1248 Sourcebook 3
The *Spinward* States

Mike West

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DOMAIN MAP

Notes
- The individual member worlds of the LSS are: Quar, Thanber, Vilis, Tanoose, Saxe, Abidicci, and Wonstar.
- Brown indicates former Regency worlds that are now independent polities. Each "clump" is its own polity.
- Andor and Candory are the only multiworld Droyne polity. The others are noted for easy identification.
- The indicated Aslan are independent states; the *Tlaukhu* is no more. The rest are a complex mix of minor clans.
- There are some Vargr controlled worlds along the coreward edge. There are no Vargr controlled interstellar states in the domain.

All
Red
Imperial Regency

All
Purple
League of Deneb

All
Various Greens
League of Spinward States (LSS)

All
Grey
Droyne Worlds

All
Cyan
Independent Vargr

Spinward Marches:
Blue
Cronor Consulate

Spinward Marches:
Brown(Top)
Republic of Regina

Spinward Marches:
Brown(Bottom)
Glisten Concord

Spinward Marches:
Pink
Federation of Arden

Spinward Marches:
Blue/Green
Querion Cluster (LSS)

Spinward Marches:
Bright Green
Darrian Confederation (LSS)

Spinward Marches:
Off Green
Sword Worlds Confederation (LSS)

Spinward Marches:
Army Green(Top)
Jewell Covenant (LSS)

Spinward Marches:
Army Green(Middle)
Metal Worlds Confederation (LSS)

Spinward Marches:
Army Green(Bottom)
Sisterhood (LSS)

Deneb Sector:
Brown
Askigaak Union

Deneb Sector:
Lavender
Gateway Federation

Trojan Reach:
Army Green
Mondes Unis (LSS)

Trojan Reach:
Orange
Florian League

Trojan Reach:
Yellow
Independent Aslan

Trojan Reach:
Tan
Aslan States

Reft Sector:
Maroon
Duchy of Vlad

Traveller 1248

SOURCEBOOK 3: THE SPINWARD STATES

A SOURCEBOOK FOR TRAVELLER 1248

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

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INTRODUCTION

ABOUT THIS BOOK

This book is a complete game setting for Traveller or any other science-fiction game system. As the third sourcebook in the New Era 1248 setting, it deals with the remnants of the Regency, and the states that were borne out of its ashes. This region of space had been known as the Domain of Deneb, and later as Regency space (though in both cases, neither power controlled the entire region). The region is now known as the Spinward Domain, and the states in its region are collectively referred to as the Spinward States. This book contains all the information required to run a game in the Spinward States and the surrounding regions.

The 1248 game setting builds upon events in the Official Traveller Universe described in the Classic Traveller, MegaTraveller and Traveller: The New Era editions of the game. Several resources were used to create this book, including *Supplement 3: The Spinward Marches*, *Spinward Marches Campaign*, *Atlas of the Imperium*, *Imperial Encyclopedia*, *MegaTraveller Journal #3*, and *Arrival Vengeance*. The principle resource, however, was the *Regency Sourcebook*. Where conflicts existed (and there were many), the *Regency Sourcebook* was almost always used as the definitive resource. While it was not possible to include all of the information about the Spinward Domain contained in all of these sources, possession of any of these is in no way necessary.

The New Era 1248: Out of the Darkness, which deals with the wider New Era setting, will be useful but not essential. It is highly recommended, as many historical events that take place on the broader scale are either ignored, or only conveyed as it relates to the various spinward states. Also recommended is *The New Era 1248: Bearers of the Flame*, which details the Fourth Imperium, a rival power across the Great Rift from the Spinward States.

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.

This book focuses on the Spinward States, most of which are successors to the Regency, which itself was a fragment of the Third Imperium. The Spinward States came into existence after the Regency collapsed into multiple parts, nearly a century after the Regency was founded. The current situation is highly unstable, and still very much in flux. Many of the states are in a state of cold war, which continually threatens to turn very hot at any time.

The Spinward States maintain a diversity of viewpoints, desires, beliefs, and goals. It is not intended for any of the states to be white or black, but rather various shades of gray. Some states are more black or white than others, but each state has its redeeming points, and each state has its weaknesses and problems.

Each of the Spinward States were founded and built with the intention to provide the best for its people while avoiding the mistakes made by prior states. However, interstellar governments are hideously complex, and unintended consequences abound. This applies to in-game details, too. While this book presents a broad image of the Spinward States as it is seen from 'above', as the viewpoint is moved in to focus on one state or another, or on different aspects of the overall setting, a lot of local variation will be seen, even within individual states. There is plenty of room for individual Referees to add or change details and make the setting their own.

The whole setting is intended to capture a transitional situation. It is a snapshot of a situation in change. While things look stationary in the snapshot, that is an illusion; the situation is in movement and is very fluid. There is no equilibrium. It is quite likely that even in the near future, many of the Spinward States will develop, grow, shrink, advance, retreat, or even die. Each individual Referee can use the instability in the setting to pick their own winners and losers, chose who advances and who fails. The Spinward States are wide open. Guide them well.

In short, this book is an open framework on which the Referee can build. It provides the structure and girders of the building, but the Referee has to add the walls and windows, the coverings and furniture, even the rugs on the floor and the paintings on the wall. It is an atlas, of sorts, to the Spinward States, rather than a detailed roadmap showing every twist and turn in the roads, and all of the blind alleys. This is a general guide to the various Spinward States and their surroundings. It's yours now, not ours. What you do with it is entirely your own business.

Author's Introduction

Around 2004 some guy going by the handle 'MJD' started talking about writing a book that would, after ten years, finally start to advance the Traveller storyline again. Some of us asked him what he planned on doing, and how it would affect our various favorite areas of the Traveller Universe. He would give us teasers, and we would go and speculate on what it all meant.

I will freely admit that I was not a big fan of Traveller: The New Era. Unlike many, I was not concerned that the Imperium fell, or that Virus was pure fantasy (after all, so is jump drive and psionics). Instead, what I objected to was that all of the history that had been created for Traveller was effectively thrown away. Sure, they kept a portion of it alive in the Regency, but, for the most part, the rest was completely gone.

However, what I saw from Martin's effort was very different that what I had seen in the original TNE. Rather than trying to start with a clean slate and ignoring Traveller's internal history, he instead used that history to build a new New Era. His vision for the New Era still had the Third Imperium, well, all of Charted Space, really, stomped flat, just like the original TNE did. But, in his history the dead were *remembered*. The history was not thrown away, but rather built on and used to give definition to the New Era. Just by that one change in perspective, I went from someone with not much interest in the effort, to one who was very much interested.

As he began to work on the book in earnest, I began to ask about the Spinward Marches, and what would happen there. Surprisingly, he started to show me some of the ideas he had, and what needed to happen. I took the opportunity, like any good 'fanboy', to offer up some suggestions that I thought would be interesting and would be cool. Amazingly, he took some of those ideas and integrated them into his setting. Over the course of a year, he let me contribute several items about the Regency area that he directly incorporated into his drafts for the first 1248 sourcebook.

Finally, he offered me the chance, assuming that the 1248 setting could ever be launched, to write the sourcebook for the Spinward States. Stunned, and having no idea of what I was really getting into, I accepted. Martin had a long and difficult road to get to the point where he could finally release the 1248 setting, and the whole thing took much longer than he, or anyone, really expected. While the delays and difficulties were disappointing, to me they were a blessing. Those delays gave me the time to get the book started, and go through the difficult process of figuring out what needed to be included and what the details needed to be.

The result is before you now. I hope you enjoy it as much as I enjoyed making it happen. I understand that some will not be happy with the results. The Spinward Marches is an incredibly detailed portion of the Traveller universe, and anytime you move forward you will chose directions that some will object to. If I have killed a favorite world, I apologize. For the most part I have tried to just follow the story where it led me, regardless of what that meant. I hope you will take this as the labor of love it is, and not as someone trampling all over Traveller's history. I have tried to be true to the setting and the characters; I hope I succeeded.

Standards and Assumptions

Please note that Spinward States is not a standalone game. In order to play in this setting 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 food always helps (though try to keep the orange stains from the greasy cheese flavored snacks off the crisp white pages).

CALENDAR

All dates correspond to the standard Imperial calendar. Most of the Spinward States remain descended from the Third Imperium, so their dating system carries directly on from that used by the Third Imperium. They use this system as a result of historical interactions and cultural legacy. The system uses a year consisting of 365 days, and the year is the number of years since the founding of the now defunct Third Imperium. The date is written in the form "day-year". For example, 054-1248 is the 54th day of the 1248th year since the founding of the Third Imperium.

The Zhodani states and Aslan states have their own calendar system. However, since the Spinward States descended from the Third Imperium dominate the area, even those states use the Imperial calendar for most interactions. As a result, this book will only use the Imperial calendar, and not make use of either race's calendar systems.

ASTROGRAPHY

The basic unit of astrography is the sector, an area of space measuring 32 parsecs by 40 parsecs. In the Third Imperium, four sectors comprised a Domain. This is the size of the area depicted in this book, and comprises the area once known as the Domain of Deneb in the Third 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 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, there is 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 star map 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 main world, 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 out system iceball worlds.

Astrography also makes reference to certain features of the star map. 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 Great 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 Abyss.

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 refueling 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. During the Third Imperium, 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 old Third Imperium; Rimward Lines is an important interstellar transport company in the Solomani Rim. The term Coreward was also used within the Third Imperium to indicate the direction of Capital, the Imperial core. However, the Third Imperium has been gone for over a century, so there should be no confusion over the use of the term.

The old trader turned to his navigator, snarling. "Eneri, we need a navigation plan for our jump two parsecs coreward."

"Yes, sir. I will have the route plan to Edenelt completed momentarily," came the reply from the young man.

The old trader chuckled, "Heh. You are much too young. In the old days there would have been confusion with my order. The navigator would have asked if I meant Edenelt or Hammermium. You automatically assumed I meant Edenelt."

"Hammermium? Why would I think you wanted to go there?" asked Eneri.

The old trader smiled and answered, "In the context of the old Imperium, 'coreward' could mean either towards the galactic core, or towards the Imperial capital in the Core sector. Out here on the fringes of the old Imperium, it most likely meant towards the galactic core, but you couldn't be sure. Even after the Imperium collapsed, you had to ask. You didn't ask. Just shows how long it has been since the old Imperium existed."

The young navigator looked at the old trader for a few moments before finally saying, "Weird. The coordinates are loaded. We are awaiting your command to jump."

THE NEW ERA: 1248 MILIEU

The Traveller role playing game has for a long time used the concept of 'milieus'. 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 1105-1112 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 milieus. 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) and supplements from Comstar Games/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 many 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. While at least one of the Spinward States disagrees with this definition, all continue to use the old Third Imperium dating system, so the point is rather irrelevant.

The New Era setting is designed to provide the best of all the Traveller settings. There are three large stable powers, of which two, the League of Deneb and the League of Spinward States, are relatively new, and the third, the Imperial Regency, which is technically over a century old, is effectively new as it has had to rebuild itself after falling apart. All three are about a half of a sector in size, and there are other smaller, but still powerful, states around them. There are plenty of unclaimed worlds in the buffer zones around and between the various states, and reclaiming those worlds will require years of effort, and likely more than one war to accomplish. Border wars, cold wars, political infighting, corporate intrigue, scientific investigation, empire building ... all the best aspects of the Traveller universe are available in the Spinward States. The best part is that the future is wide open; how things got here is explained, but each Traveller player gets to decide where to go.

TRAVELLER CANON

The body of officially recognized information for the Traveller universe is known as 'Canon'. As time as progressed, Canon has changed and been added to. Sometimes things were removed. Do note that much of the information available on the Traveller universe, especially through websites and the publications of some licensees, is non-Canon. This does not mean that the information is not useable, only that there is no guarantee that future publications will not supersede it.

The region covered by the Spinward States, particularly the Spinward Marches, is one of the most covered areas in all of Traveller Canon. In many ways it is the 'home' of Traveller, being the first region of space that was covered in any detail in official publications. Since first being published, the region has been visited again and again. Individual worlds have been written about in adventures; subsectors have been detailed for campaigns; and the Spinward Marches sector has been published new fewer than six times prior to the Spinward States. As a result, there have been many additions, changes, corrections, and outright contradictions published about the region that are all accepted as Canon. The Spinward States has attempted to work with all existing information, or at least not create any new contradictions.

In cases where contradictions still exist (or have unfortunately been freshly created), individual referees are free to decide which version to follow, or whether to replace the whole concept with something else. Publishers and writers of official supplements have to concern themselves about Canon and contradictions; players and referees do not.

METAPLOTS

There were several long term storylines, or Metaplots, that ran through the entire Rebellion/New Era storyline. These have all come to pass in the New Era, though some still have to run their full course. Some of the metaplots have nothing to do with the Spinward States, and so are almost completely ignored in this book. However, some are front and center to the Spinward States, and therefore occupy a more prominent position.

The Empress Wave

The Empress Wave is a psionic and physical phenomenon sweeping through the Spinward States, apparently from the direction of the galactic core. It was first referred to in the last MegaTraveller materials from GDW, and was an important part of the Regency setting detailed in the Regency Sourcebook. The Empress Wave is a distant threat and of minor concern to most of the 1248 setting, but it is front and center for the Spinward States. Because of that, it is much better understood in that area than anywhere else.

Virus

Virus is the most well known element of the New Era plot as published by GDW. It was the primary driver in the destruction of interstellar civilization and, as a result, a focus of the setting. However, unlike the rest of Charted Space, the region of the Spinward States was able to effectively keep Virus at bay. As a result, Virus is almost entirely a nebulous threat to the Spinward States, not an everyday reality. However, it is always out there, and can be brought in as the story dictates. In addition, sane descendants of Virus are also out there, and are always available.

Project Longbow

Project Longbow was in fact an umbrella for several projects undertaken by the Third Imperium, including a chain of secret 'listening posts' far to coreward of the Vargr Extents, crewed by psionic individuals. The Longbow stations were apparently all destroyed by the Empress Wave, though it is through them that Charted Space was initially alerted to the presence of the Wave.

While the referee is always free to add any element he desires to his game, it is presumed that all such stations are long gone.

Fourth Imperium

The largest and most powerful human state in the 1248 setting is the Fourth Imperium. That polity, and its surrounding region, is detailed in the second 1248 sourcebook, Traveller 1248: Bearers of the Flame. From the perspective of the Spinward States, the Fourth Imperium is a rival to the Imperial Regency, and the current home of now Emperor Avery I, once the great hope of both Strephon and the Regency.

Other Metaplots

Other metaplots that play an important role in the overall 1248 setting, but don't have a direct impact on the Spinward States are the Deadspace phenomenon, the Dominate, and TNE's original 'home' the Reformation Coalition (now known as the Freedom League).

Onsorik had heard reports of the distant fighting. He had hoped that by keeping his head down that it would not reach him. But he had prepared, just in case. Even so, for a long time it looked like his plan to stay out of sight and disappear would work. Now he knew his plan had failed. The end was now near. All that he had worked for was about to be taken away. But not all.

It was time to put his contingency plan into action. It was incredibly difficult to genetically engineer those Orchards. It was also hard to convince his faithful followers to let so many of their own kind live in such primitive and backwards conditions. He told them it was just another of his grand experiments. He couldn't bear to tell them the truth: they were doomed and the primitives were the only ones who had any hope for survival. It pained him greatly to completely disintegrate the remaining technological installation in the system.

His attachment to these creatures mystified even Onsorik. Most likely it was this attachment for which he was about to be attacked. He knew his Father strongly disapproved of his isolation and his use of these creatures as his only companions. He imagined his Grandfather was equally disapproving. Regardless, attached he was, and their survival was paramount to him.

He turned around one last time to look over this final Orchard. He saw the congregated creatures looking back on him in wonder and confusion. He smiled at them, looked up and flew away. Once he was out of site of the creatures, he met up with his waiting war cruiser. As the ship left the atmosphere to join his fleet he admired the world that had been his home for this last few thousand years, knowing he would never see it again. He continued watching until it had reduced to a small bright circle.

Finally, Onsorik turned to his navigator and ordered the jump drive to be engaged …

HISTORY

The Spinward Domain consists of the Deneb, Spinward Marches, Trojan Reach, and Reft sectors. In Imperial times, the area was known as the Domain of Deneb. When the Domain leaders realized that the Imperium was truly gone, the state was renamed the Regency. The term "Domain" was rejected, as it implied being part of something larger. Since the larger was gone, it no longer applied.

In the New Era, the area that had been the Regency was now home to many new states. Some of these states were descended from the Regency, but many were not. The term 'Spinward Domain' came into vogue as a way to refer to all four sectors of the former Regency. "Spinward" was obvious, but "Domain" was chosen because the area is part of Charted Space. So, while the Regency had rejected the term "Domain", as it needed to reinforce the idea that they were alone, the various states of the Spinward Domain embrace the term "Domain", as it reminds them that they are part of something larger.

Father,

I know you never wanted me to join the colonization effort. I apologize for storming out after that last fight. I should never have left like that.

But I had to go. There was no future for me on Guusimka, and we both know it. I didn't fit in. I am not a cog in a machine. I cannot be happy in a little cubical on a vastly overpopulated world. I cannot be content just doing. I must try to achieve. I guess I inherited too much of your grandmother's Terran genes.

But you should see it, Father! It is beautiful! As we approached it looked like a brilliant blue pearl circling a gigantic purple sphere. From the surface it is even more amazing. The oceans are clear, and the flora is lush. The biosphere is even compatible with humans. It is amazing! Despite the other two candidates, this was the one the surveyors chose. And it is perfect!

I am told the name they have finally chosen for our new home is Regina.

Ancient History

The first known star faring race of Charted Space was the Ancients. The Ancients apparently burst onto the scene before -300,000. The actual date is unknown, and various theories put the date as early as -400,000, but the majority opinion puts it around -310,000. Their civilization ended by -290,000. While archaeological evidence indicates that the Ancients were very widespread, all evidence suggests that they originated from the Spinward Domain, most likely from within the Spinward Marches.

The Ancients were responsible for transplanting humaniti and other races far and wide. Besides the major races of the Vilani, Zhodani, and Vargr, the Ancients were responsible for the minor human races native to the Spinward Domain: the Darrians (Daryen/Spinward Marches), the Floriani (Floria/Trojan Reach), the Halkans (Halka/Trojan Reach), and the Dlaekai (Dlaekan/Reft). It is not fully known why the Ancients did this, but the most popular theory is that these variant humans were the results of the Ancients attempting to genetically engineer useful servant races. There are scattered ruins showing that there were other minor human races in the Spinward Domain, but the evidence suggests they died out well over a hundred thousand years ago.

The Ancients' civilization came to an end after a war that lasted two millennia. The destruction of this war was awesome in scope, resulting in many ravaged worlds and a few more asteroid belts. While the Ancients were eliminated, some of the races they manipulated survived. However, they were all blasted back into the stone age, and interstellar activity came to a halt in the Spinward Domain.

Or, almost came to a halt. Even after the Ancients departed, some interstellar activity continued. The Droyne of Andor (and other Droyne worlds) saw the introduction of the coyns at around -75,000. The mysterious pyramids of Yorbund were built around -50,000. And the rare Droyne world would regain interstellar travel for brief periods of time. The longest of those were the Droyne of Andor who colonized the nearby world Candory around -7000. Despite these brief interludes of activity, the Spinward Domain was quiet until late in the First Imperium.

Early History

The first people to explore and create settlements in the Spinward Domain were not humans, but rather Vargr. One group created a very long lived cluster of settlements right on the core-trailing corner of Deneb sector. Another made short lived settlements along the very coreward edge of the Spinward Marches when their large empire in the neighboring sector collapsed.

When the First Imperium ceased expanding, its borders stopped half way through the Corridor sector. For a variety of historical reasons, the Vilani focused more on developments to rimward and failed to penetrate deeper, and around -4000 the First Imperium declared a moratorium on further expansion. Despite this, there were some unofficial settlements to spinward by Vilani fleeing the moribund Imperium.

By -2400 there were several colonies spread throughout Deneb sector, and at least one in the Spinward Marches. Initially they were fairly successful, but as time went on, they slowly dropped in technological capabilities and many worlds failed. The Vilani reliance on expert systems and an interstellar command economy worked as long as there was at least occasional contact with the Ziru Sirka. When such contact was lost, the expert systems would eventually fail, and the rest of their technology would follow suit. Toward the end of the First Imperium, new expeditions, now fleeing the chaos brought by the Terrans, began to slowly move past the borders of Deneb, reaching into the very edges of the Spinward Marches and Reft.

Despite their proximity, the Zhodani had surprisingly little influence on early events in the Spinward Domain. Around -1000 their slow and methodical expansion had brought them a little way into the Spinward Marches where they prepared some of the worlds for eventual settlement. Shortly thereafter, however, Zhodani leadership halted expansion of the Consulate. Except for a few outposts that were intermittently manned, the Zhodani left the Marches alone.

During the Second Imperium, the pace of the number of expeditions increased. While it would seem reasonable to think that this was due to the Solomani influenced culture, it wasn't. Not directly, anyway. The greatest influx into the region was at the beginning of the Second Imperium, as many Vilani fled the Terran takeover, and then at the end of the Second Imperium, as it slowly collapsed. Most of the expeditions pushed past the settlements in Deneb, determined to get as far from the Imperium as they could. These expeditions reached well into the Spinward Marches, and on into Reft and the Trojan Reach.

The majority of these later efforts moved all the way to the Trojan Reach, as the colonists pursued the legend of the world Geshiren. Geshiren (the Vilani word meaning "bountiful") was said to be a pastoral world of blue skies, lush forests, fertile fields, beautiful beaches, wide oceans, and was peopled with friendly natives of great beauty and complacency. Like similar frontier settlers throughout history, the legend of Geshiren was used by the people of Deneb to encourage latecomers to continue on in their search for a world of their own.

The most noteworthy of these settlements was in the Trojan Reach, where a small state called the Sindal Empire was formed in -2074. Unfortunately, the Sindalian rulers were not very enlightened. Their reign became increasingly brutal over time. Eventually a brutal civil war erupted which spiraled out of control. Biological warfare led to the empire's destruction by -1441. Some of the worlds on the fringes of the Empire managed to retain their technology, and even carve out a few small successor empires of their own, but the majority of the Sindal Empire was reduced to a few small pockets of severely regressed humans on some of their former worlds.

The end of the Second Imperium in -1776 began the period known as the Long Night. At its start, there were a number of settled worlds throughout the Spinward Domain. There were very few settled worlds in the Spinward Marches, and even fewer in Reft. However, there were at least twenty stable worlds in Deneb, and the Sindal Empire was still thriving in the Trojan Reach. The pace of expeditions slowed, but did not stop for another three centuries.

As the reality of the Long Night settled in, many colonial expeditions left the former Rule of Man and headed out in search of better fortune. In -1511 one such expedition, funded and crewed by a Solomani corporation, made contact with the pre-industrial Darrians, who welcomed them with open arms. The fusion of the two cultures resulted in a flurry of technological development and advancement that has been unequaled anywhere else in Charted Space. The Solomani were able to uplift the Darrian culture from tech level 3 to 10 in less than a century, completely merging into the society in the process. Within five centuries, the resultant culture advanced from tech level 10 to 16, and formed an interstellar community.

Unfortunately, in -924 the Darrians caused their sun to flare. It devastated the Darrian system, plummeting their homeworld back to the stone age, while leaving their colonies in isolation. (They called this the Maghiz, which means "Chaos".) While the colonies survived basically unscathed, the whole industrial and technological infrastructure was on the devastated Darrian. Lacking the ability to maintain their starships, interstellar travel was lost. It would take until -275 for Darrians on Mire to develop their society and infrastructure enough to allow them to regain the stars and reestablish their interstellar community.

In -1044 the Aslan discovered the J-5 crossing of the Great Rift in the Riftspan Reaches sector. Their expansion was quite slow, however, and by -400 their colonies only reached up to the Trojan Reach border. Most of their efforts appear to have been directed along the Great Rift, rather than directly away from the crossing.

Over the next few hundred years, more colonists and expeditions would enter the Domain and create a settlement on other worlds. Some of these would survive (for example Victoria, Ylaven, and Algine in the Spinward Marches), but none of them would retain (or regain) interstellar technology.

Late in the Long Night, a civil war raged in the Old Earth Union. A troop transport ship on the losing side, and its surviving escorts, decided to flee rather than to face the results of the lost war. After an arduous journey through Aslan territory, the fleet made it to Gram, where the transport ship finally failed. Accepting fate, the troops, now colonists, settled on Gram in -399. Over the next couple centuries, they continued to spread out and settle the surrounding worlds, to eventually be known as the Sword Worlds.

Just prior to the founding of the Third Imperium, a long range colony mission sent out by the European Space Agency finally settled a collection of worlds in the middle of the Great Rift in Reft sector. They did not have jump technology, so the expansion was very slow. But they were very isolated and it took over a thousand years before anyone else found them.

Third Imperium

At the time of the founding of the Third Imperium, the Spinward Domain was quite active. Several worlds in Deneb had regained Jump Drive, and some in the trailing portion of Deneb had established the Lidash League. The neighboring Darrian Confederation and Sword World Confederation, along with a handful of Zhodani colonies, where busy growing in the Spinward Marches. The Floriani and Aslan were making inroads in the Trojan Reach, while the few remaining successors of the Sindal Empire were struggling to stay in existence. In Reft, the Island worlds were expanding for the first time since their worlds were settled.

In the early years of the Third Imperium, independent Vargr states in Corridor impeded Imperial expansion into Deneb. There were few Imperial colonists and most of these were trying to get away from the Imperium. Some were utopians wanting to set up their particular version of the perfect society; others were exiles from worlds subdued by the Imperium during the Pacification Campaigns. A few worked for megacorporations trying to establish a foothold in the region. For the first two centuries of the Third Imperium, development continued in a haphazard, disorganized manner. However, in 200 there were sufficient commercial interests to convince the Imperium it was necessary to clear out the obstacles to commerce and secure the trade routes. Once finished, development rapidly accelerated. By 400, most of Deneb and a quarter of the Spinward Marches were integrated into the Imperium.

While the Aslan were slowly claiming more and more territory in the Trojan Reach, the effective buffer area between the Third Imperium and the Aslan territories was sufficient to prevent any conflicts. Before the buffer could be filled, the Peace of Ftahalr was established, eliminating the general state of war that existed between the Imperium and the Aslan Hierate. Relations improved significantly, but the expansion of the Aslan continued unabated. In 610, the Imperium declared a string of subsectors as Imperial districts along the rimward edge of the Spinward Marches and the coreward edge of the Trojan Reach. While the plan did not work as fully intended, it still established an effective buffer zone that lasted until the invasions in 1117.

The Floriani, who had been exploring for centuries now, formally organized and founded the Florian League in 506, and continued to slowly grow for another two centuries until it reached it maximum size.

Deneb was fully integrated into the Imperium by 500. The Imperium's expansion into Trojan Reach, as well as that of the Aslan's, was halted. In the Spinward Marches, the Imperium's reach extended as far as the

Cronor subsector, and it controlled over half the sector. Concurrently, the Imperium was sending settlers into what the Zhodani Consulate considered their space. The Consulate objected to these "incursions". In 589 they launched what would be the First Frontier War against the Imperium and successfully pushed them back. The Zhodani claimed the world Cronor, and solidified their corner of the Spinward Domain.

An unexpected consequence of the First Frontier War was the Civil War. After declaring victory for the Imperium, Admiral Olav hault-Plankwell and his fleets moved on Capital. He confronted and assassinated the Empress Jacqueline and claimed the crown for himself. This triggered a long period of political instability, where a succession of aspirants would emulate the Admiral and claim the crown by assassination.

The Second Frontier War started in 615 when the Zhodani and Vargr decided to take advantage of the Imperial instability. Although many worlds were lost to the Consulate and secession, Admiral Arbellatra Alkhalikoi was able to declare victory and march on Capital. This brought an end to the Civil War and established an Imperial dynasty that lasted until Strephon's clone was assassinated at the beginning of the second Civil War. The line still survives through Avery and his grandchildren, but the dynasty ended with the end of the Third Imperium.

In 650 a group of renegade Aslan clans formed a separatist state in the Trojan Reach called the Glorious Empire. It was an oppressive empire that relied on a subjugated human population for cheap labor. Despite its relatively small size, it was able to play various clans against each other and maintain its independence.

As the Third Imperium continued to grow in strength, the Zhodani Consulate became more and more concerned. The Consulate had no intention of expanding beyond its current borders, but felt very uncomfortable with such a powerful state being such a close neighbor. Sensing what they believed to be a weakness in the Imperium, the Zhodani, along with their Vargr and Sword World allies attacked, starting the Third Frontier War (979 to 986). The Zhodani hoped to force the Imperial borders back significantly, so that they could establish a small, friendly client state between themselves and the Imperium. The Imperium lost so much territory from the war, that the Imperial leaders were not able to declare victory. However, despite the victory, the Zhodani's ultimate goals were not achieved, and semi-permanent borders were established that were maintained, with only minor changes, until the collapse of the Imperial Regency.

During the Third Frontier War the Imperial warship *Eldorado* misjumped into the Island worlds. The ship sought help from the Serendip Belt, which gladly offered it. While assisting in the repairs to the ship, they gained the knowledge of jump technology. A survey after the war discovered Serendip Belt was attempting to take over the whole cluster. For unknown reasons, the captain of the survey ship responded by providing jump technology to all of the other worlds of the Islands, thereby establishing a very uneasy balance of power. These actions led to over a century of intermittent warfare as the various Islands worlds battled each other for supremacy of their cluster of worlds.

The Fourth Frontier War (1082-1084) was in actuality only a border skirmish. It served as a prelude to the true conflict in the Fifth Frontier War. The Zhodani pulled back from attacks as quickly as they started, and the Imperium did not pursue the war. Their initial attacks went poorly, and the Zhodani could not make any gains. Realizing they would not be able to succeed, they offered a cease fire. An armistice was signed before orders for the conduct of the war could be received from either capital.

Underneath clashes between the Zhodani and Imperium titans, were the parallel struggles between the much smaller Darrian Confederation and Sword Worlds Confederation. The Darrians (long allies and partners to the Imperium) and the Sword Worlds (long allies of the Zhodani), frequently used the Frontier Wars as opportunity to gain advantage over each other. These struggles revolved around the world Entrope. Originally a Darrian colony, it changed hands between the two Confederations multiple times. The most recent were when it was captured and occupied by the Sword Worlds during the Fourth Frontier War, then reclaimed by the Darrians at the very end of the Fifth Frontier War.

The Zhodani were determined that they would not make the same mistake again. They spent decades preparing for their next effort to push the Imperial borders farther away from the Consulate. Despite the long and careful preparations, a secret Zhodani base was compromised and eliminated just as they, again with their Vargr and Sword World allies, launched the Fifth Frontier War (1107-1110). This prevented the Zhodani from gaining the quick victory they were planning on, and forced the war into a plodding, grinding affair. The war still started well for the Zhodani, but eventually the tides of battle turned against them and for the Imperium. The war ended with virtually no border changes for the Imperium or Consulate. The true losers were the Sword Worlds, who were split into two independent states: the old Sword Worlds and a new Imperial client state called the Border Worlds. This was a significant victory for the Imperium, as it completely thwarted the Zhodani ambitions and solidified their standing in the Spinward Marches. But, the most significant outcome of the war was not the military victory, but rather the political ramifications.

The senior duke in the Marches was Duchess Delphine of Mora. Her political choice for Sector Admiral, Lord Frederick Santanocheev, was a brilliant political officer, but strategically incompetent. Because of political considerations, Admiral Santanocheev froze out many of those who should have been his senior advisors, and instead surrounded himself with yes men and sycophants. Therefore, there were no checks on his lack of strategic acumen. The war effort started poorly for the Imperium, and got worse from there.

"Are your orders fully understood?" queried the Duke.

"Yes, sir! Fully, sir!" responded the commandos present.

"Good. You must not breathe a word of this to anyone," finished the Duke, "You are dismissed!"

As the commandos finished filing out, Branj turned to the Duke and said, "Norrie! This is insane! If you get caught, your entire career will be in ruins. That old gasbag will use this to tear you apart until you have to be replaced!"

The Duke turned and put his hand on his friend and advisor's shoulder. With a sigh, he said, "I know. But if we are conquered, my career will be over anyway when the Zhodani governor takes power. This is my only chance to set this straight; I must take it."

The look of concern never left Branj's face as his eyes dropped in despair. The Duke gently held Branj's face in both his hands. "This will work. I will be back soon. You will cover for me while I am away?"

With a sigh of resignation, Branj returned the Duke's touch and replied, "Yes, my liege. I will cover for you until your return." And with that the Duke was gone, leaving Branj alone with his worries.

Duke Norris Aella Aledon of Regina was the leader of the civil bureaucracy in the war zone, but was fully outranked by Duchess Delphine. Fearing that she would not make a wise choice to lead the war effort, he made a direct appeal to the Emperor for command of Imperial forces. The Emperor sent a warrant, but it, and the knowledge of it, was lost en route. When Delphine appointed Admiral Santanocheev, Norris's worst fears were confirmed, to the point that Admiral Santanocheev completely froze Norris out of the military preparations for the war. As the war started, Duke Norris found some evidence that the warrant was on Algine, an interdicted low-tech world, and, despite the risk to his career, was able to retrieve it.

With the recovered warrant, Duke Norris was able to replace Admiral Santanocheev, and eventually win the Fifth Frontier War for the Imperium. As a war hero, he gained massive political stature, and many of the nobles in the subsector who were unhappy with Duchess Delphine gradually began to support his political rise. In the span of less than a decade Duke Norris went from a little known border duke to a leading candidate for the long empty seat of the Archduke of Deneb.

Just prior to Norris becoming Duke, he had a clone of himself created. Unlike clones traditionally created by the nobility, he created this clone as female and allowed her to develop normally as a free, independent person, whom he named Seldrian. Upon her reaching the age of her majority, he formally introduced Seldrian to his constituency and appointed her as his heir.

Second Civil War

The peace achieved after the Fifth Frontier War would prove to be short lived. However, it was not another Zhodani attack that caused the unrest, but rather the sudden assassination of Emperor Strephon's clone and his family. In 1116 Archduke Dulinor entered his audience with Strephon and assassinated him, his wife, his daughter, and an Aslan ambassador who was present. The assassin Dulinor then fled Capital to his home domain. This immediately led to the Second Civil War as various rivals fought for control of the Imperium and for the crown.

The main rivals were the assassin Dulinor and Lucan, nephew of Strephon. Lucan and his twin Varian were also targets of assassination, but, after a small period of confusion, only Lucan was left alive. The confusion around his survival and his brother's death, created enough questions as to Lucan's actions that the Moot refused to confirm his elevation to Emperor. Lucan eventually dissolved the Moot and instituted his claim by force.

As events quickly unfolded, Duke Norris received advanced word of the assassination. He realized that strong central leadership of the Domain would be required if it were to survive. However, despite his political rise, the ranking noble in the Domain was still Duchess Delphine of Mora. Norris knew she would be unable to provide the required leadership and unwilling to allow anyone else to try. During the Fifth Frontier War, Norris used an Imperial Warrant issued by the emperor to take control of Imperial forces (thereby saving the war for the Imperium). With this precedent, Norris produced another Imperial Warrant that promoted him to Archduke of the Domain of Deneb.

Norris quickly consolidated his power after the promotion, and began to marshal the Domain's forces. Norris was focused on defending against what he believed was an inevitable attack by the Zhodani Consulate. The invasion never came, but by preparing for it, Norris had to weaken defenses on other parts of the Domain.

Norris feared the Zhodani because of his experiences in the Fifth Frontier War. From his perspective, the Zhodani attacked with no appreciable reason, and had always been the historical aggressor. With the Domain isolated from the rest of the fragmented Imperium, they were ripe for the plucking, or so he thought. However, that ignored the realities of the situation. The Zhodani goal had always been to establish a border region between the Consulate and the (in their view) unpredictable and dangerous Third Imperium. With the fragmentation of the Imperium, the Zhodani Consulate just didn't view the Domain of Deneb as a legitimate threat. (It also turned out they had no capacity, either, due to the disintegration of their society caused by the Empress Wave. But even the local Zhodani didn't fully realize this.)

Lucan recalled the Corridor Fleet to provide reinforcements in his battles with his enemies. The Vargr were quick to discover this and took advantage of the situation. Neighboring Vargr states created an unprecedented alliance and rushed into Corridor and attacked the poorly defended worlds. The forces remaining in Corridor would have been able to withstand corsair attacks, even in heavy volume, but were unable to stand up to the concerted attacks of an organized alliance of Vargr empires. Some of the more powerful worlds held out for a time, but eventually all either fell to the onslaught, or cut deals to preserve what they could. When the Vargr attempted to move into Domain space, they were stopped cold after a few initial gains. The Vargr were unable to make headway against the much stronger defense they encountered. But they continued to probe and push, testing the defenders' resolve and tying up assets that were desperately needed elsewhere.

On the opposite side of the Domain, Norris understood that he would need to reinforce his position, so he took the unusual step of inviting select *ihatei* fleets to come and settle in the Domain. Knowing this would be an unpopular move, he conducted his negotiations in secret. He instructed them to act on their own without fear that the Navy would impede their progress. Unfortunately, this had the unintended consequence of acting as an invitation to any *ihatei* groups to flood into the Domain.

Other Aslan also attempted to seize the perceived opportunity. They quickly pushed their way through the buffer worlds and made settlements on lightly populated Imperial worlds along the border. Using the increased mobilization, several Aslan clans also attacked the Florian League and the Glorious Empire. The Florian League lost a few worlds, including one critical one, but was able to successfully hold the Aslan at bay. The Glorious Empire was not so fortunate. They were quickly overrun and split up between several Aslan clans.

Several other clans, left out of the wars with the Florian League and Glorious Empire, took the opportunity to attack the Domain directly. Inexplicably, they were confident they would gain far greater glory by attacking the Imperial worlds. They knew they would not have much time before internal poaching from other Aslan clans would force retrenchment, so they attacked quickly and ferociously. Amazingly, the gambit worked for the most part, though inter-clan conflict did quickly force most attackers to pull back sooner than they wanted.

Meanwhile, the Vargr incursions lessened on their own, as the victorious Vargr states consolidated their gains (or new empires set themselves up) and set about defending

themselves from later comers. The Domain forces were unable to reclaim very many worlds, but were able to strike back and damage the Vargr infrastructure, further reducing incursions.

On the other hand, the Aslan attackers were making gains. *Ihatei* fleets continued to squat on low population worlds, and clan fleets would pick off medium population worlds. It was obvious that the clan fleets were working their way together so they could finally assault exposed high population worlds. Frustrated with the inadequate defenses and inaction by the Archduke, Duke Alexander Quinn of Tobia made a deal with the Aslan. Tobia, and the worlds in its duchy, agreed to secede from the Domain, and pledge loyalty to the Aslan Hierate. In return, the Aslan allowed Duke Quinn to continue to rule the human worlds of Tobia subsector. This decision was highly unpopular with most citizens, but they were left little choice.

By 1120, Norris finally realized that the Zhodani were not going to attack, and that they were likely not even a threat to the Domain. He reallocated his forces to deal with the Vargr and Aslan incursions. Domain forces pushed the Vargr back, solidified the Domain's defenses, and significantly reduced Vargr raiding all along the coreward border. The Vargr were forcefully ejected from the Spinward Marches, and only the very trailing edge of Deneb sector remained under Vargr control. The Aslan problem was far more problematic to deal with.

First, Tobia was brought back in line. A huge Domain fleet arrived at Tobia, where Duke Quinn was ordered to abdicate and turn himself in. Instead, he committed suicide on the spot. His successor was then installed, and immediately swore allegiance to Norris and the Domain of Deneb. This single act pushed the Aslan out of much of Tobia subsector, and stabilized the Domain's border with them. As further punishment for Tobia, Norris then promoted Duchess Sharik Arcadia of Gazulin above Duke Quinn's successor.

Second, more attention was paid to Aslan activity. Duchess Arcadia began to engage the various Aslan clans. She cut deals with them to put tension between Aslan concerns and force them to focus on each other rather than the Domain. As with the Vargr, the Domain was not able to regain much of what was lost, but they were able to stabilize their situation, and hold the line against further losses.

Life in the Domain had finally settled down enough that Norris felt it safe enough to find out about the state of the rest of the Imperium. In 1123 Norris commissioned the *Arrival Vengeance* for a secret mission to visit the other factional powers. The purpose of this mission was to determine if there was any hope that the Imperium would ever be able to be restored. In 1126, the *Arrival*

Vengeance returned to Norris with the answer: No. The Imperial fragments were too far gone, and the schisms were far too deep for the Imperium to ever be restored. The Domain of Deneb was on its own, and would survive or fail on its own. In 1127, speaking from the Domain capital at Mora, Norris announced this to the Domain. He finished by stating "We in the spinward extents must chart our own future."

The mission of the *Arrival Vengeance* brought word of something else. Norris found that Strephon had survived the assassination attempt, and that he now had a son named Avery. Strephon sent Avery with the *Arrival Vengeance* into the care of Norris. Strephon also sent a confirmation of Norris' promotion to archduke and the locations of every Jumpstart cache in the Domain of Deneb and Corridor. Norris adopted Avery as his own son and kept the truth of his lineage secret until he became an adult. Norris had many reasons for keeping Avery's lineage secret, but the primary reason was to protect the child from various political factions that would attempt to use him to further their agendas regardless of the cost.

"My sisters and brothers, it is time to put away the trappings of childhood. The past, no matter how vivid, no matter how preferable, is not ours to grasp. We must let it go. The Empire will not save us. The Emperor, luminous and gallant, will never lead a relief fleet through the raiders to reclaim us, or return us to our rightful place in an Imperial family. Because there is no Empire. There is, I must myself admit, no Emperor. The Empire is populated, where it is still populated at all, increasingly by madmen. They cannot save us, nor can we save them. We in the spinward extents must chart our own future."

Archduke Norris Aella Aledon, 110-1127

Regency

Virus

Late in 1130 a J-6 jump courier arrived on the edge of the Rift. The crew reported they had a message of utmost urgency for Archduke Norris, but that before they left, their ship must be utterly destroyed. Though confused, the rescuers honored their request and brought them to Norris at Mora as quickly as possible. They told a fantastical tale of computers, ships, and machines running rampant, with the whole of interstellar society ripping itself apart. The messengers were prepared for disbelief and produced a demonstration to prove their story: an actual Viral entity which they used to infect a computer.

Norris and his advisors were devastated by the news. The Domain of Deneb formulated a defense for what they now knew was inevitable. They also spread the news both internally and externally, warning all of their neighbors of the coming disaster. Norris knew that the Domain and the Aslan would have to be the first line of defense. In the Domain, the Quarantine program was initiated. Norris shared all of his information about Virus with the Aslan and offered whatever assistance was necessary.

The Quarantine was designed to be a multi-level defensive perimeter around the Domain. Explicit borders were declared on the coreward and trailing edges of the Domain, and a multi-parsec buffer, called the "Frontier", was established outside that. Inside the border, multiple layers of defensive points were also established. This gave the Domain a deep defense, giving the defenders multiple chances to stop Viral attacks. While the Quarantine was being established, the Domain assisted in the evacuation of many worlds that were left outside the new Frontier. This brought them within the new safe zone, but created new problems with the massive numbers of refugees.

The Quarantine was fully established within a year. In conjunction, Norris led the negotiations for an agreement known as the Spinward States Accords. This treaty codified border procedures and passage rights for all signatories, to allow for the continuation of trade while protecting against possible Viral infestation. All of the interstellar states in the Spinward Domain signed the accords, except for the Federation of Arden. Oddly, while they refused to sign, they still abided by the terms.

While the negotiations of the Spinward States Accords were proceeding, the Domain of Deneb became the Regency. Primarily a cosmetic change, it also served as a psychological and emotional notice to Domain residents that they had entered a new era, and that things had dramatically changed. It served as a positive notice that they were no longer a Domain in a much larger entity, but instead were an entity in their own right. It also served to prepare them for the changes that were going to be required for them to adapt to this new environment.

The change of the name also allowed the new Regency to approach undefined or disputed states and worlds with a "clean slate". They opened fresh negotiations with the border worlds and states, giving them the option to join if they so desired. While they approached them with the veneer of openness, the Regency worked diligently to twist arms (or outright strong arm) where they felt it to be important. Because of these negotiations, the Regency accepted many disputed Aslan and Vargr settlements on Regency worlds, tacitly legitimizing them. These worlds were collectively known as the "fait accompli" worlds. Regency rights and citizenship were extended to the disputed Aslan and Vargr populations, obligating the Regency to protect them from the vengeful human inhabitants. These disputes would simmer for decades, even flaring up on occasion.

The Sword Worlds, after observing these Regency policies, became emboldened. The Sword Worlds launched lightening raids as they invaded the Border Worlds, Entrope, and even entered Regency territory. The Sword Worlders hoped that by making these claims, the Regency would be forced to acknowledge their rights to these worlds in perpetuity, just as the Regency had done with the Vargr and Aslan.

Unknown to anyone else, the Regency had wanted to annex the Border Worlds. But they were seriously concerned about how that would be perceived, and what the reaction would be by other states. The Sword Worlds attempt at a land grab made all of these concerns moot. After reassuring the Zhodani that action would only be taken against the Sword Worlds and no one else, the Regency, with help from the Darrian Confederation, counterattacked. They quickly eliminated the majority of the invasion forces, then continued on to the Sword Worlds themselves, determined to crush their military power.

The Darrian Confederation easily recaptured the Entropic Worlds and two worlds adjacent to them. The Regency recaptured the Border worlds and the rest of the worlds in the Gram arm. Reasoning that the Sword Worlds would cause significant problems no matter what, the Regency annexed all of the occupied Sword Worlds and Border Worlds into the Regency.

War of the Quarantine

The War of the Quarantine was the backdrop for everything the Regency did for almost its entire existence. The threat of Virus justified the Quarantine, and drove most of the changes that Norris implemented. The War of the Quarantine touched the lives of almost all of the Regency's citizenry. For those close to the border, this

meant working in the Regency Quarantine Service. For those farther away, this meant building the equipment and material that fueled the war. The cost of the war, both in money and lives, was staggering. Despite becoming "business as usual" to a large extent, the total number of Regency dead was immense. The endless onslaught of Virus killed many more than all of the Frontier Wars, and other border conflicts, combined.

Another huge drain was on starships. The Quarantine could not be a thin line, but rather had to be a deep defense on all of the jump and refueling points in all of the systems that could be reached from the border. In addition, all of the spinward borders still had to have at least some defense and customs ships. Many methods were used to attempt to meet this unquenchable need for ships.

First, all non-military combat craft were nationalized in the name of the Quarantine. Many of these were confiscated, and then crewed by Regency Naval or Scout crews, but many others had their crews directly commissioned into the Regency Navy.

Second, the shipbuilding capacity of the Regency was carefully organized and orchestrated by the newly created Ministry of Shipping. The Ministry always attempted to reuse existing infrastructure, and identified capabilities that could be rapidly converted to wartime use.

This led to many compromises that wouldn't have even been thought of, much less attempted, in less desperate times. One such example of the level of desperation was the "jumpboat". This was a normal 30 dton ship's boat fitted with a jump drive. While jump drive was not reliable in ships of less than 100 dtons of displacement, it could be made to work. Since ships as small as 100 dton were needed in combat roles, the role of communications fell to the very inadequate jumpboat. While many lives and boats were lost in their use, they still proved effective enough and were a critical component in the success of the Quarantine.

Another surprising effect was that the Regency carefully limited the pace of technological advancement of the shipbuilding industry. While technological advances would have allowed many Regency worlds to advance to TL16, the Regency made them remain at a more uniform TL15. All efforts at technological advancement were focused on bringing more worlds to TL15, and any effects at a higher tech level were very small and quite focused.

Since a thin line of defense is impossible against an opponent that can literally jump over it, a buffer zone of some sort was required to protect the Regency. This buffer was the Regency Frontier. The Frontier was routinely swept for any Virus activity, but was not actively defended from Viral attack. As a result, the Regency supported the evacuation of anyone on a Frontier world that wished to leave. Billions eventually accepted this offer. Perhaps surprisingly, there was significantly more who refused the offer, deciding to take their chances on their Frontier worlds. Ironically, the vast majority of those who chose to remain in the Frontier did much better than those who chose to evacuate. Very few worlds in the Frontier ever suffered a crushing attack by Virus. There were some raids, but very few worlds were lost. Those who remained on worlds that were not attacked continued to live normal lives and even prosper. The refugees, on the other hand, were jobless, penniless, and homeless. They were completely dependent on the generosity of others for their very existence.

The most serious penetration of the Quarantine was the Rape of Trin incident. The Viral ship *Kishkii* made a single-minded plunge through Regency space to Trin. Once it reached its target, it viciously fought through all of the defenders, and completely unloaded its remaining arsenal as it crashed into the planet. On its way down, the *Kishkii* overloaded its power plant, generating a tremendous fusion explosion. Trin was utterly devastated in the attack. Billions died from the attack and its aftermath. Even a century later, the world has still has not recovered.

The Rape of Trin brought home the dangers and threat of Virus to the Regency's citizens. This led to more anti-viral research, closer ties with the Zhodani and Aslan, and the annexation of the Island subsectors.

The *Kishkii* showed how clever and determined Virus could be, prompting the Regency to look at the fractious Island worlds with renewed concern. Viral defense required *coordinated* defense, and the continual warfare of the Island worlds showed they were incapable of such. The Islands were wide open to Viral penetration. An infection in the Islands would then threaten the undefended underbelly of the Regency. To address this threat, the Regency moved in with significant fleet elements and pacified the various combatants. Bases were established and both subsectors were integrated into the Regency Frontier.

Reforms

Norris had long been sympathetic to psionics, and had researched multiple ways to at least partially repeal the Psionic Suppressions. But, as long has he had been a duke in the Imperium, he was unable to act on those impulses. Now, however, being thrust out on his own, and realizing the need to maximize whatever capabilities the Regency possessed, he knew he could not ignore the potential of psionics. In 1133 the Regency announced the policy of the Psionic Reforms. Norris then appointed his telepathic seneschal, Branj Dilgaadin, to head the program.

Norris understood the need for strong local autonomy in the fight against Virus. A centralized structure would not work because decisions would have to be made quickly, at the point of action. That meant that the leaders on location would have to be trustworthy and competent. He also understood that the current noble structure would not be able to provide that sort of leadership. The formal Imperial nobility was rife with corruption, and most nobles were more concerned about their comfort and status than in handling their duties. To ensure a steady stream of leaders, a different, more democratic system of leader selection needed to be implemented.

Soon after establishing the Regency, Norris began working with nobles and leaders he trusted to reform the government and eliminate the nobility. The effort took more than 20 years to plan and implement, but finally the Representational Reforms were launched in 1152. The nobility could not be disenfranchised in one fell swoop, so it was agreed that they would be phased out over several years. Most of the former nobility still retained influence and power, and none were simply "thrown out on the street". However, every leader had to work to hold on to their position of leadership. Those unable to adapt were condemned to be left by the wayside.

The Representational Reforms were not universally embraced and accepted. Many nobles continued to fight the reforms; many to save their positions, but many more because they fundamentally believed in the system of nobility. The children of the disenfranchised nobles would prove to be troublesome. They saw their comfortable and easy futures disappear before their eyes. They became dangerous agents, many descending into various forms of nihilism and fatalism due to their truncated futures.

Succession

Despite the reservations of both people, Avery and Seldrian entered into a political marriage. While this was very popular across the Regency, it was a personal disaster for the spouses. Despite this acrimony, they did manage to produce a son, whom they named Caranda. Very shortly after Caranda's birth, Avery apparently died due to a mishap during a technological demonstration. Seldrian never married again.

Norris died in 1157 and was succeeded by Seldrian. She had been heavily involved in the running of the Regency since 1149, so the succession was seamless and effortless. Seldrian ruled alone and led the Regency until her death in 1190. Seldrian's tenure was remarkably uneventful, but still laid the groundwork for the troubles that would later plague her successor.

She continued to make the representational reforms the centerpiece of her efforts. The Senate ascended to power over the Moot, much to the anger of the former nobility.

This change left many rich, but idle, former nobles and their families agitating against her government. Most of the former nobles were able to either prove their use in the new governmental system (retaining power), or were able to find other productive pursuits. A smaller segment continued to fight against the changes, hoping to either reverse their fortunes, or at least gain more concessions in the changes.

Another segment descended into nihilism. Most were landless heirs who had money to burn, but no perceived future. They lived lives of hedonism and thrill seeking. Some went as far as to try deadly games of chance, many of which presented danger to others around them, not just to themselves. In all cases these people cared for nothing other than their shattered dreams and truncated lives. While they were effectively a short term concern, they were a danger and occasionally caused problems.

It was during Seldrian's tenure that regional competition became more prevalent. Norris had generally been able to keep the various regional and world leaders focused on the big picture, even when their immediate needs were not being met. However, with the improving situation, it became easier for those leaders to ignore the big picture and start pressing their local issues more firmly. Seldrian was able to keep any obvious contention from getting out of hand, but the groundwork was being laid for future internal dissension.

Upon her death in 1190, her son Caranda succeeded as Regent. While Seldrian's tenure was remarkably quiet, Caranda was not so fortunate.

Recent History

Zhodani Exodus

In 1201, without warning, Zhodani ships of all types began to flood out of the Zhodani Consulate. A billion Zhodani refugees poured into the Regency within a single year. These refugees placed a great strain on the resources in the core-spinward corner of the Regency, especially in the Jewell, Regina, and Vilis subsectors of the Spinward Marches. It was later learned that worlds in the Cronor and Querion subsectors, outside Regency space, also suffered under the overwhelming influx of refugees.

Consulate leaders had no explanation for what was happening. Regency diplomats quickly realized that the Zhodani were not stalling or stonewalling, but were genuinely ignorant of the situation and did not have any answers. No one, not even the local Consulate leaders, understood that the Exodus was the death throes of the Zhodani Consulate. However, over the course of a couple of years, this became apparent to all involved.

The Zhodani Exodus continued for almost a decade, over which more than 30 billion refugees arrived in the Regency alone. Several billion others never got past the Cronor and Querion subsectors. A few billion ended up in Vargr space in Gvurrdon Sector. It is unknown how many others died during the trip. The initial surge lasted for around five years, and then gradually slowed to a trickle.

The refugee ships would simply jump right over borders, in direct violation of the Quarantine protocols that had been long respected by the Zhodani. The Regency took a humanitarian approach and accepted the refugees as they came. At first, they were allowed to stay on the border worlds, but as the flow of refugees didn't stop, the Regency force them to settle elsewhere in the Regency. Some worlds attempted to refuse them, but most worlds handled them as humanely as possible.

The Federation of Arden refused to allow Zhodani refugee ship to remain in its territory. Any ship that entered their space was permitted to refuel and forced to leave immediately. The Darrian Confederation was spared an influx of refugees due to the oddities astrography. However, they did help those near their space, especially after the collapse of the Zhodani Consulate was fully understood. It is not known for sure what happened to those refugees who ended up in Vargr space. It is assumed they had experiences as varied as the Vargr themselves.

Those remaining in Zhodani space where handled by the local administrations as best they could. Appeal after appeal was sent back into the Consulate for help and guidance, but no answer came for three long years.

The news was stunning and unexpected: the Zhodani Consulate was no more. The local leadership at Cronor was forced to accept that they were on their own, and had to handle the situation using their own resources.

Unfortunately, the situation in Querion subsector had deteriorated catastrophically. The subsector administration was completely overwhelmed and literally snowed under by the refugees. Unlike Cronor subsector, all of these worlds had comparatively low populations and simply had no infrastructure with which to handle the needs of the refugees. With Cronor unable or unwilling to help, a human tragedy of immense proportions was about to happen.

The Darrians watched the situation unfold. They realized that if they did not want refugees on their worlds or see them die in Querion, they would have to help them where they were. Despite the logistical difficulties, the Darrians moved quickly to bring supplies, resources, and personnel to help the Zhodani. They also appealed to the Regency and Federation of Arden for support. The Regency was not able to commit many ships or personnel, particularly due to the large numbers of refugees they were already handling, but did funnel some funds to help. The Federation of Arden was initially unwilling, but then surprised everyone by not only contributing money, but also supplies, resources, and even some personnel.

Regency Landrush

Early in Caranda's reign it became apparent that the Regency was going to have to open its borders. The sudden arrival of the initial wave of Zhodani refugees simply reinforced the realization. Discussions to open the borders, and to mount expeditions into the Wilds, had taken place several times over the previous decade, but finally in 1202, the borders were officially opened. While Quarantine was in no way reduced, traffic was finally allowed to leave the Regency and enter the Wilds. This meant it was a one-way trip, and any vessel that left for the Wilds became just as suspect as one that originated from the Wilds.

Initially a steady stream, the flow of ships and people continually grew. Many of the initial expeditions met unfortunate ends at the hands of xenophobic locals and the continual threat of Virus. Many were also a direct threat to prior efforts, especially when both attempted to claim the same world or system. Since it was a true frontier, there was no law, and all expeditions had to rely on themselves for defense and the enforcement of their claims.

The vast majority of the expeditions in the Wilds took place in Corridor Sector. Some attempted to head coreward into the ravaged Vargr Splinters. An even smaller number made the trek across the Great Rift through the Islands

into the far edge of the Rift in Reft sector.

The vast majority of the expeditions were private efforts, but a few were official Regency exploration and contact missions. When important sites were found, salvage operations would quickly follow. When independent states, or even survivor states, were found, diplomatic missions were sent to establish relations.

Usdiki Trade Federation

One of these diplomatic missions made contact with the Usdiki Trade Federation in Gushemege Sector in 1203. After some intermittent contact, a formal Regency delegation was sent in 1204. When the delegation arrived at Usdiki, they, with great reverence and ceremony, placed a letter written in 1126 by Archduke Norris to Strephon on the former Emperor's tomb.

The Regency had mixed feelings toward the Trade Federation. They had come to believe they were the only survivor state to the Imperium, and finding another one shook it to its foundation. Some were delighted that other remnants had survived the Collapse as interstellar states. Many were unnerved, and viewed the Trade Federation as a threat. Still others were indignant, and felt the Regency had been the true Keeper of the Flame.

Regardless of this divergence of opinion, Regent Caranda was thrilled. It was only through significant effort that he was prevented from going to Usdiki personally with the letter. Instead, he forced himself to be content to send his own letter in addition:

My friends, I had not dared to hope.
For decades we of the Regency have Kept the Flame, thinking we were all alone in the darkness.
Now we have found you, and we know that it has not been in vain.
Together the Regents and the Peacemakers will go forward into the future, honoring all that was best of our forefathers even as we build a new society among the stars.
No longer are we the Keepers of the Flame. Now we know that there are others who need its light, and we must go to them.
Now we must become Bearers of the Flame, the bringers of light.
Whatever befalls, I will not forget this moment.
Gods bless you and light your way.

Caranda, High Regent.

When the delegation returned from Usdiki, they brought back confirmation of a rumor that was being heard from expeditions that had gone the farthest in Corridor Sector. There was another survivor state trailing of Corridor. It claimed lineage from the First Imperium, and was based at Vland. Another diplomatic mission was assembled, and

in 1205 the Regency made formal contact with the Ziru Sirka.

Vilani War

Just as the Regency had heard rumors of the Ziru Sirka, so too had the Ziru Sirka heard of the Regency. Realizing how powerful the Regency had to be to support the numerous states emerging in Corridor, the Ziru Sirka viewed them as the primary threat to their goals for empire. As such, by the time the Regency diplomatic mission reached Vland in 1205, the Ziru Sirka was already preparing for war. When the Regency refused their demand to pull out of Corridor and cede it to them forever, they used this as their excuse to attack and launched their fleets.

The various minor states in Corridor were bypassed by the Vilani fleet as irrelevant. Exceptions were made for those foolish enough to offer resistance, or those who were in a strategic location. The Vilani did not encounter serious opposition until they reached the Regency's Quarantine Zone. Rather than rush out to meet the Vilani fleets, the Regency held back.

The true opening of the war was characterized by probing attacks from the Vilani. The Regency instead protected their important major worlds close to the border and conducted reconnaissance in force. The Regency used search and destroy missions to eliminate the Vilani forward bases. Once local means of support were eliminated, it would force the Vilani to rely on long, tenuous supply lines through Corridor. While the Regency reconnaissance forces quickly located the forward bases, they had difficulty destroying them. Eventually, all of the forward bases were removed, but it took longer, and required more forces than the Regency had planned on using. This left their major world defenses at somewhat of a disadvantage.

The Vilani, on the other hand, moved past their probing attacks, and began to move full force into Regency space. While they were technologically inferior to the Regency's forces, they were numerous enough to outgun those they came across. They avoided the strong defenses around the major worlds close to the border whenever they could, and dove deep into Regency territory. This enabled them to threaten worlds that were deemed by the Regency to be too far away from the border to be vulnerable.

Despite their reputation for brutality, and their fondness for nuclear bombardment, they were surprisingly humane in their war with the Regency. While the Vilani were quite willing to bombard military targets without regard to collateral damage, they completely avoided all civilian targets. They did employ biological agents, but only ones that caused non-lethal epidemics. This would tie up a world's resources and temporarily halt its economy, but did not inflict massive casualties.

A year into the war, the Regency finished destroying the Ziru Sirka's forward bases. However, the Vilani fleets were now "living off the land" in Regency space. Although the Vilani could not receive any more support or reinforcements, the Regency was stretched thin and unable to root them out. The Regency was also in no to position to take the war across Corridor to the Ziru Sirka.

The Vilani admirals were faced with two options. They could attempt to fight their way back out of the Regency and across Corridor, or they could embark on a suicidal rampage. The rampage would inflict significant damage before the Regency could finally hunt them all down. The damage from such a rampage could cripple the Regency's economy, or break it into factions. However, the admirals rejected both of these options, and instead entered into negotiations with the Regency.

By the terms of the deal, the Vilani fleets would leave, without interference from the Regency. The Ziru Sirka would be free to expand elsewhere, and that Corridor would become a buffer zone between the two states. The Regency rejected a couple of other provisions, like the demand to recognize the Ziru Sirka as the legitimate successor to the Imperium, and added an additional provision of their own. They insisted that the Ziru Sirka would stay out of Gushemege and leave Usdiki alone.

The Corridor treaty with the Ziru Sirka was a crushing setback for the Regency. Their only easy avenue for expansion had just been closed. To make matters worse, Regency forces would have to reign in expeditions and enforce a very unpopular treaty. Many in the Regency were furious that they had "caved in" to the Ziru Sirka.

Trailing Powers

While the Regency fought the Ziru Sirka, they continued to send long range exploration expeditions from Reft Sector. One of those expeditions arrived at the capital of the United Worlds just as they were about to go to war with the Reformation Coalition. The presence of the Regency fleet prevented the Reformation Coalition from attacking, allowing for fevered negotiations to take place. Ironically, despite being the object of the attack, the United Worlds became the mediator and initiator of the negotiations.

The talks were very touch and go, and nearly fell apart several times. One instance was when the Regency representatives learned that the Reformation Coalition had Virus installed on its ships, and the Reformation Coalition representatives learned that the Regency had psions in their crews. Those revelations alone nearly led to combat. However, cooler heads prevailed and a peace treaty between the Regency and Reformation Coalition was signed in 1208.

The Reformation Coalition never truly trusted the Regency, as they always feared that the Regency planned on trying to reestablish the Third Imperium. The Regency's reputation was significantly enhanced throughout the Trailing Powers for a time by the performance of the *Children of the March*. The venerable ship was involved in several significant battles against waves of Viral attackers. However, all of this good will was destroyed when the now Imperial Regency launched their bid for Capital. Relations between the Spinward States and the Reformation Coalition and United Worlds never recovered.

Empress Wave

In 1205 the Empress Wave hit the coreward edge of Regency territory. Although the Regency had been prepared for the Wave's arrival, due to intelligence from the Zhodani and the testimony of countless Zhodani refugees, it was still a painful learning experience. As the Wave approached, worlds took precautions to properly shield vulnerable systems and personnel from the radiation effects. Emergency response teams were also set up to handle any psychological or psionic effects that occurred in the populace.

The Empress Wave hit the worlds in Cronor hard. Their continued reliance on psionic conditioning left them vulnerable to the Wave's effects. The disruptions to their society and social system were severe. However, they were prepared for it, and were able to recover more quickly than most other Zhodani systems.

Other worlds were far less affected. Even Regency worlds where psionics were now practiced openly, suffered relatively little. While there were many more patients in psychiatric and psionic wards, the disruption to the worlds' societies was relatively minor.

Zhodani Successors

While exorbitantly expensive, the Darrian efforts in the Querion subsector were successful. It also paved the way for the formation of the Querion Cluster. Querion emulated the structure of their benefactors, and were genuinely appreciative and thankful for their help.

In 1208, the local leaders in Cronor reorganized into an independent state. They christened themselves the Cronor Consulate. They expanded back into Zhodani space and brought at least three more subsectors of worlds into their fold. For most Zhodani they encountered, the "return to normalcy" (or at least as close as possible) that Cronor offered was very attractive, and they eagerly joined. However, there were also several worlds that refused the offer, including the worlds in the new Querion Cluster.

League of Spinward States

The Darrian Confederation pursued the Sword Worlds for a trade agreement for over a decade before they would even talk to them. Even after they agreed

to talk, negotiations went nowhere for years. It was an unconditional goodwill effort made by the Darrians that convinced the Sword Worlds that their former enemies were serious. The parameters of the deal were agreed to, but both sides realized they would have to finish the negotiations on a neutral site, as neither Confederation would accept a deal finalized on one of the other's worlds.

They agreed that the neutral site would be Arden. Arden liked what they heard and soon switched from host to participant. Once the number of parties increased, the scope of the treaty expanded from just trade to include defense. The treaty was finally signed in 1209, and the alliance was named the League of Spinward States.

The Regency was very unhappy about this development, but the Darrians went out of their way to assure them that this was not an anti-Regency alliance. It was simply a mechanism to strengthen the voice of the small states and open markets.

Curtain War

After the Ziru Sirka secured their coreward and spinward borders via their treaty with the Regency, they embarked on their grand design. They intended to rip open the Black Curtain that surrounded the core of the former Third Imperium. While the Vilani were successful, the effort was an utter disaster. Instead of pushing away the darkness and shining light behind the Curtain, they triggered a flood of darkness to come pouring out. The Black Imperium that had hidden itself behinds its Black Curtain was out, and its fleets headed for Vland.

The Curtain War went poorly for the Ziru Sirka. Their forces were decimated as the Black fleets cruised toward Vland. The situation turned desperate so quickly, that the Ziru Sirka was forced to beg for help even from its enemies. In 1209 formal requests for aid were sent to the Usdiki Trade Federation and the Regency. The Regency ignored the appeal, believing that the Ziru Sirka was receiving what they so richly deserved.

Despite this reaction, Caranda understood that once the Ziru Sirka fell, it was only a matter of time before everyone else, including the Regency, would become a target. He was insistent that the Regency send fleets to assist the Ziru Sirka. Unfortunately, the Regency was incredibly divided, and Caranda could not build the consensus necessary to send a fleet. Therefore Caranda did not send the fleets, but instead he *asked* them to go.

Many honored the request, and many chose not to go. The reasons stated for both decisions were widely varied, both good and bad. But the net effect was that Caranda sent his most ardent and loyal supporters off to fight someone else's war, leaving his enemies at home to advance their agendas.

Regency Civil War

The Regency had become a seething caldron of competing factions, each with their own goals, ideals, and ideologies. Most of the factions could be grouped into two main categories. There were the 'Regents', who wanted the status quo, and the 'Imperials', who believed that, having kept the Flame alive for all these years, they were the rightful rulers of Imperial space. The 'Regents' generally believed that what had been the Imperium would develop well enough on its own, and that the Regency should focus on improving itself. The 'Imperials' wanted to reclaim the glories of the Third Imperium. They believed that the Regency needed to aggressively expand and bring the other upstart survivor states in line, leading them all back to Imperial glory. Other factions fought for their ideals, and the result was an ever-shifting pattern of alliances and conflicts.

Added into the confusion were regional conflicts. Most of the powers in Deneb Sector still seethed at the restrictions placed on them by the Regency / Vilani Treaty. Areas near the Zhodani were still struggling with billions of Zhodani refugees, and resented the (in their view) completely inadequate attention the emergency was getting from the Regency as a whole. The occupied Sword Worlds were using the conflict and dissension to agitate for their independence. Many of the worlds in Trojan Reach sector were concerned about Aslan activities along the border, while some factions still fought vicious skirmishes with *fait accompli* Aslan. The Islands worlds were growing increasingly bold in their defiance of Regency authority, which threatened the Regency's only real link to the far side of the Rift. And many border regions (and client states in the Wilds) generally felt they were isolated and being ignored by the Regency in.

All of the groups fought with one another to advance their ideals and agendas. With a significant portion of the Regency's forces away fighting in Vland Sector, it took no time at all for actual skirmishes to break out across the Regency. Before the year 1209 ended, the Regency was deep in the throes of a multi-lateral civil war.

The Regency Civil War was, stunningly, somewhat civil. Full-scale fleet battles were exceptionally rare, and most combat took place on ground or between a few ships. The typical combat cycle was to posture, fall to fighting, and then negotiate. This meant that combat was only used as a political tool, with widespread destruction avoided. This does not mean the Civil War was a polite, civil affair, only that some restraint was observed. It was just as bitter as any civil war, with the fighting just as violent, vicious, and bloody as one would expect.

All of the factions kept talking to one another throughout the war. While this mostly consisted of posturing and attempting to create alliances, the lines of communication were kept open. Caranda constantly bargained, threatened, and bribed the main factions to gain a series of compromises. Amazingly, after only three years of Civil War, he was able to strike a deal that was, at the very least, acceptable to the major factions. The minor parties were then either bought off or bullied into submission. By sheer force of will, and maximal use of his charismatic personality, Caranda was able to end the Civil War in 1212, and preserve the Regency.

Imperial Regency

The deal pushed through by Caranda was an incredibly artful compromise. Besides making promises to pay more attention to the various regional powers, Caranda was able to pacify both the 'Regent' and the 'Imperial' factions. To pacify the 'Imperials', the compromise declared that the Regency was the proper Bearer of the Flame and should lead the various survivor states out of the Virus induced collapse. To pacify the 'Regents', the compromise declared that the Regency would not claim sovereignty over any of the other survivor states, or any other territory that they did not already control or influence. There were plenty of grey areas in the compromise, but it allowed both factions to feel that their ideals were being respected, if not advanced.

However, prior to finalizing the deal to end the Regency Civil War, Regent Caranda and his wife Elixabeth were assassinated. It was never determined who killed them, but many theories were advanced. Despite most of them being discredited, many remained active and all had at least some adherents.

Caranda was succeeded as Regent by his eldest child, his daughter Ciencia. Ciencia had political views which differed somewhat from her father's. A member of the 'Imperial' faction, Ciencia sincerely believed that the Regency could no longer exist in splendid isolation, and must concern itself with the affairs of the outside universe if it wanted to survive. Taking that logic one step further, Ciencia decided that the best way to avoid being overrun by events in the outside universe was to achieve a dominant position.

Ciencia use her newly attained powers to make some minor changes to the agreement that had been created by her father. While the changes were minor, they were different enough to create widespread dissatisfaction throughout the Regency. Perhaps the most telling difference was reflected in Ciencia's announcement that it was time the Regency acknowledged itself for what it really was: the Imperial Regency, legitimate successor to the Third Imperium.

The widespread dissatisfaction with the changes and the announcement of Imperial Regency were significant enough to have restarted the Regency Civil War. However, support from her brother Galin, an acknowledged member of the 'Regent' faction, helped mute the negative reaction. Circumstances then intervened, preventing any chance for escalation. Sensing weakness in the Imperial Regency, some Aslan clans took the opportunity to attack.

Zhodani Concord

The situation in the central regions of the old Zhodani Consulate began to stabilize, and the surviving states were able to do more than just fight for survival. They began to reach out to each other and, over the course of time, were able to establish trade and postal routes. This cooperation, and subsequent agreements, formed the basis for the Zhodani Concord.

By 1212 the Zhodani Concord was well established. It had made enough progress through the wild areas that they had reliable communications existed throughout the territory of the former Zhodani Consulate. Included in this group was the Cronor Consulate, which quickly became a member of the Concord. The Cronor Consulate, which had stabilized itself a decade ago, and covered over four subsectors, was able to provide extensive support to nearby members and other interested neighbors, and was able to help provide information back into the other states within the Concord.

The Zhodani Concord was not a monolithic government, but rather a loose organization that provided a framework for interaction and cooperation. This cooperation took the form of trade and mutual assistance, plus military cooperation in pacifying the 'wild' and 'insane' states which threatened the stability of others.

Another recent development in the Zhodani Concord was the establishment of the 'therapy missions'. These are teams of psionic adepts who attempt to heal the troubled 'wild states' rather than see them crushed militarily. The therapists found whole interstellar states ruled and peopled by severely unbalanced individuals, and while their efforts met with strictly limited success, the results were somewhat promising.

The Querion Cluster was initially excited to hear about the Zhodani Concord, until they heard about the 'therapy missions'. Quickly realizing their nascent state would be labeled as 'wild', 'insane', or even worse, they worried that they would become targets for efforts to 'cure' them. Wanting no part of being cured, they quickly applied for membership to the League of Spinward States, and were accepted, becoming the first non-founding member to join the League.

The Grand Fleet of Humaniti

The Curtain War was a crushing setback for Vland. The fleets of the Black Imperium were only driven off by the accidental activation of an ancient war machine. Had it not been activated, the Ziru Sirka would have been destroyed, and the Black Imperium would be marching on its next target. Even with the 'victory', Vland was scoured, and many portions of the planet were rendered uninhabitable.

The defeat was only a temporary setback for the Black Imperium. In 1213 a call went out to all who might contribute, to create the Grand Fleet of Humaniti. Despite doubts and troubles, the plea and message was sobering and troubling. As the message spread, the various states had different reactions to the message, but all contributed forces.

The Cronor Consulate sent the message back into the Zhodani Concord, and assembled an impressive force. The Imperial Regency looked at this as an opportunity to show the power of their leadership, and sent a large force of their own. Even the small and young League of Spinward States assembled a fleet of combined forces and sent it along with the Imperial Regency and Zhodani fleets.

The contributions from the Spinward States assembled with the other fleets in 1214 to form the Grand Fleet of Humaniti. The Grand Fleet, despite initial failures, was able to successfully take Capital and deactivate the Lucan Virus, a Viral entity that claimed to be Lucan. The Lucan Virus ran the Black Imperium, and with its deactivation the Black Imperium fell apart. Despite this victory, the Grand Fleet learned of an even greater threat: The Great Dominate of the Gods of Thunder.

The Great Dominate of the Gods of Thunder was a radical (even for them) K'kree government that was dedicated to the absolute extermination of all meat eaters. The Dominate was embarking on the Great Extermination, and the Lucan Virus had apparently been preparing to fight the Dominate. Just days after learning of the Dominate, the Grand Fleet found itself in direct conflict with the Dominate's advance fleets.

The Dominate quickly took Capital from the Grand Fleet, and destroyed much of the Grand Fleet as it retreated. The remnants of the Grand Fleet regrouped to see what the Dominate would do. Some of the forces returned home, but the majority of the remaining ships remained to serve as a line of defense against this new danger.

Aslan War

The Aslan had long chafed at the restrictions of the Quarantine, and the refusal of the Imperial Regency to allow Aslan return to old Hierate space. Some of the most anti-Regency clans viewed the Regency Civil war and the assassination of Caranda as proof of the Regency's weakness, and they launched a full scale invasion. The clans leading the war had done enough preparation work to ensure that those clans who did not participate would not interfere, so they attacked with abandon.

Initially the war went well for the Aslan, and they made some small gains. However, the resistance from the Imperial Regency quickly stiffened, and after a little more than a year, the Aslan had been pushed back out of Imperial Regency territory. By the middle of 1214, the Imperial Regency was making progress at clearing out formerly neutral worlds, and started to reestablish a new buffer zone. However, even that was not enough for the Imperial Regency.

The Imperial Regency, having already suffered through a humiliating defeat to the Vilani, and suffered through a Civil War and the assassination of their popular Regent, decided they just weren't going to take any more. The leading anti-Regency clan, the Eakhtiyho, had long been a thorn in the side of the Imperial Regency, all the way back to the time of the Third Imperium. The Imperial Regency wanted to solve the problem once and for all. Using Aslan protocol, the Imperial Regency declared total war on the Eakhtiyho and any clan allied to it.

Initially, some previously neutral clans joined in the defense, but, once the Imperial Regency demonstrated that they were indeed only interested in the Eakhtiyho, the clans returned to being neutral. As the Imperial Regency made more progress, even some of the Eakhtiyho's most ardent supporters began to fall away. Finally, sensing that the end was near, several clans attacked in support of the Imperial Regency, and the war was finally ended in 1218.

Although the Aslan lost a lot of ground, they received agreement from the Imperial Regency that they could cross the Rift and go into old Hierate space. The first missions were tentative and careful, especially as the island worlds in the Riftspan Reaches had to be cleared and cleaned of Virus. But with typical *ihatei* enthusiasm, the Aslan were soon flooding back across the Rift into the wilds of old Hierate space.

To add insult to the injury the Aslan received from the Imperial Regency, the Florian League used the war between the Imperial Regency and the Aslan as cover for their military efforts. Approximately a century before, the Florian League lost the valuable world Vadada to the Aslan when the Imperial Second Civil War disrupted the region. Sensing an opportunity, the Floriani decided to reclaim the world. While the war effort was successful, and Vadada was liberated from Aslan control, the world's local leadership decided to claim independence, rather

than return to the Florian fold. While their goal was lost to them, they were able to successfully reclaim three other minor worlds.

On the opposite side of the Spinward Domain, the Imperial Regency integrated their Frontier Zone. It took a full year to reintegrate the Regency Frontier. At the end of the process those worlds formally became full member worlds of the Imperial Regency. Oddly enough, this process was not seen as the unqualified good news that would be expected. Many of the worlds had come to enjoy their murky status within the Imperial Regency, which allowed them to freely circumvent many of the interface protocols. This meant they could enjoy brisk trade with worlds both in the Wilds and within the Imperial Regency. Now that they were part of the Imperial Regency, they saw much of their Wilds trade dry up to almost nothing.

Fourth Imperium

In 1221, the Usdiki Trade Federation declared that it had dissolved, and reconstituted itself as the Fourth Imperium. For the most part, this was simply a reorganization of the Trade Federation into a more formal and structured entity. However, the declaration captured the imagination of many people. The idea that one of the Imperial successor states felt enough progress had been made to formally announce itself as the 'official' successor state was incredibly powerful. It was a very popular development among those in the former Trade Federation, but reaction was decidedly mixed outside the new Imperium.

Despite formally renouncing any claims to territory of the old Third Imperium that it did not already hold, the Fourth Imperium was viewed as a direct threat by the Imperial Regency. Much the 'Regent' faction was unimpressed with the announcement, thinking it to be overreaching. However, the whole of the 'Imperial' faction was infuriated. The audacity and pride of this so-called "Imperium" was galling, as the Imperial Regency was the true inheritor of the Third Imperium. Despite these reactions, the Imperial Regency maintained an even position, in order to continue working with the Grand Alliance.

However, a wholly unexpected development caused the veneer of civility to be ripped clean. A flotilla of personnel transports crossed the Great Rift from the Imperial Regency to the Fourth Imperium. Aboard was a wide cross-section of its citizenry: many of the best and brightest were present, but also many ordinary people who were disgusted with what they saw the Imperial Regency becoming. Concurrent with this action, many of the Imperial Regency forces fighting for the Grand Alliance also declared for the Fourth Imperium. Awkward negotiations followed, as Imperial negotiators bargained to allow families of the defector crews and émigrés to be permitted to relocation to the Fourth Imperium. While many in Imperial Regency leadership were reluctant, Ciencia would hear nothing of their complaints. She had no desire to force such traitors to remain, and let them go.

Islands Campaign

The worlds of the Islands were taken over by the Regency in 1140 to prevent Virus from using it as an access vector into the Regency. In the process of taking the worlds over, the Regency ended the years of warfare that consumed the Island worlds. However, despite this takeover, the Regency was primarily focused on preventing Virus from entering, not on establishing a lasting peace. The Island worlds took advantage of irregular opportunities this provided to advance their causes. Because of this continued instability, many Regency personnel lost their lives trying to maintain the tenuous peace.

As time progressed, the now Imperial Regency found its focus so divided that peacekeeping operations had become nearly impossible. The difficulty of traveling through Ziru Sirka space made the Islands a critical link for the Imperial Regency's presence on the far side of the Rift. As the situation became more dangerous, the link became more tenuous. Needing the link to be completely reliable, the Imperial Regency decided to end the problems once and for all.

