

Supplement PO4
Eire Subsector

TRAVELLER

Science-Fiction Adventure ☺

in an Alternate Traveller Universe

zho.berka.com

Eire Subsector

By: [BeRKA](#)

Happy St. Patrick's Day! 🍀

I hope this will be more useful than the [Merry X-Mas](#) Subsector.

I do think that this *almost* follow the rules for popular subsectors from a [previous post](#). We have some backwater worlds, but they are not independent. We have 2 interstellar states. We have obvious adventures, and also a place called home. Dublin for some of us, Armagh for [Eamon](#), and maybe somewhere else for someone.

The obvious adventures can be taken from the news (old and new) about Ireland.

This leads me to my suggestion of 4 races in this subsector. They should represent the Celtic, the Norse, the Protestants and the Catholics (or Old and New English). The lazy could use Humaniti, Vargr, Aslan and Bwaps or any other Traveller races that might fit. The more ambitious may want to invent their own races. An interesting scenario would be if the Humans represent the Celts. Then this will be in the far far future, when Humaniti have been driven away from their home-worlds to his cluster at the edge of the galaxy. Another interesting scenario could be if the Humans are the latest (New English) invaders. Then there might be some interesting moral dilemmas about the genocide of the original inhabitants of this cluster.

One thing to note about the map is that the towns and villages that are not in the map are still there as secondary populated worlds. E.g. Banbridge is a planet in the Armagh System. In the empty systems within the borders, there might be deep space objects.

There are also a few planets with Irish names in the OTU:

