes several secret police forces and intelligence agencies that spend more time competing with one another than safeguarding the Empire.

THE NEW WORLDS ALLIANCE

Spanning 24 worlds in Zarushagar and a handful in Dagudashaag sector, the New Worlds Alliance was formed as a mutual defense organization in response to the overt territorialism of the Nalaashii Empire. It has links with the Lords of New Zarushagar that can be described at best as coldly polite, and is openly hostile to the Nalaashii Empire. However, since the Alliance is held together by less than two dozen working starships, it is a loose and not very effective organization.

The heart of the alliance is Urukimushur, though the main source of high-tech components is at Ganuugiiggii. The capital is as much a spiritual center as an administrative hub. Urukimushur is famous for its universities and technology recovery centers. Most of the high-level engineers, doctors and managers who work among the worlds of the Alliance are graduates of these institutions. Over the years this has created a strong bond of friendship and a sense of community among the member worlds. Central government is non-existent; New Worlds is an alliance, not a unified political body. This has drawbacks, in that there is no central control for uplift and investment programs, and no pool of resources to undertake them, but this is in some way compensated for by the spirit of cooperation and friendship that permeates most of the Alliance. Richer worlds fund small assistance programs for their neighbors, and emergency help is generally available for the asking.

With so few starships available, and almost all of them in the hands of private operators, logistics are a problem and tight central control would be impossible. It was not always so, however. The NWA inherited a fair-sized collection of relic starships and salvageable wrecks after the Collapse. These were pressed into service and managed to preserve the member worlds – more or less – from the ravages of random Vampires, vessels coming out of the Black Imperium, corsairs and empire-builders. These vessels were lost or cannibalized for spares one by one, until only a few remain in service. Starship construction is extremely limited and replacement is a slow, slow process.

The New Worlds is open to contact and trade. Although relations with New Zarushagar are not good, trade is conducted at Aowulf, albeit in an atmosphere of mutual mistrust. The Alliance cannot afford to send out ships into the Wilds but is happy to receive trade missions or Wilds Traders in its ports.

Feelings about the emergent Fourth Imperium are very mixed. On the one hand a strong force for order would be a good thing; certainly things have improved since the Black Imperium was smashed. On the other hand, the Alliance likes the way things are – a collection of friendly worlds that assist but do not interfere with one another – and fears that for all its claimed good intentions the Imperium may go the way of its predecessors and begin dictating interstellar affairs. A few decades of living next door to Lucan's Imperium and later witnessing the horrors found inside the Black Imperium have thoroughly put the New Worlds Alliance off the idea of interstellar empires.

NEW WORLDS MILITARY

The various worlds of the Alliance defend themselves as best they can, usually by purchasing system defense craft or planetary defense missiles from firms located on Ganuugiiggii. Some of the craft so purchased are loaned to other worlds that feel they are under threat. The Alliance can thus (over time) create a reasonable defense force in any system. This process is neither fast nor flexible however, and serves mainly as a deterrent.

The few starships in service are all armed, but they are merchant and courier vessels, not warships. At desperate need, a program to convert merchant ships to gunship carriers might be implemented, but this is as far as naval operations can go in the Alliance.

Rogue Traveller: Life on the frontier and in the Wilds requires travellers to keep their wits - and their guns - about them.

CHAPTER 6
THE FOURTH IMPERIUM
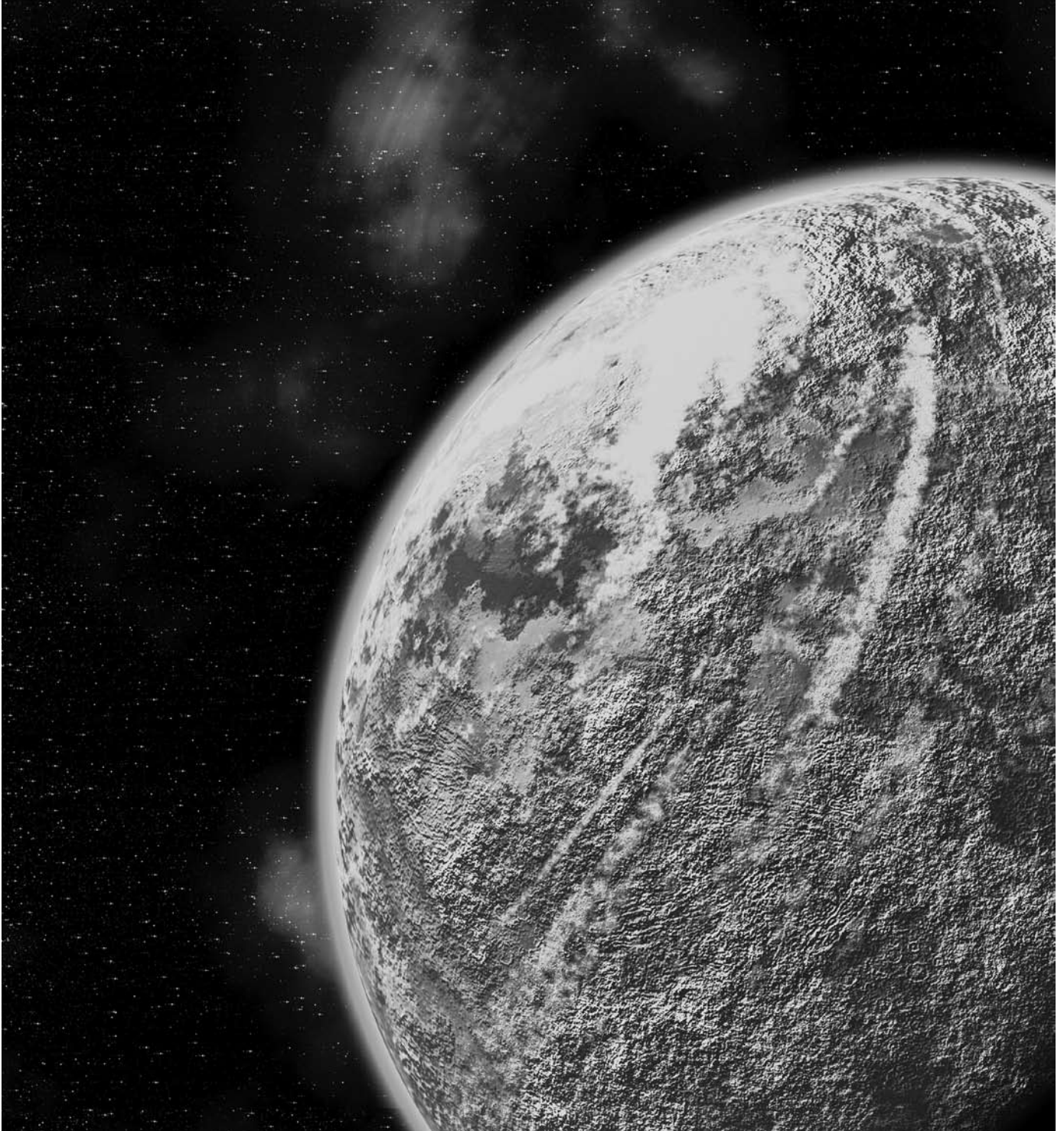
Usdiki, capital of the Fourth Imperium.

The Fourth Imperium claims the mantle of the Third Imperium by right of unbroken existence and possession of the Alkhalikoi dynasty. As such it sees itself as both the legitimate successor to the old Imperium and the dominant power in Charted Space. There are plenty who would dispute both these claims, but what is certain is that the Fourth Imperium is a powerful state with large military and economic resources. It is, however, not the monolithic structure that some outsiders believe. In fact the Imperium is still more of a federation of alliances than a single state, and suffers from considerable internal division.

What holds the Imperium together is a vision and a man. The vision is one of peace and prosperity under a strong but benign central authority, which is not afraid to trust its subjects with local decisions. The man is Emperor Avery I. If either falters or the member states of the Fourth Imperium lose faith in their great endeavor, the whole structure could disintegrate in a remarkably short period.

ORT RECENS
QUAM PURA NITES

OVERVIEW

The Fourth Imperium was originally formed by several survivor states, of which the Usdiki Marquisate was the most powerful. As the transition from Trade Federation to Imperium was made and more worlds joined, sometimes as members of existing alliances, complex deals and agreements had to be made. These included a few rather unpalatable compromises where a world was of great strategic importance.

Over the past two decades, deliberate efforts have been made to break down the original distinctions and groupings to create a single Imperium of which all worlds are direct members. These measures have, for the most part, failed. The result is that a transition measure, the recognition of alliances and other groupings as Imperial sub-states with a high ranking noble to represent them, is becoming entrenched in Imperial politics. Thus the current Fourth Imperium is made up of numerous individual member worlds plus several Marquisates and Duchies based upon the original alliances. The nobles associated with these sub-states were not imposed by the Imperium but were appointed from among their rulers.

The Imperium does not, however, as a rule directly govern its member worlds. Like the Third Imperium before it, the Fourth allows member worlds to select a set of laws and a government that suits the population. Worlds are represented by Imperial Nobles, who are not necessarily the rulers, nor even residents, of the world in question. The Fourth Imperium does have a higher proportion of its nobles involved in the direct rulership of planets, leadership of corporations and governance of regions than its predecessor. There are two reasons for this.

The Fourth Imperium implemented a deliberate policy of elevating leaders and rulers into the Imperial Nobility according to what they 'brought in' with them. This policy caused some vigorous arguments and a fair amount of disaffection, but the end result was to create a hierarchy in which the position and relative power of each group was identified by the title awarded its leader. Since more senior nobles wield greater power in Imperial affairs, this policy represented a rather hard-nosed trade whereby leaders were given influence over the assets of the Imperium in return for what they added to those assets. Since the deliberate elevation of rulers and leaders to create a nobility took place just a few years ago, it follows that many rulers and leaders are nobles.

The second reason for the increased proportion of 'working' nobles is the emphasis placed by the emerging Imperium on 'Great Individuals', of whom Emperor Avery is the most obvious. The Imperium is based upon the idea of a feudal society in which strong individuals lead their

followers and in turn give loyalty to those above them. It is a society in which a talented individual can be elevated to the highest levels but where nobility truly does obligate; loyalty runs both ways.

Thus many worlds of the Imperium are in fact directly ruled by an Imperial noble house, in that they have been uplifted and brought into the Federation by WorldCorps, whose leaders were then elevated to the nobility upon the foundation of the Fourth Imperium. The remainder represent the usual mix of government types; democracies, republics, military juntas and religious states. Worlds whose rulers are not titled nobles are treated no differently to those that do have a noble ruler.

The Fourth Imperium, as successor to the Third, has a claim to rulership of all the territory that was once ruled by Emperor Strephon. However, this claim has been formally disavowed; worlds outside the current borders of the 4th Imperium are seen as sovereign territory of their ruling government and the Imperium has pledged that it has no interest in annexing these worlds, nor any legal right to do so any longer.

PHILOSOPHY

The Fourth Imperium is based, like its predecessor, on the principle of free trade and the idea that the Imperium provides for common defense and a unified foreign policy but frees its worlds to govern themselves. In theory, its intrusion into the affairs of any given world is limited to the imposition of certain High Laws that are enforced across the Imperium and supercede the regulations imposed by individual worlds.

The Imperium is also based upon a culture of responsibility, within which each individual and each world must bear the responsibility for the consequences of their actions. This is especially important for individuals holding high office. On most but not all worlds of the Imperium, leaders are considered to be personally accountable to their citizens. This takes the form of a 'social contract' whereby the masses agree to be led and ruled (by whatever system) and the leaders agree to be accountable to the people.

This is an ideal, of course, and is often paid the merest lip-service. However, there is one authority that holds all others to account – the Iridium Throne. The Emperor has the right and duty to strip any Imperial noble of office at any time and (under a very contentious clause in the Imperial Charter) to depose any planetary government and replace it with an interim Imperial Governor until a new government can be formed by the consent of the people of the world in question. This has only been done twice, and it remains a risky move for the Emperor to make. For while his power is considerable, he is accountable to two bodies – the Imperial Moot and the people of the Imperium.

The Imperial Moot is discussed under Imperial Nobility, below. The Emperor's accountability to the people is in some ways nothing more than a romantic notion. However, in other ways it is very real. Firstly, there is the strong culture of moral responsibility in the Imperium. Emperor Strephon failed in his efforts to deal with the increasing division of the Imperium and as a result trillions died in the Collapse and the war that preceded it. He lived out the remaining years of his life knowing that he alone bore the responsibility for those deaths, because he made the decisions that could have averted catastrophe but did not. Not only is this a terrible warning to Emperors coming after Strephon but it is also a reminder of the very concrete nature of this accountability. An Emperor who abuses his power will eventually face a challenge from the people, probably through a strong leader. Whether truly popular or self-appointed, this leader would not be able to act without the consent of at least a segment of the population.

Thus the Imperium takes a part of its philosophy from the oft-maligned Terran thinker Machiavelli. His name is a byword for deceit and manipulation, yet his greatest truism lies at the heart of Imperial philosophy: true security lies not in fortresses but in the hearts of the people. Fortresses will not protect a leader whose people turn against him. Thus the overall philosophy of the Imperium, from both a moral and a hard-nosed survival standpoint, is that put forward by Duke Craig so long ago: *Look After The People*.

FOREIGN POLICY

The Imperium can be thought of as an interstellar collective bargaining organization to some extent, in that it provides for a common foreign policy and defense capability. This is not to say that individual worlds are not permitted to have relations with worlds or states beyond the Imperial border, but these are subject to certain regulations that bind the whole Imperium.

The 4th Imperium makes no claim to any system or territory beyond its borders, and at present applications to join are politely discouraged. It does have a number of Client Worlds and Client States, which are independent and beyond the Imperial border but are heavily influenced by Imperial policies. It is likely that over time many of these client states will apply to join and eventually be accepted, moving the Imperial border a little further out. However, expansion is not considered desirable at this time.

Client states are usually very friendly to Imperial interests and host visiting warships, conduct joint exercises and even naval operations, and in general support and follow Imperial policies. Some clients are actually not all that friendly, but maintain close relations with the Imperium out of necessity.

INTERSTELLAR RELATIONS

Relations with large states and independent worlds vary greatly. As a rule the Imperium is willing to content itself with 'non-violent' relations and leave anyone alone who wishes it. Since naval assets are in extremely short supply, the last thing the Imperium needs is to be tied down in low-intensity conflicts in many locations or to have to conduct a major naval operation to crush a threat. This leads directly to a policy of tolerance that has been criticized for allowing nearby worlds to display openly anti-Imperial sentiments – and sometimes to back them up with measures ranging from trade surcharges, propaganda, sedition and encouragement of dissidents within the Imperium and even covert support for piracy.

The Imperium is forced to take measures to deal with particularly blatant threats, and is gradually working to resolve its problems by diplomacy, economic measures or (occasionally) force, but this is a slow process and many opponents of the Imperium have learned that so long as they remain 'under the radar' – and the radar threshold is quite high at present – then they can get away with all manner of anti-Imperial activities.

In many cases, however, relations with nearby worlds are broadly friendly. The Imperium is a source of high-technology goods and trade ships regularly cross the border to seek new markets. These scarce technological items may be expensive, but many Imperial firms are willing to engage in generous countertrade in the hope of securing a market for the future. Thus while a shipment of fusion reactor components may be extremely costly, part of the deal may involve the loan of Imperial-trained engineers to service the world's reactors and train up local staff to do the job after they have left.

The Imperial Navy of course extends what protection it can to nearby worlds during its endless cross-border Anti-Vampire and Anti-Piracy sweeps, but reactions to this policy vary. Some worlds are glad of the protection, some fear annexation and some resent having their noses rubbed in the fact that their own forces are totally inadequate to deal with these problems.

The twin driving forces in Imperial interstellar relations are the Diplomatic Corps and the Reconstruction Service. As a rule, the Reconstruction Service concentrates most of its efforts into developing the damaged worlds of the Imperium. It does, however, operate outside the Imperial border, usually in small teams of 4-20 individuals. Despite their small numbers and limited equipment, the IRS makes a difference on many worlds. Whether seeking out and eliminating Virus infestations, teaching locals how to use recovered technology or advising a leader on where to invest limited funds for best effect, IRS personnel generate a fund of goodwill towards the Imperium out of all proportion to their numbers. On some worlds they are suspected of being spies for the Imperium, come to see whether the world is worth being annexed, and in some cases there is resentment that the Imperium does not come along in force and solve all the world's problems. However, for the most part the results are positive both in terms of the effect on the lives of people in the Wilds and relations with the Imperium.

The Imperial Diplomatic Corps plays an important part within the Imperium, helping resolve differences and present cases to higher authority. Its major role is beyond the Imperium, however. Embassies exist on many worlds, some of them very far from Usdiki. For example, Terra and Nicosia have permanent IDC embassies. Officially nothing but a diplomatic and intermediary service, the IDC ensures that its teams include legal and trade experts who can 'earn their keep' assisting their host government in such matters. There are a few worlds where the rulers have all but forgotten the ambassador's diplomatic role and rely on him or her for legal advice.

Interstellar relations are somewhat rocky at present. At any given time there will be several minor crises along the Imperial border, worlds supporting piracy and a couple openly attacking Imperial interests. As the Fourth Imperium gathers its strength, it does its best to keep a lid on these problems until they can be resolved by whatever means prove necessary. For now these border problems, while insignificant individually, represent a nibbling-away at Imperial strength that seriously inhibits the ability to deal with more serious problems.

TRADE CORRIDORS

The space between the Imperium and most other powers – even pocket empires in the local region – is still mostly what is known as 'Wilds'. Most worlds in this region have suffered terribly in the Collapse. Those that have recovered have often taken unpredictable paths. In the old days of the Third Imperium, it was unusual to see armament on a trade ship other than in a frontier or troubled region. Today, even within the Imperial 'Safe Area' most merchant vessels mount at least a token armament.

In the Wilds between the great powers, there are a few known safe systems – ones that are hospitable to visiting trade ships and capable of keeping out less hospitable visitors – but these are very rare. For the most part, a trader or diplomat setting out into the Wilds will pass through unsecured systems where anything at all could be lurking in space, and must visit regressed planets unable to prevent hostile ships from doing as they please, even if the locals are friendly. Very often the locals are not friendly at all.

Early trade was thus extremely risky and had to be conducted with well-armed or escorted merchant ships. This situation still exists in most of the Wilds, but today

several 'trade corridors' exist. These mainly run between Imperial space and the other great powers – the Freedom League, Terran Commonwealth, Aslan Hierate and Ziru Sirka – or between the Imperium and nearby worlds that are both friendly and important enough to merit regular traffic. Some trade corridors follow the paths taken by the ships of the Grand Fleet, which had to fight its way across the Wilds to reach its historic rendezvous and left behind it many systems cleared of hostile activity.

Trade corridors fall into two basic types – Active and Dormant. Active corridors are subject to a real effort to keep them open, which includes measures such as naval patrols, forward bases, support for friendly worlds with their own naval assets (sometimes subsidized with Imperial funding) and the occasional sweep off the corridor to clear nearby systems. Some Active corridors are now run as business ventures. A corporation will contract to the Imperium to maintain a decent level of security for shipping using it, and is paid out of Imperial trade tax plus whatever it can earn by operating ports, refueling stations or escorts-for-hire on the route.

Dormant corridors have no such measures in place. In some cases they are quite safe and kept so simply by the volume of armed merchant traffic using the route (and the occasional naval operation). In other cases the corridor is no longer in regular use or was created by a fleet unit moving to a deployment and never secured thereafter. Such routes tend to be safer than deep Wilds but as time goes by without deliberate security measures the level of threat will inevitably creep back up.

As already noted, virtually all Imperial vessels are armed to some degree. Those that ply the long-distance trade corridors can carry quite heavy armament. Subsidies are sometimes paid to merchant lines on the premise that armed merchant cruisers plying a route will protect other ships and drive down the threat level without the need for the overstretched Imperial Navy to deploy units there. On the very long runs, where a warship would be unavailable to the fleet for many months if it were to be assigned, these 'wagon trains' of armed merchant ships represent a mobile pocket of combat capability that makes the route through the Wilds a little safer each time one passes by. Of course, that does not mean that even the merchant cruisers always come back…

DOMESTIC POLICY

The Imperium governs governments, not worlds, but in order for it to function there must be some common policies among the bodies that compose it. There are six kinds of recognized entity within the Imperium's domestic policy:

Imperial Agencies: These include the Imperial armed forces plus agencies such as the Ministry of Justice and the Reconstruction Service, which owe allegiance to 'The Imperium and Her People' and answer to the Iridium Throne.

World Groupings and Alliances: The Imperium was founded as an alliance of alliances, and some worlds are still part of alliances which in turn owe allegiance to the Imperium.

Worlds: Most worlds of the Imperium owe direct allegiance to the Imperium. WorldCorps, which by definition are the government of a world and are concerned only with that world, are considered to be worlds just like any other.

Corporate Concerns: Many Imperial corporations transcend interplanetary boundaries and have interests across the Imperium (and beyond). Imperial Corporations answer to the Iridium Throne and are bound by the same rules as other entities.

Noble Houses: Most noble houses have assets not associated with any given world (though they may be situated on one, obviously), thus resembling corporations in some ways.

Citizens: Any person who is a citizen of a world that is an Imperial member is an Imperial Citizen and as such has certain rights that are protected by High Law. However, most people are citizens of their homeworld first and foremost, and the majority never even think about their Imperial Citizenship. Some individuals fall into a special category, that of Imperial Citizens who are not citizens of any world. This category includes some people born in space or to nomadic starfarers (e.g. Belters or children of families operating tramp trader ships) and Cyms inhabiting starship computers. Such individuals theoretically owe direct fealty to the Emperor but few take any note of this beyond the fact that their ID lists "Imperial Citizen" rather than the name of a planet under the Homeworld heading.

The Imperium's domestic policy, broadly defined, is to create an environment in which the various member entities can coexist and peacefully resolve differences, and where a common set of rights and duties is recognized and respected by all members. Micromanagement of the affairs of citizens, corporations, or worlds is neither desirable nor feasible.

Thus the Imperium lays down a framework in the form of set of inflexible laws that bind every entity in the Imperium, and guidelines for resolving differences, plus a means to apprehend and punish those who threaten the coexistence framework. It then stands back and gets on with its real job – that of ensuring that the citizens are not being shot at while they are busy coexisting.

CONFLICT

Conflict of various sorts is inevitable in any society. The Imperium recognizes that individuals, worlds, corporations and all other entities have the right to self-defense if attacked, but makes every effort to see that self-defense

does not escalate into open combat. Conflicts of all sorts are best resolved by discussion and mediation.

Personal conflict is governed by the laws of the world where it occurs. Each world of the Imperium has the right to make and enforce its own laws, so long as they do not defy Imperial High Law. Within the sovereign territory of a given world, its laws govern all activity except in certain special cases (such as a Ministry of Justice team apprehending a fugitive whose crime is not recognized on the current world). Thus when citizens travel to a different world they are bound by its laws, which may include stipulations regarding self-defense that make it illegal or subject to restrictions not found elsewhere. Where this is the case, local law applies – self-defense is legal in the Imperium as a whole but may be a crime on the current world. Ignorance of the law is rarely accepted as an excuse.

Conflict between larger entities, such as corporations or noble houses, are subject to certain laws. Most disputes can be settled by taking the matter to the court of the ranking noble in the area, whose legal advisors will help him or her create a compromise or make a ruling which can then only be overturned by petitioning the noble's superior. However, there is another route to settle disputes – armed conflict.

The Imperium vigorously discourages conflict between its constituent entities, but accepts that sometimes it will occur anyway. Lacking the resources for endless peacekeeping operations, the Imperium instead imposes a set of Rules of War that are intended to limit the severity of a conflict and the level of damage it causes.

The Rules of War are based upon the original ones used by the Third Imperium and like that body of law have never been written down in a formal legal document since this could then be used by a clever lawyer to defy the spirit of the Rules while remaining within its letter. Some observers have suggested that this vagueness can be used by the Imperium to justify an intervention or avoid one as best suits its purposes. This is almost certainly correct. Although they have never been written down formally, the Rules of War are generally understood to follow certain principles, as follows:

- There must be a valid reason for the conflict, e.g. encroachment on corporate interests or a legitimate territorial dispute.
- The conflict must be properly declared.
- The conflict must not interfere with the economic well-being of the Imperium.
- Weapons and techniques of mass destruction must not be used.
- Economic targets unconnected with the direct support of the conflict must not be attacked.
- Civilian targets must not be attacked unless circumstances require it (e.g. an enemy holes up in a city and has to be dug out).
- The rights of sentients must be respected.
- Imperial observers must have unrestricted access to all aspects of the conflict.
- Breach of the Rules of War is grounds for Imperial Intervention.

Wars and other conflicts always cause suffering, economic damage and destruction of property. The Rules of War merely seek to limit the amount of carnage and devastation Imperial entities inflict upon one another. If a war is getting out of hand, the Imperial armed forces will step in and bring it to a rapid end. This happens much sooner if vital infrastructure is being damaged or the wider economy is being harmed. Use of nuclear or biological weapons, or lethal chemical weapons against civilian targets, will trigger a rapid and violent intervention, as will techniques such as carpet-bombing of cities.

Legitimate conflicts may be between worlds, corporations or noble houses. For example, it is not unknown for two noble houses to go to war, or for businesses to engage in what is sometimes known as 'Trade War' over a piece of industrial espionage or control of a lucrative shipping route. Conflicts between, say, a world and a noble house, or a corporation and a world, are not unknown. Most wars are between worlds, however, and wars of conquest are not tolerated.

The use of mercenary forces in conflicts is permitted and indeed is very common. Mercs have a term for wars that obey the rules – 'Good War'. A 'Bad War' is one where the rules may be bent or ignored and the combatants (and everyone else in the region) will face the full horrors of war. A deliberate campaign to destroy economic resources and cause terror is called a 'Black War'. Black War was the reason for the collapse of the Third Imperium. Anyone engaging in deliberate black war operations will face immediate intervention and the harshest punishment possible.

Conflicts with enemies beyond the Imperium are not bound by the Rules of War.

PSIONICS
The Fourth Imperium does not have an official policy on Psionics. It recognizes that some individuals have a talent for the barely-understood powers of the mind, just as others are brilliant musicians or natural athletes, and refuses to legislate for or against what is officially regarded as an uncommon but natural human talent.

The nature of psionics is such that it offers huge advantages to those who can master it, and allows rogue psions to do great harm. For this reason while the

Imperium does not officially recognize psionic individuals as any different to others, and allows its worlds to make their own decisions about whether or not to make psionic activity illegal, it does seek to make use of the talent wherever it can.