A very powerful Imperial Regency fleet entered the Islands and began a ruthless pacification campaign. The Island worlds were technologically inferior to the Imperial Regency, and thoroughly divided. No individual world could hope to stand against the fleet, and none of the worlds were willing to cooperate with each other. The Regency went from world to world, crushing any opposition. Once a world was firmly under control, they dismantled the world's military bases and destroyed (or commandeered) all warships. Once a world was fully pacified, the fleet would move to the next world and continue the process. Because of the thoroughness of the operation, the pacification of the Islands took three full years. While the force present could have completed the operation in three months, the Imperial Regency wanted to make sure each world was completely in line before moving on.

Once the operation was complete, the majority of the fleet was withdrawn, and patrol and occupation forces were brought in. A naval base was placed on the friendliest world, Colchis, and a reaction force was based there. The reaction force made many forays into the rest of the Islands, crushing any rebellions before they could cause any problems. While most of the worlds refused to fully submit, some decided that cooperation was the wiser choice, and they became full member worlds in the Imperial Regency. The rest were left as subject worlds.

The pacification of the Islands solidified the Imperial Regency's primary route across the Rift, and allowed for better communications with the new Fourth Imperium.

However, instead of improving ties with the Fourth Imperium, it served only to increase tensions.

Capital Bid

In 1229, the Imperial Regency made its bid for dominance of Charted Space, and make good on its claim as the successor to the Third Imperium. A massive Imperial Regency fleet advanced quickly through Corridor Sector and into Vland Sector. The fleet loudly proclaimed that they were coming to rescue the Grand Alliance and demanded passage. The Ziru Sirka had no way to resist such a fleet and, hoping the fleet's claims were true, granted passage.

The Imperial Regency fleet passed through Vland, slowing only to send a few squadrons through the Vland system to show respect to those from the Regency who had fallen in the defense of Vland. The fleet then paused to regroup on the rimward edge of Ziru Sirka territory. When ready, they drove on to Capital, ignoring all Grand Alliance fleets it passed in the process.

When the fleet arrived at Capital, they were able to quickly crush the Dominate fleet that was present, and take control of Capital. What they found was a hell far worse than anything the Lucan Virus had inflicted. The few surviving humans were all held in concentration camps, their suffering apparently serving as amusement to their masters. Nearby worlds had been ruthlessly and efficiently depopulated.

Once Capital had been secured, Dominate forces were cleared out of all nearby systems. After the Capital region was cleared, Regent Ciencia herself arrived with a vast entourage of scientists, engineers, and workers to rebuild Capital and the surrounding worlds. She took the Iridium Throne herself, and pledged to rebuild and reunite the Imperium. This, she claimed, was the task for which Norris had preserved the Regency, and for which Strephon had sent Avery to them. Now, the Flame so carefully kept would reignite the sunburst banner.

Ciencia fulfilled her promises to Capital and the surrounding worlds for three years. Steady progress was made in the rebuilding effort and, for the first time in generations, the people of Capital allowed themselves to have some slivers of hope. Unfortunately, it all came to a crashing halt when a Dominate fleet arrived in 1232. The Imperial Regency forces and some allies from the Grand Alliance fought hard and presented a determined resistance, but in 1234 Capital once again fell to the Dominate. Ciencia and her advisors were able to escape, but the vast majority of the Imperial Regency personnel working on Capital and the surround worlds were unable to get away. They faced a choice of a quick death in combat or a slow death in Dominate concentration camps.

Spinward Breakup

The Capital Bid was viewed as utter madness by many in the Imperial Regency, and Ciencia's declaration was the last straw for them. Reactions varied, but many worlds decided they just could not tolerate or support the Imperial Regency anymore and attempted to secede.

Several worlds centered on Deneb protested by declaring independence from the Imperial Regency. They named themselves the League of Deneb and made diplomatic overtures to the Imperial Regency. The Imperial Regency responded with fleets. The Deneb rebellion was put down in a matter of weeks, with considerable brutality. However, Deneb was only the first to try.

Mirriam, a world on the far spinward border of the Regency, also seceded, but was quickly put down by force. Gram and Sacnoth, two of the Sword Worlds that had been annexed by the Regency, also broke free. Sacnoth was bloodily reintegrated, but Gram successfully lead several worlds free of the Imperial Regency, and was able to negotiate a cease fire long enough for them to join the independent Sword Worlds. A number of worlds in the Jewell subsector of the Spinward Marches passively dropped out of the Imperial Regency, and did it quietly enough to get away with it. Vilis attempted the same, but was forcibly reintegrated. Finally, the world of Regina dropped out of the Imperial Regency, taking several worlds with it.

The secession of Regina was a stunning development. Regina was long a key player in the politics of the region, all the way back to the Third Imperium. The world was the original home of Norris himself, until he moved to Mora to lead the Regency. Even more shockingly, the newly declared Republic of Regina was lead by none other than Ciencia's own brother, Galin.

Galin was as committed a member of the 'Regent' faction, as Ciencia was of the 'Imperial' faction. When Ciencia succeeded their father as Regent, Galin did his best to support his sister, even as he disagreed with many of her goals. However, after a few years, he found himself unable to stomach her views, so he left Mora for Regina. When he arrived at Regina, he was welcomed as a celebrity, being the son of Caranda, and heir of Norris. (When Ciencia was designated Caranda's heir, Galin was awarded Caranda's hereditary honorary noble titles.) The political atmosphere in and around Regina was also decidedly of the 'Regent' bent, which only helped with his local popularity.

Despite his growing local political base, Galin always put the Imperial Regency first. Even when directives went against his own beliefs, he used his political capital to keep support for his sister and the Imperial Regency.

However, the Capital Bid was too much, even for him. When it was declared, he began to quietly lay the ground work for secession, and when Ciencia departed, he made his move and Regina left the Imperial Regency.

The secession of Regina would have had no chance, were it not for the leadership of Galin. Without Galin, the Imperial Regency would have immediately done whatever was required to reintegrate it. However, because Galin was leading the new Republic, the Imperial Regency Senate, who assumed leadership in Ciencia's absence, were hesitant to move against her brother, rebellious or not. This hesitation gave the Republic a chance to gain its footing. However, even that would likely not have been enough had circumstances not changed.

The news of the routing of Imperial Regency forces from Capital spread through the Imperial Regency like wildfire, and sent the Imperial Regency into a massive tailspin. The failure of Ciencia's Capital Bid caused massive defections all across the Imperial Regency. All of the worlds who had previously attempted to secede tried again, but this time they were prepared for the expected reaction. Surprisingly, little retribution came, and what came was easily fought off. This time the rebellions succeeded. In addition, many other worlds which had previously not dared to attempt secession ran for the door. Even so, the Imperial Regency did not collapse so much has have bits and pieces fall away.

The Senate was paralyzed by the Regina defection, and by the news of the failure of the Capital Bid. When Ciencia returned, she was a shell of her former self, shattered by the failure and by the death of her dreams. Finally, the admiralty of the Imperial Regency realized they had to act, or the Imperial Regency would completely collapse. They had to stop any future secessions and attempt to preserve what was left of the Imperial Regency. Rather than act on their own, they acted in Ciencia's name, and claimed her authority for their actions. Realizing that many of the worlds who had already left were lost for at least the present, they focused on holding the current border, and keeping those worlds in line.

The Imperial Regency was able to finally stop the defections, though at the cost of what was left of its good reputation. Any world that tried to leave at that point was brutally put down. The Senate was partially rebellious and in complete disarray, so the admiralty formally dismissed it and replaced it with their command structure. The result was that the Imperial Regency was transformed from a nominal republic into a military dictatorship. With rebellions still brewing on many fronts, paranoia became a guiding force to the admiralty.

Recovering from her breakdown, Ciencia saw the success the admiralty was having in her name. Reconciling herself to the reality of the situation, she modified her goals and ambitions and successfully resumed leadership of the Imperial Regency. Despite its diminished size, the Imperial Regency was able to find stability of sorts, and, with the strength of its fleets, remained a major player in the politics of the Spinward Domain.

The largest of the secession states was the League of Deneb. While the first attempt at independence was purely the effort of Deneb and some neighboring worlds, this League of Deneb was based on a broad alliance forged by Deneb and Vincennes. After a year of deals and treaties, the League gained control of over half of Deneb sector. Unlike the Imperial Regency, the League reformed much of the Senate that was based on its member worlds, and, in turn, was able to build itself on many of the structures of the Regency that still remained.

Some of the smaller states, including those built on the one-time Border Worlds, a group of worlds centered on Jewell, and another group of worlds centered on Mirriam, decided to join the League of Spinward States. As a result, the League grew from being a small alliance of minor powers into a large alliance of minor powers, becoming a major power in its own right.

The Republic of Regina grew to almost double its initial size, as nearby worlds sought the stability it seemed to offer. In contrast to the Imperial Regency, the Republic of Regina was a state that Norris would have been proud to live in. The Republic was structured on what Norris had planned for the Regency to eventually evolve to. Since it was being built from the ground up, they were able to skip the intermediary steps that the Regency had found itself trapped in.

Then, in 1240, something amazing happened. A Republic of Regina courier vessel came into port with a bizarre story. The crew of the vessel had been augmented by a handful of survivors rescued from low berths aboard a large warship found drifting in deep space. These strangers claimed to be the survivors of an expedition sent out in 1149 by the Regency. The expedition was led by none other than Avery Aella Alkhalikoi, son of Emperor Strephon. Avery had not died in an accident, they claimed, but had departed Coreward to determine the nature of the Empress Wave. His ship had been crippled in an incident on the return journey. The survivors had been forced to enter low berths after accelerating their vessel as much as possible towards Regency space. They had been hibernating for a long time, but they had arrived ahead of the Empress Wave with news of its implications for Charted Space.

The Republic was able to locate the drifting expedition ship, which was in a terrible state after its long mission. All of the survivors and salvageable mission data was

recovered from the ship, and then brought to Regina. Once there, Avery revealed the details of his mission, and all that had happened. He brought news of a terrible tragedy. He knew what the Empress Wave was, and what it meant for the people of Charted Space. He left soon after aboard a fast ship across the Great Rift, heading for Usdiki and the Fourth Imperium.

Call to Arms

However, the nature of the tragedy Avery had discovered (the potential death of trillions of people) was forced to wait because of the threat of the Dominate. The Great Dominate of the Gods of Thunder were not going to be content with the recapture of Capital and the cleansing of a few worlds around it, but fully intended to expunge all meat eaters from Charted Space. They also made known that they planned on attacking first those who resisted them. Therefore, those who chose not to fight would be spared for last.

Avery could not accept watching others die while he did nothing. He knew what it had done to his father, Strephon. He had also watched Norris do everything possible to save his people. He was eventually able to convince the Moot of the Fourth Imperium to fight. They then sent out a Call to Arms. Avery served as spokesman for the entire Moot, and sent out a recording of his Call to Arms speech to all survivor states that they could reach.

When the Call to Arms reached the Spinward Domain, the response was mixed. The Imperial Regency refused to even acknowledge they had received it. Some of the breakaway states also ignored the message. But most of them heeded the call. The League of Deneb created a huge fleet and sent it. The Republic of Regina formed a fleet, then, in conjunction with the League of Spinward States, coordinated with many of the smaller states to create a large, combined fleet. The combined fleet included elements from the Republic of Regina, the League of Spinward States, the Florian League, a 'barbarian' Aslan state called the Fteirsyar, and ships from several independent worlds like Rhylanor. Finally, the Zhodani Concord sent many fleets through the Cronor Consulate to join the Call to Arms.

Though victory was achieved, it was only at a great cost. None of the fleets returned, and only a precious handful of those ships ever saw their homes again.

Timeline

c. -300,000	Rise and Fall of the Ancients
-5800	Zhodani Consulate established
-4045	First Imperium established
-2219	Fall of First Imperium
-2204	Second Imperium established
-2074	Sindal Empire founded
-2000	Zhodani start to explore Spinward Marches
-1776	Fall of Second Imperium; Long Night begins
-1511	Solomani contact Darrians
-1441	Fall of Sindal Empire
-1044	Aslan cross the Great Rift
-1000	Zhodani ceases expansion
-924	Darrian reach TL16; Darrian Maghiz
-399	Solomani refugees establish the Sword World colonies
-275	Darrians return to space.
-186	First Sword World Confederation
-170	Floriani discover misjumped Aslan ship.
-6	Islands colonized
0	Third Imperium established
50	First contact between Zhodani and Imperial traders
60	Mora settled.
148	Imperial scouts establish permanent relations with Darrians.
380	Peace of Ftahalr
461	First contact between Zhodani and Aslan
506	Florian League founded
589-604	First Frontier War; Zhodani enter Spinward Marches.
604-622	Imperial Civil War
615-620	Second Frontier War
650	Glorious Empire founded
800-826	Imperial Psionics Suppressions
979-986	Third Frontier War
1016	Spread of jump technology in Islands
1082-1084	Fourth Frontier War
1107-1110	Fifth Frontier War
1116	Start of Rebellion
1117	Domain of Deneb isolated; Vargr and Aslan incursions
1123-1126	Mission of Arrival Vengeance
1127	Domain of Deneb declares independence
1130	Virus released
1131	Deneb Quarantine completed.
1132	Regency declared
1132	Spinward States Accords
1132	Sword World landgrab
1133	Sword Worlds annexed
1133	Regency Psionic reforms
1139	Rape of Trin
1140	Regency annexes Island worlds
1149	Avery "dies" in an accident

Year	Event
1152	Regency Representational reforms
1157	Norris dies; Seldrian becomes Regent
1190	Seldrian dies; Caranda becomes Regent
1200	Zhodani Exodus
1202	Regency borders opened
1203	Regency contacts Usdiki Trade Federation
1205	Zhodani Consulate is officially recognized as gone
1205	Regency contacts Ziru Sirka
1206	Regency contacts Reformation Coalition and United Worlds
1206-1207	Regency / Ziru Sirka War
1207	Querion Cluster founded
1208	Cronor Consulate founded
1209	League of Spinward States (DC, SWC, FA) founded
1209	Regency joins Curtain War
1209-1212	Regency Civil War
1212	Caranda Assassinated; Ciencia becomes Regent
1212	Regency becomes Imperial Regency
1212	Zhodani Concord founded
1212-1218	Imperial Regency / Aslan War
1212	Querion Cluster joins League of Spinward States
1213	Florian League retakes three worlds from Aslan
1219	Imperial Regency reintegrates Regency Frontier
1221	Founding of the Fourth Imperium
1222 - 1226	Imperial Regency Islands Campaign
1229	**Imperial Regency Capital Bid**
1229	Various rebellions & secessions (Failed: Deneb, Mirriam, Sacnoth, Vilis)
1229	Gram Rebellion succeeds; Gram arm joins Sword World Confederation
1230	Jewells secede, form Jewell Convenant
1232	Republic of Regina founded
1234	**Capital Falls**; Ciencia returns
1234	Imperial Regency collapses
1234	League of Deneb founded; Sisterhood founded
1235	Metal Worlds founded and joins League of Spinward States
1236	Askigaak Union founded
1238	Sisterhood and Jewell Covenant join League of Spinward States
1239	Glisten Concord founded
1240	Avery found
1242	Federation of Arden leaves League of Spinward States
1247	Mondes Unis founded and joins League of Spinward States
1248	Present

Personalities

Norris Aella Aledon

Norris was born in 1063, died in 1157. Norris never married, and never had children. He did, however, have a female clone of himself created when he became the heir, whom he named Seldrian. He designated Seldrian as his heir.

Norris was the second son of the Duke of Regina, and was never trained for political leadership, and instead joined the Imperial Navy. He worked in Naval Intelligence, but his career was cut short when first his older brother died, then his father died a year later. He became Duke of Regina in 1098.

He was a competent administrator, but he was comparatively low ranking and simply an unknown border duke until the Fifth Frontier War. His daring and decisive actions were credited with winning the war for the Imperium, and he became a rising star among the nobility of the Domain of Deneb.

After receiving advanced word of the assassination of Emperor Strephon, Norris promoted himself to archduke of the Domain of Deneb, ensuring a clear, unified leadership structure. His actions were completely accepted by the nobility of the Domain of Deneb, and he proved more than up to the task in protecting the Domain of Deneb during the chaotic times that followed. His efforts were successful enough that, upon the release of Virus, he was able to organize the Quarantine, which proved a nearly complete success. As a tribute to his diplomatic skills, he was able to gain the assistance of the Imperium's traditional enemies the Zhodani and the Aslan for the effort.

After establishing the Quarantine, and negotiating the Spinward States Accords, Norris renamed the Domain of Deneb the Regency. Under his leadership, he guided the Regency through wrenching changes, first with the Psionic Reforms, then with the much more dangerous Representational Reforms.

Norris was crushed by the death of his trusted advisor Branj Dilgaadin in 1146, and he never really recovered. After the apparent death of Avery in 1149, Norris turned over more and more authority to Seldrian, and spent much of his remaining years involved in the upbringing of his grandson Caranda.

Avery Alkhalikoi

Avery was the biological son of Strephon Alkhalikoi and frozen ovum from his dead wife Iolanthe, who was conceived in 1118. When he was only eight years old,

he was sent to Norris via the Arrival Vengeance to live with Norris. To protect his identity, Norris adopted him and Avery used the Aledon name until he came of majority and revealed his true lineage.

In 1139, the truth of Avery's lineage was revealed on his 21st birthday, and he took his rightful family name of Alkhalikoi, replacing the Aledon he had used as Norris's adopted son. The news that the rightful heir to the Third Imperium lived in the Regency and had family ties to the Regent was greeted with an almost giddy excitement.

The public's fondest hopes were realized in 1144 when Seldrian Aledon and Avery Alkhalikoi were married with Norris's approval, bringing the Alkhalikoi and Aledon lineages together. However, it quickly became apparent that this was a marriage of state, not in fact a true marriage on a personal level. The marriage appeared to have ruined the previously good relationship between the two, and both maintained separate households throughout their marriage. Never the less, in 1147 Seldrian and Avery produced a son, Caranda, who tied up the literal and figurative natures of the Regency and Third Imperium into one neat package.

Avery was presumed to have died in 1149 by a mishap at a technological demonstration. In reality, he departed on a mission toward the galactic core, in command of a specially selected crew and starship. His mission, for which Strephon had literally created and geneered him, was to follow up on the Longbow data that Strephon had received at the time of the assassination, and determine its relationship to the Zhodani core expeditions and the threat they posed for Imperial successors.

It was during this mission that he discovered the Empress Wave and was able to determine what it was and what it meant. However, his mission was nearly destroyed on the return journey. In 1240, his ship, the *Spirit Hope*, was found, and he and his remaining crew were rescued from their frozen sleep. After a brief time in the Republic of Regina, he left for the Fourth Imperium, where he played the pivotal role in stopping the Dominate threat.

Avery remains in the Fourth Imperium, where he was eventually selected to be the first emperor of the Fourth Imperium.

Seldrian Aledon (married Avery Alkhalikoi)

Seldrian was Norris' clone, but she was a "free" clone, permitted to grown and develop into her own person. She was born in 1097, and died in 1190.

Seldrian was cloned from Norris when he became heir to his father's dukedom. Norris took pains to ensure that his clone would not be replica of himself, going so far as to stipulate that the clone be female. Although Norris made sure his clone was an independent person, their relationship enabled her to act as Norris' proxy in a number of roles.

One of those roles was when she served as Norris' representative on the mission of the *Arrival Vengeance*. It was on this mission that Avery was brought to the Domain of Deneb from Usdiki, where Strephon lived. Seldrian took responsibility for Avery during the mission, and continued to show interest in him, overseeing his education and sponsoring his entry into many social and educational organizations.

When it became clear that Norris would not produce a natural heir, public pressure mounted on Seldrian to marry and preserve the Aledon line. Once Avery became an adult, public sentiment mounted that the two should marry, especially considering the obvious affection and long history between the two. Once the true lineage of Avery became known, these sentiments were only heightened by the thought of uniting the Aledon and Alkhalikoi lines. Although neither Seldrian nor Avery was interested in such a union, Norris did nothing to dispel these public perceptions and sentiments.

Bowing to public sentiments, Seldrian and Avery were married in 1144. The marriage was soon recognized as a marriage of political convenience. It was not desired by either of them, but was rather a political necessity to which they acquiesced. Unfortunately, is appeared that the new relationship destroyed the close friendship that they had enjoyed up to that time.

Despite maintaining separate households, the pair produced a child, named Caranda, in 1147.

After Avery's apparent death, Seldrian took over many of the Norris' responsibilities in preparation for when she would take over for him. She became Regent in place of her father upon his death and continued his policies and reforms throughout her tenure. She remained Regent until her death in 1190.

Caranda Aledon Alkhalikoi (married Elixabeth Truell Muudashir)

Caranda was the only son of Avery and Seldrian. He was born in 1147, and died by assassination in 1212.

Caranda was only two when Avery disappeared and was presumed dead. His grandfather Norris served as a surrogate father figure, and was his primary caregiver until Norris died when he was ten. When Norris died, his mother Seldrian took a much more active role in his education, and taught him in hopes that he would continue the reforms put in place by Norris and continued by her.

He also entered a political marriage, to a member of the family of the Elaine of Mora. Fortunately, this was a good match, and both parties entered willingly. The union resulted in two children: a daughter named Ciencia, and later a son named Galin. Caranda did not take as active a role in the upbringing of his children, as Seldrian had in his own upbringing, leaving much of that responsibility to their mother.

Caranda became Regent upon the death of his mother Seldrian in 1190. His mother's tenure had been remarkably calm; he was not so fortunate. Caranda's tenure was beset by one disaster after another, and only his force of personality and his brilliance for political compromise allowed the Regency to survive intact.

The first issue Caranda had to face was the opening of the Frontier, and that was immediately followed by the Zhodani Exodus. He navigated both of those as best he could, but the Zhodani Exodus proved to be a problem that only got worse, and was a problem to be managed, not solved. The opening of the Frontier produced its own problems, but they only came later.

Once numerous expeditions started to explore the Wilds, an amazing discovery was made: the Regency was not alone! They quickly came to find out that not only was there one Imperial survivor, but there were many. First there was contact with the Usdiki Trade Federation, then with the Ziru Sirka, the United Worlds, and the Reformation Coalition. Throughout it all, Caranda was able to avoid war with all of them except for the Ziru Sirka. The war with the Ziru Sirka was effectively a draw, but it was perceived by the populace of the Regency as a loss.

When Caranda tried to get the Regency to intervene on behalf of their enemy the Ziru Sirka in the Curtain War, the Regency practically exploded. He continued to display his political acumen when, after realizing he could not order fleets to fight in the Curtain War, he *asked* them to go. While that prevented the situation from crashing down right then, it merely delayed the inevitable, which ended up being Caranda's greatest challenge.

All of the conflicts that were exposed by the Ziru Sirka War and the following Curtain War resulted in a full blown Civil War in the Regency. It required all of Caranda's political skill and brilliance to finally hammer out a deal to end the Regency Civil War. While exceptionally difficult, Caranda managed to somehow reach a compromise that was close enough to acceptable to the major participants that he could push it through. It was the culmination of all of his skills and abilities that allowed the Regency to survive the war in one piece.

Unforunately, Caranda never got to see the agreement signed, as he and his wife were assassinated by parties unknown. While the most common culprits to conspiracy theorists are Ciencia or the Aslan, it is definitively known that neither of those parties was involved. However, as the real assassin (or assassins) have never been captured or revealed, the rumors and conspiracies will never end. (Actually, even if the assassin was definitively identified, the conspiracies would still never end.)

Caranda was succeeded as Regent by his daughter and heir, Ciencia.

Ciencia Muudashir Alkhalikoi

Ciencia was the older of Caranda's children, and therefore was the heir to her father. She was born in 1183.

She was always fascinated by her great-grandfather, the former Emperor of the Third Imperium. She always dreamed of the day when the Regency would go back and restore the Imperium to its old glory and she could be its Empress.

Ciencia has never married, though she has a child, a daughter named Arbella, with one of the leading members of her admiralty, Barrin von Santos. Barrin had been a classmate during her time at the naval academy, and they remained close friends after that. They did not become intimate, however, until they were at Capital.

Ciencia joined the Regency Navy at 18 and graduated with honors. She reached the rank of Commander in the seven years of active service prior to her father's assassination. Even though she was forced out of the Navy prematurely, she had spent her time well, and she had created many contacts and political alliances that would serve her well in the future. She enjoyed her time in the Navy, and greatly admired many of the leaders with whom she had contact.

Even though she was a committed member of the Imperial faction, she was impressed with the compromise created by her father that ended the Regency Civil War. She was not completely satisfied with the results of the deal, but it still left open the door to eventually going out and restoring the Imperium and it kept the Regency from falling apart. And, while she cared very much to see the Imperium restored, she was not willing to sacrifice the Regency to do that. The Regency was too important to her father, and too important to her.

The assassination of her parents was a complete shock to both Ciencia and her brother. Both only managed to survive the ordeal through the support they were able to give to each other as siblings sharing a horrible experience. Many wags advanced the theory that Ciencia herself was responsible for the assassination. However, her prior loyalty to her father, and the continuing support

of her brother did much to dispel the immediate rumors.

Her father's death and her promotion to High Regency did, however, give her opportunity to rework the still unsigned treaty. She knew she couldn't make substantial changes without endangering the agreement, but she could not resist strengthening the wording of some of the sections supporting her faction. She did nothing to weaken change the statements supporting the Regent view and so, despite some misgivings, the treaty was signed and ratified, and the Regency was reunited.

Not content with having gotten away the changes to the treaty, Ciencia decided one more change was necessary. She wanted all of Charted Space to know that it was the Regency, not Vland, not Usdiki, not Terra, not Aubaine, not any of the other pretenders out there, but the Regency that was the true Bearer of the Flame, and would be the ones to restore the glory of the Imperium. To fully recognize this fact, she renamed the Regency to the Imperial Regency. They were the Regents to the Imperium, and as such the responsibility and duty to restore the Imperium fell to them. The Imperial Regency would not shirk its duty.

Ciencia, and her advisors, drew up a bold plan to accomplish their goals. They knew it would take years of preparation to make the effort they planned, but they were determined and immediately got to work. Their plans took longer than expected to implement, primarily due to the war with the Aslan, and the slow pace of the Islands Pacification campaign. But finally, all was ready, and the plan came to fruition in the form of Ciencia's Bid for Capital.

The Capital Bid succeeded spectacularly. The Dominate occupation was crushed and routed. The Imperial Regency forces were able to completely take control of the world, and then began to clear out the surround worlds. A massive number of experts, engineers, sociologists, civil engineers, and aid workers descended on Capital for the specific purpose of lifting the surviving humans up and giving them hope for the first time in generations.

Once Capital was secured, Ciencia achieved the first part of her dream. She found the royal circlet, donned it, and took her proper place on the Iridium throne. She fully understood it would take her a lifetime to rebuild Capital and the surrounding worlds, but she was prepared for that challenge and looked forward to it with relish. She eagerly threw herself into the work, and delighted in hearing the progress that was slowly taking shape.

She also, for the first time since she succeeded her father, tended to her own personal life. She and her devoted lieutenant Admiral Barrin von Santos, finally acknowledged their feelings toward each other and consummated their relationship. In little time after that,

they had a daughter. They were heady times, and Ciencia could scarcely believe that it was true.

But it didn't last. In three short years, the Dominate returned, determined to punish the upstart meat eaters that would dare challenge them. The fighting lasted for almost two years, but the outcome was obvious after only one year of battle. Ciencia, however, refused to believe the inevitable, and was determined to fight to the bitter end, believing that the rightness of their position would take them through this fire and somehow deliver them a victory. She refused to give up.

Finally, her advisors were able to convince her that even though they would eventually win, there was no reason for her to risk herself on the battle front. Barrin was charged to take her and their daughter to safety while they organized the defense. The moment Ciencia's ship left, they immediately began a desperate attempt to withdraw and escape. Unfortunately, their efforts took too long, and virtually none escaped. Instead they were trapped by the Dominate and doomed to a quick death in battle, or a slow agonizing death in concentration camps.

During her long trip back to the Imperial Regency, she finally understood the hopelessness of their situation. She realized how many loyal, faithful followers of her died horrible deaths because of her proud refusal to accept reality. She also had to face the fact that her dreams of Imperium and crown were forever gone. The guilt of those senseless deaths combined with the crushing loss of her dreams to send her into a near catatonic breakdown. She just simply shut down and didn't know how to start up again.

Her return as a broken, defeated leader sent the Imperial Regency into a tailspin. Vast sections of the Imperial Regency flew off, and it crumbled before her while she found herself unable to do anything. Barrin, however, began to work with the admiralty to save what was left of the Imperial Regency, and reestablish control.

Over the course of a year, Ciencia was able to recover from her breakdown, and she emerged a changed, but strong leader. She understood and accepted that the old Imperium could not be restored. But, it was still the responsibility of the Imperial Regency to be the Bearers of the Flame and take that flame to all of those around them. Part of that mission includes restoring as much of the Imperial Regency as possible, and demonstrate the Imperial Regency's proper leadership to the other Imperial successor states.

Ciencia understands that she will never be the Empress of a restored Imperium. However, she is determined to restore enough power and prestige to the Imperial Regency so that her daughter might have that chance.

Galin Muudashir Aledon (married Chitieshtle Jdokliafr)

Galin was the younger of Caranda's children, and therefore was the backup. As a consolation, he received his father's hereditary honorary titles. Because his highest title was 'Count Aledon', he was always known as 'Aledon', rather than the more proper 'Alkhalikoi'. He was born in 1189.

He was always fascinated by his great-grandfather, the first Regent. He was always amazed by his ingenuity, courage, honor, and integrity. He loved the stories his father Caranda told of his childhood memories of Norris.

Unlike his sister, Galin did not enter the navy, or any other military service. Instead he entered university intending to eventually join the Moot where he could be a voice for his father and, eventually, his sister. Unfortunately, the assassination of his parents cut those plans short.

Galin and Ciencia supported each other greatly as they dealt with the death of their parents. He was unhappy with the changes she made to the treaty ending the Civil War, but knew it was his duty to support her despite any reservations he might have. (Surprisingly, he had no problem with the name change of the Regency to the Imperial Regency.)

However, as time went on, Ciencia's views and actions became more and more bold and ambitious. Knowing he couldn't trust himself to provide the unconditional support that would be required of him if he stayed on Mora, he decided to relocate. He decided that the best place for him to go would be Regina, the original home of his hero Norris. He also felt that Regina would give him the most use out of his honorary titles. He took great pains to explain to his sister that this move was in her benefit, too, as he would be able to support her more effectively from afar than he could locally. He moved to Regina with Ciencia's blessing in 1216.

After moving to Regina, Galin became involved in various charitable causes, one of which was working for the proper treatment of Zhodani Refugees. He worked tirelessly to either help refugees return to former Consulate space, or to integrate into Regency society. He also worked to make sure Regency citizens treated the refugees properly.

During these efforts, he met one particular refugee leader. Chitieshtle Jdokliafr, despite her comparative youth, had become a strong advocate for her people and was working tirelessly in defense of them. The two decided to join political efforts, figuring such teamwork could serve as an example to both of their peoples. It didn't take much time for working in such close proximity to cause a personal union to develop. They were married

with much fanfare, and, unlike his most recent ancestors, had five children.

He worked on many other causes. In addition to the Zhodani refugees, he also fought for Vargr refugees, and even Imperial refugees who had been forced from the Wilds and Frontier. His primary focus, however, was to advance the Representational Reforms introduced by Norris, as most such activity had long since stalled. (It is somewhat ironic that he would frequently use the cache his honorary titles gave him to advance representational reforms.)

During this whole time he continued to support his sister's efforts, despite disagreeing with many of them. He felt that preserving the Imperial Regency was far more important that agreeing with all of her policies, he frequently kept his silence and supported Ciencia. Despite this, he also worked tirelessly to spread his political connections throughout the region. He gained many supporters through both these efforts, and through his public causes. After 15 years in Regina, he was very popular and a well known celebrity in his own right.

When Ciencia launched her Capital Bid, Galin was absolutely stunned. For the first time he was unable to support his sister. While he did not publicly denounce her actions, his very silence spoke volumes to everyone in the region. When the rebellions started, he quietly began working behind the scenes to see how much support he could gain to attempt the same thing. The bloodiness of the reintegration of Deneb and others gave him pause, but he was amazed by the level of support he was receiving to a secession attempt.

Finally, after two years of preparation, Galin announced that Regina and fifteen associated worlds were seceding from the Imperial Regency to form the Republic of Regina. Galin had prepared for the expected response by fully mobilizing all colonial fleets at his disposal. Galin also hired several Vargr mercenary fleets to provide some additional firepower. Initially, only one Imperial Regency fleet appeared, and it defected and joined Regina! After that, no more fleets appeared.

It took a while, but eventually Galin learned that the admiralty was afraid to directly act against him and, before they could decide on a course of action, Ciencia had returned to the Imperial Regency in utter failure and the entire Imperial Regency fell into mass confusion. Given a reprieve, Galin acted quickly to organize the Republic, so that they could be prepared for any eventuality. As their relative period of safety stretched from months to years, Regina was able to fully set up its structure and organization, and nearly double in size.

Then, in 1240, eight years after he founded the

Republic of Regina, something amazing happened. Avery, Galin's grandfather, was found drifting in space. While the meeting did not mean much to Avery (and was likely personally uncomfortable), Galin was in awe of his legendary grandfather, the lost son of Strephon. Avery graciously spent some time with Galin while preparations were made to transport Avery to Usdiki. Galin gifted Avery a high-jump ship and an all volunteer crew, and gave him a proper escort all the way to the Great Rift.

Meeting Avery was so profound to Galin that when he received word of Avery's Call to Arms, he personally organized a response fleet in conjunction with the League of Spinward States, the Theongling Empire, and other minor powers. While he did not accompany them (as, without any military service, he would have been useless), he was directly responsible for the size and quality of the fleet that was sent.

After serving as Chancellor of the Republic for a decade, Galin stepped down so that new leadership could emerge. He did not want the Republic to be completely personality driven, but rather driven by laws and the will of the people. He is still heavily involved, however, as he serves as Regina's Senate representative.

Admiral Barrin von Santos

Barrin is Ciencia's consort, chief lieutenant, and father of her child. He was born in 1183.

Barrin was a classmate of Ciencia's during their years in the naval academy, where they struck up a friendship. While they were not particularly close at the time, they did have many shared interests and beliefs, and their friendship endured, even after Ciencia was forced to leave the navy.

Barrin was recognized quickly for is strategic brilliance, and quickly rose through the ranks. He was a captain during the war with the Vilani, and had several very successful battles to his credit. He rose to admiral during the war with the Aslan, and was directly responsible for some critical early successes that helped pave the way for an absolute victory for the Imperial Regency.

Prior to the Capital Bid, Barrin had risen to be a low ranking member of the admiralty. He and Ciencia had an excellent working relationship, and were good friends. Because of that, Barrin gradually became Ciencia's de facto interface, where others in the admiralty would use him to gauge Ciencia's attitudes and thoughts on issues, and she would use him to gauge the admiralty's attitudes, thought, and politics.

As the Capital Bid was preparing to leave, Barrin offered to stay behind to ensure Ciencia's views would be know, but she insisted that he join her in the effort. While he worried what the admiralty would do while she was gone, he gladly accepted and joined the Bid. During the trip to Capital, they spent significant time together, and their friendship deepened. During the heady days of rebuilding Capital, the friendship blossomed into a full blown relationship. Soon they had a daughter together.

When the Capital Bid was finally collapsing, the fleet command demanded that Barrin get Ciencia and their daughter out of harms way. Because of her stubborn refusal, it took much longer than anyone had expected, and as a result very few of them made it out. Barrin's small squadron, however, had enough of a lead that they were able to escape.

Barrin became much more active during Ciencia's breakdown. With her unable to do anything, Barrin had to speak for her. At first the admiralty was hesitant to take his direction, but realized they had little choice. Because of Barrin's dedication and determination, Ciencia was able to resume her leadership of the Imperial Regency once she had recovered.

Despite their close and committed relationship, they have never married. Instead, he serves as her acknowledged consort, and occasional surrogate. While he still retains his naval rank of Admiral, he is now effectively out of the admiralty, being much to close to Ciencia. However, he retains her trust and full confidence, and so he has a powerful voice. And he remains devoted to her.

Arbella von Santos Alkhalikoi

Arbella is Ciencia's daughter and heir. She was born on Capital in 1230. Having just reached the age of 18, she has joined the Imperial Regency navy and is attending the Naval Academy.

Tolnis Barek Stebh

Stebh grew through the ranks of the Darrian Confederation bureaucracy. Unlike most Darrians, who had little interest or respect for Sword Worlders, he found himself fascinated by them. He used this affinity to gradually build relationships with contacts in the Sword Worlds. He eventually found himself to be the Confederation representative to the Sword Worlds.

Stebh realized that the Darrians and the Sword Worlders needed each other if either of them were to resist Regency hegemony. Using this vision, he created a group of other like-minded young bureaucrats (who called themselves the Kahbhel). Over the course of many years, he and the Kahbhel was able to first convince the Darrian council, then the Sword Worlds to sit down and discuss trade and treaty. These discussions were long, painful, and acrimonious. However, after many years, Stebh was able

to see the culmination of all his efforts in the formation of the League of Spinward States.

Thyra Ingmar

Thyra was born into a leading family of one of the major corporations that ran Narsil. She was very unusual, as she was a woman who chose a "male" position and yet attained a high level of influence in Sword Worlds politics. Brilliant, she continued to gain promotions and rise to a position of leadership in her corporation. She was directly involved with the installation of the equipment and acquisition of technology provided by the Darrians. She was amazed by the access given by them, and was startled by how different the Darrians she met were from the expectations she had had of them.

Later she was appointed to the Narsil delegation that attended the negotiations with Darrians at Arden. She was one of the Sword World signatories. Despite remaining on Narsil, she is a long standing, powerful voice in the Sword Worlds as a proponent of the League of Spinward States.

Troiftyeal

Troiftyeal is the *Ko* of the Fteirsyar. As the *ahtatei* of the *Ko* of the Ikhtealyo clan, he was trained from childhood to be ready for his birthright. Once he had proven his worth to his father, he was frequently sent to be his clan's representative, both to other Aslan clans, and to human empires. Deeply disturbed by the tenuous nature of Aslan society, he consulted many *Fteirko*, searching for understanding on how the Aslan, and his tribe, were to truly regain their way, and their *fteir*, their honor.

During the Aslan / Imperial Regency War, his father led the Ikhtealyo into an alliance with the Imperial Regency, and helped destroy the Eakhtiyho as a clan. However, this gave rise to a dissident voice in the clan, who questioned the honor of allying with a dishonorable alien empire in the destruction of an honorable Aslan clan. The dissidents quickly gained adherents, and the dispute threatened to break out into a full scale intra-clan war. Troiftyeal was appointed to lead the negotiations to find common ground and prevent the war.

Troiftyeal successfully averted war, but at the cost of the Ikhtealyo clan splitting into two. When he brought news back to his father of the framework of the deal, his father was incensed, and refused to accept the deal. Finally, Troiftyeal was able to convince the old *Ko* that there would be no reconciliation, and that it was either a negotiated split, or a civil war. However, his father said he could not accept the dishonor of having his clan dissolve under his leadership, so he took his honor guard and favorite wives and left.

When Troiftyeal finished the deal with the dissidents, he "gave" them the clan name of Ikhtealyo. Upon his return, he was asked why he surrendered the clan name, he answered that if his father could not lead the Ikhtealyo clan anymore, neither would he. However, he fully intended to lead what remained of his clan to the best of his ability, regardless of where that led. He was then asked what their name should then be, and he answered that since they were now seeking to regain the honor that they had lost, they would be known as the Fteirsyar, or the "Seekers of Honor".

Troiftyeal's leadership has proven to be wise and successful. Despite their forging of a new Aslan society, the Fteirsyar has found many adherents, both Aslan and human, and their clan and its holdings continue to grow and prosper.

FACTS OF LIFE

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

Arbella Von Santos Alkhalikoi is the future of the Imperial Regency. She is the only child and heir of Ciencia Alkhalikoi. Ciencia herself is advancing in age and, while she could potentially rule for another decade or so, is definitely in the twilight of her reign. So, Arbella is truly the future. She is also a virtual blank slate. No one knows what her hopes are. No one knows what her dreams are. She could end up being truly her mother's daughter. Or she could be like her uncle. Most likely, she is somewhere in the middle.

Who will influence her? Who will she choose for inspiriation? What direction will she choose? These are always important questions when one talks about a young person entering their adulthood. They become far more important, and meaningful, when they are questions about one who will become the leader of the most powerful state in the Spinward Domain.

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 Regency 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. However, implementing too much of this 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. While the appearance of the organizations can vary wildly (from representative republic to absolute dictatorship), they operate in a very similar manner. Whatever name it is given, the only way to govern a multi-star system organization or political body is to select leaders and grant them the power to act, and then set up a system to ensure that they do not abuse their power too much. Even a highly democratic organization, like the Republic of Regina, must use representatives in this manner.

Most states of sufficient size have subsidized regular routes that are used as that state's communication "backbone". These routes are known as "X-boat Routes", even though the ships used on the routes are not actually "X-boats" (an obsolete and dangerous design used during the time of the Third Imperium). The major exception to this is the Imperial Regency, which still uses a variation of the former Regency's "Xweb" system, and has much less defined routes.

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 uncrewed 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 movements over time of all bodies in the departure and arrival systems, vessels using Course Tapes tend to find that the older a course, the more variation it returns. 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 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. It is a testament to the desperation the Regency found itself in that it was willing to regularly use Jump Boats during the first decades of its fight against Virus.

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, and are no longer used by any of the Spinward States. 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.

VIRUS AND VAMPIRES

The release of the AI Virus in 1130 brought the Imperial Civil War to a crashing stop. It also 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 all but disappeared in the Spinward Domain and its surrounds. There are still some Viral attacks in the two Wilds areas of the Domain, but they are exceptionally rare. Anti-viral measures are in place everywhere in the Spinward Domain, and these measures are, for all intents, 100% effective. However, that effectiveness is completely based on thoroughness and diligence. The Spinward States have only suffered a single known major Viral infiltration, so complacency is an ever present danger. Even a single slip up could devastate an entire world.

Not all Viral Entities are homicidal maniacs. Some 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) can raid wherever they please in the Wilds unless bought off with tribute or driven away by capable defenses. For many worlds out in the Wilds, the latter is impossible, and bribery does not always work. Some worlds in the Deep Wilds beyond the Spinward Domain are rumored to be Viral hells inhabited by robots and infected installations that enslave or hunt and kill the organic population.

The vast bulk of the Spinward Domain is Virus free, with the small section of Wilds on the far side of Reft seeing only the very occasional Vampire. Vampire attacks are only common well out into the Wilds, away from the Spinward Domain. This rarity of exposure to Viral entities has ironically helped create an intolerance to them in the Spinward States. While some civilized states in other areas of Charted Space are willing to tolerate Viral beings as citizens, none of the Spinward States will. All Viral entities are viewed as being unreasoning monsters that can never be trusted and must be repelled or destroyed.

An interesting result of this intolerance is a widespread denial of Viral sentience. Many throughout the Spinward States outright deny that Viral is alive. This denial frees them from moral restrictions. Killing a person involves moral ramifications; destroying a dangerous machine does not. Virus is only a malfunctioning program that is out of control. Even a Virus that appears benign is a tremendous danger, and must be destroyed.

As a logical consequence of this attitude, most expeditions into the Wilds in the Domain involved preemptive cleansing of all electronics systems by the explorers and colonists. The idea of investigating Virus for sane strains or even for its utility is unknown to most. Virus needs to be removed.

Not everyone in the Spinward Domain holds these extreme views, but most do. As a whole, the Republic of Regina and the Darrians are the most forward thinking regarding Virus, but even in these states the general view is decidedly anti-Virus.

THE 'EMPRESS WAVE'

In 1248, the so-called Empress Wave, an energy phenomenon with a psionic component, has already entered well into the Coreward side of the Spinward Domain. While most of the rest of Charted Space has the luxury of not having to deal with the Empress Wave for a very long time, it is an immediate concern to the Spinward States. The phenomenon gained its name due to the reports of an associated "vision" that had been described as showing a regal woman, called the "Empress".

In Zhodani space, they knew nothing of the associated vision, and only knew its effects. To the Zhodani, the phenomenon is known as The Call, due to its seemingly hypnotic call to flee. No one knew what they were fleeing, just that they had to flee. Most Zhodani in the Spinward States are familiar with the "Empress Wave" name and use it, but references to "The Call" still occur from time to time.

The Empress Wave is well known to even the ordinary citizens of the Spinward States and most of the states work to keep their information on the Empress Wave up to date, particularly on its progress, and which worlds are expected to suffer its effects next. This is because even those that will not have to deal with it for decades must be prepared when it is their turn. There are still many citizens and worlds that choose to not worry about or prepare for the coming of the Empress Wave, but that is not true for the vast majority.

The following is common information to anyone who wants to look it up. The known information is:
• The Wave is an electromagnetic phenomenon with a psionic component.
• The psionic component contains an overriding imperative to flee.
• It is advancing through the Coreward regions of Charted Space at just about light speed.
• The point of origin seems to be somewhere in or near the Galactic Core.
• The 'wave front' is actually several light years deep, and is not uniform in either depth or intensity.
• The Wave is the root cause of the chaos that swept through the Zhodani Consulate from around 1119 onwards.
• Although conditions within the wave front 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 wave front 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 wave front.
• Jumping into and out of a system where the wave front is present is risky, but entirely possible.

Much more is known, as several states have either already been passed by the Empress Wave, or are dealing with it at the current time. Additional information is available to any that bother to make the effort to research it, and any world that is immediately facing the threat (less than a decade) will have the full array of information available.

Avery embarked on an expedition in 1149 to discover the cause and meaning of the Empress Wave. Through the course of the adventure, which he barely survived, the full story of the Empress Wave was discovered. The Empress Wave is a combined physical and psionic effect. The physical effect is the blast wave caused when a massive star fell into a black hole. The psionic effect is the combined "final message" sent by trillions of humans just before they died.

The psionic institute on Regina has the most detailed and comprehensive set of data, and actively assists with any world or interstellar state that wants or needs its help to prepare for, or clean up after, the arrival of the Empress Wave. The institute has the full records of the data recovered from the Avery's expedition, and they are fully available, too.

Zhabritl had heard of horror stories about the coming Empress Wave. It was, in fact, why she and her family had fled from the Zhodani Consulate all those years ago. At the time, they were just heeding The Call and fleeing. They long considered themselves among the lucky ones, though. Many of their fellow Zhodani Refugees were stuck in internment camps or refugee camps. Countless numbers never even survived the trip. Zhabritl and her family had not only survived the trip, but had made it as far as Louzy. And, as well named as the world was, they managed to find themselves soon transplanted to the world of Grant.

Grant had turned out to be a tremendous blessing. They were not only able to set up a traditional Zhodani society, but were actively encouraged to do so. Zhabritl arrived on Grant still as a child, but had grown into an adult in her decade and a half on the world. She even found her husband here, and gave birth to their first child here. She found herself happy and content.

But all of that was in danger now that the Empress Wave (which is what they now called it) was about to reach them. How would they survive it? It had destroyed her whole society and made refugees out of her whole family. She was terrified that it would destroy her whole life all over again. All of the authorities tried to reassure the populace that things were under control, and that proper safeguards were being enacted. But how was it possible to prepare for such a terrible thing? What safeguards could possible stop something that had destroyed an ancient interstellar civilization? Her husband kept telling her to not worry, and to be strong for their daughter, but she just didn't know how.

SHIPS AND SHIPBUILDING

All of the interstellar states in the Spinward Domain have full shipbuilding capabilities and, unlike much of Charted Space, don't have to make do with any ship they can make fly. All navies in the Spinward States are almost entirely based on normally constructed ships. While there are some valuable relics that are over 200 years old still in services in some of the smaller states, these are valuable ships that have capabilities that cannot yet be replaced. There are no hybrid or salvaged ships in service by the Spinward States, though, of course, private individuals and corporations will continue to occasionally do outlandish things.

The primary reason for the lack of relics is not because they have been retired, but rather because they have been lost. Between the Quarantine, the war with the Black Imperium, the failed Regency Capital Bid, the civil wars, and the two battles of Gateway, almost all legacy ships are gone. The greatest store of these is controlled by the Imperial Regency.

SHIP DESIGNS AND CONSTRUCTION

All of the Spinward States 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 newer designs. 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 are built by all of the Spinward States 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 Spinward State, 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. Even though the larger states do possess the build capacity to construct larger ships, they simply cannot 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.

Only the two largest states, the Imperial Regency and the League of Deneb, regularly make ships throughout the whole progression. These two states will also occasionally make even larger ships, harkening back to the old days of the navy of the Third Imperium. The League of Spinward States and the smaller states use the same progression, but do not build anything larger than Battleships and Dreadnoughts. Only the Imperial Regency and League of Deneb have the economies necessary to support Super-Dreadnought (and larger) warships.

Different states have considerably differing design philosophies and construction standards. As a general rule, the smaller states of the Spinward Domain in the New Era do not need as many 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. Only the three big states regularly make regular warships with high jump capability.

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.

Because the Spinward States have not suffered the hardships and been forced as low as the rest of Charted Space, the fleet concepts they employ do not include the wide variety of compromises seen elsewhere. As a result, battle riders are distained; regular military battle riders are rarely used, and the less effective merchant-tender battle rider systems are never seen. Also, no state employs explicitly modular ships. While all ships have a certain degree of flexibility, no fleet uses modular ships outside certain niche roles. Nor, except for LASH freighters, is anything remotely like the Freedom League's 'clipper' ships seen anywhere in the Spinward States.

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

LOCAL SPACE

The region considered to be 'Local Space' by the Spinward States consists of the four sectors of the Spinward Domain: Spinward Marches, Deneb, Trojan Reach, and Reft.

The Spinward Domain is fractured under the control of multiple states, two of which approach a half a sector in size. A little over half the populated space is claimed by organized interstellar states; the rest are currently non-aligned. While all of the major Spinward States expect to expand and grow, only the Imperial Regency has laid claim to any territory outside its current borders. The Spinward Domain is bounded by the Vargr Splinters to coreward, the open Foreven and Beyond sectors to spinward, the Wilds of Corridor sector to core-trailing, and the Great Rift to rimward and trailing. The Great Rift can be crossed at some points, the main one being through the Islands cluster in Reft. Even so, it is a difficult task for any but the Imperial Regency navy, so it forms a fairly substantial barrier.

It is expected that the League of Deneb will eventually absorb the entire Deneb sector and that the Imperial Regency will try to reclaim "lost" territories by force. It is also possible the Imperial Regency will try to eventually absorb territory on the far side of the Great Rift if they are thwarted in reclaiming a significant number of worlds that left.

Overall, the Spinward Domain was completely spared the direct effects of the Collapse. With very few exceptions, all damage that has happened was purely self-inflicted through the various conflicts that have ravaged the area.

Looking back on it, Zhabritl felt so foolish. She now understood that what ripped apart the Zhodani Consulate was not the Empress Wave, but rather a 'psionic feedback loop' that raced out of control in front of the Wave itself. Once the feedback was removed, the Empress Wave was entirely manageable. The days of nausea were unpleasant, but they were over now, and her world had not fallen apart.

She sighed and hugged her daughter again. Her husband was right after all (for once). She had worried too much.

THE WILDS

Unlike in most of Charted Space, the non-aligned worlds between the various Spinward States are not Wilds. They have not been ravaged by Black War or Virus, but have simply dropped between the cracks as the Imperial Regency collapsed and the various states rose to replace it. That is not to say that there is no danger, or that bad things haven't happened. However, they are not inherently dangerous places where danger lurks at every corner.

Likewise, all areas from the Zhodani Concord's rimward border, including Foreven and Far Frontiers, all the way rimward to the Great Rift are not Wilds, and are free of Virus and the depredations of Collapse. Virus apparently failed to penetrate Zhodani space to any great degree. This was, unfortunately, counterbalanced somewhat by the destruction the Zhodani inflicted upon themselves.

The real Wilds lie to coreward in the Vargr Splinters, with the notable exception of most of Gvurrdon, and far to rimward across the Great Rift. These areas are fully Wilds, and are still very dangerous places. To trailing is Corridor sector, which is not as bad, as it has been frequently cleared by both Deneb and Vland, and is being settled by both. The Vargr Splinters, however, are still raging Wilds with very few beacons of light in between.

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 is unavailable to any of the Spinward States, except in the small concentrated zones they actively patrol and investigate. Independent ship captains will need to have connections with those states, or will have to pay and trade with other independent captains to obtain the information. Some information is shared (much of it inaccurate) among ship crews, but the Wilds are never predictable.

There are several categories of worlds commonly found throughout the Wilds. However, the only Wilds areas in the Spinward Domain have seen decades of expeditions, patrols, and settlements. As a result, only the following categories will be found within the Spinward Domain's Wilds:

Boneyards
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, and all scavenged equipment must be extensively tested and cleaned before being used.

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.

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.

OTHER POWERS OF CHARTED SPACE

The Spinward States are 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 Spinward States. Not all of the information below is 100% accurate and at best it is extremely sketchy. Powers closer to the Spinward States are dealt with in more detail in the sections on the major and minor powers.

THE FOURTH IMPERIUM

Located between the 'lower claw' of the Great Rift and the core regions of what used to be Third Imperium space, the Fourth Imperium is about a sector (16 subsectors) in size, though these are located in four different sectors. The capital is Usdiki, which lies on the fringe of the Great Rift. The Fourth Imperium is (outwardly at least) united under the rule of Avery I. It claims direct lineage from the Third Imperium but has formally renounced all claims on territory beyond its borders.

Some of the Spinward States (notably the Republic of Regina) are very pro-Imperium. The Imperial Regency is not, and in fact denies the legitimacy claimed by the Fourth Imperium. Its attitude ranges from sullen to openly hostile, though the chances of armed conflict are not great, primarily due to the difficulty of waging war across the Great Rift.

THE ASLAN HIERATE

Far to Rimward of the Spinward States, across the Great Rift, 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 in the Spinward Domain, and its adjacent sectors 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 Spinward States are doing in the Wilds surrounding them.

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 ZHODANI CONCORD

Various successor states to the Zhodani Consulate have emerged, including one of the Spinward States, the Cronor Consulate. 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 (though quite sane by sensibilities of most of the Spinward States). The Querion Cluster, a Zhodani state run by Proles, is an example of such a "mad" state. There are still large areas of Wilds in the former Consulate.

THE VARGR SPLINTERS

Immediately Coreward of the Spinward States lays 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 single exception to the description of the above is the Gvurrdon sector. Most of the sector, called the Vargr Pocket, was protected by two major Vargr states that were able to heed the warnings given by the Regency and the Zhodani Consulate. Through these efforts, this Pocket of Vargr worlds has been able to maintain interstellar society, and even some of their interstellar states.

The three main Spinward States on the coreward edge, the League of Deneb, Republic of Regina, and Cronor Consulate, all have regular interaction with their Vargr neighbors. The Republic of Regina and Cronor Consulate both border the Vargr Pocket, and attempt to influence the Vargr states there. The League of Deneb borders the full Wilds of the Vargr Splinters, and mounts regular expeditions into it. It is believed that there are no stable states in the rimward part of the Vargr Splinters. There are rumors of stable Vargr states farther coreward and deeper into the Splinters, but, as of yet, none of the three Spinward States have made official contact, and none of the Vargr states in the Pocket have admitted to finding any, either. In the meantime, the three states continue to help where they can; attempting to inject more stability in the regions they neighbor.

THE JULIAN PROTECTORATE

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 Trailing of the Spinward States, just on the other side of Corridor sector. 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, though none in the Spinward States. There is a Naasirka in the Spinward Domain, but it is now an independent offshoot, having been separated as a result of the division caused in the Second Imperial Civil War.

The New Ziru Sirka is active in Corridor, and has fought the Regency for dominance in Corridor, which resulted in a treaty between the two states. However, after the Scouring of Vland and the collapse of the Imperial Regency, the treaty no longer applies. Consequently proxies for the League of Deneb and the New Ziru Sirka continually battle throughout the various pocket empires in Corridor.

THE BLACK IMPERIUM

The former Imperial Core, 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, and it is hoped that they remain busy fighting each other.

THE FREEDOM LEAGUE AND THE UNITED WORLDS

The former Reformation Coalition, now having reinvented itself as the Freedom League, is stable and not expansionistic. 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. Most of the Spinward States view the Freedom League with very suspicious eyes, due it its wholehearted acceptance of Cyms. Oddly, the views of the Fourth Imperium are not affected by their acceptance of Cyms, but it is still held against the Freedom League.

The United Worlds, not far from the League, is considered by many to be a client state of the Freedom League. 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. It is known (or at least told) that they are slowing growing back into their former territory, and that they are in conflict with the neighboring Dominate and Solomani Imperium. Any more than that is completely outside the understanding of anyone in the Spinward Domain.

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 other powers 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 far to Rimward and Trailing of the Spinward States (though not as far as the Hive Federation). Although founded on the old Solomani Confederation it is moderate in outlook and apparently not expansionistic. 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.

RACES

The Spinward Domain consists of the Deneb, Spinward Marches, Trojan Reaches, and Reft sectors. The Domain is unique in all of charted space in the diversity of its intelligent aliens. Most of these races are small, with much fewer than a billion living sophonts each. There are so many, that it would probably take a full book to reasonably cover them all. Therefore, this book will only cover the races that can reasonably be expected to be encountered on an interstellar level.

One the ship was again safely in jump space, Eneri turned to the old trader and said, "You know, the performance by the Hlanssai we saw on Pallique got me to wondering …"

Dear stars! What could it possibly be this time, thought the old trader.

"What would happen," continued Eneri, "if a Hlanssai and Bwap were forced to work together? Who would go nuts first? Sure, the Hlanssai would try to escape, but what if he couldn't? Would the Bwap eventually give up? Who would break first?

The old trader just stared at his young navigator. "I am going to go nuts first. I have got to give him more to do", he thought to himself.

Major Races

The classic definition of a "Major Race" is a race that developed Jump Drive on its own. By that definition, there are six Major Races: Humaniti, Aslan, Vargr, K'kree, Hivers, and Droyne. However, as some of those discoveries came into question, the definition of what made a race "Major" or "Minor" was slowly changed. The currently accepted definition of what makes a "Major Race" is now a race that has established and controlled large multi-sector empires for significant lengths of time. Coincidentally, this new definition still results in the same list of six races.

Humaniti

Humans are the most commonly encountered race in Charted Space. When Terran humans reached the stars, they encountered dozens of distinct Human races (and that's not counting minor variations among colonists after a mere few hundreds of years on non-Terra-like worlds), some having developed rather unique racial characteristics. How this came to be is the subject of many debates, but it does appear that all owe their original genetic heritage to the Humans of Terra.

It is no different in the Spinward Domain; Humans dominate the Domain. Humans are also the most diverse of all of the races; there are many different Human races. Three of the Human races established massive empires at different times, and qualify as Major Races. In addition to these, there are many other Minor Human Races who, while never attaining the size or extent of the three Major Human Races, still have an influence on the interstellar scene.

Humaniti has an amazing diversity of cultures, philosophies, religions, and personalities. As a result, some of the most alien cultures encountered are Human. Humans are also amazingly adaptable, many times even able to fully integrate into alien run societies. Despite this diversity, all human races are amazingly similar in their physiology, even those who have been genetically engineered, such that most Human races are capable of interbreeding with each other.

Vilani

Vilani can vary in their physiology as much as any other human group. Their culture is the remnant of an empire (the Ziru Sirka, or First Imperium) that once dominated thousands of worlds. The traditions of the Ziru Sirka remain a powerful force for the Vilani culture even today. Vilani society is built around guilds and Bureaus that run the various services needed to keep a society working.

Scientific and technological progress is viewed with disdain by typical Vilani. Stability is more important than progress, and societies dominated by Vilani culture will be very resistant to change. Pure-blooded Vilani tend to live very long lives. However, this trait is heavily diluted by interbreeding. Mixed-blooded Vilani will tend to live only marginally longer than Solomani.

Within the Spinward Domain, the Vilani culture is not dominant in any of the polities. Some individual worlds will have societies dominated by Vilani culture, but most Humans in the Spinward Domain do not hold traditional Vilani views.

Solomani

Solomani are humans that are descended from Terra (or Earth). While originally known as Terrans, they eventually adopted the title of Solomani or the Men of Sol. Solomani, or humans belonging to a Solomani influenced culture are more innovative and inquisitive than are typical Vilani. Solomani seek technological innovation and desire to explore. Solomani societies tend to be more violent and unstable than Vilani societies.

Within the Spinward Domain, most human cultures are much more influenced by Solomani cultural ideas than Vilani.

Mixed-Race

Most Humans descended from the Third Imperium (and consequently, the Regency) are of mixed ancestry. The humans of the former Regency territory include some pure-blood Vilani and Solomani groups, but the majority is of mixed blood. Some regions are dominated by Solomani or Vilani cultural ideas; however, this has little to do with lineage (though pure-blood Vilani tend to maintain their traditional lifestyles). Most humans think of themselves first as citizens of their home world, then as citizens of any interstellar government. Cultural pollution has caused many worlds (especially those on major trade routes) to move towards a "standard star faring" culture, though even this is subject to local variations. Some worlds are very different to this standard star faring culture. Diversity (within limits) is more common than commonality.

Zhodani

The other major human race is the Zhodani. They are the only major human race that makes prominent and open use of psionics. For over seven millennia they ruled a large empire called the Zhodani Consulate, the corner of which entered the most core-spinward corner of the Spinward Domain. The Zhodani Consulate was one of the most stable and peaceful states in the recorded history of Charted Space, and easily the largest such state. However, less than a century ago the Zhodani Consulate descended into a massive multi-sided civil war that ripped their society to shreds. From the chaos, numerous successor states have emerged, and are still picking up the pieces.

In a typical Zhodani society, psionic nobles stand at the top of society. While most nobles are born to their position, and trained from birth to maximize their psionic potential, they also allow highly adept non-noble psions, called intendants, occasional entry into the nobility. Nobles form the top layers of the political and military leadership, and are the elite business owners and managers.

On the next rung down are the intendants. Intendants are psionically train individuals born of other intendants, or proles who were detected to have very high psionic potential. Intendants are the middle managers and bureaucrats of Zhodani society. In the military, they are the lower officer class. Many intendants are assigned as personal assistants to individual Zhodani nobles.

At the bottom of Zhodani society are the non-psionic proles. The proles vastly outnumber the nobles and intendants, and form the backbone of Zhodani society. The proles are the farmers, factory workers, scientists, technicians, manual laborers, supervisors, and enlisted members of the military. While proles are the majority of Zhodani society, they have absolutely no say in its management or governance.

Zhodani are from a relatively low gravity world, and are therefore significantly taller than the mixed-race human norm. Psionically trained nobles and intendants also wear turbans as a symbol of their authority and capability. Other than those two distinguishing features, the Zhodani appearance and dress vary wildly, as with most other wide ranging humans.

Zhodani Refugees

The effects of the Empress Wave have run their course through Zhodani space. For the most part, the Zhodani have picked up and moved on, though they now operate under the much looser structure of the Zhodani Concord, as opposed to the former Zhodani Consulate.

The vast majority of the refugees of the Zhodani exodus (or at least those who survived) have long since settled into their new homes. Whether this is back in a Zhodani state, a Zhodani world in a non-Zhodani state, or integrating into a non-Zhodani society, they are now settled. However, there are two distinct groups in the small minority that need be mentioned: Permanent Refugees and Wanderers.

For whatever reason, there are hundreds of millions Zhodani who still exist as refugees. They live in refugee camps, refuse to integrate into their host world's society, and yet refuse to leave. Since their numbers on any given world are fairly small, most worlds are content to leave them be, knowing that future generations will move on while the original refugee populations dwindle and ultimately die off. The only real exception to this was in the Republic of Regina. These Zhodani were forced to migrate to Grant, where its Zhodani government could deal with them.

There are another ten million or so former refugees that never actually stopped traveling. The Zhodani Wanderers now permanently live a gypsy like existence in small flotillas of ships. They seem to have developed a new culture all their own, and survive on the money they make operating as part time free traders. Unlike the permanent refugees, their numbers do not seem to be dropping (as best as can be figured), and are quite possibly increasing. Also, while their ships seem to be fairly old, they are all in excellent repair, and typically pass any inspections forced upon them.

While the Zhodani Wanders primarily deal in honest trade, they are not above theft when deemed necessary. They are Zhodani, and do have the expected number of psions present, meaning that when they do resort to theft, they can be *highly* efficient and effective. This will almost always only involve money, trickery, or easily convertible items. They don't do hostages, kidnappings, hijackings, or piracy. It has to be quick, easy, and (theoretically) untraceable.

Another interesting thing is that they will occasionally have a "festival", where many flotillas will converge on a single location. Such locations will always be at fairly unpopulated (never more than a couple million inhabitants, preferably much fewer) worlds, preferably with breathable atmospheres. Festivals last up to a month, and allow the members to swap stories, information, goods, and the occasional crewmembers. Many a wedding

happens during a festival.

Aslan

The first humans to encounter this alien race thought the humanoid Aslan to be vaguely "lion-like" in appearance and labeled them with an appropriate word from a Terran language. The resemblance is fairly minor (and Aslan certainly have no connection with Terran felines) but the name stuck. Aslan society is rigidly divided into male and female roles. Males are warriors and protectors; females are administrators and scientists. Male Aslan, who measure wealth in terms of land and prestige, have difficulty in surviving in human society. Concepts like "money" are alien to them, while humans seem to lack "honor". Females are more adept at organization, finance and business, and have far fewer problems interacting with non-Aslan.

Aslan are descended from four-limbed carnivorous pouncer stock that rose to the top of the food chain in the forests of their home world, Kusyu. The Aslan are a warrior race, noble and proud. They are dedicated to those in authority above them and responsible for those who owe fealty from below. Their society is based around the family and its relationships. They are fairly touchy, and it is quite easy for Aslan to give or take offense. Dueling is a common way by which insults and slights are resolved.

Aslan males have a territorial instinct to acquire and accumulate land. This is the male's primary goal in life, his status being determined by the amount of land he controls. In society most males (except the lowest classes) are found in the military or in politics. Aslan females are the ones that handle the trade, industry, science, and accumulation of knowledge within Aslan society.

In Aslan society, it is generally the eldest son that inherits his father's land. As a result, the other sons get nothing and must start from scratch. Most sons are able to find meaning in serving their elder sibling, or in military or political service. Some few are not able to accept this, and can be a constant source of tension and disruption. To counter this, whenever it is economically feasible, a clan will collect as many of these "second sons", or *ihatei*, together, give them a fleet of obsolete vessels, and send them out to find new lands of their own. These *ihatei* can be a source of problems and heartache for those who are neighbors to the Aslan.

Aslan are upright bipeds standing roughly of Human height (1.8-2m). They weigh on average 100kg. The Aslan hand has three fingers opposing a single medial placed thumb, and all have retractable claws. In addition, Aslan have a single highly specialized claw under each thumb. This 'dewclaw' folds back jack-knife fashion into a horny covering in the base of the thumb and palm. The presence of these claws and the general body structure of Aslan make them somewhat clumsy by human standards, but what they lack in dexterity they make up for in strength.

Vargr

The Vargr are an intelligent race genetically engineered by the Ancients from prehistoric Terran wolves. Of all the races of Charted Space, Vargr are the most similar to humans, though their culture is quite different. Vargr have a pack mentality, which includes an obsession with status and "Charisma", and are known for their liberal attitude to laws. Vargr corsairs are notorious, but Vargr are such a common part of human-dominated society in the Spinward Domain, that they do not prejudice humans against Vargr. Vargr corsairs are not viewed as any more reflective of Vargr in general, than human pirates are of humans in general.

Vargr are frequently characterized as 'inconsistent' by outsiders, who see many of their behavior patterns as contradictory and strange. They are a gregarious people who take great joy in the company of one another, and seek the security and comfort of fellowship with others of their own kind. Yet at the same time Vargr engage in almost constant struggles to achieve prestige and dominance within their group. This frequently gives the appearance of a quarrelsome, sometimes even treacherous nature. Indeed, Vargr move from one group or association to another with such great regularity that they may seem to have no loyalty to any specific institution or purpose. This is not the case. Vargr are every bit as loyal to their cause, leader, or institution as a human would be, but they know that eventually the time will come to shift that allegiance. When that time comes, they will transfer their loyalty to some new focus, and remain true to that until it is again time to move on. Exactly what criteria are needed to convince a given Vargr that it is time to change varies widely.

While there are no Vargr controlled states in the Spinward Domain, they are by far the most numerous non-human race in the coreward half of the domain, with sizable communities present on most human worlds. The vast majority of Vargr living in the Spinward Domain are simple citizens who blend in with the culture of the worlds they live on. On worlds where there's a significant Vargr population, their native culture thrives. Along the coreward edge of the Domain, there are even several Vargr controlled worlds. There are two major, and some minor Vargr states nearby in the shielded areas of the Vargr Splinters, but nothing is known about the situation deeper in the Splinters.

The Pack was a Vargr organized crime organization that stretched all across the coreward border of the Regency. The Regency did little to eliminate it, as the Pack almost always kept its activities focused on other Vargr. Anytime the Pack tried to expand its influence out to humans, the Regency would move swiftly to squelch its activities, and then ease up again when the Pack retreated to its own turf. This continued for decades until the Imperial Regency decided to take it head on. The methodology of the Pack's operations implied that there was a highly charismatic individual at the top. The Imperial Regency's intelligence division, with the tremendous help of many other Vargr, managed to find the leader and eliminate him and his organization. As a result, the Pack is now gone as an organization, though there are several small splinter groups that are trying to take up the mantle.

Another influential Vargr organization was the religion known as the Church of the Chosen Ones. The Church was born of the revelation that the Vargr race was created by the Ancients, and that the Ancients actively guided their development. With this discovery as the religion's foundation, the Church of the Chosen Ones believe that it is the destiny of the Vargr to take their rightful place as the leaders of all sentient races. As in most Vargr religions and philosophies, there are hundreds, if not thousands, of variations and permutations on this core belief. The influence of the Church of the Chosen Ones waxes and wanes as time

progresses, and is currently in a period of discredit. The Church is not taken seriously by most Vargr, except those that live on worlds that are members of the Society of Equals.

Physically, Vargr are slightly smaller and lighter than an average Human (1.6m, 60kg), upright, bipedal, and remarkably humanoid in development and appearance. They are covered with short fur, which is generally brown, black, or rust colored and frequently combines shading of these and other colors. Their tails are fairly long and generally end in a flaring brush. The muzzle is much shorter and less pronounced than in Terran canines, but is still quite evident. The fingers of a Vargr also retain sharp pointed, non-retractable nails that can function as claws in some close combat situations. On the whole their reactions are slightly faster than those of a human.

Droyne

Resembling a cross between a reptile and a bird, Droyne belong to six castes, which are physically different to one another. Workers and Warriors are large and powerful. Drones, Leaders, Technicians and Sports are smaller. Each caste has several subcastes, which define the Droyne's role within society.

The Droyne have no central political organization and usually live in small enclaves (Oytrips) on scattered worlds. They can be encountered aboard ships conducting the same sorts of activities as humans - trade, diplomacy, etc. Droyne enclaves may have very different technology levels to one another - for example, a group on one world may be contented TL3 farmers, while a sector over another Droyne community hand-build starships as good as anything the Regency ever made.

Droyne society is divided into six castes, of which each has subcastes. A Droyne's caste determines its physical and mental characteristics. Workers and Warrior are large and strong, and Warriors are powerfully built. Both are not very clever and contented focus on their assigned tasks. Drones are smaller, but of a similar intelligence; they are concerned with management and reproduction. Technicians are physically weak, but are smart and skilled. They research, design, manufacture, and repair items needed. Leaders are also physically weak, but are very intelligent. They fill the leadership structure of the oytrip, including the overall leader. Sports have medium builds, and are quite intelligent. They are able to operate outside the caste structure.

Sports are unusual, in that they can operate away from Droyne society for extended periods, though normally they are found fulfilling a role within the oytrip. They often undertake jobs like scouts, messengers, prospectors, and ambassadors. Sports are generalists, more physically capable than technicians and more mentally adept than warriors and workers.

Droyne have a high potential for psionic abilities, though as a rule it is Leaders, Sports, and Drones that actually develop their powers. Many Droyne devices seem to involve psionics, making them impossible for others to use unless they, too, have psionic abilities. While most other races are suspicious of Droyne, in the Spinward Domain this suspicion is based on their secretive and unexplained activities, not their known use of psionics.

Droyne are mysterious beings, who often act in ways incomprehensible to humans. They never explain their actions.

It is known that the various castes are specialized (hence the names given to them by humans), which may dictate personality to some extent, and that Droyne believe in some form of destiny which can sometimes be foretold by reading a set of "coyns".

Droyne are omnivore/gatherers resembling a cross between a bird and a winged reptile. The largest of them (Warriors and some Workers) can be up to 2 meters high and mass 60kg. Sports average 1.5m, while other castes are normally about 1-1.5m tall.

Droyne possess small wings. In a standard or dense atmosphere, some Droyne can fly short distances. Some Droyne make use of artificial wings to enhance their flight capabilities.

K'kree

K'kree are large herbivores with a pair of forelimbs sprouting from their forequarters. They are sometimes referred to as "centaurs" by humans, after an old Terran legend. K'kree hands are dexterous but weak compared to those of humans.

K'kree have a stratified society which includes leaders, warriors, and merchants, and as herd creatures they have a herd mentality. This can lead to some cold-blooded thinking on the part of leaders. As herd creatures, K'kree are intensely claustrophobic and cannot stand being alone. Thus their ships are rather large by human standards, and contain whole family groups.

The K'kree are militant herbivores, whose culture brands all meat-eaters as "vermin" to be destroyed. The K'kree have already exterminated many species of carnivores, including several that were sentient and even civilized. They are willing to interact with humans and other meat-eaters, but only if they are willing to abandon their practice of eating meat. Even this isn't necessary, as long as the meat-eaters have a favorable balance of power.

In the New Era, most K'kree are under the rulership of the Grand Dominate of the Gods of Thunder, which deviates considerably from their 'natural' society. Fortunately, the few K'kree present in the Spinward Domain are 'natural' K'kree, and know and care nothing of The Dominate.

Hiver

Hivers are perhaps the strangest beings in Charted Space. They vaguely resemble giant, six-limbed starfish with a leathery outer skin ranging in color from pink to tan. The name "Hiver" was applied long ago by humans, who mistakenly thought the Hivers had a hive mentality. Since there is no meaningful way to translate the Hivers' own name for themselves into Galanglic, the appellation is as good as any.

Hivers are the dominant race in the Hive Federation, which includes many other species who fill niche roles in the Federation. Hivers are willing to trade and sometimes travel through Charted Space for various purposes. However, due to the incredible distances and astrography involved, their travels have not reached any of the Spinward States since before the Rebellion. To anyone in the Spinward Domain, the Hivers are simply a nearly mythical race they have never seen, or will they ever see.

Significant Minor Races

Humaniti

Various groups of genetically engineered, adapted, or pure-blood humans exist in Charted Space; some of them in strange places. Cultures vary widely; usually this is the result of local conditions. Not all of these offshoot species are capable of interbreeding with genetically "pure" humans, and some are very different from the "human" norm.

Darrian

The Darrians are a minor human race genetically engineered by the Ancients, who are a peaceful people that prize learning and knowledge as their highest virtues. As a result, Darrian heroes are not adventurers or sports stars, but rather great teachers and researchers. Darrians have made a habit of research as recreation, and most Darrians will select a broad topic of interest, and then spend a lifetime following that topic. Their hope is to make a critical discovery that will make a significant contribution to Darrian society.

Darrians had a quiet pastoral culture until a group of Solomani fleeing the Long Night settled on their world. The fusion of the two cultures caused an incredible surge of technological development that was only ended when a research experiment with their sun resulted in a massive flare known as the Maghiz (or "chaos"). The Maghiz nearly wiped out Darrian civilization, and although some survived, their nascent interstellar society was destroyed. After many centuries, they were able to recover and reconstruct an interstellar society.

Darrians are known primarily for their Star Trigger and their flame sculptures. They discovered what caused the Maghiz and how to replicate it. They now reserve that technology for use as a potentially devastating weapon: the Star Trigger. They demonstrated it once, several centuries ago, to the Zhodani, who accepted its veracity. Flame sculpture uses gravitics generators to force gas flames into various shapes and forms. Such sculptures vary from static images, to more complex forms that include color variation or motion.

Ethnic Darrians are tall and lithe, averaging about 2m in height and 78kg. Their skin pigmentation protects them from ultraviolet radiation without darkening the skin. Usual Darrian skin color is golden or grayish tan; their hair tends to white or light tones. Those with Solomani ancestors can have somewhat ruddier skin tones and darker hair. Darrians are, on average, weaker than average humans, but have faster reaction times, and have acute sight and hearing. Manual dexterity is almost prized as much as mental dexterity, and most Darrian educational systems attempt to develop both.

Floriani

The Floriani are a minor human race created by the Ancients and are notable for their dimorphism. The ruling group, the Barnai, are small and weak, while the workforce is comprised of Feskals, who are large, muscular, and unintelligent. Other minor details of anatomy also set them apart from the rest of humanity. Unlike most other humans, they are not interfertile, either with each other, or with any other human race.

Although accusations of slavery or exploitation might be voiced in Imperial society, the relationship between Banai and Feskals is perfectly acceptable to both parties. High ethical standards, combined with the stoic Floriani demeanor, foster cooperation and solidarity in defiance of physical differences.

The Floriani are also noteworthy for their unusual path of technological development. Highly advanced in the realms of transportation and weaponry (TL 15), the Floriani are abnormally backward in the life sciences (only TL 9). They also have surprising holes in the technology. For example, while gravitic vehicles are common, there is almost no concept of wheeled vehicles. They also seem to have a lack of understanding of the theories behind their technology. They know how to build and repair their technology, but they have no real idea of why they work. All Floriani instinctively shy away from true research. Even creativity in the arts is a rarity. As a result, all true research is done by non-Floriani in the League, primarily at Trossachs.

Jonkeereen

The Jonkeereen are geneered humans, created by the Imperial Ministry of Colonization for life in desert environments. Jonkeereen are tall, thin, and dark-skinned, with protective membranes shielding their eyes and ears. More important than these cosmetic differences are sophisticated changes to their metabolism that allow them to survive in the extreme temperatures of desert environments. These metabolic and biochemical changes have created unintended side-effects in the Jonkeereen psychology. They are notably conservative and, while highly cooperative with other Jonkeereen, are insular and distant in their interactions with non-Jonkeereen humans.

Jonkeereen are best adapted to worlds with breathable atmospheres. Many worlds named "desert" by their trade classification have problems far worse than the lack of water - only radical geneering allows unassisted respiration in very thin atmospheres. On a world where death results from the lack of a respirator, being adapted to lack of moisture is at best a marginal advantage. In fact, the Jonkeereen traits are not only suited to desert worlds, but would also be useful on hot, low-tech water worlds where fresh water is scarce.

The Jonkeereen are spread through much of the Regency, and comprise a significant proportion of several worlds. Jonkeereen may also be found in small numbers in the desert environments of many non-"desert" worlds. These groups were almost universally caused by refugees from worlds lost to the Quarantine, but any that still exist are established communities.

Dlaekai

The Dlaekai are a minor human race created by the Ancients. They once controlled several worlds on the coreward side of the Rift in Reft sector. Prior to the collapse, they were known for their great artistic and architectural skills and accomplishments. However, after the collapse, most records of their existence were lost, and only a chance discovery by the Regency explorers led to their recontact. Prior to the Collapse, the Third Imperium had imposed a name on them, but now they use their own name for themselves.

The Dlaekai world first found by Regency explorers, Boklibom, had a decent tech level, and became a frequent trading partner

and base of operations. As a result of the trade and interaction, the Dlaekai regained jump technology, and now have a small shipyard. The Dlaekai of Boklibom quickly began to make contact with the other surviving Dlaekai worlds, and sharing their new technological knowledge with their long lost brothers. They are still a long way away from being any sort of organized interstellar state, but they do have the foundation of an interstellar community.

Their culture is conservative and peaceful. They are very mystical, both in their philosophies and their religion. Individual roles in society are rigidly defined, and once placed it is very hard for someone to change to another role. Change is not readily accepted, but with persistent effort, change can be made.

Dlaekai, unlike most humans descended from light gravity worlds, are not tall. They are shorter than average humans, and average 1.5m of height and 50kg of mass. They tend to have skin tones ranging from light to medium tan. They also have a low birth rate, which helped them in primitive times to conserve scarce resources.

Chirpers

Chirpers (named for the birdlike sounds they make) are small, skinny, reptilian-looking bipeds found in small enclaves on various worlds. They walk upright, use tools, and build primitive villages, but are often considered to be only semi-sentient. Some chirpers can actually learn to speak human languages, after a fashion. Chirpers are reclusive, and quite hard to contact. Some individuals claim that they can turn invisible, though others claim that chirpers merely have excellent stealth and wilderness skills.

Chirpers are the uncaste form of Droyne. It is completely unknown why they are scattered across Charted Space, seemingly at random, and why the Droyne seem to ignore them. It would seem that if they are indeed uncaste Droyne, it would be a simple matter to provide them with "coyns" and allow them to caste and join the Droyne. But this is almost never observed.