Youghal in Spinward Marches hex 3039

Donegal in Diaspora hex 2632

Limerick in Solomani Rim hex 0226

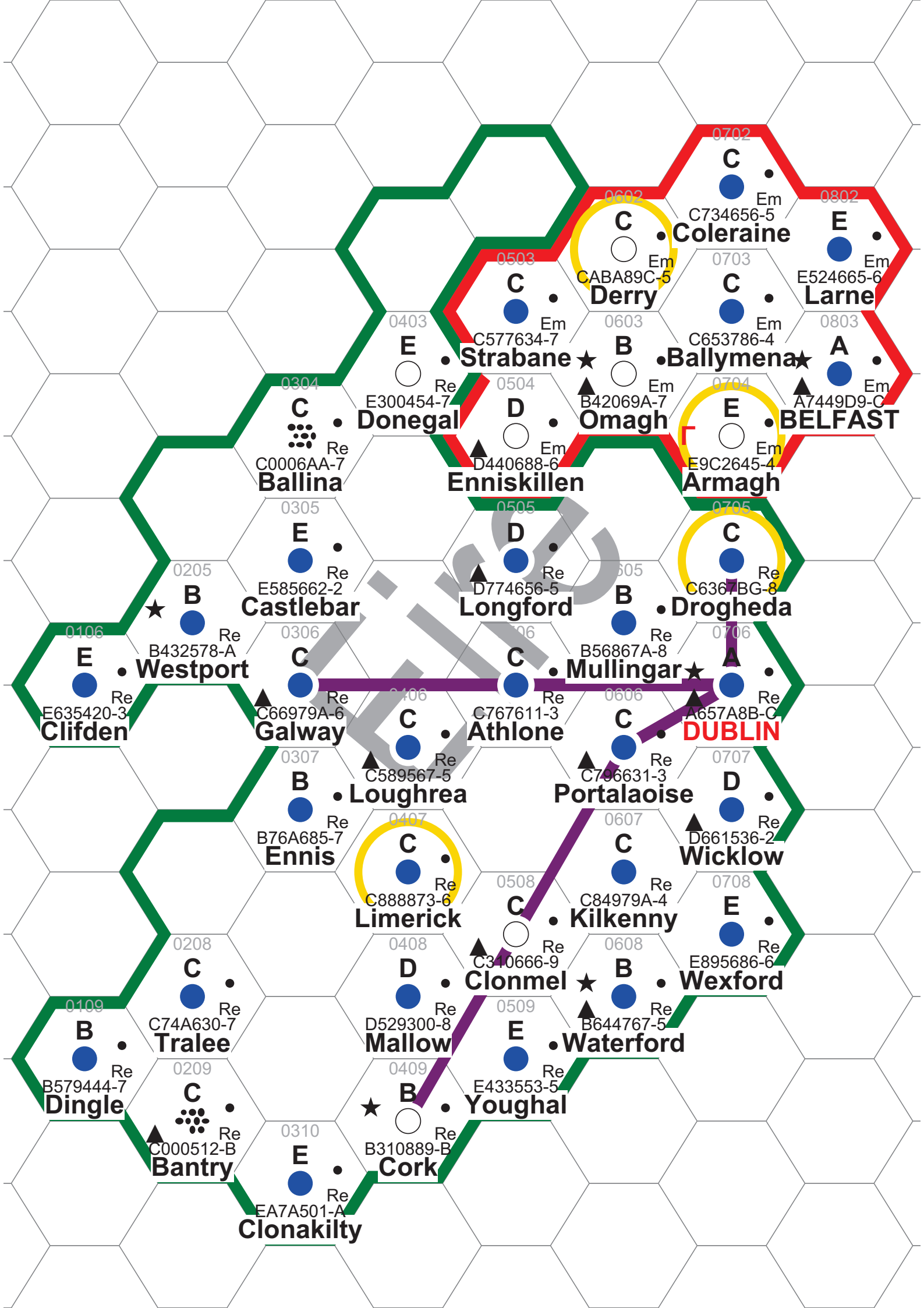
Derry in Gushemege hex 1740

Drogheda in Dagudashaag hex 2304

Dublin in Lishun hex 2730

Belfast in Fornast hex 0625

The idea for this was from a popular post on the facebook Zhodani Base page. This version is updated with a few ideas from the comments at facebook. So running an idea at facebook, before posting it at the base is quite useful. If You want to be able to influence the posts at the base, you should join the Zhodani Base facebook page.



Clifden	0106	E635420-3	Ni			213	Re
Dingle	0109	B579444-7	Ni			214	Re
Westport	0205	B432578-A	N	Ni	Po	220	Re
Tralee	0208	C74A630-7	Wa			223	Re
Bantry	0209	C000512-B	S	As	Ni	103	Re
Ballina	0304	C0006AA-7	As	Na		114	Re
Castlebar	0305	E585662-2	Ag	Ri		123	Re
Galway	0306	C66979A-6	S	Ri		300	Re
Ennis	0307	B76A685-7	Ri	Wa		301	Re
Clonakilty	0310	EA7A501-A	Ni	Wa		104	Re
Donegal	0403	E300454-7	Ni	Va		414	Re
Loughrea	0406	C589567-5	S	Ni		224	Re
Limerick	0407	C888873-6	Ri			A 124	Re
Mallow	0408	D529300-8	Lo	Ni		412	Re
Cork	0409	B310889-B	N	Na		224	Re
Strabane	0503	C577634-7	Ag			223	Em
Enniskillen	0504	D440688-6	S	De	Po	124	Em
Longford	0505	D774656-5	S	Ag		123	Re
Athlone	0506	C767611-3	Ag			124	Re
Clonmel	0508	C310666-9	S	Na		224	Re
Youghal	0509	E433553-5	Ni	Po		234	Re
Derry	0602	CABA89C-5	Fl	Wa		A 323	Em
Omagh	0603	B42069A-7	2	De	Na Po	223	Em
Mullingar	0605	B56867A-8	Ag	Ri		213	Re
Portalaoise	0606	C796631-3	S	Ag		125	Re
Kilkenny	0607	C84979A-4				110	Re
Waterford	0608	B644767-5	2	Ag		304	Re
Coleraine	0702	C734656-5				603	Em
Ballymena	0703	C653786-4		Po		102	Em
Armagh	0704	E9C2645-4	Fl	Rs		A 204	Em
Drogheda	0705	C6367BG-8				A 100	Re
DUBLIN	0706	A657A8B-C	2	Hi	Cp	133	Re
Wicklow	0707	D661536-2	S	Ni		405	Re
Wexford	0708	E895686-6	Ag			102	Re
Larne	0802	E524665-6				223	Em
BELFAST	0803	A7449D9-C	2	Hi	In	804	Em