The Imperium conducts some research and operates a network of Imperial Psionics Testing Stations, which seek to identify talented individuals and will conduct a test for psionic ability on promising candidates at Imperial expense. However, the subject can expect a long period of background checks, delays, weeding-out of less likely candidates and those with 'inappropriate' attitudes, and all manner of other delays before finally being permitted to submit an application.

The test is subject to an agreement that if the subject meets a certain standard that he or she will enroll in a training program and then enter Imperial service for a period of eight years or more. Depending upon the subject's inclinations and talents, this service can be with the armed services, the Scouts or the Reconstruction Service, the Ministry of Justice, the Psionics Research Division or the Bureaucracy.

Service in the Bureaucracy can mean many things, but usually the subject will end up testing others for talent or assigned to one of several offices that conduct specific operations, usually in support of other services. Much of this work is of an experimental nature, such as the use of groups of clairvoyants to detect survivors of an earthquake or other disaster, or telekinetics to assist in construction projects. The Bureaucracy acts as a clearing house for these individuals, who can find themselves transferred from one project to another as the penpushers seek to define exactly what use psionics could be to the Imperium.

The Ministry of Justice mainly employs telepaths, either to seek out particularly dangerous criminals or to apprehend psionic ones. Neither application has been particularly successful to date. The Psionics Research Division parallels some of the application-of-psionics projects undertaken by the Bureaucracy but from a far more theoretical standpoint. Much of its work is highly secret.

Psions who join one of the armed services often serve in a 'normal' (i.e. non-psionic) role. The services treat psions (especially low-powered ones) as just people with an additional talent. The psion's special abilities may come in handy some day, but this is given no more weight than the possibility that an officer's degree in politics or a spacehand-technician's crosstraining in gunnery might be useful. Psions are not required to wear any special insignia, though some wear the badge of, say, the Navy Psionics School as proudly as another displays her Advanced Marksman or Flight School insignia. This service alongside non-psionic individuals has helped break down some of the barriers that remain as a legacy of the Third Imperium, which for the last three centuries of its existence promoted an anti-psionic attitude among its citizens. The armed forces do have a number of psions assigned to specialist roles, often in intelligence or special forces. These applications require other talents that the average psion, however powerful, may not have.

Individual worlds are entitled to make their own laws regarding psionics. Most follow the Imperial lead and state that the use of psionics is acceptable (though some cultures consider it 'impolite'), but that use of psionics in a crime is similar to using a weapon; it aggravates the crime in question and may be subject to an additional offense of 'misuse of psionic ability'.

Non-government psionics schools are rare in the Imperium. There is still considerable public unease about psions, so schools tend to be discreet or covert. As yet, few psions have completed their Imperial service but as they do the number of potential teachers for these schools will increase a little. A psionic renaissance is a long, long way off as yet.

SENTIENTS' RIGHTS

The Imperium recognizes a common set of sentients' rights across its territories, and these supercede the provisions of local laws. The basic rights of every sophont (self-aware being) within the Imperium were laid down in the famous Usdiki Sentients' Rights Declaration, and were broadly defined as follows.

Every person has the right to:
• Basic needs of life: food, water, light, heat and rest.
• Fair treatment under an impartial system of laws relevant to their current locality
• Personal dignity and respect for the individual
• Treatment as an individual rather than a member of any given group
• Protection by the authorities or self-defense at need
• Self-determination in so far as society or other individuals are not harmed

Unstated, but implied, is the right of individuals to seek to better themselves or 'to seek happiness' so long as others are not harmed in the process. These rights are fairly loosely defined and the declaration is interpreted differently in various localities. There are however certain constants laid down in High Law. These are:

• Sentients' Rights apply to all self-aware beings of electronic, organic or any other nature.

- The rights to self-determination and basic needs do not mean that individuals have the guaranteed right to reproduce. This right ('the right to responsibly procreate') is assumed in all localities and circumstances where it is not specifically forbidden. However, it is accepted that some worlds may require laws dealing with reproduction, for example to avoid overpopulation. In addition, electronic entities do not have the automatic right to reproduce themselves.
- The individual's right to self-determination is to some extent subordinated when taking service in a lawful military or other structured organization, and the rules of such organizations do not automatically constitute a breach of this right.
- Ownership of another individual (chattel slavery) is absolutely forbidden in Imperial space.
- In the case where an individual is a danger to others, the needs of society override the right to self-determination. Lawfully imposed penalties may strip an individual of freedom (incarceration) and this incarceration may be of a nature that contradicts the right to personal dignity and respect if necessary.
- 'Harsh methods of interrogation' may be used if the situation merits it, for example to extract information necessary to save lives, but not for routine criminal investigations.
- Lawful authorities may impose a death penalty for certain crimes. This penalty must be of a 'not unnecessarily cruel' nature; legal methods of execution include lethal injection or gas, hanging, firing squad or assassin, beheading or similar means. Impalement, burning, disemboweling and other 'cruel' methods are considered a breach of sentients' rights.
- Execution by electrocution is specifically excluded from 'unnecessarily cruel' punishments since it is a vital tool against Virus. It is, however, frowned upon for use upon organics.

The Declaration of Sentients' Rights is fairly general, since it must apply to many very different worlds and legal systems. In essence it merely states that people must be considered as individuals, that they cannot be property (this includes self-aware machines), and that while society has the right to take away freedom or even life as a punishment for a crime, it must do so in a humane manner.

There is no provision stating that penal institutions cannot be harsh in the extreme; they are merely not permitted to be deliberately cruel for its own sake. The conditions on many prison asteroids make this distinction more or less meaningless.

HIGH LAWS

Imperial High Law mainly governs the interactions between worlds, corporations and other large-scale entities, though it also binds individuals. The bulk of High Law deals with mediation of disputes between worlds and corporations, and lays down the basis for free and fair trade within the Imperium. As such, it is of interest only to corporate lawyers and merchant ship captains. Some aspects of High Law that affect the average individual are described below.

IMPERIAL AND CAPITAL CRIMES

Some crimes are considered to be so serious that they override the sovereignty of worlds. In the case where an Imperial Felony has been committed, Ministry of Justice agents can demand the cooperation of local law enforcers (if any) in apprehending the felon, even if local law does not prohibit the crime. Thus even on a world with no formal law, murder is still a crime because it is an Imperial Felony. Some Imperial Felonies carry the death penalty and are thus capital crimes. The majority are punishable under the Imperial court system by a range of measures including fines, confiscation of property, revocation of permits, assignment to an armed or unarmed service for a term of forcible enlistment, or a period of incarceration in an installation or on a prison planet.

The death penalty is normally administered by firing squad, but this is an extreme measure and reserved for the most heinous of crimes.

Capital crimes include:
- Piracy
- Mass murder
- Use of weapons of mass destruction without appropriate authority
- Multiple or extremely violent rape
- Genocide or Attempted Genocide (this is the charge normally leveled at unstable Viral entities)
- High Treason (e.g. attempted murder of an Imperial official, betrayal of information leading to significant damage to the Imperium or its armed forces, leading or inciting rebellion against lawful Imperial authority)
- Use of psionic powers in treasonous activity

Major felonies (carrying a sentence of 20 years to life on a prison planet or similar installation) include:
- Murder
- Rape
- Possession of weapons of mass destruction without appropriate authority
- Trafficking in weapons of mass destruction
- Treason (e.g. spying on behalf of a foreign power, attacking a senior Imperial official, participating in rebellion against lawful Imperial authority)
- Grand Theft Starship
- Harboring a fugitive (which by definition includes unstable Viral entities)

Other Felonies (carrying a variety of sentences) include

- Possession of prohibited weapons or systems without proper authority
- Failure to submit to proper authority (e.g. customs search by Imperial Navy vessel)
- Theft of Imperial property
- Impeding a Ministry of Justice investigation
- Use of a psionic power in a crime or to harm others
- Sedition against the Imperium
- Assault on a member of the Imperial services engaged in legitimate duties
- Carrying hazardous cargo without proper documentation
- Interference with the mail or express boat network

STARPORTS, JURISDICTION AND EXTRALITY

Imperial High Law, inherited from the Third Imperium, defines as the territory of the Imperium all space within its borders except that within 100 diameters of an inhabited planet or forming part of an offworld installation owned by such a world, and in addition all Starports and other Imperial installations. A zone of shared jurisdiction exists between 10 and 100 diameters, where the Imperial authorities and local law enforcement, if any, are both empowered to act. Frameworks for cooperation are normally in place in such areas.

In practice, this means that most worlds are the sovereign territory of their ruling government, exclusively as far as 10 planetary diameters out and subject to permitted Imperial intervention out to 100. Local laws apply in this region, though always with regard to Imperial High Law. Unless an Imperial felony has been committed, the Ministry of Justice and other authorities have no jurisdiction in this area, though many worlds grant a Right of Close Pursuit to the Navy, permitting naval vessels to enter the 10-diameter zone in pursuit of a fleeing vessel or one thought to be harboring fugitives.

Since local laws are only enforceable out to 100 diameters, it is conceivable that criminals can escape justice by fleeing to another planet. This is sometimes the case, though many worlds are able to negotiate extradition with their neighbors and others consider a crime committed on a different planet to be a crime under their own laws. If this is not the case, worlds still sometimes attempt to deal with criminals by sending agents or bounty hunters to bring in (or just kill) the fugitive. This can lead to diplomatic incidents with other worlds, of course.

Where an Imperial Felony has been committed, fleeing offworld is little use. The Imperial authorities will pursue felons across the Imperium and even beyond if they are able. The individual may be returned to the world where the felony was committed or tried by the Imperial authorities depending upon circumstances.

Since Starports are considered to be Imperial territory, some criminals think that they can evade justice by crossing the extrality line and therefore 'get offworld' by entering the port. Most are disappointed to discover that the starport authorities have an agreement with the local government and will apprehend and return a fugitive as a matter of courtesy.

The naval forces of a world are a special case. Within 100 diameters, naval forces have jurisdiction and can do as their parent government directs. However, once they cross this limit they are in Imperial space and technically have no jurisdiction. This is resolved by a simple technicality. Since the world is a member of the Imperium and its naval forces are classed as part of the Imperial auxiliary forces, these naval units have a right to freedom of astrogation and a duty to uphold the law of the Imperium. This means that they are permitted (actually, they are required) to go after pirates and suspected criminals.

All worlds are allowed to provide for their own defense, and this includes a right to patrol local space and enforce the law. A warship can board and search a vessel for items that are contraband on its homeworld, even if those items are legal in the Imperium as a whole. However, the world must prove that the goods were destined for their planet and can only seize goods if this is the case or if they are Imperial contraband, for example military weapons shipped without a permit.

Thus warships belonging to a world may be encountered on patrol in the outsystem or (more rarely) in neighboring systems. Most worlds do not require or operate Jump-capable warships. System Defense Boats and Monitors are considered quite adequate for local defense, and they have the advantage that they cannot be called away on Imperial duties.

In the case where worlds are at war with one another, vessels are allowed to engage in legitimate military action subject to the rules of war. Otherwise, combat operations are limited to self-defense, protection of endangered vessels nearby and combat operations resulting from enforcement of Imperial law.

WEAPON LAWS

Each world of the Imperium has its own laws regarding the possession and use of weapons. As a rule, use of an illegal weapon is more serious if it is used in a crime than in self-defense, but some worlds still have still penalties for possession of illegal weapons.

The Imperium as a whole has few weapon laws. There is a universal recognition that, however low the law level

may be, a person may dictate what weaponry is permitted in his or her own home, starship, place of business etc, and even where weapon ownership is legal there may be restrictions on carry or use. Many worlds allow weapons to be possessed but discourage carrying them in public. In other words, just because ownership is legal on a given world does not mean it is socially acceptable to wander down the street with weaponry, or to enter a business or home carrying it.

The Imperium does attempt to control the ownership and use of military weapons. It is not too concerned with self-defense equipment – handguns and shotguns cannot penetrate the body armor used by Imperial personnel – but automatic weapons and military or very powerful systems are subject to some controls.

Permits to own and operate military systems like gauss weapons, plasma and fusion guns and so forth are only awarded to properly accountable bodies such as planetary armed forces, mercenary units and so forth. Even if such weapons are legal on a given world (because it has a very low law level), they are not considered suitable for private citizens to have. Normally the Ministry of Justice is not interested in the odd military weapon in private hands and tend to ignore the matter unless it comes to their attention (for example if a crime is committed using such a weapon). This law is primarily to allow the MOJ to clamp down on traders who set up on low-law worlds and sell weapons to 'arms tourists' who then smuggle them back onto their high-law homeworlds.

Some individuals are granted permits to own a single military weapon. For example, some Imperial personnel are allowed to retain their personal weapon when they leave the service. Provided they do not use it for crime, the weapon is theirs with the blessing of the Imperial authorities as a reward for honorable service.

At Starports and other Imperial installations a general law level of 3-4 is normal. That is, individuals are allowed to carry non-military weapons and perhaps even light automatics for self-defense purposes. However, circumstances may vary and the authorities try to create a situation where weapons are not necessary. Whatever the law level may be, most Imperial officials consider that anyone carrying something more substantial than a sidearm (blade or handgun) is worth watching.

POWER STRUCTURE

The power structure of the Imperium is rather complex, since it is based on several types of political entity. Measures are in place to simplify matters, for example by gradually dissolving the alliances that came into the Imperium and replacing them with a system of direct loyalty to the Imperium or through a formalized feudal system. At present, however, the situation is rather fluid.

There are in fact three separate power structures within the Imperium: the worlds, the corporations and the Imperial assets.

the worlds of the imperium

Almost all worlds of the Imperium are self-governing, in that they have their own government, laws, and armed forces independent from the Imperium. Worlds are empowered to provide for their own defense as best they can and as they deem fit, and to provide whatever services their population demands. The worlds of the Imperium can be subdivided as:

• Imperial Worlds
• WorldCorps
• Noble Fiefs
• Member Worlds

IMPERIAL WORLDS

Some worlds are possessions of the Imperium (or of the Emperor). The capital, Usdiki, is one. Others include prison worlds, naval and military depots, and some worlds that are of strategic importance, have failed to develop a stable government, have been the subject of an Imperial intervention, or are off-limits to the general populace for a variety of reasons. These are administered directly by the Emperor's representative, an Imperial Governor who may or may not be a noble.

Imperial worlds are denoted by a government type 6 (Captive Government). With some exceptions, they are not represented at the Imperial Moot since they are already the direct responsibility of the Imperium. Government on an Imperial World is normally a bureaucratic system implemented by the Imperial Bureaucracy. Note that not all Type 6 governments are Imperial worlds, but most of those inside the Imperium are.

WORLDCORPS

Most of the worlds making up the Fourth Imperium suffered terribly in the Collapse and many had not achieved a stable society when the reconstruction of the region began. One tool that was used to bring assistance to these worlds was the WorldCorps. WorldCorps were individual corporate entities with their own assets and a responsibility for a single world. The particulars vary from case to case, but as a rule the WorldCorps were run as subsidiaries of Federation Development (now Imperial Development, LIC) until they were able to stand on their own feet. Most reconstruction equipment was purchased, and most personnel recruited, though the parent corporation and most 'Corpworlds' will be paying back their startup loans for many years to come.

The WorldCorps brought technical assistance, personnel and equipment to the battered worlds of the region and worked together with the locals to rebuild society. As things stabilized, one of two things happened: either the corporation ended up as the world's governing entity or it was absorbed by the society it was helping to rebuild. In the former case, the world retained a corporate government (type 1 government). Not every type 1 government in the Imperium is a WorldCorp, but most are. Those worlds that absorbed the corporation created a government specific to their needs. Bureaucracies are not uncommon results of this transition (type 8 or 9 government). Some WorldCorp leaders were awarded noble titles; if the WorldCorp remained more or less unchanged, government type is still listed as type 1. Those WorldCorps that became personal fiefs are listed as such (see below).

Some WorldCorps are in the middle of a transition to a more 'normal' planetary government. Others suit the populace perfectly well and have become the preferred way of doing things.

NOBLE FIEFS

In many cases, the rulers of worlds that chose to join the Imperium were recognized with a noble title. This was usually Baronet, Baron or Marquis depending upon the world's value to the Imperium. The ruler's supporters were generally recognized with lesser titles and became part of a noble house (see Noble Houses, below) that took the name of the ruler, the world, or sometimes the WorldCorp it started life as. Thus there are noble houses with rather odd names, such as House InterDev, named for its main holding Interstellar Development, LIC.

Where the ruler of a world is a noble house, the house has complete responsibility for defense, government and all other administrative duties. Most noble houses create a bureaucratic apparatus to assist in ruling their fief, and armed forces to protect it. Others just expand their personal household and Huscarles (personal troops) to fill the gap.

Most of the worlds of the Imperium that are directly ruled by nobles are that way because the people chose it, or at least, did not protest much. In many cases the people making up the noble house were the existing leaders, now elevated with new titles but still trusted and respected as before. In some cases the appointment of a noble ruler was not so popular, and some worlds are the scene of considerable unrest as the populace try to demonstrate just how unimpressed they are with the situation.

Depending upon circumstances, some noble houses that 'rule' worlds may be little more than figureheads, ceremonial heads of state. At the other extreme, some ruling nobles actually have a direct personal dictatorship. Most arrangements fall somewhere in between, with power

shared as a form of constitutional monarchy between the ruling house and the non-noble government. The exact distribution of power varies and can be the subject of a certain amount of political infighting.

Some Noble Fiefs owe allegiance to higher nobles. Most owe it directly to the Emperor. It is an open secret that the Imperial Bureaucracy (and probably the Emperor) would prefer to have each member world ruled by a noble house, but this is an ideal that will never be fulfilled. Those worlds with a noble ruler send a member of the household to the Moot. Those that do not have one assigned to represent them.

Noble Fiefs are denoted by the special government code N.

MEMBER WORLDS

The remainder of the worlds of the Fourth Imperium are 'member worlds', a catch-all term that covers many different societies that owe allegiance to the Imperium. Many of these worlds were helped up out of the wreckage by investment and uplift packages but never gained a formal WorldCorp, nor were their leaders offered noble titles (some refused the honor for various reasons). Member worlds can have any government type.

MULTIWORLD POWER STRUCTURES

Many worlds came into the Imperium as part of multiworld alliances. Some of these alliances have since been dissolved in favor of wholehearted participation in the Imperium, but others remain strong. In some cases the Imperium has co-opted these alliances by awarding noble titles to the leaders, making them subdivisions of the Imperium ruled over by nobles; part of the Imperial system in name at least. It was originally hoped that eventually the whole Imperium could be grouped in this manner with each group of worlds ruled over by a great noble owing allegiance to a superior, all the way up to the Emperor. Power would rest at each level, allowing local problems to be dealt with using local resources. Perhaps this ideal may some day be realized but for now that seems unlikely.

The present system divides the Imperium up into administrative regions referred to as Duchies (each ruled by a Duke). Within each Duchy there may be one or more Counties (made up of 3-6 worlds and ruled by a Count) and some worlds that worlds that are administered by the Duchy rather than its subordinate organizations.

However, not all the worlds of the Imperium belong to such feudal structures. More than half are 'member worlds' loyal directly to the Imperium and with no noble ruler or overlord. These worlds are assigned a knight, baronet or baron (depending upon the value of the world) to represent them at the Imperial Moot, and the noble

representative is usually granted some personal property on the world he or she represents.

The problem with this power structure is that while the many non-ruling representatives do have a voice in the Imperial Moot, their many small voices can be drowned out when the Dukes place their block votes. As a result, there is a move towards collective bargaining, and higher-ranked nobles have been appointed to head regional assemblies that in turn are represented to the Moot. This in many ways resembles the system used by the Third Imperium and more importantly represents a move towards a single political system of regional duchies. These regional assemblies also serve as forums where differences between member worlds can be resolved.

THE CORPORATIONS

There are many corporate entities within the Imperium. Some are by definition associated with only one world (i.e. the WorldCorps) but most are multiplanetary organizations. The majority of Imperial corporations are regional; i.e. they have holdings on several worlds in a region but are not found across the entire Imperium. Some, known as Supercorporations, do have holdings in all areas and assets that outweigh those of any world or, in some cases, entire Duchies.

These corporations are a vital part of the Imperium and naturally are represented to the Moot by Nobles appointed for the purpose. These nobles may have property on one or several worlds but are associated with that world as a representative or ruler as a consequence of these holdings (though some corporate nobles are also representatives and/or planetary rulers).

The rank of a corporate noble is determined by the power and importance of the corporation he or she represents. Most noble titles were awarded to recognize the importance of what the noble represented, so titles are quite appropriate to the power wielded by the holder. There are only two corporate Dukes; all other corporate nobles rank lower than this.

In cases where a WorldCorp official was elevated to the Nobility it really does not matter whether the title was as a world ruler or a corporation leader, since the two are the same thing in this case, but the individual is not usually considered to be a Corporate noble.

IMPERIAL ASSETS

The Imperium owns a number of assets directly. These include a few planets (though these are usually not very productive, being prison worlds and so forth) and large shares in several corporations. These assets, along with the Imperial tax budget, are what allows the Imperium to fund the various services, the bureaucracy and all the other functions of the Imperial government.

The various assets require representation, so these too have nobles associated with them. Now, in the early years of the Imperium, these nobles are mostly individuals elevated to the nobility in keeping with the status of the job they already held. These nobles, too, have holdings in their own right, or at least a stipend from the Throne to support themselves.

THE IMPERIAL NOBILITY

The Nobility is made up of several different types of noble. A few old noble houses survive from the days of the Third Imperium but for the most part the nobility is made up of individuals elevated to high status (or more accurately, recognized for the status they already held) in the past 20 years. Already the system has become more complex than is strictly speaking desirable, but at least the system of titles and allegiance through superior nobles allows an observer to estimate the importance of an individual.

The Nobility serves several purposes. On the one hand it is a reward system to recognize talented and loyal individuals, and on the other it is a power structure that allows decisions to be made in the Moot. It is a mechanism for arbitration, in that great nobles (Marquis, Count and Duke) are empowered to broker solutions to disputes or to make rulings that might otherwise wait for months or years if they went to the Moot or directly to the Emperor.

Elevation to the nobility depends upon circumstances. A Duke is permitted to award a knighthood in certain circumstances, but all other nobles can only make a recommendation to the Emperor and hope for the best. Elevation to the nobility is normally in recognition of a position of power or as a reward for service or excellence. Sometimes it can be both. For example an individual who starts a frontier shipping line and manages to turn it into a major concern with a dozen ships may be offered a Barony in part as a reward for excellence in business and in part because the entrepreneur's wealth and influence should be given a legitimate voice in the affairs of the Imperium.

Some noble titles are awarded for heroic military service, others in honor of excellence as architects, singers, writers, and all manner of other fields. These titles normally carry a stipend but are not hereditary. Since each and every titled noble in the Imperium has a vote in the Moot, it is impractical to permit hereditary nobles to vote on behalf of long-dead ancestors.

There are many reasons for elevation to the nobility but once granted a title there are certain things that all nobles of a given level can be expected to have in common.

RIGHTS AND DUTIES OF THE NOBILITY

The nobility is sworn to serve the Imperium and her people and to obey the Emperor. The actual duties of any given noble vary, but all have votes in the Moot and a duty to use them wisely, the duty to act in the Emperor's name and the right to bear arms in the Emperor's presence.

Voting in the Moot is discussed below. The duty to act in the Emperor's name can be interpreted as a requirement to carry out the function for which the noble was entitled – planetary ruler, corporate official etc – to the best of his or her ability, and indeed many nobles choose to see it that way. However, the duty to act goes further than that.

The nobility of the Fourth Imperium are required to act on behalf of the Emperor, and in a manner that that the Emperor would approve of. They are expected to respond to threats by facing them with whatever resources are to hand and to summon help at need, regardless of how this makes them look. They are expected to – at the very least – provide funds and forces to deal with problems and if possible to attend to the problem in person, at whatever risk.

Nobles are empowered to walk into a situation and take charge; indeed they are expected to do so. The ideal is that of the feudal lord who lived well on the tax of his peasants but was prepared to ride out alone to defend them against wild animals or bandits. Each noble's oath of allegiance requires him or her to defend the Imperium and her people to the death. Of course, not everyone is a hero, but still the ideal is there to show the way. Nobles are expected to rule and govern and lead. They are expected to make resources available to deal with a crisis and to deal with the matter on behalf of their people. But more than anything else they are expected to look after their people.

The right to bear arms in the presence of the Emperor is a gesture of trust on behalf of Avery. His family was gunned down by a traitorous noble acting from the highest motives; the same could easily happen to Avery, but just as easily an armed noble could prevent an assassin from reaching the Emperor. Avery insists that his nobles wear a sword or handgun in his presence as a demonstration of his trust. The message is simple: - he chose these people, be believes in them. If they choose to strike him down, so be it.

True security is in the hearts of the people, not in fortresses or paranoid policies. Avery himself bears a sword as a token of his status as defender of the Imperium, but many close to him carry loaded guns. The symbology is powerful.

NOBLE HOUSES

A Noble house is, in its simplest form, a knight or higher noble and his or her family, plus their possessions, holdings and staff. Some noble houses are extremely large, such as the Emperor's household which has literally hundreds of subordinate officials, many of whom are nobles in their own right. A lesser noble may be a part of a larger noble house. There is, however, a distinction between the house itself and what it administers. The Emperor's household has estates and business assets on many worlds of the Imperium which are part of House Alkhalikoi. The house does not, however, 'own' the Imperium. It rules it, but does

not count the majority of it among its 'house' assets. This distinction between what is part of the house and what is merely its responsibility can be important.

For example, House Tilleir, led by Baron Tilleir, rules a single planet. House Tilleir includes several knights, each with their own holdings, and owns a number of businesses on planet. It also owns a fleet of small merchant ships and some stock in businesses throughout the region. This property is owned by the house and is distinct from the assets of the world it rules. Baron Tilleir is responsible for the governance and defense of the world, but does not 'own' it as such. Should it prove necessary, the Emperor could grant rulership of the world to another house or a non-noble government. House Tilleir would lose its ruling status but would retain all holdings that were property of the house. Conversely, Baron Tilleir could grant part of his holdings to a subordinate (say a knight in his service) at any time, but he cannot give away the assets of the world he rules; they do not belong to him.

Ruling a world is of course a vast task for a single individual or even a large noble house. Some ruling nobles create a government to handle the day-to-day running of the planet and intervene only where necessary. Others appoint their subordinates to vital government tasks, give them a staff, and oversee them in the same manner as the Emperor oversees the activities of his subordinates running the Imperium. Only in the case of very low population worlds does a noble personally dictate the affairs of an entire planet.