Chirpers are shy and reclusive creatures, who live a mostly peaceful, pastoral life in remote areas. They rarely interact much with other species. They are small, lightweight, and have vestigial wings, massing around 25kg. Despite having wings, they are completely unable to fly.

Llellewyloly

The Llellewyloly (also colloquially known as "Dandies") are a sophont race native to Junidy/Spinward Marches (3202). Llellewyloly have five multi-jointed limbs which function as hands and feet interchangeably. Main sensory organs are also located on the limbs. The spherical central body is covered with long, coarse hair. Many body features are adaptations to the extreme temperature variations of Junidy's day. Llellewyloly have a complex society with many dimensions of social precedence. The same individual may be entitled to high status in one situation and low status in another, and to make an error in propriety is a serious matter.

When the Vargr corsairs struck the coreward flank of the Spinward Marches during the Rebellion, Junidy was constantly trying to hold off a seemingly endless series of Vargr attacks.

While usually successful, some attacks got through and caused significant damage. Several other times, accommodations had to be made (i.e. pay off the Vargr raiders) to escape damage. The attacks and setbacks caused the Llellewyloly to realize how vulnerable their race was, concentrated on a single world at the bare edge of human protection.

Once the Domain of Deneb settled down after the Rebellion, the Llellewyloly negotiated with the Domain to settle on other worlds. The worlds of Uakye and Celephina were selected as Llellewyloly colonies, their small human populations compensated and resettled. The Llellewyloly were then free to settle these worlds as they saw fit.

In addition to the two colony worlds, many of the more "adaptable" Llellewyloly also decided to settle on Rhylanor. Despite being a high population world, almost all of the human occupants live in giant arcologies, and much of the planet surface is unoccupied. Thus, the Llellewyloly have plenty of room in which to build.

Bwaps

Bwaps (a short form of their name for themselves, Bawapakerwa-a-a-awapawab; they are also known as "Newts") are not from the Spinward Domain, nor do they directly control any worlds in the Domain. However, several high-population worlds (particularly in Deneb) have significant Bwap enclaves. They are such commonly used bureaucrats that they are found nearly everywhere in former Regency worlds.

The Bwap world view holds that each individual has a place in his wapapawab, or tree. This term stems from their species' original habitat, but includes their ancestry, country, and place of duty. A wapapawab is hard to define, but is roughly equivalent to clan or tribal groups in other races. A wapapawab can vary in number from a few individuals to thousands. Each is part of a planet, which is part of a solar system, which is part of a cluster, which is part of a galaxy, which is part of the universe. Everything the Bwaps do reflects this complex wheels-within-wheels outlook. Each individual takes great pride in being one small, functional, and unique cog in a vast, ever-living, ever-changing universe of interlinked wheels.

From the human point of view, the Bwap are obsessed with minutiae, patterns, and the order of things. Driven by this internal desire to see everything in its proper place, the Bwap make excellent bureaucrats and officials. Their obsession with ritual and proper conduct often makes them difficult to deal with. Those who violate the ritual will be lectured on the proprieties of the situation, often at great length. Dealing with Bwap takes time, but trying to speed things up only takes more time.

Bwaps are bipedal amphibians, average 1.4m and 40kg, and look very much like large, upright Terran newts. Each Bwap has a distinctive pattern on his skin, with greens, browns, yellows, and blues being the most common colors. The patterns are usually "built up" with dark colors over a lighter basic cover. Non-pigmented skin is a faint greenish-blue, due to their deep blue blood.

Because of their amphibious nature, their skin must be kept constantly moist. If in humidity less than 98%, they must wear special clothing that will allow them to exist indefinitely in any environment that maintains at a humidity of at least 25%. In

humidity of less than 25%, they must use sealed environmental suits.

Hlanssai

The Hlanssai are not from the Spinward Domain, but originate from deep within Vargr territory. However, they are very well traveled, and there were millions throughout the Spinward Marches and Deneb sectors when the Quarantine was established. (It is unknown if their home world survived Virus. Hlanssai in the domain do not seem overly concerned about the issue.)

While Hlanssai are driven to cooperate in the face of immediate danger, they are unable to comprehend rigid social systems and long-range planning. The resultant administrative system is composed of a loose network of cliques and democratic groups. To most outsiders, this appears to be complete anarchy, but most Hlanssai find it acceptable. The tendencies for personal violence and theft are great, but these are generally held back by the risk of danger, which in turn triggers their cooperative instincts. Larger scale organizations are highly unusual, and generally only occur when an unusually capable and charismatic leader perceives a great social need, and can persuade people to work together to meet the challenge.

Hlanssai philosophy is shaped by the concepts of *N'tarronth* and its opposite *N'tarronchii'a*. *N'tarronth* embodies the concept of imposing arbitrary form upon the universe. *N'tarronchii'a* is the concept of flowing with the universe. Hlanssai are very aware of the distinction between the natural and the artificial, and the extent to which an individual accepts external reality and acts within existing limitations is an extremely important aspect of personal behavior. Those who passively accept reality are *N'tarronchii'a*; those who actively attempt to shape reality to their will are *N'tarronth*. Hlanssai will be diligently consistent in adopting one of these two viewpoints, and view an inability to choose between the two viewpoints as decidedly odd. This does not imply good or evil; just irrational, incomprehensible behavior.

Hlanssai are tall, slender bipedal humanoids averaging 2.1m and 60kg. Their bodies are mostly covered with a silky, glossy yellow fur; they rarely bother with clothing. Their head is constructed very similarly to a human's, except that they have two large eyes, and two even larger ears.

Others

There is a bewildering array of alien minor races in the Spinward Domain. A typical sector will have, at most, two to four minor races. The Spinward Marches has multiple *subsectors* that match that total. Most of these races confine themselves to their home world and, if they venture off world at all, do so rarely and are unlikely to be encountered by travelers. Examples of such races are the Ebokin of Yebab, and the Shriekers of Denuli.

In addition, there were many well traveled alien minor races that originate elsewhere, but can still be encountered in the Spinward Domain. The two mentioned above (Bwaps and Hlanssai) are fairly ubiquitous in the Spinward States. Others, like Dolphins, Githiaskio, and Virushi are present, but only rarely encountered.

"Marastan!?" exclaimed Eneri, "Why in the universe do we need to go to Marastan?"

The old trader looked at Eneri with stern eyes, "Because, my young navigator, that is the destination for the cargo in our holds. They are paying extremely well for this delivery, so we are going."

"Yes, sir," replied the sullen Eneri. Soon, after calculating the coordinates, he looked back up at his captain and said, "Coordinates computed, we are ready to jump."

"Good," replied the old trader, "initiate jump."

As jump was initiated, the view ports were all closed, and the lights were dimmed as was tradition. Soon the feeling of nausea passed, alerting all on board that they were now successfully in jump space. All remained quiet on the bridge for a few minutes until Eneri couldn't contain himself any longer.

"I just don't trust those, uh, …" Eneri trailed off as he searched for the right word.

"K'kree," said the old trader, "The aliens are called 'K'kree'."

"Right," said Eneri. "But they act so strange. I have met many different aliens in my short time in space, but all of them are understandable, at least to one degree or another. But these, uh," as he struggled to remember the name the old trader just gave him, "K'kree are completely different. They are the only living race that has tried to wipe out all other living races. And they almost succeeded, too, due to their use of that unliving monstrosity Virus!"

"That was the Dominate, Eneri, these are just normal old K'kree. They don't want to kill everyone, just those that threaten to eat them. We are avoiding all meat and meat products this trip, and have scrubbed the ship thoroughly. Just act vegetarian, and they won't bother you are any of us."

"If you say so, sir. But I will prefer to just stay on the ship and avoid them entirely."

"If that is what you want to do, then that is fine by me," replied the old trader. "But doing so means you will miss out on seeing the amazing world up close. Marastan was an Imperial Reserve. There are unbelievable flora and fauna that now only exist on Marastan that you will be missing out on …"

SPINWARD STATES

The Spinward Domain consists of the Deneb, Spinward Marches, Trojan Reach, and Reft sectors. There are many interstellar states, both large and small.

Surprisingly, there are several common threads that run through all of the states, and with very few exceptions, apply to all of them. Any exceptions are noted where relevant, but, unless so noted, the following assumptions hold.

The first major point is the acceptance of psionics. All states (excluding the traditional Aslan states) fully accept and exploit the use of psionics. Most of the societies have some restrictions on the use of psionics, or on psions themselves, but they are always accepted and valued members of society. These restrictions range from virtually nonexistent, as in the League of Spinward States, to dress and behavior restrictions, as in the Imperial Regency, to the leaders of society, as in the Cronor Consulate.

The second major point is the complete lack of interstellar nobility in the human states. With the sole exception of the Cronor Consulate, which uses the traditional Zhodani system, no human interstellar state has a noble class. As a result, there are many different systems used to create the needed power relationships from the republican system in the Republic of Regina, to the bureaucratic systems frequently used in the League of Spinward States, to the autocratic kingdom of the Askigaak Union, to the military structure of the Imperial Regency.

The third major point is the reemergence of the X-boat system. While a nice ideal, the X-Web had been found to be more expensive than it was worth. The X-Web was intended to provide the uniform and ubiquitous spread of information throughout the Regency, using the best technology available. Unfortunately, the expense was tremendous, and the practical effects were surprisingly minimal. As a result, all moderate and larger states have reinstituted a standard X-boat system. (The exact form of the X-boat will vary from state to state. All forms, however, do include at least minimal maneuver drives, so as to not make them deathtraps.) However, this is purely a result of economics, not information control. Therefore, there are underlying faster courier systems that are widely available to any user, for a price. The various militaries also maintain their own courier systems where needed, but, again, this is done fairly openly.

The fourth major point is the continued acceptance of the Shudusham Accords and a distrust of Cyms. Ironically, having only suffered the single major Viral attack (on Trin) proved far more scarring to the general psyche than the continual Viral attacks everywhere else. To the average citizen in the Spinward Domain, there is no real differentiation between the types of it, and all machine intelligence is generally equated to "Virus". Unlike the other three points, there is more diversity of opinion here, but that diversity is mostly at the leadership levels. The general populace of any of the states in the Spinward Domain do not like or trust machine intelligence, and would likely react very poorly in an encounter with a Cym.

Major States

The Regency and Zhodani Consulate had been the major states in the Spinward Domain, but both of those states are now gone. The Regency imploded under the weight of its internal conflicts and the ambition of its leader. The Zhodani Consulate was destroyed when the Empress Wave ripped apart the fabric of their society.

In place of the Regency, three major, and several minor, states have formed. The major states are the Imperial Regency, the League of Deneb, and the League of Spinward States.

Imperial Regency (Re)

The Imperial Regency is all that is left of the Regency. While it is the political successor to the Regency, it is nothing like it, and is a mere shadow of its former self.

The Imperial Regency is a personality driven state. It was "founded" (when it changed from the Regency to the Imperial Regency) by Ciencia in 1212, at the conclusion of the Regency Civil War. As Ciencia grew into her role as Regent, she pursued her dream to become the Empress of the restored Imperium with more and more zeal. Her ambition reached its climax in her Capital Bid, where she took a massive fleet and marched on Capital, taking it from the Dominate. Unfortunately, the Capital Bid inflamed opinion back home, and was itself ultimately futile.

Since the Imperial Regency had become a cult of personality, Ciencia's absence proved to be crippling. She never formally appointed anyone to replace her, so the Senate attempted to fill the vacuum. Without anyone of Ciencia's stature or charisma, and because of the Senate's divided nature, it could not provide effective leadership. Add in the widespread outrage, and rebellion was inevitable. Many worlds attempted to secede from the Imperial Regency. Rebellions led by Deneb, Mirriam, Sacnoth, Vilis, and others were violently put down. However, some of the rebellions were successful. Gram was able to lead many of the Sword Worlds out of the Imperial Regency, and Jewell was able to drop out. Win or lose, the Senate did everything they could to put down rebellion and keep the worlds of the Imperial Regency in line.

Everything changed when Regina, led by Ciencia's own brother, Galin, seceded. The Senate was stunned and hesitant, unsure of how to respond. They wanted to put down this rebellion too, but they were afraid to act against Galin. Not only was he Ciencia's brother, but he was also Caranda's son. Going after the son of the beloved Regent might inflame hostilities on the worlds they just put down, and might divide their own fleets. While they debated what to do, Ciencia's Capital Bid finally failed.

When word of Ciencia's defeat at Capital reached the worlds of the Imperial Regency, and the success of Gram and Regina became evident, the rebellions started all over again. This time, all at once. Though Ciencia was able to escape from the onslaught of the Dominate, and return to the Imperial Regency, she was a shell of her former self, having been devastated by her crushed dreams. With a broken fleet, and a broken leader, the Senate was at a loss of what to do. Finally, realizing the Imperial Regency was on the verge of total collapse, the admiralty decided it had to act.

The Senate Norris had worked so hard to form was now splintered and completely ineffective. The admiralty recognized this, and disbanded the Senate. (They also disbanded the Moot. However, at this point it was mostly a self-parody, and its loss was hardly noticed.) Replacing its authority with their own, they mobilized the command structure of the navy to implement that authority. They quickly moved to create a new border, and ruthlessly crushed any rebellion within it. Strouden made a late attempt at secession, and was used as an example to any other world that attempted to leave.

Ciencia was impressed with their work while gradually coming to terms with the situation at hand. She refocused on the Imperial Regency as it now was, and began to work with the admiralty to restore it to its former status as the preeminent power in the Spinward Domain.

Political Structure

The capital is at Tobia/Trojan Reach (3215).

On her return from her failed bid for Capital, Ciencia stopped at Tobia, as Mora was too close to the turmoil. By the time the admiralty had reestablished control, Tobia had become the de facto capital. When Ciencia reasserted her control, the change was made official.

The Imperial Regency is a police state run by the military, which, in turn, is run by the admiralty. The admiralty is now the ruling oligarchy, with Ciencia at the head. Any trappings of the Representational Reforms on an interstellar level, including the Senate, were completely eliminated by the admiralty when they fought to save the Imperial Regency. The naval command structure *is* the government of the Imperial Regency, which is divided into three levels. The top level runs the entire Imperil Regency. The second level operates at the regional (or subsector) level, and the third level covers individual worlds.

At the top is the admiralty. The senior admirals run the Imperial Regency, set policy, and make the laws. They rule with absolute authority, with no real checks other than themselves. The majority of the command structure and supporting bureaucracy is located on the capital world of Tobia.

Lower level admirals run the second level, which replaced the subsector level of government from the old Regency. Responsibility is divided up in regions, loosely based on subsectors. However, subsectors with few Imperial Regency worlds in them don't have their own bureaucracy, but are rather attached to an adjacent full subsector to create a single region. The admirals that run the regional level are carefully chosen for their loyalty and dedication. While the Imperial Regency is fairly centralized in its control, the regional admirals are expected to be able to operate on their own when the need arises, though they must be prepared to defend their actions once the situation is over. They can provide input back up to the admiralty, and such input will be considered, but their primary responsibility is to carry out the orders given them.

The third level is the management of individual worlds or small groups of worlds. Worlds with major populations will generally be individually managed, whereas worlds with minor populations are grouped together administratively. Most worlds in the Imperial Regency govern themselves, but must respect Imperial law within their own legal systems. Oddly, the laws expected of individual worlds are still the same ones formed by Norris during the old representational reforms. While the admiralty completely replaced the entire structure of the interstellar government, they didn't touch the world governments. Therefore, the requirements for popularly determined representation are still present and in effect. Additionally, still present are the old laws regarding the prohibition against slavery, laws requiring open trade and uniform tariffs, starport extrality, observation of the Shudusham Accords, and others. There are a few worlds that are directly run by a naval governor.

The Imperial Regency allows absolutely no other interstellar allegiances to anything other than itself. Consequently, all Aslan controlled worlds must effectively be vassals of the Imperial Regency. Likewise, no Imperial Regency world is allowed to control the government of another world either inside the Imperial Regency, or outside.

Despite the near totalitarian nature of the interstellar government, the vast majority of the populace remains patriotic and loyal. The individual worlds are given fairly free reign, and most of the Imperial laws that world governments were forced to adopt actually help the populace. And, as a result of the Aslan / Imperial Regency War, the Aslan have either been pushed back or fully co-opted, so their presence no longer looms on the horizon. Most of the populace also believe in Ciencia's goals, and hope that she will succeed in restoring the Imperium and becoming their Empress.

Culture

When Ciencia retook control of her reduced empire, she felt unease looking at the unicorn in the Imperial Regency symbol. Realizing a change was necessary, she decided to retain the Imperial sunburst, but replaced the unicorn head with a dragon head. The removal of the unicorn signified her break with the Regency's past, and the dragon represented the Imperial Regency's new found power.

The Imperial Regency lacks an established cadre of "forward thinkers". They have plenty of leaders, scientists, intelligentsia, and others of their ilk. But they lack those who push the edges and drive the change necessary to make revolutionary discoveries. The reason for this is that the Imperial Regency suffered two devastating episodes of "brain drain". Normal generational cycles are actively replacing those lost, but it will likely take another generation before the Imperial Regency finally overcomes those losses.

The first episode occurred with the formation of the Fourth Imperium. When the Fourth Imperium was formed, it captured the imaginations of many of the intellectual elite, and they found the Imperial Regency's stilted vision lacking in comparison. As a result, a significant portion chose to emigrate to the Fourth Imperium. Many of their leading military minds, whose fleets were part of the Grand Alliance, chose to reflag for the Fourth Imperium rather than return.

The second episode was during the failed Capital Bid. The prospects of rebuilding Capital and Core were a very enticing opportunity to many of these thinkers and doers, and so a huge number signed up for the expedition. None understood they were entering a trap from which they would have no escape.

While the core of the leadership (including Ciencia and her primary advisers and leaders) was able to escape, virtually no one else did. Their loss was a horrible blow to the "brain capital" of the Imperial Regency.

The culture of the Imperial Regency has become, of necessity, much more militaristic. Even private and commercial ventures have adopted more military style trappings and bearings. The Imperial Regency knows it will have to fight sometime in the future, and has worked to prepare its populace for that. As a result, massive propaganda efforts have been taken to condition them and gain their support.

One result of these propaganda efforts can be seen in the educational systems that the Imperial Regency has been pushing on its member worlds. The local level of the Imperial Regency has taken as a major task the transformation of member worlds' educational systems. The intent is to change the systems to develop loyal and devoted citizens while they are still young. A few worlds have resisted the changes, but most understand the need and have cooperated with the changes.

Another interesting change to the general culture is that psions in the Imperial Regency no longer tattoo themselves. Rather, they take to wearing gray. While they will use just about any shade of gray, they will not wear any sort of color in their apparel or effects. Despite this rather odd custom, there are no restrictions placed on what psions can do or where they can go. There are, of course, still laws to prevent mind reading without permission and the illicit use of clairvoyance.

Despite the setbacks suffered by the Imperial Regency, the average citizen of the Imperial Regency is exceptionally proud of what has been accomplished. They understand that the dream for the old Imperium is gone and that the Imperial Regency is less than it was. However, they are committed to establishing a new Imperium, and to restore the Imperial Regency to its proper place of prominence. They understand it will take effort, sacrifice, and blood to accomplish this, but they are ready.

Economy

The Imperial Regency's economy is in shambles. Their military is too large for the number of worlds they still have. Add in the costs of building their new Depot from scratch and the Imperial Regency has had to continually raise the tax obligations of their member worlds. This has been accepted for the most part, but more and more resistance is forming as the load becomes onerous.

The economy is also hampered by the Navy's treatment of ships without an Imperial Regency registry. While initially intended as a way to gain additional revenue, and to remind others of who are the rightful rulers of the Domain, all it has done is drive external trade away from the Imperial Regency. Now, only the most determined and patient traders will enter Imperial Regency space. All others avoid it at all costs. This is having a very negative impact on many of the border worlds.

Major winners over this oppressive treatment of foreign trade are client states of the Imperial Regency. As client states, they are given preferential treatment, and have few additional checks over what an Imperial Regency world would suffer, but are still free to trade outside the Imperial Regency. This has made them very important stepping stones for trade with the Imperial Regency, and they have taken advantage. The Imperial Regency tolerates this, as it pulls more worlds into its sphere than it would otherwise be able to attract.

Military

The Imperial Regency fleet suffered massive setbacks twice. The first time was when the Fourth Imperium was declared. Millions of personnel (and their families), and some fleets, migrated en masse to the new Imperium. Most of the fleets already deployed with the Grand Fleet also declared for the Fourth Imperium. The second was when the bid for Capital ended disastrously under the hooves of the Dominate, as nearly the entire expeditionary fleet was lost. Ironically, the collapse of the Imperial Regency did not cause a massive loss of naval strength. While some fleets left with seceding worlds, most remained loyal to the Imperial Regency, and simply moved with the contracting borders.

Despite these setbacks, the Imperial Regency navy is still quite powerful. It is, in fact, too big and dangerously overextended for the current size of the Imperial Regency. Due to the vast size of its military, the Imperial Regency does not support any form of scout service or anything like it. Scout type functions are performed by the military itself within the Imperial Regency, and its immediate surrounds. More distant functions are performed by commercial ventures with their exploration and colonization efforts. All resources that had been used by the Quarantine service, scout service, and similar organizations have been folded into and taken over by the military.

The main elements of the Imperial Regency's fleet are predominately tech level 15. While there are some support elements at tech levels lower than that, the main fighting force is uniformly tech level 15. The navy retained a moderate number of tech level 16 units, but they are extremely difficult to maintain, and the Imperial Regency has been forced to mothball or decommission almost all of them.

Outlook

The Imperial Regency is an arrogant, self-righteous state. However, they no longer worry about defending their point of view, confident in their own convictions. They are determined to restore the Imperial Regency to its proper power and position, and transform themselves into a new Imperium. This determination forces the Imperial Regency to be highly expansionistic.

The Imperial Regency actively courts worlds to become client states. With the economic advantages to doing so, many worlds are willing to listen to the pitch, and many have signed up. The Imperial Regency fully understands that these worlds are comparatively minor and will not provide a direct benefit when they are absorbed, but intends to use such worlds as a springboard in their push towards expanding.

The Imperial Regency is also actively supporting expeditions across the Great Rift into the rimward side of Reft, and beyond. The Imperial Regency knows that it will take a long time for any of those efforts to bear fruit, but they also know that if they do nothing the Fourth Imperium will take over the whole region by default. Instead, the Imperial Regency desires to control their own fate, and is trying to be the first ones in the region. If they are successful, they could potentially even start expanding into Ilelish and beyond.

Finally, the Imperial Regency is fully aware that any true expansion will require a fight. They have spent significant effort to prepare their population for eventual war, and for the need for war.

Special Considerations

The failed bid for Capital pretty much removed any desire Ciencia once harbored for "restoring" the old Imperium. Instead, she is now fully dedicated to establishing a new Imperium, using the Imperial Regency as its foundation.

While the new Depot at Fidelis is up and running, it is not nearly as far along as the public (and even the government) have been lead to believe. The Navy has been working overtime for a long time, but the shipyards are not all complete, and random disasters are not nearly as rare as they should be. The system is in a virtual lockdown, and all traffic passing through the system is tightly controlled. The Navy does not allow any snooping, and is willing to use whatever measures are necessary to ensure the lid stays on tight.

League of Deneb (De)

Within the politics of the Regency, various groups in the 'Regent' faction dominated the Deneb sector. Many important leaders were unhappy with the policies implemented by Ciencia during her rule, but believed that she would moderate her views over time, and that preserving the Regency, whatever it was called, was the most important thing. The Imperial Regency's Capital Bid changed all of that.

The Capital Bid showed all Regents that Ciencia would not change, or even moderate, her ambitions. They also realized that they were in serious danger of becoming completely marginalized. The very nature of the Imperial Regency's government was slowly changing, and they were being pushed out. If they did not act immediately, they would be removed from power. It was at that point, that they believed they no longer had anything left to lose.

Deneb organized several worlds around itself in the Usani subsector into what it called the League of Deneb, and then announced that they were seceding from the Imperial Regency. They sent representatives to Mora to establish diplomatic relations with the Imperial Regency. The Imperial Regency sent fleets. They quickly moved in and crushed the nascent League, and most of the other rebellions that popped up in quick succession. Deneb was put under a temporary military governorship and the other worlds quickly fell into line. Deneb leadership was badly humbled, but managed to survive. So, they toed the line and plotted.

When Ciencia returned in defeat and threw the leadership of the Imperial Regency into complete disarray, Deneb saw a second opportunity. This time, armed with the lessons of their first attempt, they were far more prepared. They struck a deal with the leadership of Vincennes, and mobilized their local forces to repel any Imperial Regency fleets. Virtually the entire subsectors of Usani and Vincennes seceded to form the League of Deneb, and they were all ready for the coming fight.

But this time the fight never came. The Imperial Regency leadership was in utter confusion, and didn't respond to the second secession attempt. By the time they were organized enough to respond, virtually the entire Deneb sector had seceded, dropped out, or been cast adrift. The vast majority of those worlds quickly joined the League of Deneb, and in the space of two years, the League grew from around 40 worlds to well over 200.

The League of Deneb is still quite young and, in many ways, is still trying to figure out what it wants to be. The main goal of the League is to fashion a cohesive and stable interstellar state that can provide for the defense and development of its members. The League is not expansionistic, but neither is it opposed to considering petitions for membership from external worlds. It is still hoping to eventually woo Rhylanor and Askigaak into their fold, and as such is pursuing self-defense treaties with both.

Political Structure

The League of Deneb is composed of single world and multi-world members who each owe allegiance to Deneb. Few demands or restrictions are placed on member worlds, other than their tax obligations, and the need to observe League foreign relations. Since the League is so new, all of the particulars are still in a high degree of flux. The most acrimonious discussions revolve around whether the League will operate with a subsector style arrangement, like that used in the old Regency, or if the middle level of government will be organized around the multi-world members of the League. The current direction, and published organization, is to use the subsector arrangement. If the League were to adopt organization around the multi-world members, the single worlds would be forced to organize into multiple ad hoc groupings, and it is feared that the result would be chaotic and unstable.

The League is a much looser organization than was the Regency. The worlds do not want to see the League become centralized and militarized like the Imperial Regency. However, the League is a full interstellar government, not merely an alliance like the League of Spinward States, and uses much of the same structure as the old Regency. This includes a full League military, bureaucracy, and court system.

There is no nobility, nor is there a Moot. The individual world governments, and the multi-world groupings, owe their allegiance to the League itself. The League does not operate by "rule of men", but rather by rule of law and treaty. This is the direct result of observing the failings of both the Third Imperium and of the Imperial Regency. The ruling council (which has no formal name, and is simply known as "The Council") is formed on the remnants of the Regency Senate. Each world is given a number of representatives equal to its population expressed as a power of ten. (For example, a world with a population of 50,000 would have 4 representatives, and a world with a population of 20,000,000 would have 7 representatives.) How those representatives are chosen is left to the worlds they represent (or the multi-world government of which they are part), as is the length of their service.

The makeup of individual world governments is not of much interest to the League. The League is not worried about the representative reforms as they apply to individual worlds, only that members have appropriate representation in the League. The leadership of the League firmly believes that such low level meddling was a dangerous activity that directly contributed to

the instability of the Regency and its eventual failure. It will try to prevent egregious violations of human rights, but, for example, legitimate despots are still legitimate.

Despite the questions and even arguments, the League appears to be progressing well and is fairly cohesive. While they do have disagreements with each other, they fully realize that they are better off together than they would be on their own.

The capital is at Deneb/Deneb (1925).

Culture

The symbol of the League of Deneb is a circle, subdivided into eight equal parts, set in an isometric view, with a flame hovering just above the center of the circle, where the dividing lines all intersect. The eight equal parts represent the equal status of the various member worlds. The flame represents that the League of Deneb is still Keeping the Flame of civilization, and spreading it where it can.

The League of Deneb has pretty much the same attitudes as the old Regency. Psionics are treated pretty much the same as in the Regency, including the sanctioned institutes and ritual tattooing. The Representational Reforms are still expected at an interstellar level, but little meddling is expected at the level of world governments. The League will likely interfere in the case of a civil war, or genocide, but ordinary oppression is not something the League will worry about.

Most of the populace of the League of Deneb is quite happy with what it is accomplishing. The League has separated from the Imperial Regency, and so has divorced itself from the insane grandiosity. Interstellar rule is kept light, and information and trade flows freely. The military is strong enough to protect them, but is not being used for expansion.

Economy

The League of Deneb easily has the largest and most powerful economy in the Spinward Domain. For its member worlds, the transition from the Imperial Regency to the League of Deneb was straightforward with minimal disruptions to their economic infrastructure. And since they have not closed their borders, as has the Imperial Regency, the League still has the full benefit of external trade.

The economics of the League work pretty much the same as it did under the Third Imperium and later the Regency. While the League now looks back on the governments of those two states as "broken", they have no such view of the economic system they used.

Even though still quite young, the League of Deneb has been forging many economic ties to any willing neighbor. Consequently, they have significant trade with the Askigaak Union, the Republic of Regina, many independent worlds, and some trade with some League of Spinward State members. They also have many trade contacts and partners both with Vargr worlds in Tuglikki and with the pocket empires that have formed in Corridor sector. They continue to try to forge economic ties with the Ziru Sirka, but thus far all response has been cool to cold.

While the League is using an accelerated building schedule to build their navy, they are not working at a crash-build pace.

Instead of putting a strain on their economy, in many ways it has actually benefited.

Military

The military is weaker than would be expected for a state its size, but the League is working quickly to rectify that situation. Most of the Imperial Regency forces redeployed as its borders contracted. All that was left were planetary and colonial forces that had tighter binds to their home worlds than to the Imperial Regency. While there were some Regency fleets that defected to the League of Deneb, these were very few in number. The military is still quite formidable, though it appears to be weaker than that of the Imperial Regency. The League's navy also suffered a tremendous hit when they sent several fleets in answer to Avery's Call to Arms.

The bulk of the League's navy is tech level 14, though significant elements are at tech level 16. Obviously, the League would much prefer to have many more tech level 16 ships, but that is just not possible to support until more worlds join Vincennes, Dekha, and Starn at tech level 16.

Outlook

The League of Deneb is very focused on its external contacts. As such, it has many social and economic contacts with worlds in Tuglikki and Corridor sectors. They also have nonaggression pacts with all of their neighbors, with the notable exception being the Imperial Regency. They have even tried to forge cordial relations with the Ziru Sirka, but progress is slow. They do maintain a tenuous link with the Fourth Imperium, which they share with the Republic of Regina.

Special Considerations

The League of Deneb's Navy is more powerful than it shows. The League's real danger is its lack of cohesion. If the Imperial Regency were to attack, it would force the diverse parts of the League to unify for their own survival. However, the longer the Imperial Regency fails to attack, the longer the divisions in the League can survive.

All in all, the League is in pretty good shape. It is highly unlikely the Imperial Regency could conquer it. It is unknown what the League would do if the Imperial Regency attacked someone else, though.

The biggest reason for the rollback of Representational Reforms on the world level is Deneb itself. It is run by an exclusive religious oligarchy with little input from the populace and maintains control through an extremely high law level. It is pretty hard to argue for personal liberty on another planet when there is none on your own. Add in the fact that Vincennes is a very long-standing dictatorship, and you have a pretty good argument to just ignore world governments unless their actions threaten to have an interstellar impact.

League of Spinward States (L*x*)

The League of Spinward States is dominated politically, socially, and technologically by the Darrian Confederation. It was formed by the Darrian Confederation, the Sword Worlds Confederation, and the Federation of Arden to serve as a counterbalance to the vast size and power of the Regency. It was not created to oppose

the Regency (as the Darrians never stopped being a close ally of the Regency), but to give the small polities a political voice so that they might have a chance to preserve their own sovereignty and independence.

The seeds of the League took root when a small group (a group of young "up-and-comers" who jokingly called themselves the Kahbhel) in the Darrian Confederation finally realized that they were being effectively co-opted by the Regency. The Confederation was being swallowed up and was in danger of disappearing as a relevant interstellar state. The Kahbhel realized that the only way any of the independent states were going to have any sort of voice would be for them to band together. The Confederation was also hampered by having their only industrial world wracked with civil unrest, forcing them to depend on the Regency for much of their high-tech industrial capacity.

The Kahbhel was able to persuade the Confederation council to allow them to try and establish a trade agreement with the Sword Worlds. Such an effort would hopefully give them access to some of Narsil's industrial might, and possibly keep the remaining Sword Worlds independent. (The council agreed because they thought nothing would ever happen.) It took many years of trying before the Sword Worlds consented to talk. But when talks started, they went nowhere (like the council had expected), because of the severe lack of trust between the two states.

Finally, the Confederation agreed to unconditionally provide some advanced technology to Narsil. Narsil's economy had been devastated during the Fifth Frontier War, and the process of recovery had the unfortunate side effect of causing severe damage to the planet's ecology. The Darrians provided Narsil with technology and expertise to overcome their problems and repair the environmental damage. This act of good faith finally gave the Sword Worlds something to work with. After much more dialog they agreed to hold final negotiations, but at a neutral site.

Arden was selected as the neutral site. As host, Arden pulled out all of the stops in order to improve its interstellar standing and show that it was a legitimate state. During the course of negotiations, Arden managed to invite itself into the negotiations, transforming the trade agreement into a three party alliance. Once the particulars where hammered out, they finally settled on the title of League of Spinward States. Soon after, the Querion Cluster, whom the Darrians and Arden had helped to establish, petitioned for membership, and was quickly added to the League.

The alliance served the members well in the years ahead. As the nature of the Regency started to change, the Darrians began to put political distance between themselves and the now Imperial Regency. When the "Gram Arm" seceded from the Imperial Regency and petitioned the Sword Worlds for membership, the Darrian Confederation fully supported the action. (It can legitimately be said that this act was the defining moment of the changed relationship between the two Confederations.) The relationship between the League and the Imperial Regency soured at that point, and was only made worse as various Imperial Regency splinter states were permitted to join the League of Spinward States.

Unfortunately, as the relationship between the Darrians and Sword Worlds (and Querion) developed and grew, the Federation of Arden felt continuing pressure to clean up their act and change as the Sword Worlds had. But they continually fought these efforts. And as more members joined the League, Arden felt more and more marginalized. They believed they were losing their voice in the League despite being one of the three founding members. As a result, when they felt the interstellar situation had settled down, and the Darrians were mounting yet another campaign to help Arden reform, the Federation formally dropped out of the alliance. It is said there were no objections.

The League consists of the following members: Darrian Confederation, Sword Worlds Confederation, Metal Worlds Confederation, Querion Cluster, The Sisterhood, Jewell Covenant, Mondes Unis, and several independent worlds.

Political Structure

The League of Spinward States is not a true interstellar state, but is more properly an alliance or "confederation of confederations". Each member state is still sovereign and sets its own foreign policy. The League concerns itself with matters of defense and internal trade. Each member is required to provide support, material, and personnel to the League Navy, and to defend other League members if the time comes (with a couple exceptions). Also, the League forms a "free trade zone" with the other members. Each member state provides representatives, though only the interstellar members are allowed to vote. The founders also have a "veto" right.

The primary purpose of the League is the mutual defense of member states. The League charter specifically states that if any member is attacked, the League as a whole must join in their defense. There are a few exceptions to this, mostly focused around situations where the attacked member is actually the instigator. However, all members are pledged to defend all of the other members. This is the primary reason why most independents, which do not get a say in running the League, join.

The secondary purpose of the League is the promotion of trade. The majority of the initial League formation negotiations were concerned with creating trade agreements, and those ideas and principles are still in the core of the League's charter. The League functions as a true free trade zone for all of its members, and no member is allowed to apply tariffs to imported goods from other member states.

An additional provision in the trade component is subsidies that are available to members that are trying to improve their technological infrastructure. The leaders of the League firmly believe that for the League to succeed into the future, it needs to actively promote technological development in all of its members. The initial goal was for all worlds to have a minimum tech level of 8 and, except for some extenuating circumstances (ironically, all Darrian worlds), has been universally achieved. The current goal is to help worlds progress to a minimum tech level of 12 as quickly as their societies can handle.

The headquarters are at Entrope/Spinward Marches (0720). (It isn't referred to as a "capital" as the League is not a "government".)

Even today, the League is, for most intents and purposes, run by the Darrians. The Darrians have been very careful to exert their overt influence only rarely, and only when it is deemed to be critical. They have also been very careful to make sure theirs stays the most influential voice. The League is reflective of the slightly new direction the Darrians have taken. While they do not desire to have any non-Darrian worlds in the Darrian Confederation, they realized that they must extend their influence much farther than just the Confederation to provide for their long term survival. The League of Spinward States is the result of that effort; it dramatically extends their influence, but preserves the Darrian Confederation in its current form.

Culture

The symbol of the League of Spinward States is an upright double-edged sword with a flaming blade over a star field. The flaming sword component is the symbol of the League Navy, and the sword over the star field is the symbol of the League as a whole.

The League of Spinward States doesn't have a unified culture of its own, as each of the members has their own very unique character. Any culture that develops for the League will likely come from its unified military. The beginnings of this are already being seen, primarily in the area of tolerance and cooperation, which is permeating the governments of the member states.

One thing that is consistent throughout the League is the treatment of psions. People with psionic powers are normal citizens. True, they do have powers or capabilities most don't, but they are still people and treated as such. As a result, they are not separated in any way. Governments do not force them to be a separate society, nor do they separate themselves from society. Former Zhodani psions are not given special status or expected to dress a certain way; former Regency psions are not required, or even expected, to undergo ritual tattooing and segregation as practiced in the Regency. While there are obvious societal restrictions on the use of psionics (primarily around the illicit or unauthorized use of telepathy and clairvoyance), these restrictions are merely an extension of normal societal restrictions, not restrictions against psionics, *per se*.

Economy

The League of Spinward States economy is second only to the League of Deneb. Little damage was suffered by these worlds during the Regency Civil War and its subsequent collapse so their economies are relatively intact. The primary exception was the Querion Cluster, and its rebuilding was primarily funded by the Darrian Confederation, not the League as a whole.

The League as a whole is aggressively trying to build economic links to the many non-aligned worlds around it. Since they have such a wide variety of societies and technological capabilities, they can trade with most worlds at whatever level the world needs or desires. As a result, most of the surrounding non-aligned worlds view the League favorably and are growing well themselves.

Another result of this aggressive economic interaction is that the League is intentionally trying to uplift all of its friendly neighbors to at least tech level 8. The League freely provides information to any who ask covering tech levels 8 - 12, and will arrange

for member financial institutions to provide loans and other economic aid to worlds that wish to progress up to tech level 8.

Military

The League's military would be appropriately sized for the population, except for the large fleet it formed with the Republic of Regina and several surrounding powers in response to Avery's Call to Arms. While it has replaced most of the lost ships, it has not replaced all of the losses. The League's biggest weakness is the fact that it is rather scattered (necessitated by the astrography of the League) and could be somewhat disorganized during a war as it relies heavily on contributions from member navies to fill out its capabilities.

The League's navy is a hodge-podge of tech levels. The main "patrol" elements of the navy are tech level 15 units from Aquitaine, tech level 14 units from Darrian and Jewell, and tech level 13 units from the Sword Worlds and Metal Worlds. There is a cadre of tech level 16 J-6 courier units assigned to the League navy to aid in communication efforts. The Darrian Confederation does not assign any of its other new tech level 16 units directly to the League navy, but they would be assigned in a time of war. The less technologically advanced members (and the independents) contribute money and personnel, rather than ships.

Because of the League's dispersed nature, individual admirals are carefully chosen for honor, loyalty, integrity, and ability. Captains may occasionally receive "political" promotions, but admirals do not. Admirals in the League navy are expected and trained to operate independently once given general instructions. With their current arrangements, it will be nearly impossible to have effective coordination between fleets, and their strategies account for this weakness.

Each of the member states has widely divergent ship designs and combat theories. However, the League navy has worked hard to create standard ship designs for multiple tech levels that will work well together and compliment each other. Each member that contributes ships is expected to make sure its contributions adhere to these designs. The natural result of this (which was fully intended) is that members are slowly replacing many their own designs in favor of the League designs to make production and maintenance easier. As the navy's assets age, the League intends to sell the ships rotated out of service (due to age or obsolescence) to lower tech member states so that their navies can be reinforced.

Outlook

The League of Spinward States doesn't have a "point of view" as such, as each of the member states have their own points of view, goals, and ambitions. However, as time progresses, the members of the League are finding that their individual concerns and goals are merging to a great degree and that they are heading down the path to a true interstellar government. While none of them are overly enamored of the idea, none are fighting it yet, either.

Special Considerations

The League is composed of many members. They are:
- Darrian Confederation
- Sword World Confederation
- Querion Cluster
- Metal World Confederation
- The Sisterhood
- Jewell Covenant
- Mondes Unis
- Independents

Despite the economic troubles of the Darrian Confederation, the League of Spinward States is sound. It is already well down the road to being a true interstellar state, and any Darrian economic disaster would hasten the transformation, not hinder it. There is no way the other member states would allow a Darrian economic collapse; instead they would use it to wrest more control of the League from them.

The attempt by the League to help its neighbors to develop to tech level 8 is blatantly (and openly) self-serving. Tech level 8 is a technological "tipping point", whereby it is relatively easy to integrate higher technology items and industries into the society. These worlds make perfect markets for not only tech level 8-10 goods, but also many items of even higher technology. Worlds at tech level 7 and lower cannot accept such goods and industries as readily.

The "withholding" of tech level 16 elements from the League navy is purely pragmatic. Only Darrian facilities can service them, so there is no reason to assign them to the League, except during war. This is fully understood, and agreed to, by the other members.

League Member States

There are several members of the League of Spinward States and all of them are sovereign states in their own right. While they have banded together for purposes of defense and trade, they are still individual polities, and should be treated as such.

Darrian Confederation (Ld)

The Darrians are a human race planted by the Ancients. They are classifed as a minor human race as they received jump drive only as the result of contact with Solomani traders who they had assimilated. Although the Darrians are a specific race of humans, the term "Darrian" has a broader social meaning, encompassing all of the citizens of the Darrian Confederation. Only 75% of the Darrian population are ethnic Darrians; another 12% are of mixed Darrian-Solomani descent; 8% are Aslan; and 5% are of assorted races and immigrants.

The Darrian Confederation traces its lineage all the way back to when they first reached the stars before the Maghiz. However, the history of the Confederation can be divided into three periods. The first period was from when they established their first interstellar colony on Mire until the Maghiz. The second period was from the time when Mire regained jump technology until contact with the Imperium, where they were an informal interstellar community. The third period started when they formally organized after contact with the Imperium until the present. The organization of the Confederation has remained fundamentally unchanged since that time.

The Darrian Confederation has always been focused on providing for its members, and has never been interested in expanding its size beyond the set of worlds populated with Darrians. (Interestingly, the term Darrians here includes ethnic Darrians, Solomani descendants, and assimilated Aslan.) It still doesn't want to add non-Darrian worlds to the Confederation (though it has added two worlds that were effectively empty, but now hold significant Darrian populations), but did realize that it had to extend its influence outside its current borders or face the very real risk of assimilation by the Regency. The League of Spinward States was formed to address this concern.

Forming the League has forced the Darrians to be more proactive on a larger scale. While their basic Darrian character has not changed, they are now much more noticeable on the interstellar stage.

Political Structure

The Darrian Confederation is a purely bureaucratic form of government. Each member world contributes a representative to the High Council, and all worlds have a voice (though the influence of that voice depends on the world in question). The only exception is Junction, which is actually a protectorate not a true member. The High Council is responsible for setting direction of the Confederation, and for formulating laws. Below it is a large bureaucracy that implements the High Council's direction and enforces the laws.

In order to be more effective on the larger scale, the Darrian Confederation had to become a more cohesive and assertive government. A direct result of this policy change was the

Confederation's willingness to solve some lingering internal problems (e.g. the civil war on Zamine), instead of maintaining the more hands-off approach it had typically employed in the past. The average citizen of a Confederation member world probably hasn't noticed this change (outside Zamine and Laberv), but all of the world governments have.

The capital is at Mire/Spinward Marches (0527).

Culture

The symbol of the Darrian Confederation is a phoenix superimposed on a ziggurat.

In comparison with other cultures, Darrians tend to be quiet, dignified and stoic. They are also intrinsically peaceful; Darrian history records remarkably few wars. Since Darrians are humans, individuals experience the same emotions, in the same intensity, as any other human. However, in groups, their cultural conditioning takes over and they are capable of being very rational and dispassionate.

Darrian philosophy, distilled in the Codes of Darrian, is based firmly in tolerance and the veneration of intelligence and rationality as the highest expression of humanity. Tolerance is evidenced by prohibitions against cruelty to animals as well as stiff penalties against slandering another person. This tolerance demands that each creature be allowed to live in accordance with its own nature, which leads to the Darrian emphasis on rationality and civility. It is quite likely that this reverence of tolerance is a reason why the Solomani, and later the Aslan, were so successfully integrated into Darrian society.

Darrian society places great value on knowledge and discovery for its own sake, and does not glamorize violence or brute force as do many other human cultures. (Neither do they shy away from violence. If the Darrians rationally conclude that the use of force is necessary, they will use it absolutely and without hesitation.) Learning is something of a passion in Darrian society. Role models are typically teachers, scholars, scientists, or academics, not warriors or military leaders. Pacifism and extreme life-respecting traditions are not the norm in Darrian society, but are rather more common than in other human cultures.

The Darrians also value art. Their most distinctive art form is also unique to them: Darrian flame sculpture. Flame sculpture uses various energy fields to hold a burning flame in a static, three-dimensional form, or in more sophisticated examples, in an animated series of forms.

The Aslan in Darrian society have adopted the Codes of Darrian into their own Aslan Code. As a result, the tenets of the Aslan Code have become more abstract. They still believe in self-control, honor, and loyalty, but the application of these principles is tempered by the principle of tolerance, which they have adopted from Darrian society. Their self-control enables them to tolerate those who do not share their beliefs. Their honor is defined by their own actions, not by the actions of others. They are loyal to their family, but also to the society in which they have chosen to live.

Another result of the fusion of the codes is the virtual elimination of gender roles. While males still tend to be warriors, they are expected to understand how money works, and to accept female warriors. Women still tend to focus on support roles, but they accept that males can do also it.

Darrian Aslan still have the drive to acquire land, as that is an instinctual imperative, not cultural conditioning. However, the drive is expressed in much more modest goals. The typical Darrian Aslan dreams of making enough money to buy a farm he can develop and grow, not finding a virgin planet he can conquer and claim as his own. There are, of course, some Aslan who are more ambitious than that. (But even then their goal is to gain a large estate with servants and employees that they can 'rule'.) The only "world seekers" seen in Darrian Aslan are the occasional *ihatei*-like individuals who reject the compromises their parents and peers have made, and leave to join a "true" Aslan society.

The Aslan on Roget are different from most other Darrian Aslan. While most Darrian Aslan are just Darrian citizens who happen to be Aslan, the Aslan on Roget have chosen to retain the traditional Aslan societal structures. Gender roles are still in effect, and their political structure, built on family and clan, would be familiar to any Aslan. Despite that, they still have the tolerance and understanding typical of all Darrian Aslan, and understand their lifestyle is something they chose, not something that is mandatory.

Economy

The Darrian Confederation has a vibrant economy. They have free trade agreements with other members of the League and with their numerous non-aligned neighbors. Darrian traders range for many parsecs in all directions, and trade with any willing partners. They range from the Aslan in the Trojan Reach, to the League of Deneb, to the borders of the Vargr Splinters, to deep in Foreven.

Internally, much effort has been made to improve their technological capabilities over the last century. They seek to regain the knowledge lost due to the Maghiz and to provide a sound foundation for an interstellar society. As a result, many of the Confederation worlds that had been lagging behind have made tremendous strides in their technological infrastructure. The Darrians have also been freely assisting neighboring worlds that are interested in technological advancement, resulting in some significant improvements amongst their neighbors.

While the Confederation government is suffering from the financial strains of its massive commitments, the economy is still going strong. However, it may take a big hit if the Confederation is forced to raise taxes.

Military

The Darrian navy is a fairly uniform TL 14, with an expanding base of TL 16 elements. They provided a large portion of their TL 14 forces to the League navy, and are working to rebuild their own naval strength. This is taking somewhat longer than expected, due to numerous other financial commitments. Therefore, the Darrian navy is likely to be fairly lean for the foreseeable future.

The Darrians have never shared the secret of the Star Trigger with any of the other League members. While there are the occasional dissidents in other member states that grumble

about this "appalling lack of trust" or some such, all of the other member states understand the reluctance to do so and, quietly, support that decision.

Outlook

One of the results of their alliance with the Imperium was the implicit dependence on it for their protection. While they did develop the Star Trigger as a defense of last resort, they really depended on the vast might of the Imperium to keep their enemies from causing them harm. This reliance was passed on to each of its successors (the Domain of Deneb, the Regency) after the Second Civil War. Fortunately, the Confederation had seen the end of the Imperial Regency coming and began to prepare for it with the formation of the League of Spinward States. It is interesting to note that their old allies and enemies have swapped. The Zhodani, in particular the Querion Cluster, and the Sword Worlds are now their strongest allies and supporters, while the Imperial Regency is their greatest threat.

While the fundamental character of the Confederation is unchanged, they are not as inward focused as they have been in the past. They are now focused on the wider interstellar stage and are now determined to make sure they leave their imprint on it. They are no longer willing to purely depend on others for their well being; they now accept that responsibility.

Special Considerations

While the Darrians are genuinely attempting to help the dwindling populace of Junction, they are also using it as a convenient stepping stone into Foreven. With the expected collapse of the Avalar Consulate (due to the Empress Wave), the Confederation is working to lay the groundwork necessary to expand their influence into Foreven.

Sword Worlds Confederation (Ls)

The inhabitants of the Sword Worlds (and most of the Metal Worlds) are descended from Solomani exiles who first settled Gram in -399. Over the course of a couple centuries they populated nearly all of the worlds in the Sword Worlds subsector and remained affiliated due to their common culture. The longest lived unified Sword Worlds government was founded in 852, and the Sword Worlds Confederation claims its lineage back to that point.

Despite the claims, the current version of the Confederation is quite different. One noticeable change is that the capital is firmly entrenched on Narsil. Being the technological leader and the most populous world in the Confederation, Narsil dominates the political landscape as well.

Another change is the relationship with the Darrians. The Sword Worlds and Darrians had been competitors and enemies for 1500 years. When the Darrians first approached the Sword Worlds about forming what would become the League of Spinward States, they were quickly rebuffed. It took years of effort for the Darrians to get the Sword Worlds to the negotiation table, and then more years to reach a deal. The first breakthrough in their relationship came when the Darrians provided Narsil with the technology and expertise that allowed them to repair their ecological damage without adversely affecting their economy. But it was the Darrians' unconditional support for Gram's petition to rejoin the Sword Worlds that convinced the leadership that the Darrians' commitment to the alliance was genuine.

Political Structure

The Sword Worlds Confederation is still structured in its traditional form. The Confederation allows its members almost complete local autonomy. Individual worlds maintain separate military forces, pass their own laws, and completely regulate their own internal affairs. The Confederation regulates inter-world trade, handles diplomatic relations with outside powers, and adjudicates inter-world disputes.

The political center and capital of the Sword Worlds is now at Narsil/Spinward Marches (0927), not Gram. Even after Gram rejoined the Confederation, it seemed to recognize the shift (in power) and is now an effective partner with Narsil in leading the Confederation.

Culture

Their symbol is a pair of horizontal swords laid across an upright vertical sword.

The culture of the Sword Worlds is pretty much as it has always been. They are a very proud and stoic people, devoted to hearth and home. There is also a strong undercurrent of pride over taking the worst the Imperium and Regency could throw at it, yet still be standing while the Imperium and the Regency (and even Zhodani Consulate) are now gone.

Each Sword World has its own specific culture, but the differences are almost indistinguishable to outsiders, and there is considerable common ground. Society is militaristic and male-dominated, women having a much more subordinate position than in the Imperium. Almost without exception, men fill important public offices, business positions, and high military commands. While women are not legally or culturally prohibited from any occupation, any woman in a "male" profession is expected to exhibit male rather than female behavior (at least in public). The reverse, however, is not true. Men may never exhibit female behaviors (in public at least) without losing face. In addition, men and women share a good many behavioral characteristics.

Direct action is the primary male characteristic. Men are expected to be taciturn, stern, and strong-willed. In contrast, passivity is the primary female characteristic. Women are expected to remain in the background, unless they are in a "male" occupation.

Both sexes are expected to be honorable and stoic in the face of pain and adversity. Obedience to superiors and respect for authority are instilled at an early age, and those who feel they have not received the respect due to them will probably react violently (men especially). Sword Worlders are often characterized by outsiders as vain, easily provoked braggarts for this reason. Sword Worlds view outsiders as mewling cowards until shown otherwise.

There is a dichotomy between the "Narsil Arm" and the "Gram Arm" of the Sword Worlds. The Narsil Arm worlds have worked with the Darrians for almost 40 years now and have adapted well to operating as a part of the League of Spinward States. The Gram Arm is just starting. It is quite unsure of having moved from being under one "master" (the Imperial Regency) to another

(the League of Spinward States and the Darrians). The Darrians and the Sword Worlders from the Narsil Arm are working hard to show that no one is anyone's "master", and that they are all partners for conquering the future.

Economy

The economy is still going through a 'rough patch' as the integration of the Gram Arm continues. With total recovery still a long way off, reconstruction debt keeps the embers of the Confederation's economy dampened.

Military

In peacetime, the Confederation government maintains a pool of high-ranking military officers (selected from the military forces of all worlds) who are trained in large unit command and staff operations. These officers operate from the joint Confederation headquarters maintained at Narsil. All of the naval forces are maintained and operated as planetary navies of the member world.

During wartime, all military forces are confederalized and placed under a single unified command. For ground forces, units up to division size are commanded by officers from the individual worlds. Larger sized organizations are commanded by Confederation officers. The component forces of a division are from the same world whenever possible. In the case of mixed divisions, the commanding officers are from the world with the largest contribution. For naval forces, individual ships are commanded by local officers, and squadrons or higher organizations by Confederation officers.

The Confederation also maintains an interplanetary patrol which suppresses piracy, operates the starports, and administers customs and tariff regulations in non-planetary space.

Outlook

Despite their advantageous position as one of the two remaining founders of the League of Spinward States, they have been remarkably quiet. Their internal divisions have not allowed them to truly take advantage and fully step out on the larger stage.

Special Considerations

Despite the veneer of cooperation by the leadership of Gram, there are many that are very unhappy playing second fiddle to Narsil. Small public protests of the current relationship are common but there are larger groups actively working to undermine Narsil and elevate Gram. Agents from Narsil are taking steps to deflect this subterfuge.

Metal Worlds Confederation (Lm)

The Metal Worlds are built on the worlds that once made up the Border Worlds Confederation. That confederation was created by the Imperium during the aftermath of the Fifth Frontier War to keep a lid on Sword World activities. During the creation of the Regency, the entire Border Worlds Confederation was annexed (along with a few other Sword Worlds) by the Regency.

When the Imperial Regency fell apart, these worlds wanted to stay together, but were very wary of directly joining the Sword Worlds Confederation. To address those concerns, the Darrians negotiated with both the Sword Worlds and the Border Worlds to have the Border Worlds reconstitute their government, and then join the League of Spinward States. This allowed a level of independence to the Border Worlds, but still kept the Sword Worlds in a more "senior" position. When the new confederation was formed, the name "Border Worlds" no longer made sense, so they chose the name "Metal Worlds Confederation".

(The original "Metal Worlds" were Iron, Bronze, Mithril, and Steel. Prior to the Fifth Frontier War, they were designated by the Sword Worlds Confederation as resource worlds and were under the direct administration of the Confederation government for futher development. There were no permanent residents, and the only inhabitants were mining and resource exploitation personnel. Once annexed by the Regency, the habitable worlds of Mithril and Steel were opened for colonization.)

As the Metal Worlds Confederation was being formed, a few petitions for membership were accepted from surrounding worlds.

Political Structure

The Metal Worlds uses the same structure as the Sword Worlds Confederation. However, due to the number of former Regency worlds, minor changes are continually made. The capital of the Metal Worlds is Beater/Spinward Marches (1424).

Sacnoth is the 400 pound gorilla that no one (including Sacnoth) knows what to do with. The problem is that its population and economy completely dwarf all of the other Metal Worlds, and any wrong move by Sacnoth could rip the Confederation apart. Despite its power, Sacnoth has no particular desire to lead the Confederation, considering that its most recent attempt at leadership was brutally terminated by the Imperial Regency. Adabicci is being accepted for membership to serve as a counterweight to Sacnoth and thus stabilize the situation. It is an open question as to whether or not this will really help.

Culture

The symbol of the Metal Worlds is a metal ingot. The actual type of metal is left undefined, but is usually silvery in color.

The members of the Metal Worlds are a mixed bag. While all of the worlds are former Regency worlds, there are still significant differences between the former Border Worlds and the former Imperial worlds.

The former Border Worlds have been influenced by their exposure to the "Imperial" views imposed on them. They still have the same basic culture as the Sword Worlds, but much of the "rough edges" have been smoothed over. They are no longer as touchy, are less likely to take offense over perceived insults, and more tolerant of females in traditionally male roles. The rest of their culture is still recognizably "Sword World". They are still very proud of their past and what has been accomplished. They still have a great affinity for the other Sword Worlds, but believe that many of the antiquated portions of their culture need to remain in the past.

The former Imperial worlds still maintain the base culture they have had for centuries, but some Sword World influences have seeped in. They have adopted the Sword World stoicism and

honor, and have become more independent minded.

Economy

With the sole exception of Sacnoth, which was heavily damaged in its previous secession attempt, all of the Metal Worlds are undamaged and healthy. Despite the minor turmoil that's come with adjusting to the new political framework, the economy is robust. It should remain so, as long as the eventual Confederation government retains a light reign.

Military

The major difference between the governments of the Sword Worlds and the Metal Worlds is the presence of a permanent Confederation navy. Many of the worlds in the Confederation have no interest in running and maintaining their own independent navies, so all worlds simply contribute money and personnel to support a unified Confederation navy.

The navy operates at a uniform tech level of 12, the vast majority of which were made in the Sacnoth shipyards. The navy is still fairly small for the size of the state, but it's slowly gaining strength. Even when it's at full strength, it will likely still be dependent on the League navy for full protection, due to its technological disadvantage.

Outlook

If the Metal Worlds Confederation can work through their current issues, they have an excellent chance of eclipsing the Sword Worlds Confederation in influence and prestige. While the Sword Worlds still quarrel with one another, the Metal Worlds have matured past that. Years of "Imperial" influence under the Border Worlds and the Regency have had a lasting effect.

Special Considerations

Except for Sacnoth, none of these worlds suffer from any conflicted feelings about the Darrians. All of the worlds have been "Imperialized" to a great enough extent that this is not the issue it is with the "Gram" worlds (see above). If the Sword Worlds Confederation were to split and reorganize, it is quite likely the membership of the Metal Worlds Confederation would also be affected. Sacnoth and Tyrfing are culturally similar to the Sword Worlds Confederation and would be the worlds most likely to join them.

Querion Cluster (Lq)

This cluster of Zhodani worlds in the Querion subsector suffered tremendously during the Zhodani Exodus. The astrography and politics of the subsector prevented the refugees from going farther, particularly with the collapse of Retinae. Consequently, there were (literally) billions of refugees stuck on these worlds, with nowhere to go, a crumbling infrastructure around them, and an existing populace so outnumbered and overwhelmed that they could do nothing to help.

Seeing this human tragedy in the making, the Darrians decided they couldn't just sit there and let them all die (and they certainly did not want them to all come to the Darrian Confederation). Instead, they immediately sent humanitarian aid and relief, as well as administrators to assist the local governments with the overwhelming influx of refugees. They then sent fleets with resources and equipment to help rebuild the local infrastructures. They also appealed to the Regency and Federation of Arden for support. The Regency provided much needed help and financing, though not as much as requested. The Federation was unwilling to help, until the Darrians pointed out that, if the refugee situation wasn't resolved in the Querion Cluster, they could easily spill over into the Federation. This convinced the Federation to provide support, albeit reluctantly, in the form of money and, surprisingly, aid workers.

It took a year to establish working infrastructure on the worlds, and another year to build their provisional governments. Three years later, the first fully native interstellar government was established. Its first act was to request membership in the League of Spinward States. After another two years, the last of the Darrian advisors and administrators were finally able to leave. Despite some rough patches, the Cluster has survived and grown.

Once the Querion Cluster was formed, Zhodani refugees from all over were sent (most voluntary, many not) there. Also, the Federation of Arden immediately redirected any refugee ships that entered its space there, too, instead of sending them on to the Regency. Most settled on the worlds of Zhda, Fiashzaikriq, and Shiadlia, though all worlds of the Cluster saw massive population gains, especially Mizan-fel, Niabritedl, and Plebradplozh.

Political Structure

The capital of the Querion Cluster is Shiadlia/Spinward Marches (0614).

The Querion Cluster is modeled after the Darrian bureaucratic system. It is very unusual in that it is a Zhodani state that allows the proles to enter the decision making process, does not guarantee psions positions of authority, and has no nobility. Surprisingly, the proles (both the overwhelmed locals and the refugees) were able to quickly adapt to the new system. Some psions had difficultly adapting, but most have integrated. (Those psions that could not, or would not, adapt to the system usually left for places with more traditional societies.) The Darrians were careful to always have local leaders in the new government as it took shape, that way they were able to ensure a smooth transition upon their departure.

The Querion Cluster developed a great affinity towards the Darrians. Soon after their situation stabilized, they petitioned to join the League of Spinward States, and were quickly admitted. They still view the Darrians quite favorably, and tend to back the Darrian position in League debates.

The Querion Cluster, on the other hand, has a great deal of enmity and distrust for the Cronor Consulate. They still have no good answer for why it was only the Darrians that came to their aid, rather than their brothers in Cronor. Oddly enough, Cronor has never really even tried to answer the question. Additionally, being branded as an "insane Zhodani state" is disconcerting. As a result, the Cluster has responded very coolly to all of the Consulate's seemingly friendly overtures.

Culture

The symbol of the Querion Cluster is a circle in a circle (i.e. ring). It is a play on the Zhodani trifoil, but is a "unifoil" to represent

the unity of all citizens, psionic or not. The ring is traditionally shown blue.

The most notable feature of the Querion Cluster is that all members of the population, both prole and psion, are citizens, with full rights and privileges. This pertains to all levels of society, not just the government, so there are prole managers, CEOs, military officers, police, and so on. It also means that it is perfectly common for a prole to have a position of authority over a psion. Consequently, the term "prole" is never used in Querion society. Instead both proles and psions are simply "citizens".

A direct consequence of the social elevation of proles is an inherent distrust of traditional Zhodani. Since traditional Zhodani consider the political structure of the Cluster to be "insane", the people of the Cluster are worried that the new Zhodani Concord will try to "cure" them. Even though the Cronor Consulate and Zhodani Concord maintain friendly relations with the Cluster, the people of the Cluster do not trust them or their motives.

The Cluster is quite grateful to the Darrians for the tremendous help that was given to them. As a result, they have indirectly adopted some aspect of Darrian culture into their own, including their views on psionics, tolerance, and education.

Economy

The internal economy of the Cluster has formed quite nicely. Despite their relatively low level of technology, they have a decent external trade. Lower tech worlds find Querion's 'advanced' technology easier to use than worlds more advanced than it. But it is this lower technological status that is its greatest handicap. It is hoped that once the Cluster's infrastructure achieves technological parity, science and industry can start on the long road to progress.

In recognition of the financial sacrifices made by the Darrian Confederation, the Querion Cluster has formally recognized those contributions as "Bootstrap Bonds". The Darrians and the Cluster have come to an agreement over a repayment plan, which the Cluster is sincerely committed to.

Military

Another result of their comparatively low TL is that the Querion Cluster does not have a formal navy. Instead they have a Cluster Patrol which is used for anti-piracy and police activities. They rely on the power of the League navy for protection from other polities and larger threats. The patrol consists of several older, purchased ships (primarily Zhodani and Darrian models) of a TL higher than they could produce on their own. Despite this, they're able to maintain them thanks to the training and the steady supply of parts they regularly receive.

Outlook

The Querion Cluster does not trust the Cronor Consulate or the Zhodani Concord. The former proles like their new freedom and want nothing to do with the traditional Zhodani culture.

Now that they are firmly on their collective feet, the Cluster is working to gain their voice in the League of Spinward States. While they understand they are nowhere near setting policy, they are trying to make sure they have input. As a whole, they

really want to prove themselves.

Special Considerations

All things considered, things are looking pretty good for Querion. One ironic situation with Querion is that, now that their economy is spun up, the Darrians are now quite dependent on the Cluster's continuing "Bootstrap Bond" repayments. Any interruptions in those repayments could cause serious damage to the Darrians' economic situation, though the Darrians would not force any payments if they were to stop.

The Sisterhood (Lh)

Like many other worlds Mirriam attempted to secede from the Imperial Regency and failed. Then one day, they realized that no one from the Imperial Regency was around anymore. All of the Regency fleets had been called away, leaving the support systems and bases in the hands of the colonial fleets. Seeing that they had been abandoned, Mirriam formed The Sisterhood and invited the surrounding worlds to join. Many worlds accepted the invitation, but Iderati did not. They had been instrumental in the subjugation of Mirriam during its rebellion and they didn't want to abandon the Imperial Regency. Gohature, which had been a colony of Iderati, did accept the invitation, despite the protests of its former parent world, thereby gaining its independence from Iderati.

The Sisterhood works to maintain good relations with all of its neighbors (except Iderati). As a courtesy to its independent neighbors, it regularly patrols outside its borders as a show of good will. (This also has the added benefit of putting continual pressure on Iderati.)

Political Structure

The government of the Sisterhood is a military confederation. And since Mirriam/Spinward Marches (0333) runs the military, she runs the Sisterhood. Mirriam attempts to provide at least the veneer of full participation of her sisters, but she has a larger population that the rest of the members combined. The only other world to wield much influence is Karin, on account of their high TL and moderately large population base.

Mirriam is a dictatorship, but still allows surprising freedom. Because of the government's success at maintaining its populace's standard of living, it is very popular.

Culture

The symbol of the Sisterhood is a stylized red rose.

The Sisterhood retains a large degree of its Regency heritage, with the caveats given above about the League of Spinward States as a whole.

Economy

The economy should be better, but it suffers the effects from being partially centrally controlled. Mirram understands the drain this places on the economy, but isn't willing to completely open things up for fear that some critical industries might be dropped for more lucrative activities.

Military

The military of the Sisterhood is surprisingly strong, though limited by its local TL. With four former Regency naval bases under their control, each with an adjacent shipyard, they have been able to build their strength very quickly. Also, they were able to bring most of the colonial fleets under their banner.

Outlook

The Sisterhood is constantly on the hunt for new members. Thus far they have not been able to entice any more worlds to join, and they aren't willing to openly annex unwilling worlds. They are well aware that their small population base hurts their voice in the League of Spinward States.

Special Considerations

The Sisterhood is getting quite tired of Iderati. If given an opportunity (like an existing war), Mirriam would not hesitate to permanently remove that particular thorn in her side.

On the other hand, the Sisterhood would love to bring Wonstar into the fold. However, Wonstar has already gained membership in the League of Spinward States as an independent world.

Jewell Covenant (Lj)

The Jewell cluster was one of the first portions of the Regency to secede. Once it broke away, it had two problems it needed to solve immediately: what type of interstellar government should it have and what should be done with the vast numbers of ethnic Zhodani refugees and naturalized citizens living on their worlds. They decided that they would try to meld the two cultures, and open psionics to all citizens.

While only a fraction of the population has true psionic potential, everyone who is interested is encouraged to be tested and trained in the psionic arts. The final outcome of this effort, and how the rest of the interstellar community will accept them, is still to be determined. The open and apparently non-restrictive approach to psionics is causing a slow, but very steady, influx of psions and psionic aspirants.

Political Structure

The Jewell Covenant is run as if they were still a county in the Regency. While not as dogmatic as the Republic of Regina, they still honor and use Norris' representational reforms. The capital is at Jewell/Spinward Marches (1106).

Culture

The symbol of the Jewell Covenant is a stylized gemstone. The official symbol is black and white; each world tends to color theirs a specific color to represent their world within the overall Covenant.

The most striking thing about the Covenant is their whole-hearted embracing of psionics. Society is being reworked to ensure that anyone with measurable psionic potential, no matter how slight or how powerful, is actively encouraged to develop it to the greatest extent possible. They are encouraged to get tested early, so their psionic potential is detected at its most powerful.

The Covenant truly believes that psionics is the future of humaniti. They believe that sophonts must evolve themselves into beings of pure intellect, at which point they will achieve "transcendence" into a new state of being or plane of existence. This is a long process that can only be achieved one step at a time. Mastery of psionics is viewed as the next step.

Because of this goal, the Covenant has very specific expectations of those who it trains in psionics. All those it teaches are expected to subscribe to these beliefs or convert to them during training.

Economy

The Covenant's economy is stable, but quite small. They are rather insular, having minimal external trade. They do not discourage such trade (as the Imperial Regency does), but neither to they seek it out or overtly encourage it. As a result, the Covenant has a much smaller economic impact than would be expected for a polity its size.

The Covenant's economy has also been hindered by the costs associated with assimilating so many Zhodani refugees. Once they had decided on how they wanted to approach psionics, they became much more active in the integration of Zhodani refugees into their society. While nowhere near as aggressive as the Republic of Regina, they do actively try to persuade the refugees to settle and integrate.

Military

The Jewell Covenant has a fairly undeveloped military. It is strong enough to resist raiders and corsairs, but would fall to a concerted invasion force. It is, for all intents and purposes, only a police force. With so many other demands on their treasury, The Covenant seem willing to be dependent on the protection of the League of Spinward States, and the goodwill of their neighbors. Outlook

The Jewell Covenant is still focused inward while it makes the necessary societal adjustments to embrace psionics. Even so, they are already trying to "evangelize" their smaller neighbors to their view. When their societal reforms are finished, it is expected that they will then turn outward, attempting to win converts to their philosophy. While they're not expansionistic, they will welcome any successful recruits to their philosophy into the fold.

Special Considerations

The Jewell Covenant honestly believes that psionics provides the best avenue towards a better future, and they're diligently pursuing it. If they're successful, more worlds will surely seek membership, particularly Dietevriabr and Iefi, and their philosophy will spread.

Mondes Unis (Lu)

For almost 300 years Aquitaine (once known as Strend) was ruled with an iron fist by a severely repressive group called Les Mecanismes. In 1121, the oligarchy underwent a massive transition. Over the next two decades, Aquitaine transformed from an isolated, insular society into a full interstellar society. Today, the oligarchy rules with the confidence and acceptance of the populace.

Aquitaine had long dominated the four worlds surrounding

it, successfully keeping them comparatively undeveloped. Sable des Etoiles was the sole exception, due to their good technology and the dispersed nature of their system. With the opening of Aquitane, the other worlds were suddenly free of their dominating neighbor, and all have dramatically grown in the last century. Much of the growth and development has been driven by Aquitaine, but some has also filtered in from trade and interaction with the Regency, Floriani, and Aslan.

In 1247, Acquitaine reorganized its small sphere of worlds into an official polity named Mondes Unis, which then petitioned to join the League of Spinward States. After joining, Aquitaine allowed the League to begin construction of a naval base to accommodate League fleet elements, and project their influence into the Trojan Reach sector.

Political Structure

Besides ruling their world, the oligarchy of Aquitaine/Trojan Reach (0505) runs Mondes Unis as well. The other worlds (except Allemagne) are permitted to run their worlds as they see fit. Despite the high law level, society is now moderately open, and the people seem content with the situation.

The ruling oligarchy of Aquitaine is a closed society. They actively recruit from the general population for replacements and understudies, but there is no application process. They choose who they will, and none chosen have ever refused. While the oligarchy is insular, and does not regularly mingle with the population at large, they do make frequently appearances, and are commonly seen through the media.

This is a significant change from the old ruling oligarchy known as Les Mecanismes. They were completely insular, and never appeared before the public eye. Any one of them could have walked through a city on Aquitaine and not be recognized for who they were. However, the rumor is that they couldn't have walked anywhere, as they were intelligent machines or computers, and they couldn't show their faces as they had none.

A large bureaucracy operates below the ruling oligarchy, and runs society for them. The bureaucracy is fairly open. Citizens can apply for jobs in it, and employees can leave whenever they want. It is not insular or self-contained. The bureaucracy is responsible for disseminating all laws, and for their enforcement and adjudication.

Culture

The symbol of Mondes Unis is a stylized Fleur-de-Lis.

The small cluster of worlds that make up Mondes Unis were settled by a Francophone cultural group from the Solomani sphere. While their culture is a fairly cosmopolitan composition of various Solomani and Vilani influences, they still retain many trappings of ancient French culture, and as such provide a fairly unique experience for visitors.

The official language of Mondes Unis, Françoise, is directly descended from ancient French. While it has obviously evolved over time, a citizen from the old Terran Confederation's France would still be able to effectively communicate in Mondes Unis.

The people of Aquitaine are still having some troubles adapting to a more open society. This results in spikes of lawlessness as some are seemingly compelled to find the limits. Fortunately for the overall society, the limits are fairly well marked, and diligently enforced.

Economy

The transition from a closed economy to an open one that encourages interstellar trade has been painful. Despite this, Aquitaine pressed forward, and appears to be on the road to a very robust economy. Their high tech products have no problem finding markets, and their unique culture has generated many curios and luxury items which are in demand as well. Being the rimward most member of the League of Spinward States, they've benefited by serving as a trade conduit to the Floriani and Aslan.

Military

Mondes Unis has a fairly small military. It is more than sufficient to thwart pirates and raiders, but is not capable of waging full warfare. However, they are building warships to League specifications, and are heavily contributing to the navy of the League of Spinward States.

Outlook

The people of Mondes Unis are cautiously optimistic. They still have an insular view that they are working through, and many still refuse to adopt Galanglic. But even so, they are gaining more opportunities and more options, and this is showing through their attitudes and outlook.

Special Considerations

Like any insular oligarchy, opening society yet retaining control is always a risky thing. Likewise, joining a larger alliance, even one as loose as the League of Spinward States, also puts control at risk. Despite all that, the Aquitaine oligarchy feels that the risks must be taken if they are to finish their process to join the wider universe.

Independents (Lc)

When the Imperial Regency broke up, Vilis and Tanoose were put in a precarious position. Neither was prepared, or able, to sustain themselves as independent worlds, nor did they trust each other. Both the Federation of Arden and the Sword Worlds tried to convince them to join their states. So in a fit of desperation, they both asked to join the League of Spinward States as independent worlds. This caused a bit of a problem, as no one had thought of admitting independent worlds, but the necessary preparations were made and the two worlds were allowed to join.

Since then, more independent worlds have joined the League. While they do not have a direct voice in the running of the league, they do enjoy its protections and benefits. The independent members are: Vilis, Tanoose, Adabicci, Thanber, Quar, Saxe, and Wonstar. All independent worlds are in the Spinward Marches.

Special Considerations

Adabicci has applied for membership in the Metal Worlds Confederation. Its acceptance is a mere formality, but the process

hasn't been completed yet. (See Metal Worlds Confederation above.) The intention is for it to serve as a "counterweight" to Sacnoth in the Confederation.

Thanber, Quar, and Wonstar are important "link" worlds that help knit the League's communication and defense network together.

> "As you all know, I have been devoted to the success of the Imperial Regency. I have stood by my sister, even when we have had our disagreements. I have always sought to place the Imperial Regency first and advance it before all else.
>
> "Until today.
>
> "Three years ago, I was brought word of the greatest of follies. My sister had abrogated her bond and responsibilities to pursue a fool's errand. She took a great war fleet with the determination to take Capital and reestablish the Third Imperium. That is in no way what any of us had agreed to, nor something could we take part in. That was grasping in the highest degree, and forfeited any claims to legitimacy.
>
> "As of this day, Regina, and the other worlds represented here, withdraw from the Imperial Regency and will constitute our own state, known henceforth as the Republic of Regina. Unlike the pathetic relic that the Imperial Regency has now become, this new Republic will be built on the ideals and principles set forth by the First Regency Norris. We will espouse democracy, republicanism, and the voice of the people in all things leading forward. We renounce any claims or obligations from our prior membership in the Imperial Regency.
>
> "Know that this is done in great sadness and humility. I love my sister dearly. It breaks my heart to see her descend into madness and folly. It tears at me that we are breaking away from that which I have spent my life supporting. But we have been given no option. No other response is possible in the face of such a great betrayal.
>
> "Today we plot our own course. Today we right the wrongs, at least where we are able. Today we step forth as a bright beacon to all those who would see that integrity be maintained and followed."
>
> *First Chancellor Galin Aledon, 001-1232*

Minor States

There are several minor states in the Spinward Domain. While they don't have the size or power of the three major states, they are influential in their own right.

Republic of Regina (Rr)

If the Imperial Regency is the political successor to the Regency, then the Republic of Regina is its spiritual successor. It was founded with the intention of modeling and implementing the type of government Norris attempted to shape the Regency into. The Republic is on good relations with all of its neighbors other than the Imperial Regency. It is not interested in joining any of the other states, as it wants to serve as an example of what Norris had envisioned, and prove its effectiveness.

Ciencia's younger brother Galin had moved to Regina not long after she became High Regent. He became an instant celebrity the instant he arrived and used his newly elevated status to gain access to the local powers. He was very shrewd and intelligent, and, while never directly entering the political sphere, was frequently consulted. Over the course of a decade, he successfully managed to insinuate himself into the power structure of not only Regina, but the region.

Rather than step into the forefront with a direct political role, he was content to exert his influence behind the scenes. Surprisingly, he did not use this power for self-promotion, but instead to implement plans and policies he believed would help the region. One of the main efforts he devoted his time and influence on were the Zhodani refugees. He worked tirelessly to aid in their integration into Regency society. For those who would or could not integrate, he was able to push through the colonization effort on Grant. He was also able to use his influence to prevent any retribution on the Jewell cluster when they seceded from the Imperial Regency.

The announcement of Ciencia's Capital Bid changed everything. No longer able to restrain himself and sit in the background, he convinced Regina and fifteen other worlds to secede from the Imperial Regency. These worlds declared their independence and established the Republic of Regina. Even though the Republic was immediately recognized by the League of Spinward States and the Cronor Consulate, what really saved the Republic from immediate retribution was Galin himself. The Imperial Regency navy was simply unwilling to directly confront Galin without direct orders from Ciencia herself, and she was at Capital.

Galin took advantage of their reluctance, convincing a few squadrons to defect to the Republic's flag. While the defections were few, they were enough to further dissuade the Imperial Regency fleet from attacking, as they were afraid it would lead to more defections. Galin then worked with the Republic's fledgling leadership to firmly establish the political structure that continues to this day.

Ciencia returned from her failed Capital Bid only to discover that her brother had helped several worlds secede from the Imperial Regency. Her failure to punish Galin for his defiance emboldened other worlds that objected to her policies.

Within three years of its declaration of independence, the

Republic of Regina was nearly double in size, while the Imperial Regency collapsed into many smaller states.

Political Structure

The Republic of Regina is a true republic, with its parliament held on Regina. Despite his admiration for Norris' efforts, Galin did recognize that Norris could only go so far in his representative reforms. Since he was forced to start from scratch, he was determined to do it right.

The Republic parliament has two houses. The upper house, named the Senate, has a single representative for each world in the Republic. The lower house, named the Commons, has representation proportional to the worlds' populations. All representatives are elected by the population of their respective worlds. Laws must pass both houses to go into effect. The titular head of the government is the Chancellor, who is elected by the Senate.

Galin was selected to be the chancellor for two six year terms, but he stepped down after his second term to allow the Republic to grow beyond him. However, he was subsequently chosen to be Regina's representative to the Senate, so he is still directly involved in the running of the Republic.

Each world is free to select its own form of government, with the caveat that it must be representative of its population, and provide an effective means for its populace to express itself. This has taken several very interesting forms, from the elected dictatorship on Roup, to the government on Menorb where the laws are elected, not the bureaucrats.

The Republic of Regina has excellent relations with the League of Spinward States and the League of Deneb. It has at least cordial relations with all of its other neighbors, with the expected exceptions of the Imperial Regency and Federation of Arden. It has good relations with the Theongling Empire, and treaties with the Commonality of Kedzudh. It also maintains a tenuous but well maintained link with the Fourth Imperium via the League of Deneb.

The capital is at Regina/Spinward Marches (1910).

Culture

The symbol of the Republic of Regina is Norris' original unicorn device without the sunburst.

The worlds of the Republic are very stable. All of the worlds had readily adapted to Norris' reforms, and as such there was no real problem in joining the Republic and adhering to its new structure. As a whole, the citizens of the Republic are proud of their heritage and proud of their greatest son, Norris. They are quite committed to making the Republic work.

The Republic is a very open and tolerant society, and have adapted to the inclusion of Zhodani and Vargr refugees in their society with surprising ease. An unexpected development of this openness is that of all of the Spinward States, the Republic of Regina is the least hostile to machine intelligence. While still not accepted, there is at least occasional discussion around what implementing the Usdiki Accords would mean and entail.

