

Traveller 1248 Sourcebook 4

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The Freedom League



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Traveller 1248

SOURCEBOOK 4: THE FREEDOM LEAGUE

A SOURCEBOOK FOR TRAVELLER 1248

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

Dedication and Thanks

This book is dedicated to all of those who dreamed, who dared, and those who did the work. My personal thanks to the Avenger Press team and ComStar Games who saw it to completion.

Hugs to the Elf and thanks to her merry band of play testers in the New Era, without their efforts in our 1201 adventure series much of this would have been pointless.

To my Traveller writing comrades Martin J. Dougherty, Richard Perks, Shane McLean, Grahame Mulliss, Mike West, and Matt Ashley, the Star Viking who said it best with brevity: "Because we believe."

Special thanks to my wife and family who put up with my meeting all of our deadlines before deployment overseas during the Holiday season. Especially my blind son John, whose dreams have never heard the phrase, "You can't".

--Daniel Walker Hammersley, 6 January 2008.

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An adventure for Traveller: 1248

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Authors Note

This book focuses on the Freedom League Worlds; the successor to the interstellar polity called the Reformation Coalition, a successor state of the Hiver client state once known as the Dawn League. The Freedom League Worlds evolved from more idealistic aims, to ruthless ones when facing the ignorance and savagery of the Wilds left by the wake of the AI-Viral Collapse, to once again a more idealistic view of self-governance as they set out before. Initially aided by the Hiver Federation, they are now six-years from their allies' steady patronage, and although a few Hivers have stayed on within the League, they are standing on their own two feet at last, sinking or swimming into the New Era.

The Thermidorian reaction to the previous 'Star Viking' era of the Reformation Coalition's early days is perhaps understandable for a Reconstructionist Era interstellar polity that took great pains to set itself apart from both the Solomani Confederacy's Human-Supremacist dogma, and the worst excesses of the Final War by the warring factions of the late Third Imperium. For the Star Vikings', guilt, conscience, and bitterness have found them cast aside by the present day revisionists who now enjoy the fruits of their labors and their sacrifices. They too know their bloody-handed past, and in redemption of their name, have set out to save their unknown brothers at the Galactic Core at the outset of this campaign setting in 1248.

The Freedom League's Society today is that of a raucous family, with wolves, sheep, black sheep, in-laws and out-laws, and squabbles, uniting however from time to time in common cause against external threats. Many who read these pages will find familiarity with the previous editions of Traveller: The New Era, upon whose foundations this work is built. Indeed the broad-brush is used more often than not to allow Referees the greatest latitude in making up their own minds what parts of this they will use or discard. The Freedom League encompasses many different human cultures and subcultures, regions, and religions, not to mention a healthy sprinkling of minor aliens among its population, such as the Hivers, the Ithklur, the Schalli and the Droyne.

That being said, the Freedom League Worlds is what you interpret from our painting of it within this cockpit-frame work we have erected in the Traveller Universe Marc Miller gave us over two decades ago, and Martin J. Dougherty continued with in his 1248 series. Make of it and the future of Traveller in this region what you will.

—Daniel W. Hammersley, Richard Perks, Shane McLean, and Grahame Mulliss: the TNE Heretics

Freedom League Timeline

Date	Events
1130	The Collapse.
1131	Covenant of Sufren formed.
1156	Union of Promise falls to two vampire fleets.
1157	Duke Craig dies.
1160	Major worlds that will eventually form the Easter Concord regain star-flight.
1164 / 1165	Dawn League Core worlds now maintaining steady interstellar contact.
1165	Mercantile Guild forms at Gegashaa.
1166	Galines Trade Confederation formed.
1175 Approx.	Hivers establish a "stepping stone" polity in the Hinterworlds Sector.
1176	Trade Union of Voskl loses contact with Margaret's Domain.
1179	Last organized viral forces in the core of the Covenant of Sufren defeated.
1182	League of Bonsher joins the Galines Trade Confederation.
1184	Packo Ramstattan assassinated on Solee.
1185	Hivers contact Renj. Gabriela Ramstattan consolidates her control of Solee. Change of leadership within the Mercantile Guild.
1186	Voskl starts to reach out to neighboring worlds eventually forming the Voskl Trade Union.
1186 to 1189	Solee joins the Galines Trade Confederation and provides military aid in anti-piracy campaigns.
1190	Solee discovers two major imperial era warships, and the vessels commander who is an officer of Lucan's Imperium
1191	Solee discovers a derelict imperial era cruiser, and its commander Von Kessel, an officer from Margaret's faction.
1192	Solee's anti-piracy campaign for the Galines Trade Confederation ends. Gabriela Ramstattan is proclaimed Empress of Solee's star empire A mission from what will become the Dawn League returns with the first Hiver personnel.
1193	Hiver follow on missions arrive within the core dawn League worlds. Hiver technical academy is established.
1193 to 1195	Von Kessel organizes planetary defense forces within the Galines Trade Confederation, whilst Solee starts to contact nearby worlds.

1195 to 1197	Dawn League core worlds contact remaining nearby worlds.	Worlds within Khulam, Promise and Shenk subsectors admitted into the Coalition
1196	Solee's involvement on Marcena and Hindahl begins.	Solee and Reformation Coalition establish embassies on Mueller.
1198	Twelve vessels selected by the Dawn League as exploration ships. Covenant of Sufren develop the snake anti viral weapon.	Mueller government collapses and is replaced by populist government. Jump – 3 trade route between the Reformation Coalition and Renj established.
1199	Solee moves against Guild assets in Shenk subsector. Solee admiral Von Kessel seizes the Old Expanses depot. Twelve dawn League exploration vessels set out. None return.	Oriflamme starport upgraded to Class A. Kalkaska scandal involving auction cuts engulfs Oriflamme government. Terran Commonwealth defeats a vampire nest at Champa.
1200	Dawn League sends an improvised force into the wilds to search of its mission exploration vessels. Covenant of Sufren captures a missing Dawn League vessel "Lady Elise" which is now a vampire. Oriflamme invades the neighboring world of Spencer. Professor Ilielik Kuligaan found onboard a derelict liner.	Covenant of Sufren moves against TEDs and vampire support facilities on nearby worlds. Dunas judgement grant survivors all rights to a world, and rejects claims of salvage companies. United Worlds Alliance defeats a combined Guild / Imperial Raymore fleet over Phoenix.
1201	Dawn League reforms as the Reformation Coalition. Reformation Coalition establishes outposts on neighboring worlds. Coalition colony established on Poyzen. Solee bombs Marcena and Hindahl. Solee admiral Von Kessel absorbs systems as far as Quinoid Subsector, Old Expanses. United Worlds Alliance formed.	Mueller votes to join the Reformation Coalition. Solee coup attempt foiled by the populist government supported by a Coalition task force. Coalition secretary general declares Sandmen AI-Cyms to be citizens. Mueller and Reformation Coalition declare war on the Solee Star Empire Solee advance takes Yontez and Tequila. Coalition taskforce destroyed over Yontez.
1202	Reformation Coalition discovers the viral hell world of Promise, and a Covenant of Sufren contact mission. Coalition pacification campaigns and Moonshadow missions across the Area of Operations. Vampire raid at Nike Nimbus kills many thousands. Solee seized the Reformation Coalition vessel "Marathon Victrix". Solee spy missions penetrate the Coalition. Mueller foreign minister assassinated within the Coalition by Guild mercenaries working for the Solee Star Empire. First skirmishes between Coalition and Solee forces. Reformation Coalition meets Sandman, a sane "Peacemaker" virus from Promise.	Reformation Coalition task force at Mueller starts deep commerce raids into Solee territory. Reformation Coalition fleets leave Coalition space to support Coalition client states in Shenk Subsector. Solee fleet elements drive at the Coalition destroying numerous minor outposts before arriving at Baldur. Baldur highport destroyed and planet bombarded. Solee fleet takes heavy damage from planetary defenses and Solee admiral killed. Coalition merchant fleet deployed to supply aid to Baldur. Reformation Fleet attempts to retake Yontez, but runs into several Solee convoys. Both fleets take heavy losses in combat vessels. Coalition fleet withdraws.
1203	Promise liberated by large Coalition fleet. Reformation Coalition navy sweeps vampire nests out of Promise and Khulam Subsectors.	Two Solee invasion fleets are gutted by hidden Imperial era communities armed with relic technology. Massive losses in troop carriers, landing shuttles and

	escorts. Solee now effectively unable to launch large scale planetary invasions. Reformation Coalition brings up more forces and starts crippling raids amongst Solee client states and allies in Shenk subsector.				
	Solee admiral Von Kessel recalled. On his journey to Solee, several GTC worlds inform him of their intention to withdraw from Solee's empire over black war tactics employed so far.				
	Von Kessel arrives at Solee, and stages a coup.				
	Solee surrenders.		1208		
	Reformation Coalition clippers start operations against the Guild in Diaspora Sector.				
1205	Reformation Coalition forces operating in the Diaspora Sector against the Guild are reinforced by new Coalition naval vessels built for the Solee War.		1209		
	Reformation Coalition forces take control of the Solee Star Empire, including the Old Expanses Depot. Individual worlds begin government changes to allow entry into the Reformation Coalition.		1210		
	Internal coups within the Mercantile Guild. Slavers and pirates expelled as Free Trader Association captains take control.				
	Bail 4 and Ephraim contacted by the Reformation Coalition and used as advanced bases to sweep the Vampire Highway as far as Sufren.				
	Reformation Coalition forces raiding and destroying Guild facilities and ships across central Diaspora. Diaspora Sector Depot and remnants of Imperial Raymore fall to the Coalition.				
	Guild starport at Jump interdicted by the Coalition Navy.				
	Hammer Lathrop killed in a battle with planetary defenses over Jump.				
	Oriflamme government falls after numerous scandals.				
	Sandmen AI-Cyms introduced into Auction to restore public confidence.				
1206	Reformation Coalition moves against the United Worlds Alliance in the belief they are a Guild supporting pocket empire.				
	Reformation Coalition forces invading UWA capital of Phoenix encounter a mixed UWA / Guild defector fleet backed by a Azhanti High Lightening Cruiser from the Regency.		1213		
	Guild facilities on Gegashaa fall to Coalition forces.				
					Sandman AI-Cyms introduced into the Auction system.
					Negotiations between the Reformation Coalition and the Regency / United Worlds Alliance start on Phoenix.
					Vampire activity starts to increase across the Diaspora Sector (continues until 1209).
					Sufren starts to bolster planetary defenses and purchases warships from Solee.
					Terran Commonwealth and the Reformation Coalition combine to purge major vampire nest at Gashurzid.
					Embassies from the Reformation Coalition and the Regency established on Phoenix.
					Reformation Coalition recognizes the United Worlds Alliance.
					Reformation Coalition discovers Dethenes.
					Easter Concord established.
					Sufren scouts detect a massive vampire fleet moving through Massilia Sector towards the Covenant of Sufren.
					Sufren passes word of the Black Fleet to the Reformation Coalition and the United Worlds Alliance.
					Black Fleet enters Diaspora Sector.
					Left flank of the Black Fleet moves into the Old Expanses and is finally defeated over Dethenes.
					Central portion and right flank of the Black Fleet sweep through Diaspora devastating worlds before moving to assault Sufren.
					Climatic battle over Sufren. Sufren naval forces destroy Lucan capitol prime dreadnaught and fleet logistics tender, but are destroyed in return.
					Sufren rendered uninhabitable by Black Fleet strikes.
					Coalition / UWA / Regency warships respond to Black Fleet incursion under the command of admiral Von Kessel.
					Coalition agrees pact with the Mercantile Guild to support the alliance fleet.
					Final Black Fleet units hunted down by alliance naval forces as the vampire run out of missiles and spare part.
					Covenant of Sufren refugees resettled on neighboring worlds in a massive Coalition rescue effort, placing a massive drain on Coalition resources.
					Economic downturn in Kushga subsector from shifting salvage monies / refugee crisis.

1214	United Worlds Alliance economic influence spreads through central Diaspora and into Coalition held territory. Reformation Coalition Navy sends warships to support the battles at Captial, further straining Coalition defenses and coffers.	1244	Freedom League taskforce leaves join massing forces under Avery.
1215	Ledge secedes from the Coalition over lack of development funds. Coalition forces retreat from the Imperial capital. Admiral Von Kessel killed during the retreat.	1244 to 1246	Freedom League taskforce involved in battles against the Dominate.
1216	News leaks out of the Coalition – Dethenes membership negotiations. Widespread defections of worlds from the Reformation Coalition over lack of bootstrap funds and the Dethenes Al-Cym entry issue. Reformation Coalition contacts the Voskl Trade Union.	1246	Damaged Freedom League warships ordered home.
1217	Continuing defection of worlds from the Reformation Coalition over lack of bootstrap funds and the Dethenes entry issue. Coalition advisor Ilielik Kuligaan dies of old age.	1247	Final battle of Gateway. Dethenes starts the “Dawn Project” to restore Sufren.
1218	Dethenes formally joins the Reformation Coalition. Start of the Great Recession within the Coalition. Centrist party gains ascendancy with the Coalition.	1248	Current Date.
1218 to 1221	Regency Campaign to the Imperial Core	Star Vikings leave for the Galactic Core.	
1219	Formal rapprochement with the Mercantile Guild. Guild takes up shipping duties to worlds that have broken away from the Reformation Coalition		
1220	Bellin Confederacy breaks away from the Reformation Coalition. Reformation Coalition colonies beyond Bellin are cut off. They form the Duwamish Federation		
1228	Formal end to the Great Recession within the Reformation Coalition. Sentient Accords signed at the UWA capital of Phoenix.		
1238	Historical revisionism sweeps the Reformation Coalition, questioning the sacrifices of the founding Star Vikings.		
1242	Freedom League declared. Hivers leave the Freedom League. RCES is disbanded.		
1243	Last Rally against the Dominate, Freedom League votes to send naval forces. Renj secedes from the Freedom League in protest on the Hiver issue. Rann Republic formed.		

A Legacy of Idealism and Ideals: Birthright of the Freedom League

The Birthright of the Freedom League Worlds is tied to the Final War. The death throes of the 3rd Imperium were forged in sacrifice, hope, and the diverse efforts of the Human will and spirit to survive, from which seventy-odd years later the inheritors known as the Soleean Empire and Reformation Coalition arose. The oft used term 'Star Vikings' was a 'Hard Times' era one, which came from roving bands of starship equipped military deserters from the warring factions of Dulinor and Lucan who preyed upon weaker worlds seeking a place of their own. They were counted among those who raided helpless worlds, including outright pirates and the socio-psychopathic starship armed gangs known as 'Rippers'. Archduchess Margaret, the only anti-Lucan faction leader to die of old age in Charted Space this side of the quarantined Imperial Regency, had built the dream on the eve of the advent of Virus recontacting and re-expanding back out into the Wilds weaving the various pocket states back into the fold of her Imperium. Her legacy, and her fight against the viral darkness went nineteen years after her death in 1170, but her dream lived on, in both the Empire of Solee and ironically the Reformation Coalition.

Daibei's Duke Craig's Ideal of an interstellar government that was "of the people, and for the people" survived his death in 1157 in a movement known as "The Sons of Craig". Those who fought the utter lawlessness between the stars in the Hard Times, the Star Mercs, with their own unique subculture and use of 'tac-code' nicknames, passed along this idea into the New Era, to the new Star Vikings, the warriors, spies, and pathfinders of the Reformation Coalition Exploratory Service (RCES). Some of the RCES early wilds modified armed starships which had once been Star Merc Vessels that took shelter in the six Aubaine Subsector worlds that became the nucleus of the Dawn League.

Emperor Strephon's belief and ideal that AI-Sentient robotic life was the equivalent of organic life was of course one that was submerged in the insane legacy of Lucan-Deyo- Virus that destroyed Charted Space as it was known forever. It emerged once again, first in the Freedom League in 1204, and later elsewhere like the UWA and the 4th Imperium. The opposite lives on, of course, within the region of the Dominate of the K'kree 2,000 worlds region of space to trailing and is still opposed. The ideals of "victory in war at any price", and the misuse of nuclear weapons, the use of species genocide, or "Scorched Earth" orbital bombardment of the former rebellion era factions by Archduke Dulinor. 'Emperor' Lucan, and the Solomani Confederation's forces were abhorred, shunned, and would in the rise of the Free-

dom League be things that they would ever oppose. The enthusiasm and idealism of the Dawn Leaguers in 1199 did not so much as die as it was set aside for a time with Realpolitik and hardnosed pragmatism that if the goal of the League to remove the darkness of ignorance from humanity amidst the stars was to survive, some eggs in this "Pie-in-the-Sky-By-and-By" plan were going to have to be broken. But the ideals of the Dawn League of an enlightened free interstellar society that held its members accountable to the rule of law did not vanish, something perhaps the Star Vikings in the bloody years of 1200-1218 forgot, and that those who dwelt in the darkness that was lifting had as much right to the future as they.

Lastly, the interstellar mercantile ideals of a small Hard Times era pocket empire, known as the Alurzan Cartel of Diaspora, gave birth in the early recovery era to a planetless entity known as the Diasporan Mercantile Starfarer's Guild. The Guild's 100 Ship's Owners 'Admiralty Board members sought sole supremacy of trade between the stars and opposed the rise of interstellar states. The Guild's original intent was perverted by captains of amoral fiber and turned to piracy, slaving, and the endless quest of profit at the expense of others save themselves. The core ideal did not die, however, and eventually returned as the pirates, and slavers died off, were run off, or were prosecuted by the Empire of Solee and the Reformation Coalition. This allowed those among the Guild who 'kept the dream alive' to return the Guild to its true course.

A Dark Distant Mirror: The 2nd Civil War and the Collapse (1116-1130)

The shots that rang out in the Iridium throne room on 132-1116 on Capital/ Core had far-reaching repercussions, plunging the Third Imperium into a bloody civil war as the Solomani, Aslan, and Vargr border regions invaded. The Imperium shattered into several factions, some trying to either seize or keep the throne, as the assassin Archduke Dulinor of Illeish was doing against the murderous Prince Lucan. Other Domain Archdukes like those of Daibei, Vland, and Antares seceded to defend what there was of their Domains. Still others, like the Archdukes of the Domains of Deneb and Delphi maintained what they could that was best of the Imperium, hoping the warring sides would cease so they could rebuild the Imperium.

By 1124 the war could not be won, so many warships and civilian vessels had been lost on all sides. Entire planets laid to nuclear waste in a "scorched earth" policy both main pursuants of the Iridium throne were guilty of. Most saw that any chance of putting "Humpty-Dumpty" back on the wall was lost. Starports had been wrecked, economies ruined, and laid waste. Then the Imperial Megacorporations, the largest employers of the teeming

billions of the Imperium's citizens regrouped, reshuffled, and moved their assets into the Faction Safes. This left their unemployed stranded outside the faction frontiers, compounding the misery, and the onset of what some called then "the Hard Times."

Candles in the Dark: the Hard Times (1124-30)

Against the backdrop of losing jobs, and faith in the Imperium in the Diaspora region, were some leaders and worlds left that struggled against the recession of the economy. Technology became top priority for this brief moment of time, the "candles in the dark", forming stellar pocket polities. Towards the Safes and these polities came the flood of refugees from worlds no longer capable of sustaining them. This was known as the "Doomed Trade". Made up of those desperate enough to take even steerage passage conditions against the bleak futures they had where their Faction had left them, the migration was on, and credits were to be earned by those risking hijackings or worse.

There were a myriad of these new stellar pockets forming within Diaspora: the Ecclesiasty of Narquel (Narquel Subsector A); the Union of Sufren, and the Vassalry Judiciate (Both in the Sufren Subsector C); the Khavle Accordment (Khavle Subsector D); the New Order Vigilance Alliance and the Cumberan Confederation (Both in the Hijiri Subsector M); the Duwamish League (Shumisdi subsector N); the Unity of Promise (Promise Subsector L) and the Alurzan Cartel (Alurza Subsector I) formed. Out in the Old Expanses past Margaret's trailing frontier formed the lonely Voskl Trade Union (Rusco subsector D).

To the Spinwards side, Duke Craig of the now shrunken Domain of Daibei saw and supported the Ecclesiasty of Narquel and the Cumberan Confederation that lay just beyond the edges of his frontiers. Likewise Duchess Margaret was mindful that the war's fortunes for Dulinor and Lucan had waned, and that one day they must rebuild. Hence she had extensive contacts and support for the Union of Sufren via Dehrapur (3102)/Khavle/Diaspora, her furthest flung frontier outpost, and likewise, her 1124 established trade route to the Hiver Federation across the Hinterworlds Sector through to Spica Sector far to trailing-rimwards passed through the outpost polity of the Trade Union of Voskl. The Solomani Confederation, having won its war goals, had settled in for destabilizing the Imperium, and these new stellar powers, forming the New Order Vigilance Alliance as a puppet state to proxy-war against Daibei's Cumberan Confederation and Ecclesiasty of Narquel allies. As if this were any great surprise in the lawlessness between the stars, piracy and raiding arose to fearsome size as stricken systems fought for resources, precious ships, and sought to reinvest in older more rugged technologies to sustain their way of life. But there were signs of improve-

ment here, signs of life coming back, albeit tougher and rougher than the easy automated days of the bygone 3rd Imperium.

Political unrest at home within the Confederation escalated to where the peace movement took charge of the Interior Council of the Solomani Party, as well as rising protests of those worlds wishing a more tolerant attitude towards aliens against the hard line Human-Supremacists. The Confederation with its war aims achieved, and needing to keep their house in order, entered into negotiations with the Archdukes of the shrunken Daibei and Delphi's Domains. In 1129, the joint Treaty of Altair was signed between Duchess Margaret Tukera and the Solomani Confederation. A proposed trade route between her Domain's frontier rimward edges in the Old Expanses through Jayna to the Solomani new border in Shenk was begun between the Solomani freight giant, Transstar and the Sector freight-moving corporation of Keratu Lines, a Tukera Lines LIC subsidiary of the Old Expanses. The state of hostilities between Duchess Margaret's faction and the Solomani Confederation thus ceased on 001-1130.

The Candles go out (1130-1165)

Virus's arrival was swift in the Faction Safes of Lucan, Margaret, and Dulinor, and slowed by the wilds as it reached Usdiki, and Strephon's stronghold. The Solomani Confederation, and Duke Craig's Domain of Daibei. Disunity at the recent death of Archduke Brzk of Antares aided the balkanized chaotic response as it too crumbled before Virus. The Pocket empires in the Wilds fared hardly better. The Union of Sufren, the Backman Cluster worlds, the Vassalry Judiciate, Ecclesiasty of Narquel, Khavle Accordment, New Order Vigilance Alliance, the Cumberan Confederation, the Duwamish League, and the Alurzan Cartel were swept aside and tossed into the darkness.

Only the Unity of Promise withstood the onslaught in Diaspora. Its' lights went out due to the lack of an A-class star shipyard to replace their small Starfleet of four-dozen small starships and SDB's as the migratory fleets of vampire vessels began their two-way erosion of raiding up and down the J-1 mains from their birthplace on Cymbeline in the Sol Rim Sector to the Black Curtain of Core Sector in 1156. The capital of Promise itself was seized by an alliance of two huge fleets and their Cyborg and Robot janissaries on 17-IX-1156. The 'Vampire Highway' became synonymous with vessels vanishing for years afterwards and oppressed Worlds along it. Some of which were reduced to utter savages the likes of which were only seen in distant Ilelish, and later the former Black Imperium.

The Early Rise of the Seven Powers (1165-1200)

Freedom League and 4th Imperial Historians have in retrospect on this region of space looked upon the Old Expanses like the ancient game of tic-tac-toe, with four powers arising, one in each corner subsector, and one in the middle. These five powers would eventually all meet. Some at the courtesy of the sixth, The Diasporan Mercantile Starfarer's Guild whose actual roots lay in adjacent Diaspora Sector; others at the courtesy of the seventh power, the Hive Federation. League Historians argue against the Imperial theory that the Hiver Federation was the seventh power but for completeness sake their part in this is included.

The Hiver Client states or "Stepping Stones" established

While the six worlds in the Old Expanses Vras (M) subsector maintained tenuous trade contact before 1164 and then steadier year by year past 1165, unbeknownst to them, the distant Hiver Federation began recontacting Humanity also at this time, establishing what later writers called "the stepping-stone" colonies. Out of honest discourse (as honest as one can have with the Hivers) that they were looking towards a future with a hostile enemy in the Viral thralls of their mortal enemies the K'kree. Humanity had unleashed Virus, true, but Humanity also would stand in the K'kree path eventually. The Hivers surmised that if one was to shape or manipulate the future for the race's survival, humans as an ally had to be part of the equation the Hivers surmised.

The first was set among seven worlds seeking interstellar contact and were neither technophobic nor xenophobic in the Spica Sector. Another was established further on in the Human-Droyne rimwards region of the Hinterworlds in the mid 1170's before the Federation turned spinwards towards the former Solomani Confederation and Old Expanses former 3rd Imperium. The high population water world of Renj (formerly called Syrim) was contacted and allowed to organize the Sitah subsector in 1185 as the third such Hiver client state. Renj was perhaps better off than the previous two, with population and the mainstay of TL11 as well as a massive series of surviving B-class Starports. But Renj lacked ambition, a former Solomani trade hub between the 3rd Imperium, the Confederation, and the diverse splintered states of the Hinterworlds Sector. It was Pan-Sophontist, and welcomed the Hiver's return but apparently lacked the motivation to retake the Wilds for humanity that the Hivers were seeking.

Renj's government looked at the situation that without an A-class shipyard, her carefully preserved relic fleet of merchant ships and System Defense Boats and monitors weren't enough to "reconquer" the stars with. On the

other hand, Renj's impersonal bureaucratic government which had replaced their pre-collapse pro-freedoms democracy had stifled some amongst the population. They welcomed the Hiver's arrival as a means to get out from under the heavy handed control of their leadership, and many of these 'dissident' freedom groups volunteered to settle the salvage colony worlds of the Sitah subsector. Renj was pleased they acted as a major clearing house in this nexus-economy, while the Hive Federation Navy stationed elements at the perimeter systems to keep wandering Vampire traffic away. In early 1190 the Hiver Federation felt that Renj's client state's economy was self-propelled enough to venture out to the next interstellar grouping of worlds, and began scouting the adjacent subsectors of Old Expanses in a path towards the Final War's major war zones of Diaspora.

Margaret's Dream continued: the Trade Union of Voskl and the Galines Trade Confederation

Corewards of Renj, in the Rusco Subsector, the Phoenix of Margaret's dream for Humanity in the Wilds came to life in the mutual trade and defense compact of the six worlds comprising the Trade Union of Voskl. Voskl had been a major convoy marshalling hub of Margaret's Domain during the Final war of her then famous 1124 Trade agreement with the Hiver Federation and Tukera Lines, LIC, her husband's company. It had lost contact with Ilaria in 1189 when that last bastion fell to Vampire ships from the Black Curtain, and prepared itself for the next shoe to fall upon them. Here the diversity of Humans, Vargr, Bwap, and Droyne working together managed to raise the banner of civilization once again. The Hiver Federation chose the path of least resistance to their message, as well as astrographical ease of navigation, and plunged spinwards instead.

In the Old Expanses sector sandwiched in the middle of the Jayna Subsector lay three worlds that had managed to survive the onslaught of Virus, and had been part of Margaret's treaty of Altair trade route to the new borders of the Solomani Confederation at the time. The World of Galines (formerly called Galiano in the Final War era) had swelled with refugees from the war zone between Margaret's frontier and that part of the Old Expanses. The Solomani had yet to be budged from since the invasion in 1117. Galines had a large relic fleet of Keratu Lines J-4 liners, J-3 bulk freighters, dozens of marooned Solomani J-2 and J-1 Transstar bulk freighters. The former remnants of the megacorporations became the new government, with Nationalistic transcorporations, the most powerful of which was the merged Trans-Keratu Lines.

The J-2 isolated high population world of Czerniak lay four parsecs away spinwards of Galines but had maintained enough J-2 capable vessels itself to seek contact

out with them. Czerniak had overcome Virus' damage by re-engineering their computer industry to use quantum and biomechanical computers, and were now in the process of restoring their shipyards. Czerniak had also changed governments since their Psionics Institute which conducted a coup in the collapse, now ran the planet in the Zhodani-Consulate model. Thus keeping the masses happy, and employed at the level of technology and lifestyle they wished for.

Czerniak's psions also used their computer empathy skills to detect, remove infected data systems, and repair them. Having restarted their computer architecture's industry all the way back to TL9, their new quantum and biomechanical computers were slightly larger but were incapable of hosting a Deyo-Silicon Viral entity. Using these new computers, Czerniak's relic fleet of J-2 ships were dispatched to spinwards to Rebielids, where their Psion computer empaths and salvagers worked and removed the industrial machinery and infrastructure for the next forty years to bring Czerniak back to TL11.

Corewards of them, another system had survived with a C-class shipyard and port that both high population worlds relied on for their mining and refining of metals for Starships and spacecraft. This was the belting world of Thanatos, whose lack of gas giants had prevented the worst of Vampire wanderings there as well. A Trade empire came into being from diplomatic talks among them in 1166 known as the Galines Trade Confederation. This expanded to include client state worlds adjacent to each of these three worlds, and eventually incorporated into their growing economy the small democratic three-system state of the League of Bonsher in the 21 world's subsector in 1182. Their prosperity did not go unnoticed, or unenvied. The Guild out of Diaspora was moving already against them.

Powers between the Stars: the Guild and the Free Trader's League

In 1165, on the planet of Gegaashaa/lusea subsector, came about the meeting of the surviving 100-starship owners who had survived the collapse in the former war torn region. Establishing themselves as the 'Admiralty Board' they ruled by democratic process and majority ship shares, as some of these 'Ship-Owner Captains' had more than a single vessel under their 'flag'. Some had as many as five. They were unified in their opposition to another interstellar Government telling them what to do, where to sell and what not to sell or when, and believed they should control the Wilds economy, and let the free market of open competition be the ultimate litmus test whether or not a merchant survived or not. This attracted many single-ship Free Trader owners who'd managed to eke out and survive the first thirty-five years in the darkness in small bands. Many Free Traders could still recall their father's working for the once economically driven Alurzan Cartel of the Hard Times years.

For the next twenty years the Guild shared knowledge amongst its members, and through salvage and tithes of each Ship Owner's annual profits, established a training and repair facility at the Jump system in corewards end of The Blight Subsector with a B-class facility. Guild Starship Owners banded together, or were bought out when they did poorly, often dismissed from the crew of the vessel when they fell into debt and their profits were marginal. But the Guild was forced to trade with TEDs, and contact with such morally repugnant regimes had its effect on Guild crews who gradually became as callous as their planet-side trading partners. In 1185 the Guild's leadership changed with the election of Vugnaashii Ishimshugi as the "Grand Admiral" of the Ship Owner's Board. He controlled five such groups of multiple Ship Owners, and thus a majority of the leadership in clout. The new "Grand Admiral" sanctioned then even harder nosed economics amongst the Guild. This opened the seamier avenues towards profits like the sophont slave trade, narcotics smuggling, and gunrunning to balkanized warring worlds.

The new territories being exploited in the Old Expanses reported with alarm the rise of several small polities in Jayna, Quinoid, Shenk, and Syrs. This caused raiding and piracy were likewise sanctioned as the Guild had not swayed in their total distrust of interstellar governments.

This shift in amoral trade policies caused those few independent single-ship Owners much alarm, and many broke away from the increasingly criminally leaning path the Guild swerved so casually down, forming the Free Trader Network in protest. While these few noble-minded Captains preserved their integrity and their ships, they also surrendered their fence-sitting comrades to the new majority in the Owner-leadership.

Oddly only in Syrs did they such bands of Break-away Free Traders form any lasting groups. The largest forming the Sarcathon Trade Commonwealth. Sarcathon and this band of Free traders came to an agreement and serviced several worlds along the corewards-trailing leg of the vast Clersor Main, namely Ilm, Afrend, and Vinhooks. A smaller band took up the trade between the two worlds of Xulfor and Jenms. The rest moved across the dangerous Vampire Highway, putting as much distance between themselves and the Guild's worlds, ports of authority, and reach. Historians of the Free Traders and Guild differ slightly in the numbers, but the Guild lost roughly a third of their Captains in the political upheaval of the time.

Many of these rebel single-ship owners however were then preyed upon by the Guild's more ruthless captains and lost both their lives and ships. By 1200 League Historians determined, of the roughly 120 Rebel Free Trader captained vessels, only those tied to Ephraim, Xulfor and Jenms. The Sarcathon Commonwealth and some twenty-four others had survived the determined efforts of the Guild to 're-integrate' them by force.

Historians of this era later noted the Guild became more like an interstellar criminal organization, with coercion, extortion, blackmail, murder, protection rackets of worlds

and even practiced upon their fellow 'members'. Regardless, the new politics had to be opposed, and the Guild unleashed their pirate-slaver minded skippers into the Old Expanses to do damage to these upstart powers that threatened their monopoly on interstellar trade, beginning with the largest, the Accordment of Galines in 1186. It was these very actions of the Guild's pirates against the trade-based polity of Galines that eventually spelled their mutual doom in the Old Expanses, and ushered in the new power, that of Solee.

The Parallel Path: Rise of the Empire of Solee (1192-1200)

The world of Solee in Shenk subsector Old Expanses had been part of the 243rd Solomani Fleet Headquarters during its 1117-1130 occupation by the victorious Solomani Confederation. Solee had abided by the Hindahl Accord that basically surrendered the Old expanses to the Solomani in the absence of the Old Expanses fleet summoned away by 'Emperor' Lucan shortly before the Solomani Invasion. Many of the Solomani vessels left here as elements fled rimwards during the advent of Virus had been battle damaged and slated for repair held in orbit or grounded some 200 plus hulls. A few were captured Imperial vessels lost by Margaret's Navy over the course of their seesaw battles for the 'heartland sub-sectors' of the Old Expanses between 1118 and 1122. TEDs squabbling over the remaining relic technology in brief brushfire wars divided Solee. The world had survived with a D-class facility, their former TL10 SDB base. "Commodore" Packo Ramstattan, the aging head of the SDB forces for the system groomed his daughter Gabriela in wielding power, and had begun a series of unity wars himself. Packo's rivals in 1184 assassinated him, and she narrowly avoided the same fate with the aid of a Soleean SpecOps Captain named Amaran Abas. In 1185 she defeated the last of her father's rivals with the world's military behind her and seeing this world conquered, looked to the vast number of ships remaining in system and the Imperial downside Naval Base of the capital. Admiral Gabriela Ramstattan saw herself in the role of an Arbellatra or a Margaret. There were nearby worlds with trade ships they had had contact with, but everywhere else was screaming Chaos and begging for law and order, even a return to Imperial Order. She galvanized her nation's scientists, engineers, and technicians and set them to restore the Naval Facility to C-class. Nearby the pirates of the Guild were making serious inroads into the Jana subsector, and although the two major worlds of that power Czerniak and Galines had many vessels still in operation, hardly any of them were warships, or had the capability of taking a corsair's strike and demolishing them in return. The CEO's of Trans-Keratu Lines, on behalf of their world, and the Galinian Accordment, made the approach and the offer to Ramstattan for inclusion to their Trade compact.