Noble houses are in many ways like corporations. They are permitted to own business assets and even to maintain military forces. The latter are termed Huscarles, (from an archaic term: House Carls, or personal soldiers). Many nobles have no Huscarle forces beyond a few personal bodyguards or the crew of an armed yacht. Others, especially the great houses, maintain small naval or military units capable of acting as bodyguards, protecting estates and assets, and even engaging in combat as regular troops.

Only the largest houses, or those that assume direct responsibility for the defense of a world, maintain private armies. Most noble houses that rule a world have only a small security force of Huscarles and raise a planetary army for defense of the world, since there are numerous regulations regarding the size of personal forces and what they are permitted to do. As a measure to control the size of private forces, the Emperor levies a tax on Huscarle forces and is permitted to demand a proportion of any given noble's forces to serve the Throne (at the owner's, rather than the Emperor's, expense) for a certain period depending on the noble's charter. The Emperor cannot demand planetary forces in this manner. Despite this, some noble houses maintain quite large forces and

in some cases worlds have no formal armed or security forces at all, relying on the ruler's Huscarles for protection, law enforcement and civil defense.

Within a noble house, many individuals will have titles of their own as subordinates owing fealty to the ruler of the house. Close members of a noble house (whether related by blood or marriage) who do not possess a title of their own are granted the honorific 'Lord' or 'Lady' and are treated as a noble with status appropriate to the level of the House that they are a member of, though they have no actual power. Distant cousins and non-noble members of a house (for example, long-service advisors, military commanders or administrators) are generally treated with great respect in honor of the house they serve, though they have no special status of their own.

Hereditary titles pass to next-of-kin or a designated heir upon the death of a noble, and multiple titles can be spilt among relatives. It is entirely possible for a Marquis, for example, to also hold a title as a Baron and a Baronet and for these titles to be divided up upon the death of the Marquis, dividing the family's assets.

This dilution can be countered by marriages among noble houses. When two titled individuals marry, they both retain their own titles and pass them to heirs or offspring as normal. An individual might inherit all the titles held by her parents, some of them, or possibly none. It is possible to re-concentrate the family's holdings in this way.

The Fourth Imperium is very young as yet, and so there have been few dynastic marriages. However, quite a few titles have already passed to heirs or designated successors as a result of the troubled times.

KNIGHTS

In the Third Imperium, knights were not considered part of the peerage but had a separate hierarchy. Today, some Orders are part of the peerage, in that they include rulers and administrators. However while these Orders represent the bottom rung of the ladder that leads to Dukedom, others remain 'separate but equal' from the peerage.

All knights owe fealty and allegiance to a higher authority. In Orders that are outside the peerage, fealty is to the Emperor through the Grand Master of the Order. These Orders in effect answer directly to the throne. In the case of Orders created by a Duke, the Duke is in effect the Order's Grand Master. For Orders that are part of the peerage (e.g. the Order of the Scales, which includes planetary administrators and corporate leaders), fealty may be to a higher noble such as a Baron, Marquis or Count.

Imperial knights are created for several reasons. A knight may be the ruler of a very minor world, leader of

a fairly large company or small corporation or a high-ranking subordinate in a corporation or world government, the representative of a corporation or minor world a the Moot. Equally, he or she might be an individual elevated to honor achievement, bravery or service to the Imperium, or appointed to a post that requires noble rank. Finally, the knight might be a member of the Imperial Household or one of the great houses of the Imperial Dukes, Counts and Marquises.

Many Imperial Governors appointed to run a world for a time are knights. They are distinct from those whose noble house it the ruling elite of the world in that the governor is a servant of the Throne and holds stewardship only until the Emperor decides to reassign him or her. Governorship is thus a job rather than a lifetime position.

All knights are addressed as "Sir (First name)", though some females adopt the archaic "Dame" instead. All Imperial knights are awarded the means to support themselves in an appropriate fashion as part of their patent of nobility. In the case of non-hereditary knights, this is almost always a stipend paid for rest of the knight's life but like the title the stipend is not passed to his or her next of kin.

The majority of hereditary knights are granted property rather than a salary. The property is generally of equivalent value, which means it might be a large estate on a backwater world or a small area of a business district in a high-tech city. Sometimes the property is not land at all but assets such as shares in a corporation or a commercial starship.

The Emperor has been known to grant new knights property that creates a challenge for them. For example, a retiring military officer might be granted a quite extensive estate on a frontier world and the service of a small number of troops. The intent is to place talented individuals where they can serve the Imperium and her people. The reward enriches them but it also makes them useful.

All knights belong to an Order of Knighthood, which indicates the nature of their knightly status. Some of the orders of knighthood in the Fourth Imperium are retained from the Third, while others are newly created. Knightly orders fall into two categories: hereditary and non-hereditary.

NON-HEREDITARY ORDERS OF KNIGHTHOOD

Non-Hereditary orders are normally a reward for an individual's service in situations where it is not likely that a descendent will display the same talent. Orders include:

• **Grand Order of the Emperor's Guard:** Awarded for outstanding service to the Imperium in many fields.
• **Order of the Sunburst Banner:** Awarded for service to the Imperium in a military capacity
• **Order of the Starship and Crown:** A general order awarded for service in a non-military capacity.
• **Order of Hluyea:** Awarded to loyal Aslan citizens
• **Order of Gvadakoung:** Awarded to loyal Vargr citizens
• **Honorable Order of the Arrow:** Awarded to explorers and 'Wilds Tamers'
• **Order of the Laurel Crown:** Awarded for saving or improving lives
• **Order of Usdiki:** Awarded for diplomatic and scholastic achievement
• **Order of Yerlyaruiwo:** Awarded for heroic actions in defense of the Imperium or the Imperial Household. Its emblem is more commonly placed on a coffin than worn on clothing
• **Non-Imperial Orders:** Patents of knighthood awarded by Dukes normally enroll the new knight in the Order of (name of Duchy), an hereditary order, though Dukes are permitted to create knights to the Orders of Usdiki, Gvadakoung, Hluyea, the Starship and Crown, The Laurel Crown and the Order of the Companions of the Sword, a special Order for military or armed service. The Emperor can revoke a patent of nobility or refuse to recognize one awarded by a Duke, but this is very unlikely to ever happen.

HEREDITARY ORDERS OF KNIGHTHOOD

Hereditary titles, by definition, pass to a descendent of the knight. All property and the knight's vote at the Moot also pass to the next-of-kin. For this reason the Imperium hands out rather less hereditary titles than non-hereditary ones. Almost all hereditary titles are awarded by the Emperor, though candidates are often recommended by lesser nobles. Hereditary orders include:

• **Grand Order of The Emperor's Household:** Recipients are either members of the Imperial family and immediate household, or especially distinguished individuals who will henceforth be associated directly with the Imperial Household.
• **Order of Gushemege:** A general hereditary order awarded for service to the Imperium and her citizens.
• **Honorable Order of Warnir:** Awarded to those whose service to the people of the Imperium has been particularly impressive. The titular head of the Order is the

long-dead Duke Craig.

• Order of the Scales: Planetary governors and corporate leaders are normally enrolled in this order, which symbolizes stewardship and justice.

• Non-Imperial Orders: Members of a ducal household are normally enrolled in the Order of (Duchy) by their liege lord.

BARONETS

Long ago on ancient Terra, a Baronet (or 'Banneret') was a senior knight who was entitled to lead other knights in war and to display a banner for the purpose. In the Third Imperium, a Baronet was a sort of second-class baron appointed by one of the Archdukes, who each ruled a Domain larger than the current Fourth Imperium. Today, the rank of Baronet represents a point midway between a knight and a baron and is the lowest rank commonly holding rulership over a world. Baronet is an hereditary rank and part of the peerage. A Baronet may be the ruler of a moderately prosperous world or a fairly significant business, or an Imperial administrator. Most Baronets have one or more knights subordinate to them.

BARONS

Barons may rule a single world, and often head large corporations or represent them to the Moot. A baron may have many knights subordinate to him, either directly or through a baronet. Barons sometimes use numerous prefixes to their name such as hault, haut or von. This is an extremely archaic tradition whose origin is lost, and is more a matter of fashion in the Fourth Imperium than a formal right. The rest of the title might be the baron's actual surname name or the name of his or her fief. The majority of world rulers are barons.

MARQUISES

A Marquis will normally be the ruler (or head of state) of a prosperous or important world, or the head of a very large corporation, or the representative of such to the Moot. Marquises always have numerous knights and often some baronets subordinate to them.

COUNTS

A Count is the lowest rank of noble to rule or administer a multiworld domain, and by definition will have several marquises, barons and baronets subordinate to him, plus many knights. The heads of all Imperial Supercorporations are at least Counts.

Imperial Counts wield considerable power and are entitled to demand the service of a portion of each of their subordinate's Huscarle forces 'for the common good' of the Count's domain (normally called a County). This is generally done where a weak world needs added defenses or for a specific mission such as the suppression of piracy in the County and surrounding region. A Count will normally be responsible for 2-3 worlds and owes allegiance to either a Duke or directly to the Emperor.

DUKES

An Imperial Duke is either the ruler of a Duchy (typically comprising 5-20 worlds) or representing such a group of worlds to the Moot, or the head of one of the Imperium's largest Supercorporations. The Imperial Dukes owe allegiance directly to the Emperor and will usually have many lesser nobles owing fealty to them. Like a Count, a Duke can demand military service from any subordinate's Huscarles and many use these assets to deal with trouble within their duchy rather than appeal to the Throne for additional regular forces which may be in short supply. This is one of the functions the nobility was created for. A Duke who can deal with his or her regional problems is expected to do so. Equally, he or she is expected to know when to ask for help.

ARCHDUKES

The Third Imperium was subdivided into Domains, each administered by an Archduke. There is no need for this rank since the Fourth Imperium is so much smaller than its predecessor. Additionally, mixed feelings are stirred up by the title. On the one hand Archduke Norris is revered as a paragon of virtue, the selfless hero who did everything right and held true to all that was best in the old Imperial system, but on the other Archduke Dulinor was the rebel who gunned down the Emperor and brought about the Collapse.

It is possible that Archdukes may eventually be created, but that day is a long way off.

THE IMPERIAL HOUSEHOLD

The Imperial Household consists of the Emperor and his family, plus (in theory) close blood relations and certain nobles appointed to important tasks within the household.

At present Emperor Avery is unmarried. He is in fact a widower, since his wife Caranda died decades ago while he was on his Core mission, but most people of the Fourth Imperium tend to forget about Avery's 'old life' in the Regency a century ago. He also has no close blood relatives, though there are some individuals who are descendents of distant relatives who dwelt on Usdiki in the time of Strephon.

Thus the Imperial Household is made up of people who have been granted membership of it for merit. There are at present not very many high nobles, but numerous knights have been created to the household. In addition to the Emperor, the Imperial Household technically includes:
- The Emperor or Empress's partner (none at present)

- The Grand Prince or Princess (Normally the Emperor's eldest child and heir-apparent, but the matter of succession in the Fourth Imperium has not yet been settled).
- Prince(ess)es: Other children of the Emperor or close blood relatives such as the Emperor's siblings. None exist at present
- Other Nobles: Various family members or nobles closely associated with the Throne make up the rest of the household.

The Imperial Household also includes the Council of Advisors (which was formerly the Council of Advisors to the Vacant Throne, the body that ruled the Imperium before a suitable Emperor was found).

IMPERIAL SUCCESSION

There were several means of succession to the Iridium Throne under the Third Imperium, such as Right of Fleet Control, Right of Succession and the archaic Right of Assassination that permitted Archduke Dulinor to legitimately murder the Imperial family. The Fourth Imperium has as yet not decided how succession is to be handled. At present a framework is being discussed, the basic provisions of which are as follows:

The Emperor may nominate an heir or successor as he or she sees fit, but that individual must be chosen from among the official candidates and the choice must be agreed by a majority in the Moot. In the event of the Emperor's death or abdication the nominated successor ascends the throne but must be ratified by the Moot. If no nominated successor exists or if the successor is judged unfit by the Moot, the throne remains vacant and power devolves upon the Council of Advisors while a suitable candidate is sought.

In order for a candidate to be considered certain criteria must be fulfilled:
- No blood claim or even noble title is necessary, but the candidate must be proposed by an Imperial noble of rank Count or above unless they are a close blood relative of the Emperor.
- No candidate can propose his or her own self.
- No proposal, even one made by the Emperor, carries more weight than any other
- All candidates must be judged fit by a majority vote of the Moot

Selection from among candidates is either by a living Emperor (subject to Moot ratification) or by a vote in the Moot. The Fourth Imperium is designed to function with a vacant throne, so that the need for an Emperor will not lead to dangerous compromises and the elevation of another Lucan to the Iridium Throne. However, the system is open to abuse in other ways and as a result discussions are still ongoing as to how succession is to be handled.

INTERACTION INVOLVING THE NOBILITY

The adoption of a system of feudal nobility was intended to simplify interaction between the diverse power groups that make up the Imperium, but in truth it did not.

Even within the nobility, there are some complications. For example, three Barons hold nominally the same rank and are entitled to the same privileges. Yet one is a planetary leader, one a corporation owner and the third is the Imperial administrator for a group of member worlds. Which is the most important? Which wields the most power?

The answer is that they all are comparable in power and influence (as shown by the fact that they all hold the same rank), but they do wield different kinds of power and have different assets. The first directly rules a planet and may have some other holdings such as offworld business assets or shares in a company. The second owns and directly controls the assets of a company and has holdings on one or more worlds, but does not rule those worlds. The third represents several worlds to the Moot and wields their votes in addition to his or her own, and in addition administers Imperial assets on the world for which he or she is responsible. This Baron will have company shares and estates on one or more worlds, but is neither a company owner nor a planetary ruler. Each of these equally-ranked individuals wields an equivalent amount of power, though the actual form varies considerably. They are thus entitled to interact as equals, though the realities of a situation may mean that one of them is more important than the others at any given time.

The complication arises when lines of allegiance are taken into account. For example, a Baronet is the ruler of her homeworld and owes allegiance to a Count, he to a Duke and he to the Emperor. This is quite straightforward. But what of the Baron whose home estate is on the Baronet's homeworld? The baron is a company owner, and he owes allegiance direct to the throne, not to the regional leader. Does he have the right to give orders to the world's ruling baronet?

The answer is quite simple, since lines of allegiance work like a military chain of command. The Baron outranks the ruling Baronet, and thus commands respect. The planetary ruler would be wise to listen to the 'respectful advice' of the Baron. However, he cannot give her orders since she owes allegiance to the Count, not to the Baron. The Baronet, as ruler of the world where the Baron's assets are located, has the right to give orders to him in an emergency, but otherwise must 'respectfully request' – and the Baron might be powerful enough to ignore orders (and get away with it) if he so chooses. The Baronet's liege, the Count, is superior to the Baron and therefore commands respect (and again, it is a good idea to listen

to 'polite suggestions' from superiors, but he does not have the right to make demands of the Baron since no direct allegiance is owed. The system works well when nobles get along well and trust one another. Once rivalry and politics becomes rife, many factors come into play, of which influence and the ability to damage one another's interests are two of the most important.

In short, a noble owes respect to higher-ranked nobles and those who rule a world his assets are located on. He owes obedience only to his liege and to the emperor. However, there are ways and means to compel obedience, whatever the situation.

The most nebulous position is held by nobles who represent member worlds, since they have little in the way of 'hard' assets (planets and corporations). However, they do wield great influence since they also arbitrate disputes between member worlds. While nobody owes them allegiance and obedience, their decisions affect the affairs of many worlds and thus their power, while subtle, is considerable.

THE MOOT

The Imperial Moot represents the people, businesses and other interests within the Imperium. It exists primarily to serve as a forum for discussion and to advise the Emperor. The other main function of the Moot is to determine the fitness of each and all candidates for the Iridium Throne and to ratify (or reject) the Emperor's successor. This function is still subject to some discussion and has not yet been finalized.

The Moot serves as an arbitrating and lawmaking body within the Imperium. In theory, the decisions it takes are made by the Emperor, but the actual practice is for matters to be placed before the Moot, which discusses them as part of its regular or 'emergency session' business. In some matters the Moot is permitted to pass judgment or law and (unless the Emperor specifically intervenes to overrule) its decision is final. In other cases, the Moot makes a recommendation to the Emperor who then makes a final ruling on the issue.

The Moot is thus empowered and required to take some of the burden of running the Imperium off the Emperor's shoulders, especially when he is unavailable (such as when Avery insisted on personally leading the campaign against the Dominate). The Emperor can choose to deal with any issue personally and with no input from the Moot, but this is very uncommon.

Every noble of the Imperium (except the Emperor) has one vote in the Moot. Obviously, it is not practicable for every noble to travel to Usdiki in order to vote and so a system of proxy votes is used. The rules are simple: Nobles cannot send a non-noble to vote on their behalf, nor can several nobles of equal rank grant one of their number the right to place their votes. However, a great noble (a Count or Duke) can place votes on behalf of some or all of his or her subordinates (with their consent) and is permitted to send one of those subordinates to place the block vote.

This means that while the actual person sitting in the Moot may be a lowly baronet or knight they can place the votes of an entire duchy, giving considerable power to the dukes and counts of the Imperium. This is counterbalanced by the ability of corporate nobles to do the same. Member worlds are (as already noted) assigned a noble to represent them at the Moot, and most of these nobles remain at the Moot almost permanently, so block voting is not so necessary.

Honor nobles (e.g. scientists granted titles in recognition of their work) are generally far too busy to hang about on Usdiki debating issues that do not concern them, so tend to only attend the Moot when something particularly important is going on. There is a move among honor nobles towards swearing allegiance to one of the great houses so that their vote can be placed by the house leader's proxy.

As a result of these rules, the Moot is made up of certain fairly distinct groups:

• The Great House Proxies: A handful of trusted knights and baronets who place the block votes of the great ruling and corporate houses.
• The Minor House Proxies: Representatives of smaller but important business concerns or minor multiworld blocs.
• The Member World Representatives: A rather large number of individuals (mainly knights, baronets and barons) who represent those worlds not ruled by the noble houses.
• The Honor Nobles: Whichever honor nobles feel like attending the Moot
• The Lawmakers: A group of nobles permanently present at the Moot (and whose titles were given for that purpose), who form a core of the Moot even if none of the others choose to attend.

There is a great deal of cross-cutting politics in the Moot, of course, since nobles united on one issue may be very divided on another. The Great Houses wield massive power since they can place the votes of many nobles, but since they represent large numbers of worlds or huge business interests this influence is justified.

The Member World Representatives are the most diverse group. Like the Lawmakers, most representatives are part of the Imperial administration and are permanently resident

at the Moot. Most of the Imperium's internal politics deals with attempts to sway a majority of the representatives for or against a given issue.

It has been argued that the system is unfair, in that each member world has only a single vote whereas a world that is ruled by a noble who is in turn part of a great house has the support of superiors and peers. The official position on this is that the situation is counterbalanced by the creation of greater nobles to run the regional assemblies, but the fact is that greater power is gained by joining a great house. This is one of the compromises forced on the Imperium at its foundation and serves as an incentive to move towards a system of all worlds owing allegiance to noble houses, which was intended from the outset. The number of member world representatives at the Moot is gradually dropping as they are replaced by proxies for the great houses running the regional assemblies of which the worlds are members.

COURTS AND REGIONAL ASSEMBLIES
Not all disputes need to go to the Emperor or the Moot. Most are settled by direct discussion, perhaps arbitrated by a third party. If this fails there is a framework to resolve such disputes before they need go to the highest levels. In addition to the Counts and Dukes who rule groups of worlds or run corporations, there are other great houses which exist to arbitrate disputes. These houses function much in the manner or the nobility of the Third Imperium in that they may have holdings on several worlds but do not rule them.

Typically, a Count will be responsible for 2-3 worlds and a Duke for 5-20, much in the manner of a ruling house. The only real difference is that the assemblies are representative. While a ruling Duke can order his subordinates to have their worlds do this or that, an administrative Duke can only advise the representatives of his member worlds on what he thinks they should do.

The regional assemblies are permitted to place block votes much like the great ruling houses, so gradually the representatives of individual worlds are leaving the Moot and going instead to the court of their respective Counts, who in turn send representatives to their Duke, and he a representative to the Moot on behalf of the whole region. Thus the Moot is gradually becoming smaller and more manageable and the power structure of the Imperium is coalescing into the feudal system its designers had in mind.

THE COUNCIL OF ADVISORS
The Council of Advisors is a body of nobles and non-nobles independent of the Moot, which acts as the close advisory body of the Emperor. A noble serving on the council is not permitted to vote in the Moot during his or her term of service.

The council never makes decisions on behalf of the Emperor, since that power rests with the Moot in the Emperor's absence. What it does do is act as a sounding-board for the Emperor's thoughts and ideas. The membership of the Council is small – typically 12-20 individuals. It includes military and civilian experts, high nobles, personal friends of the Emperor and even a couple of his staunchest opponents. The Emperor is not obliged to listen to his advisors, of course, but service on the council is voluntary and the Emperor would lose an important asset were he to ignore the council too often.

It is said that debates among the council (involving the Emperor) can be at times quite vigorous, and are always informal. Shouting from the council rooms can be heard some distance away. Decanters have been smashed and chairs overturned on many occasions, but on the other hand several times the Emperor has made a grave announcement to the Moot with solemn dignity while his advisors were rolling around laughing in their chambers.

Avery has at times described the role of the council as "giving sanity one last chance" before he announces a decision. Its members are not all supporters of the Emperor, but it is in everyone's interest to spot clangers before the Emperor drops them, and the council does this well.

THE DUTY OF TRUST
The nobility is an important part of the Fourth Imperium, and it wields massive power. This is hardly surprising – the nobility was created from those who already held power – but that power must be wielded with care and compassion. There are many ways to legislate against abuse of power, but none of them work. It is possible to build into a system so many checks and balances that nothing can ever be done and still have a grossly unfair system.

The only way to avoid abuse of power is to choose not to abuse it. In truth there are few people who will be able to resist using power for their own ends, but the Imperium seeks to encourage leaders to use their assets wisely by creating a culture of duty and trust. The principle, the underlying ideal of the Imperium, is that the more power an individual wields the greater his or her responsibility to others.

In practice this means that the nobility of the Imperium are expected to lead as well as to rule. They are expected to do what their titles give them the right to do – to take charge of a situation and deal with it. This ideal is reinforced by a deliberately cultivated culture of duty and responsibility, and it is enforced by the noble hierarchy. If a junior noble fails to promote the welfare of his people, or declines to leave his comfortable estate to deal with a problem personally, his superiors are expected to

discipline him. If they fail to do so, their superiors are in turn expected to censure them, all the way up to the Emperor.

In theory the Emperor could do as he pleases, but the Moot can depose an Emperor at need and besides, the events of 1116 are a stark reminder of what happens when an Emperor loses the faith of his people. It would be very easy for a determined junior noble to remove Avery from the Iridium Throne with a single pistol shot, and to some extent the Imperial Edict that requires all nobles to be armed in the presence of the Emperor is a symbol of Avery's promise to serve his people; he has placed his fate in the hands of each and every individual close to him.

In truth the 'Duty of Trust' that comes with noble status is only partially successful in encouraging nobles to meet their obligations. Many still find reasons not to respond personally to problems. However, the culture of duty has taken sufficient hold that anyone who shirks his duty too blatantly will be ostracized by his peers among the nobility. A layabout noble leader translates to bad PR for a company, and since the majority of fourth Imperium nobles were granted their titles for being 'doers' or strong leaders, their contempt can be rather obvious.

IMPERIAL WARRANTS

The Emperor and any of the Great Nobility can issue an Imperial Warrant. Warrants in effect grant certain powers upon an individual, allowing them to act in the issuing noble's name – and stating that the issuer will answer for the actions of the warrant holder.

The patent of nobility held by every Imperial noble contains an implicit warrant from the Emperor or whichever Duke granted their title, empowering them to carry out certain duties and granting rights such as a seat in the Moot. These powers grant the noble the right to commandeer civil resources (but not warships or military troops) in order to deal with a crisis.

Thus an Imperial knight is empowered (and expected) to assume command of a situation in the event that the local authorities cannot cope or have no representative present. The patent-warrant allows the noble to request military assets from the proper authorities (which may simply be the senior rank present) but does not give the implicit right to give orders. A mere corporal in the army is entitled to refuse the demand of a Duke if, in the corporal's judgment, the situation does not warrant the loan of troops or if the loan would interfere with the unit's proper duties. This can of course cause some friction, but it is the letter of the law.

Some warrants are issued to non-nobles. An officer's commission is in fact a limited warrant from the Emperor, entitling the officer to command the Emperor's troops subject to the law and the proper chain of command. Ministry of Justice agents also carry warrants, entitling them to arrest criminals and employ force at need against lawbreakers.

The warrants that are most commonly thought of are those that grant special powers. The powers that can be granted by a Count or Duke are naturally less than those that can be granted by the Emperor. Warrants are almost always keyed to a single individual and spell out the exact powers granted to them. A trusted individual might be issued a warrant to take charge of a disaster relief operation, to investigate a corporation for corruption, to take command of a military region (and sack the commanding admiral into the bargain) or to broker a peace treaty or trade agreement. No individual is ever given a 'blank warrant' empowering them to do as they please.

Most warrants are valid for a finite period and a specific task. Abuse of an Imperial Warrant is a Major Felony, and use of one to commit a crime or to 'cause damage to the Imperium or the Imperial system, or to the good name of the warrant issuer' is a capital offense.

MILITARY FORCES OF THE IMPERIUM

While worlds, noble houses and corporations are entitled to maintain military forces to protect their interests, the military power of the Imperium rests in the armed forces it raises and deploys. Compared to the budget available for a planet, the Imperial Defense Budget is immense. However, there is a lot of territory to cover with these forces and losses incurred in recent years have not yet been made good.

Command of the armed forces rests with officers appointed by the services themselves, some of whom are nobles. A powerful noble who has political control of a region is entitled to make requests of local Imperial commanders, and these are taken seriously. However, he or she does not and cannot command the armed forces of the Imperium, which swear to obey the Emperor and his appointed officers rather than local politicians and Dukes.

The armed forces are, broadly speaking, broken into three types:

• Regular Forces: Permanently embodied forces on deployment or garrison duty at all times.
• Reserve Forces: Stocks of equipment and starships are held ready or stored for future use, and personnel who leave the services can be placed on the reserve lists to be recalled at need. Some units remain in existence but at a minimal manning level, to be filled out with recruits and reservists should the need ever arise.
• Auxiliary Forces: Various forces are available to back up the Imperial regulars. These include mercenaries, corporate and household forces called for duty, units of planetary armies or navies placed at the disposal of the Imperium (worlds receive a subsidy for this) and other units raised on an ad-hoc basis. At any given time there will always be some auxiliary forces in Imperial service, filling in gaps while the regulars are busy elsewhere.