An Clochán	0106	E635420-3	Ni			213	Re
An Daingean	0109	B579444-7	Ni			214	Re
Cathair na Mart	0205	B432578-A	N	Ni	Po	220	Re
Trá Lí	0208	C74A630-7	Wa			223	Re
Beanntraí	0209	C000512-B	S	As	Ni	103	Re
Béal an Átha	0304	C0006AA-7	As	Na		114	Re
Caisleán an Bharraigh	0305	E585662-2	Ag	Ri		123	Re
Gaillimh	0306	C66979A-6	S	Ri		300	Re
Inis	0307	B76A685-7	Ri	Wa		301	Re
Cloich na Coillte	0310	EA7A501-A	Ni	Wa		104	Re
Dún na nGall	0403	E300454-7	Ni	Va		414	Re
Baile Locha Riach	0406	C589567-5	S	Ni		224	Re
Luimneach	0407	C888873-6	Ri			A 124	Re
Mala	0408	D529300-8	Lo	Ni		412	Re
Corcaigh	0409	B310889-B	N	Na		224	Re
An Srath Bán	0503	C577634-7	Ag			223	Em
Inis Ceithleann	0504	D440688-6	S	De	Po	124	Em
An Longfort	0505	D774656-5	S	Ag		123	Re
Athlone	0506	C767611-3	Ag			124	Re
Baile Átha Luain	0508	C310666-9	S	Na		224	Re
Eochaille	0509	E433553-5	Ni	Po		234	Re
Doire	0602	CABA89C-5	Fl	Wa		A 323	Em
An Ómaigh	0603	B42069A-7	2	De	Na Po	223	Em
An Muileann gCearr	0605	B56867A-8	Ag	Ri		213	Re
Port Laoise	0606	C796631-3	S	Ag		125	Re
Cill Chainnigh	0607	C84979A-4				110	Re
Port Láirge	0608	B644767-5	2	Ag		304	Re
Cúil Raithin	0702	C734656-5				603	Em
An Baile Meánach	0703	C653786-4		Po		102	Em
Ard Mhacha	0704	E9C2645-4	Fl	Rs		A 204	Em
Droichead Átha	0705	C6367BG-8				A 100	Re
BAILE ÁTHA CLIATH	0706	A657A8B-C	2	Hi	Cp	133	Re
Cill Mhantáin	0707	D661536-2	S	Ni		405	Re
Loch gCarman	0708	E895686-6	Ag			102	Re
Latharna	0802	E524665-6				223	Em
BÉAL FEIRSTE	0803	A7449D9-C	2	Hi	In	804	Em

0602 Derry

By: [Randy](#)

One of the first worlds settled in the Eire Subsector and still of significant importance, Derry in recent centuries has become overwhelmed by tension between the system's different human populations. Intractable disputes over political allegiances, ethnolinguistic communities, and attitudes towards human biological diversity and evolution may yet produce catastrophe.

Subsector History

The first inhabitants of the Derry system were travellers from Earth, distant descendants of the crew of the ESA generation starship *Niall Noigiallach*. Funded by the European Union member-state of Ireland, the *Niall Noigiallach* was—like the other generation starships of its class—modelled on the three vehicles of the European Space Agency Long-range Colony Mission launched in the mid-21st century. Carrying two thousand passengers and ten thousand embryos, the *Niall Noigiallach* was launched in 2089 with the goal of establishing an Irish colony world hundreds of parsecs to rimward of Sol, in a cluster on the fringes of the Local Arm.

Unlike many other Terran generation starships of that era, the *Niall Noigiallach* survived to reach its destination, in 4688 CE decelerating into orbit of the most clement garden world in the Dublin binary system (0706 Eire). The mainworld of Baile Átha Cliath and its ancillary worlds were colonized successfully, implementing the long-dead social planners' design to create a distinctly Irish interstellar-capable society. Completely isolated from their home system and its interstellar civilization, by the 49th century CE the Dublin system supported a thriving civilization capable of mounting secondary colonization and expeditionary missions of its own.

Among the first launched was to the Feabhal system four parsecs away, where an unusual double planet had been detected during deceleration by the *Niall Noigiallach*, orbiting in the life zone of a young BY Draconis star. On arrival, the Bréanainn V expedition determined that the scans by the founding generation starship were accurate. Six planetary bodies orbited the K5 star Feabhal, four rocky planets and two gas giants. Two rocky planets shared the second orbit, 0.49 AU from the primary, one a high-gravity waterworld with an ammonia-water ocean, the other a desert world larger than Mars in the Sol system with some glaciated seas, both orbiting a common centre of gravity in a bit under two months. Although the system was only fifty million years old and the Feabhal system's worlds were geologically unstable, both worlds in the life zone—Doire and An Ghealach, in Galanglic “Derry” and “The Moon” did support basic microbial life, while the planets and smaller world of the system were rich in mineral resources. In the end, the Dublin government chose to concentrate its colonization efforts on more Earth-like worlds such as An Baile Meánach (Ballymena), Béal Feirste (Belfast), Corcaigh (Cork), and Gaillimh (Galway), where fully-fledged daughter civilizations could be settled, but the worlds of the Feabhal system did receive more than their fair share of research settlements, whether floating on the oceans of Doire or anchored on the sea floor, or on the dryer surface of its moon.