Ramstattan's counter offer was shrewd, seeing their numbers, and knowing her small navy's capabilities extremely well. Later known as the "Three-to-One Treaty", it allowed for the jump drives of existing but damaged bulk freighters to be traded to Solee, who installed them within their warships. Solee promised, in a "protection for trade" agreement, Solee promised one warship to defend the Galines Accordment's trade lanes for every three Merchant ships. Czerniak saw the potential unity in someone else having the Navy and allowed a free hand to run commerce and her new TL11 industrial manufactured wares too and so agreed; Galines' powerful Trans-Keratu Lines and other Megacorp remnant transcorporations eagerly signed to the deal. Ramstattan wasted no time setting her naval recovery in motion, and utilized for the trade lanes' defense the use of her veteran SDB squadron crews as convoy battle-riders on the Galinian and Czerniak LASH freighters. Solee was soon tied into the Trade network of the Accordment.

In 1189, her earlier two goals were both achieved. Her technicians and scientists had made a remarkable breakthrough in detecting and removing Virus from their infected warship's data systems. They had also refurbished the Ground Naval Base to full working capacity. Then the Soleeans in 1190 after clearing out the nest of Pirates in the Skerry system, turned to the Sovtor system and discovered two Imperial warship derelicts near the ruined former IISS base on Sovtor. These were a 10kton Rapier-class Escort destroyer, ISS Saber and 30kton Starburst-class Light Cruiser, ISS Vladimir Biresmu. Within were survivors from Lucan's navy, which were part of a damaged Black War Squadron that had mis-jumped after planetary fires hit them in their destruction of the Berkin system naval base in late 1129. The two damaged ships were repaired and later jumped to Solee. The squadron's commander, CDRE Eshraa bint Reine and her rescued crews who'd survived rotating in and out of Low berth bent their knees to their new Mistress, 'Empress' Ramstattan. They would become the ruthless cadre of trainers of her new "Jump-Navy". The Soleeans redoubled their recovery efforts over their relic fleet. Another Imperial remnant and relic ship was found a year later in 1191 by Soleean Naval units scouting the Wall system of Shenk for possible relic salvage. A 50kton Planet class modified heavy cruiser, the ISS Vaward, formerly belonging to Margaret's navy was found orbiting the system's star. Her black globe irreparably damaged, but the crew had low berthed themselves using the Globe's hull power grid array and the surviving capacitors to power their cold sleep tubes. The astounded Soleeans discovered that vessel was both uninfected and jump capable. But for the lack of a gas giant she might have escaped the system where she'd been marooned during the collapse. A Galinian 20kton Bulk freighter was diverted with fuel in her hold, and the ship limped to Solee with the 187 survivors, among them ship's Captain Werner von Kessel. He became the second highest-ranking Imperial remnant found, and he

and his sailors were subordinated under Admiral Bint Reine's command. The irony of this move lay in the fact that von Kessel had been part of a Black War Counter Strike squadron and had been hunting bint Reine at the time of the collapse.

But the die was cast, Empress Ramstattan's Choice of Naval Commander in Chief, the Lucan-Imperial remnant Admiral bint Reine ensured the Soleean Navy's hard nosed training and ruthlessness towards victory in their "train or die" doctrine. Von Kessel and his ship were assigned to the Jayna Subsector, and his command was divided up to man other vessels subordinated under the main fleet. Kessel was sidelined with organizing the SDB system fleets of Czerniak and Galines. By 1192 Solee had in operational status one heavy 50kton imperial cruisers, one light 30kton Imperial cruiser, one 10kton Imperial Escort Destroyer, and three 7kton Solomani destroyers, and twenty-one smaller jump capable warships under 1500dtons.

Galines and Czerniak saw the Guild pirates run completely out of Jayna by 1192, and acquiesced when Gabriela Ramstattan declared herself 'Empress' and themselves part of the 'Star Empire of Solee'. Eshraa bint Reine was made the Admiral of the Soleean Navy at the Empress' coronation on Holiday 001-1192. The boundaries of the Soleean Empire at that time verged in the four worlds of the Bonsher cluster of 21 worlds subsector, the middle and rimwards worlds of Jayna in the Jayna Gulf, and most of the Soleean main in Shenk. With the military power of their own right, and the relic trade fleets of Galines and Czerniak, Empress Ramstattan turned her eyes towards the rest of Shenk, even as her economic allies looked to Karse and Syrs subsectors. Under her administration, Solee's Foreign Ministry and the State Intelligence Service worked hand-in-glove now. Her former savior Amaran Abas was a rising star among their number as her foremost diplomat, and chief spymaster. Her 'new' Navy needed spare parts and there were worlds about in Shenk where former naval bases existed. From 1193-1195 the Soleeans scouted nearby worlds such as Dothan, Marcena, Hindahl, and Kmak. Kmak's existing C-class Starport and shipyard allowed her navy a rimwards additional base to operate out of, subject to negotiations with their benevolent TED, 'King' Romrugo III, who wished to join with Empress Ramstattan in a 'marriage of state'. Relations were cordial, and the benefits mutual to both parties.

Solee's "divide and conquer" diplomacy however ran across the Guild backed resistance of the balkanized TEDS on both Marcena and Hindahl in 1196. Solee had to send troops to both worlds to back up both her 'pet TED-Governors'. The Guild however, was on the long end of a supply chain in Shenk and their support for the rebels was intermittent. The TED on Dothan who was controlling the ruins of the former naval base proved far more amenable to Solee. Trade was established with TL6 weaponry to this TL4 world for relic parts, via

Trans-Keratu Lines' ships, escorted by the Soleean Navy in 1198. Admiral Reine's campaigns against the Guild yielded the capture of the Guild's hidden bases on Moy, Barnet, and Avis in 1199, as well as several small, armed starships. Contemplating the annexation of the Yontez Main, and taking a tactical view of what it would take to achieve it, Solee's navy began building a secret staging base on a gas giant moon in the Herbe system in 1199 as well. Solee also began courting the world of Mueller. Like Solee, they had a small relic fleet, and although they had recovered quickly back to their previous technology level through harsh measures, they had regressed back to TL9 partly due to the rise of the Galines Accordment in the 1160's. Working against Solee at Mueller in 1199-1200 was the Guild, offering their repressive impersonal bureaucratic government technological aid to resist joining the 'Empire of Solee'.

Mueller had been one of the few worlds rimwards of Galines in 1117 that had not acquiesced to the Hindahl Accord surrender early in the Rebellion, and the Solomani Confederation Navy had to fight their small Imperial and Colonial reserve squadrons here before Mueller yielded. The Solomani had stripped their vessels of their jump drives as punishment and stored them in the rimwards Dunas system. As a gesture of respect, the Solomani had left them their vessels for system defense and moved onwards into the Old Expanses. The Soleeans, knowing the history and fierce nationalism of Mueller, began making trade and Naval program training exchanges.

Corewards in Jayna Subsector, the now promoted Soleean Navy 'Commodore' Von Kessel found the work of organizing the system defense squadrons of Czerniak and Galines tedious between 1192-1196. Czerniak's government however had once again started its own path outside the 'empire', and had recontacted the Droyne at Sveinel. They had reasonably decent contacts among the Free Traders spinwards of themselves at Sarcathon. Kessel however had his eyes on recovering Ultraneta Depot as a prize. After training and moving a SDB squadron to Thanatos, ostensibly "to secure the coreward-most outpost" of the new empire there, Von Kessel began training select SDB crews from Thanatos, Czerniak, and Galines as Battle riders after having his refurbished 50kton vessel the ISS Vaward modified to carry up to 5ktons of riders. In 1199 Kessel felt they had achieved a level of training suitable for the mission, and jumped into the Ultraneta system with five 1ktn Monitors and the Vaward, determined to sweep it of Vampires and recapture the lost facilities. Kessel's task force destroyed the squadron-sized puppeteer 'fleet' that had seized the former C-class repair-breaker facility. The raid captured another 30ktn Imperial Light Cruiser for the Solee Fleet, and secured the remaining mothball fleet hulls. The victory here impressed the Jaynian world leaders in Solee's Navy, and Kessel's ability. It yielded him a knighthood by Empress Ramstattan in 1200, and the unremitting enmity

of the former Lucanic-Imperial remnants now running Solee's navy.

The Dawn League: The Return to the Stars (1192-1200)

The six worlds of the Vras subsector eventually cemented trade and defense ties with one another, and even undertook salvage and scouting missions to nearby cemetery or 'Boneyard' worlds as they were called. One such salvage mission aboard the armed freighter SS Morgana to trailing in 02-I-1192 encountered the Hiver Federation's scouts and a diplomatic team in the Zloga system. Captain Elsie Walker returned with the Hiver diplomats immediately and nearly lost her ship and the diplomats when the Morgana suffered a misjump disaster coming out too close to Enderson's Giant in the Vras system on 03/ III/ 1192. Captain Walker's piloting skill and bravery saved the ship, and most of the crew, including the Hiver passengers in an act of heroism.

The Morgana was declared a month later a monument in space, and the Dawn League worlds accepted the Hiver's challenge and offer of technical aid and uplifting. In light of this change in their otherwise bleak futures, and in the hopes of restoring Humanity to the stars once again, the League's worlds took to renaming their worlds after mythological beings of light or sun in dedication to this new purpose. Vras renamed itself Aubaine; Hite renamed itself Nike-Nimbus; Galos became Aurora; and Zloff became Eos. Only Trybec and Fija kept their names. In 1193 the Hivers arrived at Aubaine with their Ithklur Marines in force, and established the Hiver Technical Institute, a two-year school.

Between 1195 and 1197 the Dawn League as they called themselves contacted the nearby worlds trailing of themselves. The six worlds became twenty-one, with renaming themselves as became traditional in this wave of dedication and renewal "to rebuild, return to the stars, and to do things right this time". The world of Herring named itself Ra; the salvaged world of Dono became Enkidu; Heppling whose people were still heroically struggling to maintain life support renamed themselves Baldur; the salvaged world of Saloga became known as Zloga; Hoff became Shenandoah; Luhtala became Lucifer; Willow the lowest populated world of the League with scarcely seven hundred sophonts, changed her name to Helios. The former high populated world Nemyer became Oriflamme, and Aubaine's chief rival. In the renamed Aubaine subsector (formerly Vras- (M)-Old Expanses), some of the salvaged cemetery worlds also renamed themselves: Macis became known as Apollo, while others did not, like Kruyter and Rohit. Even low-tech worlds like Phoebus (formerly known in the Imperial era, as Fuetz was TL3) and Spires (TL2) became member worlds in this new wave of enthusiasm. The sentient aquatic race of the Schalli of Schall, and Aubaine also

threw their lot in with Humanity in their bid to return to the stars.

The Dawn League's Government offices were set on Aubaine, and established early on the political landscape that would shape this interstellar polity no matter what name it carried. The League Assembly Hall's representatives were chosen by population, one per ten millions, yet worlds with less than ten million were still allowed one voting member. The Dawn League from the outset had two major parties, the Federalists led by Aubaine, and the Centrists, led by Oriflamme. This loose confederation of world representatives then elected as their nominal leader a Secretary General, whose only formal duties were that they preside over sessions, and be the tie splitter on votes. The central planning, financial and economic shaping committees, as well as the strategic committees of the League were also located here. The Assembly had no authority over a member world's affairs, and instead dealt with only those pooled resources of funds, ships, personnel, and equipment from member worlds. The economy of the League's recovery was fueled by both salvaged relic technology and manufactured goods both of which were sold at planetary clearing houses near their Starports and became known ever after on these worlds as 'the Auction'. Member worlds donated fifty percent of the proceeds towards the League Government's coffers, and took a minor 'host cut' usually for themselves, the seller making the rest of the sales' price.

In 1198 the fourth wave of the Hiver Technical Academy class graduated and the Dawn League prepared for their next phase, recontacting the Wilds. Towards this end, the member worlds donated twelve small starships to be refurbished and equipped, and their mission date was scheduled to begin 01/ VIII/ 1199. The Dawn League by then had made valuable contacts with several Free Trader network Captains, and increased the number of trained starship personnel they had. Towards this end, the recovery of the former IISS base on Trybec was undertaken from which to launch future missions from. By the time the class of '99 graduated there were more qualified candidates for the twelve ships than were crew slots available and so it was decided in the end by drawn lot.

Six of these vessels, the 400dton Donosev-class Survey ship DLS Apollo, the 200dton Jayhawk-class Far Trader ships DLS Dammerlicht, Helios, and DLS Ra, the converted 600dton Bastien-class liner DLS Eos, and the 400dton Donosev-class Survey ship DLS Reine Soleil left from Trybec's renovated orbital 'Dawn Base'. From the newly christened Dawn League Scout Base on Ra departed the three Jayhawk-class Far Traders DLS Balder, Brilliant, and Dawn. Singly, from Rohit the 100dton Sulieman-class Scout/Courier DLS Aube from Schall, the Sulieman-class Scout/Courier DLS Aurora, and from Eos the converted 600dton Bastien-class liner, DLS Horus

departed on 01/ VIII/ 1199.

Two of the Scout/Couriers, the DLS Aube, and the Aurora were aimed at worlds within Aubaine subsector that had not yet been contacted or surveyed by the Dawn League. Likewise two ships, the DLS Brilliant, and the Horus were sent into the corewards Thoezennt Subsector; two ships, the DLS Baldur, and Dawn were both sent into the corewards-trailing Shenk Subsector. Five of the remaining six, the DLS Apollo, Dammerlicht, Eos, Helios, and the Ra due to the large number of habitable worlds estimated there, were sent into Khulam subsector of Diaspora to spinwards. Only the DLS Reine Soleil was sent to Promise Subsector of Diaspora.

The great feeling of elation and enthusiasm waned across the League however, as the first ship declared over due, DLS Aurora, failed to return by 21/ VIII/ 1199. This turned to dread when the last two vessels, the DLS Horus and the Ra were declared overdue on 03-XII-1199. In early 1200 The Dawn League assembled eleven small warships with those who remained, and sent this armed expedition out to track down what had happened. These were the Wilds Modified 400dton Petty-class 'Exploratory Cruisers' DLS Lady Elise, Taylor the Bruce, and Mary Ellen Carter, the 400dton Fiery-class Close Escort RCS Trygger, the two 400dton Valor-class Missile Corvettes DLS Lirgishkunan and Ridgerunner, the upgunned and militarized converted 600dton Stellar-class liner DLS Angkor Wat, and the four 800dton Broadsword-class Mercenary Cruisers DLS Ashtabula, Caloosahatchee, Missinewa, and the DLS Patuxent. Two vanished without trace (The DLS Lady Elise, and the DLS Missinewa), one was destroyed in battle with the vampire ship trapped in the Arvid system (The DLS Taylor the Bruce), and the others brought back word of what the twelve must have learned the hard way: the relic technology-dependent dictatorships and regimes in the wilds were backward and savage. One such TED had even been overthrown and 'conquered' in the process of rescuing the missing ship DLS Aurora off of Vezina after learning the crew had been brutally executed by him. This spectacular success was led by CDRE Sean 'Hammer' Lathrop of the DLS Ashtabula, and LTCDR Pat 'Who-Me' Ritter of the DLS Lirgishkunan. Three of the four crew of the Scout/Courier DLS Aube were rescued off Nicosia by the Ashtabula as well, and again, the ship was also retrieved. The crew of the DLS Angkor Wat rescued the DLS Baldur's crew off of the world of Shenk/ Shenk subsector, but the DLS Baldur itself was destroyed in the raid. The Dawn Leaguers took stock of the shocking revelation that many of the worlds of the Wilds were brutally hostile to their goals of returning to an interstellar society, and that many were capable of committing acts of utter atrocity so casually on their well meaning scouting parties.

Diaspora Sector: The Covenant of Sufren's Tripartite-Pact against Virus (1189-1200)

The first wave of Virus washed over the Union of Sufren in 1130 out in Diaspora, killing off the high population asteroid system of Gaamov, and the world of Houstar entirely. Sufren herself grounded her sizable warship, merchant, and sizable SDB fleet deliberately to prevent the loss of further vessels to infection. But in 1131, Sufren had disabled the primary routes of viral infection and started starship operations again. Sufren and Haze supported Navarre in its war against the virus in exchange for anti-viral expertise. Sufren's population had swelled by over 300 million sophonts during the 1124-1128 Doomed trade period of Hard Times, and avoided the fairly hard losses of life other worlds with less warning took. Still, it took nearly fifty-six years to fend off the Vampire menace swirling around Sufren and Haze and purge from even the deepest seafloor mining robot submarines from Navarre. The leaders of the three worlds forged a pact against Virus to combine efforts and research, as well as mutual laws of vector entry and call signs for interstellar traffic in 1131. This was known as the Covenant of Sufren, and so became the name of their polity. Sufren clawed back to TL12, as Navar and Haze did so at TL9. Sufren rebuilt her orbital Starport, albeit at C-class, but had managed to preserve their Imperial Naval base. Sufren's militaristic governments saw themselves at war with the Deyo-Virus from the beginning, and established outposts along the Vampire Highway trailing of their worlds, as well as within the Gaamov System, which turned into a training ground for their Anti-Viral technicians.

In 1198 The Covenant scientists and computer techs developed the Anti-Virus Virus known as 'Snake', and utilized it to great affect on infected systems. They found it most useful in clearing out the Viral 'eggs' in data systems on worlds that had collapsed and had not had the time to grow or evolve into the strains they had begun to catalogue and study along the Vampire highway in adjacent Khavle subsector.

The Covenanters set for themselves a seven-parsec 'Area of Operations' for their Scout Services. Sufren's remnant Navy's larger warships were stripped of Jump drives. They were and refurbished with larger fuel bunkering, and additional bays for weapons (primarily missiles). Vessels with jump drives under 1,499dtons were maintained under these austerity measures. Another unique austerity measure came from welding the hulls of 100dton Sulieman-class Scout/Couriers to those of the many 400dton Gazelle-class Close Escorts they had. This made a new-class: the 500dton Covenant-class Scout, part Scouting vessel, part warship. The bridge and scouting sensors of the Sulieman replaced the Gazelle's; the jump-drives from these Scout Ships were then harvested and stored as replacement parts for

other Scout/Couriers still in service. Some two-dozen of these were built and employed for the Covenant Scout Service (CSS).

In 1200 in the Gaamov system, one of the CSS watch posts detected an inbound vampire ship with a living slave crewmember aboard and rescued him. This was discovered to be the DLS Lady Elise, and proof of the presence of an allied interstellar state to rimwards in the trailing-rimward corner of the Old Expanses. The debriefing of the surviving crewmen of this 'Dawn League' vessel determined the Covenant's response. They would repair the Wilds-modified 400dton Petty-class freighter and escort it back, seeking out these new allies in the war against Virus.

Race for the Stars: The RC, the Soleean Empire, and the Guild (1200-1204)

The Rise of the Reformation Coalition

After the first "Missing Twelve" missions and toppling of the TED on Vezina in mid 1200, and the Oriflamman invasion of Spencer, The Dawn Leaguer's looked at what they had accomplished and the world representatives decided after a brief debate that a new harder approach had to be taken. The worlds of the Wilds in Khulam, those that wished for a return to civilization among the stars were low populated, and technologically regressed. The ones with a population capable of carrying the battle against Virus and ignorance were Balkanized for the most part, and squandering what technology they had left to them.

Calling themselves now the Reformation Coalition, they reformed their governmental agencies, creating the Reformation Coalition Exploratory Service (RCES). Their missions were to undertake deep exploration within a designated 10-parsec 'Area of Operations' around the stellar boundaries of the polity itself, gather intelligence, and form the nucleus of Coalition raiding forces, nicknamed by their members simply as "the Service". They also formed a pooled manpower military arm from an all-volunteer force amongst their member worlds called the Reformation Coalition Marine Corps (RCMC). This small elite body of troops was created to be utilized for actions on planets where conventional warfare needs would be required, and would also be relegated to form cadre-training units on worlds with friendly governments. Members of this elite group referred to themselves as "the Corps". For the sophonts who would man their vessels, they created the Reformation Coalition Navy (RCN), who principally operated the ships RCES forces used. This included the new Aurora-class clipper design that became ubiquitous with RCES missions thereafter, as well as purpose-built warships. RCES maintained operational control over these vessels, but the RCN retained respon-

sibility for all deep space combat roles these ships would endure. It would not be until 1242 however, that the Coalition Navy called itself 'The (League) Navy'.

Last, the Dawn League Assembly of Worlds (DLAW) changed its name to the Reformation Coalition Service Administration (RCSA), which provided the personnel to man RCES installations, and those personnel who would participate in various bootstrap projects, as well as the bureaucracy of the government of the world representatives themselves. The other three branches referred to these as 'The Bureaucracy'. RCES Headquarters itself was placed in the refurbished former IISS orbital 'Dawn Base' in the Trybec System; the RCN Headquarters was placed in orbit over the Aurora System; Headquarters for the RCMC was divided to where the initial three Brigades were formed. The 1st RCMC Brigade, nicknamed "The Spearhead" was formed on Aubaine, and its base was placed there, naturally; the 2nd RCMC brigade, "Second to None", was formed on Oriflamme, and based there as well. The 3rd RCMC Brigade, which comprised members from other member worlds predominately, fielded three battalions of combat troops, and a battalion of the ablest trainers and instructors from all the member worlds, was based on Nike Nimbus. The RCSA, like the previous DLAW, had its building already on Aubaine, and was the easiest of the four branches to make the transitional change.

RCES Tasks and Missions

In truth the mission of RCES was divided in four parts:

- 1 Discovery missions. Scientific intelligence were known as 'Stardust' missions, and Covert contact, and classic espionage were known as 'Moonshadow' missions.
- 2 Recovery missions. Divided by 'Cold recovery' of assets or persons where sentient resistance was non-existent, and 'Hot recovery', or labeled by those in the Service simply as "Smash and Grab" missions to secure and procure those assets necessary for interstellar commerce.
- 3 Integration Missions. Divided into Diplomatic and Pacification Missions, geared towards bringing new worlds into membership or administered territorial management.
- 4 Regeneration Missions. These were divided by Commercial types, using RC merchants or Free Traders to spur Interstellar trade between worlds, and the more famous 'Bootstrap' missions of small teams of experts sent out into the wilds to build small key economic, medical, or technological communities in educating the folk of the Wilds how to do for themselves once again.

RCES used six methods when using force against a planet:

1. Bridgehead. Defined simply as a friendly government planetside that insured safe landing of personnel

and equipment.

2. Local Assets. Defined as utilizing Local forces planetside to accomplish the mission's goals.
3. Covert Infiltration. Used when overt landing of personnel or equipment was not possible for either tactical or diplomatic reasons.
4. Direct Landing. Utilized when the planetary electronic orbital defenses were either weak or could be neutralized rapidly.
5. Meteoric Assault. This method was utilized when time and preparation was not available for the other methods listed above, and called for rapid deployment of Assault personnel to secure a beachhead for direct landing of personnel and equipment, such as seizing a planet's Starport and Air defense network sites.
6. Precision Orbital Bombardment. This was utilized when exact information was available for pinpoint accurate neutralization of a specific target or targets. Often times this was accomplished by a ground fire direction team inserted before hand.

RCES used the 1979 Terran Soviet invasion of Afghanistan as a model of a well-conducted Neutralization mission. Ironically its outcome was also taught as an example of a failed bootstrap mission. The 21st century United States liberation of Afghanistan from the Taliban government in 2002 was taught as an example of the use of a bridgehead, local assets, and precision bombardment. These changes were all in place by 01/ I/ 1201 when RCES renewed their search for the remaining nine of the "Missing Twelve", and using the doctrine of first covert gathered intelligence (called 'Moonshadow' operations), then the operational strike, they set out once again. Using the tactics of (1) Shock and surprise; (2) concentration of force, assets, and firepower; (3) seeking to neutralize the enemy for the duration of the mission with (4) an Economy of force. By this tactical doctrine RCES set a pattern their foes the cruel warlords, TEDs of the Wilds, and the Guild came to call them 'Star Vikings'.

Targeted Worlds were classified in the following manner:
Type Ia: High Population (9-A), previously TL12+
Type Ib: High Population (9-A), previously TL11 or less
Type IIa: Moderate-High Population (6-8), previously TL12+
Type IIb: Moderate-High Population (6-8), previously TL11 or less
Type IIIa: Moderate-Low population (4-5), previously TL12+
Type IIIb: Moderate-Low population (4-5), previously TL11 or less
Type IV: Depopulated or Low population (1-3) worlds of TL12+
Type V: Depopulated or Low population (1-3) worlds of

astrographical significance

Type VI: All other low populated (0) worlds

Type VII: All other uninhabited worlds

In the initial 7-parsec "AO" there was only one Type Ib world: Yontez/ Shenk subsector. There were six Type IIa worlds: Berkin, Clallum, and Shenk/ Shenk subsector; Lote, and Tiniyd/Thoezennt subsector, and Nicosia/Aubaine subsector. There were ten Type IIB worlds: Futok, Kide, and Montezuma in Khulam subsector; Janie, and Tequila in Shenk subsector; Marax, Meadsk, Xezor, and Nova Rhyll in Thoezennt subsector; and Keipes in Aubaine subsector. There were six Type IIIa worlds: Sittahr in Promise subsector, and Khesanadu, Ryvo, Khirekera, Quarry, and Lefiguura in Khulam subsector. There were also five Type IIIb worlds: Execute in Promise subsector, and Bikar, Dijon, Suudo, and Uppsala in Khulam subsector. RCES and Hiver planners broke their ambitious expansion plan (called by many cynical RCES field personnel the 'Pie-in-the-Sky-By-and-By' or PSBB) down into phases:

- 1 Phase I: (With an estimated time of two years)
Confined to the AO: Hot and Cold recovery missions to target worlds; active diplomacy as needed to avoid prolonged military engagements; limited pacification campaigns, and vigorous bootstrap operations to follow after pacification missions. Outside of the AO only astrographical 'Stardust' surveys, and techno-political-military Moonshadow gathering missions.
- 2 Phase II: (With an estimated time of one year)
Begin the major diplomatic drive to integrate the entire Diaspora Sector into the RC. Essentially a Diplo-media blitz campaign with very limited military actions.
- 3 Phase III: (With an estimated time of two years)
Extend the AO into Massilia Sector, and continue the consolidation of Diaspora Sector.
- 4 Phase IV: (Uncertain time estimated for completion)
Simultaneous expansion outwards.

There was also in the Reformation Coalition in mid-1200, the momentous news in a cold recovery mission of a derelict merchant starship SS Twilights Last Gleaming found adrift in the Agiruur system and the discovery of several Imperial remnants aboard, including the Final War's most outspoken critic, Professor Ilelik Kuligaan. Kuligaan became an instant celebrity, and a spokesman for the ideals the RC believed in. He spoke vehemently against the excesses of the 3rd Imperium, sometimes with vitriol, especially at those who thought well of the former Imperium. Kuligaan was made an Advisor to the RCSA; much like Imperial remnant and collapse survivor Khalid Kentaro was made a technical advisor to RCES.

This caused a backlash against those pro-Imperium remnant survivors, fueled by the typical hotheaded youthful collegiate mobs on several Federalist worlds,

known in a few media editorials (and later to 'Sons of Craig' representative Martin Francis Rourke who arrived in 1202) as 'Kuligaan's Hooligans'. Armed with the surviving eight Dawn League warships, sixteen relic Solomani Navy 400dton Victrix-class sloops donated to the RCSA by the system Navies of Aurora, Aubaine, Trybec, and Oriflamme, the six new multi-purpose built Clipper ships, the RCS Aurora, Eos, Apollo, Aube, Thunderchild, and the RCS Immanuel Kant, as well as eight donated 100dton Scout/Courier ships from the Aubani system navy, the RCES returned to the "AO" to find the remaining Nine, and begin the ambitious "Phase I" in 1201. By years' end in 1201, two planets, Atrase and Adrian in Aubaine subsector had been integrated into the RC "frontier". Atrase's was from the insertion of some three-thousand colonist Schalli and a miniature version of their sister-shipyard on Aubaine KeeEEka Strongwall Yards they had built, and had shipped and assembled by themselves and the 500 human survivors there. Adrian (a Boneyard or 'cemetery' world) was an administered territory colonized for a refueling base along the coreward J-2 routes into Thoezennt. In the Oriflamme subsector, the Balduri had added Bestor, Corrig, and their former homeworld L'Steich as administered territories with salvage colonies/ refueling bases begun there into the RC "frontier". Baldur and Oriflamme jointly established in 01-I-1201 an agrarian colony on the So-Skire main world of Poyzen, which the colonists renamed later to Persephone.

The false-prophet 'Archangel Hoshophet' of Tequila in Shenk subsector had been exposed, and the planet had been added to the Trade-Diplomacy Only (TDO) list of RC friendly worlds along with Meadsk and Xezor in Thoezennt, and Ryvo, Bikar, And Quarry out in Khulam were as well. Pro-RC "Bridgeheads" had been established with friendly nations on the balkanized worlds of Nova Rhyll in Thoezennt; Berkin, Janie, Shenk, and Fisher's World in Shenk subsector; and on Lebherz and Montezuma out in Khulam subsector, and on Nicosia in Aubaine subsector. "Bootstrap" missions had begun on all of these "Bridgehead" worlds, including on insular, xenophobic Futok in Khulam.

In Cold recovery missions, the viral entity in the ruins of the Lote orbital Starport was destroyed and several 1kton merchant starships were recovered from it. On Nova Rhyll in Thoezennt, the discovery was made yielding four mint conditioned Shukugan-class TL12 SDB's as well as their untouched underwater base to the RC. Planetside in Hot recovery, the Imperial remnant and TED on Lote in Thoezennt was killed, and the relic technology cache of TL14 meson screen manufacturing machinery was recovered. Other successful Smash and Grab (SAG) raids were conducted against the TEDs on Shenk, even as diplomacy opened up with the 40 million Droyne there.

A former crewmember of the DLS Apollo, and now the CPT of the RCS Mary Ellen Carter Julianna 'Boom-

Boom' Romero of Oriflamme had located and rescued both the DLS Dawn and her crew off the world of Clallum in Shenk in the summer of 1201; and CPT Synta 'Sinner' Lawter of the clipper RCS Aube had gone beyond the AO on reconnaissance into Promise, and rescued both the crew and the DLS Brilliant of the distant world of Isis in corewards end of Promise subsector. In the month of IX of 1201, The RCS Trygger had located the missing DLS Eos on Keipes, but had encountered a still operational hostile meson battery in the local's hands. They lost their smallcraft, and the nearby RCS Ember-Victrix, (Itself on another mission to Keipes) attempted to provide close-air support to allow the smallcraft to escape was lost with all hands in the botched rescue, which resulted in seven of the fifteen man rescuing ground team captured, and eight of them killed.

In another missing starship rescue, six Lancers working for the Salvage company of McKenzie Holdings and Majestic Surveys out of Fija, discovered a Reformation Coalition merchant seized on Lefiguura in IX-1201, and rescued the Far Trader RMS Mackenzie and her crew, and discovered that Kide's TED, 'Emperor Arturo I' had become an empire builder, siding with the TED who held the starship. The Lancer's worked a deal with the TED to use the Mackenzie against the Kidan expeditionary forces who were armed with TL9 gunship helicopters and tanks, settled the war, and captured a Kidan Starship sent with supplies to their forces there. They also shrewdly made contact with a disaffected Army officer from Kide and returned to the Coalition with the news. RCES followed this up swiftly with a Moonshadow operation spying on Kide's salvage operations in the Boneyard world of Desel, and contacted the officer in question who'd returned to Kide. The clippers RCS Apollo, and the RCS Aube's troops and fighters brought about a swift short end to Arturo I's remaining Navy, and Arturo himself with a precision-guided missile and simultaneous coup by the Kidan Army in XII-1201.

The Kidan Operation was in tandem with tense diplomatic talks with Keipes/ Aubaine, whose small five non-jump starship "fleet" and B-class shipyard and port were threatened by Kidan expansion as well. By riding Keipes of this interstellar empire builder, the RCSA secured with diplomacy the return of the DLS Eos, her crew, and the remaining ground team personnel of the RCS Trygger by Christmas day 1201. The threat of an opposing stellar power had been quashed.

But there were setbacks as well: the intrepid crew and ship RCS Ashtabula, that had rescued the three of the Missing Twelve, discovered the sacked and stripped hull of the DLS Ra in the planetoid belt of the Bikar system before they too disappeared "missing: fate unknown" (MFU) on their 13th mission in the Khulam Subsector. The Free Trader Network ship, SS Reluctant Explorer reported sighting and the RCS Apollo confirmed in follow on that DLS Helios had fallen afoul of the trapped Vampire fleet in the Mitchell system in Khulam, with a loss

of all aboard. In the follow on search of the Ashtabula, three more ships, the RCS Mirabilis-Victrix, Muan Gwi-Victrix, and the RCS Valeria-Victrix were also lost without a trace, leading the Coalition to issue a broad Amber zone warning of the 'Vampire Highway', and a Red Zone warning to the Mitchell system itself. Another discovery came from Nicosia and several other technologically regressed worlds, when Coalition ground teams encountered low-tech natives armed with TL4 and TL5 armor piercing "crunch-guns", supplied by the Diasporan Starfarer's Mercantile Guild. The appearance of these former anti-tank rifles in the hands of these Wilds armed forces was the first signs to the RCES that they and their Plan to integrate the Wilds were opposed by another hostile star faring power. They learned the Guild was spreading the 'Star Viking' propaganda to the Wilds governments, and selling arms and electronics to aid these worlds to better resist the RCES.

Also in late 1201, CPT Lawter led the RCS Aube across the AO again to raid the planet of Daalisa in Promise subsector once again to secure a TL15 data system known as "Operation: Cosmic Fire". The raid was costly in casualties to the meteoric assault Marines who faced the stiff resistance of Droyne Warriors defending the relic derelict of a Droyne 1kton cruiser, and the mother-strain viral entity 'Umpty's' within it. The Droyne all fought to the death, there were no prisoners, and the TL15 data system revealed little to the RCES beyond the fact it had shielded the planet from raiding Vampire ships in the Promise main. The Marines had also been ordered to remove all insignia and RCES ID from their armor and equipment.

The Trygger incident and subsequent courts-martial of her RCES captain on Aubaine in XI-1201 brought into sharp relief the majority shares Lancers had in RCES vessels, and the brought up the possibility of the RCSA tightening their control over such vessels. It was soon overshadowed by the "Operation: Cosmic Fire" Scandal, in which Federalist political allies of CPT Lawter tried to shield her until RCSA and media attention called for action against her in XII-1201.

1202 was a year of momentous events notwithstanding, great choices, and failures as well. Still, seeing the success on Atrase with the Schalli colonists and the new shipyard installed there in I-1202 the Federalist sponsored So Skire Bootstrap project began, which was to uplift a prewar technologically backward world (TL1) and bring them to the stars (TL9). This was a challenge in that So Skire was a virgin world with no preconceptions or known xenophobic tendencies about technology. In I-1202 The Moonshadow "Operation Dominoes" to Tiniyd, and coinciding Moonshadow missions to Marax made the discovery that not only was the insane TED of Marax/ Thoezennt using TL6 nuclear weapons to create a canal, and slave labor to haul away the irradiated debris, he had captured and was using the missing DLS *Horus* as one of his three raiding starships. Marax's

TED was the perfect poster child of everything wrong with the 3rd Imperium and the Final War era, and the RCES mounted "Operation: Strike Marax" on 22-II-1202, toppling the dictator's regime, and rescuing the vessel and remaining imprisoned crewmembers. Only the DLS *Dammerlicht* and DLS *Reine Soleil* remained of the Missing Twelve.