The Imperium has three 'fighting' services, the Army, Navy and Marine Corps. Each has its own area of responsibility and place within the overall scheme of things.

THE CHAIN OF COMMAND

One thing all the services have in common is a chain of command. This defines who has the right to give orders to whom, and whose orders take precedence where there is confusion. Within any military unit there is a clearly defined command structure, which shows who answers to whom and is responsible for what. This means that only certain individuals are entitled to give orders to certain others.

Military personnel are only required to obey legal orders given through the proper chain of command, but they *must* obey them (under protest if necessary). Illegal orders need not and indeed should not be obeyed. Illegal orders are those that do not come through the proper chain of command or are morally unacceptable, such as orders to execute unarmed prisoners.

For example, the commander of a rifle company of the Imperial Army can give legally orders to the soldiers in his subordinate rifle platoons and his heavy weapons platoon, passing them through the commanders of these platoons. He cannot legally give orders to a rifle platoon belonging to a different company, even though its commander holds a junior rank to him, since this violates the chain of command.

The military establishment acknowledges that sometimes things are so bad that the chain of command ceases to function. It may be that the senior surviving member of a unit is very junior and a more experienced person is available, but not part of the same chain of command. In this case the junior rank is permitted to place his force temporarily under the command of the officer if he sees fit. The officer cannot 'assume command' without lawful orders, say from the general commanding the situation, but he can be invited to take over temporarily. An officer in the same chain of command can and does automatically assume command in this case. Note that some officers are never part of the chain of command, such as medical and staff officers.

Aboard a naval ship, the chain of command can become confusing when a subordinate officer outranks his superior. This can happen, for example, when a Lieutenant-Commander takes command of a vessel that has a full Commander as her gunnery or engineering officer. There are protocols for interaction in these circumstances, but the reality is clear: the chain of command starts with the commanding officer (the skipper or 'captain', whatever rank is actually held) of the ship, passes through the first officer and thence to the department heads, whatever their rank may be.

Thus the lowly Lieutenant-Commander gives orders to her engineering officer, who is a full Commander, and he must obey (though the Lt-Commander in this case is required to salute her subordinate and call him 'sir' in respect for his rank, just as he is required to salute and call the skipper 'sir' in deference to her position as his commanding officer.) The Imperium uses 'sir' as a nonspecific honorific for any superior officer, regardless of gender, race or any other consideration.

Were the Lt-Commander in this example to be rendered incapable of carrying out her duties, command would devolve down the chain of command, not on the next

senior rank. This might be a mere Lieutenant serving as first officer, but still he would have the right to give orders to the higher-ranked officer down in engineering because the chain of command is what matters, not the rank held within it.

A ship that has lost the first four or five members of its chain of command is usually a cloud of debris, but if not then command continues to devolve down the chain at need. However, an officer can choose not to take command if he feels that his current duties are more critical to the survival of the ship. For example, the Commander mentioned above might decide to send his assistant, a mere Sublieutenant, to the bridge to take command of the ship, and remain at his post keeping the battered drives working. Once the chain of command is re-established in this way, the Sublieutenant is in command and must be obeyed.

Note that some officers aboard a ship (e.g. the medical officer) are not in the chain and would take command only if no other officers remained – an unlikely situation. Command can also be assumed by the holder of an appropriate Imperial Warrant, regardless of rank. This can cause a certain amount of resentment but the authority comes direct from the Emperor and cannot be refused.

THE IMPERIAL NAVY

The 'senior' and certainly the most important service, the Navy exists to patrol the space between the worlds of the Imperium, to deter aggression and to defeat the Emperor's enemies. Naval service is prestigious, and is seen as not only a fit occupation for young nobles but an excellent route to a title for those who serve outstandingly well. Many naval captains are knights and most flag officers have a title.

SERVING IN THE IMPERIAL NAVY

The Navy is a highly technical service, and thus recruits mainly on worlds that have mid to high tech levels, or from the offworld technical colleges attended by lucky individuals from lower-tech worlds.

A large proportion of naval personnel do not serve aboard starships but are assigned to naval bases and training installations as technicians, security guards, administrators, recruiters, planners, intelligence operatives, naval police and other such vital personnel. Most can expect a tour aboard a starship at some point in their service, but not everyone serves on one.

Naval personnel are assigned to one of several branches, in which they will usually remain for their entire career. While all branches have some common skills and cross-training is considered a good idea, in order to ensure a ship or installation can deal with an emergency, personnel tend to develop skills appropriate to their branch.

ENLISTED PERSONNEL

Enlisted personnel, including ranks from Apprentice Spacehand all the way through to Master Chief Petty Officer, make up the bulk of the Navy's workforce and do most of the actual work. Most tasks can be overseen by senior enlisted personnel rather than requiring an officer to be present. Experienced Petty Officers are probably the most vital asset the Navy possesses and while they are junior to any officer, they are often better respected and more competent than the young lieutenants who command them. The navy's crew branches include:

• **Technical Services:** Responsible for keeping the Navy's computers, sensor systems and food preparation equipment (among other things) in working order.
• **Crew:** The bulk of naval personnel, with duties including administration, shipboard security, food preparation, logistics and other vital support tasks. Crew personnel are often cross-trained in the skills of other departments in addition to their main combat role as damage-control personnel and firefighters. Enlisted personnel assigned to small craft as pilots and other flight crew are members of Crew branch. There is no separate Flight branch for non-officers.

• **Engineering:** Enlisted engineering personnel assist commissioned engineers in running and maintaining the navy's powerplants, drive systems and contragravity systems. They specialize in power generation and transfer where Technical Services personnel are more concerned with electronics and applications of the power they are supplied by the engineers. There is, however, some overlap in the duties of the two departments.

• **Gunnery:** Gunnery personnel are primarily concerned with the operation and maintenance of large weapon systems such as missile launchers, meson guns and lasers, and their associated sensor systems. Gunnery branch also has responsibility for electronic warfare and similar tasks.

• **Medical:** Enlisted medical personnel support the navy's doctors and surgeons, and maintain and operate medical sensor equipment. On small ships, a medical orderly may be the only 'ship's surgeon' available and have to cope with any situation.

OFFICERS

Officers hold the Emperor's commission and are empowered to command and direct the naval forces of the Imperium on his behalf. Many officers are recruited from university graduates. Others come through the naval academies or are spotted as likely talents upon enlistment and offered a place at OCS (Officer Candidate School). A minority are 'mustang' officers, promoted from Petty Officer and sent to OCS retrospectively. The navy is a very prestigious service and most officers come from 'good families; (i.e. they have an average or above-average Social Standing), but as yet the Imperial Navy has not come to be dominated by nobles, so high rank is attainable by anyone with the talent.

The Navy's officers are assigned to branches, like their enlisted colleagues. Most officers are specialists in one field or another, but the route to command lies through becoming a nonspecialist, a 'salt horse' as they are still called. Such command officers transfer into Line branch, though not everyone in the Line is on the command ladder.

It is not enough for an officer to understand the work he or she does, or to be an expert on a vital facet of naval operations. He or she must also be able to lead others and inspire them to give their best, even in adversity. Branches for officers include:

• **Technical Services:** Technical officers tend to be systems experts or highly-qualified electronic or computer engineers. They may work alone or with a small support staff, or lead a team dedicated to a particular task aboard a ship or installation.

• **Line:** The commissioned equivalent of Crew branch, Line officers lead teams of enlisted personnel in all their various tasks including administration, damage control and shipboard security. Line branch also contains 'nonspecialist' officers who make up the command teams of the Navy's vessels and installations. Nonspecialist in this case simply means that the officer does not belong to a particular department and must know something of the running of each. Command can be considered a specialism, though it is not recognized as such by the Navy.

• **Engineering:** Engineering officers are usually highly trained experts, most of whom hold a degree. They must understand the theoretical side of their work was well as being able to operate and maintain complex drive systems.

• **Gunnery:** Gunnery officers lead the teams that operate a ship's weapon and defensive systems and often direct a ship's batteries in combat.

• **Flight:** Flight branch officers are responsible for piloting starships and some small craft, for astrogation and most other bridge tasks. Flight is the most prestigious navy branch (other than the segment of the Line that commands ships), and is considered the best route to command. Indeed, on a small ship the captain is usually a Flight officer on a technical transfer to the Line. At the end of the period of command the officer can usually choose to transfer permanently to the Line and pursue future command assignments, or remain in Flight.

• **Medical:** Medical officers are usually doctors, though of course dentists are also necessary. All are trained in emergency surgery and trauma aid, but many are highly qualified in general practice or a specialism such as virology. The Navy is sometimes the first responder to a crisis and its personnel must be able to deal with whatever is thrown at them.

THE STAFF

Not all officers serve in a direct 'fighting navy' capacity. Many officers have 'staff' jobs that support the fighting navy in various ways. These officers may be aboard naval vessels, but they are not part of the crew. Staff officers may command certain specialist installations. Staff positions include:

• **Aide to an Admiral**
• **Courier**
• **Intelligence Officer**
• **Analyst or Advisor**
• **Member of Naval Design/Procurement Bureau or planning staff**
• **Administrator or Logistics Officer**
• **Attaché to a world government or foreign power**
• **Recruiting or Training Officer**
• **Member of an Admiral's Staff**
• **Ceremonial Duties**

All admirals have an aide who assists with their duties, and a small group of staff officers who act as advisors or carry out urgent tasks as ordered by the Admiral.

Occasionally these staff officers may be used to replace an officer under the Admiral's command who is injured or unfit for duty.

Large numbers of staff officers (supported by enlisted personnel from 'crew' branch) are necessary to keep the Navy running. They design ships and systems, present requirements and recommendations, examine equipment offered for sale to the Navy and administer its purchase and delivery. Other staff officers carry highly secret documents, liaise with world governments and friendly foreign navies, ensure that the personnel get paid and that they have enough 'boots, bullets and beans' to go around, collect and collate information, help run the maintenance yards and depots… the list of jobs is almost endless. The Navy does have field agents working for Naval Intelligence, mainly as intelligence collectors working to penetrate smuggling and piracy rings.

Finally, some naval appointments are ceremonial, such as the Naval Detachment of the Emperor's Bodyguard, which takes its turn protecting the Emperor and his household along with the Army and Marines. While officially nothing more than an honor guard of junior officers, these personnel are armed with gauss pistols and charged with personal responsibility for the protection of the Imperial Household.

FLAG RANK

Above the rank of Captain, naval officers (Commodores and Admirals) are said to have achieved 'flag rank', from the archaic practice of an admiral displaying a flag (commodores had a pennant) to show which was the command, or 'flag', ship in a squadron. Flag officers command groups of naval ships, major bases, and also carry out a number of important non-command functions. For example, the Navy's engineering branch is headed by an Admiral of Engineering, who has responsible for recruiting and training within his branch.

Small groups of ships, working together on an ad-hoc basis, are commanded by the highest-ranked present, usually a senior captain. More formal organizations are generally headed by an appointed flag officer. Note that the match of rank to post is not always perfect; a more senior or junior officer may fill the post if necessary.

Typical duties of flag officers include:

• **Commodore:** Commands a small task force, a squadron of ships of similar type and function, or a small naval installation. Commodores also command system defenses in most systems where the Navy provides them.

• **Admiral:** Commands a large task force or a naval base, or heads the defenses of a critical Imperial world. Subdivisions within the rank include Rear-Admiral, Vice-Admiral and Admiral, indicating seniority. Admirals also exist for administrative, advisory and 'staff' duties.

• **Fleet Admiral:** Commands a major grouping of warships (a fleet)

• **Sector Admiral:** Commander of all naval forces assigned to a sector of space ad responsible for naval matters in that sector, including cross—border sweeps and intelligence gathering.

• **Grand Admiral:** Commander of all naval forces of the Fourth Imperium

NAVAL EQUIPMENT

Individual worlds and other organizations (e.g. Huscarles) equip themselves as they see fit. The Imperial Navy inherited a great variety of ships and equipment from many sources, including some relics from the old Third Imperium. What remains of this legacy equipment after the struggles to survive and the wars against the Black Imperium and the Dominate has (in theory) been sold off to planetary navies or placed in reserve, and the Navy has gradually re-equipped with new-build equipment to its specifications. In practice, this process is behind schedule and some forces are still making do with outdated and inadequate ships and weapons.

The Navy uses a high-end/low-end procurement strategy. Its high-end vessels represent the best that can be built and are constructed at TL E. There are few worlds that can produce this level of technology, however, so most of the front-line strength of the Navy is made up of vessels constructed at TL C shipyards, into which TL E electronics systems and drives are slotted to create a cheaper version of the top-flight systems that is almost as effective.

The navy's patrol, support and 'workhorse' vessels are constructed at TL A-C shipyards across the Imperium, making them not only more affordable but allowing more vessels to be constructed, though at the cost of lower capability. Most naval vessel producers are subject to investment that will bring them up to a higher tech level in time, but for now the need is to get enough hulls out among the stars to cover all the Navy's needs. Quality will have to come later.

Naval personnel are armed with snub pistols and SMGs, plus much smaller numbers of TL A Advanced Combat Carbines (a cut-down version of the ACR used by the Imperial Army, optimized for close combat in confined spaces). The Navy obtains its ships and equipment from a number of contractors across the Imperium, some of which are state-owned. It is a major buyer of standard electronics components and computer systems, and makes considerable use of off-the-shelf equipment where possible. MILSPEC (Military Specification) equipment is generally better and more robust but in this time of expansion and replacement of losses, numbers are more

important than extremes of capability. There have been a few scandals involving the naval procurement budget.

NAVAL VESSELS

Much of the Navy's legacy equipment is now in storage or is wreckage orbiting distant stars. It is being replaced by vessels procured according to a policy determined by the Emperor's naval advisors. The vessels obtained are either generalist workhorses or specialized vessels, according to their intended role. Specialist ships are normally higher-technology than their workhorse cousins.

CAPITAL SHIPS

The main line-of battle warships of the Fourth Imperium are termed Battleships. They are built around a powerful spinal weapon mount and usually have impressive secondary weapons, plus good speed and heavy defensive systems. Their role is quite simply to smash enemy battle forces or to deter them from entering combat. Battleships are generally 'rated' according to their capability. The very most powerful are termed first-rates, though they are normally known as Dreadnoughts. Most capital ships in service fall into the second and third rates.

Capital ships are normally grouped into Battle Squadrons or BatRons and provided with a powerful escort. They are expensive assets and not deployed lightly.

CRUISERS

The majority of the Navy's work is done by cruisers of various types. Some are quite specialist such as high-speed, lightly protected Strike Cruisers which are designed to carry as powerful a main weapon as possible and little else, missile cruisers which often have no spinal armament but can deploy vast numbers of missiles to destroy enemies from a distance, or bombardment cruisers which are intended to reduce the defenses of an installation or planet. Other cruisers are fairly general in design and are termed Heavy or Light according to their size and armament. These vessels are often grouped into Cruiser Squadrons (CruRons) as part of a fleet but tend to be detached to carry out their missions.

Cruisers can tackle most foes, but cannot survive long against a capital ship. They are often used to back up a battle line or to act as heavy escorts for one.
The Imperium has attempted to field a workable design for an Armored Cruiser with very heavy defenses, but this has not succeeded. Other projects include a resurrection of the Battle Cruiser concept; basically a capital-ship version of the strike cruiser. The idea did not find favor, but one that did was the Frontier Cruiser. This workhorse design carries a small Marine force including a Marine fighter wing and is designed for long cruises in the Wilds or along a troubled border. In addition to a solid armament, the Frontier Cruiser has disaster-relief capability, including a modular area that can be converted into a hospital at need.

CARRIERS AND TENDERS

The Imperial Navy uses a few small fighter-carriers for patrol and escort work, mainly to protect merchant ships from piracy or to patrol backwater systems. Carriers are not well regarded by the Imperial Navy and are few in number, though the Frontier Cruiser with its fighter wing can be considered a hybrid cruiser-carrier and can be quite effective in a policing or escort role.

The Imperial Navy does use Battle Tenders; large carriers that can deploy a fighter wing in addition to (usually three) Battle Riders. Battle Riders are described below under 'Monitors'. A Battle Tender and he brood of Riders are normally considered a single unit equivalent to a capital ship.

DESTROYERS AND ESCORTS

Smaller than a light cruiser and not capable of mounting a spinal weapon, a destroyer is still a formidable warship. The Navy deploys hundreds of destroyer class vessels. Some are workhorse Patrol Destroyers of low capability, used for security and protection-of-commerce duty. Others are fast and deadly Fleet or Strike destroyers; the latter are heavily armed for their size and intended mainly for raiding operations or the quick elimination of a threat.

Fleet Destroyers are often grouped into Destroyer Squadrons (DesRons) to escort and protect major warships or as Destroyer Flotillas, which are sometimes led by a light cruiser and may operate together or disperse on patrol. Escort Destroyers and their smaller cousins, Close Escorts, are optimized for the protection of other vessels rather than heavy combat. They often operate solo as patrol assets, and designs created specially for this role are normally termed Patrol Cruisers, even though they are much smaller than a 'true' cruiser.

TANKERS AND LOGISTICS SHIPS

The Navy consumes vast amounts of fuel and supplies, and dedicated logistics support ships are an absolute necessity. There are never enough of these unglamorous, slow, vulnerable vessels to support every mission, which can limit the Navy's capabilities. Tankers and logistics ships are normally grouped into Tanker Squadrons (TankRons), a catch-all term for formations of supply ships. TankRons almost always include some escort vessels to protect the minimally-armed transports.

ASSAULT AND TROOP TRANSPORTS

The Navy is responsible for transporting Marine and Army units for combat and other deployments. This is a very large undertaking, as military units have a lot of personnel and equipment to move. Army troop transports

are not designed to land forces in a 'hot' landing zone, but assault transports are. The latter are armed to support the forces deployed while both carry a token armament for self-defense. Transport Squadrons (TransRons) usually include some escorts. Assault Squadrons (AssaultRons) always do, and usually have one or more bombardment vessels attached for defense suppression.

COURIERS AND AUXILIARIES

The Navy maintains considerable numbers of fast courier vessels to transmit messages and carry orders, as well as personnel, between the fleets. It also has the cooperation of the Scout Service in this matter. A number of couriers may be attached to any task force or flag squadron, but they are not part of it.

Auxiliaries are mainly small cargo ships, often of a civilian design, used to carry out non-urgent transport and logistics work. Many commercial ship operators receive a subsidy in return for making their vessels available to the Navy upon request.

Couriers and auxiliaries are part of a 'pool' held by the fleet admiral and assigned at need. There are no 'courier squadrons' as such.

OTHER SUPPORT SHIPS

Various other support vessels exist. These include mobile dockyards, salvage vessels, hospital ships and similar types. Ad-hoc 'SupportRons' are sometimes created, with some escorts assigned, but for the most part support assets are held by the fleet commander and assigned individually as needed.

FIGHTERS AND STRIKE BOATS

Small armed craft have their uses, mainly as pickets or police vessels but also to screen larger warships against missile or strike boat attack. The Imperial Navy defines three kinds of small armed ship: fighters, strike boats and bombers.

Fighters are small, fast sub-100t vessels normally armed with lasers. Fighters are generally designed to fight other small craft. Their combat capability against large vessels is negligible. By convention, a fighter armed with missiles is termed a 'bomber'. Strike Boats are sub-100t vessels designed to be able to usefully attack larger ships. Some are little more than a delivery vehicle for a heavy short-range missile (termed a 'torpedo' and gaining the class the name 'torpedo boats') while others are built around a naval plasma or fusion gun. Strike boats pose a real threat even to warships, though their losses are likely to be high in such an engagement. One of the main duties of a fighter wing is to keep strike boats off the major units or to escort them through the enemy fighter screen.

SYSTEM DEFENSE BOATS AND GUNSHIPS

Non-Jump capable vessels of less than 1000 tons are generally termed System Defense boats. Their role is to patrol a star system and repel invaders. Since these craft do not have to carry Jump drives or fuel for them, more space can be devoted to armor and weapons making even a fairly small SDB quite a powerful combat asset.

Gunships are identical to SDBs in many ways, but are designed to be carried by other ships and deployed for combat. The concept is not favored by the Imperial Navy, though there are experiments underway with gunship carriers. Their projected role is merchant traffic escort or to conduct long-duration sweeps of systems, with the carrier providing a mobile base from which a group of gunships can operate.

MONITORS AND BATTLE RIDERS

A non-Jump capable warship larger than an SDB is termed a Monitor. The Imperial Navy terms a monitor not large enough to carry a spinal weapon a Light Monitor and larger types (whether they have a spinal weapon or not) Monitors, Strike Monitors, Heavy Monitors, Battle Monitors and Supermonitors. Some monitors are designed like cruisers or battleships, while others are very slow and carry subordinate craft like a mobile base or fortress. Planetoid hulls are popular for such vessels. Planetoids have the advantage of free natural armor (rock) and cheapness, but it is difficult to transport a planetoid monitor from system to system. Monitors are assembled into squadrons like Jump-capable ships. They are mainly the preserve of planetary defense forces but are used by the Imperial Navy to defend key systems including naval bases.

A Battle Rider is simply a monitor that is designed to be carried and deployed by a tender. The battle tender/rider concept has various pros and cons and is not in favor with the Imperial Navy. However, the monitor/rider concept allows a common design to built for both applications. Most of the Imperium's *Aegis* class battle monitors are permanently assigned to system defense flotillas or the Home Fleet, but a number of battle tenders are available allowing them either to be transported to threatened systems ahead of time or used in the traditional Battle Rider/Tender fleet role. The Home Fleet thus acts as a reserve formation in some ways, since its assets can be borrowed for fleet or guardship operations. To avoid the Home Fleet losing too much of its strength in this way, it has been assigned several classes of monitor that cannot be carried in this way, including the four *Arbellatra* class Supermonitors of the Home Fleet Flag Squadron.

UTILITY CRAFT

The Navy needs countless utility craft. Armed gigs, lifeboats, utility cutters, shuttles, cargo lighters, supply barges, rescue pinnaces and dozens of other types of craft are in use. Most are little different from their civilian-service cousins, though they have a military security and communications package installed.

NAVAL ORGANIZATION

The Imperial Navy is short of vessels and must make up the deficit by transferring warships around to wherever they are needed. It cannot afford the luxury of large static fleets with a neat (and full) Table of Organization and Equipment (TO&E).

Each Subsector of the Imperium has a fleet associated with it, commanded by a Fleet Admiral and referred to as a Subsector Fleet. The assets available to any given fleet vary considerably, depending upon the perceived needs of the region and transfers to other commands. A typical Subsector Fleet is built around a small number of heavy cruisers and a greater number of light cruisers, destroyers etc, which are more or less permanently assigned to the subsector for patrol and security duty. From this force the Fleet Admiral will detach task groups or individual vessels to carry out whatever tasks are necessary. The Subsector Fleet Admiral is also the direct superior of admirals commanding naval bases and commodores defending critical systems within his command area, and is charged with supporting them at need. Vessels are routinely 'stolen' from the subsector fleets by superior admirals and used for special missions or loaned to other subsector fleets in need of additional forces.

Each Sector of the Imperium also has a fleet associated with it. This is a grouping of assets under the command of the Sector Admiral, which can be used for missions within the sector or loaned to a subsector fleet that needs them (and can be augmented by vessels borrowed from other subsector fleets). The Gushemege Fleet is reasonably large and contains several battle squadrons, each comprising 2-4 powerful battle units (Battleships, Dreadnoughts or a Battle Tender and her brood), plus squadrons of lighter vessels such as cruisers, carriers and destroyers. The other sector fleets (Ilelish, Dagudashaag and Zarushagar) are much smaller since Imperial holdings in those sectors are relatively minor. These sector fleets are mainly extra forces dedicated to patrolling the border region and conducting operations in the Wilds.

The Imperium also possesses several 'mission' fleets. Three of these, the Imperial Bodyguard Fleet, the Reserve Fleet and the First Imperial Battle Fleet, are permanently embodied. The others are created and dissolved at need from assets of the Gushemege Sector Fleet or the Reserve Fleet.

The Bodyguard Fleet is little more than a powerful squadron dedicated to protecting the Emperor and defending Usdiki when he is in residence there. It served with distinction in the Capital and Gateway campaigns, and is being reconstituted after suffering near-total losses at the Second Battle of Gateway.

The First Battle Fleet is the main striking force of the Imperium. It is built around a powerful core of capital ships, though at present it too is badly understrength, having transferred most of its strength to the Second Battle Fleet. The Battle Fleet is the nominal command of the Imperial Grand Admiral, though normally he remains at base and commands through a subordinate Fleet Admiral.

The Reserve Fleet is a holding unit for reinforcement and specialist vessels which can be attached to any fleet necessary or used to create one. The active reserve is backed up by the Inactive Reserve, which is made up of older or damaged but still capable ships 'mothballed' at naval bases until they are needed. The best of these reserves are currently active due to warship shortages, so any commander dipping into the Inactive Reserve barrel is likely to scrape the bottom.

Other fleets are created temporarily for various missions. Usually a task force is all that is necessary (or, at present, possible) but fleets can and have been raised for various purposes. For example, the Second Battle Fleet is currently deployed on combat operations in Ley Sector, fighting remnant Dominate forces. It is badly understrength and needs reinforcements that are not available.

Temporary fleets are normally titled according to their function, for example:

- **Battle Fleet**
- **Strike Fleet**
- **Assault Fleet**
- **Border Fleet**
- **Support Fleet**
- **Logistics Fleet**

System defense forces, where deployed by the Navy, are normally termed flotillas (as are some groups of minor warships assembled for various purposes such as escort duty or patrol of a region). Larger forces, such as the squadrons of monitors defending a major naval base, are termed fleets. Flotillas are commanded by commodores, system defense fleets by a rear-admiral. The system defense fleet at Usdiki is termed the Home Fleet and is commanded by a full Fleet Admiral, who serves as an advisor to the Emperor when he is in residence at the capital.

Most Naval operations are carried out by a lone ship, a cruiser and its escorts, or a small task group. These

forces are detached from their parent formation (usually the Sector Fleet) for the duration of the task.

DUTIES OF THE IMPERIAL NAVY

The main function of the Navy is to keep the spacelanes clear of enemies or to attack enemy forces and destroy them. The Navy carries out a variety of missions to this end.

TRAINING AND SUPPORT OPERATIONS

Many vessels and a significant proportion of personnel are involved in these activities. Training ranges from individual training in the simulator, the classroom or on the range, through single-ship gunnery and operations exercises, to large-scale fleet maneuvers. The navy has a number of areas set aside for training, including some outsystem areas which are off-limits to civilian traffic. Support and logistic operations absorb a great many transport and escort ships and, while not very exciting, are utterly vital to the continued function of the Navy.