Dublin and its interstellar community were brought roughly into distant contact with Sol and its interstellar community in 5346-49 CE, when the prosperous but technologically backwards subsector was conquered by Solomani migrant fleets fleeing instability in the Banners and Ahriman Sectors and attracted to a promising human civilization free from the instability of home. Equipped with jump drive and otherwise vastly more advanced than the worlds of the “Eire” subsector—Baile Átha Cliath itself was only tech level A and most other worlds substantially behind, while the Solomani were at tech level C—the migrants were easily able to overwhelm the peaceful subsector. The proclamation of the Empire of the New Marches in 5351 established a fully-united interstellar state for the first time in the sector's history.

The coreward worlds of the subsector were soon overwhelmed by Solomani migrants, the world of Béal Feirste becoming the Solomani's new homeworld in the subsector, while a Solomani military elite established itself elsewhere. In the more than three millennia since the departure of the *Niall Noigiallach*, the people of the Eire subsector had come to diverge strongly from the Solomani norm, knowledge of the English ancestral to the Galanglic spoken by the Solomani literally becoming academic to people who spoke only one dialect or another of Irish, with the natives knowing nothing and caring even less of what had happened to their ultimate homeworld and its people since their departure. The biology of the humans of the Eire subsector, too, had come to diverge sharply from the Solomani norm, the genetic engineering that had adapted the settlers of Dublin to life on a low-gravity world with a thin atmosphere and an unusual number of allergens creating a variant human race. Various of the secondary colonization missions brought Dublin colonists to new worlds with unique conditions meriting further engineering. In all, the Empire of the New Marches identified three broad classifications of subsector natives which would each count as separate variant human races. As elsewhere, the biologically and culturally distinctive subjects of an aggressive empire were treated badly, often exploited as labour on many of the secondary systems (like Derry's) opened up by the Empire's superior technological base

By the end of the 55th century, internal squabbles in the Empire's governing classes along with a native resurgence on Dublin and the worlds to rimward led to the Empire's collapse. Solomani retreated to the coreward quarter of the Eire Subsector, where they founded a Solomani-supremacist Empire of Man centered on the world now known to its Solomani majority as Belfast. After some disorder, in 5599 CE the freed worlds united in their Republic, the Poblacht, governed once again from Dublin but now possessing a technological base capable of standing up to their nearest neighbours. Tensions between the Empire of Man and the Poblacht persisted, as irredentists in the Poblacht lay claim to the worlds in the Empire of Man taken by the Solomani, particularly worlds which retained native majorities of population like Doire. Full-fledged war is distant, as neither polity feels strong enough to invade the other, but cross-border terrorism is becoming distressingly common.

Derry and Derry Beta

Doire/Derry Prime is a hostile world, nearly sixteen thousand kilometres in diameter and with a surface gravity of 1.24g and surface temperatures below freezing. The world's original settlements were located on equatorial seamounts located beneath the surface of the water-ammonia ocean, protected from the storms of the surface below the microbial mats that initially prompted settlement. The Empire of Man sharply accelerated settlement, sponsoring the migration of tens of millions of people from across the subsector to new habitats anchored on the bottom of the cold oceans devoted to the mining of the world's rich mineral deposits. Life in the undersea arcologies is almost universally grim, with an ill-functioning panopticon state trying to keep track of a quietly hostile native population. Terraforming has been occasionally proposed by rejected: no plausible schema for terraforming could change the atmosphere or reduce the overwhelming oceans to create a more tolerable world.