Then the calamitous news that the RCS Marathon-Victrix had been seized by the stellar power calling itself the 'Empire of Solee' came, and that the crew was being held charged as spies by the Soleeans on 25/ II/ 1202. Suddenly, the threat of war with their fellow Humanity became a distinct possibility. Oddly it was the Oriflamman led Centrists who argued against war, while the hotheaded among the Federalists advocated for it. The Centrists argued the Ship Bill's purpose built ships had not been completed, and that Aubaine's Federalists had held up Oriflamme's application to upgrade Bourgund Shipyards to an A-class shipyard. Likewise, Oriflamme had twelve of her fifty-six divisions of troops tied up in the occupation of Spencer, since their 1200 "invasion" in support of the one nation that had welcomed them turned into occupying and seizing the other two. Oriflamme's military had taken huge losses but had secured the planet. If war with another power was in the offing, they needed to "wrap things up" and remove their frontline units off Spencer. Oriflamme also had resources and manpower tied up with Baldur supporting the Persephone/Poyzen colony in So Skire. The Peaceful dream of the dawn leaguers appeared in jeopardy of returning to another "Final War". The success of the RCSA diplomatic team to Keipes in the return of the DLS *Eos* was cited, and eventually the pre-emptive strike talk passed. To his credit, RC Special Advisor Ilelik Kuligaan publicly advised against a total war. The pro-peaceful members asked if a peaceful resolution could be reached, while the RCN sent ships out into Shenk to determine where the Empire of Solee's boundaries lay.

The new pro-RC government installed on Marax was acknowledged as an ally, and efforts to build her Starport and shipyard status to C-class began the following month. Diplomacy was decided, and via the same Free Trader conduit they had received the "Will of Solee" from, namely the SS Merganser, talks were established seeking the release of the crew and ship on the neutral world of Mueller in IV-1202. Any hope of release for the ship and crew was dashed early on when the RCSA diplomatic team entered the Mueller Soleean embassy and the Soleeans became incensed at the Hiver present with them. To the Soleeans who had a decidedly hard-line Solomani Confederation Humanist right wing edge to them anyway, compounded by what they perceived as a betrayal of Margaret's Dream that the Hiver's had forgotten them, and started with these Reformation Coalition upstarts it was insulting to say the least, and confirmed their suspicions from interrogations of the Marathon-Victrix's crewmembers.

The RC-Soleean Cold War period then ensued. The Soleeans ambassador, Baron Amaran Abas declared the crew were spies, but the Empress had “spared their lives” out of her sense of mercy, and their ship was forfeit. He declared any Coalition vessels found within the Empire’s domains would receive similar treatment, and if the Coalition wished war, they could have it. The diplomatic team left, and by the time they returned to Aubaine, learned from the RCN scouting missions that Solee did indeed possess a powerful fleet of vessels, at least six major warships of Imperial or Solomani pre-collapse era design (greater than 1.5ktons), and at least twenty smaller warships (less than 1.5 ktons) in service, not counting innumerable armed merchant craft and lighter-craft.

This brought up, once again, the topic of preparedness, and the Ship Bill for the eight new 7kton “Light Cruisers” Fusilier and Lancer-class ships currently under construction in Aubaine’s underwater KeeEEka Strongwall and orbital Standard Astrotronic shipyards. The RCSA determined although it could push the production times up with the money they had in the RCSA coffers by XII-1202, they could not rush off to war without these vessels, facing this human polity’s threat from Shenk. The fallout from the Cosmic Fire scandal came about suddenly on the heels of the victory at Marax for RCES. Rather than subject RCES to another bruising media courts-martial, CPT Synta Lawter resigned her RCN commission on 08/ III/ 1202 the promise never to command a ship again. RCES was dealt a huge media blow by this, and diplomatic missions to worlds with Droyne upon them were jeopardized with the new enemy they had in the Guild. Almost two weeks later, 21/ III/ 1202, the public had forgotten CPT Lawter’s resignation and quiet reshuffling off to the Anti-Virus Intelligence Section of the RCES Long Range Planning Group with the arrival of the CSS Fontenot from the Covenant of Sufren to Aubaine, bringing back with her the rescued crew of and the missing Dawn League Exploratory Cruiser DLS Lady Elise, and the news of a new ally in the war against Virus. More importantly for the Coalition, they also brought a copy of the Anti-Viral Virus (AVV) weapon ‘Snake’ that would revolutionize the recovery of relic viral egg infested technology items and the salvaging industry of the Coalition’s adventurer merchants. Following the heels of the failure of the Marathon-diplomatic talks in IV-1202, the forgotten enemy of all mankind reappeared over the Coalition. An Imperial designed Midu-Agashaam-class 3kton destroyer Vampire ship jumped into the Nike Nimbus system on 18/ IV/ 1202 and raked the planet with its meson gun spinal mount. RCES/ RCN CPT Flint ‘Dead-eye’ Morn sacrificed himself, and all hands aboard the clipper RCS Eos driving the vampire away damaged, but capable of jump. The attack killed 30,000 RC citizens on the ground, and the peril of the Vampire highway, whose warnings earlier in the year had gone unheeded, could now no longer be ignored.

The Reformation Coalition was now facing the push-me-pull-you tug of war between the threats from the Vampire Fleets in Khulam and Promise, and that of the Empire of Solee out in Shenk. The Ship Bill was passed to rush production time for the Centrist-demanded new ships, as well as those Victrix-class and the new ‘Stretched’ Maggart-class clippers, both of which, the RCS Maggart and the RCS Karlsruhe were “sealed” by mid year and began their maiden shake-down cruises in VII-1202. But it was not viewed as enough. Looking at the twenty-two systems of the Coalition, and its administered territories in both Aubaine and Oriflamme subsectors against the threat of invading Vampires or Solee a compromise bill was passed by the Worlds Assembly utilizing the Committee of Standardization of Arms and Ammunition of the Reformation Coalition’s (CSAARC) rules in the meantime as production hastened of the new ships.

Known as the “NOVA-BEATLES” program for the worlds of Nike-Nimbus, Oriflamme, Vezina, Aurora, Baldur, Enkidu, Aubaine, Trybec, Lucifer, Eos, and Spencer, it called for these eleven worlds to join in the collective production of specific spacecraft parts and systems. Vezina and Spencer based around TL7, went to building the shipboard missiles and Flight computers. Lucifer at TL8, would build the ship’s 5G Maneuver drive system. Oriflamme’s massive TL9 Bourgund Yards would lay down the 400dton hulls. Baldur’s TL9 engineers built the vessel’s sturdy fusion power plants. Enkidu’s TL9 Cyndre Data Systems electronics corporation assembled the basic electronic systems. Fija and Trybec built her TL10 Sandcaster turrets and the Avionics suite. Eos’ TL11 Starship Weapons, LLC built the bomb-pumped X-ray laser warheads for the missiles and its dual triple X-ray laser turrets. Finally, Aurora and Aubaine’s TL12 industries built the targeting computers, sensors and contra-Grav units components. The NOVA-BEATLE System Defense Boat program encouraged the internal shipbuilding power of the Coalition as well as promoted internal trade as these components were brought to Trybec, Aurora, Aubaine, and Oriflamme for final assembly. Volunteer crews from those vulnerable worlds such as Ra, Enkidu, Shenandoah, Lucifer, Eos, Nike Nimbus, Vezina and Schall were taught how to operate the 400dton “New Beetle”-class SDB, the first eleven of which rolled out of the slips at Trybec and Oriflamme on 12/ IX/ 1202 for delivery to the eight most vulnerable worlds of the Coalition.

On 02/ IV/ 1202 the cold recovery mission of a downed former Guild-owned 200dton Far Trader that had crash-landed due to a Virus infection off the desert floor on Futok/ Khulam lead to a tandem series of events. The first was Futok’s new Mystic Dictator closing down the Starport, impounding a Diasporan Merchant’s Guild ship, a Free Trader’s vessel, and a RC merchantman’s ship the RMS Amblin’ Rose that had been dropping off supplies to the desalinization plant’s RCSA Bootstrap team there, and then declaring the offworlders were in league

together in a plot to assassinate him. The second event was discovering that the Guild's former vessel that had been recovered was infected in the Lebherz system only four weeks prior to the date it had crashed, late in 1201. Futok's Religious dictator, known as "The Prophet", set a nine-day deadline for the offworld hostages, "to make their peace with God" before having them executed. RCES Clipper ships in Khulam subsector, got the mission's alarm from the Free Trader Network vessel SS Reluctant Explorer, which had barely managed to clear orbit chased by Futok's Air Force. A hasty-planned meteoric assault and direct landing hard on the heels of seizure of the Airbase-Starport followed twelve hours after the two clippers jumped into system. Marines from Apollo executed a perfect landing on the capital's prison fortress complex roof even as Aube and Apollo's planetary strike missiles neutralized the local Army's tank and mechanized units within the city. The Prophet was live on Futok's planetary TV ordering the now surrendered prison guards, "to execute the offworld heretics and die with their last bullet" when a deep site bunker buster missile ended his regime and broadcast.

On top of this news, Free Trader Network CPT Orso Gorzini and his ship SS Reluctant Explorer brought to the attention of RCES of a free trader Captain named Branu Stigmann operating in Promise subsector and his ship the SS Bon Chance had been running weapons to rebels in the outback on the Vampire Viral hell world of Promise itself. The RCES Long Range Planning Group (LRPG) dispatched the J-4 converted RCS Sulieman-Victrix to contact this person, and these rebels on this known Vampire menace world on 25/ IV/ 1202. Then the Coalition turned to investigate the alarming news of this new viral outbreak coming from Lebherz so close to the RC frontier.

The mission to Promise met with disaster four weeks out from Trybec when a large Vampire fleet overtook it, and the crew was transferred to another Vampire Vessel. Forced to work with the other slave-crewmembers, the surviving RCES managed to subdue the damaged Vampire ship's robot-guardians and disable the main computer only to discover they had to land her manually on Promise itself. They discovered for themselves firsthand that Promise's former capital and now C-class Starport and shipyard, Star City, was a Viral Hell. After a series of harrowing narrow escapes, the RCES team led by LTCDR Saffron Ghulz of Oriflamme, was led by the Resistance to meet the mysterious leader of the resistance "Number One".

Ghulz made the personal decision to extract "Number One" and bring him back to the RC to tell his story and give his firsthand knowledge of the threat of the Promise System and the weaknesses of the Vampire-run totalitarian regime there. Normally this would not have been out of the ordinary, but "Number One" was an AI-Viral entity of a strain the RCES Anti-Virus Intelligence team had never encountered before, the 'Peacemaker' strain.

Ghulz and his surviving members returned in early VII-1202 after catching a ride off world on the Bon Chance, and the rest of the way on the clipper RCS Aube. The new AVV weapon 'Snake' saw its first field testing on the planet of Fisher's World/ Shenk in the Boreeo republic when the dormant Virally infected city-state's fusion Power plant that an RCSA Bootstrap team was working on re-awakened, and after killing the RCSA team by a brief lethal radiation exposure in its God-strain way, demanded to be "worshipped" or as it threatened the Boreeo, it would self-destruct and destroy itself, the city-state, and surrounding country-side. An RCES counterstrike against the newly awakened 'God' culminated in infiltrating it as Data-priest 'technicians' and they safely 'killed' the Viral entity, ending its brief reign of terror. Cold recovery missions in the AO this year also proved fruitful. On Berkin/ Shenk, a mixed RCES-Lancer team with an Aubani-built submarine successfully retrieved the machinery for making TL12 meson screens from an undersea factory facility there. A downed Morraine-class Free Trader merchant starship was recovered off Xezor's moon for that Pro-RC planet, re-establishing for Xezor their ability of starflight, and restored to them their base on that same moon as well. On Xezor, the recovery of an underwater research base that had developed a geneered fast-growth form of coral that was planned for forming natural breakwaters was also achieved. The geneered coral had escaped its original habitat and had without the processes applied to it to curb and shape its growth had become a navigational hazard. The process to curb and shape it was recovered, adding a useful tool to the RCSA bootstrap scientists for future water world projects. Two stored jump-drive engines in a desert Scout base hangar were retrieved off Tiniyd/ Thoezennt, and although it lay in a no-man's land between two hostile nations there, each nation had declared rights over the small swath of desert along their mutual badlands border. The raid jeopardized the delicate bridgehead work there in the nation of Idsur, as the other Psion led nations blamed Idsur for sponsoring it. On Montezuma/ Khulam, in compliance with the anti-RC minded nation of Centrum's airspace, an RCES rescue team crossed the polar cap using non-aerial methods to safely recover passengers of a passenger plane from Pro-RC nation state Polaris. Last and not least, the salvage colony on the world of Buhle/ Aubaine owned and operated by a Fijan based corporation utilized in a commercial venture the AVV weapon snake, yielding up nine downed starships for salvage in the first week of its use. This landmark use opened the door for other Salvage companies out in the Wilds. The new weapon from their allies on distant Sufren proved to be a huge boon to the recovery industry. In X-1202 Hiver technicians developed a man-portable version, and called it 'Fer-de-Lance'. While battery-powered and shorter-ranged, it allowed more mobility to bring the weapon closer to buried and

hidden infected hostile data systems.

Oriflamman SAG raids were conducted on Shenk/Shenk and Lebherz/Khulam by stark contrast than the other successes of quiet diplomacy or covert Moonshadow efforts. While these were successful and even killed off three differing TEDs on Shenk, the Guild's inroads with the human led nations increased as each vied to make his or her realm "Viking-proof". On Lebherz the SAG raids were against the Data-Priest led governments, and Guild supplied TL9 surface-to-air missiles had not only made several raids bloody but unsuccessful as well. In the meantime, RCES sent Moonshadow teams there to discover the source of the new viral outbreak they had vectored to Lebherz.

Newly promoted CDR Ghulz and his team returned with 'Sandman' the AI-Viral peacemaker entity in mid X-1202, to rendezvous and be inserted by CPT Branu Stigmann. The RCES leadership after debriefing this being who put itself completely at their mercy, convinced them its efforts to free all the sentients of Promise were on the level. At the rendezvous point, Stigmann had word of from Sandman's human "Number Two" that the rebellion in Star City on Promise had begun, as Puppeteer-strains and their janissaries of robots and human thralls waged war against the God-strain majorities. Ghulz took his team and Sandman, and re-dispatched the RCS Cymbelline-Victrix back at J-4 to Dawn Base with this news. Upon receiving it on 18/ XI/ 1202, RCES and RCN saw they had a window of opportunity. It had taken three-weeks for the Cymbelline-Victrix word to get back to them. They knew Stigmann was probably dropping off CDR Ghulz and 'Sandman' back onto Promise at the time they received the word.

Following on the heels of the 'NOVA BEATLES' SDB program on 28/ IX/ 1202 the Shipyard Improvements Bill was passed, and Trybec and Oriflamme moved immediately to upgrade to A-class specifications by the beginning of 1203, even as every major RC D-class shipyard (Fija and Vezina's) were hurriedly upgraded to C-class. Consequently, the major C-class shipyard ports of Eos and Nike-Nimbus, and Baldur went ahead with beginning to upgrade their capabilities to B-class with the same Bills' grants. In preparation of war with Solee, Spencer's occupation by Oriflamman troops also ended in XI-1202, followed by the next contentious issue the RCSA faced that year, that of new world's memberships.

Diplomacy's major victory of the year however secured in XI-1202 the announcement of a J-3 trade route to the Hiver client state and high population water world of Renj in Sitah (P) Old Expanses. This economic development, coupled with the sale of the AVV weapon 'Snake' to Renj's prodigious salvage colony project worlds spurred the return of commercial Starship construction in the last quarter of the year. Worlds along the route had been contacted first by the Hivers back in the 1190's, and followed up by Centrist RCSA diplomats since mid-1201. Oriflamme had withdrawn her twelve divisions of troops

off of Spencer at last, preparing for war with Solee, and now Spencer wished to become a member. RCSA diplomacy on the 'backface' also had Teldora and Nex in Oriflamme subsector wishing to join. In Oriflamme subsector there were Baldur's salvage colonies on Bes-tor, Corrig, and L'Steich, and Oriflamme's salvage work colony on Sarid. In the Aubaine subsector there were the six salvaged worlds of Adrian, Buhle, Savanjan, Kresek, Conner and Seliga. Coupled with these were Wilds worlds seeking admission, those of Keipes and Atrase. Spinwards in Khulam subsector by years end, Futok, Kide, and a united Lefiguura had also applied for membership along with low populated worlds of Ryvo and Bikar, which lay just outside of the 'AO'. Likewise, the slow, steady unobtrusive relic technology salvage efforts of Aubaine, Lucifer, Shenandoah, and Oriflamme into Alpha Crucis Sector had led to friendly contacts with world's rimwards of the Coalition in Ximenes-A, McKenzie-B and Dagir-C subsectors. Oriflamme's J-3 trade route worlds in So Skire, and Baldur's colony of Poyzen/Eden demanded their recognition as well.

The basic rules and privileges were hammered out initially for full-member worlds and associate-member worlds (later called affiliate member worlds). When the last of the 192 ballots were counted, some 21 new full member worlds had been voted in, as well as 23 salvage colony affiliate member worlds, which in affect tripled the size of the Reformation Coalition to sixty-six systems. Yet while there was rejoicing that the RC had grown, it became clear to even the most ardent idealists of the Federalist-Aubani-Hiver PSBB plan, and they had fallen short of Phase I's goals by six months. They would fall farther behind as the months ensued.

Soleean Gunboat Diplomacy period (001-1201 to 365-1203)

While the RC went into TED toppling and salvage recovery, the Empire of Solee did not remain idle either. The Empress decided in 1200 with the failures on Marcena and Hindahl, the "divide, then invade and conquer" policy needed revision. After four-years of stalemate on these two worlds, Admiral bint Reine was ordered to subdue them at all costs. In early II-1201, with a specially prepared former J-1 Imperial 10kton bulk freighter sporting a maglev rock ejector rail gun from a derelict belting Mining ship from the allied system of Thanatos in its belly, the Soleean Navy unleashed Operation 'Meteor' on the Marcenan rebellious nations first, then Operation 'Heavenly Fire' on Hindahl two months later. Both worlds were subdued ruthlessly, and the survivors of the rebellious sides forced to yield. Both worlds suffered ecosystem damage to their atmospheres, but with them firmly in the hands of the armies of the pro-Soleean TEDs who'd been "elevated" in 1196, this was deemed an "acceptable loss" and further reinforced their dependency on J-1

freighted supplies from Solee herself. Solee was able to withdraw her troops back to the homeworld and declare a "Victory", even though fresh troops from allied Kmak were rotated in to bolster both 'Governor's' regimes in garrison roles.

Solee next pursued foreign policy contacts, at the urging of allied Galines' powerful Trans-Keratu Lines down into Karse subsector along the Main. In early to mid 1201, Baron Amaran Abas on behalf of the Empire, established contacts on Rotal, Bote, and Rolf'. The TEDs swiftly saw the wisdom of aligning themselves as 'loyal worlds' and sustained offworld support propping up their regimes. Soleean relic tech salvage colony worlds were soon established gulag style using the prisoners from these three worlds on the dead worlds of Ames, Moppo and Phildelia between 1201 and 1202. Not only did the Soleeans acquire relic technology cheaply, but the three TED regime worlds had a convenient dumping ground for their prisons as well. The heavy-handed Soleean Shenk Navy's squadrons and Foreign Service-State Intelligence Service's efforts were once again outshone by the classic gunboat diplomacy of Soleean Jayna Navy CDRE von Kessel, who after the capture and oversight of the former Imperial Depot at Ultraneta, brought about the end of the Kestral-Montero GTRC heresy war in a masterstroke of diplomacy, faith, and limited military action. Siding with the more populous TL7 Kestral against the technologically superior TL9 forces of Montero, Kessel's single cruiser and five battle riders accompanied the Kestral Forces into the Montero system and defeated the pious but severely lacking in training system navy of Montero in a single engagement. The Patriarch's succession heresy was ended with the false GTRC Patriarch being publicly deposed, and the Empress Ramstatan acknowledging Kestral's Theocrat as the new head of the Faith in the Old Expanses in return for their two united world's loyalty to the Empire.

Kessel's victories brought two worlds with B-class shipyards into the Soleean Empire a month before the Marathon Victrix-Incident occurred. This increased shipbuilding capabilities within Solee to three B-class shipyards as Czerniak completed hers a month prior to the ending of the coreward Holy war, and had moved several hundred thousand employees to Depot to oversee the renovation of this major Naval base. The victory at Montero and Kestral however did allow for the benign GTRC theocracy on Ramaka / Karse to join the Soleean Empire, along with its own sovereign salvage world of Barsk in mid 1202. Baron Abas' discovered however that the organization known to them as RCES of the 'Reformed Coalition' had already visited Mexit, and had overthrown the cruel powerful xenophobic TED there in 1201. RCES had also turned over a recovered jumpstart cache to the natives there who were just as surprised to meet him.

The Soleean side of the RCS Marathon-Victrix capture was relatively simple. The RCES vessel had jumped

in from Fisher's world at the end of a J-4 leg as was caught between the gas giant by the Soleeans warships in the Herbe system. Fearing their secret staging base for the invasion of Yontez had been discovered, the Soleeans overhauled and boarded them. The RCES crew and RCSA team aboard bound for Yontez were interned after interrogation on the Sovtor gulag salvage prison camp, and the vessel put to Soleean Navy use as the personal J-4 courier for the Empress. The Hiver aboard was tortured even though wounded, and died during interrogation. From the nearly two dozen aboard her, the Soleeans learned that civilization had returned to the stars in Aubaine and Oriflamme subsectors the Hivers had betrayed former Archduchess Margaret's Trade deal of 1124, and were not seeking a return "of any Imperium". The ship's computers were decrypted, and the Soleeans learned her path back to Baldur. Baron Amaran Abas crafted the response at the Empress' wish and they waited.

The RC's response was to increase scouting missions into Shenk, and the two sides ships shadowed one another as diplomats met on neutral Mueller in IV-1202. The presence of the Hiver in the delegation enraged the Soleeans, who declined further talks, "in the presence of alien foreign spies" and stormed out. The talks however did establish a tentative RC embassy on Mueller, across the street from the Soleean embassy, and had the side affect of recognizing Mueller as an independent non-aligned state. In V-1202 the Muelleran Foreign Minister Karl von Ahrtal was dispatched (It was thought at the time) in secret to the RC to open diplomatic channels and seek technological and economic alternatives to Solee's inducements. With him went his wife and two children. Solee's Intelligence branch, the SIS, had since 1199 had broken the Guild's codes, call signs, and knew the names of several of their vessels and their Captains still operating in Shenk. They let it be known to the Guild of the planned Muelleran visit to the RC, which was destined for the RCES scout base on Nike Nimbus by way of the Ra system.

The Guild in opposing both Solee and the Reformation Coalition (Between the years 1200-1202) was slowly being squeezed out of Shenk. Solee had captured six of their starships since 1198, to the utter financial ruin and loss of two Ship Owners of 'Admiral' Vugnaashii Ishimshugi's hard-nosed faction, and The RCES had captured another two, ruining fiscally a third Ship's Owner into destitution. Only one Ship Owner remained, and she had but hers and one subordinate ship at her disposal. Vugnaashii's lieutenant in the Old Expanses, CPT Enligi Khargulim, received the word from the sole remaining CPT in Shenk. One CPT Shavon Chavez based out of Fisher's World/ Shenk and from there arranged to have three raider ships dispatched from their Traeviss/ Thoezennt base sent to Nike Nimbus' system. They arrived too late to prevent the RCSA talks from occurring but instead lay in wait and attacked the Minister's

vessel as it made for the jump point. The Guild raider's attacked the Minister's vessel and left it crippled, but had to flee at the approach of two armed RCES-Lancer vessels that had escorted the Muelleran FM's ship from Ra. Minister Ahrtal had been killed, as had most of his staff, but his wife and children were rescued.

Solee's Baron Abas' got his wish, as did the Diasporan Mercantile Guild that had succeeded in killing the man most likely to negotiate with the Coalition Mueller's possible membership. The Clipper RCS Aurora under CPT Rebekka Guterrez was given the duty to carry the diplomat's body and his family members back to Mueller. From VI-1202, Soleean Navy ADM bint Reine was not content with SIS's data on the Guild and the Coalition, and successfully petitioned the Empress to send out their own spies. The Soleeans set down their spies on Janie, Berkin, Shenk, Fisher's World, Tequila, Clallum, and Yontez. Each world had two teams. The first team was to gather geo-political and military preparedness data. The second team was to gather what presence if any RCES and the Guild had on the planet. The third team, armed with false identity papers made from the RCES crewmembers from the Marathon-Victrix's sixteen prisoners were sent into the Coalition itself.

The first team of four Soleean spies to enter the Reformation Coalition offered up for cold recovery in exchange for passage a downed Guild Far Trader. This was partially true. The Soleean Navy had shot it up in pursuit, and it had crashed) on Tequila's outback. The next four entered via Fisher's World/ Shenk, either posing as Mine workers of the Yaban Confederation's lanthanum mine, or as Data-Priests of the city-state of Boreeo eager to learn from the RC's higher technology schools as exchange students with the RCSA bootstrap teams there. Baron Abas, in an unmarked battered looking 200dton Jayhawk-class Far Trader ship (SS Brown Dwarf) he piloted himself, brought in the remaining spies in VIII-1202 posing as a Free Trader out of Karse subsector and the world of Traynos. Abas entered at the port world of Helios, and this last team disembarked and dispersed from there. His ship and passengers passed the Helios Port Authority anti-viral inspection and customs and was cleared. They obtained passage codes for merchant vessels easily enough amazed at the ease they gained access into the RC frontier. The legitimate cargoes the Dwarf carried aboard were sold, and they gained RC currency for their spies.

The agents' mission was similar to RCES Moonshadow ones: become deep cover moles gathering intelligence on the shipbuilding capabilities, political landscape of, and the military strengths and weaknesses of the Coalition, and to find sympathetic ears to the Empire of Solee. They gathered from the Auction on Helios the vibrant open market haggling of the Coalition, the rivalries between Aubaine and Oriflamme, and of course the open disdain for all things Imperial, especially the Third Imperium. They noted also the closed sale of life

support materials to a ship destined for Baldur, and the stony-rivalry between merchants of Helios and those of Oriflamme. The SS Brown Dwarf conducted trade and purchased cargoes until IX-1202 in the Backface side of the Coalition, using astrographical data gleaned from the Marathon Victrix's computers databanks, and interrogations of her crew, and their personal affects.

Abas' men found Coalition's internal rivalries ripe for exploitation of disinformation. The RC's worlds did not share intelligence sources for one thing; Oriflamme with its giant Bourgund Shipyards they discovered, had internal troubles and several resistance groups, including one led by a former Oriflamman Marine turned terrorist named Gustav 'Ratso' Ramirez. From the news they gleaned that the RCSA was attempting to crack down on Lancer's and atrocities committed in the Wilds. They also learned that Oriflamme had experienced their own Marcena-Hindahl styled invasion, operation on the planet of Spencer.

In XI-1202, Abas' spies had made contact with members of the Pro-peace movement within the Coalition, including an Aubani Industrialist, RCSA assemblyman, one August Delparo, whose company Novastar, manufactured, installed and serviced the life support fresher units on the RCES-RCN Aurora-class clipper vessels. Delparo had travel privileges and owned his own small starship. Delparo and several others were cultivated as intelligence contacts on Abas' orders for ship movement and repair information. They established several small cells watching Coalition Naval traffic for patterns at Baldur and Oriflamme, much of which passed out of the Coalition's frontier through the low security, mid tech world of Helios on one of two formerly Guild owned ships, like the Seeker-class SS Brown Dwarf, and a Stellar-class liner, SS Ramakan Star. Both of these ships had fallen prey to Solee in her expansion into Karse; both were renamed, and refurbished, and neither vessel had ever been encountered by RCES before.

Operation: "Keep Promise": Breaking the Vampire Highway and Promise Main Liberation 1203

The Coalition realized it had a window of opportunity, and with the events of the Nike-Nimbus Vampire raid and her 30,000 slain fresh in the Coalition's recent past, decided to strike Promise rather than the Soleean Empire. The Vampire's being viewed as the greater threat of all sophonts. The preparations for war that had been building against Solee were not set aside, they were merely diverted, and the Promise Main became the new target of the military build-up. The armada gathered for this ambitious operation consisted of the nascent RCN's four new "Fusilier" and "Lancer"-class vessels, three new built Leviathan-class Assault transports, both stretch Class IV Aurora clippers, five new Class III Clippers, each car-

rying four Manticore-class Light Battle-Rider modified SDB's, five new Victrix sloops as well as the now four refurbished small vessels from Kide, and another five small armed starships from Keipes. Loaded with the three Combat Light brigades of 1500 Coalition Marines, as well as Marines from Oriflamme, and Nimban Army armored units this fleet was dispatched in mid XII-1202 to the Promise Main.

Military Historians and armchair tacticians of the pre-RC-Soleean war era later claimed this, "a singularly great, and daring gamble," which it was at the time. However, it was not as big a gamble as many labeled it as. Coalition shipbuilding was on the rise for one thing, with the NOVA-BEATLE program adding SDB's to five of the ten defenseless systems of the original 22 Coalition worlds, and merchant commercial starship construction at Atrase, and Trybec had begun as well for the growing salvager's trade.

At the outset of 001-1202, the Aubani 'Navy' (Outside of the ships loaned to the RCES-RCN) consisted of 33 major warships, including a non-jump capable 100kton Imperial Sylean Battleship marooned during the 1117 Solomani Invasion for lack of jump drive parts and used as a training vessel and Monitor, as well as 10 other smaller purpose-built monitors built since then, and another 22 jump capable larger warships. The Aubani System Navy had as well some 73 smaller vessels, of which 32 were SDB's. All totaled without the vessels on loan to the RCSA for the RCES-RCN, Aubaine's Navy fielded 95 jump capable starships, and left another 43 for system defense. Of these 95 ships, these numbers did not include the six Victrix-class sloops had been donated to the RCES-RCN as well as eight 100dton Multi-Mission Scouts, and the two Broadsword-class Mercenary Cruisers. Also not included in these numbers were the donated to the Dawn league 'Twelve' the destroyed Scout-Courier DLS Aurora and DLS Aube, the latter of which was recovered and converted into the Multi-Mission Scout RCS Argent.

Oriflamme's System Navy rivaled that of the Aubani, yet had fewer jump capable vessels, having some 36 major combatants, of which only twelve were jump capable (Seven of which were 20kton J-3 bulk freighters that had supported their 1200 "invasion" forcible membership entry of the world of Spencer); and a 101 smaller combatants, 72 of which were TL9 Mastiff-class SDB's. Oriflamme if hard pressed, was defensively the better of the two major RC worlds with her 24 Monitors and 72 SDB's, fielding a total jump capable flotilla of 41 starships. These numbers also did not reflect the donated to the Dawn League 'Twelve' mission the armed Jayhawk-class Far Traders DLS Dawn and DLS Brilliant.

The Federalist party-led RC member world Aurora, (which had been made Headquarters for the RCN on 01/ I/ 1201), had still twelve large jump capable warships and 16 smaller armed starships for a total of 30 jump capable vessels. The RC Member world of Trybec

had nine major combatant vessels, 3 of which were purpose-built monitors, and six armed 5 and 10kton Bulk merchant ships; seven of their twenty-one smaller combatants were 400dton SDB's, and the rest were armed merchant ships, nor the 2 Victrix-class sloops loaned to the RCES-RCN, and the Stellar-class Liner RCS Angkor Wat. TrybecCorp's armed mercantile fleet stood at 29 jump capable ships.

Trybec's rival in merchant shipping in the Aubaine subsector was the Centrist party-led RC-member world Eos whom at the outset had some 3 large monitors, and 6 armed large freighters, 12 Sentry-class TL11 SDB's, and 20 armed freighters, for a total of 26 armed jump capable starships. The Centrist RC member world of Fija, with two bulk freighters and four smaller, armed freighters fielded only a total of six jump capable starships.

No less than one major purpose-built TL9 monitor and six smaller, Mastiff-class SDB's guarded the RC member world of Baldur. Baldur however possessed two 20kton bulk freighters they utilized in their colonizing efforts to trailing in the Oriflamme and So Skire subsectors, as well as 2 militarized 600dton Stellar-class liners for a total of 4 jump capable ships. The RC Federalist party-led member world of Nike Nimbus was protected by two TL9 purpose-built large monitors and six smaller 400dton TL9 Mastiff-class SDB's, and had one large armed bulk freighter, and 3 smaller armed Jayhawk-class Far Traders merchantmen for a total of 4 jump capable starships. Last, the Federalist world of Lucifer had one large missile bearing planetoid hulled monitor, and two smaller ones, but owned one bulk freighter, and two small Jayhawk-class Far Trader merchants, the most famous of which was the RMS Harbinger operating in Promise subsector well before the 1203 Liberation of Promise.

Had push come to shove and the Soleeans launched their war against the Reformation Coalition in early 1203 and not as they did in early 1204, the Coalition had the wherewithal to resist, with some 196 jump capable starships, of which 140 were clearly Solomani Confederation and former Imperial era designed Starships. The truth of the numbers however, was that of these ships, the vast majority were not true warships and were either armed merchantmen or a plethora of former IISS lightly armed and barely armored 100dton Sulieman-class Scout ships and the 100dton Jump-4 unarmed Xerxes-class Xboats, 400dton Donosev-class Survey, and the 1kton Purcell-class X-boat Tenders. Many of the latter had been converted into Jump frames, refueling ships, or J-1 Bulk freighters (especially in the Nicosia, Vras, and Buhle clusters). The X-boats themselves had been grounded during the warnings of the incoming wave of Virus. Many of their J-4 engines were later utilized in keeping 200dton merchant craft operational during the collapse. It would however have placed the economy and internal trade communications of the early RC at a distinct set back, weakened the internal security of the polity's major worlds since the internal politics at the time did not allow

for more vessels from the major star faring RC worlds to be “donated” to the RCSA and thus under the control of the RCES-RCN.

Strategically for the RCES-RCN this left the older clipper ships RCS Apollo, and RCS Aube holding down the Khulam Subsector, the RCS Thunderchild, and the RCS Immanuel Kant holding down Thoezennt, and the older RCS Aurora, and the new RCS Baldur holding down Shenk, each with their flotilla of three Multi-Mission Scouts, and one Victrix-class sloop not counting what Lancer vessels were operating in these theaters. The assault and liberation of Promise utilized Sandman taking over via electronic warfare the meson batteries and missiles, and allowed the Coalition forces to land almost unopposed as they swept into the system and electronically attacked the Vampires with the AVV weapon ‘Snake’, capturing over 30 hulls.

The Battle for Promise on the ground took nine days. Once again, Sandman played a crucial role, this time in restoring water and electricity after the fighting ceased, making a clone of himself there as well.

Without this, the city’s human survivors and the freed slave crews of the grounded vampires captured would have died of dehydration. The Human face of the resistance, Sandman’s number two named “Karla 1214” applied for membership the moment the RCES were descending in orbit. At the ceasefire, RCES-RCN Commander of the expedition, CDRE Sean “Hammer” Lathrop granted it on the spot on behalf of the RCSA. The capture of Promise’s capital, Star City’s C-class Starport facilities was a major boost to RCES in a twofold manner. It provided them an immediate major repair facility for spinward advances in the future across Diaspora and denied the migratory Vampire fleets their key “rest-repair stop” in their corewards-rimwards march between Cymbelline in the Solomani Rim and the Black Curtain. The RCES-RCN Taskforce then split off and swept the Promise main of any Vampire ships, and recontacted the Isis cluster as well. This sweep took until late III-1203 to accomplish, even as every available merchantman and Lancer vessel was employed to ferry supplies from Keipes and Kide to Promise. After ensuring that no Vampire ships escaped bearing word of the attack on Promise, uniting the diverse worlds of the Main was the next major objective.