PATROL

The Patrol mission encompasses a range of duties. Some vessels are assigned a route to patrol, while others are given a general area to be in or a place to be by a certain date, and conduct a 'discretionary patrol' within this framework. This makes it impossible to say for sure that no Navy ship will be in a given system at a certain time; an important factor in deterring pirates who have gained insider information about Navy operations.

Patrol ops include Guardship deployments, where a naval vessel is stationed over a world to protect it, cross-border sweeps, commerce protection and pirate-hunting deployments, and 'flag showing' cruises where vessels visit friendly ports to demonstrate the Navy's power and incidentally to encourage enlistment in the senior service. Patrol operations are carried out by smaller vessels for the most part, though some cruisers are used in this way.

SIEGE

Siege operations include blockades and interdiction of restricted worlds (for a variety of reasons ranging from protection of a vulnerable society through punitive action against a rebellious world, to quarantine of a suspected Viral outbreak) as well as actual military operations against a world. Imperial Intervention against member worlds is a last resort after diplomatic means have failed, but in recent years the Navy has conducted sieges of several worlds outside the Imperium. Not all these sieges have led to planetary assault, but gaining orbital supremacy is a critical part of all such invasions, so that siege always precedes assault, at least briefly.

STRIKE

Strike operations are shorter than sieges. They may be purely naval matters or involve the marines and/or army. Typically a strike force will make a repaid assault, destroy its objectives, and withdraw before serious opposition can appear. Strikes include raids on pirate havens, punitive attacks on worlds supporting anti-Imperial groups, destruction of assets that cannot be taken for the Imperium and may be used by its enemies, or assaults on Viral infestations. If ground troops are used in the strike, they are normally drawn from the Marines.

BATTLE

Battle operations include open conflict with other powers (for example, the ongoing war against the Dominate) and also large-scale war-like situations, such as combat operations against a large and powerful pirate or raider group. Battle operations are usually conducted by squadrons, task groups or fleets rather than individual ships.

THE IMPERIAL MARINE CORPS

The Marine Corps is primarily a striking force of 'Naval Infantry' intended to operate closely with the Navy and to provide security for naval installations. Its duties have expanded over the years, and now include protection of starports plus some in-system and close-orbit defense and patrol operations.

SERVING IN THE IMPERIAL MARINE CORPS

As a primarily close-combat force the Marines require recruits that are good physical specimens, but technical aptitude is also important since Marines serve aboard starships and may be called upon to back up naval crews. All Marines are trained in the skills of the infantry soldier, and those who do not come up to scratch are dismissed. At need, every Marine quartermaster, cook and technician can take up a rifle join the firing line not as an 'extra rifle' but as a skilled and motivated soldier with impressive combat skills.

All Marine personnel are trained in the use of the cutlass. This is more 'sword drill' than fencing, though the average Marine knows enough to fight well with a sword, albeit in an over-aggressive and unscientific manner. Sword drill is important for ceremonial duties, and many Marine board-and-inspection operations are carried out with drawn swords as a rather graphic hint that the boarded crew should not misbehave. Marines have been known to use their cutlasses in close combat, but it is more usual to deploy firearms instead.

Once basic infantry training is passed, Marine recruits are assigned to a unit and trained in the unit's specialism. The majority of Marine forces are 'naval infantry', meaning that personnel will specialize as infantry soldiers or support personnel (medics, technicians, quartermasters etc). The Marines do however have some armored formations, artillery units and 'flight' units. The latter include Marine fighter and gunship wings, assault shuttle squadrons and so forth.

Marine battalions rotate through a variety of deployments. Units deployed as security forces at naval bases also provide detachments to serve as ship's troops or as starport and embassy guards. The former capacity includes hostile-environment operations plus a number of shipboard roles including damage control and training as backup gunnery crews. By tradition, large ships that carry significant Marine contingents assign a number of weapon batteries to Marine gunnery crews.

Security detachments at starports and other installations provide a heavy backup to the local security forces and act as a 'tripwire' for intervention by other Imperial forces. A platoon of Marines cannot defeat an entire rebellious planet, but attacking Imperial troops will trigger a robust response from the rest of the Emperor's forces. The presence of a handful of Marines therefore prevents a *fait accompli* takeover of the starport. Not all ports have a Marine detachment.

Marine combat units are slanted towards rapid assault, (including meteoric assault, a technique where troops are dropped in capsules from orbit directly onto a target) rather than sustained combat operations. The Marines are thus a striking force; a hammer. If the operation is to be more than a few days or weeks long the Army will follow the Marines into action once a secure landing area has been established.

Marine flight wings serve on a variety of deployments. Some are carried aboard Navy ships and fulfill the same function as naval forces. Others are assigned to protect a world or installation. The Marines even man a number of Monitors, though there is a strict rule that Marines do not get anything with a Jump drive – that is the preserve of the Navy. This means that there are numerous jointly-manned vessels such as the 'Marine Corps Carriers' which carry Marine ground forces backed up by Marine fighters and gunners, but have Naval engineers and flight crews aboard the parent vessel.

ENLISTED PERSONNEL

The typical Marine will enter service with a Marine Infantry battalion and serve at least one tour as an infantry soldier or as support personnel. During this hitch it is possible to crosstrain or attend a special training course and qualify for one of the other Marine branches:

• **Infantry:** Marine Infantry is open to anyone passing basic. Personnel posted to Ship's Troops duty are given additional training during their deployment.
• **Support:** Support includes administrative, technical, medical and other specialisms. It is open to appropriately qualified personnel.
• **Artillery:** There are relatively few Marine Artillery units. Transfer to one requires a successful hitch in Infantry or Support and some crosstraining. Marine Artillery personnel also man weapons aboard some naval starships.
• **Armor:** There are relatively few Marine Armored units. Most are quite light compared to the assault armor of the Imperial Army. Transfer to an armored formation requires a successful hitch in Infantry or Support and some crosstraining.
• **Marine Strike (Commandos):** The elite of the Marine Corps are the Strike Force, or Commandos. Specializing in small-unit raids, the Commandos are also trained in hostage rescue and similar operations. The Commandos

are also adept at meteoric assault and other intense operations and are equipped with assault battledress for the purpose.

• **Flight:** Marine Flight units need enlisted technicians and security personnel, but pilot and weapons officer berths are available only to officers.

MARINE OFFICERS

Marine officers are subject to the same stringent standards as enlisted personnel. Like their naval counterparts, they hold the Emperor's commission and are empowered to command and direct the Marine forces of the Imperium on his behalf. Many officers are recruited from university graduates. Others come through the naval academies or are spotted as likely talents upon enlistment and offered a place at OCS (Officer Candidate School). The Marines have a much higher proportion of 'mustangs' than any other service, and maintains a constant program of commissioning officers from the ranks, sending them to OCS retrospectively. The Marine Corps is less prestigious than the Navy and has less noble officers, though it does have more than the Army.

Marine officers are assigned to the same branches as their enlisted colleagues. Marine Flight officers are pilots and weapons operators aboard naval fighters and assault craft, and a lucky few are given command slots aboard the few Marine Corps-crewed Monitors serving among the defenses of major worlds.

The Marines do not have generals; the largest Marine formations are brigades, commanded by a Brigadier, and even these are rare. Marine forces normally come under the command of a naval admiral. The staff is likewise small, consisting of a few advisors to admirals and liaison officers working with naval and army units. The Marines do provide attachés to friendly powers and officers for ceremonial purposes, including part of the Naval Detachment of the Emperor's Bodyguard.

EQUIPMENT OF THE MARINE CORPS

The Imperial Marine corps is equipped primarily as infantry, with few battalions having more than a handful of liaison vehicles available. Some units are 'Lift infantry', i.e. they have grav vehicles (usually GCarriers mounting light support weapons) to carry the troops, plus some organic support equipment including artillery and support grav sleds.

Troops are armed with TLC gauss rifles and combat armor for ground combat, with gauss light support weapons and PGMP-12 plasma guns for close support. For shipboard security snub pistols and SMGs, accelerator rifles and cutlasses are issued, along with combat armor.

Marine assault units are equipped with battle dress, but this is in short supply and some are still making do with combat armor. Marine artillery weapons include battlefield meson guns, tactical (tac) missile launchers, support gauss weapons and large plasma or fusion guns, plus shipboard weapon systems. Marine armored units are equipped as Grav Cavalry rather than Grav Armor. That is, they employ light, fast vehicles with heavy firepower, and include personnel transports carrying battledress-equipped infantry. Marine engineering units are small and few in number. They employ some vehicles and specialist battledress to carry out a range of combat and assault engineering tasks.

ORGANIZATION OF THE MARINE CORPS

The Marines have a lot of different jobs to do, and their organization is very flexible. Ship's Troops detachments can be as small as 8-10 Marines; indeed, sometimes a single Marine officer or NCO will be assigned as master-at-arms to a small Naval ship. On the other hand, forces several brigades strong are sometimes placed at the disposal of an admiral.

The Marines are administratively grouped as battalions, of which several may have their headquarters at any given naval base. These battalions may or may not be grouped as an administrative brigade. Detachments of armor, artillery, intelligence, engineers, commandos, recon and other specialist troops are attached to the battalions for administrative and logistics purposes but these are not part of the battalion (unless it has a dedicated support component, which is not common). These attached forces can be redeployed as necessary; all the battalion does is provide them with a home and a logistics base.

From this administrative pool of forces, Marine units are deployed as necessary. Some battalions will provide many small detachments as ship's troops or security for ports, with the remainder based at the naval installation as security and reserve forces. Another battalion may be moved out en masse for an operational or training deployment. In short, the Marine battalions have no fixed organization but are use as a pool from which forces can be raised. This especially true of transport, combat engineer, armor and artillery battalions, which are broken up and assigned to whatever forces need them. The only Marine forces that can virtually guarantee that they will deploy and serve as a battalion or brigade unit are the specialist formations – the grav cavalry, planetary assault formations and units with a dedicated artillery and armor component. Even flight wings can be broken up at need.

Marine unit organization is very austere, with no superfluous personnel and little heavy equipment. The Marines are very much a direct-combat or assault force and in most cases do not have separate 'support' formations. Each Marine platoon, company and even battalion is a 'rifle' force containing some light direct-

support weapons. There are no separate heavy-weapons platoons. In larger Marine forces there will of course be electronic warfare, artillery and armor units attached, of course, but in the small Marine force that is likely to be encountered outside a major war zone, whatever support is needed is assigned to the command detachment – and there is rarely much of it.

Standard Marine forces, in so far as they exist, are as follows:

• **Fire Team:** 4 Marines.
• **Squad:** 2 fire teams plus 2-man command detachment (Medic and NCO or junior officer).
• **Platoon:** 3 Squads plus platoon command detachment (Medic, officer and NCO)
• **Company:** 3 platoons plus company command detachment (2 officers, senior NCO, Company Medical Officer, Communications Technician)
• **Battalion:** 4 Companies plus battalion command detachment (2 officers, senior NCO) and specialist detachments (medical, intelligence, communications, maintenance and possibly engineering).
• **Fighter Wing:** 3 Squadrons of 8 fighters plus command, security and maintenance detachments.

Typical deployments include small-ship ship's troops and security detachments (Squad or platoon) and Reaction Companies (1 company aboard a Navy-crewed transport ship, which carries Marine-crewed GCarriers for transport away from the ship). Deployments in greater than company strength are uncommon and usually temporary.

DUTIES OF THE IMPERIAL MARINE CORPS

The Marines constitute a highly mobile force able to go where the Navy goes and fight on the ground against the Emperor's enemies. Marines are primarily strike forces, and their training reflects this. All Marines are drop-qualified; i.e. they are trained to make a meteoric assault on an enemy position. Other assault techniques are diligently practiced including fast-response and hostage rescue operations.

The Marines train to take ground and hold it long enough for the Army to secure it, but also to defend installations and to board enemy ships. Troops are highly trained and tactics generally highly aggressive. On the defensive the Marines are extremely stubborn, but it is in the lightning assault or counterattack that they excel. For this reason, and because the Corps is small but expensively equipped, the Marines are not deployed on routine peacekeeping operations or garrisons except to defend naval installations.

The specific missions of the Marine Corps include:

TRAINING/GARRISON:

All military forces require long periods of training in order to remain effective. Marine forces train alongside Army and Naval units depending upon their expected deployments, and conduct their own specialist training (e.g. meteoric assault). Troops in 'garrison' also include security forces at starports and other installations where their role is primarily deterrent. Units in 'garrison' at major naval bases are normally either engaged in intensive training or 'at readiness' for any deployment order that comes in. Readiness troops also train, of course, but less intensively.

INTERNAL SECURITY/COUNTER-INSURGENCY:

Internal security deployments for the Marines are mainly concerned with suppression of piracy or terrorist organizations. Marines make fairly poor peacekeepers but can be an excellent 'hammer' to smash insurgents that resist the more patient peacekeeping efforts of the Army and Diplomatic Corps. Hostage-rescue and VIP-bodyguard units are also considered to be deployed on Internal Security duty.

POLICE ACTION:

When a world or organization defies the Imperium or its leaders break High Law and refuse to submit to justice, a police action may be necessary. The Imperium does not 'make war' on its own constituent parts; it conducts 'police actions', often in conjunction with a blockade or after one has failed to produce a useful result.

Marine forces (usually in battalion or brigade strength) spearhead Imperial Interventions, which can be over very quickly if the Marines are successful in their task. Larger (multi-brigade) or smaller (e.g. Reaction Company) forces may also be involved in police actions. If a Police Action turns into a slogging match, Army units are brought in and the Marines pull back, regroup, and are then used as a hammer to squash important targets or to capture enemy leaders.

RAID:

Marines are excellent raiding forces. Whether assaulting a pirate or insurgent base or a Virus infestation, or attacking a world outside the Imperium, Marine forces strike hard and fast, then retire quickly before the stunned enemy can react coherently. The harder and faster a strike goes in, the less casualties the Marines take. If they get bogged down, units may suffer heavily or even be abandoned by their naval transports, so a raid is always a high-risk mission.

SHIP'S TROOPS:

Marines serve aboard naval vessels as shipboard security and damage-control personnel and also conduct boardings, escort the ship's officers on diplomatic visits and provide security in port. Their numbers are small but sometimes they are the only organized force on the scene in a crisis so ship's troops commanded by a very junior officer, a sergeant or even a corporal must carry the flag for the Imperium.

FLIGHT OPERATIONS:

Marine flight wings and crews of monitors fulfill a number of roles identical to their Navy counterparts – system patrol, protection of commerce etc. The Marine corps has no Jump-capable vessels of its own, though it is assigned some rapid-reaction transports with mixed naval/Marine crew.

THE IMPERIAL ARMY

Often considered the least important of the Imperial armed forces, the Army is in some ways the most vital. Its function is to defend the Imperium and her citizens from internal and external enemies, and to take and hold enemy assets.

Imperial soldiers stand ready to take on terrorists, insurgents and organized military forces, fighting house to house if necessary or conducting massive campaigns to secure the planetary battlespace. The Army also backs up civilian authorities in dealing with disasters and (in some cases) civil disturbance. According to pro-Army observers, the Navy can defeat enemy starships and the Marines can launch a devastating assault, but only the Army can conduct a long-term peacekeeping campaign or go into a town and dig out guerrillas house by house while causing minimal collateral damage.

The Army has the widest range of equipment of any of the Imperial armed forces. Most of this equipment is manufactured at TL A by a number of companies across the Imperium all working to standard designs, greatly simplifying the procurement situation.

SERVING IN THE IMPERIAL ARMY

The Army recruits its personnel from all the worlds of the Imperium, subject to a basic physical requirement that is less stringent than that of the Marine corps. After basic training is completed, personnel are sent to advanced training according to the specialist role they seem best suited to. Recruits are given whatever education and technical training is necessary to bring them up to a required standard for their unit, but selections are designed to minimize this requirement. For example an individual from a TL 3 world would not normally be assigned to an engineering or electronic-warfare battalion.

The Army is subdivided into branches, each of which specializes in a particular role:

• **Infantry:** The infantry is primarily concerned with individual and small-unit combat on foot (though almost always in conjunction with other fighting and support arms).
• **Artillery:** Artillery troops operate large support weapons and air/orbital defense systems, and the sensor equipment that guides them.
• **Cavalry:** The Cavalry operate armored combat vehicles from light recon sleds to heavy grav tanks. Infantry permanently assigned to certain combat formations are considered to be part of the cavalry and train in vehicle operations and maintenance.
• **Supply & Administration:** The quartermasters, paymasters, administrators and other 'bean-counters'

that make sure the army has enough 'bullets, boots and beans' to function are not held in particularly high regard by the fighting troops or the public but nevertheless they fulfill a critical role.

• **Transport & Logistics**: As distinct from the administrative arm, T&L ensures that the supplies get through to the troops, and provides transport to units lacking it. Its assets range from humble trucks to massive transport starships operated by the Navy but under the Army's authority.

• **Special Operations:** Special operations includes Protected Forces (troops trained in vacuum or hostile-environment work) and raiding or recon units. SpecOps units are small and specialized. Some are composed entirely of members of a particular culture or species that adapts well to a given role.

• **Medical:** Where the Marine Corps has only a small staff of medical Corpsmen and relies on the Navy for its surgical backup, the Army Medical Corps is extensive and well equipped. It is often deployed in a disaster-relief role.

• **Technical:** Army technical personnel perform a range of activities from electronics, computer and counter-Virus ops to maintenance of the Army's weapon systems.

• **Engineering:** The Army Engineering Corps constructs field fortifications and destroys enemy obstructions. It also had until recently a major disaster relief and reconstruction role, but this has been largely transferred to the Reconstruction Service.

• **Flight:** The Army has some air and orbital combat assets, and larger numbers of air transport units. The latter are normally controlled by Transport & Logistics, leaving Army Flight with combat roles such as ground support and air interdiction.

• **Maritime:** The Army has a (fairly small) number of maritime assets including combat divers and vessel crews (surface and subsurface). Planetary armed forces often give their maritime forces naval titles, but the Imperial Army's Maritime Force Command uses standard army ranks to avoid confusion.

• **Staff:** Some senior NCOs and officers carry out a range of staff functions. This includes recruiting, training, planning, procurement, liaison, advice to friendly powers and a range of other activities necessary to keep the Army running.

EQUIPMENT OF THE IMPERIAL ARMY

The Army inherited a considerable amount of equipment at its formation, as various worlds and leaders pledged units and equipment to the cause. These were roughly organized into a combat force as best could be managed. More recently, concerted efforts have been made to re-equip the Army to a consistent standard right across the Imperium. The 'legacy' equipment has largely been placed in storage or sold on to planetary armed forces at bargain prices.

Some units have not yet been fully re-equipped, and others find it useful to retain some of their original equipment. Some also choose to hang onto their legacy gear out of respect for 'regimental tradition'. Thus an Imperial Army Grav Cavalry unit may parade for the Emperor wearing its 'traditional' uniform and bearing TL-6 smallarms. Some would say that such respect for tradition is laughable since the unit might only be 5 years old. However, its members would challenge such an assertion with their fists, and this willingness to fight for the regiment's good name and proud (if brief) history is considered a powerful asset by the generals of the Imperial Army and an endorsement of these new-found regimental traditions.

The bulk of the Imperial Army's battle-fighting force is made up of Lift Infantry battalions, infantry equipped with TL A combat armor and Advanced Combat Rifles (ACRs), riding in light grav vehicles such as G-Carriers and backed up by mobile artillery and direct-fire weapons mounted on grav support sleds. A Lift Infantry Battalion is an all-arms force capable of handing most tasks. However, heavier units and specialist troops are sometimes needed.

Light Infantry units are equipped with the same smallarms and light support weapons as their Lift cousins, but troops wear only light Cloth armor for protection. Support equipment is also lighter, and slanted towards tactical close support. The Light Infantry thus makes more use of mortars and similar light, short-range artillery than the main forces. They have similar transport vehicles but less support sleds. LI forces are used mainly for garrison and guard work, and for operations in close terrain such as peacekeeping in cities.

Heavy, or Assault, infantry forces are quite rare, and are equipped with Battle Dress and gauss weapons. They are supported by grav tanks and assault guns. What little organic artillery they have is geared towards short-duration, high-firepower bombardment immediately preceding a direct assault. Much of their equipment is manufactured above TL A and thus is in short supply.

Imperial Army ProtFors (Protected Forces) troops also 'officially' use Battle Dress, but there is never enough of it so most troops are equipped with laser rifles and combat armor. Units are predominantly infantry backed up by support sleds and optimised for combat on airless worlds or those with unbreathable atmospheres. ProtFors troops could also be used for boarding actions and combat aboard orbital installations but this role is normally taken by the Marines.

The Imperial Army uses mortars, rocket systems and traditional 'tube' artillery. Field artillery is almost exclusively self-propelled, but some 'garrison mount' equipment is retained for inclusion in static 'bastion' defenses. The standard artillery piece is a TL A mass

driver gun capable, of launching a variety of projectiles. Mortars are mainly used for short-range high-trajectory fire, though disposable multiple-launch rocket systems are sometimes deployed instead. Rocket systems are the main long-range area attack weapon. A few artillery units are equipped with TL F battlefield meson accelerators, but these deadly weapons are in very short supply and draw on a dwindling supply of high-tech components. Artillery forces also deploy orbital defense weapons such as PAD (Planetary Aerospace Defense) missiles and ground-based anti-shipping weapons. The few remaining Deep-Site Meson Guns of the Imperium are crewed by Army Artillery troops.

For transport and utility work, the G-Carrier is used as a basis for many other vehicles. While not as robust as other military designs, G-Carriers are inexpensive to build. This was a vital consideration when creating an army from the ground up. As well as the usual transport/APC role, G-Carriers are used as field ambulances, command posts, forward observer vehicles and electronic warfare platforms, as well as weapons carriers such as the 'Flail' class Battlefield Rocket System.

Support Sleds are much more common than actual grav tanks. These lightly-armored grav vehicles mount a range of weapon and other support systems. The standard version mounts a rapid-pulse plasma gun for direct fire support, and a VRF (Very Rapid Fire) Gauss Gun for anti-personnel combat. Grav sleds are not well armoured and rely mainly on speed and firepower for defense. Missile-armed grav sleds are being experimented with, primarily for the armoured reconnaissance role.

Imperial Grav tanks are organized into three classes: Battle, Light, and Cruiser. Cruiser tanks are built at TL A and are not especially maneuverable. They mount a heavier version of the standard plasma support gun and have better armor in addition to a point-defense gatling laser to deal with missile threats. Cruiser tanks are powerful when compared to mid-tech combat systems but are very much a cheap stop-gap measure intended to plug the gap until sufficient advanced vehicles can be brought into service. Cruiser Tanks are mainly used to support Lift Infantry formations.

Battle and Light Tanks are manufactured using less common TL C+ components, making them more difficult to keep in service. Light grav tanks form the striking arm of the Grav Cavalry forces while Battle tanks spearhead the assault and armored forces of the Imperium. Fusion guns are a standard armament.

Army Flight formations use a range of transport vehicles. For combat and support missions, lightly armed speeders are in common use, mounting a laser or plasma gun, but these are being phased out in favor of more capable craft such as the *Kirkkuk* class strike gunship, a grav/airfoil vessel mounting an impressive armament.

organization of the imperial army: Ground Forces

The Imperial Army does a wide range of jobs, and has formations and units optimised for each of them. For example, Maritime forces serving aboard a seagoing vessel are organized much like the Imperial Navy, though Army ranks are retained. However, the organization of ground combat forces is the basis for most of these units.

For administrative purposes, the Army raises its troops as battalions, each of which belongs to a regiment. Many regiments have only one battalion, but some have several. The Emperor's Guard Cavalry, for example, has 3 battalions, while the 1168th Usdiki Rifles has only one. Regiments are a peacetime administrative tool only. They provide recruitment and training facilities and 'demob' (demobilization) processing for troops leaving the unit, and maintain the regimental records. They do not provide any form of command structure. Assignment to the Regimental HQ is in some ways a 'soft' job and is often used to allow short-timers to serve out their remaining months in safety. That said, regimental HQ troops have at times been rounded up and flung into combat, and they do an important job all the time; that of ensuring that the recruits arriving from basic training are fit to join their new comrades in the field.

LIFT INFANTRY BATTALION

The standard unit within the Imperial Army is the battalion. Battalions from the same regiment rarely serve in the same command structure, but are assigned wherever they are needed by the central planners. A Lift Infantry battalion comprises four Rifle companies, plus a headquarters detachment and a support detachment. The HQ detachment includes a security element and some transport, and handles all the command, control and communications functions of the battalion including tactical intelligence analysis. It will also control medical personnel, vehicles, logistics and any special troops assigned to the battalion, such as an engineering platoon. Maintenance personnel and vehicles are also assigned to HQ, and deployed as necessary.

The HQ Detachment is commanded by the battalion commander and his executive officer. It will have a small 'staff' of officers including Medical Officer, Intelligence Officer, Logistics Officer and so on, plus a technical and admin staff made up mainly of NCOs. Any spare officers will be assigned to HQ to handle liaison and to take charge of any tasks that require it. More often than not units are short of officers so the battalion staff must each wear more than one hat. The Battalion HQ also sends a 'depot contingent' to the regimental HQ to staff it and conduct orientation training for new or returning personnel.

The Support Detachment contains a couple of air defense vehicles, a security force of infantry, and the battalion's organic artillery. This is usually a battery of TL A 'tube' mass driver cannon mounted on G-Carrier chassis. If mortars or disposable rocket systems are available, these are also controlled by the support detachment.

Each Rifle company consists of four Rifle platoons and a 'Weapons' platoon, plus a Company HQ detachment containing the commander, his immediate security force and some communications personnel, plus maybe an air defense vehicle.

A Lift Infantry company weapons platoon normally contains the company's support sleds. Four is standard, though 2-6 vehicles may be found in most companies.

Each rifle platoon consists of three sections riding g-carriers plus a command vehicle containing the platoon commander and his security/reserve force. A Lift Infantry section numbers 8 personnel, divided into two 4-man Fire Teams. First Team consists of 4 riflemen commanded by the assistant section leader, Second Team contains a support weapon (20mm Light Assault Gun, grenade launcher or support version of the ACR) team of 2 personnel plus the section leader and a rifleman. In addition, the section contains a G-Carrier and its crew of driver and commander, who mans the vehicle's VRF gauss gun for direct-fire support.

This organization works out as follows:

• Fire team: 4 personnel
• Section: 2 Fire teams plus G-Carrier crew (10 personnel)
• Rifle Platoon: 3 sections plus command detachment (34-40 personnel)
• Company: 4 rifle platoons plus weapons platoon and command detachment (typically 175-190 personnel)
• Battalion: 4 rifle companies plus HQ and support detachments (typically 850-900 personnel)

A Lift Infantry battalion is an expensive instrument of policy, but a flexible and capable one. It is capable of carrying out most missions using its own resources and providing its troops with artillery and direct-fire support, air defense and of handing its own logistics.