An Ghealach/Derry Beta is, while still non-habitable, considerably closer to the Solomani (and Dublin) norms, with a gravity half that of Terra, a thin carbon dioxide atmosphere, and small glaciated water seas on the equator. The world has frequently been proposed as a target for terraforming, and millions of Solomani migrants have settled in the equatorial arcologies. Life for the Solomani of Derry Beta is better than for the natives of the system's mainworld, with a higher level of technology and a more responsive civil-service government in a less unforgiving planetary environment. Many of the Empire of Man's industrial combines have set up their spinward regional headquarters out of Derry Beta. Recent terrorist outrages have caused an atmosphere of panic to envelop affected arcologies, however.

Derry People

240 million people live in the system known as Ferbhal to the subsector's natives and "Derry" to the Empire of Man, making it the second system in the Empire of Man by population and fourth system in the entire Eire Subsector. Of these 160 million live on Doire/Derry Prime (CABA89C-5), 85 million live on An Ghealach/Derry Beta (C43178C-7), and the remainder live in settlements on various other bodies—smaller rocky planets, moons of the gas giants, and habitats built on and out of asteroids and icy bodies. The system has a very complicated population mixture. 56% of its population is of "native" ancestry and belongs to one of the subsector's three native variant races, whether the original Dublin race (10% of the native population), the native Derry race (85%, adapted for high gravity and low-slung but with denser musculature than even the Solomani norm), or the low-gravity-adapted "floaters" who live in the system's planetary belts. An Ghealach is known as "Derry Beta" to its overwhelmingly Solomani population.

The Struggle

"The Struggle" ("An Streachailt") is the term used by members of all four of Derry's human races, in both their major languages, to refer to the terrorist conflict rooted in the desire of most of the native population's desire for the transfer of the Feabhal system to the Poblacht, on the grounds of its majority-native population and its history. Literally dozens of different terrorist movements, many operating with covert support from within the Poblacht's governing institutions but all with substantial support from the Feabhal system's native populations, operate within the system, operating campaigns of assassinations and bombings against the Empire of Man and prominent Solomani individuals. Already, this has led to the designation of the system as an Amber Zone by subsector travellers' agencies.

On current trends, the Struggle will come to an end only after the conclusion of war between the Empire of Man and the Poblacht. The Empire is unwilling to concede any worlds or systems to the Poblacht, even systems like An Srath Bán/Strabane (0503 Eire) and Inis Ceithleann/Eniskillen (0504 Eire) with overwhelmingly native populations, out of a combination of racist contempt for the variant humans of the Eire Subsector and a legitimate fear that any territorial concessions will ultimately lead to the Poblacht's destruction of the Empire and the Solomani of the subsector. The idea of abandoning Derry is a complete non-starter, since apart from the system's considerable economic importance the ninety million Solomani of the system—many descended from refugees from the worlds of the Poblacht—simply cannot be abandoned. The idea of keeping An Ghealach for the Empire while conceding the rest of the system of the Poblacht is just as impossible. If the Empire can continue to consolidate its strength, perhaps drawing support from other Solomani civilizations within reach, it might be able to hold on; if not, the continuing modernization of the Poblacht will leave the Empire mortally vulnerable within a generation. A downwards spiral of violence has begun in the Derry system, and where it might end no one will know.

The Regretful Historian

By: [Friz](#)

Patron: Academic

Required Skills Those need to operation a starship

Required Equipment: None

Locations: Mullingar, Enniskillen

Players' Information:

The characters are between jobs on Mullingar when they are contacted by Professor Dugan O'Fallon of the Mullingar Institute of Historical Research (MIHR). MIHR is an academic organization that uses a substantial endowment from the local government and numerous corporate contributors to fund historical research and archaeological expeditions. Professor O'Fallon is a well-respected member of MIHR, having written many popular books on the early history of the Eire subsector.

The meeting takes place in the Professor's office at MIHR in the late evening hours. The professor has seen many a day under alien suns, as his cracked and leathery complexion attests. He is not well, occasionally getting short of breath as he speaks, and taking breaths of supplemental oxygen from a respirator mask.

"Two months ago," he says, "I hired an archaeological team for an expedition on Enniskillen. It wasn't sanctioned by the Institute – I paid for this one out of my own deep pockets. You see, I have a personal passion for the history of this subsector, and the team I hired shared my particular passion for this subject, so they were all very eager to go. Unfortunately, the political situation on Enniskillen has deteriorated to the point where there are a number of armed resistance groups opposing the local government with acts of terrorism and violent confrontation. As the expedition is now two weeks overdue, they may either be victims or unable to leave the spaceport.