The Freeport world of Muni welcomed them although the Guild personnel at the port cleared out soon afterwards. They brought the stunning news back to Admiralty board on Gegaashaa. Daaliisa which had seen one of the worst Star Viking incidents in 1201, tentatively opened its port to talks, thanks to major diplomatic work with the Droyne on Tiniyd in Thoezennt and what became called Operation Dominoes that was underway there and the immediate threat of the Vampire fleets being lifted. Eloji’s four TED’s had been united by a brief nuclear exchange in the summer of 1202, and RCES had come down hard on the winner, one Colonel Boukart with a

SAG raid in XI-1202, removing all of his PAD missile warheads that he’d retro-engineered for dirty-nuke use in his conquest of the planet using three Multi-mission scouts, one of which was shot down. Boukart had hastily re-armed two merchant starships for orbital defense. In 1203 he was removed by meteoric assault by the Keep Promise taskforce and his starships captured on the ground. A new planetary government was sought, mainly from those dissenters and dissidents Boukart had jailed in IV-1203.

On Exeter, the most powerful TED, Romrugo of Vars had several small, armed vessels and control of the massive Exeter Yards and the former Starport there. Exeter’s TEDs while divided on who ruled the planet, each had enough sense to maintain planetary defenses to keep their world from the same fate Promise had suffered. Task Force ‘Keep Promise’ met Vars’ vessels in orbit and opened dialogue, showing him the filmed footage of the invasion and liberation of Promise. Romrugo of Vars made his choice, along with several of his allies, and Exeter was “re-opened”. Better news still for RCES, Romrugo informed them that the former A-class Exeter Shipyards had merely been mothballed in 1124 due to the Rebellion, and had only been reduced to C-class status during its membership in the Unity of Promise. Under Romrugo’s grandfather, Exeter had closed the C-class facility to prevent it becoming a target of the Vampire Fleets immediately upon hearing that Promise had been lost to Vampires in 1156. Most of the worlds of the Promise main, with the exceptions of the dead Udone system, and the technologically regressed world of Vahana welcomed the RCES and a return to an interstellar community, unlike the insular worlds of Khulam had. Exeter’s form of government of course had to comply with the membership rules, but TDO status was granted as well despite protests from the anti-feudal technocrats in the RCSA. Exeter’s recovery was linked inextricably with that of Eloji and that of Promise.

The Coalition began immediate trade assistance to Exeter after diplomatic talks, and RC merchants came to the fore in bringing the materials needed for Exeter’s shipyard Starport to come back online. The need for metal ores would push the re-opening of the Asteroid mining facilities of Udone system for both Promise and Exeter’s shipyards. Promise’s Star City Starport aided in the repair and refurbishment of the captured Vampire ships meanwhile. Promise’s liberators, the RCES, RCN, Lancers, and Coalition Marines who participated in it were astonished that the majority of the Cyber-tattooed humans who remained actually supported the Peace-maker entity ‘Sandman’ and his two ‘sons’, as well as the thousand plus robots serving them. Promise became the first Sandman-Sophont jointly held world, but had a long way to go to bring their own recovery forwards. The recovery of farming infrastructure in the hinterlands required long-term major work, as did the socializing of tens of thousands of Cyborgs freed when their Viral

overlords were 'killed' becoming free willed. In the immediate aftermath of the liberation, the surviving sentient robots were "disarmed" by the Coalition and Resistance forces. Certain mercenary Anti-Virus Lancers wanted all the robots destroyed, and the remaining Cyborgs put down but the new Co-President of Promise, Karla 1214 appealed to the RCES Commander by way of her RC liaison CDR Ghulz who had survived to have this thwarted. This was the beginning of the pro-Cym, Anti-Cym movement of the Reformation Coalition. The Coalition had also some ten thousand or so liberated slave crews of Vampire ships, many of whom after being fed, medically treated and clothed properly, took service with the RCES. Many of Promise's humans with anti-Cym feelings were encouraged and recruited for offworld development on the world of Baraduusa on the spinward face of the Promise subsector. This relocation effort alleviated the tensions planetside on Promise somewhat in the short term, and helped uplift and establish an early RCES scout base there for the eventual planned incorporation of the Diasporan Sector. Promise's shipyard also undertook with human and robot assistance the repairs to damaged RCES and Lancer vessels used in the liberation and sweep of the Main. Without the willing co-operation of these sentient machines the Coalition's new Navy would have been hard pressed at the time to have successfully swept the main of vampires and complete its mission in time to return to their home base ports in time for the brewing Soleean-RC war. In side campaigns from the Promise liberation, with the hard won lessons of the Viral hell world there behind them in 1203, RCES-RCN undertook to clear the Mitchell system in Khulam of the trapped vampire fleet there. This was successfully done by the returning rimwards half of Task Force 'Keep Promise', yielding nine starships back to Coalition shipyards for repair, including the missing Dawn League ship DLS Helios. The larger Spinwards sweeping squadrons of Task Force 'Keep Promise' fell upon the known larger trapped vampire fleet of 17 ships in the Darainne system/ Thoezennt, including the 50kton Hadrian-class Battle Rider 'brain-ship' of the fleet. The Battle Rider was flushed clear of its entity and became instead by years end the armed spaceport for the Salvage colony placed planetside. The 25 starships recovered from Mitchell and Darainne were refurbished and repaired and sold at Auctions back in the Coalition later that year, 15 of them purchased by the RCSA to replace lost RCES vessels. A secondary expedition successfully used the AVV 'Snake' against the robot-infested surface of the former high-population Boneyard world of Possin, adjacent to Darainne, which led to several lancer-led campaigns by salvagers to reclaim the planet. News of the victory at Promise at home was one thing in the Coalition member worlds; the news of co-operating with a sane Virus was another. Protests and demonstration against the 'Sandman-Solution' were particularly fierce on even Federalist worlds like Nike-Nimbus.

RCES CDRE Sean 'Hammer' Lathrop was compelled to move his family's residence from Nike-Nimbus to Aubaine after threats against them for his decision on Promise. Later Freedom League historians attempted to rationalize Lathrop's decision, which later Secretary General Lon E. Maggart of Aubaine passed into the articles of citizenship as starry-eyed 'Star Viking' idealism'. Nothing could have been further from the truth, as Lathrop's memoirs published by his wife after his death revealed. Using 'Sandman' saved lives that would have been lost in the orbital and direct assault, and Lathrop was the stingiest leader about casualties RCES ever had. Sandman's sentience came second to that, in his own words.

RCSA member worlds threatened to secede over the acceptance of the AI-Cym and Human run world of Promise; again, Nike Nimbus led the charge here. There was even talk in the RCSA Hall on Aubaine of making this spinwards region a self-autonomous state within the border of the Coalition for the formation of a new 'Unity of Promise' as an allied state, much like the now much closer polity of the Covenant of Sufren. But the capture of the Vampire's facility and sweeping them out of Promise and Khulam subsectors eventually quashed this talk of secession. For better or worse, Promise and the peacemaker AI-Cyms there were now members, and in order to achieve the rest of the goals of the PSBB, the planet had to be held, and kept free of Vampires. The counter balance to secession and call for unity came from corewards-trailing and the threat of war with Solee, who had made gains where the Coalition had fallen slack in Shenk subsector.

By IX-1203 Exeter had five small starships of their own operational, Eloji had two armed merchantmen, and Promise had twenty vessels, many of whom had been captured in the liberation eight months prior, including the 3kton Imperial Destroyer that had captured the RCES team led by RCN CDR Ghulz as its "flagship". Muni's Freeport had four Free Traders operating out of their Starport. The recovery of the Promise main had begun in earnest.

The Diasporan breakout begins: Operation 'Guided Lilly', and Iselu Vampire Shipyard (1202-1203)

One of the Phase II 'Deep Cover' missions undertaken for the eventual Diasporan 'breakout' in the Federalist Aubani-Hiver plan was a mission launched in VIII-1202 to the world of Berens, across the Vampire Highway in the rimwards-spinward corner of the Madoc subsector by the crew of the RCS Riggins-Victrix. Ostensibly the mission had been to contact and establish a RC embassy there with an existent C-class non-Guild owned shipyard and port.

The RCES team discovered that a Guild captain had got there before them and was offering a brand new Jayhawk class far trader for sale at subsidized prices, and a new form of guild membership, whilst spreading anti-coalition propaganda. The RC team managed to establish their embassy, but relations with the Guild deteriorated resulting in a botched attack by the guild on a native Berensi, which turned the world against the RC. A combined force of RCES personnel and visiting free traders repulsed an abortive coup attempt. After the failed coup attempt, a detailed inspection of the new guild vessel revealed it to be a vampire. The Guild captain had actually been working for the Vampire rather than the Guild. The vampire was destroyed after revealing the location of the assembly plant.

The RCES team immediately left on the Riggins Victrix to neutralize this threat before additional vampire ships could be built. Arrival at the target world of Ebekhar, revealed an open friendly world that claimed to be manufacturing new Far Traders, but that insisted that it was virus free. Negotiations with the local government and supervised inspections of the shipyard confirmed the story. However, detailed covert inspections revealed the shipyard was a front, and the planetary government was a vampire vassal. Further investigation lead to the planet's moon. Here the RCES team discovered a derelict imperial era low berth facility that once held millions in cold sleep. The technologically regressed revivees and their descendents now occupied its caverns, while a vampire held the core of the low berth facility. The RCES team successfully mobilized the various clans in an all out war against the virus, and defeated the virus and its robot and breed minions, but the trail to the virus infected shipyard had gone cold.

The recovery of RCES equipment from a missing RCES vessel prompted a rescue mission into an adjacent system, and the discovery of the crippled RCS Missinewa. Its crew who were assisting a large band of anti-government rebels used the RCES vessel as a base. With the arrival of engineering crew and parts on the Riggins Victrix, the RCS Missinewa was repaired in time to help hold off a major government advance. Information discovered by the RCS Missinewa pointed back to Ebekhar. A return to the system revealed a RCES sensor drone with vital location data that indicated the location of the vampire shipyard at Iselu, deep in the Blight Rift.

The two RCES vessels immediately jumped for Iselu to destroy this threat. There they engaged the Vampire Highport and its supporting vessels, but the tide of battle was turned when the vampire revealed a large warship that routed the RCES attack. The Riggins Victrix was forced to flee back towards RC space, pursued by a vampire warship, whilst the Missinewa was boarded and captured. The Riggins Victrix rendezvoused with RCES forces preparing for the assault on Promise, and the vampire pursuer was destroyed.

The Riggins Victrix was re-armed and re-equipped and

sent back to finish its mission. Covert infiltration of an RCES/ RC marine team rescued the majority of the captured RCES crew. Once again, the RCS Missinewa, forced the self destruction of the orbital Highport and its vampire controlled shipyard, despite the late intervention of a hostile Guild expeditionary force from the Jump system. The crew of the Riggins however had opened the doorway into Madoc and the Blight Subsectors, and follow-on RCES contacts at Berens, Saagii, Ebekhar, and Pekhuraa began in earnest from IX/ 1203 onwards.

The Road to War: The battle for Shenk and Karse subsectors (01-V-1202 to 365-1203)

While the RC was heavily distracted with the Vampire Highway suppression, incorporation and integration of Promise, Exeter, Eloji, and the Isis cluster worlds in the Promise subsector for the better half of 1203 as well as ongoing strife in Khulam on the balkanized worlds of Montezuma and Lebherz, they were not absent from work ongoing in Thoezennt, Shenk, and Karse subsectors.

Honey and Vinegar: Shenk subsector

On Janie a planet of some 800 million, Solee's previous efforts began to pay off. Controlling half of the world's population, the Carcovaan Republic was suborned from the Guild's client list with promises of the Empress' recognizing their claims over the planet, establishing Totalitarian Oligarchs as Imperial Senate-Consuls once Carcovaan united the world. In actuality, it takes two to tango, and it is very probable that the Carcovaani betrayed the Guild having a better offer. Solee's inducements included TL11 weapons systems and parts from Czerniak for Carcovaan's aging weapons systems throughout her military, and an engineer battalion to upgrade her Starport facilities as a future member of the "Empire's Trade network". Towards that agenda, Carcovaan made an alliance with the like-minded state of Agros, and Northmark in the spring of 1202.

The Republic of Carcovaan and her Allies in the summer of 1202 began its unification drive by toppling the Mystic Dictatorship of Reverend Nemros Vagruun (a harsh, cruel, and inept technophobic "Data Priest"). When rebels supported by Carcovaan assassinated him and his guards with Soleean supplied weapons in June, 1202, the Carcovaan Republican Navy and its Marines arrived shortly thereafter to set the leader of their sponsored Rebels in power within 24 hours, and blamed the killing on those rebels sponsored by Northbank's commercial oligopoly. Vagruun's nominal ally, the Mystic Dictatorship of Nemsos vacillated in the face of Carcovaan's coup d'etat. In July, barely a week later, citing the failure of the Pathway Islands' Mystic Dictatorship's military to

keep the islands clear of “pirates”, the Carcovaani war machine and Navy invaded swiftly, and annexed the islands. In a pyrrhic gesture, the Pathways Navy scuttled itself in harbor to block its usage, and the leader of the Pathways government, the xenophobic Data-Priest Reverend Hiram Bugashii, shot himself as Carcovaani troops stormed the capital building in protest. With this fait ‘d accompli, Solee’s Principals (the Republic of Carcovaan and their Alliance) now controlled 480 million of the planet’s citizenry, a clear majority of the planet’s overall population.

RCES meanwhile was working with bootstrapping the island nation state of the charismatic dictatorship of Equatoria and the democratically elected Republic of Gallos. A third team was working with the Charismatic Dictatorship of Downtrik. The RCES hoped this alliance would be enough to stop Carcovaan from uniting the world. The Coalition’s spies learned of the arms shipment and planned an attack on the Carcovaani Starport facilities, rapidly moving from E-class to D-class, unaware of Solee’s pre-emptive alliance with Carcovaan. Carcovaan’s plans were transparently clear, but the RCES had underestimated the Carcovaani Military leadership and had been misled as to how fast they would move once they began their plans. Northbank’s government appealed to the Coalition’s people in Equatoria for an alliance, correctly assuming they would be next. By the time the RC was informed and an agreement to move ahead with supporting Northbank as well as the other three nations, Solee’s proxy nations had moved ahead and invaded Northbank by land, air, and sea, using the same pretext that they had toppled the regime of Nemros Vagruun. This was an outright lie, but Vagruun’s mercenaries had been captured and had “confessed” on TV and radio to the crime. Carcovaan’s Republic seized the moral high ground saying, “any that stood with North Bank was equally guilty of such aggression, and would face the combined might of the Carcovaani Alliance.” Nemsos declared itself “neutral”, but the TED of the nation known as “The Battery”, which controlled the majority of the world’s former PAD missile silos, joined the “winning side”. In VIII of 1202, three Guild armed small merchant ships bearing TL12 high tech weaponry to the Carcovaani arrived, unaware of what had transpired in the preceding three months since last they were there entered the Janie system, and landed hours ahead of the RCES mission to insert a Mercenary support Cadre of Lancers inbound for Northbank. The RCES vessel was shot down entering Northbank’s airspace and captured. Some of the crew escaped and joined the local resistance. The Guild ships, their crews, and all their ground personnel were seized by the Carcovaani, and handed over to Solee. An RC merchantman managed to slip off and make it to jump as Solee Imperial vessels made it to orbit from the near gas giant. This time, the crew of the RCES vessel destroyed their databases before attempting to scuttle the ship. Of those five who remained behind to

accomplish this, and were killed by Carcovaani troops, two were wounded and subsequently captured. Of more importance to Solee was the intelligence gleaned from the Guildsmen and their bases, their contacts, and list of clients elsewhere in the main. The Coalition now had to contend with Soleean warships frequenting the Janie System in order to support their allies of Downtrik, Gallos, and Equatoria.

Baron Amaran Abas, Solee’s premier ‘foreign ambassador’ made contact on Shenk with the brilliant Captain General of Capacia (population 35 million) one Arnaud ‘The Salamander’ in mid 1201, Shenk was a warring balkanized world of 200 million beings, 40 million of which were Droyne. Through Capacia’s warlord, Abas made contacts as well with several other TEDs, including the “Duchess” of The Vandoo (population 35 million) Arbelatra Belasarius, the “Duchess” of Armacia (population 5 million), and the lord of Aegeros (population 5 million). The Coalition by contrast, made contact with the Droyne Nation of Oxes (population 5 million) as a way to contact the xenophobic Droyne nation of Vuyurt. Baron Abas and representatives from Galines’ Weapons Corporation Instellarms convinced the Captain-General that the Guild was ruining the planet, and selling weapons to all sides. Only united could the decades of war come to an end. The Star Vikings would kill any TED who opposed them, in that Abas said, the Guild was correct. They would raise up the alien Droyne before they would help any human TED. Suspicious, Arnaud sent him away. He knew off world contact was inevitable But he sent his spies forth, and watched for himself.

Stampach’s TED, who had once welcomed off worlders, suffered an Oriflamman SAG raid that nearly killed him and killed members of his family in 1201. Lord Stampach purchased TL9 SAM’s from the Guild, but they sold them to Armacia as well, with whom he (Arnaud) was at war with. The Star Vikings destroyed Lord Venrik Stampach, his army, and his Hi-tech weaponry in a return decapitation raid in the winter of 1201. Earlier, as he was about to defeat Armacia’s armies, leading his cavalry flanking through a break in their lines for the capital, Arnaud witnessed the Coalition’s SAG raid on Armacia’s E-class Starport in the fall of 1201.

Captain-General Arnaud came to the conclusion that the Guild and the Star Vikings were predatory thieves as well as murderers, and powerful ones at that. The Coalition’s Star Vikings had contacted none of the other TEDs, only the Guild had done that, and had only begun working with the Droyne of the peaceful state of Oxes. The Captain General developed a new agenda for his warring quest. From his spies and his own eyes, he surmised the Guild and the Star Vikings were not so numerous they could kill off everyone on the planet. They had killed off his ally, the Lord of Stampach, and left the nation in ruinous state and its army reduced to brigandage. He wanted no part of that sort of chaos, and was forced to annex the region in order to restore law and order in the

spring of 1202. It also drove the Duchess of The Vandoo into a marriage of state with him uniting their realms. Arnaud was determined to unite the world, but would not use the Guild's weapons if he could help it, convinced of their perfidy. When Baron Abas returned in June of 1202, Arnaud and Arbellatra had terms of their own. They wanted the Guild's merchants of death stopped, and requested only ammunition for their TL9 small arms, TL5 bolt-action rifles, and the means to make the shells. While he did not personally swallow the racist tirade of Abas about the Droyne, he could not ignore the facts. Baron Abas promised her Imperial Majesty of Solee would see to allies of Shenk. Solee began shipping in munitions to Arnaud on Shenk in July of 1202, escorted from Barnet system.

The RCSA diplomacy with the Droyne state of Oxes was successful however, gaining an ally in the northern hemisphere with whom they could deal with. The Droyne merchants were trusted and seen everywhere in the world. The Moonshadow team was taken aback by Capacia's sudden diplomatic efforts in 1203, and viewed the merging of the two largest TEDs with alarm. RCES agents infiltrating into Stampach's former territory found Capacian governors hanging Stampach's former troops turned outlaw left and right, and wondered what it meant. An RCES informant penetrating The Vandoo's capital was killed in a brawl, and his body strung up by a mob with the placard in Galanglic and Vilani stating "Guilder Spy". The TED of Aegeros suddenly refused passage against the Droyne Merchants traveling the eastern Sea to Vuyurt. The head of the Moonshadow team surmised someone was behind all of this when he received a message from 'the Salamander', a small local bird, a frog, and several 51-caliber smoothbore musket balls. Puzzled, he asked their Droyne hosts what this meant. "Unless you fly like birds, dwell in swamps like a frog, all you will eat are musket balls", his Droyne liaison said laconically. This put a price on Arnaud's head in the RC's eyes, but the man was canny and careful, and had 50 or so loyal willing "doubles" at one place or time. On a world with no hi-tech communication, 'the Salamander' had carefully made it extremely difficult to be spotted by his enemies' spies.

On Clallum, the suspicious Totalitarian regime had rebuffed Solee's diplomatic efforts in 1200 and 1201. They had heeded their offworld Guild masters instead, even after the Coalition had raided their planet and rescued the ship and crew of the DLS Dawn in late 1201. Having recovered their people and the starship, the Coalition had dropped off agents to stir up the local resistance. Solee's premier ambassador Baron Abas paid a call on them clandestinely in late February 1202 at the capital, showing them their COACC was a joke. They refused Solee's offer of protection, not wishing to trade one master for another. Abas and his Marines withdrew in good order. Clallum received her next shipment of TL12 PAD missiles in early September. Unbeknownst to them,

Solee had replaced the crew in their operations on Janie and the "Guild technical reps" were Soleean servicemen incognito. The local Guildsmen were none the wiser, as one of the "terrorist" groups resisting the regime drove a truck with ammonium nitrates and diesel fuel into their quarters killing all of them a week after Abas left. Those that had survived didn't know the crews of these three Ships.

On Tequila, the Solee efforts resulted in failure. The Coalition had successfully exposed Hoshoshophet, and the planet received TDO status in late 1201, making it a regular client state of the Coalition, as well as a recruiting ground for RCES personnel. SIS agents made careful notes where all of Tequila's tiny military was for future reference, and finding the people deeply religious unable to be bribed, departed. In mid 1202 they returned, and noted RCES had built a small D-class Starport near the capital. SIS re-inserted its "nomads" from the steppes shortly thereafter, and dropped off a cache of weapons and explosives as well as a TL11 laser communication radio. This 12 man "sleeper cell" awaited the arrival of Soleean Imperial warships and monitored the RC shipping schedules.

On Fisher's World, Col. Abas' SIS agents found nothing to promote the empire as the entire populace had been utterly reduced to TL3. It did find the RCES supporting Rivero in a war against its neighbors and is viewing the Yaban lanthanum mines with interest. Both planets are undergoing a technical Industrial revolution (towards TL4 and 5). Solee's SIS covert teams sent there began surveying the RCES and RC merchant ship traffic, looking for patterns and regular schedules to allow Solee's Navy to swoop in on them. The SIS team placed at Arcola did the same. Its mission however, was watching the Guild's shipping to and from the planet.

On Canton, some 2 million survived the collapse, at least until 001-1202. This agricultural TL4 planet received Free Traders plying the Canton-Tequila run, like the SS Silvanus, owned and led by CPT Rosemary Gushuumu, and some few Guild ships. Here a rare instance of Co-operation occurring between the Free Traders of Shenk, the RC, and the Solee Imperial Navy. Unfortunately for Canton's people, an offworlders ship brought in a plague in April of 1202, and the Guild exploited the issue saying CPT Gushuumu's ship was responsible. Gushuumu managed to escape the world with her ship, barely ahead of the angry mobs. But the Guild didn't have the antidote either they said, promised they'd bring some, and left system.

SS Silvanus jumped into the Yontez system a week later, and ran across the Soleean former Solomani 7kton destroyer ISS Defender, and gave them her story. Soleean CPT Jules D'Estoc, (a remnant officer from Von Kessel's Margaret's Navy ship the ex-Vaward), was sympathetic and checked her ship for contamination. Finding her clean, he gave her leave to depart, and reported to his ship's SIS chief the intelligence value. While he was

ensconced with her, the Guild ship GMS Fat Black Cat entered system and into D'Estoc's lap. The bio-agent was found aboard and the ship was seized immediately. He placed the Guild crew in low berth and had his ship's Medical officer analyze the agent. A TL6 vaccine could be produced, but the infected would have to be quarantined effectively and immediately.

On Yontez, Rosemary landed in the nation of Gupzadad, and spoke with fellow Free Trader Network CPT Dwight Ravanami of the SS Merganser, who was also in port. He referred her to the Skipper of an RC merchant vessel, RMS Amblin' Rose, CPT Mickey Thompson, known "to do work" for RCES. The disease was easily conquered by TL6 medicines, such as could be had on Yontez in certain nations. The problem was, his sources told him, the best facilities were in the Iron Hegemony a nation of 1.3 billion beings, run by an ascetic totalitarian government, and allowed only Guild ships to land. No sooner had they learned this, the Guild ship (seized by D'Estoc) landed, and the three captains met with CPT D'Estoc and his people.

What passed then is unrecorded, but the Guild vessel landed in the Iron Hegemony's E-class Starport and purchased enough of the vaccine to inoculate everyone on the planet. They spent the money in the ship's "war chest". As this had been part of the Guild's scheme to blackmail CPT Gushuumu into the Guild, the vaccine was on hand. The ship departed three days later and jumped from system escorted by Amblin' Rose, Silvanus, and the ISS Defender. This impromptu convoy of humanitarian aid however, was too late. In the two and a half weeks that passed, almost all of them had died or lay dying. Funerary pyres greeted them; since many had died so quickly no one had enough time or strength to bury them all. CPT Gushuumu's good name was cleared however, as CPT D'Estoc revived the low berthed Guildsmen, and after presiding over their trial for Mass murder using biological agents, saw them all sentenced to death by hanging.

CPT Thompson's one passenger at the time, one Father Pytor de Vras of the Aubaine bishopric of Vras City, Aubaine. He spent time with the natives, teaching them how to refrigerate the remaining vaccine in case of further outbreaks. Some 90,800 were saved through the diverse efforts of the RC, Solee, and Free Trader CPT Gushuumu. CPT D'Estoc while aware of his orders to detain and seize all Coalition vessels, felt in the interests of the Empire of Solee in the Yontez main, into where they were expanding, stopping this outbreak outweighed the vessel seizure of the RMS Amblin' Rose, and let them depart in peace. In light of events elsewhere, this report further confused RCES Planners about the Soleeans, when the CPT of the Amblin' Rose reported in at the RCES base at Baldur, 6 weeks later. Thompson did make one important discovery, by chance on Canton. It had rich unexploited reserves of lanthanum ore.

The Coalition moved with unusual alacrity for a change, and sent a bootstrapping mission there immediately in the Clipper, RCS Helios. The Coalition brought with them a Haven-class Modular spaceport, miners, engineers, and medical personnel to build upon what had been started, including building a D-class modular Downport. Extraction of the raw lanthanum ore began in the fall of 1202 and sent to Baldur for refinement by a J-3 freighter by way of Tequila. Some of the LSP Mining platform ship derelicts have been noted and marked, but had not been salvaged yet.

Mueller was to play a pivotal and crucial role in the coming months in the Cold-war phase of the RC-Solee duel in the Shenk Subsector. In VI-1202 the planet's economic crises led to a series of crippling labor strikes, and shut downs of vital industries planet-wide. Mueller was feeling Both political and economic pressure from the Empire of Solee. Mueller's government, the League of Renewal, had sent the Foreign Minister, Karl von Ahrtal on a secret diplomatic visit to the Coalition to see what they had to offer in talks, some of which revolved around securing the release of the crew of the RCS Marathon Victrix, in which Mueller was acting as a mediator on neutral ground.

FM Ahrtal's wife Christina, daughter Anya, and young son Karl, Jr. accompanied him on this trip. They left their ship docked at Nike Nimbus and made passage to Aubaine. The Guild lay in wait and ambushed the Mueller diplomatic starship, killing the ambassador. His wife and family were rescued by RCES vessels in system. After an investigation into the system's lack of security from out system raiders, his body and family were returned home aboard the RCS Aurora with honors and without further incident. The ramifications of this assassination led to a sterner vision in the Shenk Old Expanses region towards the Guild, who were banned from Mueller as a result, and had a vessel there seized, and crew imprisoned on spying charges. It also heightened awareness for the need for more SDB's in the RC worlds; and last, allowed the RCES/RCN to "show the flag" and bear home their foreign minister foully slain to his homeworld, establishing talks for setting up by I-1203 a full embassy and Hiver Trade mission there.

Neither the Soleeans nor the RCSA wanted the other to have Mueller as a foe, as both sides raced to refurbish and build ships, and train jump space navy crews. For Mueller there was another key issue: the relic salvage of the cemetery world of Dunas. Survivors from the 'Doomed Trade' from this world now living on Mueller, said their ancestors were dead and buried there, and since Mueller had adopted them as citizens in 1124-27, it belonged to Mueller. Mueller's System Navy which had fought the Solomani until defeated in 1117, had been demilitarized by the removal of their fleet's jump drives, and then had been placed in storage in the Dunas system. The Solee offered to recover them for Mueller, having their own Anti-virus clearing techniques since 1196, in

exchange for alliance into the empire. Meanwhile, Solee continued to make forays into Dunas for their own needs, angering the descendants from there, now citizens of Mueller, a small but growing more vocal minority. On 15/ XI/ 1202, the government was overthrown by popular demand. Populist leader, Christina von Ahrtal climbed atop a Grav Tank blocking the Government's Capital building, and ordered the Army to, "Stand down and obey the will of the people, or be prepared to kill their own brothers and sisters." When she stepped down off of it, the government League of Renewal was shattered. She was elected Chancellor a week later, and placed the planet of Mueller as a Non-aligned state on the referendum. RCS Aurora's CPT Rebbeka Guterrez representing the Coalition Ambassador Abas across the street by ten minutes in recognizing the new government of Mueller. As a matter of form, the Mega-corporate heads of Galines, and a member of the Masked Consulate of Czerniak also recognized her and her new government. The RC immediately had Mueller placed on TDO status for starships traveling in Shenk. Solee countered by adding her C-class ports as part of TKL's interface stops, as well as a J-2 feeder line between herself and Mueller.

Economic wise, the new government was being slowly tied to Solee, and would have probably fallen under her sway, but for two incidents following the new Government's election in the adjacent rimwards Dunas system. On 05/ XII/ 1202, forward elements of the RCES-RCN attacked and destroyed two Soleean starships patrolling into the Dunas system. They took prisoners and salvaged one of the Soleean starships. The RCN never explained why they'd attacked the two ships from ambush, striking them with missiles from afar. Two Victrix ships, the RCS Coral-Sea Victrix and RCS Cymbelline-Victrix conducted the assault. The Soleean Ambassador at Mueller Roberto Hsudliggar, made great political hay out of it against the RCSA's cause, which the status to become a possible associate member RC world was on the national referendum at the time. "Dunas", Hsudliggar pointed out, "wasn't sovereign territory, like Kmak was in the

Marathon-Victrix incident. It was an unprovoked act of war." The second incident came three weeks later when the RCES' ships lurking in Dunas attacked a "peaceful Soleean Imperial trade convoy". It consisted of 3 freighters, escorted by a Soleean Navy Solomani 7kton destroyer, and the Soleean's sole Kinunir-class 1.2kton Colonial Cruiser. This time, the Coalition's ships came off the worse for wear, and the Soleean convoy made it to Janie unscathed. The Coalition lost the recently captured Soleean patrol cruiser from three weeks prior, and the RCS Coral Sea-Victrix, with a loss of 70% of all hands. The second RCES vessel, the RCS Cymbelline-Victrix, withdrew the Coral Sea's survivors and scuttled the remains to prevent capture before jumping out. Mueller's decision to become an RCSA affiliate member

world would have placed them against Solee earlier than Chancellor Christina von Ahrtal would have wished. Solee by the former Imperial stellar laws had done nothing wrong in Dunas in the first incident, and had successfully defended her "unarmed" merchant craft in the second. Pro-Solee factions on Mueller successfully stymied the vote to defeat, and Mueller remained Non-aligned into 1203.

The Karse Subsector: The struggle between separations of Church and State

From the second mission to Mexit (2125/Karse) in V-1202, the RCES discovered the local religious data Priests there had made great progress with the recovered Jump cache, and that the Soleeans had begun integrating worlds here via gunboat diplomacy, driving the Guild out. Countering this, RCES began a series of diplomatic missions to those worlds with existent Starports not yet under Soleean hegemony, namely the isolated system of Letron (1829), and in the main the worlds of Traynos (2227), Kolop (2325), and Quest (2428). Hindering both sides of the new Old Expanses Interstellar giants moving into the subsector was the unusual number of pacifism movements led by the theocracies of the various worlds here. The GTRC led world of Ramaka, while inside the Soleean hegemony, maintained no military forces beyond policemen on their planet. On Mexit, even though they had overthrown their cruel TED and liberated many of their imprisoned members from his brutal dungeons, the Church of the New Dawn tempered their rule with a complete ban on personal owned firearms, and mercy.

On the faith based Balkanized world of Ropram (1822), the four major Judeo-Christian-Muslim faiths, two dozen sects, and minor cults, while segregated by belief and geography, were curiously united in their purpose to sustain basic farming and medical technology, and eschewed bloodshed whenever possible. Historians reviewing this world's recovery era note however that some of this unity came from the technophobic Psionic Brotherhood, who had believers in all these states. Like Ramaka under the Soleean Empire's hegemony they contributed little to the Empire's war effort, save for their food shipments to the salvage colonies Solee established along the Main.

Commerce drove the pacifism of the Vilani-styled bureaucracy of Letron. It was only after getting word of the seizure of the Bote system by Solee's Navy that Letron's mercantile oligarchs applied for RCSA membership in early 1203. Commerce also in the form of the promise of offworld trade from Trans-Keratu Lines from Galines via Solee's empire affected the world of Mager's corrupt balkanized Civil Service Bureaucracies. Likewise, the temptation of renewed offworld trade for obeisance to

the Empire swayed the two TEDs of Rotal (1721), and Rolf (1827) into the Soleean bloc in 1201, and 1202 respectively.

Yet the participatory democratic government of the world of Traynos (2227) welcomed RCES in VI-1202 and wished to join. Once again the prime motivation was for the offworld trade opportunities as well as belonging to a like-minded Interstellar state. RCES contact on the world of Kolop (2325) proved difficult until an Oriflamman Technocrat accompanied a follow on mission to this Feudal technocracy led world, and assured the stubborn folk here that the RCSA didn't advocate they completely abandon their form of governance, only how well they represented their people. Faced between Imperial Solee and the RCSA, Kolop reluctantly sided with the Coalition, even as war broke out in the first weeks of 1204.