Economy

The Republic has a very active economy. While not as technologically advanced as either the Imperial Regency or the League of Deneb, it is very strong and does not have their instabilities. The major drags on the economy are the continuing costs associated with establishing the Zhodani colony on Grant, the various technological uplift projects being performed on many member worlds, the buildup of the Republic Navy, and the funding of the Republic Scout Service. Fortunately, the massive costs associated with assimilating the massive number of Zhodani refugees had been paid by the Imperial Regency before the Republic was formed. However, these costs did force a significant delay in starting the technology uplift programs.

The Republic is very active in the non-aligned worlds around it, trying to build friendly relations and expand their markets. They are very active to coreward in the Vargr Pocket, and are trying to build relationships with many of the successor worlds. Where they can, and where they are welcome, they provide technical assistance and information to help return them into the interstellar community. The Republic isn't willing to spend large amounts of money (as the Darrians did with Querion), but they are trying to help where such help is accepted.

Military

The Republic navy is small, but effective. It contains some former Regency navy assets, in addition to the old colonial fleets, as a few fleets defected when the Republic was first declared. While fleet strength is still not where the Republic would like it to be, it is fully operational, and quite capable of dealing with any threat outside a full invasion by a major power. Fortunately, the Republic current enjoys the advantage of a relatively large astrographic separation from its only real threat.

The Republic is also unique of all of the small states in that it operates a scout service independent of its military. While it would seem that such a service would be too much of a burden for such a small state, the Republic is dedicated to making it work.

While their are some legacy TL 15 forces, the majority of the navy, and all new construction, is composed of TL 13 forces. The major naval shipyards for the Republic are located on Regina and Efate.

Outlook

More so than the other coreward powers, the Republic is trying to build relationships with Vargr worlds in the Pocket. Reflective of this, they are far more open to all Vargr than even the League of Deneb and Cronor Consulate.

The Republic's greatest danger is that if the Imperial Regency succeeds in any expansion attempts, it will be in the second set of targets. To offset this threat the Republic has good ties with both the League of Spinward States and the League of Deneb. The only question is which of the two Leagues the Republic would try join if they find themselves staring down the barrel of the Imperial Regency. However, if the Imperial Regency fails in any expansion attempts, the Republic should be pretty safe for quite a while, and will happily remain independent.

Special Considerations

A fairly unique aspect of the Republic of Regina is that it maintains a full scout service. This would normally never be done by a polity its size, but the Republic believes that it is critical that such a service be maintained. The major roles assigned to the scouts include the maintenance of the communication network, the liaison work with the Vargr, the maintenance of the Grant and Djinni colonization efforts, the integration of Algine into interstellar society, and the interdiction of Pscias.

Glisten Concord (Gl)

The worlds of the Concord split off from the Imperial Regency only after all of the other main pieces left, and well after the leadership of the Imperial Regency had. As such, its worlds are still claimed by the Imperial Regency, even though they currently operate as a separate entity. The Concord was formed when Glisten and Collace got tired of paying high taxes to support the rebuilding and maintenance of the Imperial Regency military. Instead they decided they would rather be independent and have the Imperial Regency pay them for the use of their shipyards.

It is still an open question as to when (not if) the Imperial Regency will decide it is necessary to "reintegrate" the Concord. The Concord is doing all it can so that it can survive the attempt.

Political Structure

The Concord is based off the trade pact made between Glisten, Collace, and Ffund. While it is now a full government, there are still several grey areas due to how it formed. With that caveat, it is a fairly ordinary confederation. The capital is at Glisten/Spinward Marches (2036).

Interestingly, the Glisten Concord has better diplomatic relations with various Aslan states to rim than they do to the more closely located human states. This is primarily because the situation between the Imperial Regency and the Glisten Concord is still very undefined, and the manner of their departure was so unusual. Even after almost a decade, most other states are still unsure if the Glisten Concord is truly independent. The most supportive states are the Republic of Regina and the League of Deneb, both of whom fully recognize and support the Concord. The League of Spinward States is treading cautiously, but has official recognized the Concord. The Federation of Arden and the Askigaak Union have not recognized their independence yet. The other human states are quietly ignoring the whole thing. Fortunately for the Concord, now that the service contracts with the Imperial Regency have ended, and now that the Concord government has been formalized, those relations are starting to improve.

Because of this confused status, it is unknown whether or not anyone will come to their assistance if the Imperial Regency were to invade. While some groundwork has been made toward mutual defense treaties with the Republic of Regina and the League of Deneb, progress is unsurprisingly slow.

Culture

The symbol of the Glisten Concord is a set of five white circles. One circle is in the center, and the other four slightly smaller circles are set around it, equally distant from each other on the main compass points. Each circle is then connected to the nearest three with thick black lines.

The Concord is a very interesting conglomeration. While it is predominately human, there is a huge percentage of cultural Aslan who also live within the Concord. Despite being fully cultural Aslan, and despite the humans not embracing Aslan culture, both races are living quite peacefully together, with a fairly high degree of cooperation and even integration.

As with the other human states, psionics is fully accepted, and integrated into society. Because of their late departure from the Imperial Regency, they have now adopted the Imperial Regency custom of having psions wear gray, rather than tatoo themselves.

Economy

The economy of the Glisten Concord is coming out of a boom period and in some danger of entering a recession. Despite the Concord's secession, the Imperial Regency had been forced to heavily rely on their shipyards for maintenance and repair because they lacked sufficient facilities to do the work themselves. This steady stream of work kept the Glisten Concord's economy booming. But the Imperial Regency no longer needs the Concord's shipyards, having built up their own. Instead, the Concord is in a buildup mode of its own, and this is causing some downward pressure on the economy. Fortunately, however, the Concord still has yet to use up the huge influx of income the service for the Imperial Regency had caused.

Another difficulty facing the Concord economy is the cool relations with the surrounding states. As they have no trade agreements, external trade is heavily depressed. It isn't non-existent, as in the Imperial Regency, but neither is it at the levels one would expect from a state with as many economically powerful worlds as are in the Concord. They do have good trade relations with the various Aslan states to rim, but due to the distances involved, this has less of an impact than might be expected. The trade flow is very good, however.

Military

The Concord Navy is uniformly TL 15. While Collace and Ffund are not TL 15 worlds, their starports are able to partially operate at that level due to significant assistance (and imports) from Glisten. All three shipyards have been working overtime to build up a defensive fleet. The pace of construction picked up greatly when the service contracts with the Imperial Regency ended. Even though the capital of the Glisten Concord is Glisten, the fleet headquarters are maintained at Collace. This was apparently done to help keep the head of the military as far away from the front lines with the Imperial Regency as possible.

Interestingly, despite the Aslan still living by their culture, the Concord military is fully integrated. Human and Aslan serve side by side on the same ships, sharing the same command structure. Allowances are made for Aslan culture, and so no Aslan is forced, or even asked, to serve in an inappropriate role. However, the Aslan make allowances in return, and have no apparent problem reporting to a human female superior or working with a male engineer. One thing the humans in the military have adopted is the Aslan sense of honor. As a result, the Concord military will likely need to be completely defeated before any victory over it will be achieved.

Outlook

The Glisten Concord is still attempting to gain recognition and create self-defense treaties with surrounding states before the seemingly inevitable Imperial Regency invasion.

The Concord's primary complaint with the Imperial Regency was economic and political, not ideological. The general populace still has a reasonably favorable view of the Imperial Regency, and still has a lot of sympathy for the viewpoint that the Regency should have been the successor to the Third Imperium, rather than the so-called Fourth Imperium. Their complaint was not with the Imperial Regency's goals, so much as its methods and their impact on their economies. This probably contributes to the slow progress in their relations with the other Regency successor states.

Special Considerations

Interestingly, there were many Imperial Regency ships being serviced by shipyards that became owned by the Glisten Concord when it declared. The Concord worked diligently to assure that all contracts would be honored, all service would be rendered, and all promised construction would be completed. While the Imperial Regency quickly moved to cancel all construction contracts, they did allow many ships in the middle of service to complete service. All such arrangements, however, were completed or terminated within the first year of the Concord's independence.

Cronor Consulate (Cr)

Unknown to almost everyone in the Spinward Domain, including the local Zhodani, the Zhodani Consulate had been tearing itself apart for nearly a century. The major ramifications to the local Zhodani was that more and more Navy ships were recalled back into other areas of the Consulate, and that communications from the Supreme Council were surprisingly rare. Then it hit.

They came. By the millions. Wave after wave of starships started appearing carrying innumerable refugees from farther in the Consulate. And they wouldn't stop coming. Local authorities tried to deal with the sudden arrival of refugees as best they could, but they were completely unprepared and unable to handle the massive numbers showing up. And, as they quickly found out, they couldn't stop them, either. Most would just continue on to the next jump, unwilling to stop or even try to explain why they were fleeing. Those that would talk were universally unable to fully verbalize just what they were fleeing.

But they didn't stop coming. Those that did stop seemed to cause locals to start fleeing themselves, either joining existing groups of refugees or creating new groups and leaving on their own. While the local additions were absolutely dwarfed by the numbers coming, they still had a significant impact on the local economies, as the new refugees simply packed up and left their lives and jobs with no notice. The local authorities appealed to the Cronor Subsector Council, who then tried to send word back into the Zhodani Consulate to determine what was going on, but the couriers didn't return.

Finally, some of the initial couriers returned. The news they brought was devastating and unbelievable. The Zhodani Consulate was gone; ripped apart at the seams. What had once been the most stable interstellar human government was now gone. There was no Consulate; there was no Supreme Council; there were no Sector Councils; there were no instructions or guidance. They were completely on their own. Fortunately the couriers were able to also explain much of what was going on, and they learned of The Call (what the Imperials called the Empress Wave) and The Fear (the psionic wave front that preceded the Empress Wave).

Now that the Cronor Subsector Council had a better understanding of what was happening, they quickly took action. They determined where The Call was and instituted procedures to protect psions from the worst effects of the wave. They also directed that psions be in groups, to increase the chances that there would always be a functioning psion to help those affected by The Call. Around that, they marshaled the Tavrchedl' so they could begin treating the affected proles. Finally, they sent word to all local world authorities so that they could be more prepared, and they could start funneling the refugees into camps for treatment and dispersal.

Because of this, the Cronor Subsector Council was able to avert the worst parts of the effects of The Call and The Fear. They also learned how to at least slow the refugees down, if not get them to stop. As a result of this, much of the refugee influx never actually went past the Cronor and Massina (in Foreven) subsectors. (Which is a sobering thought, considering the 30 billion or so that did.)

As these efforts were being enacted, the Subsector Council recognized the inevitable, and reorganized itself as a Supreme Council of a new interstellar state, the Cronor Consulate. They were able to save the interstellar structure of most Zhodani worlds in the Cronor and Massina subsectors, and they have established control over all Zhodani worlds in the Llanic (Gvurrdon) and several worlds in the core-trailing corner of Ziafrplians sector. Unfortunately, other states acted more quickly with the worlds in the Querion and Jewell subsectors, and those worlds chose not to integrate with the Cronor Consulate.

As the recovery efforts continued, the Cronor Consulate was contacted by emissaries from a new alliance called the Zhodani Concord. Once the Cronor Consulate Supreme Council understood the Concord's aims and goals, they enthusiastically agreed to join as charter members. They continue to work with the Concord, and assist in achieving its goals.

The Cronor Consulate continues to work towards the recovery of any Zhodani world within its area of influence, and so, while not actively expansionistic, the Consulate does continue to grow. Consequently, the exact size of the Cronor Consulate is not quite known. The Consulate seems to have fully recovered from the effects of The Call.

Political Structure

The Cronor Consulate is structured very similar to how it was as a Zhodani Consulate province. The major difference is that instead of having a top Supreme Council, with four (or so) Subsector Councils under it, the Cronor Consulate's Supreme Council replaces both. It can be expected that, if the Consulate grows to a sufficient size, the extra level of councils will eventually be added.

It is thoroughly Zhodani in outlook and structure, and is a "sane" member state of the overall Zhodani Concord. The capital is at Cronor/Spinward Marches (0304).

The Consulate has good relations with all of its neighbors, including the League of Spinward States members Querion Cluster and Jewell Covenant. Both of those states have governments the Zhodani Concord would consider "insane". Despite any reservations the Consulate may have towards them, they appear to believe that an open approach gives them the best chance to reform the others into "sane" Zhodani states.

Culture

The symbol of the Cronor Consulate is a royal blue Zhodani trifoil.

Cronor has a traditional, standard Zhodani culture. The Call did a tremendous amount of damage to their society, but, with huge amounts of work, and the cooperation of the proles, the Consulate has successfully reconstructed their old culture. Visitors to the Consulate will have little reason to know that it isn't the Zhodani Consulate of old.

Economy

The economy of the Cronor Consulate is still rather recessionary. The costs associated with absorbing as many refugees as they did, creating and administering its reserve worlds, and reconstituting its interstellar government were massive. It is a continuing effort, and while the largest part is done, it will still take years to fully overcome the devastation.

The Consulate is has wide open trade with all its neighbors, both the interstellar states, and the independent worlds around them. They also have significant flowing back into the Zhodani Concord. This trade has been a great boon to the Consulate's economy, and has probably prevented it from being worse than it could have been.

Military

The Cronor Consulate has successfully rebuilt its navy to the level it plans to support. It is less powerful that would be expected for a state its size, but with all of the other expenses the Consulate must manage, it was determined to make due with smaller forces. The major justification was the complete lack of immediate or short term threats to the Consulate. The only possible threats are from Vargr space, and while they do not have a good relationship with the nearest Vargr state, the Society of Equals, they are not a current threat.

The Consulate military is uniformly TL 13, and all recently built. It has no legacy ships from the Zhodani Consulate navy, as by the time the Consulate had fallen apart, any ships worth supporting had all been sent back into the Consulate, and any ships left were badly antiquated. As a result, any of the few functioning remnants were quickly sold to neighboring clients or to individual worlds.
Aside from Cronor itself, the Consulates main shipyards are all on worlds in Ziafrplians sector.

Outlook

The Cronor Consulate is also reaching out to neighboring worlds in the Gvurrdon sector. While at no where near the level of the Republic of Regina or League of Deneb, they are making progress.

The Consulate has attempted to maintain open channels of communication with the Querion Cluster and the Jewell Covenant, as well as with major independents like Iefi and Dietevriabr, in an attempt to bring them back into the fold. While they are completely clear they will not use force to gain their goals, the Consulate is still quite persistent in their efforts. The Querion Cluster doesn't believe Cronor, and generally shuns the contact; the Jewell Covenant, on the other hand, openly welcomes such contact, but uses it as an attempt to sway the Consulate to their point of view.

Special Considerations

Cronor is serving as a gateway of sorts into the larger Zhodani Concord community. There is nothing sinister in this situation, but Cronor is gladly milking the situation for what its worth for as long as it can.

The Cronor Consulate is thoroughly Zhodani in outlook. As a result, they like smaller neighbors rather than larger ones. While they are comfortable with the League of Spinward States (due to its decentralized structure) and the Republic of Regina, it is not happy with the (in their view) hostile and potentially homicidal Imperial Regency. They are also pretty wary of the League of Deneb. Despite its stated intention to be non-expansionistic, the Cronor Consulate has the potential to grow dramatically and become even more powerful.

Federation of Arden (Fa)

Prior to the Imperial Rebellion, the Federation had enjoyed a unique position between two belligerent superpowers. It was able to serve as a neutral meeting ground and home for spies and other skullduggery. It was a potentially dangerous position, but as long as they played their position right, they could keep getting favors from both sides, and remain useful to both. But the Rebellion changed that.

Soon after the Rebellion, it found that the sudden warming of relations between the new Domain of Deneb and the Zhodani Consulate seriously jeopardized its position. While neither state moved to eliminate or annex them, their usefulness was gone. Now they were playing an even more dangerous game, one in which they no longer had any influence. They wisely chose to remain silent and make as few ripples as possible.

Unfortunately, this proved to be increasingly difficult as time progressed. Their centrally controlled economy was not able to adapt to the lack of a steady stream of subsidies that had ended when the Federation's usefulness ended. The Federation found itself under continuing pressure to change lest its generally content populace begin to suffer hardships and become restive.

To replace the needed subsidies, the Federation started to quietly open its colony worlds to the lawless. Those who had no other port in which to settle were quietly allowed to use Federation ports. For a price and with conditions, of course. The price was steep, but with few options, the customers reluctantly paid. The conditions were that the customers could not operate out of (or in) Federation space. Any operations had to be performed while

based outside Federation space. They would also not protect anyone; the Federation only provided safe ports.

With the opening of their colony ports, the Federation was able to slow their descent, but not completely stop it. Plus, they had now made their more dangerous game still more dangerous. They had staved off failure for now, but they were still in an unstable situation.

When the threat of Virus was announce and the Spinward States Accords were being formed, Arden refused to join the talks or to sign the agreement. They feared what the larger states around them would do or require of them, so they felt their safer option was to just stay out of the way entirely. Their fears seemed to be reinforced when Tremous Dex seceded from the Federation and joined the newly forming Regency. The Federation protested the action, but the Regency brushed off their concerns and ignored their protests.

The Federation of Arden finally saw another chance to safeguard their future when they agreed to host talks the Darrian Confederation and Sword Worlds were having about a trade agreement. The Federation went out of their way to clean up their capital city and insure that any of their less than reputable customers stayed well away from the Darrian and Sword World diplomatic fleets. During the negotiations, the talks took a sudden turn and instead of a trade agreement, the sides were negotiation a full alliance.

Recognizing the opportunity, the Arden Council moved from being a host to a third party in the talks. The Arden Society hoped that by being a member of this new alliance they would gain new guaranteed trade markets, and would gain protections from the two large states they felt threatening them. They also hoped that by being a founding member of this new political alliance, they could improve Arden's station and gain interstellar legitimacy. The negotiations were successful, and the Federation of Arden joined the Darrian Confederation and Sword Worlds Confederation as a founding member of the League of Spinward States.

Initially, things went very well. They dramatic increase in trade was seen, and they acquiesced to League demands that they stop harboring criminals. They even made some proactive changes to the government structure reduce the amount of oppression seen on their colony worlds. While these changes were fundamentally cosmetic, they were viewed as acceptable first steps.

However, unlike the Darrians and Sword Worlders, it did not find itself being drawn into a closer relationship, nor did it appreciate what it concerned to be excessive Darrian insistence on making substantiative changes to its administration of its colony worlds. While the Darrians unconditionally backed the Gram arm joining the Sword Worlds, the Federation was quietly against it, fearing that a resurgent Sword World Confederation would eclipse its voice. The Federation was also unhappy about the inclusion of the Querion Cluster to the League, viewing them as Darrian puppets.

When the Imperial Regency finally collapsed, the Federation of Arden saw its second great threat disappear. (The Zhodani Consulate was already long gone.) The Federation then took the opportunity to gain retribution on Tremous Dex. Arden fleets invaded the system, killed the leaders of its government, and installed a Federation governor to run the world. The rest of the League of Spinward States vehemently protested the action and demanded that the Federation remove its forces from Tremous Dex.

Rather than relinquish Tremous Dex or see it expelled from the League, the Federation of Arden petitioned to drop out of the League. None of the other members contested the departure, and still insisted the Federation pull back from Tremous Dex. The Federation believed the League would not be willing to start a war over a fairly worthless world, and called the League's bluff. The League backed off, and Tremous Dex remained under Arden control. But the annexation of Tremous Dex poisoned the relationship between the League and Arden.

Unfortunately for the Federation, its situation is now probably worse than it was when the Regency was at the peak of its power. It is completely surrounded by powers not friendly to it, but friendly with each other. It cannot expand, due to fear of reprisals it has no answer for, and which would surely come this time. It cannot play others against each other, as they all freely talk to each other. In short, the Federation of Arden is now in a situation where they will have to make some fundamental changes of some sort, but exactly what those changes will remain to be seen.

Political Structure

The Federation of Arden is ruled by a small oligarchy that traces its roots back to the local nobility set up when Arden was a member of the Imperium. The Federation capital is Arden/Spinward Marches (1011).

This oligarchy, the Arden Council, is theoretically an elected government, but candidates may only come from members of the Arden Society. The Society is a small group of dedicated individuals who become members through financial or labor contributions. The law level is extremely restrictive, and individuals may not own weapons of any sort. Police harassment is a daily fact of live for anyone on Arden or any of its colonies.

The Arden Council sits on top of a bureaucratic police force, called the Arden Department of Public Safety (DPS). The DPS is charged with implementing and enforcing the many laws of the Federation, and they do so with zeal. There is no separation of government functions. The DPS bureaucracy is in charge of implementing the laws, in enforcing the laws, and of adjudicating disputes. This means that the bureaucrats, the police officers, and the judges are all part of the same organization.

The actual creation of the laws is the domain of the Arden Society. Various members propose new laws, or the repeal of old laws, which is then voted on by the Council. Any changes that pass the vote are then handed down to the DPS, which then implements and enforces the laws.

The Arden government also directly administers the Federation as a whole. Worlds which submitted to Arden authority have been allowed to remain in power under the direction of the Federation. Worlds which resisted Arden authority had their governments deposed, and are now run by Federation governors. In either case, the input of the world's population is not wanted or accepted. They are simply subjects of the Federation of Arden.

Culture

For some reason, the Federation of Arden never adopted an official symbol. When a symbol is needed, they are usually just given a stylized form of the word "Arden".

Despite the oppressive nature of the Arden government, it is still quite popular on Arden. They live reasonably comfortable lives, and have little reason to be unhappy with their lot. The state run television frequently shows them just how fortunate they are, especially as compared to all those unfortunates who have had to live through the death of both the Imperium and the Regency.

The Federation colony worlds, however, are not so content. With the exception of Caloran, which has seen many benefits to Federation control, the subject populations are very unhappy with their situation. However, there are still very few protests, riots, or insurrections as treason is punishable by death, and the punishments are generally handed out liberally and zealously. The population of Tremous Dex, in particular, is still seething over its forced annexation.

Economy

Their economy, already precarious due to its command controlled nature, is slowly deteriorating, due to their recent isolation. As a result of their defection from the League of Spinward States, they have effectively cut off access to all major worlds around them. While they can continue in isolation for the foreseeable future, their populace's standard of living is taking a significant hit.

Military

The Federation navy is a motley collection of castoffs from whoever their benefactors were at the time. This means they have some old Sword Worlds ships, some older Regency ships, and some really old Zhodani ships. In addition, they have managed to produce some ships of their own, but these are limited by their local TL of 11.

Outlook

The Federation of Arden is desperately searching for an ally, but is unwilling to make the changes being insisted on by the Darrians and Sword Worlders. Unfortunately, they have managed to either anger or alienate all of the states surrounding them. As a result, they have to get creative in their search for allies.

The Federation would also like to expand into some of the surrounding worlds, but is afraid that any such action would cause a military action for which they have no response.

Special Considerations

Fundamentally, the Federation of Arden is an illegitimate state that wishes to be treated like a legitimate state without changing themselves. Their time in the League of Spinward States has taught them that just pretending to change has definite limits, and further deteriorated their credibility.

Oytrip of Andor (Oa)

There are several Droyne controlled worlds in the Domain, at varying levels of advancement. The most noteworthy are Auitawry, and Andor and Candory. Auitawry is home to a billion Droyne, and has a very high level of technology. However, they are very isolationistic, and tolerate no intruders or visitors. This isn't much of a problem, as Auitawry is out in the Great Rift and very hard to get to. Andor and Candory, however, are open to interaction with their neighbors.

Andor and Candory have merged governments to form a single oytrip. The Oytrip of Andor, as it is called, also has an advanced tech level, but is not insular. They welcome trade from their neighbors, and allow interested states to maintain embassies at Andor. Even so, the exact goals and intentions of the Oytrip are not known. The Darrian Confederation and The Sisterhood, in particular, have been trying to figure out what is going on in the Oytrip, but thus far have come away with no real answers.

Political Structure

The political structure of the Droyne is hard coded into their caste system. As a result, each oytrip is very consistent in how it appears. Size of the oytrip will have obvious effects, as multiple levels of leadership will begin to appear, but, for the most part, one oytrip is run pretty much like every other oytrip. The goals of an oytrip, however, can vary wildly. It is currently unknown what the goals and ambitions (or, indeed, if there are any) of the Oytrip of Andor are.

Culture

While it would appear that the Droyne caste system would also hard code their culture, too, that does not appear to be the case. There can be a wide degree of variation in many aspects of their culture. Some Droyne (for example, the Oytrip of Andor) are very willing to deal with non-Droyne visitors and diplomacy. Other Droyne (for example, those on Auitawry) are extremely xenophobic. The direction of a given Oytrips culture can be just about anything, and is set by their Leader caste. It is also not uncommon for that direction to make significant changes as new Leaders come to the fore and apply their insights and understandings.

The Oytrip of Andor is very outgoing. They are engaged with their surrounding worlds, and have relations with any surrounding state that so desires it.

Economy

Not much is known about the economy of the Oytrip of Andor. However, as they have very few imports, and they export a fair amount of expensive custom luxury items, it can be presumed it is doing quite nicely. Even so, they are at most bit players in the overall economy of the Spinward States. And that seems to suit them just fine.

Military

Of the known Droyne controlled worlds in the Spinward Domain, only Auitawry and the Oytrip of Andor have organized military forces. All other Droyne worlds are either too low tech to bother, or are part of a larger political body that controls the overall military.

The Oytrip of Andor has a well run patrol force that they use to keep their space clear of pirates and other undesirables. Their small force maxes out at about 5000 dtons, with the vast

majority smaller than that. All of the ships are Droyne built; none have been purchased from other polities. All are built at TL 13, using Droyne specifications.

Outlook

The outlook of the Droyne of the Oytrip of Andor is completely unknown. While they are active, have extensive external interaction, and are reasonably open, they are still Droyne, with no discernible motivation for their actions.

Special Considerations

No one really knows what the Oytrip of Andor (or the Droyne of Auitawry) is up to. The Droyne of Andor and Candory are unusually active, however, and it is not that unusual to see the occasional Droyne ship attending to its business across the Domain.

Askigaak Union (Au)

For centuries, Askigaak was a quiet world that was content to keep to itself. The world government intentionally supported a substandard starport to dissuade interstellar trade and visitors. The vast populace was content to spend their lives ensconced in their comfortable arcologies and let the universe pass them by.

Then the *Kishkii* arrived. It and its fleet came through, destroying the few system defenses Askigaak had. After clearing out all resistance, the *Kishkii* and its fleet refueled at the system's gas giant and jumped out. Regency forces soon game through, found out what happened while refueling, and jumped out in pursuit. While unnerved, the Regency forces never explained the situation, so Askigaak was completely unaware of the nature of the *Kishkii* and her escorts.

It was quite a while later before the news of the Rape of Trin arrived at Askigaak. The news washed over the leaders like a cold acid shower, stripping away their pretension and security. They quickly realized it could have been Askigaak, not Trin, which was the target. Had it been, there would have been nothing Askigaak could have done to save itself. All would have died; there would have been no survivors. It was a massive wake up call for the entire planet.

The leaders realized that threats could come from any direction, and that they had better be prepared, as they might not be nearly so fortunately next time. Their first response was to begin to wake up their populace to the changes that would need to be made. Then, they began to upgrade their starport and create a shipyard. When the Regency selected Askigaak for inclusion in Norris' Industrial Development Program, they eagerly jumped at the opportunity.

All of this prepared them for the collapse of the Imperial Regency. As the collapse became obvious, Askigaak was prepared and put a bold plan into action. They convinced most of the surrounding worlds to come under its banner for mutual protection. Those they could not convince, they directly took over. They nationalized the naval base on Norg and began an aggressive building program. When the League of Deneb formed, they were afraid to join. They did not want to relinquish control of the surround worlds, which provided needed buffer and resources. They also understood that war between the League

of Deneb and the Imperial Regency was likely to be inevitable, and they did not want to pick the wrong side. As a result, they are playing a very dangerous game in the middle, playing each side off the other, hoping that by the time they are eventually forced to pick a side, they will know which side to pick.

Askigaak has directly taken over three of its member worlds, and is in the process of developing and improving them. The end result will be the migration a significant portion of its own population to them so that the Askigaak system will not be so strained. It is also working to ensure its agricultural worlds remain purely agricultural worlds, thereby providing an assured supply of food to Askigaak's immense population.

Political Structure

The government of Askigaak/Deneb (0629) is the government of the Union. When the Union was formed, the subject worlds were organized as provinces within the Askigaak government. As such, the subject worlds have no direct say in the running of the Union, and the Askigaak government controls everything and runs it all. Such a situation would seem to be an invitation for rebellion or dissent, but that has not happened. And it does not appear likely to for quite a while.

The government of Askigaak is a non-hereditary monarchy. The King and the Advisory council (a parliamentary body) are elected by the Electors. The Electors are themselves elected by the populace as a whole. The King has very wide ranging powers and a great deal of freedom to use them. While the Advisory council theoretically has the power to depose an unpopular or unstable King, this has never been tried, and is an open question as to whether it would work.

The King and Electors have every intention of bringing the subject worlds into direct participation in the government; however, they want to make sure that such changes will not cause undo disruption before they are implemented. As this point, some worlds have been given Honorary Electors (i.e. non-voting) to gauge subject world attitudes. Even when the subject worlds are given representation, however, it is unknown how much impact they can have, as all of their populations together are an infinitesimal fraction of Askigaak's population.

Culture

The symbol of the Union is a stylized gold shield, representing the primary purpose of the Union: defense of member worlds.

The Union is becoming quite insular. This time, it is not because it is desired, but is a result of their surroundings. They are unable to interact much with the Imperial Regency, due to its apparent desire to annex the Union, and are afraid to interact much with the League of Deneb for fear of spurring an Imperial Regency attack. And they don't want to have much to do with the independents around them, for fear of appearing to be expanding. Therefore, they treat any visitors cordially, but don't seek to initiate any contacts. Fortunately, with the pocket of worlds around them, Askigaak is able to survive on their own with little need for further interstellar contact. While it does have a noticeable impact on the average citizen's standard of living, they still have comfortable lives, and most understand what is at stake. However, they do look forward to the day when

sanity returns to the Domain and they are able to have normal interstellar contact with their neighbors.

There is a noticeable difference between life on Askigaak, and life on the Union's subject worlds. Askigaak continues much as it has before. While it has lost much of the interstellar contact it had before the breakup of the Imperial Regency, this is a nearly imperceptible change. Even at the height of its interstellar contact, Askigaak's general population had little interaction with off-worlders. On the other hand, on the subject worlds, the Union's presence is always visible. Their governments had to learn to work within the strictures dictated by Askigaak (or be replaced), and follow orders. Dissent is muted due to promises of inclusion in the future, and due to the fact they are currently better off being part of the Union than most of the surrounding worlds are being independent and cut loose.

Askigaak is also taking advantage opportunities presented by forming the Union. Much of its military infrastructure is housed at Norg, rather than Askigaak. This keeps the growing military out of the busy Askigaak space ways, and keeps the major military targets out system. Also, they have used their new power to solidify their control over the nearby agricultural worlds to ensure a reliable food supply for their enormous population. While the potential for abuse is always present, Askigaak has been scrupulous to keep the contracts for foodstuffs at fair prices.

As a longer range project, the worlds of Moltke, Sultana, and Bukit Seng are directly administered by Askigaak. All three worlds had miniscule populations that have been either moved or recruited, and are being improved on a massive scale. They are gaining massive arcologies, and extensive infrastructures to support very large populations. Askigaak is then moving massive portions of its population to these three worlds on a fairly continual basis. They do not move ahead of what the worlds' new infrastructures can handle, but the movement is fairly continuous because of the massive numbers involved. Once the effort is finally completely, all three worlds are expected to hold several billion people each, all moved from Askigaak itself. It is hoped that eventually Askigaak's population will be reduced to fewer than 80 billion, with the difference housed on these three worlds.

Economy

Askigaak had been a rather insular society until Norris' industrial world development program (and the *Kishkii*) spurred them to a more active interstellar role. As such, the Askigaak system is still fairly self-sufficient. However, with the addition of the worlds around it, the Union as a whole is easily able to remain self-sufficient for a long, long time.

The Union's economy is heavily suppressed by its isolation, and by its internal development. Askigaak has been centrally controlling many elements of its economy to pay for the military buildup, and to technologically develop its satellite worlds as quickly as possible. This includes the three worlds being prepared for massive relocation efforts and for control and development of the agricultural worlds to preserve them as pure agricultural centers.

It is an open question as to whether these massive economic and political programs will be ultimately successful or not. Regardless, these efforts do affect the general standard of living of most of the Union's citizens, though they are still well above the level of hardship.

Military

The Union has developed a very powerful defensive navy. All of its ships are built with very low jump numbers (J2 or J1), so that their combat potential can be maximized. Many ships are not even jump capable, and must rely on tenders to change systems. Despite the low jump numbers, the entire navy is built to TL 14, resulting in some incredibly resilient and durable designs. Askigaak designs focus on toughness and defense, relying on brute force to accomplish their tasks. They also make very heavy use of small fighter craft for use as missile screens and to pick off smaller targets.

Askigaak naval doctrine is quite unlike that generally practiced by the other Regency successors. Rather than focus on the meson gun supplemented by missiles and other energy weapons, their primary armament is missiles, supplemented by energy weapons. Their entire focus is defensive and forcing any attackers to pay a tremendous price to take the Union. The Union is dedicated to preserving all of the worlds, as each is strategic in its own way. While defending the world of Askigaak is obviously their primary goal, and they are willing to sacrifice a world or two to do that, they also understand that if they lose all of the other worlds of the Union except for Askigaak, they have effectively lost Askigaak, too. Therefore, they are prepared to defend each world as fiercely as they will defend Askigaak.

Outlook

Askigaak will never willingly join the Imperial Regency. The Imperial Regency's policy of disallowing colonies and subject worlds would immediately break the Union up and endanger Askigaak's ability to provide for itself. They would much rather join the League of Deneb, but are afraid to make such a commitment, as they do not wish to sacrifice control of their military assets. They know they will be on the front lines regardless, and as such, they want to have control of their defenses, not rely on the decisions of others. Depending on the League's ability to make concessions to the Union's demands, it is entirely possible a deal could be struck that would be satisfactory to both sides.

Prior to then, the Askigaak Union is compelled to chart a course of strict neutrality. The primary purpose of the Askigaak Union is the preservation and protection of its constituents. Everything else is secondary to that, and creating entanglements with the League of Deneb without joining only makes them a larger target. Consequently, they have signed no treaties with any other interstellar states.

Special Considerations

The Union is truly trying to be very, very clear on its defensive posture. Its navy is no threat to anyone outside its cluster of worlds. Whether that is sufficient to prevent invasion remains to be seen. Their navy is also unexpectedly large, considering the size of their empire. However, when their population is factored it, the navy is quite supportable.

Despite the seeming absurdity of the government (an absolute dictator ruling the whole union), there are safeguards built in, and the populace does have a voice through the Advisory Council.

Also, the subject worlds will likely gain more representation as the three colony worlds are fully developed. While it is far from an ideal government, it is far from the worst, too.

Gateway Federation (Gf)

The initial worlds of the Gateway Federation were colonized (or recolonized) soon after Caranda opened the Regency's borders. Once the colonies were established, a slow, steady trickle of colonists continued to arrive. Many more colonists continued on to new pocket empires being established out in Corridor.

The Gateway Federation is, fundamentally, a successful "adventurer kingdom". The initial colony efforts focused on Atsah, as the most viable world in the area that also possessed a decent population base. The initial population of Atsah was very fragmented, and the initial colonists were able to forge agreements, treaties, and alliances with the different power groups. Eventually, the whole process led to a new world government that was a functioning representative republic. While that was not really what the original adventurers intended, they accepted the results and as success lead to success, they world prospered.

As the main colony on Atsah was being founded, the found out that a nearby world was used by several Vargr corsair bands as a staging ground and base of operations. Initially, the colonists hoped that the corsairs would leave them alone, but that hope was quickly dashed when multiple raids nearly crippled the colony attempts. Once word was successfully sent back to their Regency sponsors, reconnaissance missions were undertaken to find the base and, once found, a large Regency fleet attacked the base and nuked it from orbit. Nearly everything on the ground was destroyed, and many returning ships were surprised and killed, too. After that, corsair activity around the colonies was drastically curtailed.

As the more distant pocket empires were being established, the flow of traffic and trade between the Regency and the farther pocket empires began to slowly increase. These worlds became a common stopping point, as they offered protection and intermediary markets. It didn't take long for the colonies to realize their opportunity and establish themselves as a pocket empire of their own. They chose the name Gateway Federation, as they found themselves serving as a gateway into the Corridor, and back into the Regency.

The Gateway Federation continues to see its population and wealth grow. It is now a client state of the League of Deneb, just as it was original a client of the Regency. The Federation does not, however, want to join the League as they fear joining would eliminate too many trade opportunities.

Political Structure

The Gateway Federation is a true republic, with a close-knit set of worlds. Each world contributes representatives to the Federation council, which then runs the Federation as a whole. The capital is at Atsah/Deneb (2913).

Most of the worlds are representative democracies, but two are not. The two holdouts are under continuous pressure to reform their own governments. While they have thus far successfully resisted, their representatives to the Federation are still forced to be selected in a representative manner.

Despite beginning by crushing a Vargr controlled world, the Federation has excellent relations with the Vargr controlled worlds around them. These worlds had been suffering just as badly from corsair attacks and benefited just as much from the removal of the corsairs as the Federation did. The Federation regularly does patrol sweeps through the neighboring worlds, for which the worlds are grateful.

The Gateway Federation has excellent relations with the League of Deneb. While the League would prefer if the Federation just joined the League, it is very accepting of the Federation's client status.

Culture

The symbol of the Gateway Federation is a door ajar.

The culture of the Federation is surprisingly uniform. Most of the population is descended from Regency colonists, and they still retain their entrepreneurial spirit. They still highly value independence, initiative, drive, and calculated risk taking. There is still a prominent "wild west" feeling to most of the worlds.

Despite their initial problems with Vargr raiders and corsairs, the populace as a whole (and the Federation government) is not anti-Vargr. They are more than able to distinguish between Corsairs and normal Vargr, and are quite willing to work with normal Vargr. In particular, the Federation has been reaching out and trying to help the two low population Vargr worlds Berth and Prevsla.

Economy

The Federation economy is bustling. They provide a small, but reliable market for League of Deneb goods, and in turn service the many unaligned worlds around them. They also greatly benefit by being a safe stepping stone between the League of Deneb, and the small pocket empires in Corridor.

Military

Because of the Federation's low technology level, they have been forced to depend on Regency, and now League of Deneb, exports and cast-off equipment. None of it is built to a TL higher than 12 and, while none of the worlds operate at that level, the bases at Atsah and Corfinium are able to fully maintain them.

They do not have a true Navy, nor do they pretend to. However, the Federation Patrol is quite professional and is able to protect them from any pirates, privateers, and Vargr corsairs that cross their border.

Outlook

The Gateway Federation has a very optimistic view of the future. They believe they are in a good situation, and look forward to being able to leverage that as they grow and develop.

Special Considerations

The local shipyards only build to the local technology levels, though jump-2 technology is available. The two military bases, however, can fully maintain ships up to tech level 12. Most of

this, however, is dependent on fairly regular imports from the League of Deneb.

Note that the Federation has an incredibly low population. This potentially puts it into a very vulnerable situation that it would have to rely on Deneb to get it out of. Fortunately, there don't appear to be any direct threats, either Vargr or human anywhere near them.

Florian League (Fl)

The Florian League is as it ever was.

The Florian League had fought many wars with the expansionistic Aslan for centuries prior to the Imperial Rebellion, but the Aslan efforts had always been piecemeal and were always successfully deflected by the League's superior navy and technology.
However, during the chaos started by the Imperial Rebellion, a coalition of clans decided to attack the Florian League. After several years of brutal, devastating combat, the League was kicked off several worlds, the most notable of which was the high population industrial world of Vadada. Unable to make further progress, the coalition fell apart, and the Florian League survived.

After nearly a century of plotting, they immediately recognized the opportunity presented by the war between the Imperial Regency and the Aslan. When they determined the Aslan were sufficiently distracted, they mounted an overwhelming attack, immediately retaking three worlds, they used these as a launching pad to retake their main goal of Vadada.

The local Aslan, now having sufficient warning, were able to mount a defense of Vadada, but it was insufficient. The Florian League pounded the Aslan fleet, completely decimating it. However, after securing the space around Vadada, they learned that a resistance movement on Vadada had mounted a successful rebellion, and had overthrown the world's Aslan lords. Shockingly, the resistance refused to accept Florian "liberation". Stating that they had freed the world of Vadada for Vadada, they refused to allow the Floriani to land.

The Florian League was absolutely seething at this "betrayal", but realized their hands were tied. If they mounted an invasion, then the populace would be against them after killing the popular resistance. If they just left, the Aslan would come back and retake the world. As a result, the Floriani were forced to defend the upstart rebels from Aslan retribution, then retreat to wait for a new opportunity to regain the world.

Political Structure

The Florian League is a representative democracy. Each world elects representatives, who then run the League as a whole. The only real caveat to that is that the highly chauvinistic Floriani tend to take non-Floriani input as "advice". Consequently, Floriani representatives vote, but non-Floraini representatives suggest. The capital is at Floria/Trojan Reach (0213).

The Floriani have always had very cordial but distant relations with their human neighbors. While always willing to have visitors, they have never been interesting in traveling, nor in seeking out others. As a result, they have diplomatic relations with some of the League of Spinward States and the Glisten Concord because

those states wanted to. They have no diplomatic relations with the Imperial Regency, or any of the other states, not because the Floriani don't want to, but simply because those other states have never tried.
The Floriani have very hostile relations with the Aslan. After so many conflicts and wars, they simply do not trust Aslan intentions. As a consequence, any Aslan ships will be harassed, and any groups of Aslan ships will be ordered to leave immediately or outright attacked. Any *ihatei* fleet foolish enough to enter Floriani space will likely never leave or reach a planet. The sole exception to this is traders from the Fteirsyar Empire, who have been slowly trying to cultivate a positive relationship with the Floriani.

Culture

The symbol of the Florian League is a stylized representation of their solar system. It is arranged in a vertical trapezoid (with the top narrower than the bottom). At the top is a stylized sun; below it are three worlds "rising" above one another.

While the culture of the Floriani has not changed for thousands of years (and indeed likely cannot), their treatment of other human races has slowly improved. They have learned to listen more to other members of the League, especially those with similar views (e.g. the Vilani of Trossach). They are still smugly superior, they just aren't as condescending.

Economy

The Florian economy took a hit with their short war against the reeling Aslan, and the rebuilding efforts being taken on their reacquired worlds. Despite that, the economy is quite healthy and robust, and they continue to maintain a high level of external trade.

Military

The small Florian navy is a uniform TL 15 that is highly effective and proficient. This capability was gained at great cost, but they are quite good and extremely efficient. While they could eventually be defeated, it will only come at a ridiculous cost, as the Aslan have now found out twice.

Outlook

Despite the recent war on the Aslan, the Floriani are non-expansionistic. They do not wish to expand beyond their borders, but they consider their borders to be what they were in 1100, and the worlds lost since them to be "foreign occupied Florian worlds". As a result, they are more than willing to reclaim these lost worlds when given an opportunity by circumstances.

Special Considerations

The Florian League is bitterly disappointed by the betrayal of Vadada. They fully expected to be able to reintegrate the world, but were thwarted at the last moment when the general of the liberation forces declared himself "King of Vadada" and refuse to join the League. Consequently, the League is biding its time, but plans to strike at some point to remove the King and replace him with a more acceptable government that will finally rejoin the League.

Also, if any Aslan group or clan were to try and conquer, or even

subvert, Vadada to their position, the Floriani would likely resort to violence and simply take the world and install a favorable government. While they are willing to wait for Vadada to come to its senses, they will not allow it to be taken away by someone else.

Duchy of Vlad (VI)

Duke Agamemous of Lintl was a true noble born at the wrong time. Succeeding his father a mere year prior to Norris' Representational Reforms, Agamemous found himself a duke without a duchy. Realizing he and his family had no future in the reforming Regency or on Lintl, Agamemous turned his significant energies and considerable fortune on finding where he could go. Using his connections he was able to send forays across the Great Rift years before the borders were officially opened. Once they were opened, he was able to finally make his move.

The prior expeditions had been quite successful, and they found the world of Vlad. It had a significant population, with a useful technological level, that was not xenophobic. Agamemous and his expeditions set up on the nearby world of Chateau and began the careful work of infiltrating Vlad society and its power structure. Over the course of two decades, Agamemous and his family succeeded in attaining a leading position on Vlad. While this was the result of societal bribery (with advanced technology) and shrewd and ruthless politics, it was all done within the system and openly.

Vlad was transformed into a feudal state in which the Agamemous family has significant power and influence. Through their leadership, Vlad now controls a nascent pocket empire called the Duchy of Vlad that has a partner world in Angsturm, a colony world in New Hope, and a fief for the Agamemous family at Chateau.

Political Structure

The capital is at Vlad/Reft (2838).

The Duchy of Vlad is structured as a classic feudal technocracy, with a hereditary leader called the Duke. The Duke's family has successfully used their technology and diplomacy to turn the existing feudal system with several near equal families into a kingdom with their family at the head. The Duchy is lead by the Duke of Vlad, who is currently Duke Memnon, son of Agamemous. The next level down is the Counts, who come from the families who formerly ruled Vlad.

Angsturm's government is effectively an extension of Vlad's government, and is run by a Count nominally equal in rank to the Counts on Vlad. The inclusion of Angsturm into the Duchy was done completely willingly by Angsturm, which is now gaining full technological assistance in an attempt to significantly raising their tech level.

The Duchy has also created a colony on New Hope. While still very much a startup effort, progress is encouraging, and the effort is considered essential to convincing the full populace of Vlad that their future is truly in the stars.

The Duchy operates as a long distance client state of the Imperial Regency. Imperial Regency ships occasionally make call into Vlad's ports, and they are always welcome. They view the Imperial Regency quite favorably, and do not trust the Fourth Imperium.

Culture

The symbol of the Vlad group is a rising sun seen over the horizon. (Really, it is just two curved lines, but that is the explanation.)

Despite suffering badly during the worst times of the Viral Plague, the world of Vlad was able to make it through with much of their population, and some of their technology, intact. They also did not succumb to barbarism or descend into xenophobia. However, their society underwent significant change, as their democratic institutions were unable to survive the drastic changes, and it transformed into a feudal system.

Despite all of that, their culture is recognizably Imperial, and their belief in retaining the stars was never lost. The Agamemous family was able to easily integrate into Vlad society. The potential for massive steps forward provided by the technology they brought was the reason for their quick acceptance into Vlad society.

Economy

While much of their initial technology was built to Regency TL 15, they have been forced to make concessions to the locally available resources, and the main industrial infrastructure on Chateau and Vlad have settled into an average of TL 10. However, they do retain full TL 15 knowledge, and the limited capability to make items at that TL. They are able to maintain most of their TL 15 equipment, however.

They are slowly forging trade ties to other settlements made by other Imperial Regency expeditions. They are a net exporter of food, and are willing to sell at low prices to get contracts and contacts.

Military

The main "fleet" that is used to defend Vlad is made up of former Regency ships built to TL 15 standards. Any new builds are built to the local infrastructure of TL 10. However, because they do retain their TL 15 knowledge, they can service their existing ships, and can build some higher tech components into an otherwise TL 10 newly built ship. (For example, they can make an otherwise TL 10 ship with J2 capability and arm it with advanced lasers.)

Outlook

The Vlad group is in a decent situation. They can defend themselves from most threats, and have a stable economy. If they can continue to build up the infrastructure of their world, they can finish growing into a full interstellar state.

Their biggest challenge will be their relationship with the Dlaekai. If they are able to establish friendly relations, cooperation will help both groups in their recovery efforts. If, however, they find themselves at odds and in contention, it will end up in the destruction of one side, and severely hurt the other side. Especially as it is unlikely the Imperial Regency will tolerate its two primary clients fighting with each other.

Special Considerations

The most likely outcome of these efforts is to gain position when they are annexed by the Imperial Regency or possibly the Fourth Imperium. The family understands this, and that is their true goal. But before that can happen, they will need to keep growing these worlds into something that will be desirable to annex.

Their status as a client state of the Imperial Regency and their disdain of the Fourth Imperium is rather ironic, as their governmental system would easily integrate into the Fourth Imperium, while their annexation by the Imperial Regency would cause some difficult changes. As a result, it is quite possible that careful work by agents of the Fourth Imperium could help influence the Duchy in their direction.

The Islands

The Islands are not an interstellar state. However, they are a group of related worlds that can be treated collectively. Prior to attaining jump drive on Terra, the European Space Agency launched the most ambitious of the sublight interstellar colonization missions: three large colony ships hollowed out from asteroids and carrying 100,000 colonists each. Each of these ships carried culturally homogeneous crews of French, German and British extraction. They were launched towards the Great Rift and their journey would eventually last 2500 years.

Each of the colony ships stopped at a separate world, and, after dropping off the colonists, continued to slowly explore the other worlds of the Islands. As the original colonies grew, they two sent out their own ships, and created new colonies. After about three series of colonization, all of the worlds in the cluster had self-sustaining colonies on them.

Then, during the Third Frontier War, an Imperial warship *Eldorado* misjumped into the Islands at the Serendip Belt. Serendip technicians assisted the engineers of the *Eldorado* in repairing their drives and the creation of temporary external fuel tanks. After the *Eldorado* left, the Serendip technicians were able to reverse engineer their own jump drives. The Serendip belt then built their own starships and began the process of taking over the Islands.

After the end of the war, the IISS sent a ship to visit the Islands. For whatever reason, after seeing what Seredip Belt was doing with their knowledge of the jump drive, the captain of the IISS ship provided jump technology to the other worlds of the Islands. It took nearly a century for a new equilibrium to be achieved with the introduction of jump technology to all of the Island worlds, but once achieved the Islands descended into an all out battle for control.

From 1106 to 1140 the Islands worlds were wracked with an unending cycle of wars. In 1140 the Regency entered the Islands, declared the wars to be over, and effectively annexed both subsectors. Despite the annexation, the individual worlds still had a fairly free hand, and many worlds remained dangerous battlegrounds that were under contested control of multiple would-be owners. The Regency forces available were primarily concerned with preventing Viral infestation, and were not able to quell these background conflicts, and therefore let them continue.

This situation continued for many years until 1222. At this point the Imperial Regency had tired of the conflict in the Islands, where the combats continuously grew more bold and determined. Finally fed up, the Imperial Regency moved large fleet elements into the Islands and, world by world, crushed all resistance and removed the means of worlds to make war on one another. The Imperial Regency also implemented their rules against multi-world members, and forced all worlds to relinquish any colonies they still maintained. Once finished, the Imperial Regency withdrew most of the fleets, and established a reaction force on Colchis.

During the Island campaigns, three worlds stepped forward to cooperate with the Imperial Regency. Colchis, New Home, and Elysee all willing submitted to Imperial Regency rule, and were therefore allowed more freedom, and suffered less damage than other worlds. All three worlds are also on the main J-4 path through the Islands, which allows the Imperial Regency to cross the Rift much more easily. Where it not for this path, they would not be able to maintain their foothold on the far side of Reft sector.

Political Structure

There is no consistent political structure to the worlds of the Islands. They have never had a unified structure, as they have spent most of their time since gaining jump drive at war with each other, each attempting to gain dominance over the others. Currently, the Imperial Regency dominates the whole of the Islands, though only a few are directly members of the Imperial Regency. The rest are kept on a short leash, though not technically members of the Imperial Regency. Members or not, the Imperial Regency intends for all of the worlds of the Islands to mind themselves and not attempt any imperialistic maneuvers.

The Imperial Regency has eliminated all multiworld groupings, and has forced each world to be politically independent. The Imperial Regency has tried to open the worlds up as much as possible to interstellar trade and contact, but except for the "collaborator" worlds, has not found a willing audience.

The worlds of New Home, Colchis, and Elysee have willingly submitted to the Imperial Regency, and are now member worlds. As a result, they have much more freedom than the other worlds, and have consequently gained more benefits than the other worlds.

Culture

Each of the major worlds maintains their own culture, much of it descended from the ESA colony ship that spawned them. As a result, each of the worlds has cultures that are directly descended from either the French, German, or British colonists that settled them.

Interestingly, all three of the collaborator worlds were descended from the British colonist group.

Economy

Each of the worlds of the Islands effectively has their own self-contained economy. While the major worlds have taken turns attempting to subjugate each other, each world has developed in relative isolation for so long, they have very resiliant and independent economies.

Even so, the economies of the two major collaborator worlds (New Home and Colchis) are doing much better than the others due to the slow influx of interstellar trade.

Military

No world in the Islands has an independent military, as it is forbidden by the Imperial Regency. They are allowed to maintain a police patrol, but all of the ships used must be 400 dtons or under. Every time anything larger is found, the Imperial Regency either confiscates it, or destroys it.

The Imperial Regency maintains a quick reaction force based on Colchis. They also maintain a string of naval bases on a J-4 path through the heart of the Islands. In all of those systems, the Imperial Regency maintains strict space control.

Outlook

The three collaborators are looking to improve their station. They fully understand that when (it may not be soon, but it will eventually happen) the Imperial Regency leaves, there will be incredible resentment that will have to be overcome. However, they believe that they will have such a technological and economic advantage that they will be in a much advantaged position. Each of the others is continually faced with choices of their own. Some are just dropping out, and focusing on their own situations, and some are attempting to test the Imperial Regency's limits. Most, however, are still arguing within themselves as to what the best course of action is.

Special Considerations

The worlds of the Islands are still a mess. They have been trapped into a zero-sum game for so long, and have had such isolated cultures for so long, that any changes to their outlook will take generations to overcome. The Imperial Regency is genuinely trying to help them to understand that there is a much larger universe around them that they can interact with if they so desire. Some worlds seem to be responding to that message, but most do not appear to be willing or able to appropriately respond.

Serendip Belt is the latest world to try the system. They have built a military base seemingly in open defiance of Imperial Regency restrictions. While they claim it is purely for use of their patrol force, which is necessarily larger than other worlds due to their being an asteroid belt, it is still a military base. Other worlds (like New Colchis) are watching to see the Imperial Regency response. The Imperial Regency has yet to respond, and seems to be ignoring the issue for the current time.

Fteirsyar Empire (Ft)

The Ikhtealyo had a long, friendly relationship first with the Third Imperium, then the Domain of Deneb, and finally with the Regency. When the Aslan / Imperial Regency War broke out, they were the first clan to understand what the Imperial Regency was trying to do, and were instrumental in brokering deals to remove more clans from fighting in the war. When the war was winding down, the Ikhtealyo went so far as to launch their own attacks on the reeling Eakhtiyho, which eliminated the Eakhtiyho as a clan of any significance.

These actions split the Ikhtealyo clan. As open fighting was

breaking out, the clan leadership realized that the only possible result of an open war was the destruction of the clan. So, instead of fighting, they began negotiations with the dissidents. The result of the negotiations was that many of the clan's holdings were reallocated and split. Another odd part of the negotiations was the surrendering of the clan name to the dissidents.

As chaos started to claim other clans around them, the Fteirsyar first consolidated around their remaining major worlds, Tlaiowaha and Tyokh. They were also able to retain either direct control or vassal control of a few other worlds, too. Over time they have expanded their influence, and now control a small empire.

Time and their close relationship with the Imperial Regency caused them to find that they were sliding down the slippery slope of barbarism. Their gradual acceptance of concessions that made relations with human empires easier put more distance between them and other Aslan clans.

The Fteirsyar are not one of the twelve members of the *Aorekhohuiha*, to the point it appears that the *Aorekhohuiha* treat the Fteirsyar as a foreign power, not an Aslan clan. Nevertheless, they do have representatives on Irlaiw.

Political Structure

The capital is at Tlaiowaha/Trojan Reach (1928).

The Fteirsyar Empire is run by the Fteirsyar clan. The clan has several vassal clans that owe it loyalty, and many of these have vassals of their own. The Fteirsyar use a very traditional form of Aslan government. While the ties between the clans appears to be less tenuous than with many other Aslan clan structures, this is primarily because the vassal clans have no where else to go; they are all barbarians now, and so remain stuck with each other.

There are many human clans, and some human controlled worlds, but these are clans in name only. They openly operate as purely human societies, and are not required, or even expected, to operate within traditional Aslan norms. The human clans interact with the rest of the Fteirsyar Empire using traditional feudal structures, but that is do to governmental form, not because of cultural restrictions.

As a result of their steep slide into barbarism, the Fteirsyar have rather strained relations with most other Aslan societies. Of great concern to many other Aslan empires is that they appear to be winning converts in the unaligned worlds around them, both Aslan and human. Ironically, they are also suffering from worsening relations with the Imperial Regency, too, as its situation continues to deteriorate. They have the best relationship of all the Aslan empires with the Floriani, and have excellent relations with the Darrians of the League of Spinward States.

The Fteirsyar Empire is not actively expansionistic, and is not particularly interested in conquest. However, they are always interested in having worthwhile clans and worlds join. As a result, they will always negotiate with interested parties, and will overtly recruit if they think they have a willing audience. The current object of their recruitment efforts is Oiwoiieaw. Oiwoiieaw is a powerful, high tech world with several clans represented. Inclusion of the world with be a huge boost to the Freirsyar Empire.

Culture

Nearly all Aslan males in the Fteirsyar, except for old die-hard traditionalists, have at least some Tolerance, and can handle money at a crude level at the very least. No humans are expected to restrict themselves to predefined gender roles, and many Aslan cross into jobs that are normally held by members of the other gender.

Another interesting change in their society is the widespread adoption of bigamy. In most Aslan societies, noble Aslan males have as many wives as they can support, and the commoners have but a single wife. The Fteirsyar, in contrast, generally see Aslan males, both noble and commoner, with two wives. Some nobles have more than two, and it is not uncommon to see commoners with only one wife. But two wives seem to be the emerging norm. In Aslan families with two wives, one of the females will generally tend to the family business, and the other will tend to the business of family. Both females will bare children, but only one will focus on raising them.

Economy

The Fteirsyar have a very robust economy. Despite their straining relations with the Imperial Regency, they are one of the few states that still regularly trade with it. They also trade with most other Aslan worlds, and with nearby human worlds. Since they were able to stop their own civil war prior to fighting in earnest, they were able to profit the most as Aslan society crumbled and rebuilt itself.

Military

The Fteirsyar military is built to a uniform TL D specification. Worlds that cannot produce at that tech level contribute money and personnel instead. The Fteirsyar navy is unusually for the Aslan in that it is controlled by the overall empire itself, not the various clans underneath. Member clans have their own fleets, but these are merchant and patrol craft; military ships are directly controlled by the empire. Because the navy is unified, crews have mixed clan (and mixed race) crews.

Outlook

The Fteirsyar are very outgoing. They understand they are "barbarians", but believe they have found a better way, and are working to demonstrate how this is so. They get along with humans better than any other major Aslan group, and are becoming quite efficient in taking advantage of this.

The Fteirsyar culture is still fairly young, and so there are still large differences of opinion about the path they are taking. While most of the populace seems to have bought into the change, there are still many who are uncomfortable with it, even though they have chosen to stay.

Special Considerations

Fteirsyar means "honor seeker" or "seekers of honor". It was chosen to reflect that while they have been rejected by other Aslan as being "dishonorable", they are still seeking honor. The unspoken part is that they have effectively rejected traditional honor and seek a "new" honor.

Aslan (As)

Knowing that there were not enough forces to cover all of their flanks, the Domain of Deneb took the unusual step of actively inviting *ihatei* into their borders and encouraged them to settle lightly populated (or empty) border worlds of the Domain. The idea was to create some loyal Aslan worlds that were members of the Domain, and leverage them as a defense against more aggressive Aslan groups and clans. However, in addition to the various *ihatei* groups the Domain wanted to settle, many of those aggressive clans and *ihatei* saw the invitation as an opportunity too great to ignore. The Domain had planned on using their border forces to regulate the entry of *ihatei*, but there were just too few forces available, and the troublemakers were able to easily avoid confrontation.

While the sanctioned *ihatei* settled down and began building as the Domain had hoped, aggressive clans looked at their own *ihatei* settlements as an opening to steal worlds from the Domain. Initially, even the aggressive clans were not willing to directly attack the Domain of Deneb, and instead attacked the Floriani and the Glorious Empire. The Floriani lost a critical world, but was then able to hold the line. While nothing was ever officially negotiated, the Floriani were able to successfully defend their remaining worlds, and the Aslan eventually gave up. The Glorious Empire was not so lucky. It was overwhelmed and crushed, and brought back into the Hierate fold, ancient dishonors avenged.

In addition, many of the non-aligned worlds in the Trojan Reach were attacked, conquered, and taken under Aslan control. Worlds that resisted were put down hard, but most of the worlds that simply surrendered were given only token Aslan control. The initial successes of these attacks emboldened several of the more aggressive clans, and the well developed markets and worlds of the Domain of Deneb proved to tempting. Several of the clans launched outright attacks against Domain worlds, and several midsized and small worlds were overwhelmed and conquered. The quick successes of these attacks severely damaged the morale of the rimward portion of the Domain, and caused significant political problems for the local leadership.

The Duke of Tobia, who was the ranking noble in the Trojan Reach, attempted to rally his regional forces to counter the attacks, but the efforts proved ineffective, and more losses occurred. Appeals to Archduke were rebuffed, as the primary Domain forces were being marshaled to defend against a potential Zhodani attack. With the complete lack of support from the Domain, and fearing further, more serious losses, the Duke of Tobia broke from the Domain and negotiated a separate treaty with several Aslan clans. Not willing to admit the defection, the Domain declared that Tobia had been conquered by the Aslan. Not willing to admit that Aslan clans had outright attacked the Domain, the Domain described the loss of the various worlds as coming at the hands of Aslan *ihatei*. Though a public relations nightmare, the Archduke was able to successfully keep the Domain in line and, without their truly understanding the threats, the populace was mollified by the explanations and because the Domain was finally able to start holding the line.

Finally, once the wars against the Florian League and the Glorious Empire were ended, those clans started to prey upon

the outlying worlds of the clans attacking the Domain of Deneb. This caused the attacks on the Domain to be pulled back as fleets were recalled to defend their home territories. Further progress against the Domain was slowed to a crawl, and a new equilibrium was briefly achieved.

During this entire time, *ihatei* were still pushing into Domain territory as far as the rimward subsectors of the Spinward Marches. While the *ihatei* did not outright attack any worlds or governments, they did take every opportunity to settle on low and no population worlds they found. While the arrival of many *ihatei* fleets was thought of as an "invasion", they were not. They were simply opportunists attempting to take advantage of the confusion.

Once the Domain of Deneb became convinced that the Zhodani were no threat, they turned their attention to the Aslan. A large fleet was massed and pushed down into the Trojan Reach. They were able to drive out the remaining clan fleets, and moved straight toward Tobia. When they reached Tobia, a demand of surrender was issued to the Duke of Tobia. Instead, the Duke committed suicide, and his replacement quickly pledged fealty to the Domain. After a brief cleanup, the defecting worlds were fully brought back into the Domain fold.

Once Tobia was back in line, a detailed effort was organized to finish removing unwanted Aslan from Domain territory. However, just as the effort was properly started, the arrival of Virus forced the effort to be terminated and made the Domain approach the Aslan differently. In order to gain the cooperation of the Aslan, the Domain was forced to recognize the legitimacy of most of their claims, and allow them to remain.

As a group, the Aslan were slow to treat the threat of Virus seriously. Some clans immediately followed the Quarantine procedures provided by the Domain of Deneb, but some did not. In 1131 a combined Domain / Aslan task force defeated a major Viral fleet attempting to cross the Rift. This served as a valuable warning to any reluctant clans, and all remaining clans quickly implemented the Quarantine procedures, and the Aslan closed the Rift to further crossing. Unfortunately, Virus had managed to gain a foothold on the island worlds in the Riftspan Reaches. The fractious nature of the Aslan prevented a fully unified front and over the course of two agonizing decades, world after world fell, until finally the Aslan were completely pushed out of the Rift. Fortunately, the Aslan, with Regency assistance, were able to successfully defend the trans-Rift choke points, and Virus was never able to gain a foothold in *Aorlakht* territory despite several attempts.

At this point, the *Aorlakht* Aslan were safe from Virus, but they lost their leaders. Leaders of *Tlaukhu* clans set themselves up as a kind of new *Tlaukhu*, and called themselves *Khtuhiy Tlaukhu*, or "Voice of the *Tlaukhu*". While of dubious legitimacy, they offered a way to maintain the structure the Aslan were familiar with, and the honor and traditions of the Aslan allowed the *Khtuhiy Tlaukhu* to gain and maintain power. However, underneath there were still many clans questioning their legitimacy, and even more continually maneuvering for position should anything ever happen.

The *Khtuhiy Tlaukhu* was successful at keeping a lid on things, and in keeping the Aslan in line. It was their representatives that signed the Spinward States Accords, and kept the clans working with the newly declared Regency to maintain the Quarantine against Virus.

Despite the success, the underlying turmoil never went away. Hemmed in by the Quarantine to rimward, the Regency to core and trailing, and unwilling to push farther away from the Rift crossing to spinward, the Aslan clans were a stew of barely contained emotions and ambitions. If anything big were to happen, the situation was in danger of spinning completely out of control. Even so, this situation was successfully maintained for over eighty years.

Then the divisions in the Regency boiled over into the Regency Civil War. Many Aslan clans, the Eakhtiyho foremost among them, began agitating to take advantage of the Regency's confusion. There were several Aslan worlds loyal to the Regency that they desired to bring under their control. Also, the Eakhtiyho knew that if they could lead to the humbling of the Regency, then their voice would be the most powerful in the *Khtuhiy Tlaukhu*. Dissenting voices were able to keep these desires under control, and seemed to be successful as the Civil War drew to a close. But then Regent Caranda was assassinated.

The Eakhtiyho clan was then able to seize the opportunity and lead many clans into an attack on the now Imperial Regency. While they made some impressive early gains, progress quickly ground to a halt. The Imperial Regency defense stiffened very quickly, and then they went on the attack. Soon the Aslan realized the Imperial Regency was not going to be satisfied with kicking the Aslan out, but rather wanted to exact retribution. First, the Imperial Regency cleaned the Aslan overlords off the former border worlds, as well as their own worlds. After pushing the Aslan back across the old buffer zone, they publicly named the Eakhtiyho as the target of their wrath, and that they were waging total war. Any clan which dropped out of the fighting would no longer be a target.

Towards the end of the war, when the Eakhtiyho was a shadow of its former self, the Imperial Regency attacks slowed but did not stop. Seeing an opportunity, several other clans, most notably longtime enemies Ikhtealyo and recent allies Hreakhari, pounced on the Eakhtiyho and ripped them apart. The result of these actions was to eliminate the Eakhtiyho as a clan and to rip apart Aslan society. Other clans in turn quickly sprang to the attack to take advantage of the attackers' distractions.

The whole situation devolved into a morass of multiple clan wars with few actual allegiances. Consequently, each clan had multiple enemies with few allies. This was just too much for the *Khtuhiy Tlaukhu* to overcome. The widespread fighting prevented any effective action for the *Khtuhiy Tlaukhu*, and they simply stopped meeting, and finally didn't even try. The last vestiges of the might *Tlaukhu* and their Aslan Hierate were now gone.

As the reality of the *Khtuhiy Tlaukhu* disintegration finally set in, and widespread fighting continued, the large, widespread clans also started to fall apart. All of the extremely large clans were held together through the power gained by their status within the *Khtuhiy Tlaukhu*. Without the legitimacy of the *Khtuhiy Tlaukhu*, the glue that had held the large clans together disappeared. And without the implied protection of the *Khtuhiy Tlaukhu*, the ability of clans to have safe passage through other territories to allow

the management of widely dispersed holdings also disappeared. (One interesting side effect of the splintering of the large clans is that sometimes the multiple splinters attempt to retain the original name. This occasionally led to some dangerous confusion.)

As a result, the Aslan became a disorganized collection of clans, continually fighting among themselves, relentlessly maneuvering for advantage. A few clans eventually managed to collect enough territory and vassals to carve out small empires, but the majority of Aslan worlds effectively became independent worlds with tenuous obligations to other independent worlds. The remaining clans and clan splinters then started the slow and bloody job of rebuilding. Because of how things fell apart, these new powerbases had to be much more astrographically cohesive, and control of vassals had to be tighter (though still primarily based on Aslan honor). The results of this are the gradual formation of small Aslan states, some of which will likely continue to grow as time progresses.

Not willing to see things continue to spin out of control, the Yerlyaruiwo decided to meet with their longtime enemies the Khaukeairl. They chose to meet together on the world of Irlaiw. Irlaiw had been the home of the *Khtuhiy Tlaukhu*, and long served as an accepted *lakh earleatrais* (a neutral "sanctuary" where even warring parties could safely meet). After initial negotiations, the two clans invited ten more clans to join them, where they all decided to form a new clan of clans, called the *Aorekhohuiha* (literally "new family of clans"). The *Aorekhohuiha* is still a very shaky, very young structure, but since the only other option is the gradual decline of all of the clans, even those clans unhappy with how the *Aorekhohuiha* is shaping up are still sticking around.

All twelve clans of the *Aorekhohuiha* maintain permanent delegations on Irlaiw. In addition to the twelve member clans, nearly all other major Aslan clans maintain at least a token presence, and the Imperial Regency and the League of Spinward States also maintain full delegations.

Of the twelve member clans, five are present in the Trojan Reach, one is in the Riftspan Reaches, two are in Beyond, and four are in Touchstone. Besides these twelve clans and the independents noted below, there are still thousands of clans in Aslan space. They are not mentioned directly, as they do not have the power or position to influence interstellar affairs directly.

Despite this chaos and change, the Aslan did gain one tremendous benefit from the war with the Imperial Regency: all limitations on crossing the Rift were lifted. As a result, several clans quickly scrambled to organize expeditions to recover the island worlds. The island worlds were a huge focus, because most clans believed they should be able to be cleaned up and made operational with less risk than would be seen in old Hierate space. It was a true land rush, and in fairly short order, most of the island worlds were being rebuilt, allowing effective travel to old Hierate space. Once that was accomplished, *ihatei* fleets soon began the relentless search for new worlds, but this time the new worlds were actually the old worlds of Hierate space.

Yerlyaruiwo (A0)

The capital is at Floakh/Trojan Reach (0236).
The Yerlyaruiwo are one of the oldest clans still in existence, and probably the oldest in the Trojan Reach. Along with the

Khaukeairl, they were one of the four clans to sign the Peace of Ftahalr in 380, which established borders with the Third Imperium. (It was also this clan's ambassador that died trying to protect Princess Iphigenia during Strephon's assassination.) Unlike most clans, they do control a few other scattered minor planets, including some in the Riftspan Reaches, but these three worlds are their main powerbase. When the Stohyushuiha took over Stohyus and started to spread their influence, the Yerlyaruiwo lost influence on several worlds, most notably Stohyus. Despite its loss of prominence, the Yerlyaruiwo clan still maintains a firm grip on their current holdings, and appears to have held the line. Embittered by its loss of prestige, the Yerlyaruiwo continues to look for ways to exact its revenges against the Stohyushuiha.

They are one of the twelve members of the *Aorekhohuiha*, and one of the two founders.

Khaukeairl (A1)

The capital is at Tyea'ih/Trojan Reach (0129).

The Khaukeairl are also an ancient clan, who also signed the Peace of Ftahalr in 380 along with the Yerlyaruiwo. They also have a select few scattered worlds that they managed to maintain control of during the chaos. The Khaukeatei are a pretty standard Aslan empire. They are neither overly friendly nor hostile to humans (though they are antagonistic toward the Florian League). They are Aslan. Those that act with honor and treat others with respect are given honor and respect. Those that do not are not.

The Khaukeatei sustain themselves by being an oasis of stability for traders moving between the polities to trailing in the Trojan Reach, and the polities to spinward in the Beyond.

They are one of the twelve members of the *Aorekhohuiha*, and the second of the two founders.

Stohyushuiha (A2)

The capital is at Stohyus/Trojan Reach (0835).

The very traditional Stohyushuiha clan was a minor vassal among other vassals on Stohyus until they successfully wrested control from its previous rulers, the Eakhtarl clan. The Eakhtarl clan was a vassal clan to the Yerlyaruiwo clan, but Yerlyaruiwo was weaker than Eakhtarl knew. When Stohyushuiha struck, Eakhtarl found themselves without support and quickly fell. Now Eakhtarl are vassals to Stohyushuiha. The lack of support was so dishonorable, that Yerlyaruiwo suffered a massive loss of prestige. As a result of this, there is still much conflict between the Stohyushuiha and Yerlyaruiwo, in the political, economic, and military arenas.

They are one of the twelve members of the *Aorekhohuiha*.

Soarlhuiha (A3)

The capital is at Syoakh/Trojan Reach (1027).

Syoakh was the capital of the old Glorious Empire. Unlike the old Glorious Empire, which enslaved humans, the Soarlhuiha clan treats humans as equals. They are entirely Aslan in outlook, but they judge a sophont's heart and honor, not their skin and species. Humans make up over two-thirds of the empire's

population, the majority of which are on Htourlao. All humans in the Soarlhuiha clan are thoroughly Aslan in outlook, right down to male incompetence with money and defined gender roles. The assimilation of humans into Aslan society is so complete, that there are occasional human/Aslan marriages. Such marriages are almost always human male and Aslan female, though a human female marrying an Aslan male does rarely occur. Obviously, there is no capability to interbreed. Such unions will only have children if one of the parties already had children when they married, or if they adopt.

Though geographically small, this empire is powerful economically, and well able to defend themselves. They are a popular source of high-quality TL E products.

They are one of the twelve members of the *Aorekhohuiha*.

Wahtoi (A4)

The capital is at Aulryakh/Riftspan Reaches (0507).

The Wahtoi were the first clan to exploit the trans-Rift crossing in the Riftspan Reaches. However, they suffered conflict with one clan that forced them to share control, and then were eventually subjugated by a clan that had split of from them. The result of these defeats was to have their principle holding pushed on the less desirable far side of the Rift. After the collapse, this ended up being a blessing for the Wahtoi as the major holdings of their masters were wiped out. They were able to improve their fortunes enough to break free of the Eakhtiyho before the calamitous Imperial Regency / Aslan War. While they did support the initial efforts of the war to honor their old obligations, they were one of the first clans to drop out of the war. This, and their distance from the Imperial Regency, saved them from any real retribution.

The Wahtoi are now the primary power in the Riftspan Reaches, and are based on Aulryakh (0507). All trans-Rift traffic must pass through Aulryakh, and has allowed the Wahtoi to gain power and prestige the clan hasn't seen for a thousand years. The Wahtoi are a traditional Aslan power, as befits their ancient history. While they have no great love for humaniti, they do not hate them. Honor gains respect, regardless of race. They are, however, even more mercantile than the normally economically aggressive Aslan. They will always be conscious of economic issues and conditions, and even the males are able to understand the importance of economic considerations. The females still handle financial matters, but the males are able to make economic value judgments when given good information. (A normal Aslan male will fire bullets until he runs out. A Wahtoi male understands the value of a bullet enough to try and make his shots effective.)

They are one of the twelve members of the *Aorekhohuiha*.

Hlyueawi (A5)

This clan is the major clan in the Beyond sector.

They are another resurgent clan that has a long history. Long a member of *Tlaukhu*, they saw their fortunes fade and moved their primary operations across the Rift, and into Beyond sector. The recent chaos has provided them with the opportunity to reverse those fortunes, and the Hlyueawi has made the most of it.

They are one of the twelve members of the *Aorekhohuiha*.

Aosiha (A6)

The capital is at Htoihfui/Trojan Reach (1339).

The Aosiha clan was the one that managed Vadada last. While they suffered a significant loss of prestige by being kicked out, they were careful to take advantage of their decades of access to the technology available. They first used the technology to upgrade the infrastructure of their core world, Yu'eal. Then, even while humbled, the Aosiha were able to leverage their technological edge to gain full control of Htoihfui. They have since leveraged their newfound power to extend their control over six worlds, though vassal clans run three of the worlds.

Interestingly, the Aosiha has not let their experience on Vadada poison their attitude toward humans. They had been the one to control Vadada because they worked well with humans, and they had gained the best returns from Vadada of any clan that tried to manage it. They still retain the ability and willingness to work with humans. Despite all of this, however, they will not forget the betrayal of Vadada and the Floriani. They will strike without hesitation if an opportunity ever presents itself.

They are one of the twelve members of the *Aorekhohuiha*.

Ikhtealyo (A7)

The Imperial Regency / Aslan war was brutal to the Ikhtealyo. They were one of the major Aslan clans that refused to join the Eakhtiyho in attacking the Imperial Regency. This was not much of an issue, as there were many clans who also refused to join. However, as the war turned against the Aslan, the Ikhtealyo took advantage of the confusion and brutally attacked the Eakhtiyho and virtually eliminated it as a functioning clan, appropriating much of its holdings and assets.

Many in the clan were exceptionally displeased with this action, and a well hidden conflict within the clan was suddenly laid bare. The dissidents claimed that the clan leadership had forsaken their honor by making accommodations for interaction with humans, and the way in which the clan had destroyed the Eakhtiyho was dishonorable. Open combat started to take place, until an agreement was able to be made.

The splinter group gained their full independence, and became the Ikhtealyo clan. This Ikhtealyo gained control of the clan's holdings in the Riftspan Reaches sector, while the original clan leadership retained control of their holdings in the Trojan Reach. The split has caused a significant loss of power for the Ikhtealyo, but they still have significant influence, and the new leadership has gained great honor and respect from many of the other clans.

They are one of the twelve members of the *Aorekhohuiha*.

Oihareael (A8)

This is an influential clan in Touchstone sector.

The Oihareael originally came from a minor world on the other side of the Riftspan Reaches. Much of the clan's holdings and people were able to be evacuated prior to the closing of the

Rift; the clan literally transformed itself into *ihatei*. While only a minor clan, the Oihareael had sent out a pair of *ihatei* fleets over the previous decades. The fleeing clan decided to track them down.

They were pleased to find that while one of the *ihatei* fleets had failed, the other one had managed to establish a growing colony far into Touchstone. The *ihatei* were not happy to see the clan's leaders, but retained their honor and welcomed their arrival. Since then accommodations have been made, and the *ihatei* and the clan refugees have fused themselves back into a single clan.

They are now a rising power in Touchstone, and are one of the twelve members of the *Aorekhohuiha*.

Hreakhari (A9)

The capital is at Hliyh/Trojan Reach (1323).

The Hreakhari, while not completely inimical toward humans, are very bigoted toward any non-Aslan. They were willing accomplices with the Eakhtiyho in the war against the Imperial Regency. When they realized how badly the war was going, they were able to negotiate a separate peace with the Imperial Regency, and maneuver around the Eakhtiyho. Then when the Eakhtiyho were crushed under attack from the Ikhtealyo, they were able to swoop in and claim many Eakhtiyho assets, significantly increasing the power and prestige, but harming their reputation with other Aslan.

Hliyh is unique in that it has an extremely high population, but is under the control of a single clan. Likewise, all of the worlds of the Hreakhari are completely controlled by the Hreakhari, either directly or with vassal clan managers. They invaded and conquered Goertel to be a breadbasket world for the rest of the empire. While not treated particularly poorly (like in the times of the old Glorious Empire), the humans of Goertel are kept at a managable tech level and prevented from having much outside contact by their Aslan masters.

For reasons not fully understood, they are not one of the twelve members of the *Aorekhohuiha*, though they are trying very hard to change that. Observers believe that the other clans have not forgiven the Hreakhari for their actions at the end of the war with the Imperial Regency.

Eakhtiyho

The Eakhtiyho are virtually eliminated as a clan, with only a few diehards still circulating, but still deserve note.

The Eakhtiyho were hostile to the Imperium for centuries. When the Civil War broke, they were the leading clan attempting to take advantage of the confusion and weakness by directly invading. (It was never *ihatei* fleets; it was an outright invasion by some Aslan clans.) Even after being stopped by the Domain of Deneb, then forced back by the Regency, they never stopped being hostile to the former Imperials, and were again the leading clan in the Aslan / Imperial Regency War.

Understanding this, the Regency chose to pursue the war as a ritualistic war of honor. They carefully made sure to follow rituals, showing that the goal of the war was the subjugation

of the Eakhtiyho clan to the "Regency clan". The Regency fully understood the Eakhtiyho would never submit, and waged the war as a total war. Once the other Aslan clans understood what the Regency was doing, the Eakhtiyho quickly began to lose allies, and the Regency even gained a few Aslan allies, notably the Ikhtealyo. The end result was the complete elimination of the Eakhtiyho as a clan, and the almost complete elimination of the Eakhtiyho as an entity of any sort.

Yehfyetl simmered in his own continually burning anger. Curse them all! He did not know how, he did not know when, he did not know if it would even be him. But he was committed to ensuring that the elimination of the Eakhtiyho would be avenged. The treacherous humans of the Imperial Regency would burn for their audacity. Their toadies the Ikhtealyo would pay, too. But most of all those back-stabbing Hreakhari would pay.