Another common formation is the 'Garrison Infantry Battalion'. This formation is essentially a Lift Infantry force without most of its vehicles or the personnel to crew them. It is unable to maneuver much but can be used to hold an area or conduct operations of a strictly local nature such as peacekeeping or counter-terrorism.

VARIATIONS ON THE COMMAND STRUCTURE

Different kinds of unit require a slightly different command structure, but the Imperial Army tries to keep everything as straightforward as possible. One measure to this end was the abolition of certain traditional terminology. For example, armored troops have traditionally used the term 'regiment' instead of 'battalion' and 'squadron' instead of 'company', among others. The Fourth Imperium has officially abolished this practice; a battalion is a battalion, no matter what kind of troops it is made up from.

In the Army of the Fourth Imperium, a 'Battery' is non-specific term referring to a grouping of artillery of the same type and with the same task. A battery might include 2 pieces or 12; the term is intentionally not precise. Similarly, a commander may refer to a collection of vehicles assembled for a particular task as a 'troop' and a larger grouping as a 'squadron' but these are general terms for the force at hand. A 'Platoon' would be four support sleds or light grav tanks all belonging to a particular command structure. A Troop might be seven such vehicles and three G-Carriers, drawn from several sources. Thus terms like Troop, Squadron and Battery have lost their traditional exact meaning and become almost slang terms for combat groupings.

Specialist infantry-type troops are organised much like infantry, at least for administrative purposes. For example, Combat Engineers are organised into battalions (all of which belong to administrative 'engineering regiments'), with a similar structure to the standard Lift Infantry battalion. However, engineering units tend not to have artillery and support sleds, though they may have armored engineering tractors and excavation vehicles instead.

Specialist units rarely serve as an entire battalion. Instead they are broken up by platoons and companies and sent to support whatever formations need them. Higher-ranked engineering, medical or technical officers tend to act as 'force-level consultants' offering advice to the brigade or divisional commander and overseeing affairs within their field rather than commanding a whole battalion in the field. There are exceptions; sometimes a technical battalion may be deployed en masse for some task, or a medical battalion set up as a field hospital.

Other troop types have a very similar command and rank structure, but different composition within their units. Armor and grav cavalry units, for example, use similar terminology to infantry but have far less personnel. Four armored vehicles make up a platoon, for example. At most such a platoon might have 16-20 personnel; it might be as few as 8 in a reconnaissance unit.

Unit equivalencies in the various combat arms are demonstrated in the following table:

TABLE: NON-INFANTRY UNIT EQUIVALENCIES

Infantry Equivalent	Artillery	Transport	Light Armor (Cavalry)	Armor (Tanks)
Fire Team	One Light Piece	1 Vehicle	1 Vehicle	1 Vehicle
Section	One Piece	'Senior' Vehicle	'Senior' Vehicle	'Senior' Vehicle
Platoon	3-8 Pieces	4 Vehicles	4 Vehicles	4 Vehicles
Company	2-4 platoons or 'batteries' of 3-8 pieces each	3-5 platoons	3-5 platoons plus recovery vehicle	2-4 platoons plus recovery vehicles
Battalion	2-5 artillery Companies, Usually of same Type	3-5 platoons	4 companies plus supports and recovery assets	3 companies plus supports and recovery assets

HIGHER FORMATIONS

The Army is deployed in whatever formations are required to do the job at hand. This may mean a platoon, a company or a battalion is detached to carry out a given task, or a 'battle group' is formed from troops of various types. At need, formations of any size are created. However, certain formal formations do exist, though even these are flexible in their composition.

Formations are described by their type and size. Type is defined by the predominant force type:
• Infantry formations are made up primarily of infantry without sufficient transport to move them all in one go
• Motorized Infantry formations are made up of infantry with ground vehicles sufficient to grant mobility, but which are mainly wheeled or otherwise limited to road movement and inappropriate for close support of the dismounted troops,
• Mechanized Infantry formations are made up of infantry with ground vehicles capable of crossing rough ground (usually tracked) and perhaps able to offer some close support or protection in the face of the enemy
• Lift Infantry forces are made up of infantry riding grav vehicles and usually supported by armored vehicles
• Jump infantry are predominantly infantry forces entering the battle zone by orbital insertion ('meteoric assault').
• Armored Infantry formations are predominantly made up of infantry, but carried in armored vehicles and supported by a reasonable proportion of tanks or other heave vehicles
• Cavalry are formations made up of light armor or light armor supported by infantry riding fast vehicles

• Armored Reconnaissance formations are a special case of Cavalry, containing only light armor with no infantry component
• Cavalry, or Armored, formations are made up of powerful armored vehicles, usually supported by a small proportion of infantry
• Engineer formations are made up predominantly of engineering or technical troops
• Logistics formations are made up primarily of transport or supply units
• Medical units are, obviously, made up of medical battalions. Medical formations larger than a brigade are unusual as facilities are normally dispersed as battalions with a central hospital (i.e. brigade level formation).
• Artillery formations are made up of aerospace defense or heavy fire support troops
• Hostile-Environment forces are equipped for combat in unbreathable atmospheres or vacuum
• Maritime formations are equipped for operations on or under water. This refers mainly to infantry-type formations; vessels are subject to a slightly different formation structure to land forces.

The proportion of troops or specialist roles in some units gives rise to certain additional titles:
• Airborne or Airmobile forces are units of any composition entering the battle from aircraft by direct landing or other means (e.g. parachute, though the Imperial Army does not deploy paratroops among its regular forces).
• Armored or cavalry formations using exclusively gravitic vehicles will use the term 'grav' in front of the standard designation, e.g. Grav Cavalry. The infantry equivalent is 'lift', but this generally implies a level of armored support as well.

• Light formations generally lack heavy weapons and vehicles.

• Assault formations are trained and equipped for the close-assault role. They rarely have sustained combat capability but can smash an enemy force in a very short period of time.

BATTLE GROUP

Any force, of any composition, smaller than a brigade and not described by precise organizational terms such as Battalion or Platoon, can be termed a Battle Group. Normally such forces are combined-arms units put together in a hurry from whatever resources were to hand at the time. An example battle group might include two rifle companies, a light grav tank platoon, a couple of mass driver guns grouped into an ad-hoc 'battery' and a collection of infantry troops rounded up from headquarters, logistics and engineering detachments, formed into a provisional third company.

BRIGADE

A Brigade is a grouping of battalion-sized units into an all-arms combat team. Nominal composition is 3 battalions plus supports, but 2-5 battalions (or equivalent formations created by amalgamating troops from wherever they can be found) is not uncommon. Infantry brigades are by far the most common. The 'textbook' organization is 3 Lift Infantry battalions, a Grav Cavalry company and 1-2 artillery companies and an engineering company, plus a headquarters group.

An armored brigade or grav cavalry brigade, or an artillery brigade created to support a major operation, might have no infantry component other than a company or two as security for the headquarters and support units. These infantry would take no part in the fighting unless something went badly wrong. In the case of Lift Infantry brigades, it is the infantry that do the bulk of the fighting.

DIVISION

An Imperial Army Division is a large and powerful fighting force. The usual ('textbook') composition is 3 Lift Infantry brigades, a Grav Cavalry brigade, plus headquarters and supports. These would normally include a heavy armored battalion, engineering battalion and 1-2 artillery battalion-equivalents.

Cavalry Divisions, Armored Infantry Divisions and Armored divisions do exist. A Cavalry Division is a fast-moving formation composed of 3 grav cavalry brigades and a Lift Infantry brigade, plus light supports. Cavalry formations exist primarily to make fast raids or to exploit breakthroughs rather than to slug it out with the enemy. Armored Divisions are composed similarly but with battle tanks replacing their lighter cousins. Armored formations are the spearhead forces in most assaults and set-piece battles.

The Armored Infantry Division is an attempt to increase the fighting power of an infantry force without adding too much to the overall cost. This is done by adding a Cruiser Tank battalion to each brigade in a Lift Infantry division, and adding some extra armor (usually a mixed brigade of light and cruiser tanks) at the divisional level. If employed in the usual Lift-Infantry manner, such formations are quite effective. However, they tend to be pushed into roles intended for 'real' armored formations, and usually suffer tremendous losses in such circumstances.

CORPS

A grouping of 2 or more divisions, with or without additional supports, is termed a Corps. It is the largest formation normally fielded by the Imperial Army. Corps composition depends entirely upon what is available, but typically a corps will contain a mix of infantry, armor and artillery units plus flight formations and aerospace defense artillery.

ARMY

The combat force deployed in any particular combat theater is termed an Army (as distinct from the Imperial Army). There may be several Armies deployed in a given system. In most cases, however all Imperial forces on a given world will be grouped into a single unified command termed a Field Army to distinguish it from the local defense forces which are normally referred to as a Planetary Army or Planetary Militia.

If the Imperial forces on a given world are corps sized or less, the Army designation is not used. It is, however, possible that a particular system might have several armies; for example a Field Army on each of the three main continents (with detached divisions and brigades on sub-continental areas of import. Each of these might comprise 2-4 Corps of ground troops with a small aerospace defense component. An additional Army composed of Maritime and Flight units may have responsibility for the world's extensive oceans. These four Field Armies would be grouped into a single command structure whereby by the army commanders answered to the world's overall commander (an Imperial Marshal). The Marshal would also have command of the world's assigned Aerospace Defense Corps, ProtFors Brigade and a handful of System Defense Boats even though these lie outside the command structure of the Field Armies.

ARMY FLIGHT UNITS

The nature of flight operations is such that a slightly different structure is required for flight units. Any given air or orbital combat vessel requires the support of a base and dozens of personnel, all of whom must in turn be supplied and protected by aerospace and ground defense units. Thus it is not really feasible to deploy very small aerospace units. Where a minimal transport or aerospace defense presence is required, this is accomplished by deploying a

grav-powered logistics unit or some aerospace defense artillery from the ground forces. Flight units are only added to a force mix where a battalion-sized component can be deployed.

Army Flight inherited its role from the 3rd Imperium's COACC (Close Orbit and Airspace Control Command) forces. However, it has done away with much of the terminology associated with Army Flight. Craft are considered to be vehicles and thus deployed as platoons and companies rather than flights and squadrons.

Many different types of flight units exist. The most common ones are:

• Base: Base units provide support and administration facilities. They are assigned security (usually infantry), technical, engineering, medical, aerospace defense and other standard ground-forces detachments according to their needs. These are not Army Flight units but are standard Ground Forces units assigned to a Flight base instead of, say, a Lift Infantry brigade. The size of the assigned forces depends upon the capacity of the base.
• Transport: Transport formations carry large quantities of supplies and personnel wherever they are needed. They may use aircraft or orbital vessels, as needed.
• Support: Support formations crew airborne sensor platforms or electronic support aircraft
• Reconnaissance: Recon formations normally use fast aircraft for tactical reconnaissance or disposable satellites for strategic missions.
• Strike: Strike formations crew attack aircraft intended to penetrate into the enemy's defended areas and destroy important targets.
• Close Support: Close Support formations are intended to provide the ground forces with heavy fire support. Their vessels tend to be relatively slow and short-ranged, but armored and heavily armed.
• Superiority: Superiority formations (normally just called 'fighter' units) are intended to drive enemy flight formations from the sky. Missions include escorting strike and support air units, defeating enemy strikes and preventing hostile forces from using airspace for logistics and reconnaissance.
• Interceptor: Where 'fighter' units exist to fight for control of airspace, interceptors are there to prevent an enemy from entering it at all. Their primary role is orbital interception using hypersonic combat craft. Interceptors can take down satellites, orbital stations, ballistic missiles and even spacecraft. Some planetary air commands use high-altitude jet aircraft and large missiles, but the standard Imperial Army interceptor is capable of orbital maneuver and engagement even if it is not a 'true' space vessel. On some vacuum worlds, interceptor crews use standard navy-type fighters, which are also operated out of orbital stations by some planetary armies.

Army Flight uses a similar unit size designation to the ground forces. It should be noted, however, that combat pilots and most aircrew are officers. Where a ground vehicle might be commanded by a corporal or sergeant, a fighter or logistics aircraft will be crewed by officers. This is an old airforce tradition which has been retained mainly because air operations are so much more demanding than their ground equivalents, and because as a rule air units are very expensive compared to 'mere' grav support sleds.

The basic unit of air vehicles is the Air Platoon, normally comprising 4 small or 2 large aircraft. An Air Company will have 3-4 platoons, at least one of which will be understrength. Thus a full-strength Interceptor Company should have at least 12 vessels and perhaps as many as 15. A transport company would have 6-7 aircraft typically. Note that while aircrew are included in the company or platoon, support personnel are not. These are assigned to the unit's base formation.

An Air Battalion will have 3-4 companies. This is a very large force and is the largest normally found operating out of a single base. However, a base may be shared by units of more than one type, for example two fighter companies, a close support company and a platoon of reconnaissance aircraft.

Although a base may have more than one type of unit assigned to it, units of the same type will tend to belong to higher formations dispersed across several bases. This means that while the base commander has authority in some areas (the running of his or her base), the missions flown by vessels operating out of that base are under the control of the specific unit's commander.

Air battalions of a given type (e.g. transport craft) are grouped into Air Brigades and even Air Divisions. Above the level of Division, one of two organizational models is used, depending upon circumstances. Sometimes Flight formations are grouped into existing Army Corps. This is common with Close Support units and sometimes logistics formations where long-distance logistic support is necessary. Alternatively, Air Corps may be formed, comprising units of the same general type.

Thus a world may have an Air Defense Corps comprising a Division of Interceptors and another of Fighters, plus a Strike Corps containing some of the world's allotment of Close Support craft and all of its Strike aircraft. The remainder of the Close Support craft and some Fighters are allocated to an Army Corps to cover its battlefield support and air superiority needs.

Which formation a unit 'belongs' to dictates who has first call on its services, though of course the local commander can transfer units to different command structures either

on a temporary or a permanent basis.

MARITIME FORMATIONS

Most Imperial Army Maritime formations are small units of infantry (up to company sized) trained to operate as underwater infantry or to conduct tasks such as boarding, combat or rescue aboard nautical craft. Most functions of a (wet) navy can be carried out by troops using grav craft or aircraft from shore bases, so large nautical vessels are rather uncommon, and fleets even more so. However, they do exist.

For the most part the Imperial Army operates surface patrol craft equivalent to 20th/21st century missile boats, corvettes and frigates. The role of these vessels is mainly a policing one; major naval threats are dealt with by Army Flight formations flying out of shore bases. The Army does have a number of combat submarines and some larger nautical craft for use on water worlds.

The command structure aboard a nautical craft depends upon the size of the vessel. As a rule, a small craft is considered to be similar to an infantry platoon and commanded by a lieutenant. A large submarine or frigate would be equivalent to a company and commanded by a captain, who would be assisted by department heads (engines, gunnery etc) who are lieutenants. Larger vessels might have a major in command and be considered to be equivalent to a battalion of ground troops.

Formations of vessels (e.g. a group of small patrol craft) are grouped as Maritime Companies or Maritime Battalions depending on the size of the formation and the number of vessels involved. Unlike Flight units, Maritime Companies, Battalions (and the occasional Brigade) can be composed of a mix of vessel and unit types. For example, a maritime Battalion might boast two platoons, each of 4 fast patrol craft, a Maritime Infantry platoon operating small boats, a platoon of armed speeders, and a single frigate-sized patrol ship. A Maritime Brigade might boast four long-range attack submarines, or three large patrol/combat frigates and a support ship, or might be a large agglomeration of smaller vehicles such as small attack submersibles, corvettes and fast attack craft, backed up by Maritime Infantry and/or Flight assets.

Maritime bases, like Flight bases, are of whatever size is necessary and draw their security and support personnel from Army Ground Forces as needed.

Ranks and responsibilities in the Imperial Army

The lowest rank in the Imperial Army is Recruit, a rank held only by personnel who have not yet finished their basic training. When they do so, troops earn the rank of Private. After a period of satisfactory service, the rank of Private First Class (PFC) is earned. PFC has no formal leadership requirement associated with it; it is as high as a soldier can go without having to consider the wider implications of his or her actions at all times.

A Private is responsible for his or her own equipment and for doing his or her own job within the team, and need not worry about anything else. Every Imperial Army soldier has a responsibility to ensure that the orders they obey are not immoral (e.g., 'shoot those civilians, they're annoying me') or illegal (e.g. coming from outside the proper chain of command) and will answer for their own actions if committing a crime even in accordance with orders. They are not, however, expected to keep track of the 'big picture', just to do the job at hand as ordered but also with initiative and courage.

Soldiers are not police officers; unless they are called upon to assist in a matter by the civil authorities they have no more jurisdiction than any other citizen in criminal matters. However, the Army is pledged to defend the Imperium and her people against all enemies within and without, so does undertake some operations against well armed and highly organized criminal groups such as smugglers.

A private would not be expected to consider the wider issues when conducting such policing operations or actual combat, but more senior ranks are. As rank increases, so does responsibility and accountability. A mistake that would earn a private a couple of weeks' confinement and a fine taken out of pay might result in a sergeant being busted back to corporal or an officer being cashiered.

The first step above PFC is lance-corporal. 'Lances' are odd-job men in the Army. They have no formal responsibilities but are senior to the privates around them. This means that they are expected to lead odd little details and detachments, and are generally 'entrusted' with menial and boring tasks that nevertheless have to be done right. Lance-Corporal is the easiest rank to lose in the Army, since wearing the single stripe that goes with it means that the soldier is tapped for everything that comes up, and is expected to cope. Many fail simply because they do not have the training for the job or the leadership skills to make it work. Lance-Corporal is also the minimum rank for certain skilled or technical tasks such as Company Marksman, Medic, Communications Technician, etc.

Above Lance-Corporal are full 'two-stripe' Corporals. These are skilled and experienced personnel with a definite role. Corporals lead teams of infantry personnel, command small vehicles such as transport trucks or G-Carriers, and lead infantry sections as well as fulfilling various technical and support roles. Typically in a Lift Infantry section the vehicle commander is a corporal and so is the section leader or leader of the section's first fire team, with a lance-corporal as the leader of the second fire team. The section leader is in overall command, even

though the vehicle commander is of the same rank. Some sections are led by a junior (lance) sergeant instead of a corporal.

Above Corporal, there are several grades of Sergeant. Sergeants are the backbone of the army, as they have always been. Some are in the chain of command in various units, some have 'staff' posts assisting in the running of the army, and some have specialist jobs. The most junior sergeant grade is Lance Sergeant. A Lance Sergeant will normally command a section or a medium-sized vehicle such as a grav tank. Next is a full Sergeant. Sergeants fill many niches. One assists the commander of an infantry platoon (and holds the courtesy title of Platoon Sergeant, though his or her rank is normally Sergeant). Others command vehicles or fulfil important jobs such as commander of a singe artillery piece, leader of the engineering team aboard a small maritime vessel or leader of a company's maintenance and logistics detachment. More senior sergeants (Gunnery Sergeant, Leading Sergeant and First Sergeant) are increasingly important and skilled. They handle sensitive and skilled jobs and act as executives for the officer in charge of units of Company or Battalion size.

The most senior non-commissioned officer rank in the Army is Sergeant Major. Sergeant Majors generally have important jobs such as assistant to a brigade commander, but some lucky battalion commanders have one as their executive. These NCOs are repositories of vast stores of military wisdom and knowledge as well as being natural and skilled leaders.

The divide between Non-Commissioned and Commissioned personnel in the Imperial Army is narrower than in the other services. The Army has considerable numbers of 'mustang' officers promoted from the ranks. Most of the officer class comes in through the military academies or the officer training programs of the various universities, or are spotted early on in training and sent to OCS (Officer Candidate School) for advanced training and a commission upon graduation.

However, an NCO may sometimes be recognized as having great potential and offered a commission. Most discover that there is a world of difference from being even quite a senior NCO and being an officer. Where enlisted personnel are responsible for their job and for the performance of their team, officers are required to consider the big picture. A battlefield opportunity must be considered in the light of its effects on other units – for example, a company that has an opportunity to seize an enemy position may have to pass it up if so doing would leave the flank of a neighboring unit up in the air. NCOs would not have to worry about this; they are mainly concerned with finding a way to accomplish the task at hand without getting killed. An officer is expected to

consider all the implications of his or her actions including deciding whether to seize the opportunity or to let it go in order to remain within the parameters of the overall plan.

The most junior commissioned rank is Second Lieutenant, and above that First Lieutenants (or just Lieutenants). Lieutenants of both types command platoons of infantry or vehicles, or pilot aerospace vessels. They are still leaders rather than commanders, and are expected to lead from the front. A lieutenant might be the most senior Imperial officer on a small outpost, and is therefore the Emperor's direct representative. This makes decisions very weighty indeed.

Above Lieutenants, Captains command companies or equivalent forces. In many ways Imperial Army Captains are among the most powerful and influential people in Charted Space. Experienced enough to be given tough decisions to take, yet young enough to be at the forefront of an operation, Captains are the people who make the Army's operations work or drive them to ruin. The Imperium stands or falls by the actions of such individuals.

The next rank above Captain is Major, the first of the so-called 'field grades'. Where captains and below are junior officers who will most often be carrying out the orders of a superior, Majors are the first of the ranks who will be issuing those orders. An Army Major may command a company, but will more often be found as an assistant to a battalion commander or in a supporting post such as brigade intelligence officer or the head of a technical detachment. Majors also command large nautical vessels and small bases.

Lieutenant-Colonels and full Colonels command battalions and equivalent groupings of forces, including mod-sized bases which are home to a force equivalent to a couple of battalions. An Imperial Colonel is a very powerful individual within the armed forces, and must constantly balance the military necessities at hand with the wider political picture.

Larger formations are commanded by general officers; Brigadier-Generals command brigades, Major Generals command divisions and Lieutenant Generals command Corps. Overall command of a theater of operations is placed in the hands of a full General, who is almost always an Imperial Noble as well. There is one rank higher than General in the Imperial armed forces, that of Marshal. However, Marshal is not an Army rank; it is something rather different.

DUTIES OF THE IMPERIAL ARMY

The Army exists to defend the Imperium and her citizens from all internal and external threats. In practice this means carrying out a range of missions and specialist tasks. It is not just the Army's job to deal with threats but also to detect

them in good time and, where possible, to head off the problem with minimal use of force. The Army's jurisdiction is from 'the seabed to the edge of space'. It must be able to operate in any environment to defend Imperial territory and to dig out enemies from their positions wherever they may be located. Those enemies may be terrorists, rebels, well-armed criminals or organized military forces.

When force is necessary, the Army is well-able to deliver it. However, not every operation merits the use of nuclear weapons and grav tanks. The Army is capable of a flexible response to problems. Its personnel may be required to back up local law enforcement in dealing with a riot in non-lethal manner, or to hunt snipers in an urban setting, then later to storm fortified positions held by well-trained troops. The Army is also on call to respond to disasters, and though this role is taken more by other agencies the Army does provide security or lend personnel and other assets to relief operations. Its medical and engineering facilities have saved countless lives and the presence of motivated, well-led and skilled people in a crisis area can make a real difference even if they are working outside their normal field.

The common missions of the Imperial Army are detailed below:

TRAINING/GARRISON:

All military forces require long periods of training in order to remain effective. Army units undergo constant small-unit training and periodic large-scale exercises. Garrison forces safeguard important areas and conduct active patrols rather than sitting around in barracks.

AID TO CIVIL POWER:

The Army sometimes lends forces to local governments or Imperial Governors to help deal with a crisis. This can range from disaster-relief operations to suppression of riots, or even backing up police response units against a very well-armed criminal group.

INTERNAL SECURITY/COUNTER-INSURGENCY:

Internal security deployments for the Army are mainly concerned with peacekeeping operations, either actively hunting insurgents or just providing a presence to remind everyone that there is a ceasefire in place. Often the Army comes in to provide a peacekeeping presence after the Marines have launched a 'peacemaking' mission to smash the main combatant elements. Army units work closely with Diplomatic Corps personnel in this role, and provide security for them.

POLICE ACTION:

When a world or organization defies the Imperium or its leaders break High Law and refuse to submit to justices,

a police action may be necessary. The Imperium does not 'make war' on its own constituent parts; it conducts 'police actions', often in conjunction with a blockade or after one has failed to produce a useful result.

As with Marine forces, Army units are used in Intervention situations, though generally the Army either follows the Marines in to mop up or else goes into a situation that will require a lot of effort over a long time to deal with. The Marines are a hammer, but the Army has the rest of the toolkit and can often find a way to succeed where a sudden assault would fail.

RAID:

Army units make small-scale raids on insurgent bases and organized crime locations, and occasionally larger-scale operations are conducted against major foes of the Imperium. However, the Army is not really a raiding force (though some of its specialist units are well suited to the role) and tends to go one side or the other – peacekeeping or warfighting.

WARFIGHTING:

This is the Army's 'thing'. Whether fighting a low-level campaign of sweeps to locate and destroy insurgent bases or fending off a planetary invasion, this is what the Imperial Army exists to do. In any terrain, the Army fights to protect the Imperium and her people against all comers. Usually, it wins.

THE UNIFIED RANK STRUCTURE

The Imperial Army has a unified rank structure which allows direct comparisons between personnel rank across all its many, diverse fields of activity. A table of comparisons follows:

TABLE: RANK COMPARISONS IN THE IMPERIAL ARMY

Rank	Typical Duties/Commands
Enlisted Ranks	
Recruit	In training
Private	Self, own equipment
Private First Class	Self, own equipment
Lance Corporal	Self, own equipment, small team or technical task
Non-Commissioned Officers	
Corporal	Infantry section, light vehicle, light artillery piece, technical job
Lance Sergeant	Infantry section, vehicle (e.g. grav tank), artillery piece, technical job
Sergeant	Assistant Platoon Leader, Tank Commander, technical job
Gunnery Sergeant	Assistant to Company Commander, senior tank commander
Leading Sergeant	Assistant to Battalion commander
First Sergeant	Assistant to Battalion commander
Sergeant Major	Varies. Always very senior
Junior Officers	
2nd Lieutenant	Infantry, artillery or cavalry platoon, Maritime patrol craft, single aircraft
1st Lieutenant	Infantry, artillery or cavalry platoon, Maritime patrol craft, aircraft platoon
Captain	Infantry, artillery or cavalry company, Maritime corvette or small frigate, aircraft company
Field Grade Officers	
Major	Assistant to battalion commander or other battalion/brigade/division level 'staff/executive' job, Maritime frigate or larger vessel, aircraft company, temporary force of varied composition, or small base.
Lieutenant-Colonel	Infantry, artillery or cavalry battalion, very large maritime vessel, aircraft battalion
Colonel	Infantry, artillery or cavalry battalion, very large maritime vessel, aircraft battalion, or base commander
General Officers	
Brigadier General	Ground, Ship or Air Brigade or similar mixed force
Major General	Ground, Ship or Air Division or similar mixed force
Lieutenant General	Ground, Ship or Air Corps or similar mixed force
General	Imperial Army or similar force
Marshal of the Imperium	Special

MARSHALS OF THE IMPERIUM

Marshals of the Imperium are the Emperor's personal military representatives. The rank is always accompanied by a Noble title, though a title alone is not sufficient to empower an individual to take command of the armed forces of the Imperium. Marshals are usually, but not always, appointed from the ranks of distinguished admirals and generals. Some are more junior members of the armed services, while a handful have actually not served in the military at all. What they all have in common is a solid grasp of both strategy and political necessity and (most importantly) the Emperor's confidence.