The Sons of Craig arrive in the Coalition

In early IV-1202 a Free Trader starship, SS TeBiRoCaMon bearing an Imperial remnant passenger named Martin Francis Rourke, docked at Trybec's RCES Orbital Starport and placed himself at the disposal of the Coalition's RCES debriefers. Among his bonafides, he had been a Professor Emeritus at the Warinir University of Daibei's department of History, and was a telepath. Rourke's tale was much like that of the RCSA advisor and celebrity Dr Ilelik Kuligaan of Dlan; with the exception that Rourke wasn't anywhere as famous. He had, he claimed, been serving Duke Craig's Intelligence services after being medically discharged from the IISS' S-3 Special Action-Long-Range Detachment Section. In short, he'd been an Imperial Scout Service Spy for five terms. After the 5th Frontier war, he'd been transferred to Warinir from the Marches. He had been there when the Rebellion occurred, and had transferred his allegiance to Duke Craig in 1118 when Craig severed ties from the insane Ship fleet demands into the maw of the meat grinder battles in Zarushagar and Dagudashaag against Dulinor while the Solomani threatened to swallow up all of the Domain of Daibei. He had been there when the Domain of Deneb's envoys came in 1126 aboard the legendary ISS Arrival Vengeance. When the Arrival Vengeance came after most of the fighting had subsided save for corsair groups out of Reaver's Deep Sector, he helped expose and foil the plot to kill Duke Craig and blame the crew from Deneb, then declare the sector's fleets for Lucan. The Deneb mission commander, one ADM Logan Drak, the Marquis of Fulacin, offered him a position as "tutor" for his two youngest teenaged children who were aboard with Him and his noble-born Darrian wife Tzabra, a retired Officer of the Darrian Special Arm. He returned back to the Marches with them, and married one of Drak's Household who was also aboard the Vengeance in the twenty-eight days the vessel was in Warinir. He and his wife Megan had left the Domain of Deneb to Warinir in 1128,

bearing word of the mission's successful return back to Duke Craig via the Reft sector's Islands crossing and the perilous wilds around Illeish and Zarushagar back to Daibei. They arrived in late 1129, Megan having given birth to twin daughters in the journey there. Rourke told his RCES debriefers of Craig's repeal of the Psionics ban, and his valiant but eventually futile efforts to stem the onslaught of the arriving Virus plague that devoured Illeish and Core sectors alike. He told them the ship he and his family were aboard were overtaken by the Virus while bearing word on how best to defend against it to the Duwamish League in Shumisdi/ Diaspora after leaving the allied Cumber Federation worlds in 1133. Like others against the early fight against Virus, they had disconnected the transponder, which was an avenue of 'infection'. It also meant they had no distress signal to passing ships in the event of the worst, which happened. They misjumped and after two weeks in J-space, went into lowberth. They emerged with an inoperable jump drive in what he later learned was the Pekhuraa system of Madoc when he and his family were awakened forty years later in 1179 by Free Traders of the 400dton Solomani Sundowner-class Far Trader formerly known as the SS Big Rock Candy Mountain, shortened now to BiRoCaMon who'd spotted their vessel adrift near the gas giant there during refueling. Of the crew of their Scout/Courier, only his wife Megan had failed low berth revival. From them Rourke related the news of the fall of Daibei, the rise of the Guild in 1165, and the eventual split in 1189 when the people who ran the Guild currently seized power. His last ten years he'd spent amongst the Free Traders of Diaspora and rimwards Massilia Sectors, observing and writing, later helping to stir up opposition to the current Admiralty Board of the Mercantile Guild who took an instant disliking to him, and placed a bounty on his head. "The Covenant of Sufren," Rourke told them, "was getting too small for him and his daughters who'd grown up on the TeBiRoCaMon (And now commanded her), and after hearing word about the RCS Lady Elise and the Reformation Coalition, turned their ship's prow toward it." RCES were amazed and incredulous at their catch. This man claimed to know more about the inside workings and motivations of the Diasporan Mercantile Starfarer's Guild than they, and had links to the Free Trader's Network they'd only scratched the surface of thus far. They had never encountered anyone to this nebulous group known as "The Sons of Craig". Added to the incredible story was his unabashed admittance of being a Psion to the RCES Long Range Planning. At Aubaine however, Kuligaan denounced Rourke as an icon of the past, a prime example of the Third Imperial Final War's excesses. He was to regret those words. Rourke who'd been born on Hefry was no shrinking wallflower to be publicly slandered. He countered Kuligaan's accusations with what he knew of Dulinor's former head of the Ilethian Astrid Chair: a front for Dulinor's

Intelligence services. As it was, the Hivers didn't take Rourke on at the Technical Institute, such was Kuligaan's popularity, but neither did Rourke get run out of town on a rail, as everything he knew of Kuligaan, whom once he'd been assigned to tail and liquidate in Daibei (And had argued his IISS Director out of), was true, and Kuligaan could not refute it. A curmudgeon's feud seemed to settle between the two men. As an outsider and a self-confessed Psion, Rourke was never formally made like Kuligaan and several others a "Reformation Coalition Remnant Advisor" to RCES.

When the system of Janie blew up in their faces in VI through VIII of 1202, Rourke suspected the worst. And when in IX-1202 the Mueller Foreign Minister was killed at Nike Nimbus, his suspicions were confirmed: the RC had been penetrated by spies of either the Guild, Solee, or both. Someone on Mueller had leaked the FM's itinerary. Rourke went to the LRPG Chief, Sid 'Papa' Papagolis with his suspicions, and pointed out that RCES' LRPG had no counter-intelligence department. The Coalition member worlds with intelligence agencies all worked for themselves, and as often as not, were reluctant to share the information, or sources. Papagolis admitted not having one was a weakness, but that the RCSA relied on reports from the heads of the various planetary Intelligence services, and their mutual cooperation. RCES' Moonshadow units and teams were for external gathering, Papagolis told him, and they hadn't the budget for policing among the member worlds. In the end, Rourke settled for being a part-time instructor for the 'Moonshadow' school at night, and a Professor of History at the University of Aubaine at Nike Nimbus to make ends meet.

Thoezennt: The Shadow War of Tinyid's Droyne (1202-1203)

There was good news however in Thoezennt subsector; a friendlier pro-RC government on Marax had been working overtime with the RCSA to upgrade her port to C-class neared completion. Marax was deemed a necessary forward base in the coming hostilities with Solee. The pro-RC planet Nova Rhyll also was upgrading her Starport facilities to C-class as well. Marax's uranium on the other hand was fueling recovery on Nova Rhyll, Xezor, and three other mid-tech worlds regaining atomic power energy. Two warring states on Nova Rhyll opposed to the bridgehead alliance of states the RCSA had established there had been defeated and successfully demilitarized.

In XI-1202, RCES Moonshadow covert Special agent Jian Liu Nishurru (A Psionic himself) made an important diplomatic breakthrough on Tinyid with the Droyne nation of Yoyormayess, and the human ruled nation of the Isdur Republic. The Droyne were breeding Warrior-castes at a prodigious rate, and allowing them to infiltrate the Hu-

man-run slave owning Psionic Autocracies slave pens of Chirpers. One such Human domain was selling their chirpers to Guild slavers. They were dispersed as far away as the worlds of Martham and Sibbage, worlds that both lay outside the current AO 7-parsec boundary.

The Droyne of the Oytrip of Essaymayrsis on Tiniyd sent these groups of warrior-caste 'slaves' off with several sport-castes and a few select priest-leadership caste members in small groups with their precious Iskyar Coyns hidden, sewn into their clothes. From Moonshadow agent's Nishurru's reports, the Droyne somehow kept in touch psionically with these separate far-flung cells. Although only a part-time instructor for Moonshadow operatives by night, Mr. Rourke became aware of talks with the Droyne leader-caste there, as Nishurru had been one of his best students. He consulted with his superior, Sid 'Papa' Papagolis of the possibility of training Droyne agents, as these slaves were being sold to coreward planets like Sibbage and Martham, Coaise, and Bwan Murr, some of which had native Chirper populations already. He was pleased to discover Papagolis had already begun with Moonshadow missions to Tiniyd, and had established a covert base for offworld aid to the nation-state of Idsur.

The trouble was, despite their anti-Third Imperial stance on many things, the Coalition was still steeped in Solomani fears of Psions, even though RCES now had in the early fall of 1202 a working but covert relationship with the sole democratically led human government: the Idsur Republic which was a mixture of Psions and non-psions. RCES likewise was courting the benign Psion-led Autocracy of Gupzadaa on the high population world of Yontez in Shenk, and had successfully been bootstrapping the two Droyne nations on Shenk.

Rourke once again argued to Papagolis that RCES had several spy networks on Yontez, dealing with friendly Psion-led nations, and that RCES did have anti-Virus computer empaths, including Aubani-Schalli psions who specialized in this field working for them already in the Anti-Virus Intelligence side of RCES. He argued that the late Duke Craig of Warinir had lifted the ban on Psionics realizing that every tool to fight the collapse had to be utilized.

Papagolis informed him bluntly that the Coalition's people weren't ready for Psions to come 'out of the closet', and that the RCSA wouldn't go for it. Rourke then bluntly replied that the RCSA had better prepare soon, because there were more worlds out there with Psions and that when they became member worlds themselves as part of the PSBB, what was the RCSA going to do? Ban them from electing Psions to be world representatives? It was true, he amended, and there were bad examples of Psion-led governments in the Wilds. Tiniyd alone had seven such human-led states. But the Droyne were led by their Psion-talented Priest caste, and if RCES wanted the Droyne on their side in this recovery and retaking of the stars and not against them, they'd have to come to

grips with human Psion rights as well.

As it turned out The RCSA's Security Council did not immediately warm up to the idea, even though the few RCES psions Rourke had recruited had helped thwart the Soleean's infiltration of the RC frontier. While they debated, Idsur's neighboring states had galvanized against the pro-RC bridgehead state and moved towards world war against her. Rourke found allies within the Coalition willing to support Tiniyd's human mixed Psion state and the Droyne in the meantime, operating on a shoestring budget. With RCES supplied commo equipment they could await the day a decapitation Task Force arrived in system, and until then create more "warrior-caste" soldiers and seek to steal/ cache weapons while pretending to be simple chirpers to their TED overlords. As this plan was somewhat outside the LRPG cell, and a plan of Rourke's own hatching, he financed this under "humanitarian aide" out of his professor's salary. Its unwritten name was later known as "Operation Dominoes".

Uncovering the Saboteurs, and undoing the damage

The string of circumstantial evidence of a deep cover mole or moles built up throughout 1202, coupled with various acts of sabotage on Oriflamme, Baldur, and the shadowing of RCES vessels in Shenk and Karse subsectors led eventually to the LRPG taking Rourke's warnings seriously, even to the point of contacting the one-man former Oriflamman Marine now homegrown terrorist Gustav 'Ratso' Ramirez to confirm these various bombings around the Coalition's shipyards were not his work, but those of someone else. It was after an attempted assassination of Secretary General of the Assembly Lon E. Maggart leaving Oriflamme in late 1202 that RCES and the RCSA began to look inwards for a change. Sixteen Soleean saboteurs were rounded up, and several escaped after Assemblyman and Aubani industrialist Delparo panicked after the failed assassination and confessed when caught leaving from Baldur to points unknown into Shenk. Other concerns troubled RCES' LRPG. Namely, after the Soleean saboteurs had been rounded up, and interrogated (In ways the Security Council of the RCSA would have surely disapproved of had they known), and had confessed all to avoid the hangman's noose to RCN Intelligence, the RCES leaders were left with the unknown of how much information the SIS had gained since Assemblyman Delparo and others had been suborned.

True, RCN-RCES ship movements were the bulk of his damage, but the saboteurs had been inside the Coalition for nearly nine months. Some had worked in system freighters and a handful even for Trybec's Transstar Lines. The astrogation data alone was priceless to an outside foe, and even a cursory glance at the Oriflamman or Aubani Naval docks in orbit could give a clever enemy a ballpark guess at the number of SDB's or

vessels defending these vital systems. Papagolis took these concerns to his boss, CDRE Sean "Hammer" Lathrop in XI-1202, and listed at least six ways Solee could cripple the Coalition, given half the chance. Lathrop at least gave him the time of day, and told him to "write it up" and he'd shove it off to the RCSA and the Secretary General himself. Lathrop also demanded a line of battle of the Soleean Fleet, if nothing else as a means to get the "tightwads" on the Ship's Bill in the RCSA Budget committee to get moving once again.

The early to mid year 1203 events in the Promise subsector, and the defeat of the Vampire Nexus state on Promise eclipsed Solee's inexorable march in Shenk in the headlines, save for Lancer and RCES punitive hit and run raids. While RCES played pirate and jeopardized the RC's affairs of state on Mueller, Rourke and Papagolis decided turnabout was fair play for Solee, and from the data gleaned from the interrogations of the "Soleean Sixteen", concocted a scheme to place spies within the Solee Star Empire itself. Moonshadow agent Jian Nishuruu was sent in early I-1203 to Mueller, convoying with an RCN supply ship to that system where RCES/RCN CPT Rebbeka Guterrez was "Showing the flag" with the RCS Aurora and keeping a defensive eye on the small Hiver Trade/Diplomacy mission there. Reports from CPT Guterrez had revealed Mueller and Solee had a shared J-2 feeder line. It was the LRPG's collective considered opinion that Mueller's part in the near future would be the linchpin on which the war with Solee would hang. Therefore, if Solee had open ships coming to and fro here, this was the best place to infiltrate the Soleean Empire to get CDRE Lathrop his answers and to wake-up the Coalition that war with Solee was indeed imminent. Nishuruu got a first hand look at Mueller's "fleet" when he arrived there, 60% or more which were currently system bound, noticing that one of its former Imperial Fleet Fuel Tenders had been converted into the world's C-class orbital station. It was worrisome that the Soleean and Muellieran Navy ships were engaged in a "friendly" series of war games to him. Thus far, the RCES Moonshadow Section at Mueller's RCSA embassy had confirmed only a 30ktn Starburst-class Light cruiser; an Imperial 10kton Rapier-class Escort Destroyer; a 7kton Solomani Tokugawa-class Destroyer; a 1250dtn Kinunir-class "Colonial Cruiser"; and six smaller warships three former Guild freighters pressed into Soleean service in supplying their new client-state the 'Free People's Republic of Carcovaan' on Janie. Nishuruu landed a job as a steward aboard a Muellieran freighter, and at Solee got off the ship, and changed identities again from forged documents from one of the captured sixteen Soleean saboteurs who had worked before aboard starship in the Empire, and then returned to 'work' boarding a Trans-Keratu-Lines vessel bound for Galines. Nishuruu took the tour of the Empire, using the various identities he carried, and simply played tourist, returning to Solee in III-1203, and took passage back to

Mueller with his Mueller identity, and a wealth of intelligence. In the first week of V-1203, Nishuruu returned and reported to the now promoted ADM Sean Lathrop and ADM Jay N. Sayanni of RCES / RCN the number of the Solee Imperial Fleet operating in Shenk, to include some ten major ships, four of which were EMMC converted TL10 Bulk Freighters for Planetary landings, and thirty-odd smaller combatants. They also included that between Solee and Galines, another five major ships and fifteen smaller vessels had been raised since 1200 for operations in Jayna subsector. They learned from the Empress' Jubilee (Jan 14th, 1203) that RADM von Kessel had "liberated" four additional systems in Syrs subsector, and the news of Clallum's coup d'etat in late December 1202, and had secured a foothold in Quinoid subsector with Montero. The news of two B-class ports to rimward, whose tech levels and populations were unknown, was worrisome as it was with Solee's new B-class port cranking out TL9 SDB's and spacecraft for their "client states" since January 1202.

More alarming to the RCES High Command, the Soleeans had a remnant fleet in orbit of Solomani and Imperial relic vessels to draw upon for parts of some forty odd large vessels, and nearly 120 smaller ones, not yet refurbished. Galines with their TKL corporate government had enough freighters going to keep what systems the Empire of Solee had claimed supplied, barely—some 30 large freighters and 90 smaller ones. CPT Guterrez had added in her dispatches that she believed Solee had compromised some key personnel in Mueller's Navy and COACC. Guterrez and the RCS Aurora's task force were rotated back in IX-1203 and the newly promoted CPT Saffron Ghulz aboard an AI-Cym equipped RCES clipper, the RCS Enkidu, one of the newer Clippers that had participated in the victory in the Promise subsector, was rotated in.

The Third expansion: New World membership Issue (III- IV/ 1203)

The Reformation Coalition's next political firestorm was over the memberships of new worlds like Atrase, Keipes i(Aubaine-M), and Teldora and Nex (Oriflamme-N) in the fall of 1202. This debate began again in the first quarter of 1203 with the news from the Promise subsector's victory on Promise, and the re-opening of the worlds of Exeter, and Eloji. Admiral Lathrop's decision to make Promise a Coalition member world upon landing to the Human rebels there on Promise ignited the debate once again. Other worlds since 1201 had been subdued or by diplomatic means had opened up to the RCSA's initiatives and were now looking for membership as well, such as Meadsk, Marax, Nova Rhyll, Tiniyd, and Xezor in Thoezennt; the low populated worlds of Bikar, Ryvo, Quarry, and Khesanadu in Khulam subsector, as well as the moderate populated worlds of Kide, Lefiguura, and

Futok. Another half-dozen of worlds in each of the two coreward-spinward corner of Alpha Crucis' subsectors rimward of Aubaine and Oriflamme who were benefiting from salvage operations on once heavily settled nearby cemetery worlds as employees of RC Salvage companies also wished to join. Then there were the worlds of the "backface", the Balduri-Oriflamme colony on Poyzen in So Skire, and the Uplift technology project on the TL1 world of So Skire itself, whose natives wished to join the Coalition as well, and the worlds where the Hive Federation had established bases across So Skire and Sitah were also interested in joining this new interstellar state. Added to this, with weight from both parties, was the inclusion of the Sitah subsector Hiver client state of the Renj Republic, centered on the High Population world of Renj. Several Nations on the Shenk subsector high population world of Yontez also wished for representation. The Divide and conquer strategy on balkanized Yontez allowed for gradual inclusion so as not to upset the Political two party system the RCSA currently had in place. In the case of the Renj republic, Renj alone had 8 billion citizens, and would bring in 800 representatives was the worry to the Federalists, as Renj had sponsored some eight colonies of her democratic dissidents in the subsector and had only three other non colony salvage worlds as partners, adding a possible 803 to 813 representatives to the RCSA's current 182.

The Federalist party counted the worlds' populations who currently were trending Federalist from the adjacent subsectors, and were worried they would lose their majority. Not in the total of worlds favorable to their persuasion of Coalition politics, but in the number of representatives' seats. By adding in the Yontez four governments' 88 now pro-RCSA representatives from Gupzadaa, Kiiri, Eshakrum, and ligkashar, and 60 from Mueller (who had not yet ratified the agreement to join the RCSA but was expected to pass it), and 4 Droyne representatives from the world of Shenk with the one representative from Tequila, Fisher's world, and Berkin (the latter two still balkanized, but the majority of the planet now leaning towards unification), they had a prospective total of 155 representatives from Shenk Subsector alone. In the Promise subsector to spinwards, with seven worlds wishing to join, they had another 109 possible representatives, 80 of these alone came from Exeter. So Skire subsectors six worlds gave them another 53 world reps to the Centrists' 1 representative from Poyzen's colony. In Aubaine subsector, adding Keipes and Atrase gave them another 41 world reps to their side of the aisle. In the Oriflamme subsector, Nex gave the Centrists' 9 additional world reps to Teldora's 20 Federalists. In the Alpha Crucis Sector rimwards, the Ximenes (A) subsector's worlds yielded a total of 83 world reps, and another five affiliate member salvage worlds; adjacent Dagir (B) subsectors' worlds yielded 29 more representatives, but held the three largest affiliate member salvage worlds. Khulam and Thoezennt's worlds added another 18 world

reps to the Federalist aisle, but another 7 to the Centrists as well. This looked to both RCSA parties as an eventual 817 to 521 split, leaving the Centrists in the majority in the immediate future. The gamble of it was that Yontez's remaining population would steer towards the Federalists adding another 645 representatives to their side, swinging it back into their favor.

The first impasse to this agreement of memberships was that Renj's impersonal bureaucratic government didn't meet the representational reform benchmarks, countered swiftly by the Centrists that the Hive Federation had entrusted them as the central leading world there, just as they had entrusted Aubaine in the Coalition. The Centrist's also countered that Sitah's eight colonies were the equivalent of the salvage colonies on cemetery worlds the RCSA had sponsored, and were thus non-voting affiliate candidates. Federalists countered that the Poyzen colony in So Skire then must also fall under that category. In the Coalition's representational government requirements of their constitution, those who met these benchmarks already were ready on a world-by-world vote for full membership. Likewise, many of the prospective member worlds while the majority leaned towards the Coalition, were far from unified yet, as in the case of Exeter far out in Promise subsector, or had yet to ratify it with their own people, as in the case of Mueller, in Shenk.

The impasse in the RCSA World Assembly chamber was broken by two events. The first of which was the news that the Soleean Empire already encompassed three High population worlds, Czerniak, Galines, and Bonsher, and was eyeing Yontez as well as Mueller out in Shenk. The second was the Centrist party's minority speaker, Ms. Khamyannah Arsto (Fija)'s speech on the floor that shamed the vociferous factions into unity on the measure. She pointed out to the squabbling members that, "they were wasting time while Solee's Empress was preparing for conquest, that the habitable worlds beyond the Vampire highway in Diaspora also awaited liberation, and that they had a duty for all Humanity still out in the darkness to come to the light not just a party affiliation or faction". Her speech was met by a standing ovation fifteen minutes long, and a subsequent world vote on the membership issue was held the same hour. For those worlds already meeting the representational benchmarks required by the RCSA Constitution, full membership was granted. Those who had an interim government, or who had not yet met the Representational reform benchmarks, would be voted in as affiliate members for a two-year probationary period to allow them time to implement the changes needed for full voting rights and membership. On the matter of colonies versus salvage worlds, RCSA founded colonies were admitted under Affiliate membership rules, but could apply after the probationary period for full membership. Salvage worlds were treated as corporate possessions and were already represented by their worker's and corporate homeworlds already.

At the end of the historic vote taken 01/ IV/ 1203, the Reformation Coalition's previous fifteen full member worlds, two affiliate member worlds, and five salvage worlds were joined by another thirty-eight full member worlds (Two of which had been the military occupied worlds of Vezina and Spencer), nineteen affiliate member worlds on 2-year probation, and twenty-eight new salvage worlds, the RCSA's previous 22 system polity then encompassed 105 star systems, dwarfing Solee's empire of 53 star systems by half again.

The Mueller Crucible

Mueller's interim government once again put their non-aligned status, or joining either the Soleean Empire or the Reformation Coalition on their XI-1203 ballot. To weigh the argument for the Coalition, no less a personage than RC Remnant Advisor Ilelik Kuligaan was sent as an Ambassador to Mueller's new RC embassy. At stake was which side the six major and eighteen small warships of Mueller's Navy would wind up on, as well as the fate of their Chirper population, who were viewed as 'really smart' animals. In the nine months prior to the vote, the RCES knowledge gained from Tiniyd had sponsored a 'Free the Chirpers!' movement.

CPT Ghulz's 'Show-the-Flag' mission, and first contact expertise mated up with Ambassador Kuligaan's oratory and former Intelligence service experience paid off after the 15/ XI/ 1203 Referendum vote went against the pro-Soleean party narrowly. Solee played her final trump card on 26/ XI/ 1203. The suborned military officers of her large system navy, planetary defense force and Army attempted a coup-de-etat. It began with a pair of laser guided bombs sent straight into the COACC ground-side headquarters by one of the System Navy's own Space Fighters killing over half the occupants, most of them loyal to the new government. CPT Ghulz guessed from his predecessor CPT Guterrez's estimations what was happening, and immediately deployed his company of Marines from orbit to secure the Capital's PAD missile fields, even as he had to repel a former Guild raider's missile salvo at the orbital Starport. They arrived less than half an hour before the pre-staged Soleean Marines on planet did. In space over the planet, the AI-Sandman Master Fire Director named 'Ishtar' aboard the RCS Enkidu picked off harmlessly all of the raider's missiles before they could damage the Starport. Shortly after launching them, the raider jumped out. The Soleean naval taskforce in system was too slow in their attack on the Enkidu and her two Victrix-class escorts and after a damaging exchange, the Soleean 1kton destroyer escort and her two patrol cruisers were forced to surrender, as loyal Mueller system Navy elements arrived at full burn to close off escape to the jump point.

On the ground, the Moonshadow embassy chief and Ambassador Kuligaan once alerted the Prime Minister. The Hiver Technical rep at the embassy turned out his

platoon of Ithklur to high alert status of the embassy itself, and took cover in the basement. The Moonshadow chief took two RC Marines and personally rescued the Prime Minister and her two children from a pro-Soleean death squad sent to assassinate her at her residence. The Mueller System Defense boat squadron's commanding officer, CDRE Stassja Miller-Nezarayev had lost her husband at the COACC headquarters bombing, and declared for the Prime Minister, as did the Drop Troops Corps commander General Vladimir von Stukanz, whose six divisions dropped into the Capital to maintain law and order and hold key government buildings secure. The orbital part of the coup was shut down cold, and two TL8 tactical nuclear devices were disarmed in the capital city's Downport even as the Army battled itself across the planet. Once Prime Minister von Ahrtal appeared on the world's live-media stations later that evening the plotters were doomed. The highest of the traitors and Admiral of Mueller's jump capable portion of her Navy shot himself. The rest were rounded up and held for high treason. The following morning, Solee's Ambassador to Mueller, Roberto Hsudliggar was handed a formal declaration of war, and given forty-eight hours to be off world as well as any Soleean Imperial merchant ships. It took the J-4 converted Victrix sloop RCS Balduri-Victrix five weeks to relay the news back to Aubaine, arriving early in the 07-I-1204, a week after Reformation Day. But the War had already begun for Shenk.

Yontez/Shenk Divide and conquer strategies: RC-Soleean War's beginnings

It is arguable that the opening shots of the RC-Soleean war were fired in the aborted coup at Mueller, it is inarguable however, that once Solee received the news, they put forth into operation their consolidation-Integration plan for Yontez, the only high population target world in the RCES area of operations. The world of Yontez (A former Amber-zoned system before the collapse) had seen a seemingly endless series of brushfire wars that generally fought by conventional means just short of thermonuclear war. Every nation of Yontez had large TL6 equipped military forces, and almost all of them had the will to use them or at least bluff with them. The Iron Hegemony's charismatic leader, Chancellor-for-Life Gugashti Shuushtu, led the planet's Anti-Psion movement to exterminate all of the 'wizards' who were descendants of Yontez's formerly outlawed Psionic Institute with a vigorous police state. Yontez's formerly outlawed Psionic Institute had successfully managed to dominate the planet, controlling two of the planet's superpowers known as the Theocracy of Branat and the Dadamkush Empire. They and four smaller nation-states controlled half the planet's surface, and 3.47 billion of the world's 8 billion inhabitants. Most of these Psion-led governments however,

were insular and xenophobic to offworld contact. In contrast, The Iron Hegemony led what was known on Yontez soon as the Militarist bloc. These warlike anti-Psion states had opened themselves up to Guild merchant diplomacy, seeing technology as their only advantage over their more numerous Psionic foes. The Guild's introduction of TL8 military hardware in 1200, which included TL8 Neutron-charged nuclear devices and intercontinental ballistic missiles, upset the balance of power planetside between the Psion-led power bloc (Consisting of the superpowers Branat, and fellow autocracies Gupzadaa, and Kheshemuu, along with the superpower of Dadamkush, and fellow Psion-dictatorships of Iirda, and Zuushirga) the Militarist Bloc powers (Consisting of the superpower Iron Hegemony, and smaller states of Kigidiimashii, Gamshegash, and Diggasha, and the technologically elevated dictatorships of Mumsikusha Shunshaam, Shugsan Iguu) and the thirteen remaining Non-Aligned nation-states. Economically the planet was tied to the production of carbon distillate fossil fuels for all their TL6 transportation needs, and control of these resources inevitably led to their various wars. Only the three superpowers and five intermediate powers of Gina Shunshaam, Kiigiidimashii, Iigkashar, Mumsikusha, Kiiri, and Nisuukinised had early TL6 fission powered energy. The remaining sixteen nations relied on diesel or coal fired electrical power plants for their cities. RCES' 1200 planetary survey revealed that Yontez's lack of water meant the destruction of her steppes, as arable land had become a premium commodity. The irrigation of the steppes was leaching minerals and metals down into the farmlands that would eventually poison them, posing future famine crises if aquaculture were not undertaken as an alternative food-producing industry. The problems facing the RCES and RCSA here were threefold. Yontez had been a pre-existing TL6 world, and Virus had done very little damage to the planet. Consequently its lack of interstellar industry, but its population of 8 billion was more than four times the total existing Coalition population in mid 1201. Integrating 8 billion into the RCSA all at once would overturn the political appcart of the RCSA calling for 800 new seats in the Assembly. Solee's General's and Admirals intended to unite the planet through force of arms, allowing the Guild's inspired plan to reach a breaking point, and at a moment they hoped they could affect, sweep in and play Interstellar policeman, restoring order by force. They named the mission 'Operation Heavenly Fire', and began building a secret forward staging base on a barely habitable moon orbiting the gas giant in the Herbe system in 1201. The RCES had played the card of "keeping the pot stirred" and the world divided, until they could decide how to integrate the billions living there as had the Guild. Politically such a world once integrated posed huge problems and an imbalance to two party's representatives. Most of the states with governments RCES and the RCSA would work with were extremely xenophobic, not

wishing to upset the balance of power on this TL6 world that had weathered the collapse unchanged save for the degradation of her Starport due to the lack of traffic. This forced the Coalition to extend diplomatic missions to governments they otherwise would not have wished to based on their level of xenophobia, like the charismatic oligarchies led nations of Kirii and Eshakrum, the brilliantly led dictatorship of Irluugushi, and the corrupt civil service bureaucracy of Nislashas Uzeza. RCES' strategy here was "divide-and-overcome", thinking to recognize the various nations they could a few at a time as RCSA members in order to control the possible 800 new world delegates such integration would require.

From 1201 into early 1202 RCES Moonshadow agents established spy networks in the four known Guild's client states, seeking contact through Gupzadaa to make contacts with the largest superpower, the Psionic Autocracy of Branat as early as mid 1201. The trouble was Branat (and soon the rest of the Psion-led bloc states) learned that the RCSA had a rather bleak record on Psions' rights in the RC via telepathy during these clandestine negotiations. Here at Gupzadaa, RCES was successful in thwarting a Guild inspired coup-de-etat by the military leaders against their Psion-led government in III-1202, and established trade relations with them and an embassy. Gupzadaa had finished building their own E-class Starport to accommodate offworld traffic, and as such was the scene of the only instance of co-operation between the RC and Solee in IV-1202 in the Canton Plague. From V-1202 to IX-1202 the RCSA sent diplomats out from Gupzadaa to the superpower of Branat, as well as the nation-states of Mumsikusha Shunshaam, Kiiri, Impekurgaash, and Eshakrum. Diplomacy however had its costs in human lives as well.

The Moonshadow carefully established spy network in Mumsikusha Shunshaam was forcibly exposed and nearly all of the cell members were subsequently arrested and killed after having to extract the immediately arrested RCSA diplomatic envoy VI-1202 by that nation's (by then) Pro-Soleean Empire Shunshaam Secret Police. Disaster was narrowly avoided in VIII-1202 when Impekurgaash's extremely paranoid Charismatic Oligarchs had the RCSA envoy briefly imprisoned as a spy until her bonafides were eventually confirmed by the visiting Ambassador of the allied intermediate state of Kiiri with whom she had met and established successful offworld trade relations the month prior (VII-1202). Eshakrum's diplomatic trip was cancelled due to her simmering border war against the larger but less aggressive state of Iigkashar, and at the urging of the Kiirian Ambassador. Winning Kiiri over to the RCSA turned out shrewdly for the best. Kiiri was the chief nation power-state among the 'Northern Alliance Non-Aligned nations' and swayed its allies Impekurgaash and Eshakrum more often than not to its way of thinking. In IX-1202 the RCSA started aquaculture bootstrap projects at Gupzadaa, Kiiri, and Impekurgaash.

Solee's secret staging base in the Herbe system on a lonely gas giant moon was stocked for their military backed takeover plan. Towards this end, Solee's SIS had been infiltrating and suborning the Guild's client states on Yontez, primarily the military juntas of the nations of who had been supplied as late as 1201 with TL8 personal, heavy military and nuclear weapons, replacing them with Soleean or Galinian made TL9 materiel. The Guild's former major client and one of three superpowers, the Iron Hegemony (a Military Junta) controlled the planet's only major sized E-class Starport. In its usual divide-and-conquer the market strategy the Guild had been supplying TL8 radar systems and other technical items to the Psion-led state of Gupzadaa. Gupzadaa was a key ally of major Psionic led superpower the Theocracy of Branat, and was open to offworld contact that the Guild, and later RCES took advantage of.

Branat rebuffed the last of RCES diplomatic overtures in late 1203, even as it massed its well-led and trained TL6 armies on the border of the Kigiidimashii when the Militarist bloc nations began an embargo on oil, at the onset of the winter of 1203. Branat was intent on seizing the oilfields of Kigiidimashii, being one of the largest consumer states. Branat's armies were better trained and led than Kigiidimashii's, so their fellow allied regimes of the Iron Hegemony, Mumsikusha Shunshaam, and Shugsan Iguu demonstrated by their underground testing of three nuclear weapons in a deterrent blackmailing move against the other thirteen non-aligned states to pay their oil prices and sign non-aggression pacts should war breakout between the Militarist bloc nations and the Psion-bloc ones. Branat had been moderately aloof and secure up until X-1203, having her own oil fields, but she alone could compete against the Militarist bloc and the threats were aimed at reducing the island nation-state of Gupzadaa off the Iron Hegemony's coast in the Yontez Ocean, as well as strangle economically the allied Psion states of Kheshemuu and Zuushirga. Branat however could not provide oil for both herself and her allies, and the Northern alliance states of Iigkashar, Eshakrum, and Kiiri, were either landlocked or had to pass the Shunshaam-Hegemony Naval Blockade. The Militarist bloc nations of Mumsikusha Shunshaam and Shugsan Iguu escalated to a Naval Blockade of Gupzadaa and Zuushirga, with the Iron Hegemony offering open ports to Shunshaam's Navy to sustain the siege at sea in XI-1203.

First Battle of Yontez (07-08/ I/ 1204)

The Guild being driven out of the Shenk Main went largely unnoticed by RCES and the RCN, concerned as they were with the new presence of Solee's warships in the region, and Soleean-Coalition tensions over Mueller. Overseeing dirt side missions in the Yontez system was the clipper RCS Aurora, under RCES-RCN CPT Rebek-

ka 'Bekka' Guiterrez. She was authorized under RCSA mandates against nuclear proliferation to defuse nuclear tensions. Under her predecessor's auspices the Coalition had thwarted in VI-1202 a Guild sponsored coup de etat of the Psion-led autocracy of the island nation of Gupzadaa, and had established Coalition trade and diplomatic relations with them. Gupzadaa had received TL8 supplied Air Defense radars and Air Defense rocket artillery systems from a rival Guild Ship's Owner Captain of the ones supplying the Militarist bloc, and were not adverse to offworld contact RCES discovered. Gupzadaa along with Kiiri were sites of RCSA bootstrap projects for aquaculture and cleaner, safer fission-powered energy plants in 1203.

The Iron Hegemony publicly on worldwide TV channels threatened military intervention against Branat if they invaded their southern neighbor Kigiidimashii. The Iron Hegemony then to enforce its claims used its Navy to blockade the island state of Gupzadaa. Branat had once again, marshaled its armies along that border demanding the Anti-Psion state directed oil embargo be lifted. Branat's ally, the Dadamkush Empire likewise marshaled her troops, along the borders of the Iron Hegemony and Kigiidimashii. Now Branat's Navy was challenged in both the western Yontez Ocean and the easterly Southern Sea, splitting their attentions.

The Soleean Navy with its larger warships arrived in system on 07/ I/ 1204 as the nuclear escalations plan-etside reached their breaking point with the launching of ICBM's by the nations of Mumsikusha Shunshaam, and Shugsan Iguu against the peaceful Psion nations of Gupzadaa, Kheshemuu, Iirda, and the warlike Psion states of Zuushirga, and Dadamkush and a declaration of war between the Superpowers followed within minutes of launch over the airwaves and TV. The Soleeans brought into system with them both of their Imperial era relic 30kton Starburst-class cruisers, and six smaller escorting warships each in two battle groups as well as their assault elements and logistic train ships in from their Herbe system's secret base. These consisted of four modified 10kton Jump-3 bulk freighters from the allied Dictatorship of Kmak, a captured Guild 5kton Bulk Cargo ship, and five 600dton Jump Frames bearing five armed 200dton lighters each.