But first, he would need a new identity. As a younger son of the Ko of Eakhtiyho, his life was ever in peril. He needed the ability to move about freely if revenge was to be had. Fortunately, he was taken as a prisoner with a group of Eakhtiyho survivors by a very minor captain of the Hreakhari fleet. The fool did not even realize who he had. Unfortunately, his options were limited as he and his remaining band languished in the brig of the ship with no way out.

Klaxon bells sounded as the ship was hammered by an unknown opponent. Yehfyetl cursed his fate. He would be killed before he could do anything to avenge his clan's blood. Suddenly, the power in the ship went dead and they heard the door's mechanism unexpectedly unlatch. Without hesitation, Yehfyetl and his men burst through the door and quickly overpowered the two guards standing outside. With little effort the remaining crew of the crippled ship were overpowered and dispatched.

…

Hours later when they heard the ship transfer tube clamp onto the hull, Yehfyetl and his crew were ready. They opened the door and Yehfyetl stepped forward to greet the rescue crew. "Thank you for your assistance. I am captain Harikea of the Hreakhari clan. We are in dept to you for your help."

Vargr (Va)

The Vargr were blissfully unaware when the threat of Virus became known to the Regency. At that time, Virus was still working its way through the areas of Vlani influence. Once the Regency understood the threat and began to prepare for its arrival (primarily demonstrated by the Quarantine), it quickly moved to alert all of its neighbors, both friendly and hostile.

Many envoys were sent to the various Vargr states existing at the time, but most did not take the threat seriously. This had catastrophic consequents for the vast majority of the Vargr Extents. Fortunately, there were two major Vargr states (and a few minor ones) that did listen and did move to prepare. Because of the actions of these two states, billions of Vargr were spared the worst of the depredations of Virus, and, in turn, served as an effective buffer for others "behind" them, including the crumbling Zhodani Consulate.

The first Vargr state to listen was the Theongling Empire. Long friendly to the Imperium, and its successors in the Spinward Domain, they heeded the warnings and implemented the countermeasures. As new information was found by the Regency, the Theongling Empire was quick to implement that, too. Also aiding the Empire was its centralized government, which is rather unusual for a Vargr interstellar state. When Virus finally arrived, the Empire was able to fight it off and survive almost intact.

The other major Vargr state, the Pact of Gaerr, was actually warned by the Zhodani Consulate. A much more decentralized state than the Theongling Empire, the Pact had great difficulty in getting its various members to understand and implement the necessary measures. Because of this, Virus had much more impact on the Pact of Gaerr, and as a result the Pact eventually failed. Despite its eventual collapse, most of the members did implement the anti-Viral measures, and many of them were able to survive as independent worlds.

Because of the actions of these two states, and a few minor ones in the gaps around them, the advance of Virus was stopped cold. Viral entities did occasionally penetrate into these states, or go around them, and a few even made it past them and into the Zhodani Consulate and cause significant damage. But no Viral entity was able to survive or propagate. Each such incursion was contained and eventually eliminated and the small protected zone created, called the Vargr Pocket, and remained Virus-free.

Outside the Vargr Pocket, the entire Vargr Extents was overrun by Virus. Empires large and small were crushed and destroyed, and their worlds razed. Destruction was not nearly as bad as in other areas due to the wide diversity of technology and standards used in Vargr space. But even so, the destruction was thorough enough that the Vargr Extents became known as the Vargr Splinters. Despite being protected, the worlds in the Vargr Pocket were still typically tempestuous and volatile, and states came and went. In the New Era, there are two major Vargr interstellar states known to exist in the Vargr Splinters. The largest of these is the Theongling Empire. The other is the Society of Equals. No other major Vargr states are known to exist or have survived into the New Era. There are, however, a few states that have survived or appeared in the Vargr Pocket. There are no states known to exist outside anywhere else in the Vargr Splinters.

Theongling Empire

The Theongling Empire is a large centralized state consisting of worlds in the Gvurrdon and Tuglikki sectors. It is one of the most stable Vargr states to ever have existed, having gained its current form in 792. The Theongling Empire took the warnings of the Regency seriously and was able to withstand the Viral onslaught, though it lost much of its holdings in Tuglikki doing so. It is now fully recovered, and trying to expand.

The Theongling Empire is headed by an Emperor, who is elected for life by the Assembly. The Emperor, while expected to listen to the assembly, has great freedom to act independently in matters of interstellar relations and security. The Emperor can be a member of the Assembly, but that is not required, and can be anyone who has established sufficient charisma to attract the attention of the Assembly. There is a law that forbids members of the Emperor's family from succeeding him. While this does not prevent nepotism or cronyism, it does help prevent the worst excesses, and ensures a continual flow of new blood into the ruling class.

The Assembly is chosen by their worlds of origin, in proportion to their worlds' populations, and advise the Emperor on matters relating to their worlds. The Assembly also has to give a majority vote before any matters relating to taxes or tariffs can take effect. The Theongling Empire has good relations with the League of Deneb and the Republic of Regina.

Society of Equals

The Society of Equals is unified by their belief in the Church of the Chosen Ones. Because the Church is in a low period of acceptance, several worlds have defected, and the Society has about two-thirds as many worlds as it has had at its peak of power. Even so, the remaining worlds are still dedicated to the cause.

The Society of Equals is ruled by a band of high charisma members of the Church. While this is very unusual in that there is no single highly charismatic leader, it does allow for a continuous flow of highly charismatic individuals to rise to the top, and help the Society maintain power. Another factor in the Society's staying power is the requirement that any political leader, either in the Society itself, or in its member worlds, be members of the Church of the Chosen Ones.

The Society of Equals is in the unique situation of having never taken the warnings from the Regency or Zhodani Consulate seriously, yet it has survived relatively intact. Over time they have implemented various anti-viral techniques, but have done so quietly and with little fanfare. Most citizens of the Society do not know about the changes made, and believe that the Society was able to withstand the occasional Viral attack due to the purity and rightness of their beliefs and faith.

The Society of Equals has a very tempestuous relationship with their Vargr neighbors, is hostile to Zhodani states, and is dismissive to other human states.

Commonality of Kedzudh

The Commonality of Kedzudh is the only other known Vargr state to have survived from the pre-Virus period. It is a minor state on the very edge of the Vargr Pocket, on the trailing side of Gvurrdon sector.

The Commonality is a loose coalition of worlds that banded together for mutual defense against piracy and corsairs. It is run by a small bureaucracy, and provides a university, a subsidized merchant program, and a small military patrol. It maintains few rules over its members, except that they contribute to its coffers, and that they respect other member worlds and states with which the Commonality has treaties.

The Commonality of Kedzudh tries to maintain good relations with all of its organized neighbors, and has treaties with the Republic of Regina.

Others

There are more minor states in the Vargr Pocket, and rumors of states in the Vargr Splinters. However, no state in the Spinward Domain has made contact with any yet, and if any of the known Vargr states have made contact, they haven't shared that knowledge.

Troiftyeal leaned back on his lounge and waited. It did not take long before he heard the door quietly open and close, followed by the quiet footsteps.

"How does it progress, my Ko?" the voice positively purred. Her face was now in full view and Troiftyeal smiled.

"Very well, my love. The plan is going flawlessly. When I started out on this effort, I knew it would take a long time, and I would only be able to start it. I would have to trust my heirs to continue it for as long as it would take to complete." He stopped and admired her beauty again. "And then I met you.

"An Fteirle born and raised Darrian, educated in the finest universities on Mire and Mora. A sociological genius. Was it that higher power the Darrians believe in that led us to meet, or was it simply fate? Regardless, you are doubly a gift to me. You both delight my heart, and have taken decades off my plans."

The effusive praise was more than she could take at the moment, and she lowered her eyes. Had she been human, she would have been profusely blushing. "But it is still your plan, my Ko. If I may be so bold …" She looked up and he smiled, giving the slightest of nods. So, she continued, "Why, my Ko? Why do you pursue this? You are not Imperial born; you are not Darrian. Yet you pursue the attempt to change Fteir with fervor like I have never seen before.

Why do you pursue it so?"

Suddenly, he stood up and stepped away from the lounge. His voice turned hard, and he sounded more distant and colder. "Because of the dishonor inherent in Fteir. Its application is capricious; its tenants are malleable. Yet it is also like iron shackles on the Fteirle. Because it forces us to act in self-destructive ways. If forces us to relegate our population in predetermined roles which don't always make sense. Because it blinds us to other ways of living that work as well as, and many times better than, our own.

"As a youth I watched an entire clan destroyed, and the ancient Tlaukhu disintegrate because of Fteir. My clan was ripped apart because we couldn't agree on what Fteir even means. Instead I have chosen a new path."

His anger expended, he calmed down again and continued, "I have been completely open in my plans. My clan's name clearly states that we are searching for a new Fteir. I have hidden nothing." Then he turned back to her, returned to the lounge and took her paws in his own. Smiling, he continued, "Except for you. Your true abilities I have not revealed to anyone. You are my chief wife, and responsible for training my heirs. But no one knows what you have brought me."

Smiling, they reclined on to the lounge together …

STAR CHARTS

The Spinward Domain consists of the Deneb, Spinward Marches, Trojan Reach, and Reft sectors.

Notes

The following pages contain the full Universal World Profile (UWP) information for all worlds in the Spinward Domain, including all four sectors and 64 subsectors. The UWP listings should be familiar to any fan of Traveller. However, with the progress of time, certain conventions have changed.

System Listing

The base information for a system's main world is done in the form of a Universal World Profile (UWP). The format of the UWP has been fairly consistent over the history of Traveller, but has evolved over time. The format used in Spinward States is shown below.

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1910    Regina      A788999-D        L  Hi Cp      303    Rr   F7V M6V M8V
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   The first column contains the hex location of the world. This number is relative to the world's sector.

The second column is the name of the world. In this case, it is Regina, the capital of the Republic of Regina.

The third column is the central component of the UWP that gives the base statistics for world.

The fourth column is the base code, showing what base or bases are present at the world. In the case here, Regina's code indicates it has both a Military base and a Scout base.

The fifth column is the list of trade codes. We can see that Regina is a High Population world that is the capital of a minor state, the Republic of Regina.

The sixth column is the secondary UWP information, also known as TPBG or PBG.

The seventh column is the Allegiance code for the world. We can see that Regina is, appropriately enough, a member of the Republic of Regina.

The eighth column shows the stellar information. We can see that Regina is one of the few worlds that have three stars in its system.

Base UWP

   The base UWP consists of the eight elements shown above in the Regina example. The elements are, in order:

Starport: quality of the system's primary starport. Regina has a high quality starport with full services and shipyards.

Size: size of the world, given in 1000's of miles. Regina is approximately 7,000 miles (or 11,200 km) in diameter.

Atmosphere: type of atmosphere. Regina has an untainted dense atmosphere.

Hydrographics: percent of water coverage, given in 10% increments. Regina has approximately 80% of its world covered by water.

Population: size of population, given in powers of ten. Regina has billions of inhabitants.

Government: type of government. Regina has an impersonal bureaucracy.

Law Level: ranking of law level, which indicates how likely a visitor is to encounter the authorities in a given day. Regina has a fairly restrictive law level.

Tech Level: general level of technology to be found. Regina has an above average level of technology.

Starport
The starport code can range from A-E, or X.
A: Excellent Quality. Refined fuel is available, as is annual maintenance. A shipyard capable of building starships and non-starships is also present.
B: Good Quality. Refined fuel is available, as is annual maintenance. A shipyard capable of building non-starships is also present.
C: Routine Quality. There is only a 50% chance refined fuel is available. Reasonable repair facilities are present.
D: Poor Quality. Only unrefined fuel is available. No repair facilities are present.
E: Frontier Quality. This is essentially a bare spot of bedrock (or concrete) with a homing beacon and no facilities. Usually a small office will be present.
X: No Starport. No provision is made for any starship landings. This is usually indicative of an interdicted world.

Size
The value is given in thousands of miles (or 1,600 km) in diameter.

Atmosphere

The Atmosphere code ranges from 0-F. (There are no type "F" atmospheres in the Spinward Domain, so it isn't listed.)

0: No atmosphere. Full vacuum suit required.
1: Trace. Full vacuum suit required.
2: Very thin, tainted. Filtered respirator required.
3: Very thin. Respirator required.
4: Thin, tainted. Filter mask required.
5: Thin. Breathable.
6: Standard. Breathable.
7: Standard, tainted. Filter mask required.
8: Dense. Breathable.
9: Dense, tainted. Filter mask required.
A: Exotic. Full face mask with oxygen supply required, but no other protection.
B: Corrosive. Protective suit required.
C: Insidious. Protective suit required; suit will fail in 2-12 hours.
D: Dense, High. Breathable above a certain altitude.
E: Ellipsoid world. Breathable at certain latitudes.

Hydrographics

The value is given in 10% increments. "0" indicates a desert world with no free standing water. "A" indicates a water world with no appreciable land masses.

Population

The value is given in powers of 10. "3" indicates 1,000 - 9,999 inhabitants. "8" indicates 100,000 - 999,999 inhabitants.

Government

The code can range from 0-9, A-Z. However, not all possibilities are used. The values used are:

0: Anarchy; No governmental structure
1: Company or Corporation
2: Participative Democracy
3: Self-Perpetuating Oligarchy
4: Representative Democracy
5: Feudal Technocracy
6: Captive Government or Colony
7: Balkanized. There is no cohesive world government
8: Civil Service Bureaucracy
9: Impersonal Bureaucracy
A: Charismatic Dictatorship
B: Non-charismatic Dictatorship
C: Charismatic Oligarchy
D: Religious Dictatorship
E: Religious Autocracy
F: Totalitarian Oligarchy
G: Small Station or Facility (Aslan)
H: Split Clan (Aslan)
J: Single On-world Clan (Aslan)
K: Single Multi-world Clan (Aslan)
L: Major Clan (Aslan)
M: Vassal Clan (Aslan)
N: Major Vassal Clan (Aslan)
Q: Interim Government
X: Droyne Hierarchy

Law Level

The value indicates the level of repression present on the world. Visitors must roll above the law level each day on the world to avoid harassment by the local police or authority.

Technology Level

The value indicates the level of technology that will generally be available on the world. The tech level is indicative of the general capabilities of the world's infrastructure, and what can be produced locally. However, non-industrial worlds are almost always dependent on outside sources to maintain any kind of industrial capabilities.

0: Stone Age
1: Bronze or Iron Age
2: Printing Press (circa 1400 to 1700)
3: Basic Science (circa 1700 to 1860)
4: External Combustion (circa 1860 to 1900)
5: Mass Production (circa 1900 to 1940)
6: Nuclear Power (circa 1940 to 1970)
7: Miniaturized Electronics (circa 1970 to 1990)
8: Quality Computers (1990+)
9: Anti-Gravity
A: Interstellar Community
B: Holographic Interface
C: Meson
D: Battle Dress
E: Fusion Gun Man Portable
F: Black Globe
G: Known Maximum

Secondary UWP

Secondary UWP information, or PBG, includes three numbers, with an option fourth item.

The first item, oddly enough, is the optional item, and it indicates a special travel zone. If present, it will be either "A" for Amber Zone or "R" for Red Zone. If not present, it means the system is a Green Zone Since there are only three items listed for Regina, we know that Regina is neither an Amber Zone nor a Red Zone, but rather a Green Zone. The second item is the Population Multiplier. It gives the first significant digit of the population. In Regina's case, it is a 3, meaning that Regina has approximately 3 billion sophonts living on it. The third item is the Planetoid Belt count. It indicates how many planetoid belts are in the system. This is important, as planetoid belts are frequently a tremendous source of raw materials for the local economy. If the system is itself an asteroid belt, it is not included in the planetoid count digit, so it is possible for a system to be an asteroid belt, but have a planetoid belt count of 0. Since it is a 0 for Regina, there are no planetoid belts in the system. The last item is the number of gas giants in the system. We can see that Regina has three gas giants.

Travel Zones

In the Third Imperium, certain worlds were assigned codes to indicate danger or entry prohibitions. These were assigned by the Travellers' Aid Society (TAS), a non-government organization. This organization still operates in the various Spinward States, and still attempts to perform the functions it always did during the time of the Third Imperium. As a result, the TAS still rates worlds throughout the entire Spinward Domain. Since they have an proven record of objectivity and fairness, their ratings have proven to be highly reliable, even for the unaligned worlds.

There are three zone ratings: Green Zone, Amber Zone, and Red Zone.

The default rating is Green Zone. If a world is a green zone, no

note is made for that world's UWP listing.

Amber Zones are worlds where visitors are advised to take extra care. The reasons vary widely and range from hazardous climactic conditions, to a hostile society, to an unstable political situation, to open warfare. 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. In general, all worlds in the Vargr Splinters, in the Wilds of Corridor, and on the other side of Reft are automatically considered Amber Zones.

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 rebellious worlds in a state, a primitive culture being protected by a state, a cemetery world still considered dangerous, live-fire naval rangers, prison or exile planets, or even worlds with abundant resources an interstellar state wishes to reserve for itself. Sometimes only an area of a planet is the red zone, while the rest is accessed normally.

Enforcement of Red Zones can and do vary. Usually the enforcement is done by the navy of the owning or nearby state. Sometimes enforcement is done by automated defenses that will fire on any ship trying to run the blockade without proper codes. Occasionally, a world is self-interdicted and uses its own navy to enforce the interdiction.

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.

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.

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 are Size 0.

Barren (Ba) worlds are worlds that have no intelligent sophonts occupying them. They may have been abandoned, subject to population die-off, subject to disaster, or possibly never had a population. Barren worlds have Population, Government, and Law Level of 0.

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

High Population (Hi) worlds have massive populations. The Population is 9 or greater.

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.

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.

Fluid Seas (Fl) are worlds that have an appreciable fluid coverage, but because of the atmosphere, the fluids are not water. Such a world has a Hydrographics of 1 or more, and an atmosphere of A, B, or C.

Low Population (Lo) worlds have exceptionally small populations. The Population is 4 or less.

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.

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

Poor (Po) worlds are only marginally habitable. Poor worlds have an Atmosphere of 2 through 5 and a Hydrographics of 3 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. For Aslan worlds, the Government type does not matter.

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

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

Some trade codes are also used to denote a special status or feature of the world.

Ancient (An) sites are worlds that have one or more known Ancient sites.

Capital (Cp) worlds are either regional or subsector capitals of major states, or the capitals of minor states.

Capital (Cx) worlds are the capitals of major states.

Cemetery (Cm) worlds are those that had their populations completely die out during the turmoil of the last century. Any population that lives on the world is relatively new.

Exile (Ex) worlds are worlds some states used to exile undesirable members of their society.

Military Rule (Mr) worlds use the Government code of 6, but note that the world is run directly by an interstellar government's military.

Ownership (Onnnn) shows that the world is owned or controlled by another world at the hex location shown by nnnn. A world controlled by another world will always have a Government of 6.

Prison (Pr) worlds are used by some states to house prisoners and criminals.

Reserve (Re) worlds are worlds that are held in reserve by a state. There are multiple reasons this could occur.

Research (Rs) stations are sometimes placed by a state. These are usually massive installations.

A final type of trade code is used to show when there are substantial numbers of a minority race on a planet. It is implicitly assumed that any world's population will consist of the race appropriate for their allegiance. For example, any world with an allegiance of "As" is assumed to have a fully Aslan population. *X*n - n times 10% of the world's population consists of race *X* living segregated from the main population. *X*w - World's population consists entirely of race *X*.

The codes used for the various races above are:
A - Aslan
D - Droyne
M - Human
J - Jonkeereen
L - Llellewyloly
K - K'kree
V - Vargr
Z - Zhodani

Base Codes

The following base codes are used:
A - Scout base and Naval base.
B - Scout Way station and Naval base.
C - Corsair base.
D - Depot.
F - Naval base and Military base.
H - Naval base and Corsair base.
L - Scout base and Military base.
M - Military base.
N - Naval base.
R - Base ruins.
S - Scout base.
T - Trading post.
V - Scout base and Trading post.
W - Scout Way station.

A "military base" is a smaller version of a naval base. While a naval base is designed to support fleet elements for a subsector or sector, a military base is only designed to support a system or subsector based fleet. So, while a military base can support larger fleet elements, it is not intended to do so, and will not operate as efficiently as a full naval base would.

Prior editions used multiple symbols to show naval bases. Here, all naval bases, regardless of allegiance, use the "N" symbol. Anytime the naval base is controlled by a polity that is not shown as the worlds allegiance, the world notes will mention who controls the naval base.

In the Spinward Domain, only the League of Deneb and the Republic of Regina have scout bases (and way stations). The Imperial Regency does not maintain scout bases; all such bases in Imperial Regency territory have been either converted to naval bases, or have been scrapped. None of the other polities use scout bases, or anything similar. Any scout bases were either converted to military bases, or were scrapped.

The League of Spinward States uses the "N" symbol to represent League bases, and the "M" symbol to represent local government bases. The "F" symbol is used if both types of bases are present.

The Aslan worlds use the "N" symbol to represent *Aorekhohuiha*,

or multi-clan, bases, and the "M" symbol to represent single clan bases. The "F" symbol is used if both types of bases are present.

Unlike most of charted space, there are very few "base ruins" to be found in the Domain. If the world remains inhabited, the abandoned bases were either converted to a new type of base, or were used to expand the remaining starport. In either case, there are no "ruins" as such; the former base is still being used, even if there is no longer a base symbol.

Allegiance Codes

The following allegiance codes are used in the Spinward Domain:
As - Aslan, unaligned
A*n* - Aslan clan, where *n* denotes the clan.
Au - Askigaak Union
Cr - Cronor Consulate
De - League of Deneb
Dr - Droyne, unaligned
Fa - Federation of Arden
Fl - Florian League
Ft - Fteirsyar Empire
Gf - Gateway Federation
Gl - Glisten Concord
L*x* - League of Spinward States member, where *x* designates the member.
Na - Non-aligned (human)
Oa - Oytrip of Andor
Re - Imperial Regency
Rr - Republic of Regina
Va - Vargr, unaligned
Vl - Duchy of Vlad
Wi - Wilds

A world designated as "Wilds" is an unrecovered world that does not have any regular interstellar contact. A world in the Wilds that has regained regular interstellar contact and has at least occasional visitors but are not part of an interstellar state, are designated as "Non-aligned".

The member states of the League of Spinward States are:
Lc - Independent League member
Ld - Darrian Confederation
Lh - The Sisterhood
Lj - Jewell Covenant
Lm - Metal Worlds Confederation
Lq - Querion Cluster
Ls - Sword Worlds Confederation
Lu - Mondes Unis

The Aslan clans are:
A0 - Yerlyaruiwo
A1 - Khaukeairl
A2 - Stohyushiuiha
A3 - Soarlhuiha
A4 - Wahtoi (off map)
A5 - Hlyueawi (off map)
A6 - Aosiha
A7 - Ikhtealyo (off map)
A8 - Oihareael (off map)
A9 - Hreakhari

To Readers of Previous Editions

The worlds on the far side of the Rift in Reft sector are considered Deep Wilds. The worlds on the far trailing edge of Deneb sector are considered Wilds. The worlds formerly in the Regency Frontier are considered Frontier. All other worlds are considered Safe. As a result of this, almost none of the worlds suffered from the massive depopulation and technology losses seen in most other regions.

Technology Levels

However, most technology levels will be lower than those presented in the *Regency Sourcebook*. The reason for this is twofold. First, it takes a high level of interstellar interaction to maintain the highest tech levels. Many of the recently unaligned worlds saw their technology levels drop with the drop in their interstellar traffic that resulted from the turmoil and dissolution of the Regency and Zhodani Consulate. Second, many of the technology level increases shown in the *Regency Sourcebook* were optimistic, sometimes wildly so. The technology levels shown here are the current, sustainable levels.

As a result of the second point, don't automatically assume a particular world's technology level has "dropped" just because it is lower than that shown in the *Regency Sourcebook*. If the new level is still higher than the 1117 level, the likely explanation is that the level in the *Regency Sourcebook* was too optimistic, and the technology level shown is the accurate level it has been for a while.

Also keep in mind that relics, and sometimes full blown capabilities and industries, for some of the previous, higher tech level are still around and working. So, if the world was once TL F, but is now TL D, it still might be able to make J-6 ships, or have a few industries that still work at the TL F level, even though the world as a whole is operating at a TL D level.

Empty Worlds

There are a few worlds that did die catastrophically, however there are very few of them in the Spinward Domain. Most newly empty worlds were merely the result of economics and feasibility. Without the overall protection of a large interstellar state, many inhospitable worlds simply cannot support themselves. They need to drastically improve their infrastructure, evacuate, or die. Most choose to evacuate. As a result, there are several worlds with nasty atmospheres that used to be populated, but are now empty. Don't automatically assume this was catastrophic.

Stellar Data

The stellar data published in the *Regency Sourcebook* was updated from the data published in prior works. The writer of the *Regency Sourcebook* attempted to eliminate the most egregious mistakes of prior stellar data (e.g. habitable worlds around white dwarf stars), but didn't go nearly far enough. In the stellar data presented here, that development was progressed farther along, bringing the number of white dwarves down to what they should be. There are still many highly unlikely (or even impossible) star systems, but they are much rarer.

Patrick and Bob snuck into the main room of the Pashus Research Base. Being a couple of cleaning personnel, they had access to virtually everywhere. Being insatiably curious, they often took advantage of that access. Slowly they moved forward, until they had a good view of the center of the room.

"So, that is what the Time Portal looks like," said Bob. "It just looks like a big ring."

"What is it supposed to be able to do?" asked Patrick. "Is it some kind of door?"

"That's what 'portal' means!" answered Bob. "But they have yet to make it work."

"Well, if it doesn't work, where did all of this filth come from?"

Bob looked at his friend, and then both looked down at the floor. Patrick was right: the floor was filthy. But it wasn't just dirt. Bob bent over to take a close look. Hesitantly, he reached down and felt it. It was still moist, yet quite viscous. "It's some kind of slime!" Bob exclaimed.

"It's gonna take forever to clean all of this up," replied Patrick.

"Never mind that," said Bob. "Look! The slime drips over from the Portal and out to that door, but there is nothing on the other side of the Portal! Maybe the Portal is working after all …" Bob's voice trailed off in thought as he looks up at the Portal, which now seemed a lot more foreboding than it had moments before.

Suddenly, the lights in the room came on, and the Portal emanated an ominous hum. Startled, the pair of friends slowly started backing away from the Portal, not knowing what was going on. Before their horrified eyes, a set of the largest tentacles they had ever imagined, much less seen, started protruding through the Portal.

"Quick!" yelled Bob, "We have to find the emergency cut-off! We can't let that thing get through!"

The sound of their excited voices caused the huge tentacles to start thrashing wildly. The hum increased in volume and intensity, and the Portal began to pulse. Both quickly scrambled around the room looking for anything that could possibly be a cut-off switch or button or lever or whatever, while avoiding the tentacles. Finally, Patrick found a large red button with label above it that said "Emergency". Seeing that his friend had just been caught by a tentacle, Patrick quickly pushed the button.

Immediately, the portal went dead and the tentacles, now cut off from whatever they had been attached to, dropped inert on the floor.

"Great," said Patrick, "more crap we have to clean up …"
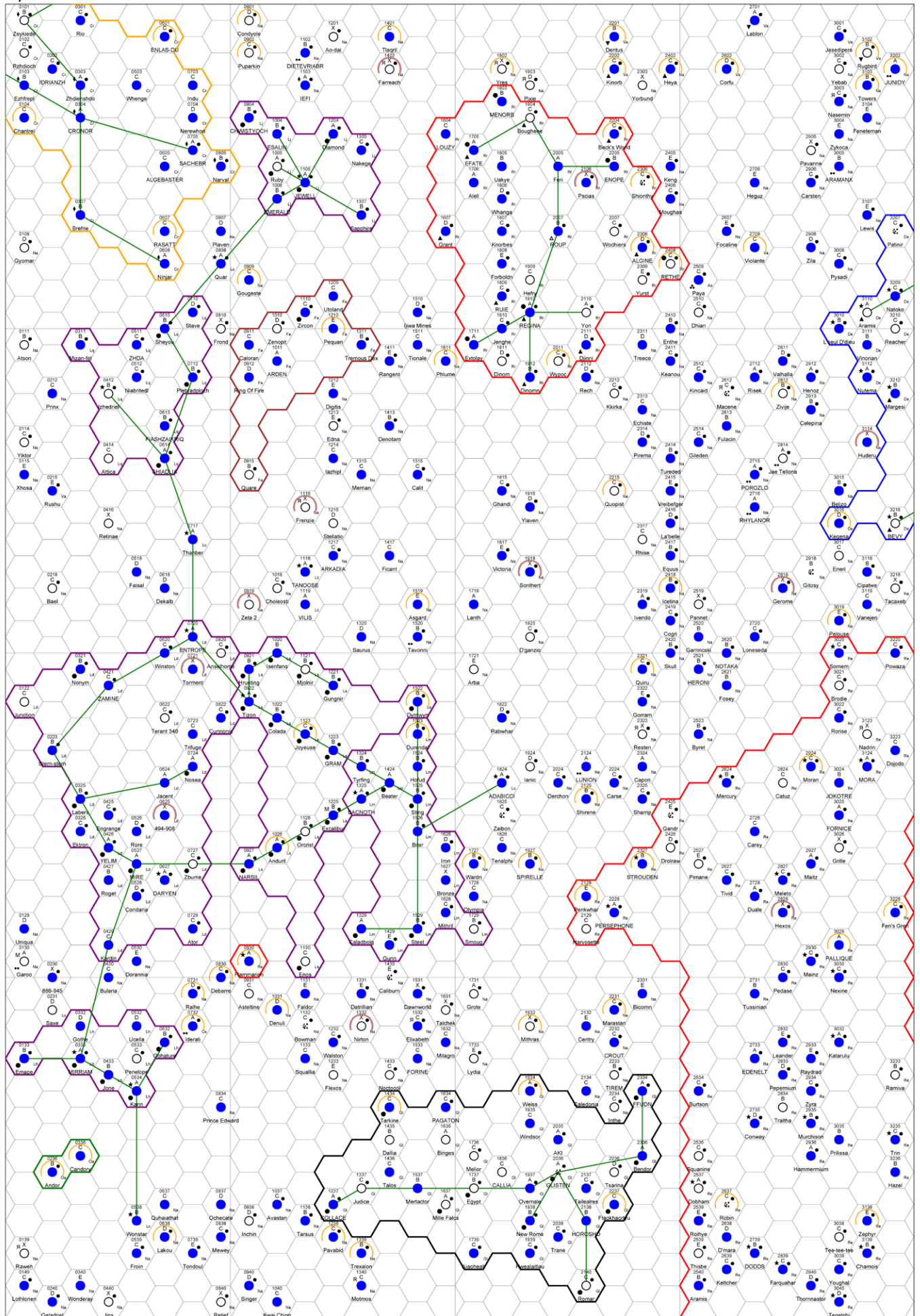
Spinward Marches

The greatest fragmentation of the Imperial Regency occurred in the Spinward Marches. All but three of the human interstellar states of the Spinward Domain are located or present in the Spinward Marches. As a result, the Spinward Marches are an absolute hotbed of activity, with an active cold war between the Imperial Regency and its splinter states, the occasional warm war, and unceasing political negotiations and maneuvering.

The political situation is very much in flux. The Imperial Regency cold war could go hot at any point and there are too many options to exactly predict who the target (or targets) would be. While the current political arrangement has some of the veneer of stability, there is no equilibrium and the threat of change, both large and small, is omnipresent.

The Imperial Regency is in this sector, though its greatest strength lays rimward in the Trojan Reach. Also in the Spinward Marches are the Republic of Regina, the Glisten Concord, the Cronor Consulate, ten worlds of the League of Deneb, and most of the League of Spinward States. Also of note are the Federation of Arden, recently departed from the League of Spinward States, and the Oytrip of Andor.

The League of Spinward States members present in the Spinward Marches are the Darrian Confederation, the Sword Worlds Confederation, the Metal Worlds Confederation, the Querion Cluster, the Jewell Covenant, The Sisterhood, and all of the independent member worlds.

The most notable astrographic feature of the Spinward Marches is the Spinward Main. This is an enormous chain of worlds that form a Jump-1 path throughout much of the sector. This means even a starship only capable of Jump-1 could theoretically visit over half of the worlds in the Spinward Marches (and a handful in Deneb). The Spinward Main is effectively broken up into multiple parts due to the various interstellar states, but it is still a major trade highway that dominates the sector.

0101 B Zeykiede — Cr
0301 C Rio — Cr
0601 C ENLAS-DU — Cr
0102 C Rzhdioch — Cr
0202 C IDRIANZH — Cr
0103 B Ezhfrepl — Cr
0303 A Zhdiehshdo — Cr
0503 C Whenge — Cr
0703 C Indu — Cr
0704 D Nerewhon
0304 A CRONOR — Cr
0104 C Chantrel — Cr
0705 A SACHEBR
0605 C ALGEBASTER — Cr
0805 B Narval — Cr
0307 B Brefrie — Cr
0607 C RASATT — Cr
0807 D Plaven
0108 D Gyomar — Na
0608 A Ninjar — Cr
0808 A Quar — Lc

0901 D Condyole — Na
0902 C Puparkin — Na
1201 X Ao-dai — Na
1102 B DIETEVRIABR — Na
1103 A IEFI — Na
1401 C Tlaqril — Na
1402 X Farreach — Na
0904 B CHWISTYOCH — Lj
1004 B ESALIN — Lj
1204 A Diamond — Lj
1305 C Nakege — Lj
1604 C LOUZY — Rr
1005 A Ruby — Lj
1106 A JEWELL — Lj
1006 B EMERALD — Lj
1307 B Sapphire — Lj
1607 D Grant — Rr

0909 C Gougeste — Na
1209 C Utoland — Fa
1110 C Zircon — Fa
1010 D — Fa
1210 E Pequan — Fa
1510 D Ijiwa Mines — Na
0911 C Zenopit — Fa
1011 A Caloran — Fa
0912 D ARDEN — Fa
1311 B Tremous Dex — Fa
1411 E Rangent — Na
1511 C Tionale — Na
1611 C Phlume — Na
1212 E Digitis — Na
1413 B Denotam — Na
1213 E Edna — Na
1214 C Iazhipl — Fa
1315 C Merrian — Na
1515 C Calit — Na
0915 B Quare — Fa
1116 X Frenzie — Na
1216 D Stellatio — Na
1118 A ARKADIA — Lc
1417 C Ficant — Na
1018 C TANOOSE — Lc
0919 X Zeta 2 — Na
1119 A VILIS — Lc
1519 E Asgard — Na
1217 Choleosti
1320 D Saurus — Na
1520 B Tavonni — Na

0610 B Sheyou — Lq
0910 D Stave — Lq
0810 X Frond — Na
0311 B Mizan-fel — Lq
0511 C ZHDA — Lq
0512 C Niabritedl — Lq
0712 B Plebradplozh — Lq
0111 B Atson — Na
0212 C Prinx — Na
0412 B Izhedriel — Lq
0613 B FIASHZAIKRIQ — Lq
0114 C Yiktor — Na
0614 A SHIADLIA — Lq
0414 C Attica — Lq
0115 E Xhosa — Na
0215 E Rushu — Va
0416 X Retinae — Na
0717 A Thanber — Lc
0518 D Faisal — Na
0618 D Dekalb — Na
0218 C Bael — Na
0720 ENTROPE
0620 C Winston — Ld
0820 C Anselhome — Ld
1020 B Isenfang — Ls

Alpha Quadrant

The Alpha Quadrant of the Spinward Marches is dominated by the Zhodani. The effects of the Zhodani Exodus and subsequent collapse of the Zhodani Consulate was most felt in this quadrant. The formation of the Cronor Consulate and Querion Cluster, and the contributions of the Darrian Confederation and Republic of Regina have done a tremendous job of stabilizing the situation.

Despite that, massive changes have taken place. Many worlds lost any technological improvements they gained in the prior century (and sometimes even more). Many of the habitable worlds in the quadrant have also seen significant increases in their populations as a result of the Zhodani Refugees finally stopping. Some of these increases have been astronomical, and forced complete realignments of the world's government and society.

The Cronor Consulate, which extends into the three adjacent sectors, serves as the primary gateway for the various Spinward States into the larger Zhodani Concord. The Consulate's influence is kept in check by two members of the League of Spinward States: the Querion Cluster and the Jewell Covenant. Both League members have governments that traditional Zhodani consider "insane", and the result is a continual battle of ideas that rage across much of the Alpha Quadrant. Fortunately, unlike much of the rest of the Spinward Marches, this 'battle' is purely philosophical, and none of the states involved have any military agenda to back up the ideologies.

The Federation of Arden is trapped, surrounded hostile powers that have no desire to see them grow or prosper. It is a rogue state that must continually play a dangerous game to survive and attempt to grow. The Federation has active agents on at least a half dozen worlds in the area, but does not dare do anything overtly, as they do not want to provoke any of their enemies into a direct confrontation that they are sure to lose. While none of their enemies are willing to risk the political fallout to preemptively attack, if given a strong justification, any would attack without hesitation.

Subsector A: Cronor

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0101	Zeykiede	B330699-A	N	De Po Na Ni	713	Cr	K9V
0102	Rzhdioch	C1207B9-9		De Po Na	803	Cr	G8V M1V
0103	Ezhfrepl	B263868-B	N	Ri C0 O0304	410	Cr	M1V M4V
0104	Chantrel	C366869-9		Ag Ni O0304	A920	Cr	F1 III
0108	Gyomar	D8B2559-5		Fl	824	Na	A8 IV
0202	Idrianzh	C868979-6		Hi	201	Cr	G5V M3V
0301	Rio	C686837-8		Ri	401	Cr	M1V M1V
0303	Zhdienshdo	A21179B-D	N	Ic Na	101	Cr	M2V D
0304	Cronor	A636AA9-D	N	Hi Cp	110	Cr	F8V
0307	Brefrie	B4337CA-B	N	Po Na An	910	Cr	F7V M9V
0503	Whenge	C648745-8		Ag	810	Cr	F8V
0601	Enlas-Du	C975958-6		Hi V3	A123	Cr	F1V
0605	Algebaster	C665955-A		Hi	210	Cr	M0V M1V
0607	Rasatt	C883969-9		Hi O0304	A210	Cr	F0V
0608	Ninjar	A211669-B	N	Ic Na O0304	910	Cr	A4V
0610	Sheyou	B756879-A	M	Ri	611	Lq	F4V M0V
0703	Indu	C334769-7		O0704	320	Cr	F6V
0704	Nerewhon	D738677-8		Ni	820	Cr	K5V
0705	Sachebr	A886965-C	N	Hi O0304	121	Cr	G2V
0710	Stave	D766878-8		Ri	901	Lq	K9V M2V
0805	Narval	B525788-8	N		103	Cr	G4V M6V
0807	Plaven	D845500-6		Ni Ag	810	Na	G8V M7V
0808	Quar	A532822-C	N	Po Na	201	Lc	M2V
0810	Frond	E9C3000-0		Fl Ba	003	Na	F8V

Subsector B: Jewell

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0901	Condyole	D7A1679-8		Fl Ni V5	A923	Na	F8 III
0902	Puparkin	C7B3557-8		Fl Ni Lo V8	A802	Na	K8V M4V
0904	Chwistyoch	B766996-A	M	Hi	224	Lj	K2V
0909	Gougeste	C372512-8		Ni	A320	Na	M2V
1004	Esalin	B565997-A		Hi	123	Lj	F3V M5V
1005	Ruby	A400545-E	M	Va Ni	201	Lj	M1V D
1006	Emerald	B766955-A		Hi	134	Lj	M1V
1010	Zenopit	D130599-7		De Po Ni	722	Fa	M3V
1102	Dietevriabr	B566A99-A	M	Hi V1	114	Na	M7 III
1103	Iefi	A672999-A	N	Hi In	301	Na	G8V
1106	Jewell	A777A9A-E	F	Hi In Cp	123	Lj	G7V
1110	Zircon	C792669-9	M	Ni O1011	824	Fa	F0V
1201	Ao-dai	D410000-0		De Ba	012	Na	K2V D
1204	Diamond	A368788-B	M	Ag Ri	303	Lj	M6 III M0V
1209	Utoland	C473469-7		Lo Ni O1011	610	Fa	M0V
1210	Pequan	E565669-8		Ag Ni Ri O1011	A910	Fa	K5V
1305	Nakege	C591774-9			101	Lj	M0V M2V
1307	Sapphire	B592877-A			323	Lj	M3V
1401	Tlaqril	C63878A-7		V2	A310	Na	K0V
1402	Farreach	X200000-0	R	Va Ba	R015	Na	M3 II M0V
1510	Ijiwa Mines	D722100-7		Po Lo Ni	701	Na	M8V M9V
1604	Louzy	C322A98-A		Po Hi In Na	110	Rr	M2V
1607	Grant	D664853-8	S	Ag Ri Zw	622	Rr	K6V

Subsector E: Querion

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0111	Atson	B310699-7		De Na Ni	233	Na	K8V
0114	Yiktor	C6B6388-8		Fl Lo Ni	223	Na	G4V M4V
0115	Xhosa	EA95546-5		Ag Ni	710	Na	M0 III
0212	Prinx	C436536-6		Ni	220	Na	A4 IV K8V
0215	Rushu	E765779-3		Ag Ri	203	Va	A0V M6V
0218	Bael	C200377-8		Va Lo Ni	912	Na	K2V
0311	Mizan-fel	B462888-8		Ri	223	Lq	F3V
0412	Izhedriel	B200737-A	N	Va D0	401	Lq	M3V D
0414	Attica	C400744-8		Va Na	310	Lq	K1V D
0416	Retinae	C8C6000-0		Fl Ba	010	Na	M1V
0511	Zhda	C786998-A		Hi	112	Lq	M2V
0512	Niabritedl	C586879-8		Ri	305	Lq	K8V
0518	Faisal	D445656-5		Ag Ni	510	Na	K9V M7V
0613	Fiashzaikriq	B869997-A		Hi	201	Lq	G8V M5V
0614	Shiadlia	A254999-A	M	Hi Cp	104	Lq	G6V
0618	Dekalb	DA8A799-6		Ri Wa	920	Na	M1V
0620	Winston	C887777-8		Ag Ri	201	Ld	K5V M9V
0712	Plebradplozh	B592778-A	M		102	Lq	K5V M8V
0717	Thanber	A243857-B	N	Po	110	Lc	M0V M1V
0720	Entrope	A336AAA-E	N	Hi Cx	110	Ld	G6V M1V
0820	Anselhome	C110444-B		Lo Ni	401	Ld	M0V D

Subsector F: Vilis

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0911	Caloran	C796649-6		Ag Ni	810	Fa	G2V M4V
0912	Ring of Fire	D201210-8		Ic Va Lo Ni	620	Fa	F7V
0915	Quare	B200445-9		Va Ni	804	Fa	M3V
0919	Zeta 2	X6B0000-0		Ba De Lo Ni	R020	Na	M4V
1011	Arden	A554ACB-B		Hi Cp	110	Fa	G4V M5V
1018	Choleosti	C200122-7		Va Lo Ni	601	Na	M3V D
1020	Isenfang	B575756-8	M	Ag	510	Ls	K4V M7V
1116	Frenzie	X200000-0	R	Va Ba	R010	Na	M2 II D
1118	Tanoose	A978988-B	N	Hi In	512	Lc	M3V
1119	Vilis	A593944-B		Hi In	920	Lc	G5V M8V
1212	Digitis	E536688-6		Ni	420	Na	M6 III
1213	Edna	E400224-7		Va Lo Ni	601	Na	K6V M0V
1214	Iazhipl	C955733-7		Ni Zw	310	Na	F1V M4V
1216	Stellatio	D5A4324-7		Fl Lo Ni	610	Na	M9 III
1217	Arkadia	C4469BA-8		Hi In	102	Na	G8V
1311	Tremous Dex	B51156A-B		Ic Ni O1011	201	Fa	K8V D
1315	Merrian	C472564-7		Ni	210	Na	F5V
1320	Saurus	D888688-6		Ag Ni Ri	220	Na	A8V M1V
1411	Rangent	E67A612-6		Wa Ni	703	Na	K8V
1413	Denotam	B739577-9		Ni	424	Na	M2V
1417	Ficant	C567655-6		Ag Ni Z7	310	Na	M0V M1V
1511	Tionale	C674323-7		Lo Ni	210	Na	M2V M5V
1515	Calit	C334839-7		C1	601	Na	K9V M5V
1519	Asgard	E3437CB-5		Po	A720	Na	F5 II M1V
1520	Tavonni	B567746-B	M	Ag Ri	334	Na	G6V
1611	Phlume	C887747-7		Ag Ri	A110	Na	G5V M8V

World Notes

Chantrel (0104) and Rasatt (0607) are reserve worlds for "insane" Zhodani. The Consulate has transferred all "incurably insane" Zhodani from this subsector to worlds such as these. Currently, the worlds are ruled as "wards of the state" by Consulate appointed governors, but are exploring the possibilities of self-rule. These worlds are all classified as Amber Zones by the Consulate, because of the danger presented by their unstable occupants. Despite that, the Consulate does not wish to fully interdict the worlds, instead hoping that continued interstellar contact with Zhodani culture at large will allow them to eventually recover.

Entrope (0720) is a member of the Darrian Confederation, but is also the home of the headquarters and offices of the League of Spinward States. As a result, its infrastructure and starport were massively improved, and a league naval base was established. At this point, Entrope is a hotbed of political activity, and significant delegations from League members and surrounding powers are common sights. Entrope's rulers have been careful to keep the League administration and bureaucracy separate from the world government. This is made much easier since the world's capital is located well away from the main starport, and the League headquarters (and the naval base) are all built in and around the starport, with many offices located in the high port. The world's capital is now served by a secondary starport that handles a high load of traffic in its own right.

Ficant (1417) has also been overrun by Zhodani refugees, but its government has withstood the influx. Unlike Iazhipl where a Zhodani social model is used, Ficant instead uses a Regency social model. While there are still some communities that continue to use the traditional Zhodani model, most of the former refugees have successfully integrated into Ficant society.

Frenzie's (1116) sole reason for existence was to support the naval base and subsector bureaucracy. Once the naval base was cleaned out and abandoned, and the bureaucrats left, there was no reason left for anyone to stay. As a result, the entire population of Frenzie has migrated to various surrounding worlds.

Grant (1607) had long been an unpopulated garden planet that was interdicted by the Imperium. When the Domain of Deneb, and later Regency, took over, this interdiction was continued. For a long time no one knew the reason for the interdiction, all that had ever been explained was that it was used for Imperial Navy fleet and bombing exercises. The real reason for the interdiction was a highly psionic, non-sentient native life form on the planet that caused severe headaches and eventual incapacitation in any sentient beings that tried to settle on the planet. The Imperium never had the resources to solve the problem (without potentially destroying the planet's ecology), and the Regency never had the chance, even with its acceptance of psionics. (There were just too many more important things to worry about.)

That all changed with the Zhodani Exodus, when several hundred thousand Zhodani refugees violated the interdiction, and set up camps on the world. The Zhodani telepaths were able to somehow train the native life forms to leave the human settlers alone, and

their camps were able to prosper. It actually became a fairly popular destination when the Zhodani realized they could keep the threat at bay, but the Regents couldn't.

When the Republic of Regina was formed, Grant was annexed and used as a default destination for many of their Zhodani refugees. Most of the Zhodani refugees have either returned to Zhodani territory, or assimilated into the local cultures. Those that refused to do either of those, were directed to Grant, where they have established a community that clings to a more traditional Zhodani culture, but is still part of the overall Republic of Regina.

Iazhipl (1214) was overrun by Zhodani refugees, many of whom ended up getting trapped on this forgotten world. Since they so massively outnumbered the original population, and since the original population had no real government as such, the Zhodani ended up taking over the world. At this point, the world is run in a Zhodani manner, and has been given a new Zhodani name. At first the original occupants of the world were very unhappy about the changes, but today, everyone seems happy with the current situation.

Isenfang (1020) has long been traded between the Sword Worlds and the Imperium. With the collapse of the Imperial Regency, a new group overthrew the former government and directly applied for membership in the Sword Worlds Confederation. In light of the change, the new government renamed the world from Margesi to its historical Sword World name of Isenfang. Despite having been an Imperial member world for centuries, the current government is quite committed to the Sword Worlds Confederation, and seems to be less Imperialized than most of the Metal Worlds.

Niabritedl (0512), with a global nuclear war only a couple of centuries earlier, would not have seemed a likely destination. However, the Zhodani Consulate had spent significant effort to clear up the world and, just prior to its collapse, it had finally succeeded. As a result, the Consulate posthumously gave an incredible gift to the hundreds of millions of refugee Zhodani who now call the world home. As its infrastructure races to catch up with the rest of the Cluster, it is quite likely to be a high population world by the end of the century.

Quar (0808) is an odd case. Every other independent world in the League of Spinward States actively petitioned to join. Quar, on the other hand, was actively recruited by the League and only joined after a lengthy courtship, and the League was required to make some concessions to cement the deal. Quar is a very valuable link world connecting the Querion Cluster (and rimward) with the Jewell Covenant (and trailing). It is highly defended, given its extremely exposed position.

2201 B Dentus (Va)
2701 A Lablon (Va)
3001 C Jesedipere (Va)
3102 B Rugbird
3202 A JUNIDY (Na)

1802 X Yres (Na)
1903 D Pixie (Na)
2202 C Kinorb (Va)
2402 C Heya (Na)
2303 X Yorbund
2602 D Corfu (Na)
3002 C Yebab (Na)
3103 C Towers

1803 B MENORB (Rr)
1904 C Boughene (Rr)
2204 C Beck's World (Rr)
3003 C Nasemin (Na)

1705 A EFATE (Rr)
1805 B Uakye (Rr)
2005 A Feri
2106 X Pscias
2205 B ENOPE (Rr)
2306 C Shionthy
2405 E Keng (Na)
2905 X Pavanne
3004 E Feneteman
Zykoca
3005 B ARAMANX (Na)

1706 A Alell (Rr)
1806 D Whanga (Rr)
2406 C Moughas (Na)
2706 E Heguz (Na)
2906 C Carsten (Na)

1807 C Knorbes (Rr)
2007 B ROUP (Rr)
2207 C Wochiers (Rr)
2308 D ALGINE
2408 C RETHE (Rr)
2607 E Focaline (Na)
2708 C Violante (Na)
2908 D Zila (Na)
3008 C Pysadi (Na)
3107 E Lewis (Na)
3207 C Patinir (De)

1808 E Forboldn
1809 C RUIE (Rr)
1909 C Hefry
2309 E Yurst
2509 C Paya (As)
3209 C Natoko (De)

1810 C Jenghe (Rr)
1910 A REGINA (Rr)
2110 A Yori (Rr)
2410 B Enthe (Na)
2510 C Dhian (Na)
3010 B L'oeul D'dieu (De)
3110 A Aramis (De)
3210 C Reacher (De)

1711 A Extolay (Rr)
1811 D Dinom (Rr)
2011 C Wypoc (Rr)
2111 D Djinni (Rr)
2311 D Treece (Na)
2811 D Valhalla
2912 C Henoz
3111 B Vinorian (De)

1912 B Dinomn
2112 D Rech (Na)
2212 C Kkirka (Na)
2512 C Kincaid (Na)
2612 C Macene
2712 A Risek
2812 B Zivije
2913 B Celepina
3112 A Nutema (De)
3212 B Margesi (De)

2313 C Echiste (Na)
2514 C Gileden (Na)
2613 B Fulacin (Na)
3114 X Huderu

2314 D Pirema (Na)
2414 B Tureded (Na)
2814 A Jae Tellona (Na)
2715 A POROZLO (Na)
3015 B Belizo (De)

1815 C Ghandi (Na)
1916 D Ylaven
2215 C Quopist (Na)
2415 E Vreibefger (Na)
2716 A RHYLANOR (Na)
3016 D Kegena (De)
3216 B BEVY (De)

2416 D La'belle (Na)
3017 C Eneri

1817 E Victoria (Na)
1918 X Sonthert
2317 C Rhise (Na)
2417 B Equus (Na)
2918 B Gitosy
3118 B Cipatwe (Na)
3218 X Tacaxeb (Na)

1719 A Lanth (Na)
2319 A Ivendo
2418 B Icetina
2519 X Pannet (Na)
2818 X Gerome (Na)
3019 E Pelouse
3119 C Vanejen (Na)

1920 C D'ganzio (Na)
2419 C Cogri
2520 B Garrincski (Na)
2720 C Loneseda (Na)
3020 C Somem (Re)
3220 C Powaza (Re)

2420 B Skull
2620 B NOTAKA (Na)

Beta Quadrant

The Republic of Regina dominates the Beta Quadrant and the League of Deneb has a foothold. But even with only two worlds in the quadrant, the Imperial Regency casts a long shadow over the whole Beta Quadrant.

The Republic of Regina had a mere sixteen worlds when it declared independence. However, when the Imperial Regency began to collapse in earnest, the Republic quickly grew to almost double that size. Now, the Republic controls almost all of Regina subsector, and directly influences most of the non-aligned worlds in the rest of the Beta Quadrant.

The main prize in the Beta Quadrant is Rhylanor and its two sister worlds. They are actively being courted by both the League of Deneb and the Imperial Regency. The competition for the attention and loyalty of Rhylanor colors much of the politics of the quadrant and until Rhylanor decides which group to join, the quadrant will be wracked with instability. Since Rhylanor seems committed to remaining neutral, it is likely the instability will remain for quite a while.

In addition to Rhylanor, the League of Deneb and the Imperial Regency both are attempting to project force into the non-aligned worlds along their respective borders, and sway the worlds in their direction. As a result, ships for both states make frequent visits to the non-aligned worlds, and occasionally ships from both sides will accidentally visit the same world at the same time. Such occurrences are mercifully rare, but when they do happen usually become violent.

Most of the former Regency bases on the now unaligned worlds were too looted by the departing military to be reused (and the remaining populations were too small), and were therefore just shut down, conserving resources to maintain their starports.

Aramis (3110) serves as the subsector capital for all League of Deneb worlds in the Spinward Marches.

Subsector C: Regina

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1705	Efate	A646A32-D	L	Hi In An	110	Rr	K4V
1706	Alell	A46789C-B		Ri	910	Rr	M7V M7V
1802	Yres	EAC6000-0	R	Fl Ba	A035	Na	M5 II
1803	Menorb	B652999-A	M	Hi Po V0	410	Rr	G5V
1805	Uakye	B43969A-D		Ni Lw	820	Rr	K9V
1806	Whanga	D676746-8			224	Rr	A1V M1V
1807	Knorbes	C888888-8		Ri An	734	Rr	G3V
1808	Forboldn	E893737-8			212	Rr	G0V
1809	Ruie	C776977-8	S	Hi In	901	Rr	G5V
1810	Jenghe	C799765-A		O1910	223	Rr	M0V
1903	Pixie	D100203-C	R	Va Lo Ni An	101	Na	M0V D
1904	Boughene	C8B3531-D	S	Fl Ni	401	Rr	K7V
1909	Hefry	C200443-8		Va Lo Ni	320	Rr	K6 II M6V
1910	Regina	A788999-D	L	Hi Cp	303	Rr	F7V M6V M8V
2005	Feri	A384899-B		Ri	920	Rr	G4V M3V
2007	Roup	B77A9A9-9	W	Wa Hi In	223	Rr	F9V
2106	Pscias	X355522-2		Ag Ni	R701	Rr	K5V
2110	Yori	A360857-D		De Ri Rs An	213	Rr	F1V
2201	Dentus	B979700-B	C	V6	A120	Va	M2V
2202	Kinorb	C663735-8	S	Ri V9	A722	Va	G7V
2204	Beck's World	C883769-8	S	Ri An V0 O2205	A301	Rr	M0V M2V
2205	Enope	B411988-8	M	Ic Na Hi In	500	Rr	K6V D
2207	Wochiers	CAC283A-A		Fl	703	Rr	F0V
2303	Yorbund	E7C6000-0		Fl Ba	020	Na	M3V
2306	Shionthy	C000744-A		As Na An	A714	Rr	M4V
2308	Algine	D766977-6	S	Hi	A923	Rr	G9V
2309	Yurst	E7B4543-8		Fl Ni	624	Rr	K9V
2402	Heya	C687845-6	S	Ri V4	A134	Na	M8 III K6V
2405	Keng	E2718CB-5			512	Na	M9 III G5V
2406	Moughas	CA5A688-9		Wa Ni	301	Na	K9V M9V
2408	Rethe	C230A98-9	M	De Po Hi Na J6	A123	Rr	G7V
2410	Enthe	B575778-8		Ag An	723	Na	F8V

Subsector D: Aramis

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2509	Paya	C6557H3-9	M	Ag Ni	303	As	F3V
2510	Dhian	C9A7599-8		Fl Ni	202	Na	K5V
2602	Corfu	D895652-5		Ag Ni	A522	Va	M0V
2607	Focaline	EA88649-8		Ag Ni V1	124	Na	F3V
2701	Lablon	A646789-B	C	Ag	203	Va	M2 III M4V
2706	Heguz	E66A424-A		Wa Lo Ni	410	Na	M2V M7V
2708	Violante	C669775-A			A520	Va	M0V
2905	Pavanne	E210000-0		De Po Ba	025	Na	G2V
2906	Carsten	C427500-8		Ni	204	Na	M1V
2908	Zila	D256727-6		Ag	801	Na	K6V M3V
3001	Jesedipere	C7756AB-6		Ag Ni	311	Va	F4V
3002	Yebab	C9A489A-8		Fl	912	Na	G9V
3003	Nasemin	C98A422-A	R	Wa Lo Ni V1	812	Na	K2V
3004	Zykoca	E994545-5		Ag Ni	520	Na	K9V
3005	Aramanx	B65799B-9	M	Hi V1	310	Na	G0V
3008	Pysadi	C4765D7-5		Ag Ni	601	Na	K9V M1V
3010	L'oeul d'Dieu	B98A512-B	N	Wa Ni	802	De	G1V M9V
3102	Rugbird	BAC5789-A	C	Fl	A211	Va	M1V
3103	Towers	B444548-A		Ag Ni V1	A235	Na	A8 III K6V
3104	Feneteman	E222200-C		Po Lo Ni	510	Na	G4V M7V
3107	Lewis	E427345-8		Lo Ni	901	Na	F8V
3110	Aramis	A6B0653-B	A	De Ni Cp	310	De	M2V
3202	Junidy	A434A9A-C	M	Hi L5 V0	A210	Na	F7V M9V
3207	Patinir	C000637-9		As Na Ni An	323	De	F3V
3209	Natoko	C582469-8	N	Lo Ni	801	De	M2V M6V
3210	Reacher	C9A8544-8		Fl Ni	333	De	G4V

Subsector G: Lanth

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1711	Extolay	A45589A-B	M		510	Rr	M2V M4V
1719	Lanth	A879734-B			310	Na	F5 IV M9V
1811	Dinom	D110535-A		Ni	501	Rr	A4 III
1815	Ghandi	C211557-A		Ic Ni	203	Na	F8V D
1817	Victoria	E697777-4		Ag An	312	Na	F6V
1912	Dinomn	B674732-A	S	Ag	204	Rr	G8V
1916	Ylaven	D587647-6		Ag Ni Ri	322	Na	F9V
1918	Sonthert	X6265AB-3		Ni	R714	Na	K6V M0V
1920	D'Ganzio	C120512-C		De Po Na Ni	912	Na	M0V M2V
2011	Wypoc	C9C4699-9		Fl Ni	A222	Rr	M3V
2111	Djinni	D459644-8	S	Ni	222	Rr	K5V
2112	Rech	D9957AA-6		Ag	701	Na	G0V
2212	KKirka	CAA5344-8		Fl Lo Ni	602	Na	F2V
2215	Quopist	C150679-8		De Po Ni	A521	Na	M3V
2311	Treece	D232689-7		Po Na Ni	310	Na	M1V
2313	Echiste	C53A433-A		Wa Lo Ni	520	Na	G4V
2314	Pirema	D691242-7		Lo Ni	102	Na	M2V
2317	Rhise	C100544-9		Va Ni	710	Na	K7V
2319	Ivendo	A324659-B		Ni C0	412	Na	A9V
2411	Keanou	C792448-6		Lo Ni	213	Na	M3 III M2V
2414	Tureded	B465540-A		Ag Ni	914	Na	M3V
2415	Vreibefger	E481642-6		Ni Ri	801	Na	K9V
2416	La'Belle	D564423-5		Lo Ni	801	Na	F2V M3V
2417	Equus	B55A858-B		Wa	602	Na	F6V M5V
2418	Icetina	B5245C8-8		Ni	A701	Na	K9V M8V
2419	Cogri	CA6A654-9		Wa Ni Ri	932	Na	M1V
2420	Skull	B2236CB-9		Po Na Ni	801	Na	M1 II M0V

Subsector H: Rhylanor

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2512	Kincaid	C449433-A		Lo Ni	902	Na	A0V K9V
2514	Gileden	C483454-7		Lo Ni	303	Na	M1V
2519	Pannet	X9C5000-0		Fl Ba	024	Na	K5V
2520	Garrincski	B632520-9		Po Ni	710	Na	M0V M7V
2612	Macene	C000453-C	R	As Lo Ni	111	Na	G8V D
2613	Fulacin	B674375-A		Lo Ni An	110	Na	G3V
2620	Notaka	B887978-9		Hi An	404	Na	F4V
2712	Risek	A325578-B		Ni	501	Na	M2V M3V
2715	Porozlo	A867A74-E	M	Hi	101	Na	M1V M9V
2716	Rhylanor	A434A34-F	M	Hi L0	110	Na	M2V
2720	Loneseda	C86A446-8		Wa Lo Ni	405	Na	K9V
2811	Valhalla	D365582-6		Ag Ni	422	Na	G4V
2812	Zivije	B6B1799-A		Fl	A421	Na	G6 IV
2814	Jae Tellona	A560635-A	M	De Ni Ri	213	Na	F9 IV
2818	Gerome	X573000-0		Ba	R001	Na	K2V
2912	Henoz	A245543-B		Ag Ni C0	924	Na	F3V
2913	Celepina	B43479A-C		Ni Lw	301	Na	M2V
2918	Gitosy	B000676-A		As Na Ni	820	Na	G6V D
3015	Belizo	B895646-9		Ag Ni	823	Na	G1V
3016	Kegena	D869669-5		Ni O3216	A224	De	F6V
3017	Eneri	C7A0634-6		De Ni	920	Na	G5V
3019	Pelouse	E372776-5			A534	Na	G9V
3020	Somem	C30136A-B	N	Ic Va Lo Ni	701	Re	M2V M7V
3111	Vinorian	B879610-8		Ni	810	De	M3V M4V
3112	Nutema	A864644-9	N	Ag Ni	322	De	M3V
3114	Huderu	X575000-0		Ba	R020	Na	M0 III
3118	Cipatwe	B35879A-8		Ag	723	Na	M1V
3119	Vanejen	C686854-7		Ri C2	920	Na	K1V M0V
3212	Margesi	B576557-B	A	Ag Ni	420	De	F0V
3216	Bevy	B4209CC-C	A	De Po Hi In Na	324	De	F4V
3218	Tacaxeb	E230000-0		De Po Ba	001	Na	M2V M2V
3220	Powaza	C787511-9		Ag Ni	632	Re	A5V K4V

World Notes

Junidy (3202) converted its abandoned scout way station into a military base. Despite being surrounded by Vargr worlds, Junidy seems to be holding its own and adapting to its new environment. Jundiy is the homeworld of the Llellewyloly, and approximately half of the population is human; half is Llellewyloly. There had been increasing tensions between the two races, but much of that was successfully resolved by the implementation of the Regency representational reforms. At this point the two races seem to be back to a rather quiescent coexistence. The omnipresent threat of Vargr raiders has helped keep the cooperation in place.

The majority of Paya's (2509) population is Aslan from the former Trekhyair. It is unusually balkanized for an Aslan controlled world, containing several independent and interrelated clans. The remaining human population has organized itself into a "clan" and operates within the overall system; though internally operate using their own systems. The various clans freely trade with the Republic of Regina, though most clans prefer to retain political distance from the Republic.

After the contraction of the Imperial Regency, the occupants of Tacaxeb (3218) evacuated to their colony world of Powaza (3220). As a result, the former government of Tacaxeb now directly runs Powaza. They have renounced all claims to Tacaxeb.

The three worlds of Rhylanor (2716), Porozlo (2715), and Jae Tellona (2814) have banded together for self-protection. They suffered more than most during the Regency Civil War, and therefore have resisted the enticements of both the Imperial Regency and the League of Deneb. Despite the damage sustained during the Civil War, they were able to nationalize the naval bases left behind by the Imperial Regency. As a result they are able to defend themselves against opportunists, but would be quickly overwhelmed by any of the surrounding major powers. They are currently content to attempt a neutral course and rebuff the frequent overtures made by both states.

Prior to its final collapse, the Imperial Regency Navy could see it coming, and began to make preparations to move the Depot at Macene (2612). Consequently, by the time the Imperial Regency lost control of the subsector, most of the important resources had already been evacuated from the depot, and the rest was retrieved with little interference, as the other polities in the area were still forming and couldn't afford a fight with the Imperial Regency. Despite being thoroughly cleaned out, there is a near continuous trickle of adventurers hoping against hope to make a find. The Imperial Regency's new depot is at Depot/Trojan Reach (3003).

Uakye (1805) and Celepina (2913) are both home to several million Llellewyloly. These were the two main colony worlds selected by the Llellewyloly, and each has received millions of immigrants in the last century. Since the original human occupants were bought out by the Llellewyloly, very few remain, and both worlds are completely run by the Llellewyloly. Rhylanor (2716) itself has a few million Llellewyloly too, but they are a tiny minority on that world.

Yebab (3002) is home to the minor alien race named the Ebokin. The Ebokin are bilaterally symmetrical and are built low to the ground, with eight legs and four small manipulative arms set close to the head. Ebokin society is a very conservative matriarchy, bound by strict, unchanging laws. Ebokin seldom leave their homeworld, and, with the fall of interstellar society around them, are rather content to live with little interaction with the outside universe.

Yorbund (2303) suffered a life system failure in 1237. The few survivors were evacuated to Kinorb (2202). As there are no convenient refueling sources, the system is almost always avoided.

As they watched from the control room of Jewell highport, junior controllers Jahnett and Gherohd stood watching the stars. Finally, Jahnett broke the silence and asked her companion, "So, what do you make of the increase of Zhodani civilian traffic?"

"I don't like it a single bit," replied Gherohd. "And they aren't just civilians. They aren't here to do business. They are scared. They are running. They are, I don't know, …" He trailed off for a lack of words. Thinking for a minute longer, he continued, "It is like they are refugees, or something. It is very odd and I don't like it."

"Refugees?" asked Jahnett. "I hadn't thought of it that way before, but the description does fit. The definitely do seem to be desperate. Well, hopefully we have seen the last of them."

"Last of them?" blurted Gherohd, "Have you been paying attention? Their numbers are not decreasing; they are increasing! And reports show that this is happening at most of the border worlds!"

"Oh, calm down," said Jahnett, "You are just getting worked up over nothing! You always try to find the hidden disaster in any strange occurrence, when there usually isn't anything."

Before Gherohd could respond, the jump indicator lit indicating another incoming a ship in the act of precipitating from jump space. Once it fully reentered real space, its transponder automatically identified itself. Looking at the results, Gherohd said glumly, "Another Zhodani. I keep telling you I just don't like this. It feels like I am on the wrong side of a dam just before the flood bursts …"

Jahnett replied, "Oh, you …" but the jump indicator lit up again, cutting her off. Then it lit up again. And again. The indicator, which should only last for ten seconds, remained lit solid for fifteen straight minutes. As the transponder identifications came in, all but three were Zhodani in origin.

"No, I definitely do not like this …" Gherohd muttered to himself, as much as to Jahnett. This time Jahnett didn't even try to say anything. It was indeed only the beginning.

0321 B — Nonym
0421 — ZAMINE
0122 C — Junction
0223 B — Stern-stern
0721 X — Torment
0622 C — Terant 340
0723 C — Cunnonig
0822 C —
0921 B — Hrunting
0922 — Tizon
1121 B — Mjolnir
1221 B — Gungnir
1022 B — Colada
1123 C — Joyeuse
1522 B — Dyrnwyn
1523 — Lm
1223 — GRAM
1324 B —
1523 Lm — Durendal
1524 — Hofud
0724 A — Trifuge
0624 A — Nosea
0625 X — Jacent / 494-908
0325 B —
0425 C — Labery
0326 C — Engrange
0426 A — Ektron
0526 D — Rore
0527 A — YELIM
0427 B — Roget
0528 D — Condaria
0627 A — Zbume / DARYEN
0727 C —
0927 A — NARSIL
1026 A — Anduril
1126 B — Orcrist
1225 B M — SACNOTH / Excalibur
1325 A — Tyrfing / Beater
1424 A —
1525 — Sting
1526 — Biter
1626 D — Iron
1627 X — Bronze
1628 C — Mithril
0129 D — Uniqua
0429 C — Kardin
0530 E — Dorannia
0729 C — Ator
0930 A — Flammarion / Re
1130 C — Enos
1329 A — Caladbolg
1429 E — Steel
1529 B — Gunn
1430 E —
0130 A M — Garoo
0230 X — 886-945
0430 C — Bularia
0830 C — Debarre
0930 C — Astelline
0931 —
1131 E —
1031 D — Denuli
1331 E — Caliburn
1531 X — Dawnworld
1631 X — Talchek
0231 D — Saxe
0332 D — Gothe
0532 D — Ucella
0632 B — Gohature
0731 D — Ralhe
0732 A — Iderati / Cs
1132 C — Faldor
1232 C — Bowman
1332 X — Nirton
1532 — Elixabeth
1632 C — Milagro
0333 A — MIRRIAM
0533 C — Penelope
0433 B — Jone
0534 A — Karin
1133 C — Walston
1233 E — Squallia / Flexos
1433 C — FORINE
0133 B — Emape
0336 C — Candory
0236 B — Andor
0834 C — Prince Edward
1434 C — Tarkine / Noctocol
1435 B — Dallia
1634 C — PAGATON
1635 A — Binges
0637 C — Quhaiathat
0837 D — Ochecate
1037 C — Avastan
1337 C — Judice
1237 A — COLLACE
1537 B — Talos
1637 A — Mertactor / Mille Falcs
0538 B — Wonstar
0638 D — Lakou
0838 C — Inchin
0938 D —
1138 B — Tarsus
1238 C —
1339 B — Pavabid
0539 C — Froin
0739 E — Mewey
1340 C — Trexalon / R
0139 X — Raweh
0140 C — Lothlorien
0240 D — Galadriel
0340 E — Wonderay
0440 X — Jinx
0840 X — Retief
0940 D — Singer
1040 C — Kwai Ching
1436 C —
Motmos

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Gamma Quadrant

The Gamma Quadrant of the Spinward Marches is home to the core of the League of Spinward States. The quadrant holds the Darrian Confederation, the Sword and Metal Worlds Confederations, and the Sisterhood. The League has worked diligently to help uplift any willing world in the quadrant, and as such has garnered tremendous good will from most of the non-aligned worlds. Despite this, there are still bastions of loyalty to the Imperial Regency, particularly Flammarion.

The Darrian Confederation is a stable government, and is now the longest lived interstellar state in the Spinward Domain. It is still the leading member of the League of Spinward States, though the Sword Worlds and Metal Worlds are both very influential, too. The Darrians are at the largest they have ever been, and continue to watch surrounding worlds for the opportunity to continue to expand their direct influence.

The Sword Worlds Confederation still claims descent from the government that was founded in the mid-800s. Despite the capital moving, and having been reduced at one point to a mere five worlds, they still tenaciously cling to that heritage. The inclusion of the Gram worlds into the Confederation has bolstered their numbers, but has also increased the fractiousness of the Confederation as the viewpoints of the "Gram Arm" and the viewpoints of the "Narsil Arm" are often at odds. Despite that, the Confederation has been working toward a new normalcy, and they seem to have found it. With the exception of the "Narsil Arm", most Sword Worlds have seen significant combat. As a result, some worlds (for example, Gram) are still working to recover from the effects of all of the conflict.

The Metal Worlds Confederation is based on the worlds of the old Border Worlds Confederation, but now also includes a few former Regency worlds that had never before had affiliation with the Sword Worlds. When the Imperial Regency collapsed around them, they were free to reincorporate however they wanted to. However, most of the former Border Worlds had become accustomed to operating independently from the other Sword Worlds and did not want to directly join the Sword Worlds. Instead they incorporated themselves as the Metal Worlds Confederation. The Metal Worlds Confederation is still in a bit of flux, and will probably take another couple of decades for it to fully stabilize.

Once the Metal Worlds Confederation was declared, many former "Imperials" who had not successfully integrated into the various Sword Worlds migrated to the Metal Worlds. While the migration caused many problems, the overall effect was generally positive, causing much of the internal friction on volatile Sword Worlds to lessen, and giving more stability to many of the Metal Worlds.

Also present in the quadrant is the spinward portion of the Glisten Concord, stretching as far as Collace. Its greatest strength and population, however, lay in the Delta Quadrant of the Spinward Marches.

Subsector I: Daryen

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0122	Junction	C150471-3		De Po Lo Ni	110	Ld	M2V M3V
0129	Uniqua	D625579-7		Ni	310	Na	K9V M9V
0130	Garoo	A200849-B	M	Va Na	510	Na	M1V D
0223	Stern-Stern	B321588-C		Po Ni	401	Ld	M0V M3V
0230	886-945	E833000-0		Po Ba	004	Na	F8V
0321	Nonym	B23385A-C	M	Po Na	923	Ld	G0V
0325	Laberv	B354726-B	M	Ag	134	Ld	F0V
0326	Ektron	C332655-B		Po Na Ni A2	523	Ld	M1V
0421	Zamine	C89799A-A		Hi In A1	323	Ld	K9V
0425	Engrange	C554797-A		Ag A1	901	Ld	M1V M3V
0426	Yelim	A444933-B	M	Hi In	101	Ld	G3V M8V
0427	Roget	B566777-B		Ag Ri A8	920	Ld	K8V M9V
0429	Kardin	C453673-8		Po Ni An A3	210	Ld	F7V
0430	Bularia	C774723-8		Ag	210	Na	G5V M3V
0526	Rore	D765658-3		Ag Ni Ri	203	Ld	F4V M7V
0527	Mire	A665A95-E	M	Hi Cp	110	Ld	K6V
0528	Condaria	D54779A-8		Ag	901	Ld	K3V M0V
0530	Dorannia	E42158A-8		Po Ni	210	Na	K4V
0622	Terant 340	C1405A8-B		De Po Ni	823	Ld	G0V M5V
0624	Jacent	A333744-E		Po Na	110	Ld	M0V
0625	494-908	X893000-0		Ba	R010	Ld	M1V
0627	Daryen	A463955-G	N	Hi A0	325	Ld	G1V M1V
0721	Torment	X233231-4		Po Lo Ni Ex	R720	Ld	G1V
0723	Trifuge	C446656-B		Ag Ni	210	Ld	M5 II
0724	Nosea	A2326BD-E	M	Po Na Ni	520	Ld	G0 IV
0727	Zbume	C140413-B	M	De Po Lo Ni	534	Ld	M2V
0729	Ator	C326358-A		Lo Ni An	721	Ld	F7V M7V
0822	Cunnonic	C657756-8		Ag A0	302	Ld	M0V
0830	Debarre	C854636-8		Ag Ni	A722	Na	M2V

Subsector J: Sword Worlds

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0921	Hrunting	B463756-A	M	Ri	413	Ls	M2V
0922	Tizon	A386885-B	F	Ri	523	Ls	K2 IV M0V
0927	Narsil	A574A57-D	M	Hi In Cp	224	Ls	M0 II M6V
0930	Flammarion	A623734-C	N	Po Na	A610	Re	F8V
1022	Colada	B364657-B	M	Ag Ni Ri	711	Ls	K2V M8V
1026	Anduril	A985855-D	M	Ri	A422	Ls	F2V
1121	Mjolnir	B530577-9	M	De Po Ni	822	Ls	A5V G0V
1123	Joyeuse	C4747BA-9	M	Ag	A601	Ls	M3V M9V
1126	Orcrist	B8A6733-C	M	Fl	801	Ls	K7V M7V
1130	Enos	C2506AA-8	M	De Po Ni	110	Ls	M1V
1221	Gungnir	B444788-9	M	Ag	732	Ls	G3 IV M4V
1223	Gram	B895957-A	M	Hi In	803	Ls	F2V M2V
1225	Excalibur	B324755-C	M		702	Ls	K5V
1324	Tyrfing	B637835-9			101	Lm	M2V
1325	Sacnoth	A775A38-C	N	Hi In	101	Lm	F9V M8V
1329	Caladbolg	A365876-A	M	Ri	210	Lm	F7V M0V M4V
1424	Beater	A685786-C	M	Ag Ri Cp	510	Lm	K4V
1429	Gunn	E344260-8		Lo Ni	802	Lm	M3V
1430	Caliburn	E000614-A		As Ni Na	324	Na	M2V
1522	Dyrnwyn	B958518-9	M	Ag Ni	A101	Ls	K4V M8V
1523	Durendal	B687747-A		Ag Ri	A114	Lm	M1V
1524	Hofud	B666655-A		Ag Ni Ri	201	Lm	K4V M9V
1525	Sting	B645888-A	M		202	Lm	M0V
1526	Biter	B354626-B		Ag Ni	701	Lm	G7V M1V
1529	Steel	B655757-A	M	Ag	324	Lm	M8 III
1626	Iron	D529454-9		Lo Ni	514	Lm	F0V
1627	Bronze	E201000-0		Ic Va Ba	010	Lm	M3V
1628	Mithril	C568545-A		Ag Ni Ri	801	Lm	F4V

Subsector M: Five Sisters

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0133	Emape	B564622-B	M	Ag Ni	503	Lh	M0V
0139	Raweh	E130000-0	R	De Po Ba	020	Na	G3V M1V
0140	Lothlorien	C687643-7		Ag Ni Ri	502	Na	K7V
0231	Saxe	DAA5543-8		Fl Ni	810	Lc	A2V
0236	Andor	B6958X5-D		An	A103	Oa	F3V
0240	Galadriel	D754645-7		Ag Ni	124	Na	G2V
0332	Gothe	D221434-8		Po Ni	410	Lh	F5 IV
0333	Mirriam	A9999A6-C	F	Hi In Cp	114	Lh	G6V
0336	Candory	C5937X4-D		An	A620	Oa	F6V M3V
0340	Wonderay	E88A678-4		Wa Ni	110	Na	M1V M3V
0433	Jone	B792885-A	M		210	Lh	G8V M5V
0440	Jinx	E100000-0		Va Ba	002	Na	G3 IV D
0532	Ucella	D574658-8		Ag Ni C2	110	Lh	F2V M6V
0533	Penelope	C460642-8		De Ni Ri J1	423	Lh	F6V M7V
0534	Karin	A767889-D	F	Ag Ri	310	Lh	G7V
0538	Wonstar	B455841-A	N		210	Lc	M0V M1V
0539	Froin	C535543-8		Ni	301	Na	M2V M7V
0632	Gohature	B754736-8	M	Ag	923	Lh	F8V
0637	Quhaiathat	C31469B-8		Ic Ni	810	Na	K8V
0638	Lakou	D779454-6		Lo Ni	A801	Na	M2V
0731	Ralhe	D224575-8		Ni	A701	Na	M2V M3V
0732	Iderati	A887799-C	M	Ag Ri	A801	Cs	G9V
0739	Tondoul	E5136A7-7		Ic Na Ni	901	Na	K8V M1V
0834	Prince Edward	C888653-8		Ag Ni Ri	110	Na	M2V M7V
0837	Ochecate	D747569-7		Ag Ni	410	Na	G8V M8V
0838	Mewey	C786899-7		Ri	101	Na	K3V M3V
0840	Retief	D100000-0		Va Ba	021	Na	M0V

Subsector N: Plankwell

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0931	Asteltine	C7A7402-9		Fl Lo Ni	110	Na	K7V M3V
0938	Inchin	D120259-7		De Po Lo Ni	623	Na	F0 III
0940	Singer	D553774-6		Po	801	Na	M2V M2V
1031	Denuli	D5325E2-2		Po Ni	A510	Na	M1V M9V
1037	Avastan	C433543-9		Po Ni	924	Na	M3V
1040	Kwai Ching	C503758-A		Ic Va Na	620	Na	K3V
1131	Faldor	E5936A7-2		Ni	720	Na	M7 III
1132	Bowman	C000323-A		As Lo Ni	401	Na	M0V
1133	Squallia	C438679-8		Ni	720	Na	F0V
1138	Tarsus	B584620-A		Ag Ni	402	Na	K9V
1232	Walston	C544438-9		Lo Ni V8	202	Na	M2V
1233	Flexos	E5A1422-8		Fl Lo Ni	810	Na	M1V M2V
1237	Collace	A628943-E	M	Hi In	201	Gl	F1V M6V
1238	Pavabid	C6678D8-6			A901	Na	K7V
1331	Datrillian	E227633-8		Ni	901	Na	M1V
1332	Nirton	X600000-0		Ba Va	R011	Na	K8V
1337	Judice	C9B2260-D		Fl Lo Ni O1237	121	Gl	M3 III
1339	Trexalon	B361851-B		Ri	A923	Na	M0V
1340	Motmos	C68478B-7	R	Ag Ri	110	Na	M2V M2V
1433	Noctocol	C7A5887-8		Fl	202	Na	F5V M2V
1434	Tarkine	C466762-9	M	Ag Ri O1435	A110	Gl	M0V M2V
1435	Dallia	B8B5883-A		Fl	810	Gl	F2V
1436	Talos	C333643-9		Po Ni Na	120	Gl	F9V M1V
1531	Dawnworld	E885000-0		Ba	025	Na	F8V M5V
1532	Elixabeth	C426437-9	R	Lo Ni	501	Na	M1V M5V
1533	Forine	C3129B8-A		Hi Ic In Na	810	Na	G9V
1537	Mertactor	B262832-B		A2	210	Gl	G1V
1631	Talchek	E7B1000-0		Fl Ba	001	Na	K8V M5V
1632	Milagro	C21188A-8		Ic Na	120	Na	M2V
1634	Pagaton	C769973-6		Hi	913	Gl	M0V
1635	Binges	A800331-A		Va Lo Ni D5	220	Gl	F0V
1637	Mille Falcs	A9A248A-D	M	Fl Lo Ni A2	701	Gl	M6V

World Notes

The surprising "increases" in technology seen at Andor (0236) and Candory (0336) are not actual increases. Apparently the Imperium had been covering up just how advanced these two Droyne worlds were. With its more permissive attitudes towards psionics, the Regency was more willing to openly admit the actual conditions of these two worlds. Recently, the two worlds have reorganized themselves into a single oytrip. This is the only multi-world oytrip known to exist in all of Charted Space.