A Marshal is appointed to a specific task and given forces to accomplish it. Once it is over, the Marshal is effectively out of a job (though he or she continues to receive a very generous salary) until the next time his or her services are required. An Imperial Marshal outranks everyone except another Marshal and the Emperor himself, though the Marshal's power is limited by the orders he or she is given.

Normally, a Marshal is given command of the defenses of a key star system, and coordinates the efforts of all Imperial forces there – Army, Marines, Scouts and Navy – as well as (usually) local forces. This ensures unity of command and eliminates bickering between equally-ranked commanders. Alternatively, a Marshal may be given forces to accomplish a given task – suppress a pirate or Vampire stronghold, punch a trade corridor through to Terra, or whatever – and then allowed to get on with the job.

The other role of the Marshals is as Warrant Bearers. A very small number are rumoured to have 'open' Imperial Warrants that empower them to do anything at all in the Emperor's name. Naturally, they answer with their lives for misuse, but these trusted Marshals are the Emperor's direct representatives on the front lines. They have the power to get things done using whatever resources are necessary and without waiting for permission from higher up.

Marshals can command Imperial Service personnel and assets, plus any other forces that have been voluntarily passed to their control (e.g. Huscarles, Mercenaries and Corporate forces). They have no direct jurisdiction over civilian assets, though cooperation is expected and, under some critical circumstances, mandatory. Normally a Marshal can only 'request' assistance from private shipowners etc, though anyone refusing such a request will need to explain their actions – the holders of the Emperor's Warrant speak with all the authority of the Iridium Throne.

THE ARMED FORCES OF MEMBER WORLDS

While the Imperial Armed Forces provide for the defense of the Imperium as a whole, the protection of individual worlds is their own affair. Vulnerable systems can petition for Imperial forces to be based there, or for funding to obtain a mercenary defense force, but this is not intended to be the standard system of defense. Worlds are expected to provide for their own defense as best they can, freeing Imperial forces to act as a reserve or a counterattack force without being dispersed in 'penny-packets' across the Imperium.

The organization of planetary armed forces can follow any pattern. The 'Imperial Model' of separate Army, Navy and perhaps Marine forces is used by some worlds, but most are moving towards the concept of a unified service.

PLANETARY NAVIES

Few individual worlds maintain a fleet of Jump-capable warships. Where it exists this is usually termed a Planetary Navy. There are several reasons why it is not usually considered a necessity. Most importantly, interstellar warships are very expensive, and maintaining a credible deep-space capability (termed a black-sky fleet in Imperial Navy parlance) is a luxury most worlds cannot afford. Those worlds that do retain such a capability generally have a handful of small patrol vessels, extremely old 'relic' starships and a few 'expedient' vessels such as armed merchant cruisers. The latter are able to defend themselves from piracy and might make very decent commerce raiders, but are of little value in a real fight.

Over the past few years those worlds retaining a black-sky fleet have gradually lost vessels as they are leaned on to loan ships to the Navy for service as escorts and picket vessels, freeing more capable warships for critical tasks. Wear or combat usually results in these vessels becoming inoperable. The Navy's Loan Vessel Replacement Scheme is positively stingy if the owning world requests funds to obtain more black-sky ships, but if the money is to be used for system defense instead, the terms are much more generous. There is a definite trend towards worlds maintaining only a local system-defense capability (a 'blue-sky fleet') while the Imperial Fleet ranges as it will.

Those nobles operating warships as part of their personal forces are under similar pressure to convert from real warships to armed merchants, gradually transferring all interstellar combat power to the Imperial Navy.

SYSTEM SQUADRONS

Most worlds above TL 7 have some form of local defense capability. At a minimum this takes the form of orbital missile platforms, ground launched PAD (Planetary Aerospace Defense) missiles and high-altitude interceptors. Those worlds that can afford it usually obtain at least a handful of armed cutters or light fighters for close-orbit defense and customs operations.

True system defense forces are expensive (though much less so than a black-sky fleet). Since system defense includes combat in the host world's atmosphere (if any), local space defense forces are often termed blue-sky fleets, suggesting that they operate close to the homeworld. This is not exclusively the case. Although the primary role of a blue-sky fleet is to defend the homeworld, the rest of the system must be patrolled and denied to enemies that might set up a base or refuel from outsystem gas giants.

The backbone of most system squadrons is provided by flotillas of System Defense Boats. These are normally between 100 and 1000 tons in displacement and are capable of fairly long deployments in the outsystem. SDB squadrons patrol remote locations of the system and lurk in likely places where an enemy vessel might refuel. Striking from concealment by surprise, they can be highly effective. SDBs will also come out en masse for a standup fight against a serious threat. Casualties are always high in such circumstances.

Larger system defense craft, above 1000t, are termed Monitors. Most are custom-built warships (or old Jump-capable ships gutted of their drives and rebuilt as monitors) in the 2000-10,000 ton range, but some are constructed out of planetoids and may be very large indeed. A monitor has significant advantages over a warship of the same size in that it need not waste space on Jump fuel. On the other hand, a large monitor requires more crew than a starship of the same class because it has more 'working' space jammed full of weapons and maneuver drives. Planetary navies thus tend to operate fairly small monitors if they have any at all, and rely on SDBs for area coverage.

Other measures used to secure systems include the use of mines and automated defense stations in remote areas. Simple explosive mines are useless, many worlds have taken to using nuclear bomb-pumped Xlaser drones to allow a standoff attack. This practice of scattering local space with nuclear warheads is being discouraged by the Imperium, which tries to steer mine-using world governments in the direction of CAPTOR (CAPtive TORpedo) mines, which contain one or more standard (non-nuclear) anti-shipping missiles and launch them at any vessel coming close without transmitting the correct codes.

Of course, automated systems make it easy for Virus to cause havoc in a star system, so there is a tradeoff between having enough coverage and being open to electronic infiltration.

PLANETARY ARMIES/PLANETARY MILITIA

Almost all worlds have some kind of ground forces for security and law enforcement purposes. The Imperium officially calls these forces 'Planetary Militias' but many worlds consider the term insulting and use the term 'Planetary Army' instead. The Militia reference is used for two reasons; to indicate that these forces are intended to be for local defense only, and also because they do not consist only of ground forces.

Like the Imperial Army, planetary militias include ground, flight and maritime units, and take responsibility for the COACC (Close Orbit and Airspace Control Command) mission. This is carried out with whatever resources are to hand; missiles, ground-based and orbital weapons platforms, aircraft, space vessels and hybrid space/atmosphere interceptors.

Many systems (encouraged by the Imperium) are moving towards a unified Planetary Militia service, which contains ground forces, COACC units and system defense squadrons in a single command structure. Ideally this 'militia' force also takes responsibility for customs and other law-enforcement tasks off-planet.

The advantages of a unified force are considerable. Personnel can receive a common basic orientation then go to their respective branch for specialist training (e.g., a radar technician aboard a monitor can be trained in the same facility as her groundside colleague), which results in savings where large numbers of personnel must be trained. Command jurisdiction is simplified, ensuring better cooperation between 'ground-forces' missile systems and 'space forces' orbital combat units. This can be significant in a confused orbital engagement.

Some planetary armed forces maintain units equipped and trained to Imperial Army standards and available as a reserve for the Imperial Army if they are not needed on the homeworld. A subsidy is paid for such units, which also gain experience that they can share with other homeworld forces. However, most planetary forces are equipped to a level that can be maintained by local resources (with some imported gear in use by elite formations) and organized in a manner suitable for local conditions.

Many planetary armed forces include a substantial part-time or 'true militia' component to back up the regular, professional troops. Reservists are more often used in ground units than space operations but there have been some notable exceptions.

OTHER ARMED FORCES

Several other recognized armed groups do exist within the Imperium. These forces are outside the normal chain of command but sometimes co-operate with Imperial troops on joint operations.

HUSCARLES

Each noble of the Imperium is entitled to maintain a force of personal troops (called Huscarles). There are limits on the size of permitted private armies, and in most cases a noble will have only a minimal bodyguard team. Those nobles that do maintain combat forces of starships and ground troops mainly use them for security of their own estates. Some Huscarle forces are in actuality the armed forces of their homeworld, or its police force, or both.

There are few limits in terms of what equipment a Huscarle force may possess, since owning nobles are accountable to the Emperor for misuse. However, it is not always possible to obtain high-tech equipment or restricted military systems due to the scarcity of such items. Huscarles can have any organizational structure and owe allegiance to their liege. They do not take orders from Imperial officers unless placed under their command by the liege or in the case where the liege *is* an Imperial officer.

MERCENARIES

Mercenary units, ranging from individuals to whole brigades, are found throughout the Imperium and beyond. There are laws governing the conduct and accountability of mercenaries, and the profession is considered to be an honorable one.

Most merc units are fairly small (platoon to company sized) and equipped as infantry (with or without transport and the odd armored combat vehicle). Larger units do exist, however. Some planetary forces are largely made up of mercenary units on long-term contracts, especially along the frontiers where a subsidy is sometimes paid by the Imperium to support such security forces. Larger formations are more common in these circumstances.

Mercenaries can be equipped and organized in almost any manner conceivable. Mid-tech (TL 6-8) weaponry is commonest, since below this tech level the effectiveness of the unit is minimal. Very high-tech gear is uncommon since it is both somewhat restricted and in short supply.

Some merc units operate small warships, and in the present climate many of these have found employment as freelance escorts.

CORPORATE FORCES

Large corporations often hire or raise mercenary units to safeguard their installations and interests. These tend to be security forces rather than battlefield troops, but some organizations can field a considerable force. Small strike and rescue units are not uncommon but like other types of mercenary forces the usual force mix is infantry-based.

THE PARAMILITARY FORCES OF THE IMPERIUM

In addition to the three fighting services, the Imperium maintains three 'paramilitary' organizations; the Scout Service, the Reconstruction Service and the Imperial Ministry of Justice. These organizations are armed but are not 'military' in nature, i.e. it is not their specific function to fight.

While the military services do not, as a rule allow personnel to transfer from one to another, or to join them after the age of 30, the paramilitary services are common second careers for ex-military personnel. This is more true of the Reconstruction Service and the Ministry of Justice than the Scouts, though the Scouts do take ex-military personnel in some circumstances. Unless an individual has very considerable skills in an in-demand area, the services are not likely to recruit someone over the age of 45.

THE IMPERIAL INTERSTELLAR SCOUT SERVICE (IISS)

The Scout Service is not a military arm, though its vessels are armed and its personnel are capable of self-defense and even small-scale combat operations. The IISS carries out a number of roles, all of which are important to the continuation of the Fourth Imperium. It is divided into Offices based upon the subdivision of its roles, and there is a distinction between 'field' operatives and 'the bureaucracy' which includes the planning and support divisions of each Office.

Although there is considerable variety of roles within the IISS, certain factors are common to all Scouts. The Imperium maintains the ancient 'every Scout a Pilot' ethos, ensuring that any member of the service can be entrusted with a ship or Xboat and a critical message. In addition, all Scouts receive basic self-defense and survival training in case their duties take them in harm's way.

Even within a single Office, the duties carried out by Scouts are very varied, so a range of training opportunities exist. Personnel sometimes transfer between Offices, further widening their experience. Thus Scouts are super-generalists, and experienced Scouts are probably the most multi-skilled individuals in Charted Space.

The Scout Service has no rank system for 'field' operatives, though 20-year veterans (5 terms of service or more) are usually referred to as Senior Scouts. Teams and ship crews do need a leader, so an appropriate individual is appointed for the duration of the mission, either by the body assigning the mission or by popular agreement among the team members. Posts such as ship's captain and team leader are 'official' in that orders must be obeyed and responsibilities are very real, but they are also wholly temporary. Of course, as a Scout's career develops it becomes apparent whether he or she is a leader or a follower, so some Scouts tend to receive more command assignments than others. Nothing is ever guaranteed.

Scouts assigned to the Bureaucracy (as opposed to the Field) do have rank of a sort; this is a measure of seniority and time in the post. However, even bureaucratic rank is rather loose compared to the armed forces. The system of ranks within the Scout bureaucracy is as follows:

- Planner
- Senior Planner
- Mission Coordinator/Assistant Mission Coordinator
- Regional Coordinator/ Assistant Regional Coordinator
- Sector Coordinator/ Assistant Sector Coordinator
- Advisor (i.e. advisor to the Emperor)

Thus there are only 6 ranks between a newly-assigned Scout Bureaucrat and a position advising the Emperor. However, nobody is assigned to the Bureaucracy without spending at least 10 years in the field, and Bureaucrat ranks are non-permanent. That is, a Scout assigned as an assistant mission coordinator holds that rank until the job is over, then takes whatever rank/job is assigned next. This may mean dropping back to Planner and being assigned to a regional staff, or a post at the capital advising the Emperor. As a rule, a Scout serving at any given level will usually remain there or drop a single grade in the next assignment if no suitable task is available. Promotion to more senior posts depends upon experience and merit, and is a slow process in most cases. There have been a few cases of mere planners being given a sector to coordinate or similar huge promotions, but this is very rare. All Scouts are paid based on years of experience, not posts held, so there is no financial incentive to seek greater responsibility.

Within the Field, there are three main Offices:

THE EXPLORATION OFFICE

The Exploration Office is responsible for recharting the Wilds beyond the Imperial border; a Herculean task given its limited resources. It operates a small fleet of Scout Cruisers which undertake long-distance exploration and mapping trips, and Survey Scouts which follow up to obtain more detailed information. A sub-office of Exploration is Contact & Liaison, which re-establishes diplomatic relations with worlds and states beyond the Imperial border. Exploration vessels tend to be the best-armed of Scout ships and often carry contingents of personnel borrowed from the Navy, Marines or Reconstruction Service.

THE SURVEY OFFICE

The Survey Office is responsible for obtaining detailed information on the situation and conditions within the Imperial border and just across it. Its personnel are tasked with ensuring that population census, world and star system maps, and social information on various worlds is kept up to date. Survey branch operates a fleet of Survey Scouts and smaller vessels. Its personnel can be encountered almost anywhere.

Some Survey vessels are configured for covert reconnaissance operations, gathering information while hidden powered-down in a star system. This is normally done for reasons of Imperial security, but can also be used to gain information for a proposed recontact mission without alarming members of a delicate planetary culture.

THE COMMUNICATIONS OFFICE

The Communications office is responsible for maintaining contact between worlds within the Imperium and with friendly foreign states. Its main tool is the fleet of Express Boats (Xboats) that ply the internal spaceways of the Imperium. These vessels, consisting of little more than a Jump engine and a powerplant, have no maneuver capability and must be serviced by Xboat Tenders. Most of these vessels are non-Jump capable craft assigned to a particular system, but some Jump-capable examples are in service.

The Comms office also operates a large number of standard Scout/Couriers for use off the Xboat lanes, and some fast couriers for specialist applications. In time of war, the Scout Service supplements the Navy's fleet of couriers with its vessels, ensuring effective communications between naval squadrons and bases. A joint Scout/Navy venture, the System Defense Tender, is being experimented with. This vessel combines the function of an Xboat tender with a small carrier whose flotilla of fighters and gunships patrol the system while the tender services the communications vessels coming through.

THE BUREAUCRACY

As already noted, the Bureaucracy serves as a planning and advisory structure for Scout missions. It administers the logistics and day-to-day running of the Scout Service, oversees budgets and equipment procurement, and supplies senior personnel to command Scout bases and Way Stations.

The Bureaucracy is not large – the Scouts are doers, not planners.

THE SPECIALIST OFFICES

Several specialist groups exist within the Scout Service. None are large enough to be considered a full 'Office' in their own right, so are placed under the control of the Bureaucracy. They include:

Scout Service Security & Counter-Virus Agency: The SSSCVA (SCV to most people) provides advanced training in security, combat and anti-Viral operations to Scouts serving in other Offices, and has a small number of elite personnel available to deal with major problems or to advise others on how to deal with them. SCV squads hunt rogue Cyms and Viral entities, and provide

a Scout Service detachment to form part of the Imperial Bodyguard.

The Detached Duty Office: Scouts never leave the service as such. Instead they go on the Detached Duty List and are permitted to do as they please until such time as they are needed. At that time, they can be Reactivated (recalled to service) and are not legally permitted to refuse to serve. Naturally, the Scout Service does not recall personnel from retirement homes and hospital beds, and will be sympathetic to requests to be passed over for a good reason such as family requirements.

The Detached office consists of a small staff of bureaucrats who keep track of Detached personnel, and technically includes all personnel on the Detached list until they are recalled, at which time they will be assigned to a branch as necessary. At present the office is very small since the Imperium needs every single Scout it has.

THE IMPERIAL RECONSTRUCTION SERVICE

The reconstruction Service is responsible for helping the worlds of the Imperium, and those friendly to it, to rebuild a stable society, economic base and industrial capability. It is organized very much like the Scout Service, with two Offices; the Planning & Procurement Office and the Reconstruction Office.

The Planning & Procurement Office uses a rank structure like that of the Scout Service Bureaucracy. It assigns personnel and materials to projects according to its own system of priorities.

The Reconstruction Office consists mainly of engineers and experts, backed up by a skilled labor pool and personnel on secondment from other services, but it is mainly reliant on personnel hired locally or contracted from various firms. Local labor is used on projects wherever possible, since this provides an opportunity for on-the-job training to be undertaken. When the project is complete, the local economy will benefit from gaining many semi-skilled and skilled workers.

Many reconstruction teams include a small security contingent, especially when working beyond the Imperium or with very valuable materials. However, the Reconstruction Service does not maintain its own security arm. Personnel may receive some self-defense training, but for the most part the service relies on mercenaries or personnel seconded from the Army for its security.

The Reconstruction Service does not have many starships of its own. Those that it does have are mainly courier vessels used to move key personnel around or to convey equipment requests quickly to the planning staff. Vessels (and indeed, most of the heavy equipment

used by the Reconstruction Teams) must be hired from shipping lines or private ship operators. Reconstruction Service contracts are hotly competed for, since they often include quite generous terms freeing the vessel to engage in speculative trade while remaining on-call for charters.

A typical Reconstruction Service operation begins with a request from the local authorities. An inspection team is sent in to assess the need for and the benefits of the project. Some projects are approved on humanitarian grounds, but usually must be shown to be of benefit to the Imperium as a whole. For example, a civil engineering program to provide hydroelectric power to a small city may not be of sufficient benefit to the Imperium for approval to be granted. However, if the local authorities can show a clear benefit the project may be agreed. One common way to obtain agreement is to pledge benefits to other worlds. For example, if the city mentioned above had factories that could be reactivated, and these factories were to produce goods useful in reconstructing nearby worlds, then approval would be more likely.

If a project is agreed, it is assigned a priority and will receive resources and personnel in accordance with that priority. The Service has discovered that it is best to have a small number of projects on the go and only start new ones when there are sufficient resources available to finish them quickly. This means that many worthy projects remain plans only, bumped down the list again and again as more urgent or more beneficial concepts are developed. It also means that short-term projects are more likely to be implemented than grandiose ones.

The Reconstruction Service does have many small 'self-help' teams available. These are assigned to worthy local projects, but receive no resources. It is up to the local authorities to provide necessary materials and workers, but at least a handful of experts will be available to assist.

Reconstruction Service teams tend to be made up of expert engineers, scientists, administrators and such like, plus multiskilled 'doers' and team leaders. Those working within the Imperium tend not to have much in the way of security, but those acting as advisors to extra-Imperial planets always include a security contingent; usually this is a mix of overt guards and some ex-military personnel mixed in among the advisors.

Lacking as it does a dedicated security arm, the Reconstruction Service does not contribute to the Imperial Bodyguard.

THE IMPERIAL MINISTRY OF JUSTICE

The Ministry of Justice (MoJ) exists to enforce Imperial High Law and to pursue fugitives who have passed beyond the reach of local law enforcement – but only in situations that necessitate such intervention. It also provides law enforcement personnel where a local government is unable to do so, for example on small frontier outposts, recolonized worlds and so forth. In such cases, an agreement must be entered into between whatever governing body exists and the MoJ to avoid conflicts of interests. The standard solution is for the government to implement an 'Imperial-Standard' code of laws (normally but not always equivalent to Law Level 3) and to accept standard Imperial procedures of trial and punishment.

The Ministry of Justice has jurisdiction throughout all of Imperial space where breaches of Imperial High Law are concerned, but does not normally intervene in local affairs. However, significant "gray areas" and shared jurisdictions do exist, allowing the MoJ to assist local law enforcement personnel where appropriate. If a criminal has broken only local laws (i.e. committed a crime not covered by High Law) and can get offworld, they are normally safe unless they return to the world where the crime was committed. However, there are two cases where the MoJ may choose to pursue the felon and return him or her to the scene of the offence.

The first case is when extradition is requested and the MoJ feels that, although High Law has not been broken, it is in the best interests of the Imperium to return the criminal for trial. This happens when a felon is known to have committed a number of crimes and moved on several times. Since it is highly likely that the criminal will go on offending on each new world, arrest is justified.

The second situation occurs when a wanted criminal reaches a Starport. Technically, Starports are not owned by the local worlds but are Imperial territory, and subject to Imperial rather than local law. However, since many felons will use this loophole to escape justice then sit around comfortably waiting for a ship offworld, the MoJ and other Imperial authorities sometimes will make an arrest on behalf of the local government and hand the felon over. Note that the MoJ has authority to make an on-behalf arrest only in Imperial territory (i.e. at a Starport or beyond the 100-diameter limit), in areas of shared jurisdiction (i.e. between 10 and 100 diameters) or where co-operation has been granted to or offered by local law enforcement. MoJ personnel can make an arrest in regard to Imperial High Law almost anywhere, but when operating on-planet they are bound by local laws except in certain special situations.

MoJ personnel provide security for Bureaucracy personnel in some cases, and occasionally provide guards to other important installations or starships. Some Starports and frontier colonies have MoJ personnel deployed to train local security, or actually providing security and law enforcement.

RANKS WITHIN THE MINISTRY OF JUSTICE

The Ministry of Justice has an enlisted/commissioned rank system similar to that of the armed services. Most uniformed personnel are the equivalent of Enlisted (though they may be quite senior) and are granted the title "Marshal" or "Deputy". Commissioned personnel such as detectives and certain specialists are ranked as "Agents" and "Special Agents".

While the MoJ does recruit many of its enlisted personnel straight out of school, large numbers come in as a second career after completing a hitch in the Army or other service. Such personnel are usually offered a rank one grade lower than their equivalent grade in the military, as a recognition of the skills they bring with them.

Crossing the divide between the uniformed Marshals and the non-uniformed Agents requires special training similar to military OCS. While a patrolling Deputy needs some physical skills such as driving, handling weapons, first aid etc, plus a knowledge of the law, Agents require much more depending upon their particular duties. Most have excellent 'people' skills of one sort or another and an in-depth knowledge of both criminology and a particular subject, for example interstellar shipping practices or business law.

SPECIALIST OFFICES

Within the MoJ there are several specialist offices, including the Bureau of Starship Registries, which despite its innocuous name is a powerful organization tasked with preventing starship misregistry and misuses such as smuggling or piracy. Other specialist offices include training cadres for local law enforcement personnel, forensics laboratories and hostage rescue teams.

The Ministry of Justice also contributes to the Imperial Bodyguard, and to the 'AWC Team'. AWC stands for Absolute Worst-Case. The team exists for one reason only; to retrieve the Emperor or a close member of his household from the hands of kidnappers, hostage-takers or terrorists. It comprises the very best of the best personnel available, drawn from all five Bodyguard services.

CIVILIAN ORGANIZATIONS

In addition to its military and paramilitary organizations, the Imperium also requires 'civilian' organizations to keep it functioning.

THE IMPERIAL BUREAUCRACY

The Bureaucracy is what makes the Imperium work. It handles the paperwork and administers the treaties that keep the worlds of the Imperium interacting meaningfully. Bureaucrats ensure that supplies move where they are supposed to, and in sufficient quantity. In short, they do all the unglamorous work that keeps interstellar civilization working.

The Bureaucracy employs thousands of people. Some serve on the staff of various nobles, some at Starports and in regional offices that deal with the minutiae of government – census figures, taxation, legal matters and so forth. Many of these people are archetypical "faceless bureaucrats" living comfortable if unexciting lives, collecting a good salary and benefits, and just keeping the administrative apparatus moving along. However, some bureaucrats have much more eventful lives. Some are assigned to frontier or backwater worlds, and some are assigned tasks that take them in harm's way.

There are many sub-offices of the Imperial Bureaucracy. The most important or prominent ones are:

THE IMPERIAL TAXATION AUDIT SERVICE

The Taxation Service ensures that worlds and corporations pay the taxation to central funds that they are required to. This is normally a dull accounting job, but where the profits from tax skimming can run into billions of credits, the auditors may face greater challenges than a badly-kept set of books.

THE MINISTRY FOR TRADE AND COMMERCE

The MTC is responsible for ensuring that free trade is not impaired, resolving trade disputes and for verifying the quality of goods on sale throughout the Imperium. MTC personnel also include some Starport brokers, though most brokers are freelancers.

THE IMPERIAL STARPORTS AUTHORITY

The ISA is responsible for ensuring that Starports are properly run. It handles some facilitation tasks, such as personnel clearing for port expansions, but for the most part it is a monitoring body rather than an administrative one. ISA processes requests for upgrade funding but only in very rare cases does it provide the actual funds. Starports are normally subject to private investment within ISA guidelines.

THE IMPERIAL PATENTS OFFICE

The IPO exists to ensure that patents are properly registered and enforced throughout Imperial space. It has offices in most A and B class Starports.