RCES CPT Guiterrez's Taskforce "Yontez" of the RCS Aurora, her two Victrix Sloops and two Multi-mission Scouts, were not armed enough to shoot down all of the inbound missiles. Nor could she have foreseen that the Military regimes would have swapped out their Guild supplied TL6 nuclear dirty fission warheads on their new TL8 missiles, and used some as bombs for their air force bomber fleets. Guiterrez, on the authority placed on her by the RCSA against nuclear warfare proliferation launched counterstrikes against the launching nations of Mumsikusha Shunshaam, and Shugsan Iguu, managing to keep a second salvo from being fired, but also came under fire from their PAD missile batteries as well.

RCS Aurora was caught in the gravity well by the Soleeans, and unable to prevent the dropping of the rest of the atomic bombs by planetary aircraft, managed to escape PADM range and give battle, damaging one of the 30kton cruisers badly and destroying two smaller escorts before she was battered into submission, and captured. One Victrix sloop was lost in this action to ground based missiles, the second was lost in trying to battle its way to the jump point by the Soleean Navy's overwhelming use of missiles as it attempted to draw fire away from the slower more vulnerable Aurora. Both Multi-Mission Scouts safely jumped out however, one heading spinwards for Tequila and back to the RC; the other headed coreward to Mueller and the Coalition Navy Taskforce "Mueller" assigned there under the RCS Enkidu there. Word reached CPT Ghulz and the RCS Enkidu on 28/ I/ 1204, and reached Baldur on 04/ II/ 1204 of the defeat at Yontez.

The death toll on the ground reached 2.3 billion when the Soleean Navy "restored order", mostly among the Psionic states of Dadamkush, Branat, Zuushirga, Iirda, and Kheshemuu. The latter three had been utterly annihilated, with some 430 million killed in the opening hours. Branat and Dadamkush had lost 700 million citizens each, and Gupzadaa's survival was owed to the sacrifice made by the RCS Aurora, and their own TL8 Guild supplied Anti-missile umbrella, and suffered only three impacts killing 40 millions. Another half billion would die of radiation poisoning in the weeks and months ahead. On the Militarist Bloc side Kigiidimashii was the biggest loser as Branat's Psionic led forces pulverized their opponent's poorly led armies along the southern border, Branat and Dadamkush had also sent in Psionic troops to the capital and killed the entire Military Junta's leadership of that nation in a paralyzing counter strike. All three sides lost their embattled troops and civilians to airburst-detonated nuclear weapons sent from Militarist bloc allied Shugsan Iguu, ending the invasion, and forcing a "reluctant" Iron Hegemony to move their troops in at Solee's behest to restore order (annex) Kigiidimashii. Solee affixed the blame of the nuclear war to the RCES, the Guild, and the launching nations of Mumsikusha Shunshaam, and Shugsan Iguu, whose warring Dictators they had arrested and shot, replaced by their Pro-Soleean underlings who'd they'd groomed for the past two years in this plot. Both of these nations were forcibly 'demilitarized' of any remaining nuclear weapons they still possessed by the Soleean Navy. The ground forces and airbases of Dadamkush and those of Branat had been among those targeted in the nuclear exchange, although their Navies remained largely intact, and with their nation's populations gutted in half or more were reduced from being superpowers overnight. Solee as the victor here, interjected herself as an arbiter of "interstellar peace" and the "protector of worlds against RCES and Guild aggression and war mongering", and the mediator of the oil embargo that they soon ended even

as a partial nuclear winter set in. Facing a hard winter that had three months to go, the heavily oil-dependent Northern Latitude Alliance nations of Kirii, Eshakrum, Irluugushi, Nislashas Uzeza, Nisuukinshined, Lidikha, Gina Shunshaam, Arsarshide Iguu, Aazergumshish, and Iigkashar (The ten of which comprised a total population of 1.94 billions) welcomed the end of the embargo, and the 'Pax Solee'.

RCES-RCN Captain Guterrez although wounded, nonetheless was made to stand a mock trial for the world of Yontez, and blamed with falsified footage for Yontez surviving TV and radio stations by the Soleeans and sentenced to death. Former Lucan Navy remnant now Soleean VADM Eshraa bint Reine personally shot her dead as sentence was read. The rest of the Aurora's crew was sentenced for a life of hard labor. They were subsequently shipped off to a number of Soleean gulag Salvage worlds.

Solee's taskforce here brought with them a modular base (D-class port) that they erected in orbit for a squadron of TL9 SDB's they had purchased from their Quinoid annexed system of Kestral, even as they enforced their pacification against the warring nations below. It would also serve as an orbital port for supplies for Trans-Keratu's Jump 3 Bulk Liners tying Yontez economically into their "empire" arriving from Kmak. The Imperial relic Starburst light cruiser Guterrez had hit before her guns were silenced, however, was so badly damaged it was limped back to Solee, where it remained till war's end.

The Soleean Blitzkrieg and Battle of Tequila

Solee's Navy used the battle group doctrine, forming their attack formations around their primary capital ships, and had prepared for the Yontez invasion and subsequent military seizure of the Shenk Main well. By the summer of 1203 they had isolated Mueller with their alliance with the Carcovaan Republic on Janie, and suborned the Military Junta regime on Clallum into their "empire". Solee, while Yontez was being pacified in early January of 1204 was far from idle from Kmak (and their secret staging base at Herbe) they had launched their attack as well on the newly made RCSA member world of Tequila on 11/ I/ 1204. This Soleean Navy taskforce here comprised the battle groups built around two former Solomani Confederation Navy relic 7kton Tokugawa-class destroyers, with three armed escorts each, accompanied by several armed freighters and Jump Spindle ships. Like RCES, Solee concentrated her landings on the major population here in the northern hemisphere, where 1.5 million of her existing 2 million population lived, ignoring the nomadic tribes of the south. Tequila's armed forces resisted but were swiftly destroyed by orbital fires from the two battle groups, and the Soleean ground forces seized the Starport in short order. One armed Coalition merchant ship, the RMS

Bootstrap, was captured on the ground, and another, as well as the RMS End of the Tunnel, as it attempted to clear the planet's gravity well to the jump diameter. A third was refueling at the near gas giant, the RMS New Era Bandwagon, jumped out for Fisher's world hearing the May-Day call from the beleaguered End of the Tunnel. Tequila's small Air force of one squadron of jet aircraft was destroyed on the ground where it lay, preparing for take off by orbital fires. The Soleean SIS reconnaissance team that Soleean Intelligence had emplaced six months ago (and had retrieved) had accurately relayed their accumulated data on Tequila's military bases for the invasions' deadly directed orbital fires. Tequila's experienced TL9 Guards Company was destroyed along with their vehicles as they marshaled, along with their two armored cavalry companies.

Solee's Navy made the mistake of not bombarding the barracks of the five light and two motorized infantry companies, deemed too green to be worth much resistance. These seven units marshaled and scattered to the south, to form a resistance to the invaders. The Soleean drop ships from the battle group landed their troops virtually unopposed and arrested Archpriest Hoshophet and key Church leaders. RCSA and RCES personnel caught in the capital were likewise "detained indefinitely". The ship and crew of the Multi-mission Scout RCS Nightwatcher were captured jumping into the Tequila system on 14/ I/ 1204 by the Soleean Navy's battle-riding SDB's lurking at the gas giants, and word of the Yontez situation ended here. Solee using the former era's ownership of the Tequila system (it had been claimed as breadbasket Agricultural world colony of Lawart/Clallum) began shipping in Clallum's troops as occupation forces after this swift victory, the first shiploads arriving on 25/ I/ 1204. Clallum's occupation troops were far more brutal than the Soleean's, and quickly earned the captive world's population's hatred with their bloody reprisals to acts of resistance.

The Bandwagon arrived at Fisher's World on 19/ I/ 1204 and relayed the news of the Soleean invasion to the RCSA base there uplifting the Yaban Republic's lanthanum mining operation there before jumping out again towards the refueling base on Bestor 21/ I/ 1204. The RMS Bandwagon made good time refueling here after spreading the warning, and arrived at Baldur 30/ I/ 1204 with news of the outbreak of war with Solee in the Shenk Main. They arrived to discover war had already been declared.

The RCES-RCN response to war: Mobilization and realignment of the RCN

The now veteran Fusilier-class Light cruiser squadron (RCS Fusilier, Rifleman, Grenadier, and RCS Gurkha) escorted the victorious 3rd RCMC Brigade aboard their Assault Transport RCS Brobdingnagian homewards to-

wards Nike Nimbus from the successful decapitation and liberation of Sibbage and Martham, arriving at the now RCES held system of Marax and the forward RCN station on 21/ XI/ 1203. They had been reinforced with the Manticore Light Battle Rider laden Tender-clipper RCS Ra, which was now on station beginning the interdiction campaign against the extremely well defended Hodg system as Operation 'Dominoes' came to an end. TF-Martham Liberator arrived back at Nike Nimbus on 07/ XII/ 1203. TF Martham-Liberator's ten other small, armed escorting RCES and Lancer vessels had diverted off at Sauler, arriving to refuel and jump out again at Sh'Lur on the same day the capital ships had made it to Marax. These ten ships then headed for their ports of origin at Eos, and Fija, where they arrived 15/ XII/ 1203, officially ending Operation 'Dominoes'.

The RCS Balduri-Victrix Sloop passed through first the Tiniyd system on 05/ XII/ 1203, alerting the RCSA station chief there, then passed onto Xezor, alerting the major Coalition Starport installation there on 13/ XII/ 1203 before reaching the RCES Base on Baldur on 21/ XII/ 1203. The RMS Ugushaam Star from Marax brought the news to Marax on 12/ XII/ 1203 to Thoezennt RCN Command, led by CDRE Pat 'Who-Me?' Ritter.

From Baldur and Xezor the word of war spread by the Coalition's newly built jump-3 Couriers and Merchant ships. Baldur's RCES Base sent word out to the Corewards-trailing bases in the L'Steich cluster and Bestor, and Merchantmen carried the news to Enkidu and Ra. Baldur's small system defense boats went on full alert, even as the Kidan Victrix sped onto the central Kruyter system, and RCN Naval training facility there, arriving on 28/ XII/ 1203.

The RC Naval command here in the Kruyter system were refitting the two newest RCN Fusilier and Lancer class squadrons, the newest Leviathan-class Assault transport RCS Polyphemus, the new world-named clipper series commissioned that year were (the new Aurora-class III's) RCS Lucifer, Spires, Nike Nimbus, Trybec, and the RCS Schall. Included in the training schedule were also the five newest Victrix-class sloops RCS Promise-Victrix, Marax-Victrix, Kidan-Victrix, Eloji-Victrix, and the RCS Keipes-Victrix. When they received the news of the impending war, all leaves were cancelled, and the installation went on full alert beginning to load out for the eventual call to arms soon to follow. By 07/ I/ 1204 the entire coreward half of the Reformation Coalition was aware they were now on a war footing status. On Aubaine, many of the Assembly members had just returned from the Holidays to be met with the news that the newest made RCSA member world of Mueller had been attacked by the now openly hostile entity of the Soleean Empire, and had defeated them. While heartened that the first battle of the war had been a victory, it was sobering to the Assembly members that peace was not possible unless Solee's Imperial ambitions were utterly defeated first. In a far from unanimous vote, the

Assembly decided 308-9 with another 51 abstaining from war, being the holdouts for peace from Spires, Tiniyd, new member Keipes, and the Khulam low populated worlds of Khesanadu, Khirekhera, Ryvo, Bikar, and Quarry. The dissenting votes came from the handful of extreme Humanist-Rights Centrist wing members from Oriflamme and Eos.

Realignment of forces in the recently victorious Promise Main campaign and the eventual "Diasporan Breakout" was put on hiatus, leaving the clipper-led task force under the RCS Apollo holding down the entire Khulam Subsector, and the one under the RCS Aube holding down all of the Promise Subsector (Which was busily training the fledgling forces of Promise, Exeter, and Eloji at the time of the war's outbreak). Holding down the newly liberated Thoezennt subsector still were the two clipper taskforces of the RCS Thunderchild at Marax and RCS Immanuel Kant at Nova Rhyll.

The stretched class IV (Better known later as the Statesman-class) clippers RCS Maggart, and RCS Karlsruhe that had served so ably in the Vampire sweeps of the Promise campaign were shifted towards Shenk subsector, joined by two newest ones, the RCS Delacroix and the RCS Arsto to keep the space lanes open to the free ports of Letron, and Traynos in Karse, and the strategically lanthanum rich systems of Canton and Fisher's World in Shenk, as well as isolated Mueller. Equipped with recovered jump-5 engines, these four vessels were tasked with keeping the jump-4 RCSA lifeline open to their now cut off member and pro-Reformation Coalition aligned systems. The former was named after the late Aubani visionary philanthropist and Industrialist Umberto Delacroix of Vras city; the latter was named after the late Fijan First Planetary Governor and farsighted Technarch after the collapse, Uuwanni Arsto.

The end of the year of 1203 had also seen the addition to the nucleus of the RCN of four new meson bay armed Lancer-class light cruisers, and four spinal mount sister ships the Fusilier class light cruisers, each built along the lines of the 7kton Belladonna-class Exploratory cruiser (each of these three ships were basically streamlined, non-modular versions of the Class IV stretched, or Maggart-class clipper, but were built solely at TL12.). The Lancer class cruisers with their forward firing meson bay, the RCS Lancer, Hussar, Dragoon, and RCS Cuirassier, were joined in 1203 by the completed RCS Uhlan, Spahi, Cossack, and RCS Mameluke. Due to the Ship's Bill issue, and trade links established with the Republic of Renj to trailing in Sitah, they were powered at TL11 Jump-2 with 2Gee maneuver drives, and these were soon relegated to patrolling the stellar areas of Aubaine and Oriflamme subsectors.

The Fusilier-class light cruisers however with their less energy-hungry small forward firing particle accelerator bays, were built fully at TL12, with Jump-3 and 4Gee maneuver drives. At year's end of 1203, the 1202 series cruisers RCS Fusilier, Rifleman, Grenadier, and RCS

Gurkha were joined by the RCS Chasseur, Carabinier, Jaeger, and the RCS Voltigeur. Four more of these were in the slips at the start of the RC-Soleean war, the RCS Tirailleur, Zouave, Highlander, and the RCS Schutze. They and their crews saw occupation duty beginning in 1205 after the war however. Another 10kton Leviathan class Assault transport had also been completed for the RCMC, being the RCS Polyphemus. The RCN's post-Promise sweep deployments had a pair of Lancer class light cruisers stationed at Trybec, Aurora, Nike-Nimbus, and Baldur, with the Assault transport RCS Leviathan stationed with the 1st Brigade of the RC marines at Aubaine, and RCS Broddingnagian supporting the 3rd RC Marine brigade at Nike Nimbus. Their sister transport, the RCS Ymir was posted at Oriflamme for the 2nd RC Marine brigade.

RCN Commodore Pat 'Who-Me?' Ritter received CPT Ghulz's intelligence on 22/ I/ 1204, even as word from Aubaine reached him that war had been declared by the RCSA in support of the member world Mueller. He sent the intelligence data about Solee's Battle plans onto Aurora and the RCN Headquarters there with one of his task force's own J-4 Victrix sloops, and after refueling her, sent LTCDR Hoffman's Nimban-Victrix back to Mueller. The two-ship J-5/ J-4 Class IV Maggart-class Task Force 'Anvil' departed Aubaine after the declaration of war on 05/ I/ 1204, and took on their full battle load at Oriflamme on 12/ I/ 1204, and their Victrix-class escorts. Led by RCN CDRE 'Laser' Hewitt, Task Force 'Anvil' was augmented by the RCS Maggart and the Karlsruhe, four attached Multi-mission Scouts, and the troop assault ship RCS Ymir with Oriflamme 2nd Brigade of the RCMC. With them went the new Light Battle Rider Tenders/clipper RCS Lucifer and RCS Shenandoah and eight Manticore light battle riders. These latter two vessels had hurriedly had their former TL13 Jump drives removed and the same relic TL14 J-5 engines the Maggart-class used were installed. TF 'Anvil' dropped off the RCS Shenandoah and her four Manticore-Riders at the isolated but pro-RC Letron system in Karse on 03/ II/ 1204. The Tender-clipper RCS Lucifer arrived with her riders to secure the Traynos system on 11/ II/ 1204, even as the main body of TF 'Anvil' emerged in the Canton System in Shenk, and discovered the Light Battle tender RCS Enkidu there with her brood already.

"In The Absence of Orders, Attack": Task Force 'Mueller' becomes Task Force 'Raptor'

With the coup staved off, and new RCSA member world Mueller now at war with Solee, CPT Ghulz's Task Force 'Mueller' was now supplemented by the three captured Soleean warships from the failed coup. These were the 1kton Imperial Navy relic Chrysanthemum-class DE, and two Trenchant-class 400dton Patrol cruisers which he

renamed the RCS Bald Eagle, and RCS Goshawk and Merlin.

More importantly Ghulz's men had captured along with these three ships an encrypted copy of what his Ship's S-2 and the Enkidu's Hiver technical rep had deciphered on 14/ XII/ 1203 to be the Soleean initial order of battle for the Shenk Main campaign. This was later used in prosecution of war indemnities against Solee. It revealed Solee's outposts and bases at Moy, Avis, Wall, Barnet, and Herbe, as well as the still under construction orbital D-class modular ports at Soleean allied Janie and Clallum, and the Orbital C-class port over Solee's other ally Kmak to support the shipped in Soleean crewed SDB's there. What he didn't know was when the Soleeans planned to launch the actual invasions of Yontez, Tequila, Berkin, and Fisher's World themselves.

Mueller's relic system Navy of six major ships and eighteen smaller ones was now fully on alert against a Soleean forcible attack, and his 'show the flag' mission was superfluous here he felt. In a move similar to ADM Lathrop's on Promise the previous year, and knowing what they faced in Solee's Navy, (a larger ship, heavily missile indoctrinated navy) he took his views to 'Ishtar', his flagship's AI-crewmember and Master Fire Director and asked her to clone herself for all of the taskforce's newly acquired Soleean vessels. This CPT Ghulz did in front of his handpicked ship's captains, several of which were also Promise campaign veterans like himself, on 15/ XII/ 1203.

The Commanders of his remaining Victrix sloop and two Multi-mission Scout craft however declined. The commanders of his four 400dton Manticore light battle riders however assented, having but one forward firing particle accelerator bay and two mixed missile and laser turrets each. In the case of the two Scout craft, they already had aboard a dedicated gunner for their single weapon turret; in the case of the Victrix sloop commander, LTCDR Jules Hoffman of Nike Nimbus it was a matter of personal dissent over trusting a Viral entity. Hoffman had lost family members aboard the clipper RCS Eos, and planetside during the vampire raider's orbital attack on Nike Nimbus in II/ 1202.

CPT Ghulz dispatched the Nimban-Victrix with the Soleean deciphered plans the same day, bearing the following message to Task Force 'Thoezennt's' Commanding Officer in charge, CDRE Pat 'Who-Me?' Ritter: "War declared between Solee and Mueller. In the absence of orders, we will attack and harass enemy shipping, and bases. Ghulz." His messages arrived at the forward RCES base on Tiniyd on 21/ XII/ 1203, and arrived at the new RCN forward command and CDRE Ritter at Marax on Reformation Day. But Ghulz led his first raid out on 16/ I/ 1204 with supplemented crews from Mueller's now purged of traitors System Navy to fully man these three new ships, they were ready to follow what Ghulz had sent word to RCN Naval command to their forward C-class installation at Marax, four parsecs away.

On 23/ I/ 1204 RCN Task Force: 'Raptor' emerged out of jump-space in the Kmak system and conducted a daring six-hour raid with its three former Soleean Navy ships on the point, destroyed the fuel storage tanks on her new Orbital C-class Starport, and captured a Galines' based Trans-Keratu Lines relic 20kton J-3 bulk freighter that had been refueling at the station. The freighter was laden with materiel bound for Yontez, and from the Galinian merchant crew Ghulz learned the fate of CPT Guterrez and her task force. He also learned of the defeat on Yontez. Ghulz debated briefly with his officers about interrupting a "humanitarian cargo" when his Marines discovered the TL11 Planetary Air Defense missiles also aboard. Ghulz sent his former flagship RCS Enkidu with her Light battle riders onto Canton and the Coalition base there, and their strategic Lanthanum mines. Dividing his forces, and removing major portions of his firepower was a gamble. Apparently the Soleeans had overlooked Canton as too poor and a disease-ridden world to bother with in their conquest plans.

TF Raptor seized the refueled Soleean freighter, a non-jump 400dton fuel tanker, and jumped back to Mueller with it and their two Multi-Mission Scouts, arriving on 30/ I/ 1204 where the sole-surviving Multi-Mission Scout of RCES-RCN Task Force Yontez, the RCS Rawalpindi, who confirmed the losses and Soleean Victory in better detail, met them. What later Reformation Coalition era historians called "the first battle of Yontez" had reached Mueller two days prior on 28/ I/ 1204. CPT Ghulz relayed the news of his raid and the defeat at Yontez to Ambassador Kuligaan planetside. LTCDR Hoffman's Nimban-Victrix had returned the day prior, and Ghulz learned the RCSA had indeed declared war, and the Task Force 'Thoezennt' under CDRE Ritter would begin piercing the "Soft Underbelly" of the Soleean Empire. With him was also sealed orders that the RCN would counter-attack at Yontez shortly.

Soleean Reaction to Raid on Kmak: The Black War Raids on, Bestor, Corrig, L'Steich, and Baldur

The 23/ I/ 1204 Coalition raid on Kmak by RCN TF 'Raptor' had repercussions on the Soleean side of the war in two aspects. The loss of a multi-trillion credit relic merchant ship, one of eleven Galines had still in operation was an immediate felt loss to their trade network in the Empire of Solee. The Soleean Admiralty to counter the weakness of the Kmak System, a powerful but corrupt ally in Shenk subsector, was forced to remove from the Battle fleet one capital ship, one of her two Tokugawa-class 7kton destroyers, both of which had been used in the taking of the Tequila System, and its four accompanying Battle rider SDB's to bolster the more inexperienced Kmak System Navy forces.

This realignment of forces was deemed necessary for the continuation of the Yontez Main campaign, and while the Soleean juggernaut rearmed and resupplied. It also needed the Kmak system to remain open strategically. Keeping an eye on Mueller's relic fleet only two parsecs away, and keeping the system open for their trade links corewards, kept at least four of Solee's ten capital ships and twelve of her smaller ones pinned down there. As part of their attack plan, they aimed to remove "safe" systems from Coalition Navy incursion, and now controlled the systems of Yontez, Clallum, and Tequila. Clallum of the three of them had four experienced SDB crews, but this forced the Soleeans to place four heavily armed and armored missile boats over Yontez and Tequila. The Empress wanted punitive action against the Coalition for the raid against their ally, and Soleean ADM bint Reine was charged with "doing something about it" on 30/ I/ 1204. The order for the Baldur raid went out aboard the former Marathon-Victrix, now renamed ISS Margaret-Victorious and arrived at Yontez 09/ II/ 1204. Bint Reine herself and her crack cadre-crewed remaining Imperial era 30kton Starburst-class cruiser would execute this raid, along with four small escorts, namely their two 800dton Broadsword-class Mercenary Cruisers, and two Trenchant-class Patrol cruisers. They jumped out of Yontez on 10/ II/ 1204. This left the re-armed and regrouped Soleean Yontez and Tequila Battle groups now flagged by the Imperial relic Rapier-class 10kton escort destroyer, one Tokugawa-class 7kton destroyer, an Imperial era 3kton Midu-Agashaam class destroyer, and one former Solomani-Navy Yorktown-class 2kton missile frigate, along with twelve smaller jump warships. They were preparing for Phase II of the Soleean Battle plan, the invasions of Berkin and Fisher's world even as consolidation operations were underway between Yontez and Tequila.

On 17/ II/ 1204, Soleean VADM bint Reine's Battle Group 'Retributive Strike' entered and refueled in the Fisher's World system at the far gas giant, jumping out the following day. Utilizing data from the captured RCS Marathon-Victrix, their own SIS intelligence gathering, and even fresh data from their recent Prisoners of war from the captured Coalition clipper RCS Aurora, the Soleean Battle group split off in three directions. One Soleean Trenchant-class Patrol cruiser and one Broadsword-class mercenary cruiser each Jumped out for Bestor and Corrig, while bint Reine's flagship, the relic Starburst-class cruiser, headed for Baldur, by way of L'Steich. According to their intelligence, the former two worlds were low populated J-2 refueling outposts, and L'Steich was a growing salvage colony. On 24/ II/ 1204 the now smaller Soleean raider groups struck these three worlds. The RCSA personnel at Bestor and Corrig were taken prisoner, and the bases' facilities were destroyed; the L'Steich Salvage colony's habitat was bombarded and left in ruins—VADM bint Reine gave no warning and landed no troops. Fifteen hundred souls

perished in the bombardment.

On 03/ III/ 1204 all five vessels emerged in the Baldur system and were hotly engaged by the Balduri system defense squadrons using the new NOVA-BEATLE-class boats. The Balduri's defensive actions allowed for several vessels in port to make it out of system before the surviving two Soleean Patrol cruisers and bint Reine's light cruiser blatantly targeted and destroyed the orbital C-class Starport, sending it into a death spiral down to the planet below, killing over 7,000 RCSA and Balduri Starport shipyard personnel. The Soleeans were pursued to the jump point by three badly damaged Balduri SDB's, which specifically fired all their remaining munitions at the larger vessel as they jumped out. The larger and slower Soleean Broadsword-class vessels were destroyed before they could jump out. From Soleean Naval war records, on 11/ III/ 1204 only the two Patrol cruisers emerged at Fisher's World at the far gas giant. Soleean VADM bint Reine and her flagship were apparently were lost with all hands as only debris exited jump space where her ship was destined to emerge. Word of her death reached Solee and the Empress on 04/ IV/ 1204.

The 2nd Battle of Yontez (14/ II/ 1204)

The Coalitions' Task Force 'Hammer', (consisting of the other two Maggart-class clippers, RCS Delacroix and RCS Arsto, with the veteran 1st (Fusilier) Cruiser squadron, consisting of the RCS Fusilier, Rifleman, Grenadier, and RCS Gurkha, and the Light Battle Tender-clippers RCS Trybec, Schall, Spires, and the RCS Baldur arrived each Tender carrying four Manticore-class Battle riders) led by RCES-RCN ADM Sean 'Hammer' Lathrop arrived in the KrumI System one parsec shy of Yontez on 32/ I/ 1204. It had taken TF 'Hammer' just under five weeks since the declaration of war on Aubaine to cross Coalition held space by way of RC member system of Ra to Fisher's World, to rally at KrumI. At Fisher's world on 25/ I/ 1204, they learned of the fall of Tequila to a larger Soleean force. It was also during this stopover by the RCN Task Force 'Hammer' there at Fisher's world that Guild CPT Shavon Chavez surrendered her hidden Guild base on the habitable near gas giant moon to the Coalition, in exchange for safe passage out of system in her only remaining ship, and left the base's sole defender, a relic 990dton TL14 Imperial Leopard-class SDB to the RCES.

ADM Lathrop accepted her offer, and time being of the essence expedited her safe passage away from the war zone Shenk had now become. Lathrop's generosity towards a Guildsman Captain after all that had transpired caused some grumbles in his command among his veterans who had no cause to love them, but Lathrop quelled it in his usual gruff manner. It saved lives, and gave them a forward base in Fisher's World. CPT Chavez departed within the day with her upgunned

modified 600dton class liner. Lathrop changed course and they jumped for KrumI. Here ADM Lathrop dispatched a Multi-mission Scout to the Canton system to ensure CDRE Hewitt's TF 'Anvil' was in place. In what had become RCN standard procedure since the Promise Campaign of early 1203, the RCES-RCN taskforce refueled the better part of the next day, to ensure they had the fuel to jump away with. Lathrop spent the coming week in preparation, "shaking down" and preparing the new crews of the RCS Trybec, Spires, and Schall with the veteran crews of the RCS Baldur and her Battle rider crews before jumping into the Yontez system. Part of this shakedown was to install an AI-Cym Peacemaker entity to each of these green crews' Master Fire Director computers, because with carrying four Battle riders, they would be under gunned against any possible Soleean Naval fires, and would need every advantage that would give them. As it was, it turned out to be a prudent move. TF 'Hammer' arrived on 14/ II/ 1204 at the near gas giant (orbit 7), and CDRE Hewitt's Task Force 'Anvil' emerged at the far gas giant (orbit 9).

Based on their observations of the Soleean consolidation of Janie in 1203, Lathrop and his commanders correctly predicted the Soleeans would move in modular D-class habitats and "shake-n-bake" Starports to support System defense boats to protect the gas giants. The Coalition strategy was to suppress capture and destroy these before bringing the full weight of their firepower and numbers down upon Yontez the main world (orbit 2). It has been six weeks since the fall of the Yontez system to Solee, and they had indeed set up two such bases, one at each gas giant, each on an ice-laden moon. But Soleeans while inexperienced comparatively to the RCES-RCN navy crews were more than adept at System Defense Boat tactics. Two other Soleean events rendered the well-laid plan into chaos inadvertently. The first was the Soleean Navy's incorrect rendezvous micro-jump from deep insystem to the near gas giant (orbit 7) that placed them squarely facing Lathrop's more numerous taskforce already engaged with the four Soleean SDB's harassing them, the second was the escorted Trans-Keratu-Lines LASH bulk freighter convoy inbound from Kmak that literally jumped in behind Hewitt's taskforce as they began their assault on the third moon of the last gas giant as their Marines were storming the base.

Lathrop's larger task force and the Soleean Navy's four Capital and twelve smaller vessels exchanged missile salvos at deadly close range. The four new Coalition Navy tenders had unloaded their broods of Manticore-class battle riders, two squadrons of which were hotly engaging the smaller Soleean SDB local force there as the Maggart's sister ships RCS Delacroix and the Arsto were supporting the landing efforts against the Soleean SDB Base. The RCN 1st Cruiser squadron however pressed their advantage in their spinal mount weaponry against the Soleeans and easily fended off the initial

missile barrage, crippling six of the smaller Soleean vessels outright, and lightly damaged two of the four larger relic era ships. The Soleean Missile barrage however destroyed four of the eight Manticores charging them, the tender-clipper of the more experienced crewed RCS Baldur outright, and battered the tenders RCS Trybec, Schall, and the RCS Spires whose AI-Cym MFD's saved their shipmates from utterly being overwhelmed in the initial fusillade. Sitting almost in the Coalition Navy's lap, Soleeans unimaginatively had no recourse but to charge through the Coalition Navy's broken formation with four disciplined light cruisers bearing down on them with their spinal weapons from their flanks. They did so, hurling missiles and exchanging batteries of laser fire as they punched through the remaining Manticore battle riders and into the tender-clipper's line, but not without cost. The 1st Cruiser squadron concentrated all of their fires and brought down the Soleean 10kton Rapier-class Escort Destroyer, losing two of their number in a catastrophic explosion, the RCS Rifleman, to a broadside from the Soleean ship's twin 50dton missile bays, and crippled the adjacent RCS Grenadier with a bridge hit. The Soleean's attempted to abandon ship when it also exploded.

In the desperate charge, the Soleean's six remaining smaller vessels, particularly their two Valor-class Missile corvettes threw every missile they had at the three wounded Coalition tender-clippers, destroying both the valiantly outgunned RCS Trybec and Schall, and left the RCS Spires crippled with a broken spine in their wake. Lathrop with the concentrated meson fires from his flag, RCS Delacroix and the RCS Arsto destroyed both of these two corvettes utterly. The Soleeans broke past, and Lathrop was left to consolidate and rescue whom he could among his crippled, dead and dying ships, and broke off the 1st Cruiser squadron's pursuit as the enemy had not yet exhausted his missiles. Rescued from RCS Schall and the crippled RCS Spires were their AI-Cym crewmen along with 78 other surviving crewmembers. The hulks of the RCS Schall, Spires, and RCS Grenadier were scuttled to prevent capture. Lathrop jettisoned his non-quarters missile and drop-capsule modules on both the Delacroix and Arsto to evacuate their surviving six Manticore-class Battle riders. Hewitt meanwhile had broken off with the RCS Maggart and Karlsruhe to support Lathrop, with a vanguard of the Enkidu's four Manticores in a wedge ahead of him, leaving the tender/ clippers RCS Enkidu and RCS Shenandoah and the Assault ship RCS Ymir and their two Victrix-sloops, and two multi mission Scouts on high guard over the far gas giant after they had caught the Soleean's there off guard and dispatched two of the Soleean SDB's and captured the two, and a 400dton refueling ship still on the ground. The captured Soleean vessels and the RCS Ymir had moved back to the jump point when the Soleean Convoy emerged from Jump. The Soleean Convoy of three Galinian relic 20kton LASH

Bulk freighters upon emergence unhitched their three heavily armored 800dton Farnez-class Missile Defense boats each.

The Enkidu's four Manticores at full burn of 4-Gees were two hours away, and behind them at four hours away came the Maggart and Karlsruhe. Charging headlong at them at 6-Gees were the Soleean Navy's relic 7kton Solomani Confederacy Navy Tokugawa-class Destroyer, and 2kton Yorktown-class Missile Frigate, along with their 3kton Imperial Navy Midu-Agashaam-class Destroyer, and following at 4-Gees, four 800dton Farnez-class Missile Defense boats. Hewitt's ships and the Soleeans were nearly in engagement range when Lathrop gave the "bug-out" order to withdraw back to the Canton system. This left the non-jump Manticores in an unenviable position so far from their mothership. As they doubled back, Hewitt braked the Maggart and Karlsruhe, and powered up their meson guns at the rapidly approaching seven Soleean warships, even as they loaded their jump plans into the navigation computer. The Soleeans slowed when they detected the two larger Coalition vessels had active sensor lock on them, and Hewitt used the delay to safely jump away. The fleeing Manticore squadron meanwhile, arced away to attempt a far system rendezvous with the RCS Enkidu, even as the RCS Shenandoah, RCS Ymir, and all the smaller ships of TF 'Anvil' escaped in front of the eyes of the surprised Soleean Convoy. The Enkidu escaped with her brood intact, jumping back to Canton the following day.

The 2nd Battle of Yontez was at the time deemed a Soleean victory, as they remained holding the system, yet for Solee it had been a pyrrhic one: they had lost eight SDB's, of which two had been captured; their two 400dton refueling shuttles had been captured; and both modular SDB bases had been leveled, and their accompanying ground personnel were either all captured or killed. The Imperial Navy of Solee had lost eight of her twelve small jump-capable warships, and one of her four capital ships with all hands. The Coalition Navy had lost ten of her new Manticore Light-Battle-riders, four of six Aurora-III class Light Battle Tender/clippers, and two of her new Fusilier-class light cruisers.