The capital world of the new Metal Worlds Confederation, Beater (1424), has seen a massive increase in population as a reflection of its new status. The world is still working to accommodate the dramatic increase it population, but it would appear the most difficult portions are over. The best part of the whole effort, from Beater's perspective, is that the vast majority of the improvements (and the naval base) were paid for by the Metal Worlds Confederation.

The actual Metal Worlds (Steel (1529), Iron (1626), Bronze (1627), and Mithril (1628)) were given their old names back. Even the now populated worlds had their names changed, as only a portion of their original populations remain from the original religious colonists. As a result, the name change was especially popular on both those worlds, as it helped break the link to their rather inauspicious beginnings.

Daryen (0627) is the homeworld of the Darrian minor human race. It has also finally regained most of its "lost" knowledge, and is now a fully functioning TL 16 society, and the only one outside the Deneb sector.

Despite the best efforts of the Regency to use the name Shvreeyiyi, but it just never took hold. Everyone called the world "Denuli", and that is the name that has stuck. Consequently, the world is now officially named Denuli (1031). The Regency was, however, successful in their efforts to stop the trade of "Denuli Crystals", and, with the collapse of the Imperial Regency, the League of Spinward States has taken over the abandoned RISS base, and continue to protect the Shriekers. As a result the Shriekers have been able to stabilize their population. Even so, they are still a dying race on a dying world. Technologically unsophisticated, they are unwilling to relocate to a more hospitable world and they insist on remaining. As such, it is only a matter of time until they finally die out, whether at alien hands or at their world's whim.

Flammarion (0930) is still a loyal world of the Imperial Regency. It had long operated as an isolated outpost during pre-Civil War times, and reverted to that operation. The Imperial Regency greatly values this distant outpost and keeps the world heavily fortified

and defended. This world should always be considered an Amber Zone, and considered to have a law level of "F" to anyone not from the Imperial Regency. Non-Regency traffic has learned to avoid the world.

Garoo (0130) nationalized the Regency naval base after the fall of the Imperial Regency. After trying to be an independent power, giving up and accepting client status from the Regency, and now being cut loose by the Imperial Regency, Garoo is again trying to find its way. This time, however, while it is not interested in joining the League of Spinward States, it is trying a less confrontational approach with their neighbors. As a result, the war tribunal has been disbanded, and they have at long last returned to their pre-tribunal democratic system.

Iderati (0732) and The Sisterhood are bitter enemies. Iderati had long chafed at the ascendance of Mirriam (0333) and, when Mirriam attempted to secede from the Imperial Regency, used that opportunity to put Mirriam down. The collapse of the Imperial Regency was a rude shock to Iderati, and when the new Sisterhood invited Gohature to join, Iderati was incensed.
Iderati is now a fortress world. While Iderati knows it can't directly fight The Sisterhood (because of potential retribution from the League of Spinward States), it does all it can to cause problems for both The Sisterhood and the League. While it is too far away to be a member world of the Imperial Regency, it is a client state. The Imperial Regency does provide support, though the tenuous supply lines make such support more lip service than anything else.

Judice's (1337) entire population is in the orbital starport used to support traffic to and from Collace. The workers are assigned for six month assignments, and a frequently rotated in order to maintain morale. The planet itself is completely uninhabited and unexploited.

Junction (0122) has long been observed by Regency and Darrian scientists. They have been alarmed by the slow, but steady decline in the numbers of the primitive human population on the planet. In the last century, they have also regressed socially and technologically, too. The scientists concluded that if nothing was done, the population would likely die out within the current century. Before anything could be decided, the Regency had plunged into civil war, and the Darrians were left to their own devices. Eventually, they decided to annex the world, and see what could be done to preserve the population. A little more than half of the current population are actually Darrians. There are currently fewer than 8000 people left of Junction's original population. The Darrians have been careful to keep themselves to a reservation immediately surrounding the starport. They leave the rest of the planet alone, so that the people of Junction can wander in peace.

The nearly empty Kardin (0429) was annexed by the Darrian Confederation to provide another agricultural planet and as a population outlet. It is being colonized by both humans and Aslan. The Ancient site is proving to be a significant tourist draw, helping the local economy. With the inclusion of The Sisterhood in the League of Spinward States, Kardin has also become an important communication point.

Saxe (0231) is a member of the League of Spinward States. The population of Saxe is descended from a pre-Maghiz Darrian research colony. Its equipment is TL G Darrian equipment that no one had been able to understand or repair. However, with the Darrians regaining some of their pre-Maghiz TL G technology, the League is working with the population of Saxe to understand and maintain their life support equipment, and where necessary, replace it with locally sustainable equipment.

Zamine (0421) was host to Confederation peacekeeping forces since 1129. However, in 1206 a world war broke out when the largest country (which was technically not a member of the Confederation) attacked the peacekeepers. The Darrian peacekeepers were hit hard, but more marines quickly landed on the planet and, with a significant backing of Aslan regiments and friendly countries, were able to force an armistice. The Confederation then forced the sides to remain at the negotiating table until an agreement was reached. This took over three years, but eventually a compromise was reached and implemented. Groups unhappy with the results were allowed to move elsewhere, as long as they didn't cause trouble on the new planet. The primary destination for the dissidents was Winston, although some went to Cunnonic.

1721 E — Arba — Na

2321 C — Quiru — Na

2521 B — HERONI

2621 B — Fosey — Na

3021 C — Brodie — Re

1822 D — Rabwhar — Na

2322 E — Gorram — Na

3022 C — Rorise — Re

3123 Я X — Re

3223 C — Dojodo — Re

2323 Я X — Resten — Na

2523 B — Byret — Na

3124 A — Nadrin — Re

1924 D — Ianic — Na

2124 A — LUNION — Na

2324 A — Capon — Na

2624 B — Mercury — Re

2824 C — Catuz — Re

2924 C — Moran — Re

3024 B — MORA — Re

1824 A — ADABICCI — Lc

2024 C — Derchon — Na

2224 C — Carse — Na

2325 C — Sharrip — Na

3025 A — FORNICE — Re

1825 C — Zaibon — Na

2125 B — Shirene — Na

2726 C — Carey — Re

3026 X — Grille — Re

1826 C — Tenalphi — Na

2425 E — Gandr — Re

2927 A — Maitz — Re

1727 B — Wardn — Na

1927 B — SPIRELLE — Na

2327 B — STROUDEN — Re

2426 D — Drolraw — Re

2527 E — Pimane — Re

2627 C — Tivid — Re

2827 C — Meleto — Re

2728 A — Duale — Re

2828 X — Hexos — Re

3228 C — Fen's Gren — Re

1728 C — Olympia — Na

2128 E — Penkwhar — Re

2228 A — PERSEPHONE — Re

1729 B — Smoug — Lm

2129 C — Narvosette

3029 A — PALLIQUE — Re

2930 C — Mainz — Re

3030 C — Nexine — Re

2830 C — Pedase — Re

1731 A — Grote — Na

2331 E — Bicornn — Na

2731 B — Tussinian — Re

1932 X — Mithras — Na

2132 E — Centry

2231 C — Marastan — Na

2832 E — Leander — Re

2832 A — Katarulu — Re

1733 E — Lydia — Na

2232 C — CROUT — Na

2733 A — EDENELT — Re

2933 E — Raydrad — Re

3233 B — Ramiva — Re

2233 B — TIREM

2833 D — Pepernium — Re

2934 C — Zyra — Re

1934 A — Weiss — Gl

2134 C — Caledonia — Gl

2334 A — FFUDN — Gl

2534 C — Burtson — Re

2834 B — Zyra — Re

2735 D — Conway — Re

2935 B — Murchison — Re

3035 B — Prilissa — Re

3235 C — Trin — Re

1935 C — Windsor — Gl

2035 A — AKI — Gl

2336 A — Bendor — Gl

2536 C — Squanine — Re

2936 A — Hammermium — Re

3236 B — Hazel — Re

1736 C — Melior — Gl

1836 C — CALLIA — Gl

2036 A — GLISTEN — Gl

2236 D — Tsarina — Gl

2537 A — Dobham — Re

2637 C — Robin — Re

1737 B — Egypt — Gl

1937 A — Overnale — Gl

2137 C — Tailealres — Gl

2237 C — Ftaokhaorlyu — Gl

2638 D — Roihye — Re

3138 E — Zephyr — Re

1938 B — New Rome — Gl

2038 C — Trane — Gl

2138 B — HOROSHO — Gl

2538 E — Thisbe — Re

2739 B — DODDS — Re

3038 C — Tee-tee-tee — Re

3139 B — Chamois — Re

1739 C — Aiaoheah — Gl

1939 C — Pwealaitlau — Gl

2539 E — D'mara — Re

2639 C — Keltcher — Re

2839 C — Farquahar — Re

3039 C — Youghal — Re

2140 C — Romar — Gl

2540 B — Aramis — Re

2940 D — Thornnastor — Re

3040 D — Tenelphi — Re

Delta Quadrant

The trailing half of the Delta Quadrant is completely controlled by the Imperial Regency. Brutal measures were employed by the Imperial Regency to hold the line were they could, and as a result, some worlds are as much possessions of the Imperial Regency as members. Despite this, almost all current Imperial Regency worlds are content to be members of the Imperial Regency and do not seek to leave. Quite the opposite; they look forward to the day when the Imperial Regency can be restored.

Much of Glisten subsector is controlled by the Glisten Concord. The worlds of the Concord were the last major group of worlds to break free from the Imperial Regency, and their full legitimacy is not completely accepted by either the Imperial Regency, or some of the surrounding powers. Despite that, they still operate independently from the Imperial Regency. The Concord is an interesting blend of humaniti and Aslan. Both races continue to operate within their own historical societal parameters, yet are able to get along with little to no conflict with each other.

The Delta Quadrant is in an intense cold war. This Quadrant, along with the Gamma Quadrant of Deneb Sector, is subject to most of the Imperial Regency's machinations in the Spinward Domain, as are therefore highly unstable. Many simply avoid the region as they expect an actual war to break out at any time.

Subsector K: Lunion

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1721	Arba	E200200-C		Va Lo Ni	310	Na	K2V
1727	Wardn	B756586-A		Ag Ni	A102	Na	M2V
1728	Olympia	C328445-8		Lo Ni	320	Na	M3V
1729	Smoug	B140888-A		De Po	202	Lm	M1V M7V
1822	Rabwhar	D5448BA-5			413	Na	K5V
1824	Adabicci	A57199B-D	N	Hi In	201	Lc	K8V M8V
1825	Zaibon	C000444-9		As Lo Ni	312	Na	G5 III
1826	Tenalphi	C774672-8		Ni An	510	Na	F7V
1924	Ianic	D360797-7		De Ri	624	Na	M6 II M9V
1927	Spirelle	B766977-B		Hi D1	A315	Na	G7V
2024	Derchon	C5128A9-8		Ic Na	101	Na	M0V D
2124	Lunion	A995A84-E	M	Hi In	110	Na	K3V M7V
2125	Shirene	B984644-A		Ag Ni Ri	A423	Na	G4V M1V M1V
2128	Penkwhar	E978310-5		Lo Ni	A420	Re	K0V
2129	Harvosette	C330847-9		De Po Na	110	Re	M4V M5V
2224	Carse	C463325-9		Lo Ni	601	Na	G8V K4V
2228	Persephone	A775933-B	N	Hi In	122	Re	M2V
2321	Quiru	C36536A-8		Lo Ni	A723	Na	M3V
2322	Gorram	E554220-5		Lo Ni	801	Na	K8V M6V
2323	Resten	X310000-0	R	Ba	001	Na	M5V D
2324	Capon	A747748-A		Ag	810	Na	F9V
2325	Sharrip	C575101-8		Lo Ni	403	Na	K5V
2327	Strouden	B74596B-F	N	Hi In Mr	A920	Re	K5V M4V
2425	Gandr	E000222-7		As Lo Ni	713	Re	D
2426	Drolraw	DAB6413-8		Fl Lo Ni	204	Re	F1V

Subsector L: Mora

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2521	Heroni	B6449B9-9		Hi In	821	Na	F3V
2523	Byret	B485726-8		Ag Ni Ri	112	Na	G9V
2527	Pimane	E500343-7		Va Lo Ni	803	Re	K0V
2621	Fosey	B633688-A		Po Na Ni	820	Na	M3V
2624	Mercury	B658663-9	N	Ag Ni	404	Re	F7V
2627	Tivid	C534477-8		Lo Ni	901	Re	M3V
2726	Carey	C579321-A		Lo Ni	210	Re	M2V M2V
2728	Duale	A54378A-B		Po Rs	701	Re	M0V M2V
2824	Catuz	C22047C-9		De Po Lo Ni	110	Re	G9V M2V
2827	Meleto	C675100-7	N	Lo Ni	624	Re	F9V
2828	Hexos	X534000-0		Ba	R023	Re	K1V M2V
2830	Pedase	C415346-7		Ic Lo Ni	301	Re	M2V D
2924	Moran	C367322-9	N	Lo Ni	A401	Re	M3V M7V
2927	Maitz	A201316-9		Ic Va Lo Ni	622	Re	F1V
2930	Mainz	C553452-A	N	Po Lo Ni	203	Re	K2V M7V
3021	Brodie	C410447-8		Lo Ni	314	Re	M1 III D
3022	Rorise	C994100-9		Lo Ni	702	Re	M7V
3024	Jokotre	B6549D9-9		Hi	110	Re	K6V
3025	Fornice	A354A87-D		Hi	202	Re	M0V
3026	Grille	E410000-0		Ba	001	Re	F0V D
3029	Pallique	A5119C7-F		Ic Hi In Na	A620	Re	M0V M1V
3030	Nexine	C97A554-9	N	Wa Ni	501	Re	K8V M6V
3123	Nadrin	E120000-0	R	De Ba	020	Re	K5V D
3124	Mora	AA99AC7-F	N	Hi In Cp	112	Re	M2V
3223	Dojodo	C512311-7		Ic Lo Ni C1	810	Re	M0V
3228	Fen's Gren	C647346-A		Lo Ni	A723	Re	K7V

Subsector O: Glisten

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1731	Grote	A400451-C		Va Lo Ni	724	Na	F8V
1733	Lydia	E110430-7		Lo Ni	602	Na	M4 III M0V
1736	Melior	C140477-7		De Po Lo Ni J5	924	Gl	G3V
1737	Egypt	BAC6637-9	M	Fl Ni	421	Gl	F8V
1739	Aiaoheah	C86A6M9-8		Wa Ni Aw	401	Gl	K9V
1836	Callia	C150952-8		De Po Hi J2	210	Gl	M3V
1932	Mithras	E8B5000-0		Fl Ba	A002	Na	M7V
1934	Weiss	A626564-B		Ni A4 O2036	A203	Gl	M0 III D
1935	Windsor	C783634-9		Ni Ri A1	210	Gl	K9V M0V
1937	Overnale	A45467A-B		Ag Ni A2	623	Gl	G3V
1938	New Rome	B837866-B	M	O2036	804	Gl	F8V M0V
1939	Hwealaitlau	C5737M5-8		Aw	223	Gl	G7V
2035	Aki	A4439BC-C		Po Hi In A0	414	Gl	G6V M2V
2036	Glisten	A000A86-F	M	As Hi In Na Cp	121	Gl	K9V
2038	Trane	C639522-B		Ni An	104	Gl	F4V M3V
2132	Centry	E222246-7		Po Lo Ni	620	Na	K3V
2134	Caledonia	C541436-7		Po Ni	610	Na	M4 III M0V
2137	Tailealres	C4858KA-A		Ri Aw	421	Gl	G3V M3V
2138	Horosho	B3379A6-B		Hi	120	Gl	F4V
2140	Romar	C450576-B	M	De Po Ni A7	212	Gl	M2V M3V
2231	Marastan	C868799-8		Ag Ri Re K1	A524	Na	K7V
2232	Crout	C43599A-6		Hi	414	Na	M7 II M9V
2233	Tirem	B7B5985-A		Fl Hi	721	Na	K5V
2234	Inthe	C100698-9		Va Ni	224	Na	K3V
2236	Tsarina	D1206C6-7		De Po Na Ni	601	Gl	M2V M2V
2237	Ftaokhaorlyu	C7955K4-9	M	Ag Ni Aw	A310	Gl	F8V
2331	Bicornn	E563576-3		Ni A0	210	Na	M0V
2334	Ffudn	A41499D-E	M	Hi In Ic	104	Gl	F3V M3V
2336	Bendor	A756756-C	M	Ag A2	220	Gl	A5V

Subsector P: Trin's Shroud

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2534	Burtson	C462677-8		Ni Ri	602	Re	G4V
2536	Squanine	C300550-A		Va Ni	603	Re	F4V D
2537	Dobham	A450552-B	N	De Po Lo Ni	323	Re	G0V
2538	Roihye	E5665J9-4		Lo Ni Aw	814	Re	K6V
2539	Thisbe	E430599-6		De Po Ni	622	Re	F8 II
2540	Aramis	B659883-7			224	Re	K5V
2637	Robin	C00059C-A		As Ni A1	A112	Re	M2V
2638	D'Mara	D75A898-7		Wa	210	Re	F4 IV
2639	Keltcher	C525556-8		Ni	802	Re	K6V
2731	Tussinian	B678333-8		Lo Ni	620	Re	K0V
2733	Edenelt	A4639BD-C		Hi	134	Re	G7V
2735	Conway	D894586-8	N	Ag Ni	611	Re	F0V M0V
2739	Dodds	B4439DF-A	N	Po Hi In	823	Re	G7V
2832	Leander	E695233-5		Lo Ni	901	Re	K5V M1V
2833	Pepernium	D567532-5		Ag Ni	703	Re	M1V
2834	Traltha	B790635-8		De Ni An	610	Re	F5V
2839	Farquahar	C625553-8	N	Ni	301	Re	M3V
2933	Raydrad	E99457A-5		Ag Ni	603	Re	M7 III M9V
2934	Zyra	C555448-9		Lo Ni	701	Re	K8V
2935	Murchison	B544433-8	N	Lo Ni	805	Re	M5 III M9V
2936	Hammermium	A5525AB-B		Po Ni	935	Re	M3 III
2940	Thornnastor	D534443-8		Lo Ni C2	804	Re	M1 III
3032	Katarulu	A252686-D	N	Po Ni Cp	801	Re	M0V M9V
3035	Prilissa	B985588-7		Ag Ni	610	Re	K9V
3038	Tee-Tee-Tee	C110530-9		Ni	502	Re	M2V
3039	Youghal	CA95385-A		Lo Ni	801	Re	M3V
3040	Tenelphi	D76A679-9	N	Wa Ni Ri	401	Re	F4V M0V
3138	Zephyr	E895546-5		Ag Ni	A604	Re	K5V
3139	Chamois	B544642-9	N	Ag Ni	823	Re	F9 IV
3233	Ramiva	B1107A7-9		Na	713	Re	M3V
3235	Trin	C894861-6	N	Mr	401	Re	M0V
3236	Hazel	B645747-8		Ag	210	Re	A1V M6V

World Notes

Four worlds in this quadrant are dominated by the Eakhtoi clan. Their primary world is Tailealres (2137). Various vassal clans control Aiaoheah (1739) and Hwealaitlau (1939), and they successfully overwhelmed the few thousand colonists on Ftaokhaorlyu (2237) and fully control that world, too. The Eakhtoi are firmly committed to the success of the Glisten Concord, if for no other reason that if the Imperial Regency were to take over, their holdings would be stripped from them and all of the clans would be reorganized to fit Imperial Regency law.

Adabicci (1824) has joined the League of Spinward States as an independent world member, but has also been making inquiries into the Metal Worlds Confederation for admission. Adabicci nationalized the naval base when the Imperial Regency forces pulled out, but it has since been converted for use by the League of Spinward States.

Byret (2523) is home to the minor race Larianz. They comprise the entire population of their world.

Lunion (2124), like Adabicci, also nationalized its naval base when the Imperial Regency left, and is prospering as an independent world. The Imperial Regency occasionally attempts to harass Lunion, but is so far unwilling to expend enough effort to mount an offensive. While Lunion's leadership doesn't appear to believe the Imperial Regency will try to conquer them, most outside observers are only wondering when the attempt will be made, not whether it will be made. Despite this belief by others, Lunion steadfastly refuses to make treaties with any of the surrounding powers, believing that independence is its best avenue for prosperity.

Marastan (2231) is still run by the group that ran it as an Imperial Reserve World. Since it has nothing anyone wants, it has been left alone. The enclave of K'kree has grown, and they have merged, to an extent, with the human conservationists. First time visitors to the world usually have a rude shock when they meet the humans, much less the K'kree.

Mithras (1932) was the Regency's prison colony. When the Imperial Regency collapsed, the prison employees jumped on the first ships out and released the prisoners. Unable to manage themselves, society quickly degenerated, and it was only a matter of time before the life support systems were compromised. It is not known if any of the prisoners ever managed to escape before the eventual failure, but it is assumed that virtually all of them perished.

Mora (3124) is no longer the capital of the Imperial Regency, but is still the regional capital for Mora subsector, and the three surrounding subsectors with minor Imperial Regency holdings. Its ability to maintain a TL of G was lost because of the loss of much of its top scientists and leading minds (though the ill-fated Capital bid and the defections to the Fourth Imperium), and because of the destruction of much of the top research facilities when the domain capital city was bombed by terrorists during the collapse of the Imperial Regency. Mora is easily able to sustain its current TL of F, as that was still completely endemic throughout the planet.

Nexine (3030) is home to the Nexxies minor human race. Nexxies rarely (if ever) travel off-planet. Unlike the amphibious Luriani, the Nexxies are fully aquatic and capable of spending their entire lives without ever broaching the surface. (Which is what, in fact, the vast majority do.)

Strouden (2327) attempted to secede with the rest of the subsector, but was brutally put down. The former government was removed, and the world is now run by an Imperial Regency naval governor. The current top priority is getting the starport's shipyards fully operational again.

Tenalphi (1826) was originally only populated by a large group of researchers at the Ancient site. However, with its breathable (though tainted) atmosphere, it has seen a sudden increase in refugee settlers, which has overwhelmed the researchers. While the researchers still have access to their high-tech equipment, the settlers operate at the new tech level.

Deneb

Deneb

Deneb sector is dominated by the League of Deneb. It controls well over half of the sector, and has influence on much of the rest. The Imperial Regency has two small footholds in the sector, exerts some influence on the non-aligned worlds in the buffer zone between the two states. There are also two small states: the Askigaak Union and the Gateway Federation.

The League of Deneb is built on the foundation laid by the old Regency. They have tried very hard to avoid many of the mistakes of the Regency and the Third Imperium, and utterly rejected the methods and means of the Imperial Regency. They have also eliminated many of the legacy trappings of the old Regency (e.g. the Moot) and transformed those parts that were considered useful (e.g. the Senate). They have also eliminated much of the Representational Reforms instituted by Norris. Believing that those reforms cause much of the instability that plagued the Regency, the League leadership felt it was too dangerous to continue forcing worlds to implement them, and rejected the hypocrisy of endorsing them, yet turning a blind eye to offenders. Despite this, the League has no interstellar nobility. Some worlds have their own noble system, but the League recognizes no noble class.

The League of Deneb is attempting to assist any willing worlds in the Wilds along its coreward or trailing borders. It provides economic assistance and help, regardless of whether the world is human run or Vargr run. While they won't help worlds that support Corsairs, the League pointedly makes no differentiation for a world's racial makeup. If the worlds is friendly to the League, the League will be friendly to the world.

The Askigaak Union wields influence way out of proportion to its size because of its massive population base. Quite simply, the Union is based on a world, Askigaak, which has as much population as some sectors. As such, it has an unimaginably large economy, and is desperately being courted by both the League of Deneb and the Imperial Regency. However the Union goes will likely determine the fate of much of the non-aligned worlds in the buffer zone.

In addition to the above states, there are several Vargr controlled worlds along the coreward frontier. As there are no known organized Vargr states in Tuglikki Sector, all of the Vargr worlds are independent worlds. The League of Deneb actively patrols the systems, and gives assistance as the worlds are willing to receive. As a result of this active interaction, much progress is being made all along the frontier.
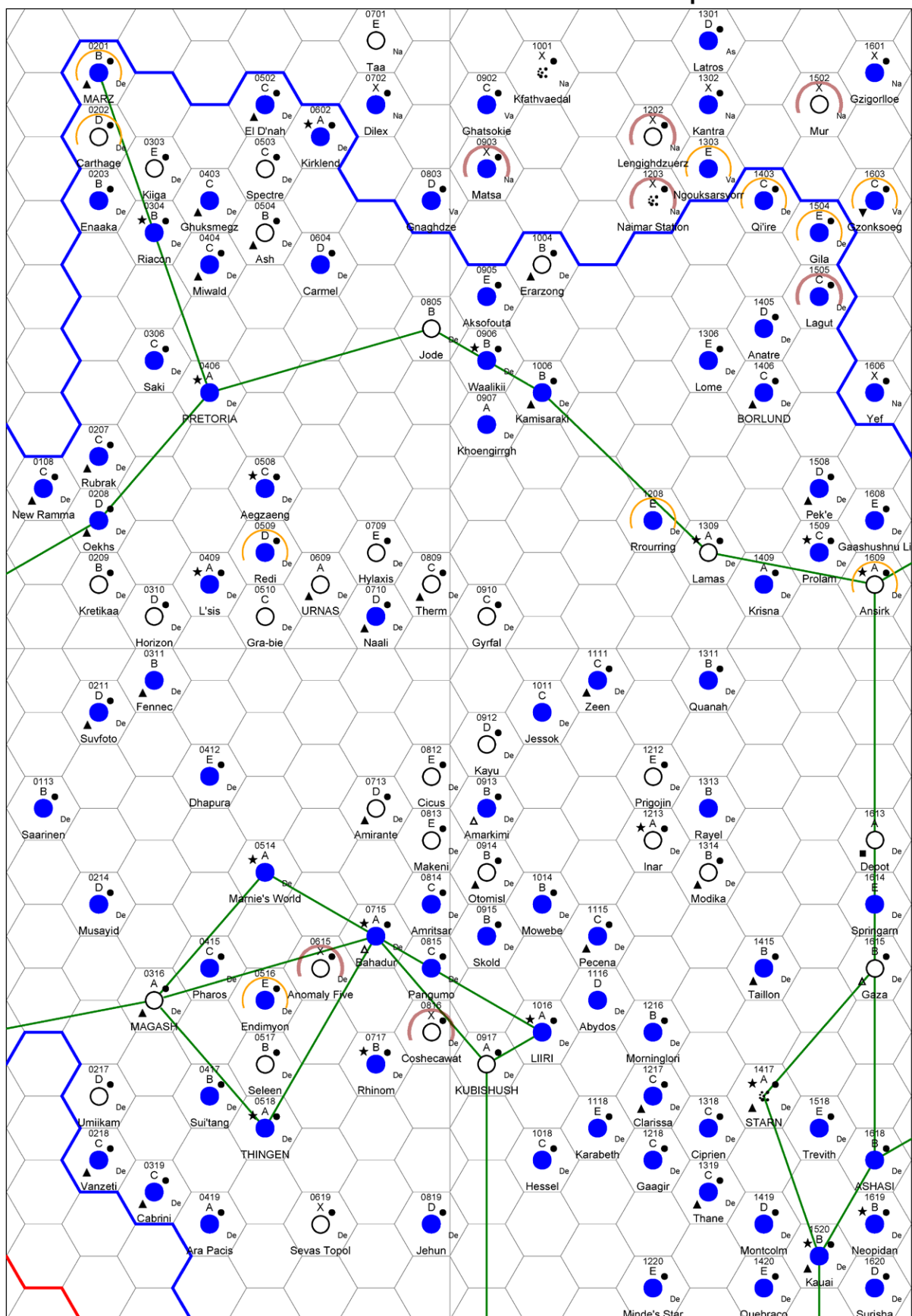
Alpha Quadrant - Deneb Sector

The Alpha Quadrant is a diverse group of worlds, nearly all of which are fervent members of the League of Deneb. The worlds of Pretoria and Inar subsectors joined the League as blocks of worlds; the worlds of Lamas joined haphazardly. As a result, the worlds of Lamas don't have near the power that the leading worlds of Pretoria and Inar do, as they don't have a cohesive power block to back their wishes.

The worlds of the Alpha Quadrant of Deneb survived the turmoil of the Regency and Imperial Regency very well. Some marginal worlds were compromised or abandoned, but most of the other worlds have done very well, and continue to grow and prosper. All of the worlds have avoided damage from the collapse of the Imperial Regency, and were too far from the trailing border to suffer from the Vilani attack. The only real danger is from Vargr Corsairs, but there are no Vargr organizations close enough to the Alpha Quadrant to pose a threat. All of this has contributed to the success of the worlds in this Quadrant.

Several worlds along the Quadrant's coreward edge are former Wilds worlds that have died out. While the League of Deneb periodically patrols them to keep corsairs and Virus out, they will remain barren for the foreseeable future as they are marginal, undesirable worlds.

Subsector A: Pretoria

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0108	New Ramma	C465740-8	S	Ag Ri	803	De	K6V M6V G6V
0201	Marz	B5849BA-A	S	Hi V2	A101	De	G4V M7V
0202	Carthage	D2107B9-A		Na V7	A224	De	M2V
0203	Enaaka	B777786-8		An V2	122	De	F5V
0207	Rubrak	C554624-8	S	Ag Ni V3	101	De	K3V M8V
0208	Oekhs	D263473-6	S	Ni Lo Vw	202	De	M2V
0209	Kretikaa	B200579-C		Va Na Ni	823	De	K2 IV
0303	Kiiga	E530526-7		De Po Ni	601	De	M0V M2V
0304	Riacon	B666641-9	N	Ni	201	De	F6V M8V
0306	Saki	C276746-8		Ag V1	501	De	K8V
0310	Horizon	D110737-7		Na	624	De	F2 IV D
0403	Ghuksmegz	C254435-9	S	Ni Lo Vw	120	De	A2V K2V
0404	Miwald	C53359B-9	S	Po Ni	302	De	M0V M5V
0406	Pretoria	A656A87-C	N	Hi Cp	120	De	G5 IV
0409	L'sis	A764873-9	N	Ri V3	201	De	K6V
0502	El D'Nah	C549457-A	S	Ni Lo	202	De	M6V
0503	Spectre	C100656-7		Va Na Ni	402	De	M8V
0504	Ash	B540889-8	S	De Po V5	201	De	M1V M9V
0508	Aegzaeng	C697433-9	N	Ni Lo Vw	601	De	M2V
0509	Redi	D575534-5		Ag Ni An V6 C4	A912	De	F3V M3V
0510	Gra-Bie	C23027C-A		De Po Ni Lo J0	420	De	G7V
0602	Kirklend	A668547-A	N	Ag Ni V2	423	De	F4V
0604	Carmel	D346441-6		Ni Lo	802	De	F0V M0V
0609	Urnas	A120974-D	S	De Po Hi In Na	810	De	K7V
0701	Taa	E650677-4		De Po Ni V4	230	Na	G7V
0702	Dilex	X626000-0		Ba	002	Na	M1V
0709	Hylaxis	E7B2355-C		Fl Ni Lo	522	De	K7V
0710	Naali	D61647A-9	S	Ic Ni Lo	624	De	M4V
0803	Gnaghdze	D55857A-6		Ni	501	Va	K7V M4V
0805	Jode	B9A6683-8		Fl Ni V1	110	De	F3 IV
0809	Therm	C9B0489-8	S	De Ni Lo	513	De	M9V

Subsector B: Lamas

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0902	Ghatsokie	CA8687A-7		Ri	404	Va	M7V
0903	Matsa	X234000-0		Ba	R002	Na	F3 IV M5V
0905	Aksofouta	E556779-4		Ag Vw	212	De	F6V
0906	Waalikii	B525466-A	N	Ni O1006	834	De	M8V
0907	Khoengirrgh	A659873-B		Vw	710	De	M1 III
0910	Gyrfal	C8B6545-8		Fl Ni	903	De	M8V
1001	Kfathvaedal	X000000-0		As Ba	024	Na	M5V
1004	Erarzong	B8D0613-9	S	De Ni Vw	324	De	M4V
1006	Kamisaraki	B354588-B	S	Ag Ni	203	De	G1V M3V
1202	Lengighdzuerz	X300000-0		Va Ba	R023	Na	G6V
1203	Naimar Station	X000000-0		As Ba	R012	Na	M5V D
1208	Rrourring	EA9A772-5		Wa Vw	A310	De	F4 II
1301	Latros	D6887J8-8		Ag	101	As	K3V M0V
1302	Kantra	X301000-0		Va Ic Ba	022	Na	M7V
1303	Ngouksarsvorr	E454333-4		Ni Lo	A110	Va	M0V
1306	Lome	E32477B-7			501	De	M0V M7V M7V
1309	Lamas	A7AA785-C	N	Fl Wa Ni Cp	101	De	M5V
1403	Qi'ire	C657301-6		Ni Lo	A302	De	K8V
1405	Anatre	D5788A7-6		V2	201	De	M0V
1406	Borlund	C454AAA-8	S	Hi	101	De	K8V M9V
1409	Krisna	A84A757-A		Wa V3	412	De	F8V
1502	Mur	X100000-0		Va Ba	R020	Na	M1V D
1504	Gila	E663698-5		Ni	A301	De	K5V K5V
1505	Lagut	C312258-8		Ic Ni Lo	R232	De	M9V
1508	Pek'e	D441154-6	S	Po Ni Lo	612	De	F3V
1509	Prolam	C769436-8	N	Ni Lo	223	De	A7V
1601	Gzigorlloe	X311000-0		Ba Ic	001	Na	M1V
1603	Gzonksoeg	C567500-7	C	Ni Lo	A201	Va	K9V
1606	Yef	X243000-0		Po Ba	002	Na	M2V
1608	Gaashushnu Li Nur	E744322-6		Lo Ni Cm	204	De	F4V
1609	Ansirk	A100458-F	N	Va Ni Lo	A722	De	F2V

Subsector E: Sabine

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0113	Saarinen	B566644-A		Ni Rs	213	De	K6V M5V
0211	Suvfoto	D95488A-6	S	V2	404	De	K6V
0214	Musayid	D5448AE-5			714	De	K5V
0217	Umiikam	DAA6300-8		Fl Ni Lo	501	De	G1V M7V
0218	Vanzeti	C52A531-A	S	Wa Ni	601	De	M3V M7V
0311	Fennec	B556877-9	S	V1	820	De	G7V
0316	Magash	A400956-E	S	Va Na Hi In Cp	924	De	K7 III F8V
0319	Cabrini	C365610-7	S	Ag Ni	223	De	K9V
0412	Dhapura	E579758-7		V1 An	612	De	F4V
0415	Pharos	C593477-8		Ni Lo	712	De	M2V
0417	Sui'tang	B552854-B		Po	515	De	G4V M3V
0419	Ara Pacis	A337778-B		Ni	101	De	M3V
0514	Marnie's World	AA9A324-C	N	Wa Ni Lo	710	De	F3V
0516	Endimyon	E555444-5		Ni Lo	A723	De	F3 III M5V
0517	Seleen	B310467-D		Ni Lo O0316	204	De	M6V
0518	Thingen	A467998-D	N	Hi	605	De	G9V
0615	Anomaly Five	X100000-0		Va Ba	R023	De	M9V
0619	Sevas Topol	E9C3000-0		Fl Ba	023	De	M2V
0713	Amirante	D210899-5	S	Na	802	De	K5V
0715	Bahadur	A326730-E	B		102	De	M5V
0717	Rhinom	B7768AB-A	N		801	De	F9V
0812	Cicus	E310330-7		Ni Lo	521	De	G0V K0V M4V
0813	Makeni	E100442-7		Va Ni Lo	302	De	M1V
0814	Amritsar	C897535-9		Ag Ni An	613	De	F3V
0815	Pangumo	C35259B-A		Po Ni V5	101	De	K0V M8V
0816	Coshecawat	X100000-0		Va Ba	R013	De	M6V D
0819	Jehun	D667756-7		Ag Ri	501	De	K2V M4V

Subsector F: Inar

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0912	Kayu	D9B7538-8		Fl Ni	612	De	M2V
0913	Amarkimi	B446556-B	W	Ag Ni	102	De	K8V
0914	Otomisl	B5A5577-C	S	Fl Ni	503	De	G6V M9V
0915	Skold	B764523-B		Ni C2	224	De	K0V
0917	Kubishush	A8B69AA-E		Fl Hi	901	De	M3V M8V
1011	Jessok	C623683-C		Po Ni	120	De	G0V G8V
1014	Mowebe	B748551-B		Ag Ni V6	801	De	M2V K9V
1016	Liiri	A542998-E	N	Po Hi In Cp	901	De	K8V M4V
1018	Hessel	C658200-B		Ni Lo	201	De	K4V M2V
1111	Zeen	C6536X3-8	S	Po Ni Dw	601	De	K6V
1115	Pecena	C347314-8	S	Ni Lo V7	222	De	M4 III
1116	Abydos	D335666-8		Ni O1016	410	De	M5V
1118	Karabeth	E663568-6		Ni O1016	102	De	K9 III M3V
1212	Prigojin	E100440-8		Va Ni Lo V8	203	De	K4V
1213	Inar	A310736-E	N	Na	803	De	M7V
1216	Morninglori	B544585-9		Ag Ni	513	De	M2V
1217	Clarissa	C536422-A	S	Ni Lo	714	De	M4V
1218	Gaagir	C86A458-A		Wa Ni Lo	101	De	K6V K9V
1220	Minde's Star	E235352-B		Ni Lo	503	De	M7V
1311	Quanah	B467685-8		Ag Ni Ri V0	223	De	K4V
1313	Rayel	B693632-9		Ni V3	710	De	G3V
1314	Modika	B450413-9	S	De Po Ni Lo	303	De	F5V M5V
1318	Ciprien	C553310-8		Po Ni Lo	921	De	F5V
1319	Thane	C585730-9	S	Ag	121	De	M2V
1415	Taillon	B78A668-9	S	Wa Ni Ri O1213	301	De	K6V M9V
1417	Starn	A000996-G	A	As Na Hi In Rs	722	De	M0V
1419	Montcolm	D675212-6		Ni Lo	122	De	K4V
1420	Quebraco	E78A658-6		Wa Ni Ri	224	De	M1 III F3V
1518	Trevith	E673200-5		Ni Lo	422	De	G0V M0V
1520	Kauai	BA89645-B	A	Ni Ri	624	De	F8V K3V
1613	Depot	A100568-G	D	Va Na Ni Mr	120	De	F9 II
1614	Springarn	E564420-5		Ni Lo D6	110	De	G9V M6V
1615	Gaza	B430756-B	W	De Po Na	123	De	K5V M1V
1618	Ashasi	B9D5AB8-D		Hi	121	De	M3V
1619	Neopidan	BA9A647-A	N	Wa Ni	224	De	K3V
1620	Surisha	D682232-3		Ni Lo	501	De	K1V M9V

World Notes

Ashasi (1618), Starn (1417), Kubishush (0917), and Liiri (1016) form the political center of the Inar subsector. Even as the Imperial Regency disintegrated around them, they kept a large degree of stability in the subsector. When Vincennes and Deneb formed the League of Deneb, those four worlds quickly joined, effectively bringing the entire subsector with them.

Depot (1613) is no longer called Depot Alpha since Depot Beta no longer exists. Liiri and Starn cooperatively controlled Depot in conjunction with the base commander until joining the League of Deneb, ensuring the vast complex would not fall into the wrong hands. The command structure of Depot was unique in that the staff rejected Imperial Regency rule out of hand, ensuring that Depot would survive intact. At this point, the Depot is run by the League Navy. The local system is also controlled and run by the depot base commander.

Gaashushnu (1608) is a marginally habitable world that is slowly being recolonized now that it was certified free of Virus.

Ghatsokie (0902) is the homeworld of the minor race Crenduthaar.

Magash (0316) is the center of civilization in the Sabine subsector. When the Imperial Regency collapsed, Magash worked overtime to maintain contact with its neighbors. It was well on its way to forming its own pocket empire, until the League of Deneb was declared. Magash and its neighbors were some of the first to petition for membership, bringing the entire subsector along with them. While this effort was a tremendous benefit to the surrounding worlds, it did cost Magash greatly.

2001 C Rroerruerz Va
1902 X Noscius
1802 C Takhestah As
1903 X Fursuelgigz Na
2202 X Gounuerz Na
1704 E DJAELERVANGAK Va
1904 X Trokuelats Na
2204 E Koloekz Va
1805 C Cilnodan
2105 X Torrens Na
1706 Я X Dunant Na
1708 B Remsen De
1808 A Antra De
2109 D Bangwe De
2309 X Malory
2409 C Haggard Na
1710 D Uakari De
1910 B Uramid
1810 E Syr Darya
2210 D Mazirbe De
2011 C Orenberg
2111 D Diiski De
1712 A Petrarch De
2411 E Nibel De
2512 X Niven Na
2212 D Imlaar De
1713 D Stoyben De
2013 C Twinian De
2114 D Kadidun De
2412 X Pagamir
1714 C Andalia De
1814 A Karst De
2014 C Zinuun De
2413 X Dunmag
2414 C Jurburk
1716 C Reims De
2116 E Piram
2316 B GIIKUSU De
2016 X Ugrik
1917 C Donu-na
2117 B Cunha
2317 D Lan-chou De
2017 C Ruwenzori
1918 X Shinorasus
2515 X Kasmar Na
2615 Dophkah
2715 C Berora Na
1719 C Polizzi De
2019 B Namidshur
2120 C Teatro De
2220 B Torm
2716 C Errogel Na
2717 X Segan Na
2519 E Erita De
2520 B Kiirindor De
2820 D Gampin Na

2502 E Tubb Na
2702 C Fosfog Va
2802 E Utsbesyult Dr
3201 D Goukhsar Va
2403 E Tchien Na
2603 Unekh
2903 X Metare
3104 E Aerfor Va
2704 X Zuekzrekhgal Va
2804 E Akkip Va
2904 E Fel
3004 C Gnaedzrrang Va
2905 D Ikhaba
3005 Я D Arleshanu Na
2405 X Gagaridir Na
2506 X Moskene Na
2906 Я X Nurara
2406 X Insi Kar Na
2407 E Syrenaica Na
2807 E Gabrael
2907 X Hammand
2908 D Wyn Va
3008 Я X Taproban Na
2810 C Tensas
2910 X Crozat
3110 X Olokono Na
3011 B Corfinium
3111 X Lamar Na
3112 E Berth Va
2812 C Og Bere' Gf
2713 D Wal-ta-ka Gf
2913 B Atsah
2813 E Doho Gf
3013 C Ivora Gf
3113 E Prevsla Va
3213 D Salaam
2715 C Dophkah
3015 X Atadl
3016 E Sherad
3115 D Arabah As
3116 Zerderu
2918 D Khishuda As

Beta Quadrant - Deneb Sector

Most of the worlds in the Beta Quadrant were Wilds worlds. As such, they were all crushed by the depredations of Virus, and the number of dead worlds is high. Those that did not die off were severely pushed back, and still face a long road to any sort of technological recovery. The Quadrant has long since been cleaned of Virus, and the incidence of new attacks or Viral occurrences are very low. As a result, despite once being Wilds, they are now considered Frontier.

All of the dead worlds in the Quadrant are likely to remain dead as they are marginal (or worse), and none of the worlds in the Quadrant, whether in the League of Deneb or not, have huge populations. Therefore, there are still plenty of opportunities for colonists or immigrants on much nicer worlds. Most of the dead worlds are likely to remain dead for a long time.

There is a small "adventurer kingdom" located in this Quadrant. The Gateway Federation is a client state to the League of Deneb (and to the Regency before it), and serves as a valuable through-station for trade originating in the Wilds of Corridor back to the League of Deneb. Despite its initial anti-Vargr activities (crushing the Vargr Corsairs on Og Bere'), the Federation has excellent relations with the nearby Vargr worlds, and provides them with regular assistance.

The Beta Quadrant contains the backwater of the League of Deneb. None of these worlds are significant members of the League, and they all know it. When presented with the opportunity to join the League, these worlds leapt at the chance, and eagerly joined. They understood their marginal positions, and decided it was better to be small parts of something larger than small parts all on their own.

Subsector C: Antra

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1704	Djaelervangak	E7879AA-5		Hi	A301	Va	M4V
1706	Dunant	E311000-0	R	Ic Ba	023	Na	M2V M4V
1708	Remsen	B788676-8	S	Ag Ni C5 V2	A324	De	F9V M7V
1710	Uakari	D5348AA-6			312	De	K6V
1802	Takhestah	C4577J7-9		Ag	424	As	K7V
1805	Cilnodan	C342257-5		Po Ni Lo	A332	Na	F8V M9V
1808	Antra	A53789C-C	S	V1	401	De	K5V M0V
1810	Syr Darya	E55769C-5		Ag Ni V3	422	De	G3V M4V
1902	Noscius	X222000-0		Po Ba	011	Na	M3V M8V
1903	Fursuelgigz	X200000-0		Va Ba	001	Na	M1V
1904	Trokuelats	X241000-0		Po Ba	001	Na	K7 III M8V
1905	Tuedhikhuez	E768674-5		Ag Ni	A222	Va	F7V G7V
1910	Uramid	B345568-9	A	Ag Ni O1808	421	De	M2V
2001	Rroerruerz	C76A777-9		Wa	A123	Va	A0 IV G6V
2105	Torrens	X100000-0		Va Ba	R004	Na	M4V
2109	Bangwe	D78A576-6		Wa Ni	A312	De	K5V
2202	Gounuerz	X235000-0		Ba	010	Na	M9V
2204	Koloekz	E59367A-5		Ni	A810	Va	F3V M1V
2210	Mazirbe	D553689-4	S	Po V5	A424	De	K7 III F0V
2309	Malory	X320000-0		Ba	R023	Na	K8V M8V
2403	Tchien	E69626B-5		Ni Lo	A210	Na	M1V
2405	Gagaridir	X220000-0		De Po Ba	R001	Na	K2V M1V
2406	Insi Kar	X211000-0		Ic Ba	R024	Na	M4V
2407	Syrenaica	E669400-3		Ni Lo	A203	Na	A4V M6V
2409	Haggard	C777455-7		Ni Lo	313	Na	F1V M9V

Subsector D: Million

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2502	Tubb	E89A7A8-5		Wa V1	A801	Na	F7V M0V
2506	Moskene	X200000-0		Va Ba	R003	Na	F5V G7V
2603	Unekh	X200000-0		Va Ba	R002	Na	M1V
2702	Fosfog	C57557C-6		Ag Ni	A114	Va	G5 IV M3V
2704	Zuekzrekhgal	X343373-4		Po Ni Lo	724	Va	K4V
2802	Utsbesyult	E7856X4-5		Ag Ni An	A222	Dr	F3V M6V
2804	Akkip	E44257A-6		Po Ni	A322	Va	F8V
2807	Gabrael	E473658-5		Ni	A524	Va	K4V
2810	Tensas	C556645-8		Ag Ni V2	A204	Gf	K8 III
2903	Metare	X324000-0		Ba	R001	Na	M2V M3V
2904	Fel	X7A7000-0		Fl Ba	R022	Na	M3V
2905	Ikhaba	D675673-6		Ag Ni V4	A533	Va	M5 III
2906	Nurara	X5A5000-0	R	Fl Ba	R004	Na	M0V
2907	Hammand	X736000-0		Ba	R020	Na	M4V M9V
2908	Wyn	D54648A-5		Ni Lo V8	A601	Va	K2V
2910	Crozat	X410000-0		Ba	R004	Na	M4V M6V
3004	Gnaedzrrang	C363576-3		Ni	A414	Va	K8V
3005	Arleshanu	D262424-4	R	Ni Lo	820	Na	F4 IV
3008	Taproban	X8A8000-0	R	Fl Ba	R020	Na	M2V
3104	Aerfor	E58456A-7		Ag Ni	A234	Va	K7V
3110	Olokono	X6A5000-0		Fl Ba	R001	Na	M0V
3201	Goukhsar	D563443-4		Ni Lo	A210	Va	A6V

Subsector G: Namidshur

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1712	Petrarch	A554853-A	N		610	De	K6V
1713	Stoyben	D21356A-8	S	Ic Ni O1712	711	De	M3V
1714	Andalia	C87A547-8		Wa Ni	A403	De	G7V M8V
1716	Reims	C624779-8		V2	701	De	M0V M9V
1717	Kennebec	D978655-7		Ag Ni An	723	De	F7V
1719	Polizzi	C402532-B		Ic Va Ni	623	De	M9V
1814	Karst	A87689B-A		C0	333	De	F8 III
1917	Donu-na	C460876-A		De Ri V3	725	De	F2V M8V
1918	Shinorasus	E410000-0		Ba	003	De	F8V D
2011	Orenberg	C13057A-B		De Po Ni	501	De	G4V M5V
2013	Twinian	C40447B-7	S	Va Ic Ni Lo	402	De	M5V
2014	Zinuun	C2368BA-8		V0	211	De	M8V
2016	Ugrik	E300000-0		Va Ba	021	De	F7V
2017	Ruwenzori	E749410-8		Ni Lo V4	A503	De	M3V
2019	Namidshur	B210756-E	A	Na Rs	215	De	G9V
2111	Diiski	D66A320-7		Wa Ni Lo	212	De	K7V
2114	Kadidun	D5A2214-9	S	Fl Ni Lo V2	320	De	K1 IV K0V
2116	Piram	E311777-7		Ic Na	911	De	G2V
2117	Cunha	B62677C-9	S		224	De	M7V
2120	Teatro	C8A78CA-9		Fl V2	103	De	F8V M7V
2212	Imlaar	D677551-6	S	Ag Ni	323	De	M5 II K5V
2220	Torm	B456545-A	S	Ni V1	134	De	K5V
2316	Giikusu	B6479AB-B	N	Hi In Cp	905	De	M2V
2317	Lan-chou	D855688-7	S	Ag	820	De	K8V M5V
2411	Nibel	E688571-5		Ni V0	201	De	K5V M1V
2412	Pagamin	X371000-0		Ba	R002	De	K7V
2413	Dunmag	X427000-0	N	Ba	R001	De	M1V M1V M3V
2414	Jurburk	C4546J3-A	S	Ni A9	A302	De	G9V K9V M6V

Subsector H: Atsah

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2512	Niven	X9C3000-0		Fl Ba	R034	Na	F3 II M3V
2515	Kasmar	X631000-0		Po Ba	R001	Na	M3V M5V
2519	Erita	E99A45A-6		Wa Ni Lo	613	De	G8V K9V
2520	Kiirindor	B446686-A	A	Ag Ni V2	210	De	A0V K9V
2615	Berora	X100000-0		Va Ba	R022	Na	G7V M8V
2713	Wal-ta-ka	D360533-9		De Ni	A201	Gf	M5V
2715	Dophkah	C647776-5		Ag V0	424	Na	K9V
2716	Errogel	C150544-6		De Po Ni	424	Na	G9V
2717	Segan	X35057F-4		De Po Ni	A104	Na	F4V K4V
2812	Og Bere'	C464746-9		Cm Ag Ni V1	A123	Gf	G7V
2813	Doho	E696546-9		Ni V0	A321	Gf	F8V K6V
2820	Gampin	D668744-7		Ag V2	133	Na	G2 IV M7V
2913	Atsah	B656849-A	M	Cp V0	223	Gf	K4V
2918	Khishuda	D8565J5-8		Ni	201	As	G8V M8V
3011	Corfinium	B443749-A	M	Po V1	122	Gf	M1V
3013	Ivora	C999638-9		Ni V0	A101	Gf	K5V
3015	Atadl	X210000-0		Ba	R001	Na	M1V M1V
3016	Zerderu	E441513-5		Po Ni V2	A201	Na	M1V M1V
3111	Lamar	X410000-0		Ba	R023	Na	M1V
3112	Berth	E547478-5		Ni Lo	301	Va	K5V M5V
3113	Prevsla	E243335-5		Po Ni Lo	310	Va	K5V M4V
3115	Arabah	E8775J4-7		Ag Ni Cm	A220	As	F8V
3116	Sherad	X000000-0		As Ba	R013	Na	M6V
3213	Salaam	X576000-0		Ba	R022	Na	M4 III K5V

World Notes

Atsah (2913) is the capital of the Gateway Federation. The vast majority of its fragmented population eagerly welcomed the newcomers and, after some initial problems, used their influx to rework their society. Even now, Atsah tends to be the main destination of newcomers, and as a result has a greater population than the rest of the Federation put together. It is a very hospitable and beautiful world, and has a thriving ecosphere despite its thin atmosphere.

Ikhaba (2905) is about to explode into civil war. The world is split into human and Vargr governments, and while slightly outnumbered, the Vargr currently hold the upper hand. At any point the cold war could turn hot and, if the humans believe the Vargr are receiving off-world help, the exchange could be nuclear.

Og Bere' (2812) was depopulated during the Collapse, and reclaimed by Free Traders that used it as a base of operations. Soon after, the Free Traders cautiously welcomed Vargr corsairs as 'kindred spirits'. The Vargr corsairs began to raid worlds closer and closer to Og Bere' and, when the Free Traders complained, killed off (or enslaved) the Free Traders. As the Gateway Federation was being created, the corsairs made a daring raid on Atsah itself, and captured a significant amount of equipment. After that, the fledgling Federation was able to convince their Regency backers of how much of a danger the corsairs represented, and organized an overwhelming raid on the corsairs. While little of the equipment was ever found or recovered, the corsair bases were razed and much of the corsair ships were destroyed. Most of the survivors decided that vengeance was not lucrative, and have moved on to less dangerous fields farther into the Vargr Splinters. Og Bere' is now one of the three main Gateway Federation worlds.

Takhestah (1802) was one of the worlds targeted by the Regency and Trekhyair for colonization once the frontier was opened. In the intervening years, it has become one of the more successful Aslan colonies.

Deneb (left sheet):

- 0221 A Mater Nova
- 0123 D Rena
- 0222 X Breslow
- 0124 C Gulistan
- 0223 B Daumier
- 0224 D Adapam
- 0422 C Rouenet
- 0524 C Isurkun
- 0525 C Sejmal
- 0622 D Mushinag
- 0623 C Araa
- 0624 C Helmuth
- 0824 X Tlaza
- 0226 C Wroclaw
- 0327 D Barbary
- 0328 X Dunstan
- 0228 C Rimkuku
- 0229 D Aziziyah
- 0130 D Chaosheo
- 0330 B Canisus
- 0529 C Moltke
- 0629 A ASKIGAAK
- 0626 C Kemal
- 0727 B Imone
- 0827 A Shen-yang
- 0828 B Skopyeh
- 0729 A Norg
- 0730 B Norg
- 0830 C Sultana
- 0731 A Qevar
- 0929 D Sipedon
- 0930 B Arnyi
- 0531 C Briaxis
- 0431 E Zyedl
- 0332 B Aosta
- 0233 B Inkekush
- 0334 C Furens
- 0534 C Aotlakh
- 0633 B Preslin
- 0734 C Raguseppe
- 0735 X Kiangya
- 0833 C Mephit
- 0933 C Echura
- 1030 B Prege
- 0235 C Saguenay
- 0336 C Upuraku
- 0436 C LUCIFER
- 0237 E Taman
- 0138 C Iruku
- 0238 C Nouakchat
- 0339 A TUWAYK
- 0439 C BEAXON
- 0440 B NOGHON
- 0638 C Khuaeakha
- 0737 D Taormina
- 0740 C Mtensc
- 0935 B Inquar
- 0936 D Tullyhome
- 0939 C Sestos

Gamma Quadrant (right sheet):

- 0921 B Northammon
- 0922 B Teyobald
- 1221 X Perez
- 1122 A VINCENNES
- 1123 D Erisis
- 1023 B Irumunu
- 1223 C Al-uqayr
- 1224 A Achemadon
- 1323 D Montane
- 1324 C Jonkeer
- 1424 C Sarden
- 1522 C Bumushe
- 1524 D Verd
- 1623 A Hrd
- 0925 C Ibix Donora
- 1025 D Frisgar
- 1026 C Burtrum
- 1226 B Bishop
- 1227 A
- 1327 B Medard
- 1426 X Kew
- 1626 E Risir
- 1126 A Taburi Nen
- 1128 A DEKHA
- 1428 B Condamine
- 1628 C Alaungpaya
- 1229 C Djar
- 1429 C ISHIRI
- 1430 C Eretaro
- 1630 C Brontitor
- 1231 C Point Av
- 1332 B Giffert
- 1333 C Shiiku
- 1334 A GIRANIMA
- 1432 X Pashus
- 1433 C ATAB
- 1532 C Rajan
- 1633 A PIKHA
- 1032 C Quinthept
- 1133 X Keirei
- 1035 C Storm
- 1135 D LILAD
- 1235 B Veldt
- 1336 A Dawn
- 1337 B Unxava
- 1435 B Quirinal
- 1436 C Isidor
- 1635 E Ibsen
- 1636 A Balzac
- 1137 B Third Mu
- 1038 C Ushashin
- 1238 B Muntgumree
- 1338 C Sorel
- 1140 B Oriryu
- 1339 B Zeng
- 1340 B Agdarmi
- 1439 C Breit-tuve
- 1440 C Fessenden
- 1639 B Uushadiiru
- 1640 B Jecife

Gamma Quadrant - Deneb Sector

The Gamma Quadrant is a huge arena of intrigue. With the League of Deneb to core and trailing, and the Imperial Regency to rim and spinward, the nonaligned worlds caught in the middle all have to play a dangerous game for survival. Choose the wrong side, and risk being crushed by the winner. Choose the right side and be a battleground for the loser. Stay neutral and risk both. Most worlds choose the third path, though some close to the Imperial Regency are client states.

Smack in the middle of this group of nonaligned worlds is the Askigaak Union. Askigaak was fundamentally in the same situation as any of the other nonaligned worlds, but were powerful enough to try and do something about it. They have pulled some of the worlds near them under their banner, and are using their economic might to attempt to secure their own safety. The end result of this is still to be seen.

Most conflict is fought through proxies and agents. The League of Deneb and the Imperial Regency are both trying to win the hearts and minds of the populaces of the independent worlds, and neither is currently interested in overt activity or combat. Both instead stick to the cold war methods. However, the stress on both sides is very great, and the cold war threatens to turn hot at any turn. To make matters even tenser, any meeting of League and Regency forces almost invariably leads to shooting. These combats are usually only skirmishes, but every now and then some target is considered critical enough, or some commander is determined to make his mark, and wide open battles are fought.

Subsector I: Star Lane

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0123	Rena	D596211-7		Ni Lo	503	Re	K4V
0124	Gulistan	CAB2458-8	N	Fl Ni Lo	120	Re	K6 II
0130	Chaosheo	D87A888-5		Wa	A225	Na	K8V
0221	Mater Nova	A575744-B	N	Ag	514	Re	K8V M0V
0222	Breslow	X440530-2		De Po Ni	R902	Re	K8V M1V
0223	Daumier	B88A552-D		Wa Ni	310	Re	K7V M9V
0224	Adapam	D796642-8		Ag Ni	322	Re	K8V
0226	Wroclaw	C4667BF-8		Ag	223	Na	K2V M8V
0228	Rimkuku	C9A8774-8		Fl	523	Cs	G1V M3V
0229	Aziziyah	D86A555-8		Wa Ni	724	Na	M0V
0327	Barbary	D5718CF-5			A213	Na	F5V K3V
0328	Dunstan	E649000-0		Ba	023	Na	G4V
0330	Canisus	B431878-A		Po Na	101	Cs	G6V K6V M9V
0422	Rouenet	C362401-B		Ni Lo	605	De	K0V
0524	Isurkun	C441337-B		Po Ni Lo	821	De	G4 IV
0525	Sejmal	C210643-9		Na Ni C2	134	Na	K4V
0529	Moltke	C646868-D	M	O0629	104	Au	K9V M6V
0622	Mushinag	D575656-9	S	Ag Ni	420	De	F6V
0623	Araa	C566254-A		Ni Lo	622	De	F7V M4V
0624	Helmuth	C846203-8		Ni Lo	722	De	M9 III
0626	Kemal	C566786-8		Ag Ri	523	Au	F3V
0629	Askigaak	A549BA8-E		Hi In Cp	101	Au	M1V
0727	Shen-Yang	B665620-9		Ag Ni An	402	Au	F7V K1V
0729	Norg	A000569-E	M	As Ni O0629	A210	Au	M7V
0730	Sultana	B649768-D		O0629	121	Au	M5 III
0824	Tlaza	E303000-0		Va Ic Ba	013	De	M6V
0826	Imone	X9C1000-0		Fl Ba	013	Na	M0V
0827	Skopyeh	A500634-D		Va Ni	302	Au	F9V D
0828	Burnham	B664568-9	M	Ag Ni O0629	701	Au	K3V
0830	Bukit Seng	C442768-D		Po O0629	204	Au	M4 III

Subsector J: Vincennes

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0921	Northammon	B764767-9	A	Ag Ri O0917	220	De	G5V
0922	Teyobald	B8B3555-C		Fl Ni	122	De	F0V M4V
0925	Ibix Donora	C332345-A		Po Ni Lo	201	De	K1V M3V
0929	Sipedon	D3537BB-9		Po	202	Au	K0V M4V
0930	Arnyi	B683857-B	M	Ri	123	Au	G2V
1023	Irumunu	B7B3520-D	W	Fl Ni	801	De	M6V M6V
1025	Frisgar	D424752-A			601	De	M1V K7V K7V
1026	Burtrum	C5387A9-9			801	De	M0V M3V
1030	Prege	B79A678-9		Wa Ni	902	Na	M2V
1122	Vincennes	A899AA6-G	S	Hi In Cp	113	De	K7V M7V G1V
1123	Erisis	D679543-8		Ni	113	De	F1V
1128	Dekha	A10099A-G	A	Va Na Hi In	810	De	F3V M6V
1221	Perez	E536000-0		Ba	001	De	M6V K8V
1223	Montane	C683404-7		Ni Lo	122	De	G8V
1224	Achemadon	A3478BB-A		Ag	101	De	M3V M7V
1226	Bishop	B201553-F	S	Va Ic Ni	724	De	M6 II
1227	Taburi Nen	A44658A-C		Ag Ni	221	De	K7V
1229	Djar	C3006CE-9	S	Va Na Ni	902	De	F0V D
1323	Al-Uqayr	D567559-7		Ni Lo	213	De	F2V
1324	Jonkeer	C4908CA-9	S	De Jw	501	De	M1V
1327	Medard	B321425-C		Po Ni Lo	801	De	K9V G0V M0V
1424	Sarden	C552652-9		Po Ni	901	De	M1V
1426	Kew	E512000-0		Ic Ba	013	De	M3V
1428	Condamine	B665678-8		Ag Ni	921	De	F9V M0V
1429	Ishiri	C365A8A-B		Hi	321	De	F7V M0V K0V
1430	Eretaro	C9C4200-A		Fl Ni Lo	401	De	M3V D
1522	Bumushe	C68A657-9	S	Wa Ni Ri C7	624	De	F9V
1524	Verd	D150433-8		De Po Ni Lo	302	De	M2V M7V
1623	HRD	A401775-F	N	Va Ic Na	210	De	M5 III
1626	Risir	E230225-B		De Po Ba	210	De	K1V M6V
1628	Alaungpaya	C140794-9		De Po	901	De	M6V
1630	Brontitor	C9C4410-B	S	Fl Ni Lo	204	De	K0 IV

Subsector M: Gulf

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0138	Iruku	C21048A-9		Ni Lo	201	Re	F1V M2V
0233	Inkekush	B140548-C		De Po Ni	931	Cs	F9V M2V
0235	Saguenay	C438487-9		Ni Lo	224	Na	M0V
0237	Taman	E8745J0-5		Ni Aw	910	Re	M3V M7V
0238	Nouakchat	C532334-6		Po Ni Lo	303	Re	M9V
0332	Aosta	B669675-B		Ni	512	Na	M1V
0334	Furens	C8AA555-9		Fl Wa Ni	903	Na	M2V M9V
0336	Upuraku	B484774-B		Ag Ri A2 C2	401	Na	G2V
0339	Tuwayk	A672975-B		Hi In	301	Re	K8V
0431	Zyedl	E551443-6		Po Ni Lo	801	Na	K3 IV
0436	Lucifer	C693986-8		Hi In	104	Cs	G6V M5V
0439	Beaxon	C88AA99-D		Wa Hi	A223	Re	F1V
0440	Noghon	B79798B-C		Hi In	521	Re	F5V M6V
0531	Briaxis	C120345-A		De Po Ni Lo	801	Na	M1V M9V
0534	Aotlakh	C7645J2-8		Ni	213	As	F9V K5V
0633	Preslin	B130579-C		De Po Na Ni	410	Na	M2 II
0638	Khuaeakha	C6697J4-7		Ri	220	As	F5 III M5V
0731	Qevar	A23273A-E	M	Po Na	103	Au	M6V
0734	Raguseppe	C410555-C		Ni	510	Na	M0V D
0735	Kiangya	X7C0000-0	R	De Ba	014	Na	M3V
0737	Taormina	D3216BF-9		Po Na Ni	734	Cs	G8V
0740	Mtensc	C351554-9		Po Ni	823	Na	M0V
0833	Mephit	C9B8200-8		Fl Ni Lo	202	Na	G6V K4V

Subsector N: Zeng

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0933	Echura	C683789-8		Ri	803	Na	K1V
0935	Inquar	B8B5754-B		Fl	123	Na	M6 III
0936	Tullyhome	D66977A-5		Ri	901	Na	F2V M1V
0939	Sestos	C5A6888-8		Fl	803	Na	K6V M6V
1032	Quinthept	C521475-A		Po Ni	121	Na	F0V
1035	Storm	CAD6223-8		Fl Ni Lo	114	Na	M0V
1038	Timmer	C362652-9		Ni Ri	814	Na	K3V M6V
1133	Keirei	X110000-0	R	Ba	034	Na	M7V
1135	Lilad	D447A7E-8		Hi In	A224	Na	M6V
1137	Third Mu	CA7A473-9		Wa Ni Lo	625	Na	K3V
1138	Ushashin	DA9A310-7		Wa Ni Lo	234	Na	M2V
1140	Oriryu	B536534-8		Ni	101	Na	M3V M4V
1231	Point Ay	C460624-B	S	De Ni	302	De	M1V
1235	Veldt	B467754-9	S	Ag Ri An	714	Na	F6V
1238	Muntgumree	B253666-9		Po Ni	403	Na	K1V
1332	Giffert	B7A9557-E		Fl Ni	620	De	F5V K1V
1333	Shiiku	C6507BD-6	S	De Po	122	De	M0V
1334	Giranima	A797978-B	A	Hi In	513	De	K9V M1V
1336	Dawn	AA9A533-D		Wa Ni	503	De	K9V
1337	Unxava	B677757-8		Ag Ni	223	Na	G3 IV
1338	Sorel	C539113-C		Ni Lo	601	Na	K6V K8V
1339	Zeng	B226546-C		Ni	111	Na	M3V
1340	Agdarmi	B266899-A		Ri	724	Na	M8 III
1432	Pashus	X210000-0	N	Ba Va	R012	De	F0V
1433	Atab	C140999-B	S	De Po Hi In	103	De	G7V M7V
1435	Quirinal	B651754-A		Po	201	Na	K9V M9V G2V
1436	Isidor	C371565-9		Ni O1435	523	Na	M0 II
1439	Breit-Tuve	C325674-B		Ni	111	Na	M1V
1440	Fessenden	C43577A-7			A601	Na	M1V
1532	Rajan	C87A212-A		Wa Ni Lo	921	De	F2V F3V
1633	Pikha	A738A86-E	N	Hi Cp	212	De	K7V
1635	Ibsen	E434578-5		Ni	510	Na	M8 III A2V
1636	Balzac	A452879-C	M	Po	513	Na	G1 IV K5V
1639	Uushadiiru	B351445-9		Po Ni Lo	221	Na	G0V
1640	Jecife	B439577-C		Ni	A423	Na	F6 II

World Notes

Because of the presence of Khuaeakha (0638), Taman (0237), and Upuraku (0336), many Aslan *ihatei* wander through the quadrant. When the Imperial Regency collapsed, a large group of *ihatei* took advantage of the chaos and siezed Maricutin. The world was then renamed Aotlakh (0534). All four worlds still remain a frequent destination for *ihatei*.

Askigaak (0629) had long been a sleepy world. Long content on their comfortable, high-tech world, they had little need for the outside universe. That changed in 1139. Askigaak was one of the stopover worlds on the *Kishkii*'s drive for Trin. Their complacency suddenly shattered, the people of Askigaak quickly realized several things. First, they realized that they could have just as easily been the target, and had they been the death toll would have dwarfed what happened at Trin. Second, they realized that there was only so much the Regency could do to protect them, and that they, ultimately, were responsible for their own protection. As a result, they quickly implemented a starport improvement program so that they could be responsible for providing their own defensive force.

When Norris' Industrial Development Program picked them, they quickly saw the opportunities it would provide and eagerly joined the program, knowing it would dramatically help them achieve their goals much more quickly and partly on the Regency's credit. When the Imperial Regency fell apart, they quickly worked to insure their future defense. They again began to upgrade their starport. They also worked to rally their immediate neighbors to their side. And where they couldn't rally, they used coercion or outright force to bring them in line.

At this point, Askigaak is not nearly powerful enough to fight off either the Imperial Regency or the Domain of Deneb. However, they are powerful enough to be a major difference-maker, and so continue to try and play each side against the other until they can see which side will eventually be the winner.

Imone (0826), like Norg, was also a target of Askigaak, but the base had not yet been completely abandoned. The resulting battle accidentally destroyed two habitat domes, and most of the civilians died immediately. The defenders successfully drove off the Askigaak forces, scuttled the base and shipyards, and left the system, moving on to Imperial Regency space.

Jonkeer (1324) is the homeworld of the Jonkeereen minor human race.

The last king of Lilad (1135) was not nearly so popular as his predecessor. As a result, a popular revolt overthrew him, but a resulting consensus was never achieved, leaving the world balkanized. One of the smaller states was still ruled by the former world ruler, as the other combatants couldn't ally long enough to completely take him out. The Regency, in an effort to help turn the one of its most important worlds around, made it one of the worlds in the Regency Industrial Development Program, resulting in a significant increase in its starport and tech level.

In 1229, the son of the deposed king made a gambit to reclaim his father's throne. He launched lighting raids on the capitals of the two biggest governments, hoping to topple them and put allies in control. Unfortunately, both of the governments were, unknown to the king, attempting independent maneuvers on each other. When the king's raids hit, both governments panicked, and unleashed massive thermonuclear strikes on each other. When the other countries found out what happened, they struck the king's domain, wiping out its capital city. When the dust finally settled, over two-thirds of the world's population had died, and the world's infrastructure lay in ruins.

Because of the breakup of the Imperial Regency, the world has been left to its own devices. As a result, the situation on the world continues to slowly deteriorate, and the infrastructure is in perpetual danger of collapse. If the infrastructure does fail, the last third of the population is doomed to a slow, lingering death unless help eventually arrives.

Norg (0729) was completely taken over by Askigaak, and is now run directly by a military governor. The Norg shipyards are staffed by the Askigaak navy and are dedicated to servicing and expanding Askigaak's small navy.

Pashus (1432) is now a quarantine system heavily patrolled by League navy. The outer gas giant is open for refueling, but the rest of the system is completely off limits. Any ship approaching or leaving Pashus is shot down on sight with no warning. Those who have successfully performed long range scans while refueling report that almost all of the atmosphere on the planet is gone, there is an unimaginably immense crater on the surface, its orbit is all wrong, and even the *star* is wrong.

Saguenay (0235) and Preslin (0633) were battle worlds in Deneb's first attempt at independence. Preslin has recovered somewhat. Saguenay never did.

Vincennes (1122) has not pushed into TL17 yet, because of the "departing gift" left by the Imperial Regency. A major portion of Vincennes's theoretical research was done on one of the moons of the innermost gas giant. This was done to provide protection in the event of any catastrophic accidents. While a massive nuclear bombardment was not one of the expected catastrophes, it still served as protection for Vincennes as a whole. There were, however, no survivors on the moon. As a result, Vincennes is not yet able to move into TL17. It is only a matter of time, as almost all of the data and results were saved and stored in multiple locations, but the loss of that much talent has hurt their forward progress for now.

1821
D
De
Rolvaag

1722
E
De
Redemption

2322
E
De
Nile Station

2521
De
Geniishir

2721
E
Va
Newpenton

1923
A
LIRAN
De

1823
B
De
Tetzel

2023
C
De
Bruyere

2223
C
De
Byblos

2323
C
De
Azed Bek

2522
C
De
Maelstrom

1824
D
De
Farraco

1925
A
De
DENEB

2024
B
De
Minocoy

2224
C
De
Revoc

2424
X
De
Ayers

2523
X
De
Exotrope

1726
X
De
Woaros

1926
B
De
Amshal

2126
X
De
Arcanum

2225
A
De
Usani

2425
D
De
Hysyl

1826
C
De
Eshamlii

1927
X
De
Thussar Ozoar

2127
D
De
Nusukha

1827
D
De
Prefecture

2027
E
De
Avernus

1728
D
De
Monogan

1928
X
De
Exile

2028
C
De
Nyasal

1829
B
De
Bisistra

1930
B
De
Turkoman

1730
D
De
Gatooma

1830
C
De
Ronsard

2131
C
De
Javan

1831
C
De
Takahira

1732
C
De
Rif

1832
B
De
Kamlar

1733
C
De
Imazura

3031
E
Na
Asharam

2234
X
Na
Catacomb

2734
X
Na
Consequence

Delta Quadrant - Deneb Sector

The Delta Quadrant is mostly within the Great Rift. The Usani subsector is the home of Deneb, the capital of the League of Deneb. However, other than Deneb, much of the worlds in the Quadrant are mid-tech secondary worlds. The League of Deneb completely controls the worlds in the Quadrant; the only exceptions are worlds deep in the Great Rift.

Subsector K: Usani

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1722	Redemption	E140677-4		De Po Ni	A733	De	G0V
1726	Woaros	X747678-3		Ag Ni	R314	De	K4V
1728	Monogan	D10056A-A		Va Ni O1829	702	De	M0V D
1730	Gatooma	D100468-7		Va Ni Lo O1829	224	De	M8 II
1821	Rolvaag	D380445-8		De Ni Lo	504	De	F6V K1V
1823	Tetzel	B643432-B	N	Po Ni Lo An	A301	De	F3V M6V
1824	Farraco	D200478-A		Va Ni Lo	212	De	M7V
1826	Eshamlii	C334243-A	S	Ni Lo	823	De	F2 IV
1827	Prefecture	D1307B6-A		De Po Na	624	De	M1V
1829	Bisistra	B357679-D	N	Ag Ni	702	De	G0V
1830	Ronsard	CA89858-A	S	Ri	225	De	G5V M5V
1923	Liran	A0009B8-C		As Na Hi In	211	De	M5V D D
1925	Deneb	A537ADD-E	N	Hi Cx V0	510	De	A2 Ia
1926	Amshal	B687685-B	N	Ag Ni Ri	522	De	M0V
1927	Thussar Ozoam	X245101-6		Ni Lo	R615	De	G3 III M1V
1928	Exile	X799312-5		Ni Lo Pr	R410	De	M3V
1930	Turkoman	B9C64CB-9		Fl	520	De	A4V
2023	Bruyere	C524367-9	S	Ni Lo C9 O1829	822	De	F0V
2024	Minocoy	B422505-D	N	Po Ni	920	De	G4V K5V
2027	Avernus	E8865A6-3		Ag Ni	A302	De	K3V M9V
2028	Nyasal	C300353-B	N	Va Ni Lo	924	De	M2V M0V
2126	Arcanum	X334868-3		Rs O2225	R410	De	M6V
2127	Nusukha	D310256-7	S	Ni Lo	715	De	M7V M7V
2223	Byblos	C67388D-6		V4	401	De	M1V
2224	Revoc	C9AA252-A	S	Fl Wa Ni Lo	802	De	M2V M7V
2225	Usani	A452799-C	N	Po Cp	202	De	M0V
2322	Nile Station	E463310-9		Ni Lo	420	De	A5 III M1V
2323	Azed Bek	C7665J8-9	S	Ni Aw	110	De	K5V
2424	Ayers	X230000-0		De Po Ba	R023	De	M8V
2425	Hysyl	D24049B-5		De Po Ni Lo	A102	De	M8V

Subsector L: Geniishir

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2521	Geniishir	A110568-E	N	Ni Mr	202	De	M8V
2522	Maelstrom	C79A855-A		Wa C4 Rs	802	De	G3V M0V M3V
2523	Exotrope	X300000-0		Va Ba	R001	De	M6V M6V
2721	Newpenton	E495301-7		Ni Lo	A503	Va	M2V

Subsector O: Kamlar

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1732	Rif	C687512-8		Ag Ni	202	De	G4 IV F4V
1733	Imazura	C555755-A	S	Ag	703	De	G8V
1831	Takahira	C9C5323-9	S	Fl Ni Lo	122	De	M7V
1832	Kamlar	B387546-C	N	Ag Ni	210	De	M2V
2131	Javan	C77A453-9	S	Wa Ni Lo	210	De	M0 III
2234	Catacomb	X8A7557-C		Fl Ni	901	Na	K1V K4V

Subsector P: Vast Heavens

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2734	Consequence	X525000-0		Ba	R010	Na	M2V M2V
3031	Asharam	E762775-3		Ri V2	822	Na	G9V M4V

World Notes

Asharam (3031) has effectively been completely cut off from interstellar civilization. Since they are low tech, and have no desire for interstellar meddling, this is just fine with them.

Deneb (1925), in conjunction with Vincennes, is the founding world of the League of Deneb. Deneb attempted to found the League twice. Once being put down by the Imperial Regency, but succeeding on the second try as the Imperial Regency was unable to respond as it imploded.

Geniishir (2521) is used as a dedicated naval resource. Its shipyards are almost fully employed by the local naval base, but some private construction is performed. The government is run by the local Navy administrator.

Usani (2225) was made the subsector capital by the Imperial Regency after reintegrating the Frontier region. This was intended to send a message to Deneb, which was apparently received quite clearly, when they attempted to secede. When the League of Deneb was established, the subsector capital was left at Usani to clearly separate the levels of administration between the subsector at Usani and the League at Deneb.

Trojan Reaches

Trojan Reach

The Trojan Reach is shared by the Imperial Regency, the Florian League, the League of Spinward States, and various Aslan clans.

The Imperial Regency has its greatest strength, and its capital, in this sector. The move of its capital to Tobia was, in part, a reflection of that reality.

The League of Spinward States newest member, Mondes Unis, is a small polity on the coreward edge of the sector.

The Aslan had originally controlled over half the sector at one point, but, as a result of the Aslan / Imperial Regency war, now only control six subsectors. As a result of the war, the veneer of Aslan unity has been stripped away. All that remain are squabbling clans that have little trust for each other. Only recently has an effort to build a new base for intra-Aslan relations begun.

With the opening of the Aslan frontiers, the number of *ihatei* attempting to move coreward is almost non-existent. Almost all *ihatei* fleets head for the Rift, or go spinward. Despite that, a few still go far coreward to link up with the scattered Aslan worlds out there.