"The mission is three-fold. First, I want you to travel to Enniskillen to determine what has happened to the expedition. The independent Far Trader *Longshot* will be lifting tomorrow morning and I have low berths reserved for each of you, along with two tons of cargo space for any possessions and an ATV, which you'll need for the second part of the mission.

"Second, I want you to rescue or recover the team and its equipment, including any and all data and artifacts it has collected. There is a packet aboard the ATV that will have the details you'll need to determine approximately where the team was going and their most likely route.

"Lastly, there is a Far Trader starship – *Lady Starshine* – that the team leased from an outfit here on Mullingar. The vessel needs to be returned here within the next month or the deposit will be forfeited and an additional financial penalty will be assessed against me as well. That last part is important because I used Institute funds to pay that deposit. If the deposit is forfeited, the scandal will end my tenure with the institute and my career as a historian.

"Your payment will be fifty thousand credits, reimbursement of your legitimate expenses, and a bonus of up to ten thousand credits, depending on your timeliness and your ability to keep things quiet enough to protect what is left of my reputation. Time is of the essence, so I'll spare you the formality of haggling for a better price. What I am offering you is literally all the material wealth that I can spare. I'm hoping you'll say yes."

Referee's Information:

Enniskillen is currently experiencing a period of local unrest due to the actions of its government. Specifically, the government has engaged in a series of unpopular policies that have the appearance of benefitting members of the upper economic classes at the expense of the working classes. The government's bureaucracy has become more insular of late and has been accused of using unfair and illegal practices to exclude all but the most favored members of the upper classes from being candidates for government employment and obtaining contracts from government agencies. This has spawned a series of popular protests as well as several extremist terrorist organizations which have made conditions in the main starport's city, Dunbailey, somewhat precarious for travelers and business professionals.

Enniskillen is a poor, desert world with much of its surface a trackless wasteland of sand and stone. Archeological evidence suggests that during a wetter time in the planet's ancient past there may have been a sentient species. The current site drawing attention is a collection of what appear to be burial mounds discovered nearly five hundred kilometers southwest of Dunbailey. Due to the current political unrest, the government has prohibited all aerospace traffic (save spacecraft) from its skies until the current crisis has ended.

Outcomes:

1. *The team is stranded.* Professor O'Fallon's team is stranded near the archaeological site in the desert after a particularly vicious sandstorm has disabled their vehicles and communications equipment. The characters will have to venture overland to find them and return them to the starport, facing various terrain and animal hazards along the way there and back.
2. *The team is being held hostage by terrorists.* The Professor's team has been mistaken for corporate prospectors by the locals, and a terrorist faction of the Liberation Coalition is holding the team hostage in exchange for the release of several prisoners held by the government. Luckily for the characters, the terrorists are a fledgling organization without much experience in these activities, giving the characters a shot at rescuing the team members. The referee will have to generate the terrorist faction members as well as map out the location where the team is being held.
3. *The team is being held by the government.* The Professor's team has been swept up in the local movement and has been arrested by federal law enforcement for aiding terrorist acts. The characters will have to negotiate with the federal authorities to secure their release or mount a much more difficult rescue mission from a protected facility. The referee will have to generate the federal guards and officials, plus map out the facility where the team is being held.
4. *The team is hospitalized.* The Professor's team got caught in the crossfire during a particularly violent confrontation between the Liberation Coalition and the government. In the chaos following the confrontation, the team was taken to separate hospitals with severe injuries and their records were lost in the haste to treat so many victims. The characters will have to investigate the situation in order to locate the team members and transport them back to Mullingar.
5. *A rival has stepped in.* One of the Professor's longtime rivals got wind of the expedition and hired a mercenary team to kill the team members in the remote desert. The rival has also taken steps to disable the *Lady Starwind* so that it cannot be easily returned to Mullingar. The characters will have to locate the team, salvage their notes and data, repair the starship and prevent the rival from delaying them further in order to meet their deadline.
6. *The expedition was a ruse.* One of the terrorist factions in Liberation Coalition sent their agents to MIHR to solicit funds for the expedition from the Professor and intends to purchase arms and explosives from their sources in the black market. The characters can work with the local authorities to recover most of the money, or thwart the terrorists' actions personally.

566 A.D. On Baalfire's night of this
year after deluge a crone that hadde a
wickered Kish for to hale dead tunes
from the bog look-it under the blay of
her Kish as she ran for to sothisfeige
her cow - neosity and be me