ADM Lathrop recognizing the valiant service the surviving two AI-Cym MFD computer crewmembers of the fallen Tender/ clippers RCS Schall, and the RCS Spires had them transferred to the 1st Cruiser squadron's surviving two cruisers, RCS Fusilier and the RCS Gurkha. Both of these entities were recommended for Valor, and the one lost aboard the RCS Trybec, posthumously. The other factor which came from this battle was that ADM Lathrop ordered all surviving RCN vessels' Master Fire Directors embedded with an AI-Cym crewman against the missile doctrine superior Soleean Navy. These new AI-Cym peacemaker strained entities served with distinction the rest of the war, especially in the commerce raiding missions into the Soleean held end of the Karse subsector, and the final offensive at Kmak.

End of the Soleean Offensive

The Soleean war plan before the 2nd Battle of Yontez (14/ II/ 1204) had been set into motion to drive the RCES out of Shenk subsector, and consolidate its recent gains of Yontez, Tequila, and their 1203 gains on Clallum, Shenk, and Janie, with the additions of Berkin and Fisher's World into the Empire. Leaving only tenth of their portion of their overall battle fleet at Solee after the abortive coup on Mueller in XII-1203, the Soleean Navy's blitzkrieg was aimed primarily at ridding RCES influence and ships from the Yontez main, and to secure the Soleean flank along Thoezennt subsector in the great Mueller-Syrs arm, they needed to secure the Marax-Berkin cluster. This also served the dual purpose of bottling up the now hostile Pro-RC world of Mueller and their small but powerful relic fleet of eighteen warships. To deny rimwards encroachment into the Yontez main by RCES, the astrographically strategic system of Fisher's World had to be secured. Soleean reconnaissance and captured Guild data revealed RCES already had toppled Marax and was working with Tiniyd as well since mid 1202. Berkin was a water world like Janie, and the former site of a TL12 Imperial Naval base of the previous era. The Soleean foreign initiatives here on Berkin in early 1203 had settled on the northern hemisphere's easternmost archipelago, the Margravate Islands, and the southwestern hemisphere's more populous Alawan Archipelago. In the Alawan Island chain were 29 millions among four states: the benignly ruling TED state of North Alawan, leading 5.5 millions; The warlike United Provinces, held by a world-conquering bent TED warlord with 9 millions; the land-rich but resource-poor TED administered state of the Piedmont over the mountainous southern end of the isle chain and its 5.5 millions. Sandwiched between them was the charismatic oligarchy of sea-going merchant houses of the Federation of Keesk, whose port and capital was on the upper stories of one of Berkin's many Black War nuclear winter flooded cities, ruling some 9 millions as well.

The Margravate of Berkin's TED utilized the former planetary Noble's seat for his legitimacy, but was assessed as a fairly standard Wild's technology hoard-propped up dictatorship. The notable exception here was, he was fairly benign to his own population of 9 millions, and even by RCES deemed militarily ineffectual, and had not been slated for Star Viking SAG raids. With their typical prejudice against TEDs, the RCES shunned him, and the Soleeans made discreet contact unopposed in III-1203 with the Margrave himself. From agreeable contacts here, the Soleeans extended their diplomatic efforts to the second largest archipelago, the Alawan Island chain. RCES in 1202 had made inroads with their usual allies, the representative democracies Nizam in the northwestern hemisphere's Felony Isles and their 4 millions; the Pacific Republic's island cluster and their 9 millions in the southern equatorial zone; and had toppled the cruel

TED of the Feramos Empire in the Feramos Archipelago south of the Pacific isles in his war against their allies of the Spice Union and the South Isles Mercantile states, gaining influence over 16.5 millions here in this strategic island chain. The RCES got involved however, in supporting tiny Nizam against her two neighbors in the northern Felony Isles, the Military totalitarians of the North Bay Colony, and their 7 millions and their ally, the charismatic dictator of Caramont in 1203, and his nation of 5.5 million. It was in the Alawan isles where RCES and Soleean efforts collided. The RCES while not enthused about the Federation of Keesk's oligarchy, found it to be the more palatable of the four governments among the island chain, and the RCSA had RCES take some of the geneered coral from the new RC member water world of Xezor here to be utilized to help shore up the eroding foundations of the capital city's governmental buildings. Solee had easily seduced North Alawan's inefficient TED through the fairly decent trade relations he had with the Margrave of Berkin, and of course the promise of newer, better military hardware won over the warlord TED of the United Provinces. The Piedmont's TED however was both too poor a partner to buy offworld weaponry from Solee, and too isolationist in his policies for either stellar superpower.

RCES had two salvage missions underway here at the war's outbreak, one of which met with disaster, and the apparent loss of the Moonshadow Scout vessel, (RCS) Serendipity while exploring the four mile deep Margravate Trench 5000km southeast of the Margravate archipelago, and the other north of the ruins of the equatorial former main world Starport to a flooded underwater city and former site of a meson screen manufacturing facility. The meson facility mission was successfully completed, and later extracted by the RC Salvage company Beyond The Grave, LLC of Lucifer/Oriflamme. The follow on mission that removed the last of the Coalition salvagers did a sweep of the trench-city for signs of the Serendipity but found nothing. They joined the list of those vessels listed as "MFU" (Missing: Fate Unknown). Berkin strategically became important to the RCN as a J-4 route into the allied Mueller system as well, and was frequently patrolled from the forward Coalition Naval base established at Marax in the cluster.

Fisher's world's strategic value astrographically and her newly profitable lanthanum mining sponsored by the RCSA in the Yaban Confederation made her the other target to achieve Soleean victory aims in Shenk. Solee intended to ignore the rest of this TL3 regressed world and exploit the lanthanum resources in their own bids to restore themselves to an A-class shipyard capable stellar power. Here on Fisher's World, the Coalition once more was dealing with a near water world, an Aubani-specialty cause, and a severely fractured technologically regressed balkanized society. Fossil fuels were plentiful on the planet on the isle continent of Midshield, which hosted in 1201 when RCES first surveyed it, some six

nations with 260million of the planet's total remaining population of 400million living at TL3. The other major island continents, Ost and Crescent hosted two nations each with an additional 110millions, although all four nations had regressed to TL2 standard levels of technology. The earliest RCES strategy on Fisher's world was to unite the more populous island of Midshield, and easily annex the other two primitive tech major continents. As with the usual RCES prejudices towards foreign governments in the Wilds, they aligned themselves early on with the two representative democracies present of the twelve island nations: the isolated the westerly lying Windward Isles Windward Republic; and the tiny fossil-fuel rich Rivero Republic on Midshield. The Windward Islanders were superior sailors of TL2/TL3 ships, but their four millions had a distinct lack of metals or material infrastructure to advance the ambitious Aubani-Aurora 6-year technological recovery plan. Rivero's 4millions were better suited for the RCSA support of a limited TL4-5 steam powered industrial revolution here, and became the actual bridgehead nation planetside for the Coalition in late 1201. Prior to Soleean contact, the Guild had made some inroads here, also on the Midshield continent, with the TED ruling the nation state of the Arcola Empire and his 65 million citizens. All the stellar players in the arena that Fisher's World became in the ensuing years were also up against the remnants of the former planetary government, which manifested itself in dynastic marriage-alliances of state in a Byzantine labyrinth almost impossible for outsiders to follow, much less make rapid headway with.

Almost from the beginning of the RCES-RCSA intervention here came up against the Midshield war over these fossil resources as 1201 came to a close. The RCES found themselves pitched once more in a "David vs. Goliath" series of confrontation with their allied bridgehead nation the Rivero Republic. The first such war pitched them against a brilliantly planned but poorly conducted land and seaborne invasion from Arcola whose combined might at sea and land comprised some 650,000 men under arms against Rivero's smaller 40,000 man military forces. The skin-of-the-teeth victory achieved with orbital support of a single starship and a handful of ground specialists acting as cadre officers to Rivero's Army and sail-powered Navy bought time through the winter of 1201-02 as the low-tech armies here only waged war after spring planting, and ceased warring with the harvest in the fall. The RCES team's reports here served to send a survey mission to the Crescent isle continent to seek some sort of mineral resource balance in bringing the rest of the world in line for the planned technological recovery plan yet to begin. They were rewarded with dealing with the charismatic oligarchy of the Yaban Confederation, a patch quilt of territories unified by a loose coalition of trade and marriage alliances. The incredible success here was that the Yaban Confederation was rich in lanthanum deposits, the necessary

element in the making of jump drives. Soleean spies had gotten wind of the lanthanum strike, and this was the only reason to oppose RCES on Fisher's world besides denying them the system as an astrographical refueling link to their new possession of the Shenk main. Delayed by the realignment orders following the Kmak raid, the Soleean offensive rolled into their second phase, critically short of warships, but determined to maintain their grip on their new won satellite state systems.

Expecting such patrols, the Soleean Taskforce mustered for this was by the time of its execution (during the raids against Baldur, Bestor, and Corrig), light on her heavier escorts, and had to rely on carried SDB's in her jump-spindle logistics train to carry out the insystem security for the vulnerable three 20kton bulk freighters corralled from within the Soleean Empire carrying the invasion force and their Landers, built in corewards member worlds Kestral and Montero's B-class shipyards. One of these troop and Lander laden ships was escorted from Kmak via Janie for a short J-2 leg into the Berkin system; simultaneously the other two bulk carriers routed from Kmak via Clallum's more secure system for a J-3 final leg into Fisher's World with their smaller escorting ships. The date of their attack had been set for 28/ I/ 1204, but the retributive strikes against Baldur and the RC satellite worlds of Bestor and Corrig delayed their major escorts. The 2nd Battle of Yontez (14/II/1204) had further diminished Soleean available escorting warships, and the second blitz was postponed again. The two invasion battle groups instead emerged over Berkin and Fishers World finally on 25/ III/ 1204.

Soleean Navy 'Battle Group Berkin' met with disaster in orbit as they discovered the identity of the "nomadic" submariner tribe known as 'Sea Wolves to locals really were. The Sea Wolves had captured the RCS Serendipity and her crew who'd been exploring the lost city in the south east ocean's deepest trench. 1st LT Nova Astrid Baez and her small crew were detained and questioned there, by what they found out to be the remnants of the Planetary Navy, and their six relic TL12 PAD Missile laden submarines. These subs while they no longer had triphibian gravitic capability, were far stealthier, and deadlier than the TL5 versions in use by all the world's powers. They had observed starships returning over the past decade to the planet, but had no knowledge who had won the Final War. The Sea Wolves had become the defacto saviors of the world since the collapse, preventing any development of nuclear weapons of mass destruction on several occasions by the warring surface states. The arrival of the "Imperial Fleet of Solee" in system tied everything the RCES crew had told them as true, and the Sea Wolves took immediate action after releasing the RCES and their Scout ship.

Serendipity moved to a northern polar orbit and relayed their passive targeting data to the Sea Wolves who moved and awaited the orbital arrival of the unsuspecting Soleean Ships. Upon detection, the Sea Wolves

launched their salvoes of X-ray nuclear laser bomb pumped orbital missiles into the vulnerable Battle Group as the troop laden Landers were descending. The unshielded Landers died in droves, crashing to the sea and the slower 20kton Mother ship was crippled in orbit along with three other jump spindle LASH ships of the supply train. The four escorting SDB's were badly damaged and were evacuated by two of the three remaining Jump frames, and the only vessel to escape lightly was the faster, better armed 7kton relic Solomani Tokugawa-class destroyer. The Soleean Star Marines lost three battle brigades of 1500 men each here, and all of their materiel.

On Fisher's World, there had been in prewar days, an enclave of Hivers and Vegans here. Both races were trade embassies from their respective regions of space on this former low law governed Free Trade system. When the RCES has returned here in 1201, they found no local with any knowledge what had happened to them. Like the Berkin Sea Wolves, the Hivers and their Ithklur guards had hidden in the dark days of the 1117 Solomani invasion, and had taken refuge with the pacifistic Pan Sophontist city state built under Wayward Island there; and the Vegans became part of the brief but bloody resistance to the Solomani Invaders before they were killed off. The Pan Sophontist pacifists had retreated from the Final War and so were still living at TL14, hidden away from everyone. Occasional fishermen nearby were sequestered briefly then released for news, or later still a Guild ship would be brought down and captured as they observed the disintegration of law and order through the collapse. Due to the number of ships lost near the treacherous shoal, the TL3 sailors of Fisher's World avoided it. By 1204 the last of the Hivers had died off, and only two of the Ithklur remained of the original 30 Sophont detachment to the Hiver trade embassy. A follow on RCES mission went looking for a Lancer underwater expedition seeking the answers to what they had detected from orbit, a power fusion reactor signal on their sensors from there. The crew had consisted of one Hiver technician, a Schalli Underwater demolition expert from the 1st RCMC brigade, and two Humans, an Aubani Pilot named Skip Childers, and a Spirian Scout, Vania Truthspeaker.

The Hiver technician, "Richard", the Schalli Marine Lance Corporal, eeCHEEda Strongheart, Mr. Childers, and Ms Truthspeaker were all subsequently captured, and questioned by their hosts, these self-styled xenophobic 'Philosopher Kings'. The Hiver tech 'Richard' was feted and met with great Honor, and eeCHEEda was the subject of much discussion as the Schalli had not been a recognized sentient race at the time of the Final War. Together, with what was salvaged off their Scout ship, they were able to convince their captors that RCES and the RCSA meant no harm, but that there was an empire coming someday that would bring the same kind of hateful specist war back again. The female of their group,

Ms TruthSpeaker's tale moved them to wonder that even a spiritually Philosophic TL2 people would side with the technologically superior RC-member worlds against such tyranny. Mr. Childers' idealistic tale of the new spirit of recontacting the wilds and rebuilding civilization, showing the proofs they had done with Rivero and the Yaban Confederation as proofs gave pause to these isolationists that perhaps such a new era might have begun without them. The RCES members learned the city here boasted still a meson battery for self defense, and had used it judiciously since the collapse to "bring in visitors" and gather news from outside their self-imposed exile. The Soleean Navy Battle Group "Fisher's World" met a similar fate on 25/ III/ 1204 at the hands of the Philosopher Kings as had the Battle group Berkin in orbit. Unlike the Battle of Berkin, the Soleean ships were attacked without warning and deep site meson gun fire continued as the survivors fled back out to 120,000km, with only their two escorting Patrol cruisers escaping destruction. News of these two crushing defeats reached Solee on 19/ IV/ 1204. With the damage and loss of five 20kton relic bulk freighters, and half of her trained crews from the two battles for Yontez in her capital ships, the Soleean offensive was effectively over.

RCES/RCN Commerce Raiding, the Balduri-Rescue Operation

The third month of 1204 and end of the first quarter of the year proved to be one of high cost for both Solee and The RC in ship's and star systems lost. CDRE Ritter however began striking deep into the weaker held system of the Empire such as Moy, Avis, Cooke, and Dorian, destroying Soleean outposts, and capturing their supply ships. CPT Ghulz's task force 'Raptor' striking out from Mueller raided the Soleean salvage worlds of Wall, and Barnet, keeping the Soleean's off balance and out of relic tech items for their parts starved fleet, and captured several small ships and an Xboat tender Jump frame at Barnet's habitable gas giant moon of Rosebud. From Canton after the 2nd Battle of Yontez, ADM Lathrop and ADM Hewitt's forces raided deep along the Karse-Vendt-up Main in hunter-killer packs with their remaining ships, and liberated several Salvage world gulags enroute as well as capturing a handful of TKL freighters bound for Solee's allied world of Galines. The protection promised them by Solee's war fleet was evaporating, and those ships that had been leased to the Soleeans for troop transportation, five of the six were lost in action and a sixth had been captured.

The next new ships off the slips in the Coalition however saw action of a different sort, as they were manned and rushed to Baldur to repair and restore the C-class orbital Starport destroyed on 03/ III/ 1204 by the now dead Soleean Admiral bint Reine's Battle Group 'Retribution'. This was a critical moment for the Coalition, as some

69millions remaining on Baldur depended on the orbital Starport for food shipments from other member worlds. Using the clipper ships to bring in extra modules for the fleet they assembled in just under a month's time a temporary replacement Starport built around the axis of an aging 20kton Oriflamme Bulk freighter whose jump drives were removed and installed in a former monitor, a TL12 20kton Missile frigate. By mid April, it was fully manned and operational and the Balduri crises faded in another unique moment of unity and co-operation among the usually fractious worlds in wartime.

The Turning of the Tide/ Deposition of the Empress

Admiral bint Reine's death was a blow to the up until then victorious but blooded Soleean Navy. On the heels of her death in mid April as Jayna-Fleet Commander Rear Admiral Werner von Kessel was being summoned from the shipyards at Soleean held Depot at Ultraneta to assume her post for the Soleean Empire was the staggering unexplainable losses at Berkin and Fisher's World. Enroute he had been met by members of the Czerniak Masked Consulate government, and the CEO-Premier of Trans-Keratu Lines of Galines. Both groups approached him with the plan to end this senseless costly war as he passed through the Thanatos system. Czerniak's Consulate members informed him they were seceding from the Empire regardless of his actions, and that the Soleean Empire's casual sacrificing of Psions on Yontez for territorial acquisition did not sit well with their world. The Chairman of Galines, TKL's scion Brion Tukera IV bluntly told von Kessel their mounting shipping losses in bulk freighters would bankrupt the Empire unless he convinced Empress Gabriela to sue for peace. Von Kessel when he arrived on Solee on 11/ V/ 1204 came with his 50kton Heavy cruiser flagship and her five 1kton battle riders. As a much honored Naval officer, and once set aside for his disagreement over going to war with the Reformation Coalition until the Empire had an A-class shipyard or several, he was hailed as the man of the hour, someone who could reverse the victory-starved people of Solee for some good news. Von Kessel in orbit caught up on all that had transpired up until that time and that he was not aware of, like the RCES landings and retaking of Tequila on 10/ IV/ 1204, the destruction of the forward base at Herbe by RCN Task force 'Raptor' in its march along the backface of the Yontez Main on 13/ IV / 1204, and the capture of the Soleean worlds in the Karse subsector to Coalition forces since the 2nd Battle of Yontez. He received an intelligence report from their spies in Mueller that the entire aging relic fleet there had been restored to Jump capability even as the battered 7kton Solomani destroyer from Kmak entered system with the news that Solee's chief ally Kmak's King Ferdinand Romrugo had

been captured by a Meteoric assault, and that Kmak was in Coalition hands. Von Kessel secretly notified the Soleean Armed forces Chiefs of Staff of the news from Czerniak, and Galines, and called them to his flagship for an emergency summit, ignoring the Empress' demands for his planet fall.

Empress Gabriela took umbrage at this, and in the former RCES captured Marathon-Victrix-sloop sped off to his flagship to redress this slight to her office and vanity, escorted by her Chief of State Security favorite hatchet man, Baron Amaran Abas. She was given permission to dock with the flagship, and to come aboard. As she did so, Baron Abas was shot exiting the airlock by Von Kessel himself between the eyes, and the Empress was placed under immediate arrest. Von Kessel informed her, "she had failed Empress Margaret's dream, squandered the treasure Solee had been bequeathed to restore Humanity to the stars in a senseless war, and had bankrupted the Soleean Empire, which was now disintegrating into secession." Gabriela of course did not go quietly, and had to be sedated with a tranq gun. The Empress's having "a debilitating stroke" was the official story until the new Junta could emplaced, and the unarmed Free Trader SS Merganser was dispatched to Mueller that Solee had surrendered on 14/ V/ 1204, and an unarmed Jump tug was sent to Kmak to the besieging RCN forces there with the same news. Another courier was dispatched to Galines and Czerniak the same day. On 28/ V/ 1204 some eighteen ships from Mueller, and another forty of the RCN jumped into Solee's system and the peace negotiations began in earnest. The RC-Soleean war was officially ended by treaty on 15/ VII/ 1204.

Former Margaret's Navy, and now former Soleean Navy Admiral Werner von Kessel oversaw the peaceful cessation of hostilities and then handed in his resignation to a surprised Soleean Military Junta. Kessel knew as an outsider, and an Imperial remnant, the path to a brighter future did not lie here, nor would he be tempted with a vindictive rise to power in a repetition of history. Instead, he offered his services to the Reformation Coalition Navy since they did not insist on his facing a tribunal for war crimes, unlike other Soleean former regime leaders.

The RC Peace and Absorption of the Soleean Empire (1204-1208)

The Soleean empire worlds of Jayna, Quinoid, and Karse subsectors were placed under Administered territorial status for the foreseeable future as Solee and Galines to a smaller extent were billed for reparations and restoration of the environmentally damaged worlds of Marcena, Hindahl, and Yontez. Trans-Keratu Lines was reduced from the corporate totalitarian Government of Galines into merely the transportation company for the Administered territories. The high population worlds

of Galines, Bonsher, and Czerniak were given the same policy as any new prospective member world: "reform your government to a more representational one for your people if you wish to join."

In the case of Czerniak, the only Population A world within the new RC AO boundaries, the Psion-led government chose the Tiniyd model of Psion and Non-Psion led representational democracy, while still keeping within the frame work of the Zhodani-Psion democratic model in a bicameral House. Czerniak accomplished her reforms by 1206, and elected a pro-Federalist Prime Minister. Czerniak's TL11 industries maintained their output, having suffered the fewest shipping losses in the Soleean-RC conflagration, and once a full member world, began working on their long-term goal of restoring their A-class shipyard. Galines' totalitarian corporate Oligarchs had a harder time upon dissolution of their government, but with the threat of not ever getting their captured freighters back as part of the peace treaty, knuckled under, and changed to a Civil Service Bureaucracy by 1207 with a then Pro-Centrist party majority. Only then did they see the return of their lost starships and a return to interstellar trade in the Jayna-Syrs Subsectors. The world of Bonsher by comparison remained steadfastly balkanized, but the majority of her governments realized that there was a new power between the stars, and if prosperity and trade were to continue, and thus allow them to govern and wield power over their populations, they had to conform or be cast aside. Bonsher too went pro-centrist in the post war era, seeking to improve their technology level along with the other former Soleean Worlds. Among the lesser systems, the Belters of Thanatos' participatory democracy made the change easily from affiliate to full member status within the two year probationary period in 1206. The Droyne world of Sveinel and the Commonwealth worlds of Sarcathon followed suit in 1207. Non-Governmental Organizational relations between the Aubani and Oriflamman GTRC Churches opened the way for the GTRC Religious Autocracies of Kestral and Montero's inclusion also in 1206 and 1207 after they too reformed to a more representational if theocratic government. Ramaka's GTRC led Archbishopric in Karse followed their example as well in 1208. The TEDs who had been recognized by the Empress of Solee as planetary Governors however, like the Countess Hunzikaasha of Kata/ Jayna, the Captain-General of Shenk/Shenk, Arnaud 'the Salamander', the First Consul of Yerhen, and others in Karse subsector discovered their rule was drawing to an end, and their regime's barbarities against their people would not be tolerated by the RCSA.

Solee herself bore the brunt of Victor's wrath and war reparations. The Military Junta that deposed the Empress was duly recognized as an Interim government only, and was presented the bill for the environmental clean up, and evacuation of Soleean Military personnel from all "conquered territories" lost to the Coalition

during the war. The cost to clean up Hindahl, Marcena, and Yontez alone were staggering into the hundreds of trillions of credits. Then the reparations to the victims of their gulag-salvage worlds liberated in Shenk, and Karse subsectors were a further burden to the suddenly now depressed Soleean economy. Towards this war debt, Solee, in a deal brokered by the Coalition with the Covenant of Sufren, sold some of her remaining warships off, to include von Kessel's 50kton Planet-class heavy cruiser, its five 1kton Regulator-class battle-riders, and the recently repaired surviving 30kton Starburst-class light cruiser which had seen action at the first battle of Yontez, but had been relegated to the yards for the rest of the war. This was a contentious move on Solee with her people, but left her with two 7kton Tokugawa-class Solomani destroyers, a single 3kton Midu-Agashaam class destroyer, and the 1.2kton Kinunir-class Colonial cruiser, and a dozen 400dton various model TL9, TL10, and TL11 SDB's.

The Coalition inherited the also the Soleean navy's prized base and possession, the former Imperial Depot in the Ultraneta system, and the 200 hulls of the mothball fleet. Here RCES and the RCN discovered von Kessel's project restoring the former 3rd Imperial secret AI-run automated shipyard, as well as the fact that half a million shipyard workers and Belters from Czerniak, Galines, Thanatos, and Solee were employed here. Captured as well were four 2.5kton frigate-sized vessels, and twelve 1kton destroyer escorts that the automated yards had produced for what would have been Solee's first generation ships of her navy, had the war gone differently. All were beam laser, non-spinal mount warships, although curiously the Soleeans had copied the idea of a multi-mission pod bay for the frigates from the Marathon Victrix.

Coalition prisoners were released from captivity, and many presided as witnesses over the trials that followed over their captors even as diplomacy ensued with the rest of the fallen empire's worlds, including the remote Osagi Co-Dominion of the Exage system in Syrs. RCES and the RCSA here called in von Kessel, who had convinced this pro-Margaret's Dream survivor state to join the Soleean Empire in 1201 to now side with the victors. The Osagi, having not attacked the Coalition sought their own terms for membership, and certainly resented the demands "they surrender", when they had scarcely had had the notice of the war, and had remained the loyal spinward bastion of the fallen Solee Empire, reliant on the Trans-Keratu J-3 trade links established across Syrs and Jayna subsectors to them. Through von Kessel's auspices, the Coalition came to understand the Osagi Co-Dominion worlds of the balkanized former heavily settled Exage system had thrown off the yokes of Vampire ships and the Guild from their system well before meeting the Soleeans.

The Osagi were busy uplifting the technologically regressed worlds of Frallsord and the high population world of Srys (later renamed Surya) when the Soleean-RC conflict broke out in early 1204, and thus hadn't any warships to spare for the conflict, nor had they received any call to arms from the Empress for vessels for the war effort, (such had been her overconfidence of a quick and dirty victory). Impressed, and finding the Osagi Civil Service bureaucracy well within the representational ideals the RC stood for, The RCSA offered them, and their half dozen salvage colonies membership in the fall of 1204. The Osagi debated it over the Holidays, and responded back in early February 1205 in agreement, and began as affiliate member worlds, achieving full member status in 1207, along with the Sarcathon Commonwealth worlds in February the same year, firmly extending the Coalition's boundaries into the Surya (E) Subsector. Czerniak, the TL11 economic juggernaut of the Jayna subsector put forward an RCSA Federalist-party group of representatives as it reached full membership status in the mid summer of 1206, two years ahead of the former mercantile totalitarian superpower world of Galines, and the still balkanized high population TL7 world of Bonsher. Czerniak, having the majority shares of the jointly held vessels of Trans-Keratu Lines, paid off the war debts the corporation had, and secured the release from the RCSA of the surviving Imperial Jump 3 bulk freighters captured during the war. Czerniak then set about re-connecting their dormant shipping lines. The still struggling with reforms world of Galines seeing their possible buy-out of their remaining relic freighters by their former partner world Czerniak were spurred into quelling internal strife and finally unified behind a new RCSA-approved government in 1208 as a full member. The trailing worlds of the 21 Worlds subsector Jack, Lator, and Shariff of the 21 worlds easily ratified the RCSA reforms, and entered full membership in 1206, even as Bonsher's nations struggled for unity once again on control over the world's Starport. It was not until 1208 that Bonsher's nations elected an interim world council government to elect representatives to that they became an affiliate member at last.

The Sandman Emancipation proclamation (1204)

The issue that caused more mayhem in the Coalition was not who would be administering the 'conquered' Soleean worlds; nor who would oversee the trials for Soleean War Crimes; or the sale of her warships to Sufren; or the further dispatch of the RCN's new cruiser-class warships to the ends of Karse, Jayna and the rimward edge of Quinoid subsectors, but the 15/ IX/ 1204 announcement by RCSA Secretary General Lon E. Maggart recognizing the Peacemaker-strain AI-Virus entities (Otherwise known for their forbear 'Sandman'), as having rights equal to organic sentient citizens. Maggart's amendment to the RCSA Constitution recognized

the Sandmen, "as equal to humans, and sharing of our values, accorded them the same rights as any citizen of the Coalition." Many of the older generation RCES distrusted ever putting such a creature within the confines of their vessels, having seen firsthand the horrors of their unstable kin. On Nike Nimbus, a Federalist party leaning world ousted its representatives from the RCSA in a vote of confidence call, and replaced them with Centrists in the fall of 1204. Several riots, and acts of domestic terrorism ensued, but the majority of the protests were by and large sit-down strikes, and relegated to (Mostly) peaceful demonstrations. Those who had served with the AI's on the RCN and RCES ships equipped with them in the RC-Soleean war, outnumbered those who had not, and the RC Navy quelled the revulsion with reassignments, and accepted more than a few resignations from the ardent and outspoken among its officer corps. The addition of the Peacemaker-strain Virus as equal sentient-citizens met with approval however from both RCSA Remnant Advisor, and Spokesman Illeik Kuligaan, and the Son of Craig representative Martin O'Rourke, for differing reasons. Kuligaan saw it as a turning of the insanity-tide left over from Lucan and Dulinor's death struggle in 1130; O'Rourke pointedly likened SecGen Maggart's role akin to Daibei's former Duke Craig's 1129 acknowledgement of Psionic using sophonts against the coming dark—anything on the side of sanity, civilization, and equal co-existence was better than ignorance, barbarism, and death of all they had achieved to date. This latter argument swayed the Technarchs of Oriflamme, as they had fostered the remnants of their world's Psionic Institute, and began opening the doors they'd closed towards Psions leading towards their own emancipation on Oriflamme, even though they were treated with less hostility than the Sandmen. Several of the affiliate member worlds passed knee-jerk reactionary laws against the Viral entities, and found them suddenly on the wrong end of an economic stick the RCSA had no remorse in using. The RCSA's coffers were full with the burgeoning post war economic boom, and those worlds seeking recovery funding learned swiftly it was better to get along and go along than react in anger. Historians of the early Coalition would later point back to this watershed moment of the first sane AI-Cym- Human alliance in the march to the New Era.

The Expansion Period (1205-1210)

Trade with Sufren, the postwar Soleean Warship sales The Covenant of Sufren was not idle either throughout 1203-04, and in their fashion expanded to trailing and rimwards, utilizing the Wilds trade route forged from the mid-1202 RCES Belladonna Mission towards them. The victory at Promise in 1203 was duplicated as the Covenanters forged across Khavle subsector and into Alurza subsector. With the Hiver produced TL14 man-portable version of the AVV weapon 'Snake', called the 'Fer-de-

lance', Covenanter salvage colonies began a boomtown export in relic technology once tediously wiped clean of virus at an astounding rate. The first major boomtown system colony of this type was the Gaamov system itself, where some 9 billion had perished, and others swiftly followed.

The Covenanter's campaign began in mid 1203 and pushed across Khavle, destroying the two small Vampire-run Starports at Voss and Sanborn, and reached Aight and Ashii in the fall of that year. Ashii, a once red-zone interdicted TL3 world in the 3rd Imperial era, had a unique race of alien humanoids there. Through crashed late rebellion-era starships, the Guild's gun-running meddling from 1190-1202, and their own ingenuity, had brought themselves up from TL4 to TL9 in the Khavle main. On Aight, the Human and Droyne had allied together and thrown off the yoke of the vampires recently, and had sustained TL7 the Covenanter's discovered. In the former Khavle Accordment world of Accra they found amongst the various democracies a majority with a willingness to return to space. Corewards of Accra on Tsinian where their emissaries were attacked by the local TED there, a Vampire client satrap they'd learned, they conducted their first strategic decapitation strike, killing him, and liberating the 8million held down in TL2 slavery there.

In their own main, the planet of Navar's God Virus was "killed", and the TL6 inhabitants were liberated in a series of missions in 1203. Equipped with the AVV Snake, Sufren's shipyards began seeing an increase in salvageable hulls as the hunted now became the hunters of the vampire ships that had plied and preyed upon them. Coalition Traders began emerging out from the Promise main and up to Sufren in the last quarter of 1203, and began increasing in number as their small armed convoys increased. At the end of the Soleean War, the RC brokered a deal for Solee and Sufren for the sale of several existing major warships Solee had in her possession for credits towards their reparations and damages to three worlds they had atmospherically ruined. These included a 50kton cruiser, a single 30kton former Imperial cruiser, as well as their five 1kton battle-riding relic monitors.

This move was seen as an unpopular "belt-tightening measure" by the people of Solee against their interim military Junta, but it put forth ready cash to the RCSA's post-war environmental clean-up efforts on Marcena, Hindahl, and Yontez. Part of the Coalition peace treaty's demilitarization of Solee included the selling off of her remaining jump-capable warships, the smaller ones were sold to the neighboring stellar navy of RC-member world Mueller, or directly to the RCSA, leaving Solee defended by a handful of jump capable warships, two dozen Small SDB's and several unarmed jump spindle ships and tugs by 1206. Solee's remnant 160-odd Naval hulls in orbital storage were not included as many had been stripped of turret weapons, as well as their power plants, life sup-

port, and drive systems already. Solee's government enacted then to finish her war debt payments a 2-year plan, renovating these hulls for space capability, and selling them off, 20-25 every two years. The vessels of 1208, and 1210 were sold once more to the Covenant of Sufren. After the fall of Sufren, and until 1218 when they finished payments on reparations at last, the Soleeans sold these refurbished ships to other various RC member worlds, and converted the remaining twenty hulls into heavy monitors for their own defenses.

Running the Guild to earth, Island Hopping across Diaspora (1203-1206)

With Solee defeated, and her territories under RCSA administration, and the watchful eyes of the RCN's cruisers, RCES now turned in full might in the fall of 1204 against their sole remaining enemy standing against them, and the PSBB plan to retake Diaspora: The Diasporan Starfarer's Guild. Unbeknownst to RCES, the Guild had changed strategies out in Diaspora in early 1201 from monopolizing starships to monopolizing the running of existing planetary Starports on their client worlds. Realizing that sooner or later, even the renegade Free traders had to find somewhere to roost and repair, the Guild aggressively pursued such contracts with the dictators and powerful warlords where they could with lucrative trade deals, imports of slave labor, and wheeled and bargained their way into others. Where such planetary governments resisted, the Guild even backed revolutions to topple and replace those who stood up to them.