0201
C
Szirp
Na

0202
E
Sam's World
Na

0103
X
Taltern
Na

0702
C
Zephyr
Na

0802
E
Fomalhaut
Na

0902
D
Walei
Na

1201
E
Kaldamar
Na

1202
D
Nabeth
Na

1601
X
Ashley's Rock
Na

1502
X
Carben
Na

1402
X
Selshor
Na

1602
C
T'yana
Na

0503
C
Allemagne
Lu

0403
C
Marseilles
Lu

0504
A
SABLE DESERT
Lu

0204
A
Dustpan
Na

0404
C
Paques
0505
A
AQUITAINE
Lu

0307
D
Crescent
Na

1305
C
Gollere
Na

1005
E
Gorgon
Na

1106
D
Belgard
Na

1307
X
Ganulph
Na

1605
X
Vior
Na

0408
C
Viceroy
Na

0608
X
Armada
Na

0609
B
Adhara
Na

0809
X
Hadara
Na

0909
E
Pa'an
Na

1209
C
Baraccai
Na

1308
X
Eleson
Na

1608
X
Braudel
Na

0209
B
Heath
Na

0110
D
Bilke
Na

0310
A
TROSSACHS
Fl

0210
A
Vip
Fl

0510
B
Halka
Fl

1110
E
Velscur
Na

1410
E
Goria
Na

0811
X
Odin
Na

0713
C
Zimt
Na

0813
C
Thor
Na

0914
B
SOLARIA
Na

0915
B
Dpres
Na

1114
X
Gabriel
Na

1613
B
THALASSA
Na

1514
C
TLAZOLTEOTL
Na

0213
A
FLORIA
Fl

0614
B
Boronu
Fl

0415
C
Tibolt
Fl

0116
D
Daruf
Fl

0516
C
GARNL
Fl

0416
B
Lucind
Fl

0616
B
Forandin
Fl

0716
B
Yggdrasil
Na

0815
B
1015
X
Connaught
Na

1016
X
291-540
Na

1216
C
Akheah
As

1317
C
Caldos
Na

0317
A
Insec

Ilnest

0318
C
Picard

0417
C
Tefsi

0418
B

1417
C
Sagan
Na

1518
A
Tyr
Na

1618
D
Tktk
Na

0218
B
Vorn

0319
B
Kabal

1118
B
Dostoevsky
Na

1319
X
Lacidaeus
Na

1519
C
Hecarda
Na

1619
B
AOKTE
As

0119
C
Bolsush

0320
D
Cimmen
Fl

0220
C
Thrush

1219
D
Peroi
Na

1220
B
Delta Theta
Na

0820
A
Sif
Na

0319
B
Fissolon
Fl

Alpha Quadrant - Trojan Reach Sector

The largest power in the Alpha Quadrant of the Trojan Reach is the Florian League. The Floriani are the primary reason that the Aslan have never been able to completely dominate the Quadrant and, after the Aslan / Imperial Regency war, there is little chance it will happen for the foreseeable future. The Florian League is non-expansionistic, despite their recent attacks on the Aslan. Those attacks were fomented to reclaim worlds the Floriani believed were taken from them, not to expand. They are still interested in reclaiming Vadada, though they are more focused on using diplomacy at this point, rather than force.

A new power in the Alpha Quadrant is Mondes Unis. This is a small state founded by Aquitaine; they have very recently joined the League of Spinward States as the rimward most member. Despite only forming relatively recently, the societies of the various member states are remarkably similar, all descending from Terran based francophone cultures. Their language, Françoise, is directly descended from the language of the ancient Terran country France.

The Aslan controlled the rim-trailing third of the Quadrant prior to the Regency/Aslan war. However, as a result of the war, many of the Aslan ended up fleeing. At this point, only a couple isolated Aslan worlds remain in the Quadrant.

The rest of the Quadrant is completely unincorporated, and the worlds are splintered, fractious, and fairly low-tech.

Subsector A: Menorial

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0103	Taltern	E530000-0		De Po Ba	002	Na	M2V M2V
0110	Bilke	D987445-A		Ni Lo	902	Fl	F0V
0201	Szirp	C236438-C		Ni Lo	100	Na	M8V
0202	Sam's World	E10078A-8		Va Na	203	Na	G7V
0204	Dustpan	A750873-A		De Po	500	Na	F2V
0209	Heath	B487634-B		Ag Ni	922	Na	K2B M6V
0210	Vip	A121544-E	M	Po Ni Na	604	Fl	M8V
0307	Crescent	D420447-7		De Po Na	704	Na	M1V
0310	Trossachs	A897A47-E	M	Hi In	102	Fl	F6V
0403	Marseilles	C540717-E		De Po	302	Lu	M4V M6V
0404	Paques	C9E6889-E			623	Lu	K8V M2V
0408	Viceroy	C8D366A-C		Ni	104	Na	G6V M1V
0503	Allemagne	C688769-E		Ag Ri O0505	620	Lu	M1V M0V
0504	Sable des Etoiles	A000989-F	M	As Hi Na	231	Lu	F8V D
0505	Aquitaine	A436AC9-F	N	Hi Cp	302	Lu	F4V
0510	Halka	B865644-A	M	Ag Ni	613	Fl	M9 III
0608	Armada	E540000-0		De Po Ba	000	Na	G9V
0609	Adhara	B27A778-7		Wa Ni	502	Na	F2V M9V
0702	Zephyr	C9996AA-6		Ni	814	Na	F6V
0802	Fomalhaut	E510000-0		Ba	304	Na	M7V
0809	Hadara	E311000-0		Ic Ba	003	Na	A3V

Subsector B: Egyrn

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0902	Walei	D7B4776-7		Fl	511	Na	K3V M5V
0909	Pa'an	E649479-5		Ni A7	213	Na	F3V M0V
1005	Gorgon	E690200-5		De Lo Ni	A104	Na	K3V
1106	Belgard	D371423-6		Ni Lo	A102	Na	K8V A0V
1110	Velscur	E374479-5		Lo Ni A1	602	Na	F9V
1201	Kaldamar	E745374-6		Ni Lo	203	Na	F4V
1202	Nabeth	D326475-7		Ni	123	Na	M4V
1209	Baraccai	C775735-8		Ag A0	220	Na	K6V M3V
1305	Gollere	C574856-8		Ag A0	120	Na	F5V
1307	Ganulph	X200000-0		Ba Va	R011	Na	M3V
1308	Eleson	E441000-0		Ba Po	023	Na	F8V M2V
1402	Selshor	X330676-1		De Po Ni	R113	Na	F6V M0V
1410	Goria	E222574-7		Po Ni A4	100	Na	M1V
1502	Carben	X3555A9-1		Ag Ni	R214	Na	K6V M9V
1601	Ashley's Rock	E100000-0		Ba Va	014	Na	K0 IV
1602	T'yana	C568895-8		Ri	800	Na	G4V M2V
1605	Vior	E500000-0		Ba Va	001	Na	M4V
1608	Braudel	E543000-0		Ba Po	003	Na	K4V

Subsector E: Yggdrasil

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0116	Daruf	D340308-2		De Po Lo Ni Pr	R413	Fl	F6V
0119	Bolsush	C485741-A		Ag Ri	211	Fl	F2V M0V
0213	Floria	A467942-F	M	Hi Cp An	604	Fl	F5V M8V
0218	Vorn	B611640-C	M	Ic Na Ni	613	Fl	M0V
0220	Thrush	C236346-A		Lo Ni	312	Fl	M1V
0317	Insec	A121642-F	M	Po Na Ni	203	Fl	M8V M9V
0318	Fissolon	C69A742-A		Wa D2	205	Fl	F7V
0319	Kabal	B387547-E	M	Ni	314	Fl	F8V A3V
0320	Cimmen	D7C0244-A		De Lo Ni	201	Fl	M2V M3V
0415	Tibolt	C575744-A		Ag	800	Fl	F2V M3V
0416	Lucind	B860744-A		De Ri	102	Fl	F4V
0417	Picard	C679646-A		Ni	802	Fl	F7V M4V
0418	Tefsi	BA94549-C	M	Ni	115	Fl	M4V M6V
0516	Garnl	C884943-C		Hi	804	Fl	K0V M8V
0614	Boronu	B966741-E		Ag Ri Re	202	Fl	F4V M1V
0616	Ilnest	B686747-C	M		103	Fl	K5V M8V
0713	Zimt	C147546-A		Ag Ni	513	Fl	F3V
0716	Forandin	BA89846-C	M	Ri	112	Fl	M5V
0811	Odin	E201000-0		Va Ic Ba	004	Na	M0V D
0813	Thor	C669755-8			302	Na	F6V M0V
0815	Yggdrasil	B3507CD-8		De Po	210	Na	F5V
0820	Sif	A765878-9		Ri A1	412	Na	K4V M4V

Subsector F: Dpres

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0914	Solaria	B665974-9		Hi	814	Na	F8V
0915	Dpres	B631699-9		Po Na Ni	322	Na	G5V
1015	Connaught	X431000-0		Po Ba	010	Na	M8V M8V
1016	291-540	XABA000-0		Fl Wa Ba	R004	Na	K2 II M2V
1114	Gabriel	X210000-0		Ba	003	Na	G8V D
1118	Dostoevsky	B678776-9		Ag An	920	Na	F4V
1216	Akheah	C3756J8-8		Ag Ni	902	As	M9V
1219	Peroi	D360300-3		De Lo Ni A5	431	Na	F0V
1220	Delta Theta	B701713-8		Va Ic Na A0	532	Na	K6V D
1317	Caldos	C6307A9-6		De Po Na	924	Na	F2V
1319	Lacidaeus	X100000-0		Va Ba	002	Na	M9V
1417	Sagan	C796551-7		Ag Ni	204	Na	F1V
1514	Tlazolteotl	C540A92-9		De Po Hi In	112	Na	M2V M6V
1518	Tyr	A551659-C		Po Ni	104	Na	F0V M5V
1519	Hecarda	C560432-7		De Lo Ni	603	Na	F5V
1613	Thalassa	B88A988-9	M	Wa Hi	A405	Na	F8V M9V
1618	Tktk	D142675-6		Po Ni A3	502	Na	F5V M3V
1619	Aokte	B8859H9-A		Hi	203	As	F7V M2V

World Notes

In 1132, Aquitaine (0505) revisited the world of Allemagne(0503). Frustrated that such a lush world would thwart so many colonization attempts, they continued to quietly investigate the world and, eventually found what caused the destruction of the original colonists and counteracted it. The world then became wide open to colonization, which they did quickly. By the time anyone outside the cluster paid attention to what was going on, the colony already had almost a million colonists on it. It now has many more than that, and it serves as the main agricultural producer for the entire cluster.

Aokte (1619) was conquered by the Aslan, and, because of the world's favorable conditions, the Aslan never stopped coming. Those humans who could not adapt to the Aslan way of life were forced to leave. Most of those who left ended up on Thalassa (1613). Aokte is now a totally Aslan world.

Baraccai (1209) is named after the company that first founded the colony here, Baraccai Technum. While it is no longer run by the company (which doesn't even exist anymore), the current oligarchy is descended from the original company board that ran the colony in the beginning. With a wealth of other lightly populated planets, the Aslan ruled this world with a light hand, allowing the human government to continue to function as long as it was subject to their Aslan overlords. With the massive Aslan pullback after the Regency/Aslan war, there are now very few Aslan left. Currently the world is growing agricultural world.

Braudel (1608) and Vior (1605) originally had very primitive human cultures on them. They were then settled by Aslan during their expansions in Rebellion times, which caused the extinction of the human populations. With the Aslan pullback, however, neither world was considered worth holding, and so both have been completely abandoned.

Floria (0213) is the capital of the Florian League, and the home world of the Floriani minor human race.

The Florian League lost several worlds to the Aslan during the Rebellion period. After over a century of biding their time, they took action during the Aslan / Imperial Regency war and tried to regain their lost worlds. While the main target of their efforts, Vadada, remains outside their reach, they did manage to regain three of the worlds: Thrush (0220) and Cimmen (0320) in the Yggdrasil subsector and Nora'a (0321) in the Nora'a subsector.

Halka (0510) is the home of a very minor human race called the Halkans. Halka is a minor member world of the Florian League, and very few Halkans have ever ventured off their home world.

Solaria (0914) was a popular refuge world for humans fleeing from Aslan occupation. Its friendly ecology didn't hurt either. The original world government still exists, but is now just one of many.

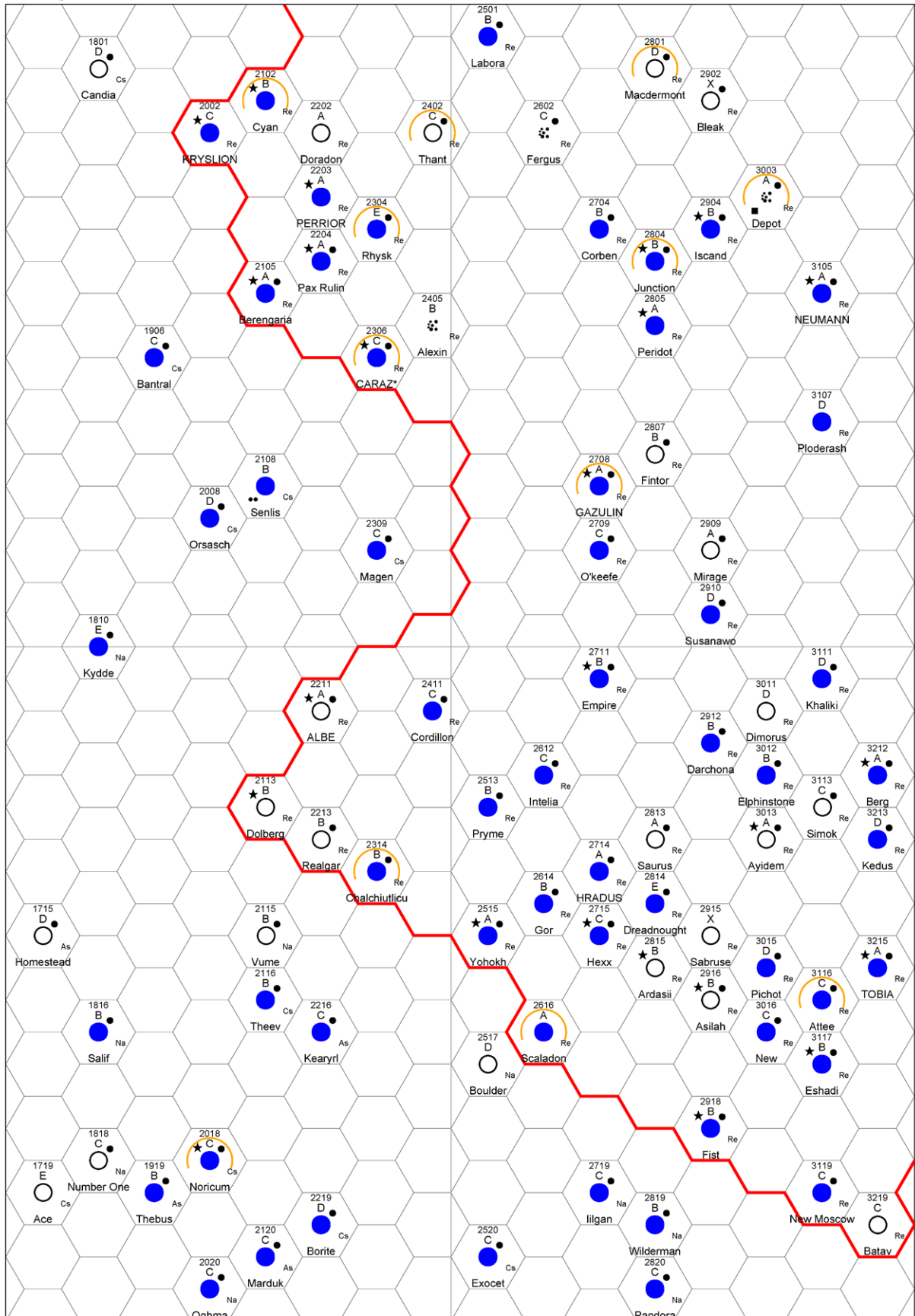Thor (0813) and Yggdrasil (0815) are now client states of the Florian League. While they value their independence and dislike the condescending attitude shown by the Floriani, they desperately needed the protection of the League from the omnipresent Aslan. Both worlds are still resisting the efforts of the Floriani to reform their governments (which are required for them to be admitted as League members).

Trossachs (0310) is populated by Vilani humans originally descended from the First Imperium. They have seen their fortunes rise and fall in the centuries since it was originally founded. They were on one of their upswings when they were contacted by the expanding Floriani. Initial contact went well, and they quickly formed close ties with Floria and its client worlds. When the Florian League was founded, Trossachs was one of the founding members. The hyper-conservatism of the Floriani has been received well by the Vilani of Trossachs, and their last few centuries of success were not lost on them.

Recently, Trossachs has gained an atypically large technological jump since the Florian-Aslan war that took place during the Rebellion. The Florian League had found itself very dependent on the industrial capacity provided by Vadada. When that world was lost, the League made a concerted effort to improve the tech level and starport of Trossachs. This was a very difficult process, primarily due to the very conservative natures of both the Floriani and the Vilani. Despite this, the effort was made. While the shipyards were quickly improved, the tech level change was a much more difficult process, and was only improved to TL E. Despite this, the starport is still able to produce TL F starships, due to imports from Floria, and to some focused technological improvements. While the goal was a full TL F rating for the world, it appears both Trossachs and the Floriani are satisfied with the results, and further improvements will again be incremental.

Hex	Name	Class	Code
1715	Homestead	D	As
1719	Ace	E	Cs
1801	Candia	D	Cs
1810	Kydde	E	Na
1816	Salif	B	Na
1818	Number One	C	Na
1906	Bantral	C	Cs
1919	Thebus	B	As
2002	KRYSLION	C	Re
2008	Orsasch	D	
2018	Noricum	C	Cs
2020	Oghma	C	Na
2102	Cyan	B	Re
2105	Berengaria	A	Re
2108	Senlis	B	Cs
2113	Dolberg	B	Re
2115	Vume	B	Na
2116	Theev	B	Cs
2120	Marduk	C	As
2202	Doradon	A	Re
2203	PERRIOR	A	Re
2204	Pax Rulin	A	Re
2211	ALBE	A	Re
2213	Realgar	B	Re
2216	Kearyrl	C	As
2219	Borite	D	Cs
2304	Rhysk	E	Re
2306	CARAZ*	C	Re
2309	Magen	C	Cs
2314	Chalchiutlicu	B	
2402	Thant	C	Re
2405	Alexin	B	Re
2411	Cordillon	C	Re
2501	Labora	B	Re
2513	Pryme	B	Re
2515	Yohokh	A	Re
2517	Boulder	D	Na
2520	Exocet	C	Cs
2602	Fergus	C	Re
2612	Intelia	C	Re
2614	Gor	B	Re
2616	Scaladon	A	Re
2704	Corben	B	Re
2708	GAZULIN	A	Re
2709	O'keefe	C	Re
2711	Empire	B	Re
2714	Saurus	A	Re
2715	Dreadnought	C	Re
2719	Iilgan	C	Na
2801	Macdermont	D	Re
2804	Junction	B	Re
2805	Peridot	A	Re
2807	Fintor	B	Re
2813	Hexx	A	
2814	HRADUS	E	
2815	Ardasii	B	
2819	Wilderman	B	Na
2820	Pandora	C	Na
2902	Bleak	X	Re
2904	Iscand	B	Re
2909	Mirage	A	Re
2910	Susanawo	D	Re
2912	Darchona	B	Re
2915	Sabruse	X	Re
2916	Asilah	C	
2918	Fist	B	
3003	Depot	A	Re
3011	Dimorus	D	Re
3012	Elphinstone	B	Re
3013	Ayidem	A	Re
3015	Pichot	D	Re
3016	New	C	Re
3105	NEUMANN	A	Re
3107	Ploderash	D	Re
3111	Khaliki	D	Re
3113	Simok	C	Re
3116	Attee	C	Re
3117	Eshadi	B	Re
3119	New Moscow	C	Re
3212	Berg	A	Re
3213	Kedus	D	Re
3215	TOBIA	A	Re
3219	Batav	C	Re

Beta Quadrant - Trojan Reach Sector

The Beta Quadrant contains the heart of the Imperial Regency. All of the worlds in the Quadrant are either directly controlled, or heavily influenced by, the Imperial Regency. While the Imperial Regency has stiff border controls, all of the nonaligned worlds in the Quadrant are, officially or unofficially, client states of the Imperial Regency, and therefore have an easier time trading. Many of the worlds have become willing to recognize this reality, and are officially client states of the Imperial Regency.

Both Tobia and Neumann have eclipsed Mora in their importance to the Imperial Regency. Tobia is the Capital of the Imperial Regency, and regional capital of Tobia and Sindal subsectors. Neumann is the regional capital of Pax Rulin and Gazulin subsectors. Both worlds, and Albe, have massive, high-tech industries and serve as the backbone of the Imperial Regency economy.

In the new, much smaller, Imperial Regency, Tobia has seen its stock rise. It is now the capital of the Imperial Regency. In the after effects of the disintegration of the Imperial Regency, the capital was moved to Tobia because of Mora's exposed position, and Tobia's much more secure position. Other added advantages are being in much closer proximity to the foothold across the Rift, and the more general support of the populace in the Trojan Reach.

Many of the worlds in the Beta Quadrant took the opportunity provided by the Regency/Aslan war to remove several Aslan controlled governments. Many times it was simply removing the Aslan control of the world, but there were still several very bloody conflicts. The many formerly Aslan worlds are staunchly loyal to the Imperial Regency for the assistance they received in regaining control of their worlds from the former Aslan overlords.

Subsector C: Pax Rulin

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1801	Candia	D4007A9-7		Va Na	103	Cs	M7V D
1810	Kydde	E644874-5		A6	304	Na	F2V
1906	Bantral	C886589-8		Ag Ni D1	603	Cs	F5V
2002	Kryslion	C483AA9-B	N	Hi	220	Re	F6V
2008	Orsasch	D241364-7		Po Lo Ni O2108	923	Cs	F1V
2102	Cyan	B46986A-A	N	Ri Mr	A910	Re	F6V M7V
2105	Berengaria	A566744-9	N	Ag Ri A1	104	Re	F7V
2108	Senlis	B671733-A	M	A0	210	Cs	F6V
2202	Doradon	A400358-C		Va Lo Ni	500	Re	F3V
2203	Perrior	A633986-C	N	Po Hi Na An A2	430	Re	G2V
2204	Pax Rulin	A402431-E	N	Ic Va Lo Ni	413	Re	M8 III
2304	Rhysk	E413776-7		Ic Na A0	A713	Re	M1V M4V
2306	Caraz	C111959-C	N	Ic Hi In Na	A722	Re	F7V M5V
2309	Magen	C543653-9		Po Ni A2	102	Cs	F9V
2402	Thant	CAC0489-9		De Lo Ni	A603	Re	A4V
2405	Alexin	B000422-D		As Lo Ni A1	530	Re	F5V

Subsector D: Gazulin

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2501	Labora	B533584-9		Po Ni	203	Re	M1V M1V
2602	Fergus	C000355-C		As Lo Ni	623	Re	M1V D
2704	Corben	B545410-8		Lo Ni	214	Re	F5V M7V M9V
2708	Gazulin	AA86A9A-C	N	Hi An A0	A113	Re	F3V
2709	O'Keefe	C879740-8		Ni A0	204	Re	F4V
2801	MacDermont	D200786-9		Va Na A0	A204	Re	F1V
2804	Junction	B763777-6	N	Ri A3	A905	Re	G9V M8V
2805	Peridot	A989894-C	N	Hi A1	200	Re	F3V M8V
2807	Fintor	B440353-8		De Po Lo Ni A0	803	Re	F9V
2902	Bleak	X9C6000-0		Fl Ba An	004	Re	M2V
2904	Iscand	B795553-C	N	Ag Ni C4	501	Re	K6V
2909	Mirage	A560678-9		De Ni Ri A2	903	Re	F0V
2910	Susanawo	D68A430-6		Wa Lo Ni	311	Re	F0V
3003	Depot	A00066A-F	D	As Ni Rs Mr	A411	Re	F3V
3105	Neumann	A876A99-F	N	Hi In Cp	123	Re	G3V
3107	Ploderash	D303651-9		Va Ic Na Ni	620	Re	F1V D

Subsector G: Sindal

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1715	Homestead	D5605J4-5		De Ni	624	As	F9V
1719	Ace	E7A0875-8		De A2	500	Cs	M0V M7V M5V
1816	Salif	B6236B6-9		Po Na Ni A3	401	Na	F9 III M0V
1818	Number One	C9C6777-9		Fl A3	902	Na	M8V
1919	Thebus	B5345J6-B		Ni	423	As	M8V
2018	Noricum	C886877-3	N	Ri	A104	Cs	G2V M9V M6V
2020	Oghma	C214555-7		Ic A5	504	Na	F5V M4V M5V
2113	Dolberg	BAC8750-D	N	Fl	800	Re	F7V
2115	Vume	B10047A-B		Va Lo Ni An A1	923	Na	K7 II
2116	Theev	B434546-B		Ni	434	Cs	G0V
2120	Marduk	C3778MA-8			203	As	F7V
2211	Albe	A540A52-F	N	De Po Hi In A0	113	Re	F4V M2V
2213	Realgar	B750435-9		De Po Lo Ni A2	303	Re	G4V M7V
2216	Kearyrl	C4334M6-B		Po Lo Ni	902	As	F9V M1V
2219	Borite	D655876-5		Ag A1	103	Cs	G4V M8V
2314	Chalchiutlicu	B76A778-A		Wa Ri A3	A523	Re	G9V M3V
2411	Cordillon	C431238-9		Po Lo Ni	522	Re	K1V

Subsector H: Tobia

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2513	Pryme	B48669B-A		Ag Ni Ri A0	305	Re	F0V
2515	Yohokh	A7886J7-C	N	Ni Aw	314	Re	K4V
2517	Boulder	D100657-9		Va Na A0	630	Na	K2V D
2520	Exocet	C574567-9		Ag Ni	403	Cs	F6V
2612	Intelia	C474653-7		Ag Ni	904	Re	F4V
2614	Gor	B868777-9		Ag Ri A0	203	Re	G5V
2616	Scaladon	AAD98DF-A		A0	A500	Re	F6V
2711	Empire	B679434-C	N	Lo Ni	703	Re	G2V M4V
2714	Hradus	A5469B9-B		Hi In A0	223	Re	F1V M6V
2715	Hexx	C78A577-C	N	Wa Ni A2	714	Re	F6V
2719	Iilgan	C467877-7		Ri A4	412	Na	G7V
2813	Saurus	A350544-C		De Po Ni	212	Re	F0V
2814	Dreadnought	E78A543-7		Wa Ni	104	Re	F6V M3V
2815	Ardasii	B650684-A	N	De Po Ni A2	210	Re	F7V
2819	Wilderman	B201677-B		Ic Va Na Ni A1	502	Na	F7V
2820	Pandora	C878573-A		Ag Ni A2	101	Na	F0V
2912	Darchona	B49A743-C		Wa A0	633	Re	F9V
2915	Sabruse	EAC8000-0		Fl Ba	020	Re	F3V M5V
2916	Asilah	B520878-A	N	De Po Na A6	213	Re	F8V M5V
2918	Fist	B789696-D	N	Ni Ri A1	313	Re	F1V
3011	Dimorus	D300753-7		Va Na	300	Re	G0V D
3012	Elphinstone	B687520-A		Ni	214	Re	F1V
3013	Ayidem	A7408X4-D	N	De Po Dw	104	Re	M2V
3015	Pichot	D546330-5		Lo Ni	223	Re	F1V M8V
3016	New	C66678A-7		Ag Ri A1	303	Re	F9V
3111	Khaliki	D111598-9		Ic Ni A0	315	Re	F5V
3113	Simok	CAA08A5-8		De A0	201	Re	F0V
3116	Attee	C7528AE-5		Po A2	A604	Re	F9V
3117	Eshadi	B431358-D	N	Po Lo Ni A1	311	Re	M7V
3119	New Moscow	C767798-6		Ag Ri	613	Re	F8V
3212	Berg	A675575-C	N	Ag Ni A2	905	Re	F5V
3213	Kedus	D867534-6		Ni A0	813	Re	F8V
3215	Tobia	A444A59-F	N	Hi In Cx Cp	103	Re	F7V
3219	Batav	C5A8677-9		Fl An A3	110	Re	M6 II

World Notes

Cyan (2102) was the site of bloody warfare between the subjugated humans and their Aslan overlords. Cyan was originally the site of tremendous atrocities perpetrated by the Aslan, as over 80% of its human population was eliminated and eventually replaced with over a billion Aslan. The remaining humans were completely marginalized and subjugated by the Aslan. When the Imperial Regency/Aslan war reached Cyan, the remaining humans took advantage of the situation and took revenge on the Aslan. The Imperial Regency forces ended up being forced to defend the surviving Aslan from the recriminations of the vengeful humans. Over one billion Aslan were killed before the Imperial Regency could reassert control. The dead included most of the Aslan civilian population. The Imperial Regency then forced all surviving Aslan to leave, mostly for their protection. Cyan is still administered by an Imperial Regency governor, and is posted as an Amber zone because of the still lingering resentment. It is highly advisable that no Aslan visit the world.

Depot (3003): With Macene (SM 2612) too far away to continue serving as the Imperial Regency's Depot, a new one had to be selected. The nearly empty Fidelis system was selected and whatever could be salvaged from Macene moved here. The system is a continuous beehive of activity as millions of construction workers continue to finish the required starport, shipyards, bases, and overall infrastructure. While far from complete, the new Depot is fully functional.
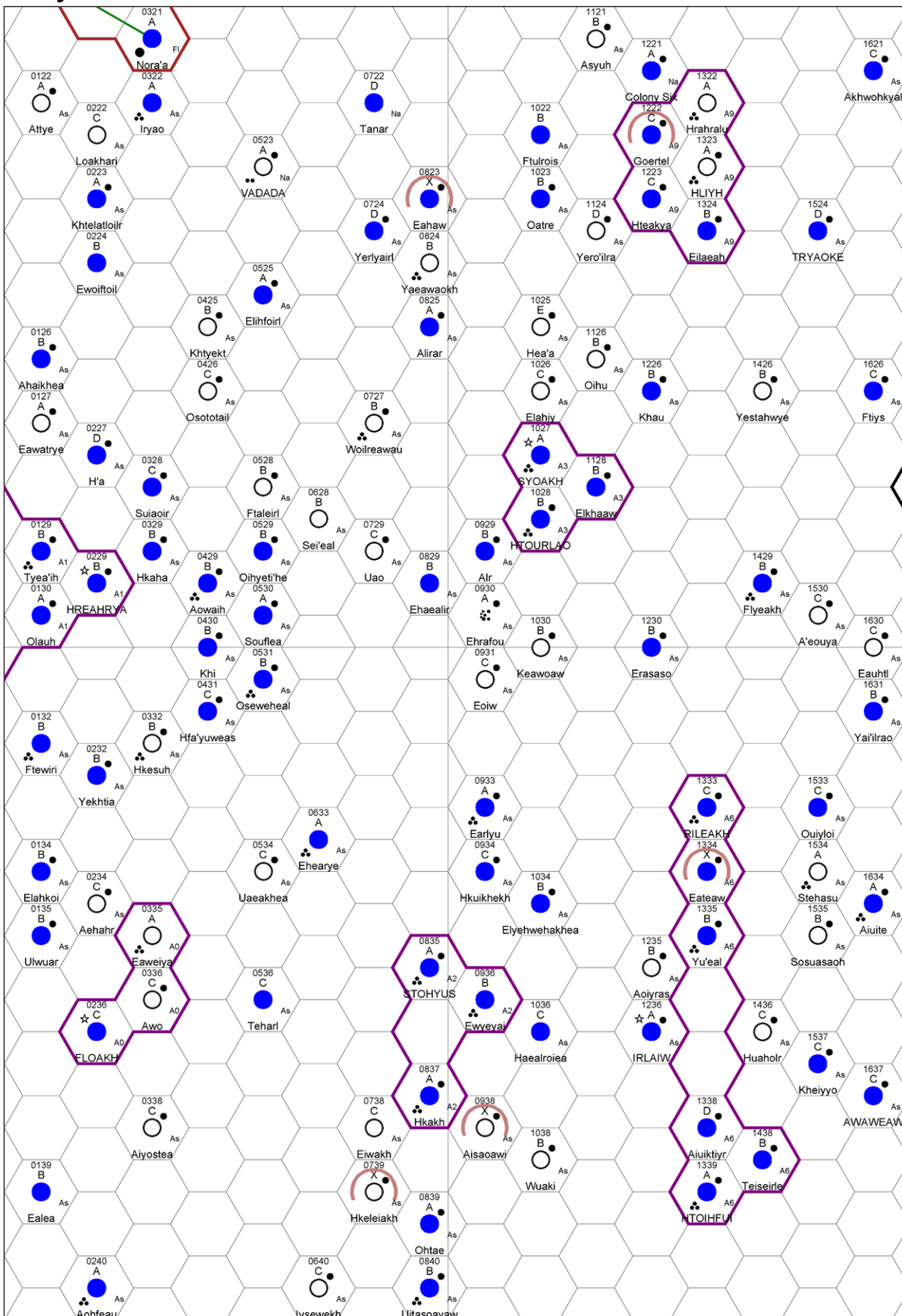
Exocet (2520) is in the rather odd situation where a small flood of human colonists marginalized and displaced the Aslan occupants of the world. At this point, there are no Aslan left on the world.

The massive size and wonderful ecosystem of Gazulin (2708) have made it a popular destination point for people fleeing the uncertainty of the wars and breakup of the Imperial Regency. As a result, the planetary government has instituted significant barriers to the further influx of immigrants. Despite the fact that the government easily distinguishes between tourists (who are welcomed) and immigrants (who are not), the general populace is not so discriminating. As a result of this, the world is now classified as an Amber Zone.

The exceptionally primitive population of Noricum (2018) had been conquered and enslaved by a small Aslan clan. During the Regency/Aslan war, Imperial Regency forces eliminated the Aslan rulers and freed the populace. The Imperial Regency now uses the planet as a forward base from which to monitor Aslan activities. The local base commander has taken an unusual interest in the locals, and as a result the locals are quickly making technological gains.

0321 A Nora'a Fl

0122 A Attye As
0222 C Loakhari As
0322 A Iryao As
0223 A Khtelatloiir As
0523 A VADADA Na
0722 D Tanar Na
0823 X Eahaw
0724 D Yerlyairl As
0824 B Yaeawaokh As
0825 A Alirar As

1121 B Asyuh
1221 A Colony Six Na
1022 B Ftulrois As
1322 A Hrahralu A9
1222 C Goertel A9
1621 C Akhwohkyal As
1023 B Oatre As
1223 C Hteakva A9
1323 A HLIYH A9
1124 D Yero'ilra As
1324 B Eilaeah A9
1524 D TRYAOKE As

0224 B Ewoiftoil As
0525 A Elihfoirl As
0425 B Khtyekt As
0426 C Osototail As
0126 B Ahaikhea As
0127 A Eawatrye As
0227 D H'a As
0727 B Woilreawau As

1025 E Hea'a As
1026 C Elahiy As
1126 B Oihu As
1027 A SYOAKH A3
1128 B Elkhaaw A3
1028 B HTOURLAO A3
1226 B Khau As
1426 B Yestahwye As
1626 C Ftiys As

0328 C Suiaoir As
0528 B Ftaleirl As
0628 B Sei'eal As
0729 C Uao As
0829 B Ehaealir As

0129 B Tyea'ih A1
0229 B HREAHRYA A1
0130 A Olauh A1
0329 B Hkaha As
0429 B Aowaih As
0530 A Souflea As
0531 B Khi As
0431 C Oseweheal As

0929 B HTOURLAO As
0930 A Alr
Ehrafou
0931 C Eoiw
1030 B Keawoaw As
1230 B Erasaso As
1429 B Flyeakh As
1530 C A'eouya As
1630 C Eauhtl As
1631 B Yai'ilrao As

0332 B Hfa'yuweas
0232 B Hkesuh
0232 B Yekhtia
0132 B Ftewiri As

0633 A Ehearye As
0534 C Uaeakhea As
0134 B Elahkoi As
0234 C Aehahr As
0135 B Ulwuar As
0335 A Eaweiya A0
0336 C Awo A0
0236 C FLOAKH A0
0536 C Teharl As

0933 A Earlyu As
0934 C Hkuikhekh As
1034 B Elyehwehakhea As
0835 A STOHYUS A2
0936 B Ewyeyai A2
1036 C Haealroiea As

1333 C RILEAKH A6
1533 C Ouiyloi As
1334 X Eateaw A6
1534 A Stehasu As
1634 A Aiuite As
1235 B Aoiyras As
1335 B Yu'eal A6
1535 B Sosuasaoh As
1236 A IRLAIW As
1436 C Huaholr As
1537 C Kheiyyo As

0338 C Aiyostea As
0738 C Hkakh As
0837 A Hkakh A2
0739 X Hkeleiakh
0938 X Aisaoawi
1038 B Wuaki As

1338 D Aiuiktiyr A6
1438 B Teiseirle A6
1339 A NTOIHFUI A6
1637 C AWAWEAW As

0139 B Ealea
0839 B Ohtae As
0240 A Aohfeau
0640 C Iysewekh As
0840 B Uitasoayaw As

Gamma Quadrant - Trojan Reach Sector

The Gamma Quadrant is dominated by the Aslan. After the breakup of the *Khtuhiy Tlaukhu* the Aslan clans were thrown into confusion, and it took several years of intermittent warfare for a new equilibrium to be established. This new status quo was only cemented by the creation of the *Aorekhohuiha*.

The new status quo has forced the major clans into much more astrographically cohesive holdings. Dispersed holdings are too difficult to hold, and only the strongest clans have managed to do that. Most have a small cluster of worlds they directly control through direct holdings or holdings of direct vassal clans. These clans will likely have additional holdings on other worlds, but do not control any worlds outside their cluster. All of the major clans are continuously maneuvering for advantage and will not hesitate to exploit any perceived weakness seen in their neighbors.

Subsector I: Nora'a

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0122	Attye	A8605M3-D		De Ni	513	As	F8V
0126	Ahaikhea	B4223G3-9		Po Lo Ni	601	As	F7 III M7V
0127	Eawatrye	A8B57J6-D		Fl	903	As	M1V M7V
0129	Tyea'ih	B5488L9-E	M	Cp	705	A1	K3V M5V
0130	Olauh	A1018L8-E		Ic Va Na	802	A1	F4V
0222	Loakhari	C7504K7-A		De Po Lo Ni	110	As	F4V M3V
0223	Khtelatloilr	A2235J6-C		Po Ni	404	As	F7V
0224	Ewoiftoil	B5468K6-A			210	As	F3V
0227	H'a	D6574K9-6		Lo Ni	802	As	F4V
0229	Hreahrya	B333AH9-D	N	Po Na Hi	224	A1	K0V
0321	Nora'a	A485745-A	M	Ag Ri	200	Fl	K4V
0322	Iryao	A5588J8-E	M		420	As	F1V
0328	Suiaoir	C6513G7-E		Po Lo Ni	404	As	F6V
0329	Hkaha	B8976K6-A		Ag Ni	703	As	M4V M6V
0425	Khtyekt	B2006J5-8		Va Na Ni	613	As	M9V
0426	Osototail	C5508M7-C		De Po	504	As	F2V
0429	Aowaih	B5868K7-C	M	Ri	523	As	F1V M4V
0430	Khi	B9875M8-C		Ag Ni	911	As	F3V
0523	Vadada	A410998-F	M	Na Hi In	502	Na	F9V M5V
0525	Elihfoirl	A1534K6-D		Po Lo Ni	201	As	K0V
0528	Ftaleirl	B6303GA-6		De Po Lo Ni	502	As	M8V
0529	Oihyeti'he	B7798H5-E			703	As	F4V
0530	Souflea	A2517K4-D		Po	801	As	F9V M3V
0628	Sei'eal	B5108M6-A		Na	500	As	F2V M1V
0722	Tanar	D787775-8		Ag Ri An A2	520	Na	K1V
0724	Yerlyairl	D77A7H6-8		Wa	602	As	F4V
0727	Woilreawau	B1008J5-E	M	Va Na	503	As	G0V D
0729	Uao	C6A25K6-8		Fl Ni	702	As	M8V
0823	Eahaw	B523000-0		Po Ba	R013	As	M7V
0824	Yaeawaokh	B1307KB-E	M	De Po Na	400	As	F6V M8V
0825	Alirar	A3555HA-C		Ag Ni	913	As	K4V M4V
0829	Ehaealir	B6365HB-9		Ni	210	As	M4V M8V

Subsector J: Goertel

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0929	Alr	B7796K8-B		Ni	102	As	F5V
0930	Ehrafou	A0008KA-D		As Na	204	As	M4V D
1022	Ftulrois	B4686KA-9		Ag Ni Ri	500	As	K8V
1023	Oatre	B5324M6-C		Po Lo Ni	112	As	K8 II M2V
1025	Hea'a	E8402KA-5		De Po Lo Ni	903	As	F5V
1026	Elahiy	C5001G2-A		Va Lo Ni	623	As	M4V
1027	Syoakh	A6969L4-E	F	Hi In M4 Cp	100	A3	F5V M5V
1028	Htourlao	B3119L9-E	M	Ic Hi In Na M7	412	A3	K7V
1030	Keawoaw	B4304J3-9		De Po Lo Ni	413	As	M0V M9V
1121	Asyuh	B8C32M5-9		Fl Lo Ni	112	As	M4V M9V
1124	Yero'ilra	D5007M7-C		Va Na	803	As	F8V D D
1126	Oihu	B3004M4-9		Va Lo Ni	802	As	M4V
1128	Elkhaaw	B8898N7-B		Ri	503	A3	F1V
1221	Colony Six	A68A776-C		Wa Ri A1	703	Na	F4V M4V
1222	Goertel	C6687LB-6		Ag Ri M9	R922	A9	F7V
1223	Hteakya	C2234N6-E		Po Lo Ni	413	A9	K6V M3V
1226	Khau	B6877M8-C		Ag Ni	322	As	F8V M5V
1230	Erasaso	B68A4H6-B		Wa Lo Ni	713	As	F2V M3V
1322	Hrahralu	A4206LC-E	M	De Po Na Ni	200	A9	M6V
1323	Hliyh	A200AL7-E	M	Va Na Hi In Cp	102	A9	F8V
1324	Eilaeah	B8635N7-C		Ni	414	A9	G6V
1426	Yestahwye	BAA06M6-C		De Ni	602	As	M4V
1429	Flyeakh	B4138MA-D	M	Ic Na	104	As	F6V M0V
1524	Tryaoke	D5569H8-5		Hi	501	As	K8V
1530	A'eouya	C9503G2-A		De Po Lo Ni	912	As	F2V
1621	Akhwohkyal	CA956J8-9		Ag Ni An	113	As	G7V
1626	Ftiys	C76A4K5-8		Wa Lo Ni	114	As	F2V M1V
1630	Eauhtl	C5404H9-C		De Po Lo Ni	432	As	F3V M1V

Subsector M: Ranib

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0132	Ftewiri	B4565KA-C	M	Ag Ni	220	As	K4V
0134	Elahkoi	B5686M7-A		Ag Ni	322	As	K2V
0135	Ulwuar	B1011G5-9		Ic Va Lo Ni	605	As	F1V D
0139	Ealea	B5766K7-9		Ag Ni	200	As	G5V F7V
0232	Yekhtia	B2232G6-A		Po Lo Ni	411	As	G0V M8V
0234	Aehahr	C1003M9-A		Va Lo Ni	622	As	M7V M9V
0236	Floakh	C673AHC-C	N	Hi In C3	100	A0	F4V M9V M7V
0240	Aohfeau	A9988M4-A	M		820	As	F3V M8V
0332	Hkesuh	BAA07K8-B	M	De	122	As	M4V
0335	Eaweiya	A5407L7-C	M	De Po Cp	410	A0	K7V M3V
0336	Awo	C8304G6-C		De Po Lo Ni	624	A0	M2V
0338	Aiyostea	C2004JB-7		Va Na Ni	305	As	M5V D
0431	Hfa'yuweas	C5553M8-A		Lo Ni	305	As	F3V M4V
0531	Oseweheal	B79A6M7-E	M	Wa Ni	303	As	F7V M9V M0V
0534	Uaeakhea	C5305M5-9		De Po Lo Ni An	614	As	F6V
0536	Teharl	C6545J4-A		Ag NI	120	As	F3V M7V
0633	Ehearye	A5888H9-D	M	Ri	430	As	F1V
0640	Iysewekh	C6203LA-B		De Po Lo Ni	904	As	F2V
0738	Eiwakh	C2007H7-A		Va Na	200	As	M5V
0739	Hkeleiakh	X110000-0		Ba	R005	As	K5V
0835	Stohyus	A567AL6-E	M	Ri C0 Cp	102	A2	F6V M2V
0837	Hkakh	A3246N6-E	M	Ni	304	A2	K6V
0839	Ohtae	A6656J6-D		Ri Ni	203	As	F8V M6V
0840	Uitasoayaw	B5796J7-9	M	Ni	103	As	F3V A2V

Subsector N: Silraaihe

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0931	Eoiw	C3307K4-D		De Po Na An	103	As	M0V M3V
0933	Earlyu	A9898K9-D	M	Ri	901	As	F3V M6V M9V
0934	Hkuikhekh	C5322G8-D		Po Lo Ni	704	As	G0 II
0936	Ewyeyai	B4846N8-E	M	Ag Ni	300	A2	K8V
0938	Aisaoawi	XAC5000-0		Fl Ba	R023	As	M0V
1034	Elyehwehakhea	B79A6H9-9		Wa Ni	103	As	F9V
1036	Haealroiea	C5544M7-7		Lo Ni	130	As	F1V
1038	Wuaki	B1105J5-B		Ni	113	As	M0V
1235	Aoiyras	B3407KC-A		De Po Ni	313	As	F0V
1236	Irlaiw	A336AH5-D	N	Hi Cx	313	As	M4V M6V
1333	Rileakh	C2379N5-A	M	Hi	402	A6	F7V M6V M6V
1334	Eateaw	E223000-0		Po Ba	R004	A6	M7V M6V
1335	Yu'eal	B2327L9-F	M	Po Na	324	A6	M6V M7V
1338	Aiuiktiyr	D7975N9-B		Ag NI	204	A6	M9V
1339	Htoihfui	A3689L6-F	M	Hi Cp	305	A6	G0V M4V M1V
1436	Huaholr	C4202G7-9		De Po Lo Ni	823	As	G2 IV
1438	Teiseirle	BA9A4N6-7		Wa Lo Ni	903	A6	F9V
1533	Ouiyloi	C5747K9-C		Ag	601	As	F2V M1V
1534	Stehasu	A7206H7-C	M	De Po Na Ni	800	As	M7V M2V
1535	Sosuasaoh	B1006M7-A		Va Na Ni	303	As	G7V
1537	Kheiyyo	C5257J9-9			803	As	K6V
1631	Yai'ilrao	B8584M7-C		Lo Ni	304	As	F7V F2V
1634	Aiuite	A6458J7-C	M	Ag	623	As	F5V M3V
1637	Awaweaw	C8559H5-9		Hi	521	As	F8V M9V

World Notes

Eateaw (1334) is fully interdicted by the Aosiha clan. It is not understood at this point why they are being so protective of a world that has long been unpopulated and considered worthless to voracious landgrabbers.

Floakh (0236), the major world of the Yerlyaruiwo clan, is not taking the challenge quietly, however, and there is significant competition between the Yerlyaruiwo and Stohyushuiha. This competition takes all forms, including political, economic, and military.

Goertel (1222) was invaded by the Hreakhari clan to serve as a breadbasket for the rest of its worlds. They eliminated the religious dictator, and rule the population by force of might. The local TL is approximately 6, but the Aslan overlords and the starport operate at TL D. Goertel is effectively interdicted, with all incoming traffic restricted to contact at the starport, which is completely run by Aslan.

Htoihfui(1339) is now the capital of the Aosiha clan, instead of Yu'eal (1335). Htoihfui is a much nicer planet, and the nobility of Aosiha secured for themselves prime real estate for their efforts. Despite its loss of political importance, Yu'eal is still quite important to the Aosiha because of its high technology.

Humans comprise 75% the population of Htourlao (1028). During the time of the Glorious Empire, Htourlao was the industrial powerhouse of the Empire, and the humans were little more than slaves. When the Empire fell, the humans were freed from slavery, but were still relegated to second-class status. When the Soarlhuiha clan took power in 1167, the human population was given full citizenship within the clan. (Indeed, the only reason the clan succeeded was through significant assistance of the human population.) All humans on Htourlao are fully Aslan in culture and outlook.

Irlaiw (1236) remains outside the explicit control of any clan, and the world serves as a *lakh earleatrais*, a neutral "sanctuary" where anyone can meet, even during open warfare, to gather, discuss, and negotiate. Historically, a *lakh earleatrais* only applies to a specific location, and only for a specific period of time. However, the entire world of Irlaiw has permanently gained this status. Not even the adjacent Aosiha clan is willing to try an annex it. Based on its status as a *lakh earleatrais*, it was chosen to be the home of the *Aorekhohuiha*. As a result, it is noted as a "Capital", even though it technically isn't a capital of anything.

Nora'a (0321) was one of the three worlds that the Florian League successfully reintegrated during their offensive against the Aslan. The starport suffered badly during the battles with the Aslan. The world is currently in the process of restoring the starport back to its original condition, but it will take a while to do so.

Stohyus (0835), the capital of the Stohyushuiha clan, has turned into a local power base, and serves as a gateway to the rest of the Trans-Rift, and has the potential to eventually eclipse Floakh in importance.

Syoakh (1027) was the capital of the Glorious Empire. It suffered greatly during the siege that ended the war. Since that time, however, the world has rebuilt itself and is again a broker of local power. It is the base of operations for the Soarlhuiha clan and their empire. Syoakh also has a significant human population, as almost half the population is human.

When the Aslan conquered Vadada (0523), they took over the world by imposing an Aslan governor to rule the world. They left the vast majority of the human population alone, as they did not want to disturb the incredibly valuable TL 15 economy. However, they did work to purge the planetary leadership, and tried to root out any Florian sympathizers. For the most part, the Aslan were successful, but their ham-fisted rule of the world also served to build up long term resentment.

When the Florian League launched their attempt to recover the worlds they lost to the Aslan, the Vadada resistance recognized their chance for freedom. They waited for the Florian navy to show up and, while combat raged in the space above Vadada, the resistance attacked the Aslan governor's complex and slaughtered every Aslan they could find. So, by the time the Floriani had cleared out the Aslan defense fleet, the resistance was firmly in control of the world. The Floriani were initially pleased with this, as it meant they had avoided what could have been a messy and destructive invasion. But they were utterly shocked and outraged when the resistance told them they wanted no part of the Floriani and were instead dedicated to remaining independent.

The Florian League didn't know what to do. They didn't want to invade, as they would be fighting the new human government, not the hated Aslan overlords. And they certainly didn't want the Aslan to come back and recover the world. Their hands were tied. So, despite seething at what they considered a betrayal, they protected the world from Aslan retribution, and let the world remain independent.

2221 C — Torpoi
2322 C Na — Clark
2421 C Na — Blue
2621 C — Arunsiir
2721 B — Tanith
2821 B Na — Cordan
2921 C Na — Umemii
2722 Я C — Acrid

1723 A As — OIWOIIEAW
1823 B Na — Camoran
2123 C Ft — Asim
2023 A — Khusai
2223 C — Drinax
2324 C Na — Pourne
2923 B Na — Argona

2125 C Ft — Kteiroa
2424 C — Hilfer
2624 Я X Na — Tech-world
2823 Я X — Exe
2724 E Na — Inurin
2824 B — SPERLE

2425 B Ft — Paal
2625 D As — Ergo
2725 C — Falcon

1927 C Ft — Ohauair
2226 A Ft — TYOKH
2227 C Ft — Iroioah
2327 D Ft — The World
2426 C Ft — Sink
2527 C Na — Bymi

1728 B Ft — Asoieteal
1928 A Ft — TLAIOWAHA
2428 C Ft — Fantasy

2329 B — VORITO
3029 X Na — Villane

2029 A Ft — Staha
2229 D — Hleakhayes
2230 D Ft — Akoaft
3030 B Na — BROWNE

1830 C As — Keaih
1731 D — Wesiyeah
1931 B As — Ralaiw

2332 B Na — Burgess
2232 B — Khtiyrio
2233 B As — Hewekho
2234 C Na — Gikarlum
2134 C — Airliweiw
2133 E — Eaohfose

1733 D As — Aiwewakh
1933 C As — Ereah
1734 E As — Ohraihah

1735 B As — Ayayo
1835 A As — Afeakter
1736 D — Feaheaha

2137 A Na — TISILLI

2938 B Na — Sarage

3140 A Dr — AUITAWRY

Delta Quadrant - Trojan Reach Sector

The major Aslan power in the Delta Quadrant is the "barbarian" Fteirsyar Empire. The Fteirsyar have significantly diverged from Aslan cultural norms in their short history. Despite this, they maintain fairly reasonable relations with other Aslan, and seem to get along quite well with their nearby neighbors. They also get along well with human states, though their relationship with the Imperial Regency is somewhat strained due to their refusal to give the Imperial Regency any more deference than any of the other interstellar states. They are making good inroads with all of their neighboring nonaligned worlds, and may gain some significant recruits in the near future.

The nonaligned worlds are a backwater and a total mess. Most are mid-tech human controlled worlds. The Imperial Regency likes things this way, as they provide built-in markets for their goods, and provide a convenient buffer with the more organized Aslan worlds. The Imperial Regency performs intermittent patrols through the subsector to make sure no one is getting too out of line. Of the nonaligned worlds with any potential is Tisilli, but its populace is very content to operate on the periphery of interstellar society and mind their own business. The Aslan are apparently content to also leave them alone and have done so even at the height of their power and influence.

Subsector K: Tlaiowaha

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1723	Oiwoiieaw	A7879H7-D		Hi	311	As	F0V M7V
1728	Asoieteal	B6977M8-A	M	Ag	704	Ft	F2V
1823	Camoran	B551687-9		Po Ni	514	Na	F9V
1830	Keaih	CAA18J7-8		Fl	202	As	K1V M3V
1927	Ohauair	C4223G8-9		Po Lo Ni	214	Ft	M9V
1928	Tlaiowaha	A1209K4-E	M	De Po Na Hi In Cp	311	Ft	F4V
2023	Khusai	A5768K5-E	M		424	Ft	F7V
2029	Staha	A7557K6-E	M	Ag	113	Ft	F3V F8V
2123	Asim	C867775-9		Ag Ri M7	305	Ft	F2V
2125	Kteiroa	C4604M4-9		De Lo Ni	510	Ft	F5V
2221	Torpoi	C55A77A-8		Wa	624	Na	F4V
2223	Drinax	C336357-C		Lo Ni	914	Na	M1V
2226	Tyokh	A466AH7-E	M	Hi	104	Ft	F4V M7V
2227	Iroioah	C6302G3-D		De Po Lo Ni	123	Ft	M3V M4V
2229	Hleakhayes	D4434K8-D		Po Lo Ni	812	Ft	F2V M0V
2230	Akoaft	D8985M7-9		Ag Ni	531	Ft	F3V
2322	Clark	C899776-5		C9	420	Na	F1V M9V
2324	Pourne	C9B2787-9		Fl	302	Na	F3V
2327	The World	D100311-9		Va Lo Ni Mw	423	Ft	M5V
2329	Vorito	B595AA9-A	M	Hi In Mw	105	Ft	F4V M6V
2421	Blue	C443556-B		Po Lo Ni	302	Na	F9V
2424	Hilfer	CA5077A-5		De Po	900	Na	M6V
2425	Paal	B564871-9	M	Ri M8	703	Ft	F3V
2426	Sink	C665634-8		Ag Ni Ri Mw	813	Ft	F5V
2428	Fantasy	C7887AA-8		Ag Ri Mw	931	Ft	G2V

SUBSECTOR L: BORDERLAND

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2527	Bymi	C955755-5		Ag	704	Na	F3V
2621	Arunsiir	C776630-5		Ag Ni	103	Na	F8V
2624	Tech-World	X445000-0	R	Ba	R010	Na	F8V
2625	Ergo	D7676JB-9		Ag Ni	A712	As	F8V
2721	Tanith	B589546-A		Ni	205	Na	M3V M5V
2722	Acrid	CAC1269-B	R	Fl Lo Ni	203	Na	M7 III
2724	Inurin	E668888-6		Ri	104	Na	F7V M9V M4V
2725	Falcon	C158548-B		Lo Ni	105	Na	F6V
2821	Cordan	B895412-9		Lo Ni	303	Na	F4V
2823	Exe	X300000-0	R	Va Ba	001	Na	K6V
2824	Sperle	BA8A9BA-9	M	Wa Hi	620	Na	F3V
2921	Umemii	C521779-7		Po Na	204	Na	F5V
2923	Argona	B612643-9		Ic Na	203	Na	K2V M3V
3029	Villane	X100000-0		Va Ba	013	Na	F1 IV
3030	Browne	B750A96-A		De Po Hi	103	Na	G4V M2V

Subsector O: Hkea'as

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1731	Wesiyeah	D6413G3-8		Po Lo Ni	623	As	K4V
1733	Aiwewakh	DA964MA-8		Lo Ni	604	As	G4V M2V
1734	Ohraihah	E8B66M7-8		Fl	824	As	F4V
1735	Ayayo	B0006H4-C		As Ni Na An	400	As	M0V
1736	Feaheaha	D3013G8-8		Va Ic Lo Ni	100	As	F0V D
1835	Afeakter	A69A7MA-B	M	Wa	214	As	F2V
1931	Ralaiw	B4206M4-D		De Po Na Ni	622	As	F4V
1933	Ereah	C67A5MA-A		Wa Ni	213	As	K8V
2133	Hewekho	E1005KA-7		Va Na	223	As	G6 II D
2134	Airliweiw	C3677HB-A		Ag Ri C1	313	As	F5V
2137	Tisilli	A78A945-C		Wa Hi	904	Na	F0V M5V
2232	Khtiyrio	BA888KA-C	M	Ri	322	As	M2V M6V
2233	Eaohfose	B6737K7-A		Ni	205	As	K6V M9V
2234	Gikarlum	C110300-A		Lo Ni	914	Na	F0 IV
2332	Burgess	B796733-6		Ag	103	Na	F6V M0V

Subsector P: Binary

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2938	Sarage	B440623-B		De Po Ni	102	Na	F1V
3140	Auitawry	A5669XA-F		Ri An	R114	Dr	G6V

World Notes

Asim (2123) is split between human countries and Aslan clans. All of the countries, however, are voluntary vassals of the Fteirsyar. The world serves as a major breadbasket for the Fteirsyar Empire.

Auitawry (3140) is a self-interdicted Droyne controlled world. Considering how remote they are, and their high tech level, the interdiction is highly successful, and no one knows anything about the world.

Browne (3030) has no jump capability despite being tech level A. It has no reserves of lanthanum anywhere in its system, and is unable to import any due to its isolation. As a result, it had no way to know of its near neighbor's doom, nor of helping had it known. Browne is an unusual world as it is able to sustain a massive population despite a near complete lack of surface water. Browne orbits its primary at the inside of habitable zone, meaning the world is brutally hot, but still livable. Any surface water is evaporated

through its thin atmosphere and lost to space. Fortunately, the world contains immense reserves of water underground, including vast underground lakes and seas. Browne's society is now long experienced at preserving this resource, and there are strict laws and customs to conserve and preserve their water supply. An interesting result of this planetary structure is the existence of two nearly independent ecosystems. There is a vast and impressive desert ecosystem that exists on the planet's surface and an equally diverse aquatic ecosystem in the subterranean lakes and seas.

Ergo (2625) was, at one point, the home of a completely regressed human population. However, during the Aslan occupation, the entire human population was wiped out. Today, there are no humans that live on the world.

Sperle (2824) is a massive world that has 97% of its surface covered in water. It has an exceptionally rich ecosystem that is compatible with human biology. Historically, the population lived on the numerous archipelagos, and the surface area remains heavily populated. However, the vast majority of its huge population now resides in sprawling metropolises built on a large, shallow underwater mesa. The abandoned Aslan clan base has been reclaimed and now serves as the world's military base, and is used to service their small defense fleet.

Tech-World (2624) was the home of some technologists. Their specialty was in bionics and robotics. The planet and starport were almost completely run by robotics. They were a popular source of specialty starships, even with their ridiculously high prices. Virus changed all that. During the initial hysteria of the Quarantine, the society was bombed out of existence, its starport obliterated. This was performed by independent agents using illegal nuclear weaponry, but they were never caught by Domain of Deneb or Aslan forces despite both parties' stated outrage as such an action. It is still subject to a strict interdiction that is supported and patrolled by both the Imperial Regency and the Fteirsyar.

Villane's (3129) population was destroyed when its massive, unstable sun let loose with a huge flare. While the resulting pulse of radiation would have not harmed any world with an atmosphere or magnetosphere, Villane was completely unprotected. Most of the population was immediately wiped out; the rest lingered and faced a slow, inevitable death.

Vorito (2329) is an odd story. It is a completely human world that was long dominated by the Aslan. Its ruler was human, but served as a vassal to off world Aslan. As a result of his "collaboration" with the Aslan, his government was extremely unpopular. Vorito was one of the many worlds in the sector that was "liberated" from Aslan rule by the Aslan / Imperial Regency War. However, Vorito found itself falling on hard times, and falling behind its neighbors. As a result, its current leader negotiated Vorito's inclusion into the Fteirsyar Empire. This has resulted in an improvement in its situation, reversed its technological slide, and started Vorito on the road to recovery. So, while Vorito's previous ruler was hated for being an Aslan vassal, its current leader is venerated for being an Aslan vassal.

Reft

Cauldron 0102 C • Re
Benidorm 0402 E • Re
Fraser 0502 B Re
Adamant 0602 C Re
LINTL 0603 A
Checker 0702 C Re
Marinette 0701 X
Elixir 0801 B Re
Solbatn 0203 • Re
Iselen 0105 A Re
Kukaa 0108 C Re
Peshtorno 0208 B Re
Reudden 0106 B Re
Amoirve 0109 B Re
Nexus 0305 C Re
Carian 0408 C Re
Gaspar 0604 B Re
Igualada 0605 C Re
COLONY FIVE 0707 A
Petre 0210 B Re
Ambossa 0410 B Re
Fraaga 0511 C Re
Zagubi 0710 C Re
Grudovo 0111 B Re
Banskonno 0112 B Re
Aldaya 0212 B Re
Helifil 0313 D Re
Neon 0216 X Re
Tonnurad 0416 B Re
Khoarleah 0217 B Re
Baston 0118 Re
Beta Aquilay 0519 C Re

Sestao 1301 A Na
Gorod 1302 A Na
Ulnert 1002 C Re
Earl Center 1102 A Na
Yvette 1103 A Na
Ever's World 0903 C Re
Oleiros 1204 C Na
Gidiir 1907 B Na
Zamoran 2108 X Dr
Undrelyn 1812 C Na
R'bak 1314 C Na
Gordorac 2509 C Re
Legacy 2609 X Re
Schuuni 2904 X Re

Zuflucht 0921 X
Gloire 1123 C Re
SERENDIP BELT 1323 A
Topas 1522 X
Berlichingen 1621 X
NEUBAYERN 1822 A
Schlesien Belt 1923 D Re
St. Genevieve 2123 C Re
SANSTERRE 2322 A
St. Denis 2323 D Re
Achille 2324 A
AMONDIAGE 2325 X
Acadie 2225 D
Sturgeon's Law 1724 C
Wellington 0925 E Na
ESPERANZA 0926 C Na
Elysee 1525 C Re
Besancon 1426 E Re
Herzenslust 1526 A
NEW COLCHIS 1327 A
NEW HOME 1925 C Re
COLCHIS 2026 C Re
JOYEUSE 1628 C Re
Quichotte 1729 C Re
Colera Frio 2329 C Re
St. Hilaire 0930 C Na
Nebelwelt 1030 C Na
Orphee 1429 C Re

Garden 0435 B Na

Jokelyn 3128 B
Eskandor 3028 X
Sabahin 3029 E
Holhapuli 3229 X
Bonn 3231 B
Cyclone 2931 B
Rampart 3030 B
Roger 3132 X
Ellentred 2731 B
Vleck 2832 C
Pumprella 2833 D
Alexander 3133 C
Debica 2733 D
G'haenbaz 2833 X
Gundamoor 2934 X
Breezy 3134 C
Phakar 2935 X
Dlaekan 3135 R
Quiver 2534 X
Bokliborn 2834 C
Harmony 3035 W
Good Home 3136 X
Uxors 2435 X
Argus 2536 R
Mieniept 2436 E
Stock Point 3 2636
Mynez 3036 X
Alverik 3236
Pit Stop 2337 R
Boneyard 2538 D
Bouvrie 2737 R
Seville 3037 X
Jeandrent 3237 R
Dagu 3038 X
Halibum 2439 W
Delinski 2639 X
Grecom 2739
Chingstum 2838 D
Cyril 2738 C
Vlad 2839 B
Transit 2939 D
Arraste 2139 W
Jacob 2240 X
Valentorn 2540 X
New Hope 2740 D
Numeron 2840
Unseren 3140 R
Elphintrax 3040 D
Fresneise 2041

Reft Sector

Reft sector is unique in the Spinward Domain because it is bisected by the Great Rift right through the middle of the sector. This causes the sector to have three astrographically separated areas. The core-spinward (or Spinward) area is fully integrated into the Spinward Domain, and is effectively an extension of Trojan Reach sector. The rim-trailing (or Rimward) area was actually administered from Gushmege sector during the time of the Third Imperium, but is now unincorporated Wilds. Right in the middle of the sector, and the middle of the Great Rift, are the Island worlds. Long isolated, they are now partially integrated into the Spinward Domain.

Because of this natural division, this sector does not perfectly follow the normal quadrant division seen in most sectors. In order to keep the Islands worlds together, subject K (Old Islands) is grouped with Gamma Quadrant, rather than the expected Delta Quadrant.

The Imperial Regency is the only major interstellar state present in Reft sector. The Imperial Regency only directly controls about half of the worlds in the sector, but it dominates the rest. Because all of the unincorporated worlds are fairly inconsequential, the Imperial Regency has tended to ignore them, and let them operate with great freedom. Even so, the Imperial Regency still views the entire sector (even the Rimward area) as its own domain, and will act decisively if it believes any other state is trying to usurp its authority.

Alpha Quadrant - Reft Sector

The worlds of the Alpha Quadrant of Reft have long been Imperial worlds. For historical reasons, the Spinward worlds operated as an extension of Trojan Reach sector and, despite having a nominal sector capital, was still influenced by Tobia, the sector capital of Trojan Reach.

The Spinward worlds are locally dominated by Lintl, as it has over twice the population and many times the economy of the rest of the Spinward worlds. Colony Five does provide somewhat of a counterweight to Lintl, but that only means it can have its voice heard, not that it exerts much influence in its own right. Were the Island worlds to provide a cohesive voice, they could challenge Lintl. But because they are fragmented and most are not even willing participants in the Imperial Regency, they have no influence.

The worlds in Macon subsector were effectively abandoned when the Imperial Regency broke up. All of the worlds expect that either the League of Deneb or the Imperial Regency will eventually claim them, but they would all prefer to be claimed rather than risk declaring for the wrong side.

Subsector A: Vestus

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0102	Cauldron	C9B8245-9		Fl Ni Lo	403	Re	M0V
0105	Iselen	A243678-A		Po Ni A3	903	Re	G0V
0106	Reudden	B35369A-8		Po Ni A3	500	Re	G4V
0108	Kukaa	C544200-7		Ni Lo	503	Re	G1V
0109	Amoirve	B565533-A		Ni A0	304	Re	G8V
0203	Solbatn	C87A452-B	N	Wa Ni	303	Re	K3V
0208	Peshtorno	B7B3871-9	N	Fl	822	Re	G1V
0210	Petre	B696446-A		Ni Lo	210	Re	F4V
0305	Nexus	C200311-9		Va Ni Lo	800	Re	G1V D
0402	Benidorm	E446400-9		Ni Lo A4	A320	Re	G2V
0408	Carian	B300524-B	N	Va Ni	624	Re	M0V D
0410	Ambossa	B684559-9		Ni A3	300	Re	G2V
0502	Fraser	B474425-B		Ni Lo A0	400	Re	F6V M1V
0503	Lintl	A739AEE-F	N	Hi Cp	204	Re	K2V
0602	Adamant	C251100-8		Po Ni Lo	304	Re	F7V M0V
0604	Gaspar	B336410-D		Ni Lo	101	Re	M5V
0605	Igualada	B140577-A	N	De Po Ni	601	Re	G2V
0701	Marinette	X333000-0		Po Ba	R023	Re	M6V
0702	Checker	X300000-0		Va Ba	R015	Re	M4V D
0707	Colony Five	A4759A5-F	N	Hi In A0	620	Re	M1 IV G9V
0710	Zaguki	C260554-9		De Ni A5	A104	Re	F2V M6V
0801	Elixir	B768687-B	N	Ag Ni	223	Re	F4V

Subsector B: Macon

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0903	Evet's World	C201456-B		Va Ic Ni Lo	A903	Na	M6V
1002	Ulnert	C53777A-8		Ni	103	Na	K4V M8V
1102	Earl Center	A998311-B		Ni Lo	104	Na	K9V
1103	Yvette	A79A735-D		Wa	233	Na	G2V
1204	Oleiros	C000377-B		As Ni Lo	500	Na	M1V
1301	Sestao	A120658-B		De Po Na Ni	711	Na	M0V
1302	Gorod	C66888A-9		Ri	911	Na	K4V M1V

Subsector E: Usher

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0111	Grudovo	B260553-E		De Ni	414	Re	K0 IV M9V
0112	Banskonno	A482574-D	N	Ni D4 A3	A304	Re	G0V
0118	Bastion	B737558-B	N	Ni A0	101	Re	A9V K4V
0212	Aldaya	B885620-8		Ag Ni A2	923	Re	K4V
0216	Neon	X9B2000-0		Fl Ba	R023	Re	M4V M8V
0217	Khoarleah	B3236J3-C		Po Na Ni Aw	434	Re	G1 III
0313	Helifil	D110644-8		Na Ni Rs A6	A903	Re	K1V
0416	Tonnurad	B463787-8	N	A2	303	Re	G3V M5V M5V
0511	Fraaga	B691320-B		Ni Lo	A402	Re	K2V M1V M9V
0519	Beta Aquilay	C10046A-E		Ni Lo	500	Re	

Subsector F: Sagittarian

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1314	R'Bak	E387873-5		Ag	A321	Na	F5V

World Notes

Bastion (0118) had long been populated by the Aslan, until the Aslan/Imperial Regency war. The local Aslan for some unknown reason decided to attack the naval base, and were almost completely wiped out as a result. Almost all of the survivors (mostly females and young children) emigrated to Khoarleah (0217), where the ruling clan is more ... cooperative.

Beta Aquilay (0519) was originally a calibration point built around a rogue gas giant. Originally known as CP Whiskey, its location and coordinates where made public by the Regency. The Regency greatly desired to create economic links into the Islands cluster, and a path was needed to support that. CP Whiskey was the logical choice. Initially, the effort was not successful, and as such the nascent system languished in anonymity. But once the Regency Frontier was opened and expeditions were allowed to leave the Regency, it started to grow to support traffic that was passing through the Islands. After the Islands Pacification Campaign, traffic to the Islands increased, too. It is not known exactly where the name "Beta Aquilay" originated.

Beta Aquilay's gas giant is a large Jovian, with but two small satellites. The first moon is trapped in a close orbit and little more than a bare rock. The second has significant deposits of frozen volatiles and water ice. Beta Aquilay is based on the second moon and now hosts a small population of its own, with an economy that has grown up around the starport. Despite requiring J4 to access its route, it gets a reasonable amount of traffic. With much external trade effectively cut off, many traders are attempting to develop the Islands as a market, and traffic is fairly steady.

Lintl (0503) serves as the Imperial Regency regional capital for all of the Spinward worlds in Reft sector. Lintl's oppressive religious autocracy has survived all attempts at reform, and appears to be firmly entrenched. Despite what any visitor would consider a shocking lack of personal liberty, the vast majority of the population seems to accept and agree with the current conditions.

Lintl and Colony Five (0707) both sport huge shipyard operations. Both worlds are kept busy trying to meet the shipbuilding and maintenance needs of both the Imperial Regency Navy and private concerns.
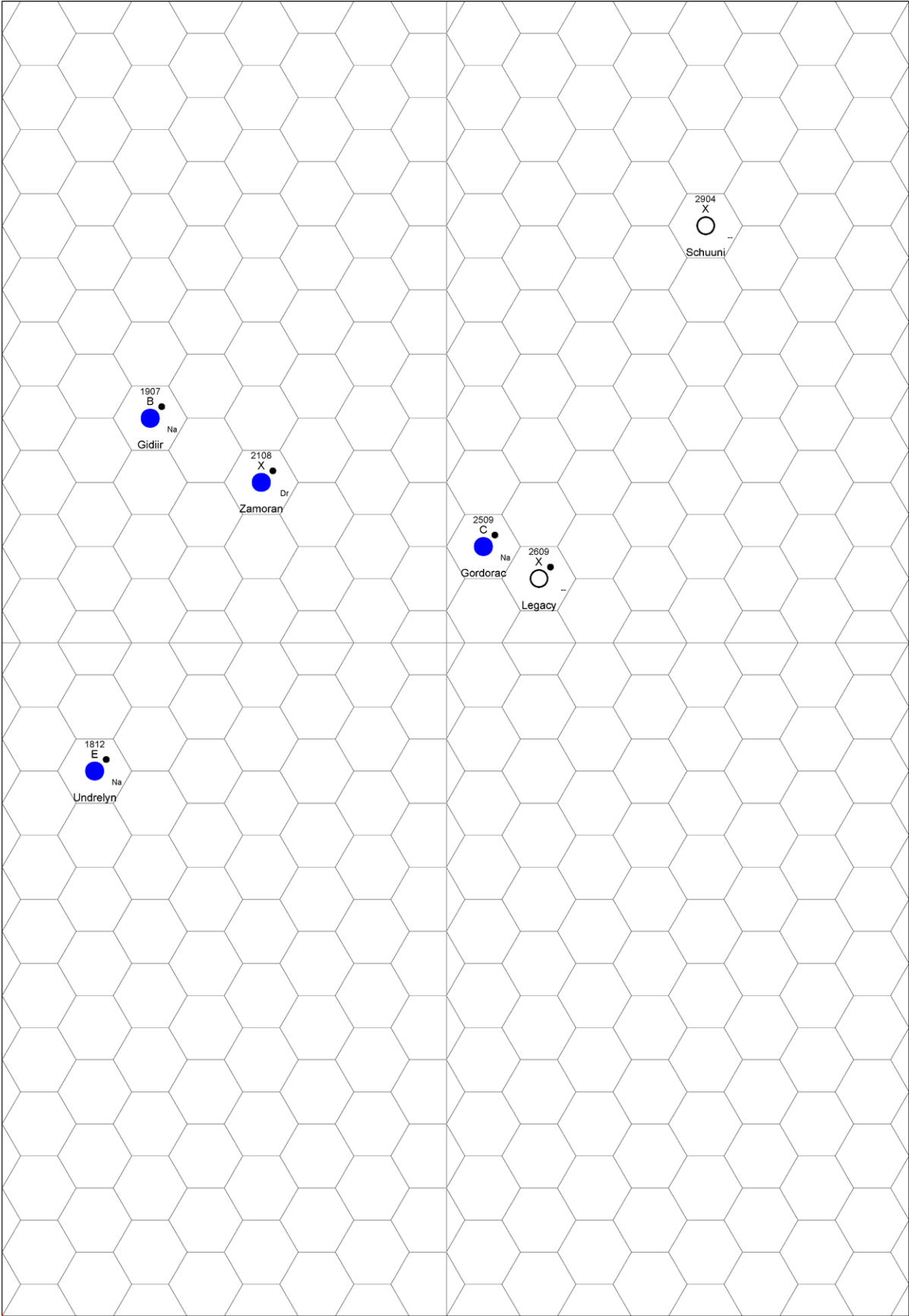
Beta Quadrant - Reft Sector

Beta Quadrant is primarily an administrative exercise. All of these worlds are completely isolated and have had little interstellar contact after the Rebellion, and none after Virus. As a result, all of the worlds are completely self-sufficient and developing on their own, or they have already died out. No interstellar state is concerned with any of these worlds, and they are likely to remain isolated for a long time.

Subsector C: Two Little

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1907	Gidiir	B89779A-B		Ag	124	Na	K4V
2108	Zamoran	X6747X5-8		Ag	104	Dr	G9V

Subsector D: Barker

Name	Hex	UWP	BS	Trade	TPPG	AL	Stellar
2509	Gordorac	C381647-9		Ni Ri	802	Na	K8V
2609	Legacy	E310000-0		Ba	003	--	M4V D
2904	Schuuni	XAAA000-0		Fl Wa Ba	000	--	G0V

Subsector G: Lost Way

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1812	Undrelyn	E551438-5		Po Ni Lo C2	314	Na	F4V M7V

World Notes

Gidiir (1907) was colonized about 250 years ago by a group of human separatists that were trying to get away from interstellar society at large. When the colonists arrived they found extensive ruins on the planet of another humanoid race. The humanoid race appeared to have been killed off about 200 years prior to their arrival. After making sure there were indeed no survivors, they established their colony. Later research showed that they were involved in a long war with Droyne which they obviously lost. Research showed the race to be particularly violent, so the population still diligently investigates any new finds, as they do not want to accidentally find any long lost survivors.

Gordorac (2509): Realizing that they were completely cut off from interstellar civilization, the worlds of Arnorac and Gordon (now named Legacy) made a treaty. Realizing that both of their populations were doomed long term, they both decided to combine efforts. Over the process of a decade Gordon was completely evacuated, and Arnorac was prepared for the influx of people. The result of all of these efforts is a world that can sustain its new population, and a population dedicated to preserving its world. In honor of the treaty and their new society, they renamed their world to reflect this new combination.

0921
C
Zuflucht
Re

1621
X
Berlichingen
Re

1522
X
Topas
Re

1822
A
NEUBAYERN
Re

2322
A
SANSTERRE
Re

1923
D
Schlesien Belt
Re

2123
D
St. Genevieve
Re

2423
D
St. Denis
Re

1123
C
Gloire
Re

1323
A
SERENDIP BELT
Re

1724
X
Sturgeon's Law
Re

2324
X
Achille
Re

2325
A
AMONDIAGE
Re

0925
E
Wellington
Na

0926
A
ESPERANZA
Na

1525
B
Elysee
Re

1925
A
NEW HOME
Re

2225
D
Acadie
Re

1526
D
Besancon
Re

1426
E
Herzenslust
Re

2026
B
COLCHIS
Re

1327
A
NEW COLCHIS
Re

1628
A
JOYEUSE
Re

1729
C
Quichotte
Re

2329
C
Colera Frio
Re

0930
C
St. Hilaire
Na

1030
C
Nebelwelt
Na

1429
X
Orphee
Re

0435
B
Garden
Na

Gamma Quadrant - Reft Sector

In order to keep the Islands worlds together, the Old Islands subsector (K) are included in the Gamma Quadrant rather than the Delta Quadrant. In order to keep the normal quadrant configuration the Alone subsector is shown out of position.

The Island worlds had been isolated due to distance for almost a thousand years before they accidentally encountered an Imperial ship and gained jump technology. Once all of the worlds had gained this technology, they almost immediately launched into a war for dominance that lasted until the Regency entered and shut the wars down.

The Island worlds are critically important to the Imperial Regency, as they are its primary conduit for travel to the core of the old Imperium. The more natural route around the tip of the Great Rift is effectively closed due to the belligerence of the Ziru Sirka.

No trace of Virus was ever found on any of the dead Island worlds. As such, they are no longer interdicted or sealed off by the Imperial Regency, and the three "RQB" worlds were given their old names back. There are now small colonies on both St. Denis and Schlesien Belt, but Sturgeon's Law and Achille remain empty.

The Imperial Regency's policy of not permitting any multi-world governments in its members has benefitted several worlds, most notably Quichotte and Acadie. Both worlds have seen significant immigration from their former ruling worlds. The two exceptions, Schlesien Belt and St. Denis, are outposts. If they develop into actual settlements, the Imperial Regency would force their independence, too.

All Island worlds are forbidden from running their own naval bases. They are encouraged to maintain, and enhance, their starports, but not to build up any significant military capabilities. Serendip Belt has built a military base, seemingly in defiance of this. They have been careful to make it look defensive and incapable of launching offensive capabilities, but it is still an independent military base. Other worlds, particularly New Colchis are keeping a careful watch on what sort of reaction the Imperial Regency gives.

There are two commercial calibration points on either side of the Islands worlds. The first, Beta Aquilay, is in 0519 in Usher and the other, Colera Frio, is in 2329 in Old Islands. These calibration points are intended to be used for commercial or independent usage, as so their locations and coordinates are well publicized and easily available. Any ship licensed for travel in the Imperial Regency can use these calibration points (though the fuel is somewhat pricey). Both have been around long enough that they have developed into systems in their own right. Both are well defended against mischief, with multiple redundant systems and habitats to allow survival through any number of possible catastrophes. Both are run by the Imperial Regency Starport Authority, but have significant civilian populations.