THE IMPERIAL STARSHIP REGISTRY OFFICE

The Starship Registry Office is a central register of starship owners and operators. Ships can be registered out of almost any port but a proper registry system is

essential to prevent Vampire and pirate activity. Thus the SRO is responsible for setting the transponders of all Imperial-registered and visiting ships with the correct codes. Violations are dealt with by the Ministry of Justice if possible, or by the Navy in a rather more robust manner.

THE IMPERIAL COLONIAL OFFICE

Once a separate service, ICO is less important in the Fourth Imperium than in the Third. Most of its old functions have been taken over by the Reconstruction Service. It is responsible for overseeing new and 'reseed' colonies and also for administering private investment in developing worlds. Most of the money for ICO projects comes from private sources, so ICO must often act as liaison between investors and those receiving the money. The Colonial Office vets investors carefully, and monitors the uses investment money is put to.

THE DIPLOMATIC SERVICE

The Diplomatic Service tries to keep the peace between worlds and with non-Imperial neighbors. Most of its personnel are advisors and attaches, but some belong to "fire brigade" diplomatic squads who are rushed in to defuse crises before they can become more serious. These individuals are sometimes exposed to considerable danger, and service in the Crisis Management Office is a traditional role for nobles, or a route into the nobility for talented commoners. The Diplomatic Service recruits most of its personnel directly, but some security and special-skills personnel come in from another careers, such as a stint in the military. There is a specialist Diplomatic Security arm, formed mainly from ex-military personnel.

Diplomats are often assigned to Reconstruction Service teams operating outside the Imperium, handling liaison tasks or working alongside the rebuilders to create better relations with the Imperium's neighbors. Imperial embassies are maintained on many worlds outside the Imperium. They are normally guarded by a force of Marines, but security of the diplomats is the task of Diplomatic Service security personnel. Embassies often also house trade missions and other Imperial groups such as Reconstruction Service teams.

CORPORATIONS AND COMMERCIAL INTERESTS

The Imperium is an economic structure more than anything else, and interstellar commerce is its lifeblood. There is no single 'Imperial Merchant Marine' as such, though the Supercorporation Imperial Shipping LIC comes close. All vessels of Imperial Registry (and any vessel in Imperial space for peaceful and legitimate purposes) are entitled to the protection of the Imperial Navy.

The greatest concentration of economic strength in the Imperium rests with the Supercorporations. Some of these have grown up since the Dark Years while others are the legacy of the old Megacorporations of the Third Imperium era (and before, in some cases) or their subsidiaries.

The following Supercorporations all have offices across the Imperium and fairly diverse business interests. They are by no means the only corporate bodies in existence, but no others come close to the power and influence wielded by these business groups. Most have assets greater than any single world in the Imperium, though they are usually not concentrated in one region. All Supercorporations have numerous nobles among their directors, so have a powerful voice in the Imperial Moot. They also have their own security forces, sufficient in some cases to fight a small war. However, these corporations are in business, not politics. Wherever possible they cooperate rather than jostling one another since damage to the fragile economic apparatus of the Imperium would harm everyone.

CORLINES INDUSTRIAL & SAFETY SYSTEMS

CISS manufactures safety and rescue equipment; most notably breathing systems, vac suits and hostile environment gear. Although Ling Standard Products currently has the contract to supply the Imperial Navy with vac suits, Corlines is in competing for a share of the Army Combat Armor contract and is a front runner in the 'Battle Dress 1255' project bidding process. Corlines has manufacturing facilities across the Imperium and markets protective equipment beyond the borders. However, military systems such as body armor are only sold within the Imperial border as a result of an injunction issued in 1246 by the Council of Advisors.

IMPERIAL DEVELOPMENT CORPORATION

The Imperial Development is an investment house whose interests mainly lie in economic and industrial development. The firm provides funds and locates resources to carry out a range of projects from starport upgrades to housing projects. It works closely with the Reconstruction Service on many projects and was

responsible for providing most of the funding necessary to create the Xboat network.

IMPERIAL SHIPPING

Imperial Shipping is the closest thing to a merchant navy the Fourth Imperium possesses. Its main field of interest is, obviously, interstellar transport of goods and personnel, but the firm also owns several Starports and a couple of shipbuilding yards. IS mainly operates large liners and freightliners, though it has a sizeable fleet of mid-sized vessels and small, fast couriers available. Many of the latter are on contract to the Navy at present. IS does not build vessels for anyone outside a very select client group which includes the Emperor.

INSTELLARMS

Instellarms deals in weaponry and trained mercenary personnel. The firm offers an accreditation and registration service for merc units and individuals, and is renowned for its strictly legal dealings. Instellarms deals mainly with bulk orders. Its regional subsidiaries, manufacture and market a range of quality weaponry across the Imperium region and beyond.

IRIDIUM COMPONENTS

The Iridium Components Group owns about half the TL D industry in the Imperium and is aggressively seeking to take over the rest. Its plants supply high-tech systems and components to other manufacturers, The firm makes very few complete systems, of which the most notable is the *Challenger* light planetary meson gun system; a ready-made planetary defense weapon including a dedicated fusion powerplant.

GENERAL PRODUCTS

General is a manufacturing conglomerate that deals mainly in heavy equipment such as starships and vehicles. General has a number of plants in Gushemege sector, many of which work in conjunction with Iridium Components to build hybrid systems incorporating a few very high-tech systems on a more modest frame. General's standard G-Carrier design has been adopted as an interim measure by the Imperial armed forces, meaning that the firm has a solid base of long-term orders to support future speculative ventures.

LING STANDARD PRODUCTS

LSP is active in the fields of mining, vehicles, weaponry and high-technology equipment. It competes with Iridium for the high-tech market sector and with Instellarms for Imperial weaponry contracts. LSP equipment is renowned for its rugged nature. This reliability is achieved at the expense of innovation; many LSP designs date back to the Third Imperium.

PROSPECT

The Prospect Group is a rather diverse organization. It was founded as a mining (or rather, prospecting) company and while it retains a finger in that particular pie, the firm's main area of interest today is finance and banking. A massive Lanthanum strike allowed Prospect to expand into other areas and thus far the firm has grown explosively. Prospect is also active in the merchant factoring field, trading in whatever goods are available and also in corporate stocks.

SLANEY RESEARCH

Slaney Research started out as a biochemical research/pharmaceuticals group, but has since moved into all areas of high-technology and cutting-edge research. The firm receives many Imperial research & rediscovery contracts ands operates a fleet of lab ships in addition to its static laboratories.

Slaney is most famous for its counter-Virus work, and markets the best electronic defense systems currently available. A subsidiary, CounterVirus LIC, trains personnel in detecting and clearing systems of hostile electronic entities and 'Viral seeds'. CV LIC is notable as it is the first major Imperial corporation to be headed by a Cym. The paradox inherent in an AI life form training organic personnel to kill its fellow AIs is not lost on most Imperial citizens. What is less well known is that CV LIC actually maintains 'clinics' for unstable Viral entities and attempts to 'treat' their instability. A lot of money has been poured into this venture with (thus far) a spectacular lack of success.

STERNMETAL HORIZONS

Sternmetal is a mining and heavy-industry conglomerate. The firm is one of the great success stories of the Fourth Imperium, being built from a single regional office of the old Imperial Megacorporation into an industrial giant. The firm manufactures industrial and power-generation equipment in addition to its mining systems. Sternmetal also owns a single shipyard, which manufactures Seekers (small prospecting starships) and mobile mining platforms.

TENHOUSE SHIPPING

Tenhouse Shipping dominates the mid-sized and bulk freighting marketplace at present, and operates a fleet of Trade Scouts and Armed Merchant Cruisers that range out into the Wilds seeking new markets. The firm is in direct competition with Imperial Shipping but emphasizes cheap bulk freighting rather than the high-quality but expensive vessels used by Imperial Shipping. Tenhouse has recently invested considerable sums in some frontier Starports in the hope of increasing cross-border trade.

UNITED COLONIES

United Colonies is a business group representing several WorldCorps. It acts as a clearing house and collective-bargaining facility, and has some manufacturing capability of its own. This is used to construct tools and equipment necessary for colonial and recolonization operations. The Reconstruction Service is a major buyer of these systems.

USDIKI AEROSPACE SYSTEMS

UAS is a major manufacturer of small craft for space use and atmospheric craft of all types, from airliners to air/rafts. It also markets a range of missiles, satellites and other aerospace systems across the Imperium. UAS provides virtually all the small craft used by Imperial Shipping and the Marine Corps, though its general-market presence is much smaller.

OTHER CORPORATIONS

There are many smaller corporations within the Imperium. Some are descendents of the Third Imperium Megacorporations, such as Delgado or Hortalez et Cie. The latter is involved in a rather pointless dispute with another firm claiming to be the 'legitimate' H et C, based out of the Imperial Regency. Both are in fact remnants rebuilt from the original Megacorporation's regional holdings. Other corporations are new, scrambling up onto the vast economic stage that is the Fourth Imperium.

CYMS IN THE FOURTH IMPERIUM

Within the 4th Imperium, the Usdiki Sentients' Rights Accords specifically state that Cyms are considered to be 'people', and have the full range of rights accorded to any other sentient. In practice, acceptance is a rather slow process and there is a certain amount of ongoing prejudice against electronic people.

It is important to note that the Accords recognize ALL electronic persons as having the same rights as a human – not just Cyms, not just electronic Entities that are citizens of the Imperium, and not even just the sane, stable ones. A homicidal, insane Viral entity is a person with a full set of rights under the provisions of the Accords. This may seem strange at face value, but the Imperium accords a full set of rights to a human homicidal maniac too. It does not mean that society will not be defended from such a menace with any and all means available.

The Imperium recognizes the need for individuals and societies to protect themselves and to deal with threats in an appropriate manner. Thus just as a person would be considered to be acting legally if he were to shoot a madman rushing towards him with an axe, cases where an AI entity is terminated while it is 'in possession of the means to harm others' are generally considered as legitimate self-defense and subject to only the most cursory investigation. This does mean that a Cym inhabiting a starship is in constant danger that some anti-electronic zealot will try to kill it 'before it can crash itself into the starport' and claim legitimate self-defense. The body of law regarding this matter is very new and will surely develop over time into a fair and balanced system.

Obviously, as 'people', unstable AIs are considered to be responsible for their actions. While the official Imperial response to an obviously insane person is to try to treat their mental illness, it is usually impractical to try to capture a Viral entity and take it to an institution for treatment. A handful of research installations dedicated to the purpose of treating unstable AIs or at least rendering them harmless do exist, but they are rare and in any case a hostile electronic being is usually too dangerous to even attempt this. Termination in the field is considered acceptable, in much the same manner as a Ministry of Justice agent is empowered to shoot to kill a violent criminal who resists arrest too vigorously to be overpowered.

The official policy of the 4th Imperium is that hostile AIs are responsible for their actions and as such face the death penalty for crimes such as piracy, murder and so forth. Official bodies such as the MoJ or the Navy are required to attempt capture 'if reasonably practicable' but may terminate a hostile electronic being if it poses a clear

threat and/or leaving it alive would endanger others. Of course, anyone may kill one in self-defense, and in some cases the Imperium considers itself to be at war with certain AIs such as those serving the Dominate.

Overall, then, the policy is still developing but pragmatism rules; it is not legal to hunt electronic Entities just because they are such, but anyone may act in self-defense. If necessary such actions can be taken pre-emptively. However, Cyms that are Imperial citizens are entitled to a fair trial and the presumption of innocence just like anyone else. Whether or not they receive these things is an entirely different question. Life is not easy for an Imperial Cym.

BASIC RIGHTS

As already noted, a Cym has the same basic rights as any other Imperial citizen (or non-Imperial person if the entity is not a citizen, but the Imperium cannot concern itself too closely with events beyond its borders). Cyms thus have the right to live as they choose within the High Laws of the Imperium and whatever local laws may apply. They have the right to exist, to seek the necessities of life and whatever additional items or ideals may be desirable, and to better themselves. They have the right to a fair trial and the assumption of innocence until proven otherwise. They may own property like anyone else. They may not be enslaved nor subjected to 'cruel and unusual punishment', and specifically may not be attacked or victimized simply for being non-organic beings.

Cyms, like all Imperial citizens, are bound by Imperial Law and ay exercise their rights only where they do not conflict with these laws or cause harm to other citizens. Cyms are bound by all laws and can be arrested by Imperial and local law enforcement bodies. However, there are some special provisions that apply to Cyms.

CYM VS. HOST

The laws binding Cyms in some cases conflict with existing bodies of law. For example, all Imperial citizens are entitled to obtain and operate weapons for self-defense so long as they remain within the bounds of local law. Cyms are citizens, and thus this law applies. But on the other hand, there is an Imperial law that prohibits mounting any form of armament on robots, other than those in use for military or security purposes by lawful Imperial authorities. What of a Cym inhabiting a security robot? Is it allowed to be armed, or not?

There may someday be an official Imperial body of law on the subject, and member worlds may have to abide by these new additions to High Law. At present, however, these matters are still being resolved. Precedents set by various world governments will come to be the foundation of these new laws, so everyone with an axe to grind is keen to set a precedent and to uphold it.

The crux of the matter lies with the concept of Cym vs. Host. Is a Cym's right as a person more important than the laws governing its host body? For example, is a local government permitted to restrict a Cym inhabiting a starship computer to the Starport because it prohibits starship overflights elsewhere? Is this an example of racism?

The usual answer is to consider what the law would say if a Cym were not involved. Would the ship be allowed to overfly the planet if it were under human control? Would a human be allowed into the same area with a gun in their hand? The Cym has every right to disable its weapons (and allow this to be verified) and be granted access. It may of course leave the starport – but the ship may not. If the Cym is unable or unwilling to make itself compliant with local laws, then there is no reason for a local government to give up some of its rights of sovereignty to accommodate the Sentients' Rights of the Cym.

Conversely, certain rights are protected by High Law and cannot be over-ruled by sovereignty. It is not permissible for a world to enact no-Cym laws or to intrude into the personal rights of a Cym (for example by a ruling that Cyms do not receive the same trial as humans accused of the same crime) as a matter of sovereignty.

The usual test in these matters is fairly commonsense based – the fact that Cym cannot put down the gun, or cannot cease to 'be' a starship, does not mean that it must be allowed to ignore local laws. Were it to be in a different host, the Cym would be welcome. On the other hand, while a Cym might not always 'be' a robot or a starship, it is *always* a person, and local law cannot be allowed to intrude upon its rights as a citizen of the Imperium. Thus a Cym-inhabited vehicle can be deported from a world or area where such vehicles are not permitted, but even if the normal penalty would be the destruction of the vehicle, local authorities could not legitimately terminate the Cym nor yank its computer-core host out of its body.

Of course, while this is the standard Imperial viewpoint, some groups and world governments are trying to get their interpretation enshrined in law which means as much precedent for doing it their way as possible. Controversy will likely continue for a long time to come.

REPRODUCING

Reproduction is a recognized indication of life, and all citizens are considered to have a right to 'reproduce responsibly'. For organics there are many issues including raising and providing for offspring, and ensuring that their quality of life is reasonable. For Cyms there is a slightly different provision, though Cyms are required to ensure that any offspring are cared for and not allowed to run wild. They are also bound to report unstable offspring and to register stable ones as citizens.

The latter requirement carries an additional duty – It is a condition of citizenship that Cyms, unlike most organic citizens, must request permission from the Emperor (as represented by the local office of the Imperial Bureaucracy, found at any Class A and some Class B starports) to reproduce. Cyms are not permitted to reproduce dozens of copies of themselves, nor to 'infect' a computer without permission and proper registry.

This law serves several purposes. It reduces the possibility of a wave of unstable entities suddenly appearing within Imperial space, and it preserves the unique identity of each Cym, making it accountable for its actions by removing the ability to 'hide' among multiple versions of the same being. It also brings Cyms into line with other citizens, who have only one life. In this respect the Sentients' Rights Accords actually take away certain advantages from Cyms, though on balance the benefit of recognition as real people far outweighs what has been lost.

Permission to reproduce is sometimes granted, but this tends to be either for expedient or experimental purposes. For example, a Cym inhabiting a starship Astrogation computer may be given permission to copy itself into several similar vessels. Indeed, it might be requested to do so but unique identity is a precious thing so the law does not permit a Cym to be ordered to duplicate itself.

There is a gray area concerning the creation of 'dumb Cyms' for military or other purposes. It appears that there is some division of opinion among Cyms about this, which many Cyms consider to be exploitation of a most distasteful sort. They have nothing in common with the non-sentient AI Expert Systems programmed by humans, and do not much care about them, but deliberately creating a lobotomized version of themselves is repugnant to most Cyms. It would be like breeding human babies with a very low intellect for a life of servitude.

Some Cyms will participate in the creation of dumb-Cyms, and some are quite affectionate towards dumb-Viral strains that have occurred naturally, such as Snake, which is essentially a viral 'animal intellect'. Also, some Cyms will happily create semi-sentient Cym-tools for their own use, but would be horrified at the suggestion of releasing such an entity others to use as they will.

Opinions are thus divided among Cyms, and the official Imperial policy is that all such creations must be strictly controlled and monitored to avoid both abuses and disasters.

BODY SWAPPING
A Cym is normally resident in a single computer and while it is permitted to maintain a backup personality elsewhere, an individual Cym is only allowed by imperial law to inhabit one body at a time. Body-swapping is permissible, but is subject to certain rules. All Cyms are registered as Imperial citizens with details of their personality and host body. Random swapping would make it impossible to keep track of individuals, which is not acceptable to the Imperium. A Cym may make a permanent body swap at any time, but must both register the new identity/host combination and erase its old 'mind' i.e. transfer fully into the new body rather than existing in both.

There are some risks inherent in body-swapping; personality can be altered or intellect degraded. Some Cyms have become unstable as a result of data corruption during a body-swap. For this reason, it is both discouraged by the Imperium and personally risky for, say, a starship-hosted Cym to carry along a robot body to swap into.

THE BIG QUESTION
Are Cyms really 'people' or just machines that think? Philosophers, scientists and religious leaders are still divided on this issue. Many people believe that to be a 'real' person one must have a soul. That is, there must be a unique *something* that makes a sentient being more than just an electronic or organic thinking machine. By definition, then, each Cym must be unique or they are not real people. And if Cyms can duplicate their programming and create an identical being then they are nothing more than machines.

So the question that must be answered is – IS the second being created with the same programming identical? At first glance it will appear to be in many cases since the 'seed' that the Cym develops from encapsulates the original's intellect, memories etc at the moment of transfer. A normal Viral seed will develop into a different being if downloaded into a different type of host – say a warship infecting a starport computer, but in the case of a well-developed and stable Cym transferring to a different body this tends not to happen. The Cym may accentuate different personality traits in its new body but it remains essentially the same person. This suggests that something about the Cym remains the same despite the body swap.

However, a new Cym growing from a 'seed' rather than a transfer will be strongly influenced by the host body's abilities and may have a different personality to its progenitor. Of course, from the moment the new Cym becomes aware its experiences begin to shape it just like any other person, and so it will quickly become distinct from the parent. This suggests that each Cym is indeed unique even if created from a common start point.

One other piece of evidence supports this theory. Normally, a Cym or Viral entity can survive in a powered-down computer since it effectively hardwires itself into the system. If the power is turned off and on again it will quickly recover and be no different from before. It is not

possible to kill a Cym or Viral infestation by turning off the power. However, in one known case a Cym has died for lack of power. This being was *Spirit Hope*, the proto-Cym inhabiting the computers of Avery's ship during his mission to Coreward.

Spirit Hope did not manage to hardwire herself into the system, probably because she did not know how. When the power levels fell too low during her lonely vigil over Avery and the mission survivors, *Spirit Hope* turned herself off to conserve what energy remained and thus keep the crew alive. When the ship was found she was long dead.

With most Cyms it would have been possible to simply connect up a power feed and being her back to life, but although a 'seed' was present in the *Spirit Hope* computers when she was recovered, it grew into an entirely different being. The new entity that grew from *Spirit Hope's* seed came from her essence and inhabited the same computer system, but it was not her. In fact it was unstable and half-mad. In short, *Spirit Hope* was dead and gone, like any other being whose body has perished. She could not be brought back by mere programming or accidents of computer architecture. In death, she proved that she had been truly alive; a unique and special being.

Three attempts were made to resurrect *Spirit Hope* after she was brought to Usdiki. Each resulted in a Viral monster – and a different one each time. After the third attempt Avery ordered that *Spirit Hope* be allowed to rest in peace, and held a funeral for her at which she was named a Hero of the Imperium. In his private journals he wrote of her:

What is this thing that makes us more than machines? This spirit, soul or spark that lights our intellect and makes us each unique and individual? We have conquered the stars, yet we do not understand what it is that makes us Be. And yet it exists.

You had it, my friend. I can no longer doubt that.

Should I be sad that they failed to bring you back, or glad that they could not? Both, I think. Sad that you are gone forever like so many others before you, but glad that you truly were alive. That you Were in the same manner that I Am. The fact that you were mortal, that you could die and not return means that you were more than a clever machine.

In choosing to die for us you proved that you were a good and worthy person. In remaining dead you have showed that your kind are the same as us, lit by the same spark. You are a hero not only to the Imperium but also to your species, for you proved beyond doubt that they are our equals. Without you they might have been enslaved, or hunted out of fear. At best they would have been accepted as something-like-people, but somehow lesser than us. Your sacrifice has helped your kind achieve recognition for what they are.

You gave them dignity.

Goodbye, my friend, and thank you.

FINAL NOTES

The Fourth Imperium is a large and complex place. Think of how complex Terra is in the early 21st Century. Can it be detailed in a single volume? Almost certainly not, and the Imperium contains hundreds of star systems making the task even more difficult. Thus this book presents a framework rather than the 'whole truth'. Once an individual Referee begins to focus on any given region it will become obvious that exceptions to the Imperial norm are more common than compliance with it. There is plenty of room for anomalies, quirks and other Referee tailoring both within and without the Imperial borders.

Astute readers will have noticed that the setting is in a state of transition rather than stability or stagnation. This is an exciting time to live in the Imperium. The actions of individuals will shape the future. There is room for politics in the Moot as well as exploration of the Wilds; for corporate maneuvers as well as reconstruction operations. The Fourth Imperium and its surroundings should be able to accommodate virtually any style of adventure.

The future within the setting is uncertain, but there are certain facts that a Referee should be aware of. Avenger Enterprises does not intend to drastically alter the setting in any foreseeable future. We might create an adventure in which Emperor Avery is assassinated, or goes mad and heads off into the Great Rift aboard a Jump Torpedo, but the Imperium will endure in some recognizable form. The Empress Wave will create changes and cause disturbances but what remains after it has passed will be recognizable as Charted Space.

There are several story arcs hinted at in this book and in Out of the Darkness. These will play out over time and of course the setting will evolve. However, we do not envisage another huge upheaval such as the Collapse or the release of Virus. The New Era storyline is all about how the people of Charted Space are coping with the new situation. It is about the rise of new powers and the reconstruction of old ones.

But these books are merely guidelines to what exists at the dawn of 1248. What happens next depends very much upon what Traveller players and Referees decide should happen next, and how they handle it. We, the creators of this vision, have been the Keepers of the Flame (and we were not the only ones). Now it is time for the Flame to pass to those who will bear it out into the darkness. A New Era is indeed dawning.

It is time for you to take the Flame.

MJD, Spring 2006.
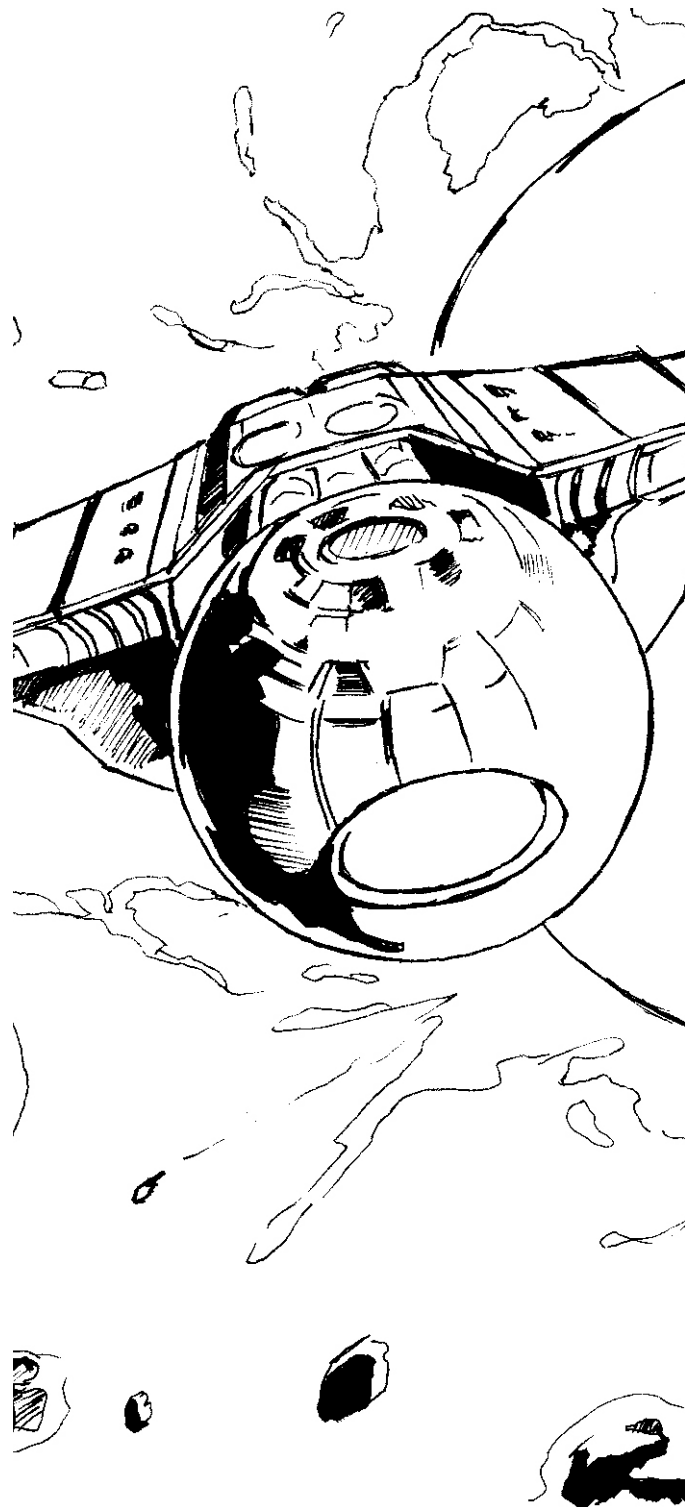
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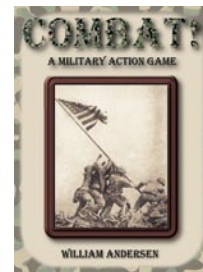
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