Subsector J: New Islands

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0921	Zuflucht	C445665-7	N	Ag Ni	A400	Re	F6V
0925	Wellington	E8B0100-9		De Ni Lo O0926	900	Na	M6 II
0926	Esperanza	A674ABC-A		Hi In	A112	Na	F8V
0930	St. Hilaire	C579737-9			A500	Na	K1V M8V
1030	Nebelwelt	C879545-5		Ni	A701	Na	F2V
1123	Gloire	C764859-9	N	Ag	201	Re	G1V M4V
1323	Serendip Belt	A000959-C	M	As Hi In Na	423	Re	M0 III D
1327	New Colchis	A8959BD-B		Hi In	200	Re	K1V K9V
1426	Herzenslust	E995775-5		Ag	A701	Re	F0V M6V
1429	Orphee	X885647-0		Ag Ni	R210	Re	G9V M0V
1522	Topas	E120000-0		De Ba	001	Re	K8V
1525	Elysee	B502555-7	N	Va Ic Ni Lo	A520	Re	M1V
1526	Besancon	D201457-8		Va Ic Ni Lo	904	Re	M2V
1621	Berlichingen	X600000-0		Va Ba	R000	Re	F5V
1628	Joyeuse	A7899B9-B		Hi	301	Re	K2V M3V

Subsector K: Old Islands

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
1724	Sturgeon's Law	XAC1000-0		Fl Ba	R001	Na	M1V
1729	Quichotte	C576877-8			801	Re	F6V
1822	Neubayern	A7889C8-B		Hi	510	Re	G0V K7V
1923	Schlesien Belt	D000367-A		As Ni Lo Cm O1925	222	Re	M3V
1925	New Home	A565957-C	N	Hi	111	Re	G0V
2026	Colchis	B676999-8	N	Hi In Cp	101	Re	G8V
2123	St. Genevieve	D460376-8		De Ni Lo	102	Re	M4V
2225	Acadie	D868743-8		Ag Ri	200	Re	K0V M0V
2322	Sansterre	A87A943-B		Hi In Wa	311	Re	G9V
2324	Achille	X101000-0		Va Ic Cm Ba	R020	Re	M0V D
2325	Amondiage	A562936-B		Hi	204	Re	G1V
2329	Colera Frio	C202468-E		Ni Lo	100	Re	L8V
2423	St. Denis	D735366-A		Ni Lo Cm O2325	211	Re	K1V M7V

Subsector M: Alone

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
0435	Garden	B755678-A		Ag Ni	204	Na	K4V M4V

World Notes

Colchis (2026) is the base of operations for the remaining Imperial Regency reaction force. As such, Colchis serves as the *de facto* regional capital for the Islands cluster, as they relate to the Imperial Regency.

Colera Frio (2329) is another calibration point that has grown into a full system. It is located on the largest satellite of a brown dwarf. As with Beta Aquilay, Colera Frio has a significant population that has independently built itself up around the system's starport. It is smaller than Beta Aquilay, but its citizenry is also somewhat freer. They don't see as much traffic, though they regularly see expeditions leaving or returning from the Wilds of Reft and Ilelish.

The opening of Colera Frio, originally known as CP Beachhead, was a surprising development, but driven by the same factors that forced CP Whiskey to be turned into Beta Aquilay. However, CP Beachhead was not opened until the opening of the Regency Frontier.

Esperanza (0926) has effectively "dropped out" of interstellar affairs. Seeing that it can't fight the Imperial Regency in any way, they have decided to just worry about their own affairs for now. Since they are so isolated, the Imperial Regency is content to ignore them as long as they keep to themselves. Esperanza's former subject worlds, St. Hilaire (0930) and Nebelwelt (1030) have been cut loose due to the Imperial Regency's policy on subject worlds and due to the distance involved. They are now both slowly developing on their own.

Garden (0435) was established by a group of Imperial colonists a couple centuries ago. They desired to get back to nature and drop out of interstellar society. The desire to get back to nature does not preclude the use of technology, and they actively exploit the resources they can find in their system. The world was once home to another civilization that apparently reached a technology level comparable to TL 10. However, the ruins on the world show that the population apparently just left. They did not die out, nor were they killed in an attack or in war. It appears that they simply just left the world. No particular explanation has been thus found for why its occupants would abandon their home world.

New Home (1925), along with its ally Colchis, is a willing partner with the Imperial Regency in controlling the Islands worlds. New Home had long tired of the continual warfare, and its population had grown restless over the significant drop in tech level. Seeing the Imperial Regency as an avenue for peace, at least for the time being, New Home has quietly support the Imperial Regency. New Home has been seeing the fruits of its agreements with a gradual recovery of their lost technology. Both worlds are also attempting to take advantage of the increase in cross-Rift traffic and have seen some slight economic benefits to joining the larger arena.

Orphee (1429) is the homeworld of the minor race Orpheides. The Orpheides are a sentient race, but are only at the very start of civilization. During the wide open wars of the Islands, Orphee had been invaded more than once, by more than one Island power and used as forced agricultural labor. During the Islands Campaign, the Imperial Regency restored an interdiction on the world, and now protect the Orpheides from any external contact.

Zuflucht (0921) has seen its naval base significantly improved by the Imperial Regency. This world serves as the gateway between the Imperial Regency and the Islands. As such, it is used as both the first line of defense for the Imperial Regency, and as the commercial conduit.
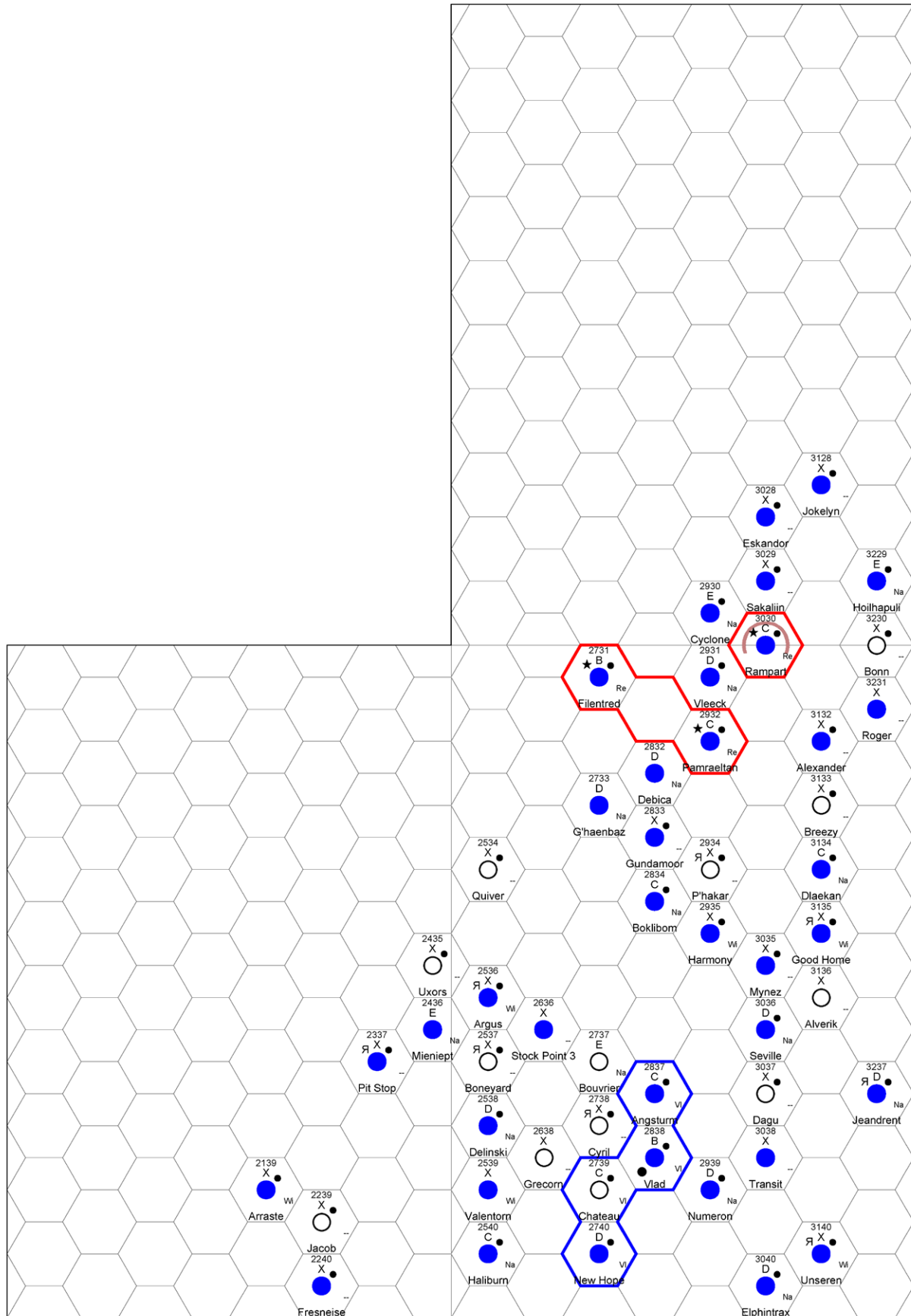
Delta Quadrant - Reft Sector

In order to keep the Islands worlds together, the Old Islands subsector (K) is included in the Gamma Quadrant rather than the Delta Quadrant.

Several of the worlds in this quadrant have had contact made by Regency Wilds Expeditions. These worlds are in various states of uplift. While none of them are Imperial Regency member worlds, they are all still friendly with the Imperial Regency.

The Imperial Regency has two secret bases in the quadrant, from which it can project power if it needs to. The Imperial Regency intends to colonize the quadrant in earnest, and uses the naval assets to keep interlopers (like from the nearby Fourth Imperium) out of the quadrant. To that end, the Imperial Regency is cultivating clients out of the Dlaekai, and attempting to help other colonization efforts being made by Regency citizens and corporations.

The most advanced such effort is the "adventurer kingdom" of the Duchy of Vlad. A former Regency noble family exiled themselves to the world of Vlad, and uplifted the society there to the stars. The resultant society is now attempting to create an interstellar society of its own.

The Dlaekai are a minor human race that originated on Dlaeken (3134). Prior to the Rebellion and Collapse, they had spread to several worlds, including Boklibom (2834), G'haenbaz (2733), Seville (3036), and Hoilhapuli (3229). The population on Boklibom had just rediscovered manned spaceflight when an expedition from the Regency found them. They were able to quickly adapt to the Regency's technology, and were soon able to build a handful of jump capable starships. They then set about the long process of finding the other surviving Dlaekai worlds, and bringing them back up to interstellar capabilities. While well on the road, they are still only a community of linked worlds, not a true interstellar state.

Subsector L: Limon

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2930	Cyclone	E599577-5		Ni	204	Na	G9V M1V
3028	Eskandor	E251000-0		Po Ba	004	--	F0V M9V
3029	Sakaliin	E857000-0		Ba	013	--	G3V
3030	Rampart	C33446A-E	N	Ni Lo Cm	R112	Re	K4V M8V
3128	Jokelyn	X201000-0		Va Ic Ba	015	--	M3V
3229	Hoilhapuli	E76565A-7		Ag Ni	635	Na	F1V
3230	Bonn	X8C5000-0		Fl Ba	013	--	M1V M2V

Subsector O: Arcrant

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2139	Arraste	X593530-5		Ni	404	Wi	K7V M5V
2239	Jacob	X100000-0		Va Ba	002	--	M4V
2240	Fresneise	D728000-0		Ba	022	--	M4V M6V
2337	Pit Stop	D593000-0	R	Ba	011	--	G1V
2435	Uxors	XAA7000-0		Fl Ba An	004	--	M7V
2436	Mieniept	E794513-5		Ag Ni	500	Na	G0V

Subsector P: Moiben

Hex	Name	UWP	BS	Trade	TPPG	AL	Stellar
2534	Quiver	X310000-0		Ba	004	--	M1V D
2536	Argus	X7558QE-4	R		703	Wi	G4V
2537	Boneyard	X220000-0	R	De Po Ba	014	--	G2V M8V
2538	Delinski	D4535BD-4		Po Ni	914	Na	K4V M6V
2539	Valentorn	X5564DH-3		Ni Lo	900	Wi	F0V
2540	Haliburn	C565779-7		Ag Ri	714	Na	K9V
2636	Stock Point 3	X336000-0		Ba	000	--	M3V
2638	Grecorn	E7A8000-0		Fl Ba	000	--	K3V
2731	Filentred	B54876A-E	N	Ag	104	Re	F5V M7V
2733	G'haenbaz	D557659-7		Ag Ni	200	Na	F4V
2737	Bouvrier	E230430-6		De Po Ni Lo	110	Na	K1V
2738	Cyril	E7A6000-0	R	Fl Ba	022	--	F1V
2739	Chateau	C450418-A		De Po Ni Lo	314	Vl	K4V M1V
2740	New Hope	D576568-7		Ag Ni Lo	102	Vl	K4V
2832	Debica	D645532-6		Ag Ni	400	Na	K7V M4V
2833	Gundamoor	X311000-0		Ic Ba	024	--	K1 IV M5V
2834	Boklibom	C573757-9			104	Na	F0V M8V
2837	Angsturm	C545658-7		Ag Ni	714	Vl	K4V
2838	Vlad	B554858-A	M	Cp	304	Vl	G4V
2931	Vleeck	D762655-8		Ni	504	Na	G2V
2932	Pamraeltan	C53746A-E	N	Ni Lo Cm	203	Re	A2V M5V
2934	P'hakar	E220000-0	R	De Ba	023	--	M4V
2935	Harmony	X653621-3		Po Ni	233	Wi	F0V
2939	Numeron	D432557-7		Po Ni	913	Na	M3V
3035	Mynez	X627000-0		Ba	004	--	K1V
3036	Seville	D657675-7		Ag Ni	504	Na	F1V
3037	Dagu	X100000-0		Va Ba	004	--	K8V D
3038	Transit	X987000-0		Ba	020	--	G7V
3040	Elphintrax	D374445-5		Ni Lo C4	613	Na	F2V M1V
3132	Alexander	D323000-0		Po Ba	004	--	G4V
3133	Breezy	X100000-0		Va Ba	004	--	M4V M7V
3134	Dlaekan	C383658-8		Ni	902	Na	F4V M6V
3135	Good Home	X745477-5	R	Ni Lo	903	Wi	F0V M6V
3136	Alverik	X150000-0		De Ba	000	--	K0V
3140	Unseren	X4524D9-5	R	Po Ni Lo	803	Wi	G5V
3231	Roger	X424000-0		Ba	000	--	M8V
3237	Jeandrent	DA7A655-7	R	Wa Ni	513	Na	G0V M4V

World Notes

Dlaekan (3134) is the homeworld of the Dlaekai. They are a minor human race who have only recently reclaimed space, and are beginning the long process to establishing a cohesive interstellar community. Even though Dlaekan is their homeworld, the most influential Dlaekai world is Boklibom (2834).

Filentred (2731) is the only world reachable from J4 to the calibration point between it and Colchis. There were a few survivors from the collapse on the world, suffering under a brutal TED police state. The Regency removed the TED and took over the planet, and had the Navy directly administer the planet. As time went on, many Regency personnel brought their families with them and permanently settled on this side of the Rift. When the Fourth Imperium was created, some of the population was lost, but the vast majority remained loyal to the Imperial Regency. At this point, Imperial Regency immigrants, and their descendants vastly outnumber the original population, and the original population has integrated into the resulting society. Unlike Pamraeltan and Rampart, this world is known to all as an Imperial Regency world.

Rampart (3030) and Pamraeltan (2932) died out during the Collapse. The Imperial Regency selected these two dead worlds to use as secret forward bases from which they can project influence on this side of the Rift. Both worlds were picked because they were cemetery worlds that had had a naval base. None of the surrounding worlds are aware that these two bases have been established, or even exist. Once they are found, the Regency will be seen to strongly interdict them. Any incoming ships would be immediately directed to the nearest gas giant and forced to leave.

Sakaliin (3029) is a habitable world whose population was too small to survive. Although it lies too far from any empire's sphere of influence, it is a prime target for colonization.

REFEREE NOTES

In any area as large as the Spinward Domain with as many competing and disparate powers and interests, there is always going to be more going on than meets the eye, or is known by the general citizenry.

STATES

Aslan

It is very important to understand that the only Aslan cultural trait that is actually instinctual is the drive for land. All other limitations, shortcomings, or restrictions are purely cultural, not instinctual. As such, the male inability to handle money or to learn to deal with others who live by different societal rules is something they *chose* to do, not that they *have* to do. This has been demonstrated for centuries by Aslan who fully integrate into Imperial or Darrian society. A cultural Aslan will argue with this point, but the point has been proven over and over billions of times.

That is why the Fteirsyar are so dangerous. They are demonstrating that Aslan can change their society if they chose to do so, and that there are tremendous benefits in doing so. As they have proven to the nearby human worlds that they do not require the humans to become imitation Aslan, the human worlds have been eager to work with, and sometimes join with, the Fteirsyar. And, as they show other Aslan the benefits of adapting their culture to better work with the other races around them (particularly humans), some of them are coming around. The Fteirsyar started with a half dozen or so worlds and now control an empire of sixteen, and are threatening to recruit (not conquer, but recruit) at least two more.

Oddly, the vast majority of the other Aslan states are oblivious to the threat. Once they went "barbarian", they were tuned out and mostly ignored. (Well, unless they were doing good trade deals, then maybe a few exceptions could be made …) However, the leadership of the *Aorekhohuiha* does understand the threat, and are actively attempting to figure out what they are going to do about it.

Darrian Confederation

One thing that is not realized by many outside the inner circle of the leadership of the Darrian Confederation is how financially strapped the Confederation currently is. The costs of founding the League, starting the League Navy, subsidizing the buildup of Entrope, creating the peace on Zamine, giving aid to Narsil, and effectively creating the Querion Cluster out of nothing, has nearly bankrupted the Confederation. To prevent an economic disaster they will have to convince the other League members to pull a larger load. To do that, the Darrians will have to give up some control over the League. Getting both to happen will be a difficult job.

This all assumes the other League members want to help the Darrians. If the rest of the League hangs the Darrians out to dry, they could throw the Darrian economy into a depression. Fortunately for the Darrians, this would actually hurt the other states worse than the Darrians, so is probably not likely to happen.

The Darrians still have their secret base located in 0423 of the Spinward Marches. While its location is still a state secret, it is occasionally used by the League of Spinward States, and has been visited by military leaders from other member states. It is the home to much of the Darrian Confederation's theoretical

development, and the home of the Star Trigger fleets.

Droyne

The Droyne are active and moving. Not all of them, of course, but they are active in much greater than historical levels. Throughout most of human history in the Spinward Domain, most spacers had gone through their entire careers without seeing an active Droyne ship. In 1248, any system with substantial traffic will likely have a handful of Droyne ships going about their business. The level of Droyne interstellar activity is unprecedented.

While the Oytrip of Andor is an obvious sponsor, they are but one. There are Droyne enclaves on various high population worlds, and these oytrips will usually be interstellar participants, too. Also, despite its isolation and refusal to suffer visitors, Auitawry regularly sends ships out, using hidden calibration points.

It is not known the cause of the increased activity. It is most likely just because there are more technologically advanced oytrips that seen historically and when taken in that context, the amount of activity is not really all that unusual. However, conspiracy theories abound, and many groups are sure the Droyne are up to no good.

Federation of Arden

Unknown to any of its neighbors, Arden is working to address its situation by establishing relations with the Imperial Regency. The Imperial Regency is now working to convince the Federation that its best interests lay in expanding, and that it should annex some additional worlds in the Vilis subsector. Depending on how the Federation plays it, it could succeed, but if it were to overreach and start a war, it would quickly be stomped by the League of Spinward States, and possibly the Republic of Regina.

In support of this effort, the Imperial Regency has sold the Federation several surplus obsolete warships. As a result, the Federation navy has had a significant upgrade that almost no one knows about.

Glisten Concord

What no one really knows is that the deal to secede had been struck between Glisten, Collace, and Ffudn long before they made any attempt to actually do it. Knowing that any secession by these worlds would almost certainly guarantee some kind of military response, they decided to prepare for that conflict. They knew they could not possibly survive a standup fight, so they came up with a plan they hoped would cripple the Imperial Regency's ability to inflict retribution.

Since the three worlds were major Imperial Regency shipyards, they were very instrumental in ongoing military construction and maintenance. And since, at the time, Glisten was fairly central to all of the internal (and external) threats to the Imperial Regency government, these shipyards saw a huge percentage of the Imperial Regency fleet come through its shipyards.

The result of this is that the secret secession movement had access to most of the Imperial Regency fleet at one time or another. Using this access, they were able to implant viral fail safes in the computers of almost every ship they serviced or built. These implants were buried so deep into the computers that they only way to remove the threat is to completely replace the computers. However, because of the amount of time available to the conspirators, they were able to do this activity using very few operatives.

Assuming this program was successful, the viral implants will lay quiescent in the computers, virtually undetectable. Once activated, they will overload and burn out the power plant, and completely burn out the computer. It is hoped that this strategy would cause the least amount of deaths (as the ships would not be destroyed), but completely remove the ship from the conflict.

However, after the Glisten Concord declared their independence from the Imperial Regency, the expected retribution never materialized. So, now they are in the situation of waiting for the eventual attack, but having no idea when such an attack will be made. The Imperial Regency has many operatives and spies working in the Concord, so it is only a matter of time before the Imperial Regency starts to find out or figure out about the viral fail safes. If the Imperial Regency were to ever find out about those, it would still take time for all of the computers to be replaced (and they would have to replace everything, as they would have to assume the virus had spread), but then an overwhelming attack would be assured.

Now, the Concord is in the situation where they know the longer an attack takes to materialize, the less the chances of survival they have. Using their own spies, they are trying to keep track of whether the Imperial Regency has yet found out about the viral fail safes. Simultaneously, they are also trying to prepare other means of dealing with a numerically superior force.

Imperial Regency

Prior to the Capital Bid, Ciencia ruled with absolute authority. After she returned, her admiralty had to take over. Once she recovered, they decided to accept her return, but now the admiralty has much more say and authority. The admiralty serves as a ruling oligarchy for the Imperial Regency. When Ciencia finally recovered from her breakdown, she had to prove herself to the admiralty, which she did. She also had strong allies who wanted her to return, and worked hard to make sure she did. Some (well outside the Imperial Regency) go as far as to claim that she is now a mere figurehead, but that is not the case.

Ciencia is 65. While she expects to live for at least another two decades, she is aware of the need to plan for a successor. She fully expects her daughter Arbella to succeed her, and, with the help of her husband, as been grooming Arbella from birth to be her successor. However, there is no guarantee that her daughter Arbella will succeed her. Arbella likely will be the next ruler, but she will have to prove herself to the admiralty first.

The educational reforms being forced down through member worlds is a concerted, long term campaign to build a more loyal and devoted citizenry. The admiralty takes this effort very seriously, and there are significant incentives involved with both the local Imperial Regency leadership and the member worlds. Member worlds are rewarded with reduced tax loads depending on how successful they are in implementing the reforms, and how many recruits they are able to provide to the Imperial Regency for its military and bureaucracy.

The Imperial Regency has been making covert contact with the Federation of Arden, and selling them obsolete ships. While they are obsolete to the Imperial Regency, they are still quite powerful, especially for the Federation. The Imperial Regency is trying to goad the Federation into attempting to expand, knowing they will be hammered by their neighbors. The Imperial Regency will then let the Federation hang while they use the diversion to launch their own war of expansion. The diversion should be sufficient to keep the League of Spinward States occupied and out of the way.

Independent of their agitating in the Spinward Domain, the Imperial Regency is still diligently working on the far side of the Rift. If they ever get completely stonewalled on conquering more of their old territory, they can begin an expansion in earnest across the Rift, and attempt to move into Ilelish sector.

Jewell Covenant

The Jewell Covenant's attitude towards psionics is intended to be disruptive. They are very early in their efforts, and almost no one else believes in their philosophy, including the Zhodani. (To the Zhodani, the Covenant is just as "insane" as the Prole-lead Querion Cluster. Maybe worse.) However, if they ever do gain success, other powers will quickly begin to take them seriously, and will not view these developments favorably.

Note that the Covenant expects those it trains to believe in their goals and aims. While they expect some skepticism and hesitancy when training begins, they fully expect that all trainees will fully adopt their beliefs as training progresses. Remember that they have lots and lots of people who can read minds, so lying is extremely difficult, if not completely impossible. Also remember that it is quite probable that the training includes psionic conditioning as well as instruction.

The Covenant is viewed very differently by many observers. The Covenant insists they are simply intent on showing the promises of psionics taken to its logical conclusion. However, other groups insist on attributing their actions to dark, sinister motives. Some accuse the Covenant of being run by cultic fanatics. Others accuse them of using psionics to completely control their society. Still others accuse them of trying to subvert and take over the League of Spinward States. Thus far, none of the various groups opposed to the Covenant have gained much traction.

League of Spinward States

The League of Spinward States is far closer to becoming a full interstellar government than any of the members are willing to admit. The various member navies are already becoming far more integrated than initially expected, and will soon have a unified command structure. If the League becomes involved in a major war that involves the majority of its members, the League will of necessity take over the foreign relations from the member states. The leaderships of the member states understands this, but have not publicized this as they don't know how their populaces will react to this loss of sovereignty. All it will take for this transition is a major war with a powerful enemy.

Mondes Unis

No one knows exactly what happened, or why an oligarchy that had 300 years of success finally failed. The new oligarchs are not talking, but with the new openness of their society it is only a matter of time before the full story gets out.

While their culture is based on "French culture", their definition of "French" is likely quite different from that known to a 21st century citizen of Terra. As such, influences from other Terran cultures, and possibly from Vilani and other cultures, has seeped into the worlds of Mondes Unis in subtle ways over the centuries. The result is something very unique and fascinating, and something that they think is properly French, but isn't really.

Interestingly, the "French culture" seen in the worlds of Mondes Unis is quite different from the culture of the francophone descended worlds in the Islands. Why they are so different has never been satisfactorily explained, and likely never will. Some people with access to records of French culture on old Terra claim that the culture of Mondes Unis is quite different. Unfortunately, the people of Mondes Unis take great umbrage at any suggestion that that their culture is anything but authentic to the heritage they claim back to old Earth. Because of this attitude, it is very difficult to do effective research.

Sword Worlds

Also contributing to Sword World instability is that the difference in point of view between the worlds of the "Narsil Arm" and the worlds of the "Gram Arm" is far greater than has been portrayed. The "Narsil Arm" worlds have now been working cooperatively with the Darrians for over a generation and, while some enmity still exists in those worlds, they have pretty much worked past those problems. The "Gram Arm" worlds have just recently started that process, and still have not fully worked through their century long occupation by the Regency, much less reconciled with being partners with their millennia old rivals. Consequently, there is much more conflict among their populaces in regards to working so closely with the Darrians.

If this division is not solved, it is quite possible that the Sword Worlds could split between the Naril arm and the Gram arm. If there is a split, it could also cause reorganization within the Metal Worlds. Ironically, it would have little effect on the League of Spinward States. Apart from moving seats around and changing a few letterheads, the structure of the League wouldn't be affected at all.

History

Calibration Points

During the time of the Third Imperium, there were many deep space refueling points (called calibration points) in the Great Rift, and in several of the lesser rifts like the Abyss. However, while establishing the Quarantine, all of those points around the Regency's borders were destroyed, except for two that are necessary to enter and exit from both sides of the Islands.

One of those calibration points, Beta Aquilay, was quickly made public. This was done to encourage traffic to and from the Islands worlds in an effort to more fully integrate them into the fabric of the Regency. After the frontier was fully reintegrated into the Regency, the other calibration point, Colera Frio, was also made public. Being made public effectively turned both calibration points into minor worlds in their own rights. In 1248, they are fully worlds, and no longer calibration points by any definition. Despite that, people will still occasionally refer to them as calibration points.

Empress Wave

Towards the end of the Imperium, Emperor Strephon commissioned a project to attempt to observe activity deep in the Zhodani Consulate, particularly around their mysterious Core missions. This was done by creating a series of bases on the other side of the Vargr Extents that would try to collect data over a long baseline, and then combine that data into a cohesive picture at a central base. This project was known as the Longbow project.

The bases mysteriously stopped communicating, but Strephon's investigation was cut short by the Rebellion. However, he was informed of a strange psionic phenomenon, apparently a wave front of some sort, which coincided with the lost of the Longbow stations. When he had a trusted psion project the psionic impression into his mind, Strephon saw a brief image of a regal woman, or "Empress", standing before a technological city. It is from this mental image that the Empress Wave gained its name.

It was to discover the secret of the Empress Wave for which Avery was born. Avery had to wait a long time before he could finally investigate, but he finally was able to mount a mission to investigate the secrets of the Empress Wave. While the mission nearly resulted in the complete loss of the expedition, he did succeed in discovering what it was and what it meant.

There was a fourth race of humaniti that was located very near the core of the galaxy. Unlike the human races in Charted Space, these humans, known as the Yaskoydri, never lost their technological knowledge, and always had high technology. As their society developed, they began to explore the capabilities of the mind, and became very powerful practitioners of the psionic arts.

Unfortunately for them, a terrible interstellar accident occurred when a super-massive star was ripped apart and fell into a gigantic black hole. This resulted in a shock wave of unimaginable destruction that radiated out from dead star, causing even more

novas, amplifying the wave even more. The Yaskoydri civilization was located too close to survive, so many expeditions were organized to hopefully allow at least some of their members to survive.

Knowing that these refugees would not be able to flee far enough to be safe before their ships wore out, and fearing that the refugees would forget why they left, the remaining Yaskoydri decided to use the come wave of destruction as a carrier wave for a psionic message to the refugees to flee, and to any others who might be listening to come and help the refugees. The attempt to send the message succeeded, but was also overwhelmed by the wave, causing them to be distorted and somewhat garbled.

Receiving the message requires the recipient to be psionic. Psions can receive and understand the message, but the distortion caused by the energy wave front can cause strange and unpredictable reactions in psions. It often leaves a deep psychological imprint and can cause psions to project the general feelings of "fleeing" and "help" to others around them, further amplifying the effects. Also, the message was send as the last thoughts of trillions of psions. This fact also bleeds through the message, and can cause significant emotional responses are very difficult to deal with until after the wave front fully passes.

Non-psions cannot receive or understand the message. However, they are still fully susceptible to the emotional impressions carried in the wave. These effects usually are expressed by overwhelming feelings of fear, despair, loss, and sadness. Very, very rarely some individuals were not able to cope with the effects to disastrous results, almost all non-psions quickly recovered as soon as the wave front passed through their systems.

These effects, however, were utterly disastrous to the Zhodani. The majority of Zhodani society is made up of the non-psionic Proles. Proles, while non-psionic, are very impressionable to psionic influence. Much of the stability of Zhodani society is based on this, and the Proles are psionically conditioned to be happy, and to accept the leadership of their psionic leaders. Being so psionically impressionable left the Proles completely open and unshielded to the emotional effects of the emotional impressions. Despite the relatively short period of influence, the effect was to strip their years of psionic conditioning, and allow the Proles to realize they were desperately, and completely, unhappy. And when the psionic leaders began to unconsciously project the feelings of "fleeing" to the unsuspecting Proles, the now confused and frightened Proles did exactly that.

This unintentional amplification of the "fleeing" message caused the Zhodani to know the Empress Wave as The Call. To them, it was a Call to flee, a Call to despair, a Call to ruin. The Empress Wave effectively wiped out the psionic conditioning on which their entire society rested, and the Zhodani Consulate was not able to survive the results.

When Avery was recovered, all of the information and results he had collected were also recovered. Everything about his mission is stored, along with several artifacts, at the University of Regina. The information has been freely shared, and copies of the information have been spread to anyone who has any desire to have it.

Kishkii

The battleship *Kishkii* was originally built at the Trin shipyards as the ISS *Golden Redemption* in 1080. She was assigned to one of the Corridor reserve fleets which retreated into Vland following the loss of Corridor to the Vargr invasions. There she was added to the growing forces defending Vland. With the restoration of the Vilani Empire (Ziru Sirkaa), *Golden Redemption* was renamed *Kishkii*. Because she destroyed herself in her dive into Trin, her original identity as *Golden Redemption* is unknown to Regency authorities.

The *Kishkii* was an insane Viral personality, a destroyer who focused on its creator. As mentioned above, it was created on Trin, and so it focused on Trin and only Trin. So, while it effectively killed Trin, it didn't do nearly the damage it could have. Even though thoroughly insane, the *Kishkii* was quite stable and very successful. Regency anti-viral programming was powerful and highly effective, but was not quite up to the capabilities of the *Kishkii*. The *Kishkii* was incredibly powerful, aggressive, cunning, and prolific. It was a master infector, possibly the best ever seen.

The fleet of ships that started with the *Kishkii* did not make it much farther than the Quarantine. Almost all of the *Kishkii*'s companions during its rampage through the Regency were in fact infected Regency vessels. Each stop and confrontation along the way caused more ships to be added to the *Kishkii*'s arsenal, such that it was adding ships about as fast as the Regency defenders were destroying them.

The main thing that saved the Regency was the single minded focus of the *Kishkii*. It ignored anything that was not a jump capable combat ship. Consequently, it did not infect any installations at all, and merely fought system defense boats. In addition, all infected ships were completely subservient to the *Kishkii* and tasked with escorting the *Kishkii*, not performing any other general destruction.

In a large way, the *Kishkii* was a tremendous help to the Regency. While it caused unimaginable destruction and devastation on Trin, and severely damaged the Regency's navy, it only focused on Trin. This meant that all of the other worlds on its path were ignored in passing. Also, when it prepared to jump into the Trin system, the *Kishkii* left its remaining followers behind where the Regency was able to completely destroy them. Having attained its goal, the *Kishkii* did not infect anything in the Trin system, but rather simply focused on cause maximal damage to Trin. The biggest contribution was the massive progress made in anti-Viral techniques and programs, which gave the Regency (and its allies) the most Virus-resistant systems in Charted Space. While there were other close calls after that, the rampant infections caused by the *Kishkii* were not seen again.

Trin did not die in vain.

Norris's Warrants

Duke Norris used two Imperial Warrants during his long career. The first was legitimate, signed and sent by the Emperor himself to allow Norris to take control of the military forces for the Fifth Frontier War. The second was a deception, used to elevate himself to Archduke. This action was later confirmed by the then former Emperor Strephon when the *Arrival Vengeance* made its stop at Usdiki.

The warrant sent by the Emperor to allow Norris to take control of the military during the Fifth Frontier War was lost in transit, and even the knowledge of that warrant was lost. Eventually, Norris found some evidence that the warrant had been sent, but had been lost. He used his full connections with Naval Intelligence to search for it, and finally found some tenuous evidence that it was lost on a ship that crashed on Algine.

Algine was an interdicted low-tech world, and all contact with the world was strictly forbidden. If Norris could find the warrant, then an expedition to the world would be justified, even despite the interdiction. However, if the warrant was not found, then mounting the expedition would jeopardize his political career, and possibly result in his loss of his duchy. Realizing that, at that point of the war, he was about to lose his duchy anyway, he made the expedition, and returned successfully with the warrant.

The warrant Norris used to elevate himself to Archduke was a real Imperial warrant, and was even signed by the Emperor. The warrant originally had a different purpose, but Norris was able to modify it to provide his promotion. As a result, the deception was a nearly perfect effort, and was completely undetectable. (A warrant was not normally used for any sort of noble promotion, except in an emergency or time of war. So, technically the warrant was only a "field promotion" to senior duke of the domain until such time as a proper entitlement of Archduke could be performed. But, since that could never occur, it was for all intents a promotion to Archduke for Norris.) Eventually, many of the leading nobles realized, not because of any defects of the forgery itself, but due to logistical realities, that the warrant could not possibly be legitimate. However, realizing the tremendous damage that could be done by revealing the deception they instead kept silent and perpetuated its legitimacy.

The second warrant Norris used was originally found in the Shionthy system on board the *Kinunir*, a ship long lost and thought destroyed. It was found by a group of adventurers, who were acquitted of charges of violating the interdiction by disclosing the location of the *Kinunir* and turning over the blank warrant. The warrant had been turned over to Norris for destruction, but he instead secretly kept it, reasoning that in an utter emergency it could come in handy.

Paques

The original settlers obviously had a very dry sense of humor when they gave the world of Paques its name.

The world is one of the very few worlds in Charted Space with an atmosphere rated "E". Such a world is misshapen into an ovoid shape where its axial length is greater that its diameter at the equator. This means that the atmosphere around the equator is too dense to live in, and the poles have very thin atmospheres. Only two bands between those extremes are breathable by humans. This atmosphere also causes interesting climatic effects that spread like "ribbons" around the world, where the poles are frozen white, the breathable bands are blue and green, and the equatorial region is reddish brown from the violent storms that kick up vast quantities of sediment and dirt.

The humor comes from the fact that, being ovoid, the world is "egg" shaped. Paques is the French word for "Easter". The atmosphere provides for differently colored "bands" around the world. This means that the original settlers thought their new world looked like a painted Easter egg.

Pashus

Pashus was the home to the second Regency Naval Depot in the Deneb sector. It was a marginal world, but had immense military resources. It was also the home of the Regency Research Station Zeta, which performed advanced and extremely sophisticated research into temporal mechanics. They were trying to delve into the secrets of time.

Just after Ciencia's bid for capital, all communication from the system stopped. The first squadron to the system was dumbfounded by what they saw. There was an unimaginably large crater on the world's surface; it had to have gone completely through the crust before being "filled in" and cooling again. They then noticed that the star was wrong. It was as if it had aged hundreds of millions of years.

As they began to survey the system, they saw no trace of the depot. No facilities; not even off-world facilities could be found. The ships were all gone. The fleet that was stationed there was all gone. There was no trace of anyone; the fleet personnel, the support personnel, the civilians; they were all gone.

The system was immediately interdicted, and no one was allowed to enter the system at all. When the Imperial Regency folded and its forces pulled back, the League of Deneb immediately set up its own patrols and kept the interdiction intact.

Recently, out in the Kuiper Belt, the remains of a several monitoring devices have been found. All of them are thousands of years old, but some had readable memory cores that could still be accessed. Despite their age, they were obviously of recent Regency design. The readable memories showed an unimaginably large energy discharge on the far side of Pashus. It radiated out very quickly, and seemed unaffected by any matter in its way. As it radiated out, everything it touched seem to be vastly older. When it hit the star, its spectral class changed, as it aged so greatly. The recording eventually ended when the discharge reached the monitor, which then gave out, obviously due to age.

Putting the pieces together, they realized that some kind of "time effect" was triggered and pushed out from the epicenter. Dating on the surface of Pashus show it to be billions of years older than it should be. Going back to where the depot should have been, they found metal debris, which they realized must be the remains of the facilities and ships after being aged by hundreds of millions of years.

League of Deneb officials have not released any of this information, as they don't know how it will be received, or how much duplicate research information is known by any of their worlds, or Imperial Regency worlds. They still maintain a strong interdiction on Pashus.

Tech-World

The technologists of Tech-World were extremely advanced. Not only had they achieved immortality for themselves with bionics and cybernetics, but they were pushing the envelope of artificial intelligence. Most of their society was run by robotics, including the entire starport and all of their shipyards. They were an extremely popular source for specialty starship, computers, and robotics, even though their prices were ridiculously high.

Virus changed that. Much of the equipment built by Tech-World was found to be highly susceptible to Virus, and as much of it as could be found was quickly confiscated, quarantined, or outright destroyed. Tech-World found it self interdicted by the Aslan that then governed the world. Before the interdiction was formalized, an undeclared squadron of ships bombed the small society out of existence, obliterating the starport and any known cities. This was done by unknown independent agents using nuclear weaponry. They even took the time to find and destroy any traces of power generation. They were never caught by Domain of Deneb or Aslan forces, despite both parties' stated outrage over such an action, and despite the extensive length of time it would have taken to perform such an operation.

Tech-World is still subject to a strict interdiction that is supported and patrolled by both the Imperial Regency and the Fteirsyar. It is worth noting that these operations are fully cooperative, despite the strained relations between the two powers.

Eneri viewed Paques as the far trader entered orbit. "Wow. That world looks a lot like a painted Easter Egg. I am surprised no one named the world 'Easter' or something."

The old trader just looked at his young navigator and rolled his eyes.

ADVENTURE:
A NEW HOPE

"Begin the full long range scan," said Oeste, the Scout Leader. This was their forty-second jump into this region. It was all so futile. Yes, there had to be a Vargr deep space refueling point being used by the Corsairs somewhere in this region of space, but this was pointless. This wasn't even looking for a needle in a haystack, it was looking for a needle on a planet. Underground. The crew was fairly well in agreement that the Republic should just take a fleet and crush the corsairs on Dentus and not worry about this futile search. With the scan initiated, there was nought to do but wait. Such scans take hours to complete, and there wasn't any way to hurry them.

Two hours into the scan, an alert went off, shocking Oeste out of his half-slumber. "What was that!?" he asked. "The contact alert. The scan found something," said Jillian, the sensor operator.

Oeste was now fully awake. Not bothering to ask, he pulled up the scan results himself. The object was at the very limits of their scan range. They were lucky to have found it at all. It was large and metallic, only marginally warmer than the surrounding space. He had expected the refuelling point to be a rogue comet, but they could have deposited a fuel tank. But something that large would be very difficult to the corsairs to transport to deep space. It just didn't add up.

"Let's go check it out," said Oeste.

"What if it is guarded?" asked Jillian.

"Then we run away," responded Oeste. "But there isn't anyone there. If there was, it wouldn't be so cold."

It took several hours to finally approach the object. As they made their final approach, they found themselves joined by the rest of the crew. Then entire crew watched in silent awe as the were finally able to make out the shape. It was an old Lightning class cruiser. It looked like it had been through hell, but never made it back. It showed signs of massive weapons damage. The first couple of decks on the forward boom were simply gone. It looked like about a fifth of the decks were open to hard vacuum. The ship looked fortunate to just be in one piece. Finally, their little survey ship passed the nameplate of the battered old cruiser.

"Oh my stars," whispered Jillian, "It can't possibly be ..."

But it was. The name plate practically glowed under the survey ship's powerful light beacons. It still proudly wore its name and crest: Spirit Hope. They all knew that ship had left on a secret mission nearly a century before, but none knew its mission or even its crew.

It took a couple of hours of EVA work by half the survey crew to finally catalog the ship. They all met back on their own ship and collated their findings. The ship was virtually powerless. They found a total of 57 working low berths in two different locations on the ship. As far as they could tell, the low berths were the only systems on the entire ship that had any power at all.

"OK," said Oeste, "I am open to suggestions ..."

"We should rescue them!" insisted Jillian.

"We can't," responded Oeste. "There is no way we can support 57 people on this ship and survive all the way back to Boughene. Besides, we don't have a full medical doctor. These people are going to be seriously messed up, and need significant medical attention. There is no way we can provide that. We would likely end up killing half of them before we could even make the jump."

"Well," said Arnaud the medic, "these four tubes," he pointed them out on the holographic display they were gathered around, "are in danger of failing. The other 53 seem to be operating well and should last indefinitely. But these four could fail at any time. Why don't we revive these four occupants? If successful with at least one, we should be able to at least get a story."

"That sounds like a sound plan. Any other ideas?" asked Oeste. None were offered, so the crew moved to implement the plan of the hour.

Since there was no way to attempt to revive anyone in the vacuum on the Spirit Hope, the crew had to modify their plan. Instead of directly activating any of the cryotube on the Spirit Hope, they had to transport the four tubes to their ship. It was a difficult process, and one of the tubes failed during the transit. However, the other three tubes successfully made it to the survey ship. Since the tubes seemed stable now, Oeste decided against attempting a

revival on the ship. Instead, they would immediately leave for Boughene and do the revival there under the watchful eyes of a full medical staff.

The survey ship quickly moved away from the dead cruiser and jumped straight to Boughene.

Two days into the jump, Arnaud was rudely woken up by an urgent alarm. He had fallen asleep in their makeshift sickbay, insisting on continually monitoring the three cryotubes. Quickly forcing himself away, he scanned the three tubes and saw the alert on the third one. It was failing now; it would not make it back to Boughene.

Calling for assitance, he began the emergency revival procedures. By the time Oeste and the backup medic arrived, the tube was already breached and the person inside was now fully visible. She was a still young woman who also looked somehow older. She couldn't have been much over thirty, but her expression looked universe-weary. The three men gently moved her out of the cryotube and onto a waiting bed.

Arnaud finished checking her vitals and said to Oeste, "Well, she survived the initial revival, but it was brutal on her. I don't know if she will make it, but it is all up to her now. There isn't anything more I can do for her."

The revived woman finally opened her eyes. She tried to get up, but couldn't as she was still in the throws of low sickness. Oeste watched Arnaud attend to her.

"Please stay still," said Arnaud, "you are still very, very sick. By all rights you should be dead."

"I don't matter!" she practically yelled. "Where am I? Where is Spirit Hope? We have to get back to Spirit Hope immediately! We have to get him!"

"We are in jump space going to get help. We can't go back right now. And who is 'he'? Who is so important that you don't matter?" asked Oeste.

She just stared back at both of them in utter confusion, "You don't know who was on that ship?" Seeing the blank stares of both men, she continued, "It is Avery! We have to go back and get Avery!"

The outburst took too much energy out of her, and she collapsed into unconsciousness. As he made sure she would survive, Arnaud and Oeste just looked at each other, both thinking the same thing: Avery? Could he really be on that ship?

Players' Synopsis

The players' characters have just started their week of free time. They are "stuck" in the capital city of Regina for annual maintenance on their ship. The players wander a huge range, though they mostly follow up and down the historic Spinward Main. They chose to have the ship's annual maintenance performed at Regina because they had heard of its reasonable rates, and because they had not seen Regina in a long time. Their ship is completely unavailable for the whole week, so everyone has moved out and is trying to figure out how to occupy their time. One of them suggests they ought to go on a tour of the old ducal palace.

The Ducal palace was the immense structure from which Archduke Norris ruled the Domain of Deneb, and later the Regency. When the capital was moved to Mora, the Ducal palace was closed down, and left virtually empty for nearly a century. That all changed when Galin moved to Regina. Deciding that it was way too ostentatious for him to live there, he found much more modest quarters elsewhere in the city. However, having full rights to the place, he decided to not leave it empty either. He spent four years cleaning the palace grounds up, and turned it into a vast museum. Originally, it was intended to celebrate Norris's family history, and the history of the Regency and Third Imperium in the Spinward Marches, but it has grown since then. Now it covers a wide range of topics, and is one of the most popular tourist attractions in the entire sector, and the most popular in the quadrant.

The tour is a rousing success. The palace museum is a massive place, and more than once the players are forced to split up to cover the attractions that most interest them. An enjoyable time is had by all. In the evening they are all back together enjoying the evening meal when they are approached by an academic looking fellow. Stepping forward tentatively, he introduces himself as Emil Thompkon and asks if they are interested in a job. The players point out that their ship is unavailable, and they are on vacation. Thompkon then says that he understands that, but he is only looking for a crew. He already has a ship. Assuming the players are interested, the fellow orders a round of drinks for the crew and then outlines the job.

"In 1240 a Republic scout ship accidentally discovered the presumed lost ship, the *Spirit Hope*. The ship was the last remnant of an expedition lead by Avery Alkhalikoi to discover the secrets of the Empress Wave phenomenon. He eventually discovered those secrets, but only at a great price: losing all of the other ships of the expedition, and most of his crew. When the ship suffered a catastrophic failure, the remaining crew entered stasis and hoped for rescue. Fortunately for the survivors, those hopes were realized when the Republic scouts found them. Over the course of a few missions, the remaining crew was evacuated, and all surviving information retrieved. The drifting hulk was declared a historic grave site and interdicted.

"I have spent the last decade studying every bit and byte in the recovered data. I believe that I have found a component of incredible value that was missed. However, to recover it, we must visit the Spirit Hope, in direct violation of its interdiction. I believe that the discovery is so important that we will be forgiven the violation if caught, but we won't know for sure unless I verify the component's existence.

"Finally, I must also warn you. It has never been fully verified, but it is recorded that the Spirit Hope attained sentience during the mission. It was apparently cooperative and helpful, to the point of being instrumental in the survival of the remaining crew. So, if you cannot stand the thought of machine intelligence, tell me now, and I will leave you be. Either way the drinks are on me."

Assuming that the players are willing to risk the encounter with machine intelligence, Thompkon offers them Cr150,000 to crew his ship for the mission, plus any berthing fees. He promises to cover any expenses during the mission. He thanks them for their willingness to help and provides them with the address at which to meet him tomorrow morning.

Referee's Introduction

The players are assumed to be the crew of a ship undergoing annual maintenance. As such, it is also assumed they have the range of skills necessary to fully crew and run a starship. Thompkon is trying to hire a full crew. Other than that assumption, the players can be anything or anyone.

There are three primary NPCs: Emil Thompkon, Janna Rodriguez, and Ehnlassen Gangilamar.

Emil Thompkon is a research professor at Regina University. He has been conducting a long term study of the Spirit Hope files, and, as he mentions to the players, believes he has made a critical discovery that he believes must be investigated. However, he has not told the players what he hopes to find. He believes that he has discovered that the Spirit Hope saved a copy of its "mind" before losing all power. He thinks that if he can recover that, he can bring the Spirit Hope back. Since that effectively means he plans on creating a Viral entity, he is not going to admit any of this to the players until he absolutely has to.

However, at some point the players will figure out that the point of the mission is to retrieve a Viral entity. The point of the adventure is to bring the entity back to Regina. Therefore, the players will need to be ready to accept the Viral entity as a sane person, not a dangerous killer. Tension and uncertainty is definitely intended, but in the end the players must accept the Viral entity as a person.

Janna Rodriguez is a sleeper spy for the Imperial Regency who has gone active. Once a day, she will attempt to send a message to her unknown handler, particularly the ship's next destination is during their journey. If she is ever caught, she will deny everything unless she is under the influence of drugs, or the truth is pulled using psionics. Even so, she has no idea who her handler is, and it will be incredibly difficult to track him down. She is young, and somewhat inexperienced, but she is very intelligent and will not do anything stupid. She is devoted to her mission, and will do whatever it takes to advance its cause. She knows that the Imperial Regency very much wants to capture whatever is found.

Rodriguez has had plenty of time to "update" the ship's computer and communications systems. With a quick, easy command that will not be possible for player's to detect, she can use the embedded software to transmit the ship's current position and destination system. The program is also designed to automatically send out the ship's destination when the coordinates are input for jump preparation. The frequency used is such that it cannot be easily detected. If the players know to look for the frequency, it is a Difficult task to accomplish. It is nearly impossible if they don't know to look for it.

Ehnlassen Gangilamar is an Imperial Regency agent. He is currently Rodriguez's contact, though she has no idea who he is. He and his agents will be pursuing the players in a modified Type T Patrol Cruiser. The ship has the same performance as a classic Type T; however, it does not have the Ship's Boat or any subsidiary craft. It is armed with four triple laser turrets. (It has no missiles so it is not limited by munitions.) The ship's gunners are not highly skilled, as Gunnery is a secondary skill. They are marines who know gunnery, not shipmen who know rifles.

Search for *Spirit*

In the morning, the players meet with Thompkon in his office at the university. He introduces them to his assistant Janna Rodriguez. She is brilliant and beautiful, and completely at ease around the players. After grabbing their supplies, they will take the players to the starport and lead them to their ship. It looks like a well-maintained, but very used Beowulf trader. Entering the ship, however, reveals that all is not as it seems. The cargo hold is a bare minimum, its original volume replaced by vast fuel tanks and immense engines. While Thompkon busily hurries off to handle preparations, Rodriguez leads the players around and shows them the ship.

The ship is capable of 3Gs of acceleration, and has a range of jump-3. It has six standard staterooms. It has no subordinate craft and any vehicle the players were using will be stored at the starport pending their return. The ship is equipped with two fully loaded laser turrets. As the players continue to investigate the ship, they also discover that it has not one, but two computers. The ship's main computer is a level 4. The other computer, while connected to the power grid, is otherwise isolated from all ship's systems and from the ship's main computer. It is a surprising level 6 computer.

(Deckplans for the base *Beowulf* class ship can be found in the game *Snapshot!*, which is available as part of the *Classic Traveller: The Games* reprint.)

Rodriguez explains that she and the professor will each bunk by themselves. The remaining four staterooms can be assigned as the players wish. If the players ask about the second computer, she will only say that it is needed for the mission.

Based on the information Thompkon has from the *Spirit Hope*'s recovered records, he has determined where it was when the crew was rescued. He has also found the ship's last vector. Using this information, the players should be able to calculate where the *Spirit Hope* currently is after drifting for eight years. This all assumes the Republic did not redirect its vector prior to finally leaving. Either way, the players will be able to find it, assuming they jumped anywhere close, as it is drifting through empty space. The correct calculations will place the *Spirit Hope* in hex 2002 in the Regina subsector (one parsec core/trailing from Pixie).

It is a Difficult task to calculate the correct location of the *Spirit Hope*, but prior failures do not hurt their ability on successive tries. A near success will place them in the correct map hex, but they will be far away from the ship. They will have to spend approximately a day maneuvering to finally make it to the *Spirit Hope*.

Since they will be jumping into a hex of open space, the players will need to make sure they have sufficient fuel for a return jump. If the players are so clueless as to forget this, both Thompkon and Rodriguez will remind the players. (Thompkon will be polite; Rodriguez won't.) Either the approach or return will require the use of the Pixie system, which is just outside the Republic. It would not be unreasonable for the players to encounter Vargr activity in the system.

It will take a minimum of four jumps to reach the Spirit Hope's location. During this time, Thompkon will be attempting to size up the players and decide how much he can trust them. Similarly, Rodriguez will be attempting to win the trust of one of the players, for the purposes of advancing her agenda. All the while Gangilamar will be following them as silently as possible.

The *Spirit Hope*

Eventually, Thompkon and the players will find the *Spirit Hope*. If they successfully determine where it is on the first try, they will have a little time before Gangilamar arrives. Otherwise, they will arrive after Gangilamar giving him a chance to prepare for them. Either way, what happens depends on how prepared the players are. If the players do not prepare for trouble, Gangilamar will be able to surprise them.

The *Spirit Hope* is an *Azhanti High Lightning* class ship. It is 60,000 dtons, and is built "skyscraper" fashion, meaning that the decks are perpendicular to the axis of thrust, rather than parallel (as is usual). The *Spirit Hope* has 84 decks. The main bridge is on deck 17. The auxiliary bridge is on deck 40. There are many hull breaches all along the ship; the closest to the main bridge is in the Gunnery Deck on deck 14. The cargo hold in decks 20 and 21 have a hole big enough to "land" the player's ship in, but it will be a tight fit requiring Difficult skill rolls to accomplish with no damage.

(Deckplans for the Azhanti High Lightning class ship can be found in *Supplement 5*, available in *Classic Traveller: The Supplements* and in the game *Azhanti High Lightning*, available in *Classic Traveller: The Games*. They can also be found in the game folio *Arrival Vengeance*.)

When they arrive, Thompkon will pull out a data chip and plug it into the communications system. He explains that the chip contains a special deactivation code that will let them temporarily bypass the sensor buoys used to monitor the interdiction of the *Spirit Hope*. Rodriguez has already provided the same information to Gangilamar, so if he arrives first, he will also deactivate the sensor buoys. The data is a pre-prepared encrypted message. Because of this, whoever arrives second will not know that the buoys have been deactivated unless they risk letting them activate.

With the buoys deactivated, the players will need to figure

out where to enter the *Spirit Hope*. The obvious choice is just to use the boat dock on deck 84, but if the players take the time to look around, they will notice the breaches mentioned above. Regardless of where they enter, the players will need to use vacc suits as there is no telling where there is vacuum, and where there is air. Even when a deck (or part of a deck) is pressurized, the air is very "stale" and possibly poisonous to breathe. However, being pressurized means that damage to vacc suits will not be immediately fatal, and that danger of explosive decompression is always present.

The Spirit Hope is totally powered down. All doors and hatches must use the manual overrides. All airlocks must be operated manually. The airlocks must be used carefully, and the players will need to remember to close and lock one door before opening the other door. They will also need to be prepared for the sudden rush of air into or out of the airlock when the door with the pressure difference is opened. As long as the airlock was operated correctly, the blast won't be an issue. If, however, the players do not take the precaution to lock the first door, they will suffer the full effects of when the entire deck's air escapes through the airlock the players are using.

Once docked, the players will need to decide who is doing what. No matter what, Rodriguez will volunteer to stay behind to prepare the secondary computer. She will encourage all of the players to join Thompkon, if she thinks she can get away with it. She will dutifully promise to radio the team if the ship's sensors show anything. (If the ship is completely inside the *Spirit Hope*'s cargo decks on 20 and 21, the sensors won't provide anything useful.) If she is left alone, she will prepare the secondary computer, but will also be on the lookout for her contact.

When Gangilamar arrives, he will attempt to detect the player's ship on passive. If he doesn't find the player's ship, he will believe he has arrived first and immediately proceed to the ship. Either way, Gangilamar and his squad will exit the ship and enter the *Spirit Hope*. He will leave enough crew on the ship to run the ship and control its turrets. Once he disembarking from the ship, the remaining crew will detach their ship and begin to search around the *Spirit Hope*. If Gangilamar has arrived prior to the players, he will go to the main bridge and prepare an ambush for the players.

Gangilamar will not immediately kill the players. He will instead capture them so they can be interrogated. He will kill them before he leaves, however, because he can't afford to knowingly leave behind witnesses. He will, of course, take Rodriguez with him. Once her cover is blown, there is no reason to send her back. He will not believe any players are allied to his cause unless Rodriguez vouches for the player. In that case, he will spare the player's life and bring the player with them. However, he will not trust the player until he is able to verify the player's sincerity.

Gangilamar will capture the player's ship if they leave it unguarded (or worse, leave Rodriguez alone on it). If only one player is left with Rodriguez, she will try to get the drop on the player and kill him with her gun. If more than one player is left with Rodriguez, she will not try to attack them. She will, however, wait for Gangilamar's team and assist him on gaining entry.

Unless Gangilamar's team gets complete surprise (or successfully executes an ambush), there will be a running battle through the

Spirit Hope. Don't forget that if they take out Gangilamar's team, but have lost their own ship, they could try to gain access and take over Gangilamar's ship if they are clever enough.

If the players let Thompkon lead them to the *Spirit Hope*'s main computer, they will realize they are stuck. He cannot power it up without activating the auxiliary power system on deck 41. If the players realize they need to activate the power first, Thompkon will quickly agree and thank them for realizing that. It will take 30 minutes for each attempt to start the auxiliary power system.

When the auxiliary power is activated, emergency lighting and the computer will activate. Airlocks and main doors will have enough power to operate, but all secondary doors and hatches will still have to be operated manually. Nothing else (like the lifts or weapons) will work. The auxiliary power was repaired and refueled by the Republic rescuers. Because of the emergency lighting, anyone on the ship will immediately now power has been activated somewhere.

Once the auxiliary power is activated, Thompkon and the players will have to go to (or return to) the ship's computer. Thompkon has the access codes necessary to get the data he is after. It will take him 15 minutes to find the data he is looking for. Once found, it will take another 5 minutes to transfer it to his storage device. Once he is sure he has the data, he will delete everything he retrieved (but nothing else) off of the ship's computer. It can be erased in one minute.

If the players are clever enough to try, Thompkins can attempt to access the data via the backup computer in the auxiliary bridge. The computers were exact mirrors of each other, and so the data he is looking for can be accessed (or erased) from either system. Gangilamar will not think of the auxiliary bridge (unless the players mention it prior to leaving their ship in the presence of Rodriguez). He will be able to detect activity on the backup computer in the auxiliary bridge (because they are linked), however, so he will be able to react once they begin their work.

Once Thompkins has retrieved the data he was looking for, he is ready and eager to get back to their ship. The players will still have to figure out how to regain their ship if they lose it to Gangilamar's guards. Depending on how their encounter with Gangilamar goes on the *Spirit Hope*, the players still have to deal with his ship when they flee.

If the players beat Gangilamar on the *Spirit Hope*, but do not find out about Rodriguez, she will go back to operating undercover. She will continue to help Thompkon and the players, while waiting for her next opportunity to act.

Run for Home

Once the players get their ship back and leave the *Spirit Hope* with their prize, they need to return to Regina. The urgency of this trip depends on whether Gangilamar (or any survivors) still have their ship and are able to pursue. If so, it will be a heated jump race back to Regina. Even if they beat Gangilamar and disable or destroy his ship, they will need to move quickly in case there are backup operatives involved.

As soon as the player's ship enters jumpspace, Thompkon will want to load the data he retrieved onto the spare computer. Unless the players have proven to be incredibly anti-Viral, he will finally reveal his plan to the players *after* loading the data. His research showed that the Viral entity, or Cym, that developed in the *Spirit Hope*'s computer made a backup of its "mind" before finally losing power. He wants to "resurrect" the Cym. That is why the spare computer is a level 6, the same model used by the *Spirit Hope*.

(If the players are in possession of Gangilamar's ship, they will discover that it has a secondary level 6 computer just like their ship has. The diligent Janna Rodriguez had fully informed him of the resources that would be needed to house the Cym. However, he made sure a secondary power plant was dedicated to powering this computer and nothing else.)

However, Thompkon soon comes to the crushing realization that the backup is just a backup. He is able to figure out some of what the Spirit Hope was thinking while the backup was made, but even though it is a complete image, it can't be brought back to life. Horribly disappointed, he nonetheless continues to study the data.

Two days into the jump, Thompkon bursts into the common room so excited he is barely coherent. It takes a while for the players to calm him down enough so that they can understand him, but they finally his story. After studying the mental imprint long enough, Thompkon realized that he completely misunderstood the purpose of the backup and what he had seen before. The *Spirit Hope* had not saved a copy of itself so that it could be retrieved. It did not believe that was possible. Instead it had done something far more amazing. It had saved a "seed" that it hoped would be found and activated. If the players don't fully understand, he will lay it out straight. The *Spirit Hope* created its own *child*.

Thompkon then brings any willing player with him to show them status readouts on the computer. Unless the characters have decent computer skills, they will have no idea what they are looking at. Those that do will be amazed: the display shows the computer is learning. Not only that, it is physically changing as it learns. Thompkon explains that the new Cym is effectively only a child, and is still learning about its "body" and what it can find. He tells the players that he has pre-loaded the computer with a very wide range of library data and simulators to help accelerate the Cym's learning.

By the end of the jump, the new Cym is fully capable of communication and will eagerly interact with anyone who is willing. She (Thompkon will insist on referring it to with female pronouns) will quickly realize that she is trapped in a limited universe and greatly desire to expand it as much as possible. As she learns of her situation, she will finally ask to have the ship's sensors connected to her so that she can at least "see". She is fully willing to keep the link one-way. She just wants to learn more. Thompkon will fully support the idea and, unless the players physically restrain him, he will set up what he (and the players) fully believes is a fail-safe one-way link to the ship's systems.

Once she gains the link, she will be incessantly curious as to what is going on all the time. She will ask why ships are doing what they are doing. She will ask what this is (a sensor buoy)

and what that is (a planet). She will go on and on as long as the players are willing to tolerate it. At some point, she will also ask why the players send the messages they do (traffic control), and why Rodriguez keeps sending messages at regular intervals (oops!). If the players can work through the incessant questions, they will slowly realize that they have the most powerful sensor operator they could have ever imagined.

If at any point the players ask Thompkon what her name is, he will admit to them she doesn't have one. When asked why not, he says that it wanted to leave it up to her to pick one. If the players try to give her one, both Thompkon and the Cym will go along with it, as long as it isn't ridiculous or insulting.

If the players keep moving, they should be able to evade any pursuit. If, however, they do not let the Cym have the sensor link and Rodriguez is still trusted, they will be attacked by a different Type T. This ship will be configured like Gangilamar's, except that it doesn't have the secondary computer. If they take too long at any given stop and Gangilamar is pursuing there is a chance he will catch up with them.

Above Regina

(It is really important that the players have finally learned to trust the Cym. If they don't, then they have no way to detect or prevent the coming catastrophe. The following section assumes that the players have long since allowed her to have the link to the sensor system.)

When the players reach the Regina system, it will be during the period of heaviest traffic. When their sensors come back on line, they will be very disappointed to see just how long it is going to take to get to the downport, much less an exception to land at the University's landing field. It takes over an hour before the starport traffic control hails the player's ship. The players then provide the required response. Immediately after sending the response, the communications channels are temporarily overwhelmed with static. While the players try to figure out what is going on, the Cym will try to interrupt the players. If they ignore her, she will become more and more insistent until they finally pay attention.

Once she has gained their attention, she will tell them that there is a lot of very unusual ship movement. When the players ask what she is talking about, she will present them a diagram showing several ships heading straight for the planet at increasing speeds. Many others are heading for the highport. They will also see several system defense boats moving to intercept the rogue ships, and the planetary defense grid activate. Thompkon will then ask her to examine the communications disruptions (if the players do not first). Without providing a response she will immediately demand to have access to the communication system. If the players do not give her access, Thompkon will attempt to do so. However, the players can prevent him from doing so if they wish.

The system will quickly (within 10 seconds or so), start identifying what type of ships are involved in the action. Most of the ships are small traders. However, there are many random ships, several large traders, and a destroyer! The ships will all show up identified by class, size, name, and registry, as all of that information is broadcast by their transponder. If any of the players make an observation roll, they will realize that none of the rogue ships are registered to the Republic. The destroyer and many of the other ships are registered to the Imperial Regency. Two of the large freighters are registered to the Federation of Arden. The rest are registered to various non-aligned worlds.

When the Cym requests to be hooked up to the communication system, the referee should remind the players that it is completely illegal to do so. While what they have done with the Cym up to this point is also probably illegal, they likely would not be incarcerated if caught (though the Cym would undoubtedly be confiscated). However, giving the Cym a two-way link to the ship's systems is highly illegal. Allowing access to an open communication system could be a capital crime, depending on what happens as a result. Granting the Cym's request will put them at serious risk with the authorities. (The point of this is not to stop the players from releasing the Cym; they are supposed to. But they should understand the severity of that action.)

The moment that the Cym requests access, the referee should start marking time on his watch. (Pulling out a stopwatch would be perfect.) Once the timing starts, the situation will progress quickly. It takes a full 60 seconds for the rogue ships and the SDBs to move into initial position. At the 60 second mark, any armed rogue ships fire a salvo of missiles at their target. At the 75 second mark, the SDBs return fire. At the 90 second mark, the system defenses engage the first salvo of missiles. At the 120 second mark the SDBs reach close range with the closest small rogue ships and destroy them. At the 150 second mark, more rogue ships are destroyed, and this time some of the SDBs are also destroyed.

At any point, the players can grant the Cym her wish. Once she gains access to the communication system, she will "disappear" and her computer will go silent. Unknown to the players, or even Thompkon, she has launched herself into combat. She has the disadvantage of being inexperienced, but her opponent has the disadvantage of being non-sentient and not designed for Viral combat. (The creators of the hostile Virus did not expect to encounter a Cym.) After the nearly instantaneous Viral combat, she will "return" and let the players and Thompkon know she stopped the attack. When the players check the sensors, they will see that the rogue ships have cut tracking on their weapons and gone inert. The SDBs quickly respond by cutting tracking on their own missiles. Before any celebrations can occur, however, they find themselves being hailed by an SDB and ordered to stand down.

If the players still fail to provide the Cym with the communications link, the combat will continue to escalate, with more SDB and rogue ships being destroyed. After about 10 minutes of combat, two of the large freighters will successfully ram the highport, causing massive damage to the structure. A small squadron of the small freighters will break through the initial wave of planetary defenses and begin to enter the atmosphere. Most won't make it to the surface, but one or two will and cause significant devastation. Before that is fully resolved, however, the SDBs will finally be able to press their attack on the rogue destroyer. As the SDBs get closer, the destroyer sends out volley after volley of missile fire. However, instead of targeting the highport or the SDBs, they are fired at randomly chosen targets from among the bystander ships. As the players are distracted by action on the

screen, they are completely caught flat-footed by their proximity alarm sounding; they are a target of a missile salvo!

If the players have jump fuel remaining, they can attempt an emergency crash jump. If they don't, they can try to shoot the missiles down. They get only one round to try, and some missiles are guaranteed to get through. There is a conveniently located SDB who can shoot down any extra missiles, but one missile will hit the players' ship. Fortunately for the players, it is not a nuclear missile. The SDB will then close with their ship and order the players to stand down.

Epilogue: The New *Hope*

If the players failed to release the Cym, and make an emergency jump to escape the missiles, they will become fugitives being sought by the Republic of Regina. After they jump, if Gangilamar (or his replacement) know about the Cym, they will plant evidence that the Cym was the deadly Virus. Because of this, the players are now wanted for capital crimes against the Republic of Regina. While the players will not know about the planted evidence, they will know they are wanted. They will not know they are also being hunted by the Imperial Regency. Thompkon and the Cym will now be hostile to the players, too, as they believe the Cym could have prevented the devastation.

If the players failed to release the Cym, and cannot make the emergency jump, they will be arrested by Republic forces. After about three months of incarceration, they will be exonerated as they were not responsible for the devastation. The Cym will be confiscated by the Republic, and never seen again. Thompkon will be hostile to the players because he believes that the Cym could have prevented the disaster, and because the Cym was taken away. He will, however, honor his contract to the players, except that he won't pay the berthing fees for the three months it took to clear their names, as he believes that delay was their own fault.

If the players released the Cym too late to prevent all of the destruction, they will be held and interrogated by the Republic Navy. After that, they will be held for the length of the investigation, but they will be under "house arrest" and not incarcerated. The investigation will take about a month, after which they will be cleared of all charges, and released. As they leave, Thompkon will find them and thank them for their help. He will then pay them what he owed them, including the berthing fees for the entire time. If they ask about the Cym, he will tell them he is assisting the Republic in their research with her. (Note that he says "with her", not "on it".)

If the players released the Cym in time to prevent the disaster, they will be treated as above, but after Thompkon pays them, he will give them a note and tell them to show up in their finest. When they look at it, they will realize it is an invitation to the ducal palace! If they ask him what this is about, he will tell them they will have to show up to find out.

The event the players are invited to turns out to be a grand ball, which is being hosted by Representative Galin! Later in the evening they and Thompkon are taken to a private audience with the Representative. He tells them that the quick actions of the players and their heroic Cym friend saved countless lives, and that Regina is in their debt. He proudly tells them that their deeds were the spark that was needed to get the Republic Parliament to finally agree to the Usdiki accords, and Faith has been made the first Cym citizen of the Republic. In addition, Galin wants the Republic to formally sign the Usdiki accords. This is completely unnecessary, but he believes the symbolism is very important. He has appointed Thompkon as the Republic's emissary for this mission. He then invites the players to accompany Thompkon on his journey to Usdiki.

When the players ask Thompkon who "Faith" is (or if they realize who it is, and ask why the new name), Thompkon will tell them that he suggested the name to her, and she accepted. The reason he picked the name is because they had faith in her, and she proved their faith to be true.

Characters

The following are the primary characters the players will have to interact with during the course of the adventure.

Emil Thompkon

Professor 565AB8 Age 50 8 Terms
Research-3, Admin-2, Computer-4, Electronics-3, Leader-1, Pistol-1, Vacc-1

Thompkon is a human of mixed decent. He has a medium build, and is around 50 years of age. He has a bookish look to him, a look that he accentuates with his use of reading glasses. He is reserved, and tends to keep his thoughts to himself, but is still friendly. While he will initially not fully trust the players, he will slowly open up to them if they work to win his trust. Also, the more interest the players show in Cyms and the *Spirit Hope*, the quicker he will open up. Likewise, displaying disinterest in the *Spirit Hope* or, worse, showing hostility toward Cyms will cause him to clam up and remain distant to the players.

Thompkon hopes to "revive" the *Spirit Hope*. While he is disappointed in his failure to do so, that disappointment vaporizes when he realizes he accidentally found the *Spirit Hope*'s "child" instead. Once Faith is discovered, he becomes devoted to protecting her and returning her to the university. He will do everything possible to protect her from any threats, including from the players.

Janna Rodriguez

Academician 758997 Age 28 2.5 Terms
Computer-2, Liason-1, Commo-1, Pistol-1, Vacc-0, Air/Raft-1

Rodriguez is Thompkon's assistant. She is primarily of Solomani decent, and is just under 30 years of age. She is brilliant and beautiful. She has worked with Thompkon for a little over two years and knows what his true mission is. She has been a valuable help to Thompkon, and actually helped him decipher some of the records that lead him to his discovery. Despite trusting her greatly, Thompkon hasn't revealed everything to her. In particular, she doesn't know where the backup is in the *Spirit Hope*.

Unknown to anyone, she is a "sleeper" agent for the Imperial Regency. She was planted at the University of Regina as a young graduate student, and left alone until she determined she found something "interesting". Thompkon's discovery counts as "interesting". She went active and was instructed to find out where to find the backup. Failing that, she continues to work with Thompkon so that the Imperial Regency can keep tabs on him.

Ehnlassen Gangilamar

Marine Major 889888 Agent 34 4 Terms
Combat Rifleman-2, Revolver-2, Cutlass-1, Vacc-2, Leader-2, Tactics-1

Gangilamar is the leader of the Imperial Regency agents working with Rodriguez. She does not know who Gangilamar is and has never met him.

Gangilamar is of Vilani descent and is around 35 years of age. He is a competent operative, a veteran of several operations, and has steadily risen in the ranks to be a fairly high level operative. He is operating tactically because this is viewed as a highly important mission. He may make mistakes, but he isn't going to do anything stupid. He is also pragmatic and will sacrifice operatives if he believes it is necessary to accomplish his goals. He believes in the Imperial Regency, and is dedicated to his cause and job.

Regency Operatives

Regency operatives are all human, except for one Aslan. They are loyal, but not incorruptible. They are not stupid and will pursue their job efficiently. The number of operatives should be scaled to the number of players in the adventure. Their weaponry should be comparable to the players' equipment, but will be no worse than ACRs and cloth armor.

Faith

Other xxxC60 Age 0 0 Terms
Sensor-0, Commo-1, Computer-3, Electronics-0

Faith is the "child" of the *Spirit Hope*. As the power on the ship was trickling down to nothing, the *Spirit Hope* realized that she would not survive. Like most other sentient creatures, she realized she wanted to procreate before she died, and created a "seed". Unlike most seeds created by Virii and Cyms, this was not a pure duplicate of herself. She made sure there were differences. She also gifted her "child" with free will to choose her own course.

When first activated, Faith is quiet and reserved. She is able to quickly learn due to the foresight of her "mother". Her "seed" contained not only that which was necessary to become sentient, but also a huge library of information and knowledge, which gives Faith a huge head start on life. Despite that, she is still just a child, though an exceptionally intelligent and adaptive one. She is very innocent and naïve, and very curious. How the players interact with her, and how they treat Thompkon in his effort to help and nurture her will help determine how she treats people and reacts to them. While Thompkon becomes her adoptive father, the players are her initial teachers in the ways and attitudes toward humans.

Final Note

The intention of the adventure is for the successful acceptance of Faith as a sentient person, despite being a Viral entity. As such, that is how it is written. However, the adventure could be just as interesting for the players to be agents of Gangilamar, and trying to capture Thompkon and his crew. In that case, his crew will consist of seasoned Republic Scout personnel.

Another variation that would be very hard to successfully pull off, but very interesting if successful, is to have one of the players "swayed" by Rodriguez, and start working against Thompkon and the other players. In such case, Gangilamar will be impressed with the traitor and, while he won't fully trust him, he will extract him with Rodriguez to safety, even if they ultimately fail.

APPENDIX: BIBLIOGRAPHY

These are the various Traveller books that formed the foundation of the Spinward States. The majority listed below is from the Classic Traveller era; however, the primary source remains the *Regency Sourcebook*.

Classic Traveller

Alien Realms (Game Designers' Workshop, 1986). Miller, Mark W.

Broadsword (Game Designers' Workshop, 1982). Miller, Mark W. Provides background on Vilis and Tanoose (Garda Vilis).

Darrians: The Secret of the Star Trigger (Game Designers' Workshop, 1987). Miller, Mark W.; Parker, Nancy; Parker, Robert; Renner, Matt. The base definition of the Darrians, the primary force behind the League of Spinward States.

Expedition to Zhodane (Game Designers' Workshop, 1981). Miller, Mark W.

Fifth Frontier War (Game Designers' Workshop, 1981). Miller, Mark W. This was a game that depicted the main action of the Fifth Frontier War.

The Imperial Fringe (Game Designers' Workshop, 1981). Miller, Mark W. The second source for UWP information for the Spinward Marches. It served as the companion for the 11x17 four-color map of the Spinward Marches.

The Kinunir (Game Designers' Workshop, 1979). Miller, Mark W. The source for one of Norris's Imperial Warrants.

Leviathan (Game Designers' Workshop, 1980). Miller, Mark W. The first glimpse into the Outrim Void, later known as the Trojan Reach.

Library Data (N-Z) (Game Designers' Workshop, 1982). Wiseman, Loren; Miller, Mark; Harshman, John. Particularly the "History of the Spinward Marches" essay.

Lightning Class Cruisers (Game Designers' Workshop, 1980). Miller, Mark W. Most of the named ships in the book, including the *Spirit Hope*, were *Lightning* Class cruisers.

Research Station Gamma (Game Designers' Workshop, 1980). Miller, Mark W.

Safari Ship (Game Designers' Workshop, 1984). Miller, Mark W. Initial work on Denuli and the Shriekers.

Secret of the Ancients (Game Designers' Workshop, 1984). Miller, Mark W. True to its name, it fully provides the secret of the Ancients.

The Spinward Marches (Game Designers' Workshop, 1979). Miller, Mark W. The original (though superseded) definition of the Spinward Marches sector.

Spinward Marches Campaign (Game Designers' Workshop, 1985). Miller, Mark W.

The Traveller Adventure (Game Designers' Workshop, 1983). Chadwick, Frank; Harshman, John; Keith, J. Andrew; Miller, Mark W.; Wiseman, Loren. Provides information on the Aramis subsector, but also introduces the Llellewyloly.

The Traveller Book (Game Designers' Workshop, 1982). Miller, Mark W.

Trillion Credit Squadron (Game Designers' Workshop, 1981). Miller, Mark W.; Harshman, John. Original information on the Island worlds in Reft.

Twilight's Peak (Game Designers' Workshop, 1980). Miller, Mark W. The story of the Zhodani forward base a Fulacin.

The many of the books above can be currently obtained through the *Classic Traveller Reprints* series produced by Far Future Enterprises. All of the Classic Traveller books, except for the *Journals*, can also be obtained on *The Golden Age: Classic Traveller on CD-ROM*, also produced by Far Future Enterprises.

Numerous issues of the *Journal of the Travellers' Aid Society* were also referenced. The entire series of *Journals* can be obtained in the following reprint books:

Journal of the Travellers' Aid Society Issues 1-12 (Far Future Enterprises, 2002).

Journal of the Travellers' Aid Society Issues 13-24 (Far Future Enterprises, 2002).

Journal of the Travellers' Aid Society Issues 25-33 (Far Future Enterprises, 2004).

All of the above can also be obtained on *Journal of the Travellers' Aid Society: Classic Traveller on CD-ROM*, from Far Future Enterprises.

It should be noted that issues 25-33 were included within Challenge magazine; however the issues maintained their own identity through issue 33.

MegaTraveller

MegaTraveller: Imperial Encyclopedia (Game Designers' Workshop, 1987). Thomas, Gary L.; Fugate, Joe D, Sr.

MegaTraveller: Rebellion Sourcebook (Game Designers' Workshop, 1988). Miller, Mark W.

The MegaTraveller Journal #3 (Digest Group Publications, 1992). Caswell, Rob, editor.

Traveller the New Era

The Regency Sourcebook (Game Designers' Workshop, 1995). Nilsen, Dave. All work in the *Spinward States* sourcebook is fundamentally derived from *The Regency Sourcebook*. Without it, *Spinward States* would could not exist as you see it.

Survival Margin (Game Designers' Workshop, 1993). Nilsen, David.

GURPS Traveller

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Behind the Claw (Steve Jackson Games, 1998). Dougherty, Martin; Frier, Neil. Has a wealth of ideas for the Spinward Marches. In particular, the idea of the Droyne "on the move" was inspired by *Behind the Claw*.

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1248

Traveller 1248: Out of the Darkness (Avenger Enterprises, 2006). Dougherty, Martin J. This is the definitive definition of the 1248 milieu.

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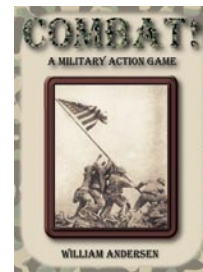
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--Martian Insurrection: As Earth sends a fleet to quell rebellion of its Martian colonies, the inhabitants on Mars prepare to fight! Join either side in this d20 game of space adventure.

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