One such power they had backed and supported Imperial Raymore in the Alurza subsector had even toppled in 1199 the nascent Lerun Federation. The survivors of that trade war had now re-established a new polity, and in 1203 at the Battle of Phoenix in the Hijiri subsector far away from RCES and Coalition space, both their client state Imperial Raymore, and the Guild themselves were dealt a deathblow. The losses of the markets in Shenk, Thoezennt, and Srys subsectors to both Solee and the Coalition, as well as losses in ships, and Starport bases were further fiscal blows against the Admiralty Board of Vugnaashii Ishimshugi, losing four key Ship's Owner Captains, and their vessels to the rising stellar powers of Solee and the RCES. The culmination of the RCES backed 'Operation Dominoes' with the seizure of the worlds of Martham, Sauler, and Sibbage, followed by the interdiction of the technologically powerful Hodg system, expelled the Guild from their last footholds in the Old Expanses Sector in the Winter of 1203, save for a few outposts they quickly abandoned in the face of the RC-Solee war that now with so few contested worlds between them was inevitable. The Free Trader's League (FTL) whose former Guild captain's whom had opposed Vugnaashii's rise and reign of thuggery in 1189 and had

lost the vote, saw an end to their fourteen years of persecution and attacks within sight. Elements of the Guild had already defected over to the UWA polity, and in August 1204 the coup was in the offing when Vugnaashii's chief henchman, Guild Senior Captain Enligi Khargulim attempted his own pre-emptive takeover by killing his Superior at Jump/ The Blight at their annual Guild summit. Khargulim's reign of power was short-lived as he mysteriously died from a seemingly simple stab wound from a jilted female Captain, Shavon Chavez only a week later. With Admiral Vugnaashii's and his chief lieutenant's demise, the UWA defections, coupled with the defeat of their chief client state, Imperial Raymore, the FTL's Captains swept back into power. As an organization by the fall of 1204, the Diasporan Starfarer's Guild had fractured into those handful of ship-owning captains who now called the UWA their home state, the rapidly declining ship-owners who had followed Vugnaashii's ruthless economic amoral ideals (The remaining dozen or so pirates, gunrunners, and slaver Ship owners), and the thirty-eight Free Trader League Captains who held the majority. Their coup came almost too late, almost in time to preside over the near death of the institution of the Guild itself at the hands of RCES. The RCES, now freed up from the Soleean War where they had honed their own Ship hunting skills against Soleean commerce, adopted the strategy of "island-hopping", a lesson learned from how the Soleeans had managed to keep their patch quilted empire together. The nature of Madoc and The Blight subsectors lent itself well to the campaign astrographically with its J-2 and J-3 gulfs and isolated systems; likewise the Guild maintained their personnel on only worlds with operating Starports here as a rule. The RCES too had learned much from their long-ranged Moonshadow missions against the Vampire Starport at Iselu (1202-1203) began in earnest in the fall of 1204 as they advanced into both Madoc and the Blight Subsectors from Khulam and Promise. On a tip from a captured Guild crewmember taken while prowling the newly liberated Promise main in late 1203, the intelligence came to conduct a SAG raid onto the world of Jump. Postponed by the Soleean War, it was initiated in September 1204. The raid was successful, and liberated the remaining five survivors of the nine originally imprisoned crew of the Dawn League Explorer Dammerlicht. This sparked off the renewed fury of the Star Viking's and the old memories of vengeance against those in the Wilds who had treated the Dawn League Twelve peaceful recontact mission personnel so poorly. Recruitment of personnel into the RCES, the RCN, and the RCMC already on a wartime increase at the outset of the RC-Solee brushfire war, exploded exponentially in a new wave of patriotic idealism, fueled by the propaganda the RCES themselves carried about their nebulous enemy, the Guild. From Madoc subsector, thanks to the successfully concluded 1202-03 Iselu Vampire missions, RCES struck

out from newly allied affiliate worlds such as Saagii, Tavara, and Pekhuraa into Shumisdi subsector, raiding the Guild's base at Garaag. They advanced and established a forward bases at Kennebunk, Ebekhar, and Iselu, and here the Solomani-designed Victrix-sloop came into its own as a premier privateer raiding ship for the Star Vikings as they harried and took out Guild bases one by one. The new leadership controlling the Guild saw everything they had endured and regained back about to be swept away by the unreasoning furious assaults RCES was now bringing to bear against them, and reinforced their B-class yards on Jump with the best PAD missiles they had salvaged from nearly forty years of scavenging worlds. The RCES first attempt to storm the planet in November 1204 ended in failure, with several ships and their crews lost. RCES then besieged the system from January 1205 onward, pressing after the Guild's spiritual birthplace, Gegaashaa.

The Spring of 1205 saw more vessels for the RCES and RCN added into the fray, and the campaign began with the decapitation raids against the pro-Guild worlds Fuji and Wescap in the Blight, and in Shumidisi the Duwamish main saw their first Star Viking Missions. Corewards, from the newly established forward bases at Iselu, Ebekhar, and Kennebunk, the RCES struck deep into lusea subsector, destroying a three ship strong vampire fleet based out of the Iqorr system, and seized the key Guild C-class shipyard repair facility on Ledge that same summer two months later. The RCES island-hopping strategy then struck corewards-spinwards and further isolated the Jump system's siege by moving corewards into Kushga (F) and Alurza (G) subsectors taking first the D-class port and Guild base at Atabano/ Kushga, and forcibly toppling the pro-Guild Feudal-technocratic government on Dryden/ Alurza.

Behind this move the RCN swept in and seized the Vampire ship haunted former Imperial Depot system. Reduced down to several dozens of planetoid hulled ships, the former defense fleet's crews at the time of the collapse had perished when their ships became sentient, ending their petty system of "kingdoms" amidst the asteroids. This dangerous non-jump fleet was an allied puppeteer ally of the slain entity on Iselu, and its defeat in May 1205 cleared the way for the RCES and RCSA salvagers to begin the work on the still massive stockpiles of cached parts and facilities of the once 90-million sophonts stationed here. The RCN with RCSA supplied machinery from Depot-Ultraneta/ Jayna, as well as the RCN Kruyter system Training yards began in the third quarter the establishment of a major RCN repair facility here to sustain their drive across the Diaspora Sector.

Kushga (F)

Coalition forces discovered in Kushga as they swept through in 1205-06 among the 31 star systems there,

fifteen dead worlds, and sixteen with existing inhabitants who'd survived the collapse. Of the Boneyards, only Messier, Viedma, and Erobi were viable salvage worlds post Viral Collapse, or that the Guild had not picked clean. Of the latter, inhabited worlds, seven had working starports: Arriba's E-class starport was maintained at TL9; Dasekha, and Accokeek held the highest technology level Downports at TL8 (D-class, and E-class the latter two respectively); Lerun, once conquered by Imperial Raymore(Alurza-G), maintained an E-class Downport at TL7; Tanelos and Atabano's small D-class Downports remained operated at TL4 and TL6; and Ramashii's small E-class as well at TL6. Only two other of these inhabited world remained at TL5 or better without a starport, and those were the survivors of the former Imperial Naval base world of Affuel at TL8, and those who dwelled on Nilii at TL7. The remaining seven other inhabited worlds had fallen below industrial levels into barbarism.

From 1207 to 1212 RCSA salvage and recovery work colonies on Messier, Erobi and Viedma went like gangbusters. Erobi's class V salvage colony's output was tied directly into uplifting Dasekha, Arriba, Affuel, Lerun, and Accokeek towards TL11 and TL10. Meanwhile, the class IV salvage colony working Viedma, hauled her TL15 salvaged machinery and artifacts trailing back to the Coalition, just as the desert covered preserved TL14 machinery and artifacts on Messier did from that Class V salvage colony. RCSA goals for the subsector were to bring as many worlds as possible up to TL11 and TL10, based off the massive relics intact on Erobi and Viedma, and to a large extent paid for the subsector's bootstrapping. RCSA starport bootstrap uplifting projects began on eight of those nine worlds. Dasekha was the homeworld to two Free trader ships crews and their dependents, remained non-aligned and so received no RCSA financial or material uplift aid. By 1207, with all eight worlds meeting Coalition membership as either associate or full member worlds and the establishment of a regional Admiralty courts at Atabano, Arriba and Accokeek, due to the fractious nature of Lerun. Starport improvement projects began in earnest and by 1210 all the existing E-class Downports had been successfully upgraded to D-class, while Atabano and Tanelos' D-class Downports were returned to their pre-collapse C-class level of capability by the winter of 1210. RCSA sponsored uplifts in the construction of basic E-class Downports in 1209 on Darryl, Messier, Twinsong, Affuel, Soar, Nilii, and Iris began, and were completed in mid 1210, with longer ranged plans to upgrade to an A-class shipyard on Affuel, B-class on Darryl, C-class on Twinsong, and D-class on Messier, Erobi, Viedma, Soar and Iris. All of this was scuttled in 1212 by the Black Fleet of the 2nd Vampire Plague

Alurza (G)

In their 1204-05 conquest of the remnants of the Guild and the skeletal remains of Imperial Raymore in Alurza subsector with their coreward ally the Covenant of Sufren, the Coalition's leaders found the once might Alurza main a checkerboard of twelve inhabited worlds, and twenty-seven Boneyards of her once thirty-nine economically powerful star systems. Amongst the Boneyards was the strategic find of Diaspora's former Imperial Navy Depot asteroid system the RCN immediately laid claim to, and the class IV salvage colony target systems of former TL14 Khanii, Beep, and TL15 Oath that were all that remained from the collapse's destruction and the Guild's salvaging since 1167. Of the Twelve inhabited worlds, only four had starports: Ekuur, Raymore, Dryden, Bifirs, E-class Downports were all maintained at TL8, and Gecko's E-class port was sustained at TL7. All of these were Guild run, owned, or operated ports the Star Vikings conquered, toppling the planetary governments as well. Of the remaining worlds the Coalition freed the pre-industrial Guild slaver targeted worlds of Ekuur and Raasara; several of the largest populated worlds had been Guild client systems of balkanized technology supported warlords like Kandom, Layne, Waboni, Nugual, and Gilboa. Only the TL5 indigenous aliens on Opheim and the representative democracy on Grand Fork who while they had no starport, welcomed RCES to build one.

The majority of the twelve surviving worlds had once possessed a technology maximum of TL9 and TL10, and the RCSA determined this would be the subsectors' bootstrapping goal, while the TL14/15 salvage was shipped back to the Coalition to help fund the recovery efforts here, as well as pay for new starports, and upgrade the existing ones in 1207. Raymore, Dryden, Bifirs and Gecko's starports were successfully upgraded to C-class capability by the time of the 2nd Vampire Plague, a C-class port had been completed at Depot, and D-class ports had been established on the remaining three salvage colony worlds, and Kandom, Layne, Waboni, Nugual, Grand Fork, and Gilboa. But technology uplifts were far slower before the disruption caused by the Black Fleet's wave of scorched earth and death and the following Refugee crises. The worlds of Dryden and Opheim (later named Op-Talis by her indigenous sentients) were the exceptions, remaining where they'd been since the end of the 3rd Imperium. The worlds of Bifirs and Raymore had managed to advance to TL9, and Gecko to TL8, and Grand Fork had managed to rise to TL8 from TL5; but the pre-industrial worlds like Kandom, Layne, Waboni, Nugual, and Gilboa had scarcely managed the beginnings of TL6 industrialization when the economic upheaval of the displaced Covenanter refugees made its impact on the subsector.

Iusea (J)

With the fall of the heartlands of the Diasporan Starfarer's Mercantile Guild's D and C-class starport bearing TL7 worlds on Gegaasha, Ledge, and the liberation of Ebekhar and Kennebunk and their D and E-class starports, the Star Vikings discovered in 1206 after being halted by the Imperial Regency navy and the UWA to spinwards that same year of the fourteen Boneyards only two viable Salvage sites remaining, both the former heavily populated world St Denis and the world of Cheetah, each bearing rich troves of TL15 salvage. Of the remaining eight inhabited worlds there, four were low population primitive to pre-industrial worlds, and the remaining four, two were TL5, and one TL6 and the last was TL8. Like Kushga subsector corewards of here, the RCSA decided based on the surviving worlds thereto set the goals to uplifting to TL11 as the benchmark, and pay for this with the two salvage colonies harvesting TL15 machinery and artifacts they erected in 1207.

At the onset of the 2nd Vampire Plague in 1211, Gegaasha had barely been upgraded to a C-class starport, and Ledge's upgrade to a B-class starport was half completed, whereas Kennebunk and Ebekhar were both C-class. Technology bootstrapping which had begun in 1208 had seen only modest gains by the winter of 1211: all but one of the twelve worlds had increased their tech infrastructure by one level, and the rest, including two salvage colonies boasted a D-class Downport when the Black Fleet's swath of death and destruction and subsequent Covenanter Refugee crises interrupted the flow of RCSA funds for uplifting these twelve worlds.

The Blight (K)

The follow-on conquest of Iusea between 1203-04 after the defeat of the Vampire Puppeteer entity "Ernest's" that had dominated the subsector from its B-class starport in the Iselu system by the Coalition's Star Vikings in Operation "Guiled Lilly", revealed in this sparse subsector only possessed a single world still viable as a TL13 class IV salvage site on Tarsale of the eight dead worlds. By contrast, there were fifteen inhabited surviving worlds. Jump's B-class port, the Guild's regional headquarters and major shipyard hidden here remained under RCN interdiction until the Vampire Plague, and well after the RCES had rescued the survivors of the Dawn League vessels Dammerlicht, and the Ra from the concentration camp factory there in 1205. RCES liberated the Vampire of Iselu's slaves, scattered tribes living at TL2 across the planet's mining sites, even as they captured his Downport facilities after the destruction of the orbital manufacturing shipyard and several vessels.

The Guild's two other owned/ operated ports were the E-class ones on Wescap TL8, with a population of 500 million, and four on Fuji, TL5 with a balkanized population of 600 thousand were the major sources of their

armament cargoes they shipped into the Old Expanses. These were toppled in blitzkrieg fashion. The world of Eberly sustaining TL8 and a population of 9 million), Mason sustaining TL7 with a population of 300 thousand, and Tornгат sustaining TL5 with a population of only 10 thousand, were the highest technology centers of the subsector. The other ten had fallen to pre-industrial levels, and of the fifteen eight were balkanized, ironically the largest populated world of Aaneru, with 700 million inhabitants ruled by a sole cruel TED, was not. Low populated primitive tech Guild Slave target worlds like Mogumba, Daariida (Both TL1), and Heart (TL3), rejoiced that they would no longer be raided indiscriminately from space when given the news, but they were not able, nor willing to rejoin the Coalition's march across the stars. Worlds that had traded with the Guild for armaments against the "Star Viking" threat like the technophobic Mystic Psionic Dictatorships of Thicket, and Sivo, both TL4, slowly realized the landscape had changed. As the Star Vikings backfilled and deposed those world governments opposing between 1206 to 1208, RCSA grants and improvements to starports were forthcoming. At the even of the 2nd Vampire Plague in the winter of 1211, E-class starports existed on even the most technologically backwards of these worlds, and Free traders departing from the rapidly thinning Guild ranks established a C-class starport on a breathable high plateau on Veejay. Wescap and Fuji's Downports had been advanced to D-class, and bootstrap tech level uplifting projects advanced on all but Mogumba and Daariida.

Shumisdi (N)

Following on the heels of the almost bloodless annexation and inclusion of the majority of the worlds of Madoc subsector in late 1203 early 1204, Shumisdi's "conquest" began in the spring of 1205. The subsector had sustained the Hard Times era stellar entity, the Duwamish Confederation composed of the worlds of Alki, Snoqualmie, Duwamish, Burien and Prosser. Of these five worlds, three remained inhabited. Twelve others also remained inhabited, six with working starports, all of the four D-class ports Chamawa, Prestwick, Dawns, and Biremeruun, as well as the E-class port world of Woken were owned by offworld friendly governments and readily welcomed the advance of the Coalition in 1204, and all were full members in 1206. Non-Starport owning worlds like Nappa, Chicago, Gus, Musiiba, and the Droyne world of Yatustuhexna also welcomed the Coalition with a better reception than they'd expected out this deep in the Wilds.

The only starport owning world that resisted the Star Viking advance was the Guild-run E-class port world of Garaag and their totalitarian TL4 regime in a brief but bloody conquest in 1205-06. Other Guild-backed TEDs of the xeno and technophobic worlds of Prosser, Semaachi, Snoqualmie, were conquered by force and

annexed with interim governments after 1206 as the RCES retrenched after the fateful UWA-Imperial Regency meeting halted spinwards Coalition expansion. These former TED run worlds entered Coalition membership in 1208. Duwamish's ten balkanized Mystic dictatorship regimes were approached with the same tactics that had succeeded on Tiniyd/ Thoezennt, and was peacefully annexed into the Coalition in 1210. In the spring of 1211 Professor Ilelik Kuligaan's family survivors were discovered living on Duwamish, and he rejoined them there in late fall.

Funding the rebuilding of starports and technology bootstrap uplift missions here came from the still viable rich salvage sites the Guild had never finished: Two class V salvage worlds, Frock and Frey contained TL12 and TL14 salvage from over 9 billion former inhabitants, and the TL14 laden class IV site on Alki's former 700 million sentients. The other nine worlds the Guild had harvested clean. RCSA funds had by the onset of the Vampire plague at the end of 1211 had raised to C-class capability the starports of Chamawa, Prestwick, Dawns, Biremeruun, and Woken, restoring all these worlds to their pre-collapse technology levels. D-class ports were built on all three salvage worlds, as well as Garaag, Prosser, Duwamish, and Semaachi and bootstrapping efforts to reacheived industrial levels of advanced infrastructure steadily increased on even the lowest populated world of Musiiba, and those worlds without industrial bases surviving boasted an E-class port when the affects of the Post-2nd Vampire Plague's refugee crises ensued.

Madoc (O)

Madoc's success in the spinward pursuit of the Aubani-Hiver PSBB plan exceeded even their expectations as in the conquest of promise and the sweeping of the Vampire Highway in Khulam and Promise allowed unfettered access into the rimwards ends of the Diasporan Wilds. The Iselu Vampire missions of Operation "Guided Lilly" of 1202-1203 provided the Coalition with new details of the surviving worlds of Madoc, Shumisdi, Kushga, and The Blight. Unlike other Diasporan subsectors, the Guild had picked clean all of the eight Boneyard worlds, but they discovered the beginnings of an interstellar polity beginning, and offered them their support in exchange for membership in the starport owning worlds of Berens, Tygger, and Pekhuraa, and the non-starport worlds of, Tavera, Saagii, Saratov, Dinklewater, and Kinoss, which were half of the inhabited worlds remaining of the 22 star systems. RCES actions there against the Guild's attempts to stop these talks eased their entry into the Coalition as associate worlds in late 1202 early 1203, and later as full member worlds in late 1204. Pekhuraa was unique in that it had been a low populated world settled by the refugees of several doomed worlds evacuated in fear of the oncoming Virus, and had promptly grounded

or mothballed their fleet of twenty four bulk freighters, in what later became known as Pekhuraa Haven Lines, LLC. They had also managed to sustain TL9 throughout the collapse, and had recently improved their own starport to C-class before RCES first contact.

The Guild Base at Manna was destroyed in early 1203 following leads from the defeated guild attack on Pekhuraa's new orbital port in late 1202. The Guild owned port on Bellin was swiftly conquered in Star Viking blitzkrieg and artillery support in the late summer of 1204. The shortage of military forces forced the RCES in Madoc to use more subtle means. The TED of Seben was toppled by an economic campaign, Ruffian fell to actions from the newly freed world of Bellin. Kelvin fell to trickery, and Berens was simply bombed. Pekhuraa swiftly became the subsector regional capital for the RCSA, followed by the TL8 economic powerhouse of Saagii. RCSA starport improvement funds flowing outwards from the Coalition were steered towards the Pekhuraans, which by the winter of 1211 had moved their star shipyard's status officially to B-class and regained an amazing sustainable TL12. Saagii in friendly rivalry and competition followed suit with having advanced to C-class capability and had achieved TL11 sustainability. The most backwards of the surviving worlds boasted an RCSA-run E-class starport, like Galuda, Kelvin, and Bernens, while the rest were equally divided with C and D-class starports, and had regained two levels of lost technology through vigorous bootstrapping operation shared by Saagii and Pekhuraa "Star Vikings".

Working with the Covenant of Sufren in Pasdaruu, Alurza, lower Khavle

Expanding into Pasdaruu at the gas giant devoid system of Ephraim after ending a renegade Star Viking's defection with two ships, the RCES liberated the Vampire fleet besieged world of Bail-4 along the Pasdaruu Main in September 1204. From Bail-4 and Ephraim, which became new forward bases for the RCES in the spring of 1205, they launched the unfinished drive to clear the subsector of vampire ships, and secure the Wilds trade corridor to Sufren. The vampire Starport on Raziira was easily defeated shortly thereafter, and the Vampire client state regime on Ifuwana was also overthrown. The campaign on Ifuwana puzzled RCES, for even after deposing the Grand Caliph, the people arose in protest at his trial for crimes against his world arranged by the RCES and demanded his release. It appeared, that by peacefully dealing with the vampires, and offering repairs to them, he had also denied them slave crews, and had spared his world from their depredations, raids, and casual bombardments. As if to punctuate their point, the people of Ifuwana and their new Interim government elected him Prime Minister in the Fall of 1205.

New Coalition Allies from Tiniyd, the Droyne Oytrip of Es-saymayrsis, landed on Teeque and began uplifting and casting the Chirpers there in the summer of 1205. Most of the Human population here on Teeque had left during the collapse, hired on and off the planet by Free Trader's and Guild ships alike. The few who remained when the Droyne arrived were still farming, side by side the fallen Droyne community that had devolved back to Chirpers. As part of their trade linkages to the Covenant of Sufren, which was also expanding outwards at this time into Khavle and the rimwards ends of their own subsector, the RCES and RCN began working corewards towards them in Pasdaruu, and Alurza.

The once powerful Guild client state of Imperial Raymore was but a ghost of its former might when the Star Vikings island-hopped across the Alurza main into the former worlds of the Vassalry Judiciate and Alurzan Cartel there in the summer and fall of 1205, ending the last pretenses of the "Imperial Raymore", as they had other would be "empires" in their march across the stars. The Coalitions major campaigns aside from a lopsided space battle in the Raymore system included the Bifirs, and Gecko landings, and a joint operation with the Covenanters tackling the Neefi system in rimwards Sufren subsector by October 1205. It was after defeating Imperial Raymore that the RCES suspected there was yet still something elsewhere backing the Guild. As 1205 drew to a close and RCES and RCN ships gathered in greater numbers in Diaspora, they prepared for the next year's push, and the final shattering victory they felt was deservedly theirs over the Guild.

The Ship Yard Boom and Oriflamman Worker's Revolution (1203-1205)

The Reformation Coalition's shipbuilding capabilities having been increased with the inclusion of upgrading Oriflamme and Trybec's shipyards to A-class facilities since early 1203, coupled with their newly established J-3 trade route to the Sitah Polity centered at the high population water world of Renj finally began showing their full affects in January 1206.

Trybec's corporative government, Trybec Corp was selling off her TL10 infrastructure to spinwards to the new allied worlds of Saagii, and Pekhuraa in Madoc, and the Promise main worlds of Exeter, Eloji, and the subsector capital of Promise as she replaced hers with TL11 Sitah-produced machinery. Fueling the Coalition's runaway economy were the numerous salvage colonies springing up from Sitah to Khulam, and Ximenes subsector in Alpha Crucis to Pasdaruu in Diaspora sectors, including reopened ones formerly run gulag-style by the fallen Soleean Empire in Shenk and Karse subsectors. New starships to haul these precious technological assets back to the RCSA Auctions and to the worlds where they'd be implemented supported the demand as

aging relic vessels wore down and were subsequently scrapped and retired to the Kruyter Navy Yards in Aubaine subsector. Working behind the RCES assault on the Guild in Diaspora, Pekhuraa's Haven Lines aging fleet of two dozen 20kton bulk freighters carried the spinward front of salvage back towards the Coalition's heartland systems, as well as back towards the new economic growth of the Promise Main.

Added to this of course were another forty-eight starships recovered from the Wilds by 1203, half of which were from two system stranded vampire fleets at Mitchell/ Khulam and Darainne/ Thoezennt which had to be renovated, and which the RCSA sold after their eventual refurbishment via the Auction system to the highest bidders. The RCSA sponsored star shipyard upgrade plan laid down by the NOVA-BEATLE System Defense Boat program left room for this refurbishment in a work-share style that all of the major worlds of the RCSA at the time could participate in. New member worlds like Keipes, Marax, and Kide that already had existing relic ships also added to the economic trade that began the 1203 boom and the demands for newer and easier to maintain ships came to the forefront of manufacturing capabilities from Renj to Exeter.

Oriflamme, tired of being second-fiddle politically, had through its 'back-face AO operations undertaken with Baldur into the So Skire subsector had carved out several client states it was selling off its TL9 infrastructure even as it replaced it with TL11 manufacturing capabilities purchased outright through Renj in the trailing adjacent Sitah subsector. Oriflamme's massive facility at Nemyer City, Bourgund Yards alone doubled the Coalition's output that Aubaine had once boasted, and at TL11, vied for the market in the Coalition's new Traders and warships contracts now far more competitively. Added to these two Coalition Core worlds came the A-class upgrade of the Renj Syrim Shipyards themselves, and the revival of the A-class Exeter Yards, of Exeter in the Promise subsector back to A-class status as well.

Oriflamme suffered one hiccup in this time period. Two events led to revolt against the old guard F-tech government: the first had been the Junak flu epidemic that occurred in the winter of 1203-1204, caused by one of their Lancer-sponsored 'practice raids', and the relief efforts were overshadowed by the RC-Soleean war, and Balduri rescue mission. The proof it was caused by the raiders from Oriflamme came to light in the summer shortly after the war's end in September, drawing the ire of the GTRC and other NGO's involved in stemming the planetary epidemic. The second was the exposure of the rimwards smuggling and raiding by Oriflamme based corporations, defrauding the RCSA coffers of trillions in salvage credits by buying them on the non aligned world of Kal was a scandal that rocked the Coalition and Oriflamme itself in the spring of 1203, known as the Kalkaska Scandal. The outcry on Oriflamme, already dealing with an insurgency of discharged servicemen rebelling against the very

corporate Pirate-operating Technarchs they viewed no better than the TEDs they'd fought in the Wilds, led to a massive planet wide strike, even as the RCSA threatened to expel Oriflamme if they did not repay what they had defrauded their fellow member worlds of immediately.

Chief among these RCSA-cheating Technarchs were the heads of the merged Harknotten-Daishow Trust and those relic parts sustained industries that had benefited from their non-RCES sanctioned 'smash and grab' raids, chiefly Bourgund Ship Yards. The Oriflamman Military joined the planet wide strike and refused to fire upon their former service members, or the strikers in the second week of December, and the Psions of the former secret Nemyer Institute added their weight to the cause for recognition rights. On the eighteenth day of December 1204 the confederated government of the planet's Technarchs fractured as the RCSA made a call on Oriflamman assets, and threatened to seize the new A-class Shipyards of Bourgund Yards as payment. Reinhardt Karlsruhe III, heir of the Oriflamman Shipbuilding giant and largest employer on planet, and several others whose industries supported the military realized the handwriting was on the wall, and dissolved their planetary government in the face of public and RCSA member pressure, and threat of economic and legal sanctions.

What emerged in the first week of January 1205 in Nemyer City, Oriflamme was not as some Federalist opponents cynically believed to be democratic 'window-dressing' over the old Feudal technocracy, but a more inclusive interim representative government. Karlsruhe and those Technarchs still in good odor with the working public seized the hard choices and froze the liquid assets of Harknotten and Daishow Trust, and maintained order with the shareholders while the investigations and criminal charges were brought forth. The 1205 Christmas Holiday Oriflamman Revolution created a bicameral house of representatives, one for Labor and one for Management (Technarchs). Oriflamme's new leaders thus saved face and paid the piper their predecessors had called, mainly by undertaking RCSA ship building projects at costs more closely watched and less "padded" for fraud as had been the case before.

By 1206 commercial ship building within the RCSA worlds was beginning to rival Military shipbuilding, simply to keep pace with the trailing Jump-3 Renj Trade route, and the Soleean Administered worlds to corewards in Jayna like Czerniak, Thanatos, and Kestral. Salvage companies needed vessels that could haul away the relic machinery harvested off of worlds they were contracted to, and this led to a line of commercial Clipper styled ships replacing the older relic starships harnessed as well. Added to this was the Covenant of Sufren's purchasing of vessels as they too expanded across their subsector to trailing, and rimwards towards the Coalition to secure their Wilds trade route. This dumped a lot of older starships into the Auction system, and into the

hands of private ownership once again as newer State-approved shipyard built ships began to fill demand.

The discovery of the UWA polity and Meeting with the Imperial Regency (1206)

The RCES-RCN Island hopping offensive against the Guild regained its momentum with the capture of the conquered Lerun Main in late 1205, and the fall of the Guild's spiritual homeworld of Gegaashaa in the mid-spring of 1206. RCES Intelligence had gathered from prisoner interrogations and captured Guild documents on Guild-run Starports and support facilities they'd overrun in their fury to destroy their enemy once and for all, that to spinwards lay the pocket empire actually supporting the Guild. They had thought that Imperial Raymore was the chief villain, only to learn it was merely a propped up stellar regime and supported by the Guild when they blitzed across the Alurza Cluster in early 1205. The Star Vikings too had suffered losses in the rapid march on the Guild, including RCES Commander in Chief ADM Sean 'Hammer' Lathrop who was killed by a Guild's high tech planetary defense missile to his flagship's bridge, the RCS Maggart in late 1205. ADM Hewitt ordered the RCES strike force into the Shadigi subsector and eliminate this last bastion of Guild strength. CDRE Pat 'Who Me' Ritter in command of the Task Force 'Hammer' consisting of four Fusilier-class cruisers, while Hewitt commanded the four Troop laden 'Stretch-IV' class Clippers and two Leviathan-class assault ships with two combat brigades of the 2nd "Spearhead" Coalition Marines along with half a dozen 400dtn Victrix Sloops and a like number of 100dtn Multi-mission scouts. Their Scouts jumped in and returned unscathed, reporting the pocket empire's forces had gathered and were preparing to resist them. What the RCES-RCN encountered was not the frantic UWA's small SDB and relic makeshift 'fleet' of Phoenix, they encountered instead the gathering of all of two dozen small vessels and its ten or so allied Guild armed merchant ships, and a 60 kton Imperial Regency Navy Azhanti-High Lightning Class Frontier cruiser on a long range diplomatic Wilds contact mission, for which the UWA was hosting. The RCES-RCN were not immediately deterred by the presence of such a relic Imperial era warship, and upon suggestion by CDRE Ritter, ADM Hewitt opened channels to "talk" why they were defending these "nefarious gunrunning, slaving, despicable pirates". Both the Imperial Regency and the RCES took an instant dislike to one another. The Imperial Regency mission was led by Admiral Roland hault -Zumetaxis (Who as an Imperial Noble stood for everything the Star Vikings blamed for the fall of the Imperium) saw the Star Vikings initially as an aggressive bunch of bullies over a smaller legitimate pocket empire. The Star Vikings' disdain was further

raised when they came aboard to discuss the fate of the UWA, was the Imperial Regency's complete lack of decorum with Psions everywhere, denoting they did not trust the RCES (in their eyes). When Zumetaxis discovered there were AI-Viral entities aboard the RCES ships he threatened to destroy the RCES ships then and there. Twice the talks broke down and it looked as if their might be shooting, but cooler heads prevailed on both sides, namely led by the Hiver Technical advisors aboard the RCES vessels, the Sons of Craig within the UWA polity, and the Psions on the Regency warship.

The RCES invasion of the Shadigi Main was shelved and couriers were sent back to trailing seeking the RC-SA's consent, returning on the eve of 1207 as the stand-off continued with a dozen or so key RC-SA envoys. Both the Regency and the Reformation Coalition by agreeing not to go to war turned an important corner in history of the New Era, and upon signing a non-aggression pact in 1208, each side established an embassy there for a mutual hate-hate relationship. The signing of the pact on the UWA capital world of Phoenix, cemented the UWA's status as an independent polity and effectively ended any prospect of continuing RCES aggression. A great Interstellar war at the early period of the Recovery, had been avoided, if only narrowly.

The Reformation Coalition and the Covenant of Sufren (1206-1210)

The RCES and Covenanters continued their mutual trade relationship throughout the expansion into Diaspora as allied but separate states. The Covenanters, dependent on the new Trade links from the Coalition did not see eye-to-eye with the 1204 Citizenship rights granted to the peacemaker strain AI-Cyms the RC-SA leadership under SecGen Maggart had undertaken, and the political upheaval of adding 6.6 billion representatives to the RC-SA was seen as a daunting task, given the widespread racial ethnicity of the Covenant worlds, and a generally hostile outlook towards AI-Virus. But the Coalition continued to view the Covenanters as valued allies in their war against the Vampires, having been given their greatest tool against the hostile insane Cyms, the Anti-Viral Virus weapon called 'Snake', as well as being grateful for the rescue and return of the crew of the DLS Lady Elise in 1202. From their contact with the Regency diplomatic missions of 1206-1208, The Covenanters learned their layered defensive preparations were not vainly spent after learning of the 1139 'Rape of Trin' from them. Although as militaristic and anti-AI-Virus leaning as the Imperial Regency, the Covenanters were far from impressed with these would be Imperium restoring minded folk, having more in common with the Reformation Coalition there. The lesson of a high population world destroyed by a super dreadnaught Vampire ship was not lost on them.

The Covenanters did not see everything eye-to-eye with the RC-SA and RCES of course. Officially they gave "no comment" to the Promise decision, the former Vampire Hell world liberated by the Coalition, and where Humanity and AI-Cym Peacemakers had come together in a unique world culture. Sufren and her allied worlds were very much still in a war-mindset against all forms of AI-Virus, though even the hardest among them conceded that 'Snake' was merely a single-purpose tame Virus itself. They certainly did not question the flow of TL13 and TL14 goods and credits coming from the Coalition and Hive Federation in exchange for the patent rights for 'Snake'. With this new influx of cash, and trade, Sufren began to expand outwards themselves. The demilitarization of Solee through starship renovation and subsequent sales to the Covenant's warship-lean Navy was secured with the Coalition's aid. Being on the forefront of the Vampire coreward-to-rimwards end of the 'Vampire Highway' running through Khavle and Pasdaruu in Diaspora, the warship sell-off to the Covenant was deemed a worthwhile means to an end: It shed Solee of the relic fleet mothballed in orbit around its world as well as paid for the reparations set upon that world for the nuclear winter environmental repairs to Marcena, Hindahl, and Yontez in Shenk subsector; secondly, it allowed Sufren with more trained Space Navy personnel to shoulder their half of the vampire riddled region of space closest to them, as well as protect the burgeoning amount of trade traffic flowing between both states across the narrowing Wilds between them. Over seventy-five such warships were purchased by Sufren from Solee, roughly twenty-five every two years, putting the Covenanter Defense fleet at just under 200 vessels by mid-1210.

Coalition and Covenant cooperation in the great Alurza Main that ran from the rimwards end of Sufren subsector down into The Blight and lusea subsectors began to pay off, opening up former Guild client worlds, the heavily populated, technologically regressed former Backman Cluster and former Imperial Raymore worlds along it in this period. The Covenanter World's demand for Wilds capable commercial starships further added to the shipbuilding boom of the RC-SA member worlds, in order to secure their own salvage world relic machinery on, as the RC-SA had done. In 1208, the Covenanters were met by the RCES in the trailing edge of Khavle coming from the Old Expanses Dethenes subsector from the great Clersor Main at the Halle system/ Khavle and down in Pasdaruu in the Westfir-Jeddel cluster. Even as the Coalition began their uplifting missions out in their swift island-hopping campaign across Diaspora they stepped up their expansion and absorption of the Soleean Administered territories (Shenk-Jayna-21 Worlds-Karse), they expanded corewards into the Srys-Surya subsector from Thoezennt, and crossed into the ruined worlds of the former high technology Vaward-cluster worlds in Quinoid subsector, and into the stellar sparse Dethenes subsector. The Covenant state encompassed by mid

1210 the entirety of the Sufren main itself, Grouard and Navar rimwards, the Erakhuu cluster, and had major allied nation states on Naasha, Backman, Neefi, and Hervestia in the upper Alurzan Main. To trailing they had re-established the worlds of the Khavle main, like Accra and Tsinan, Cita and Ashiizar. Further out, along the Khavle-Dethenes frontier they had discovered the Ashiin of Ashii as capable ruthless allies in their war on Virus, and had reopened the world of Aight as well rimwards of Ashii. The Vampire client states of Matunuck, San-born, and Voss fell before them as well as they pressed across Khavle one by one. The Covenanters established salvage colonies of the dead worlds of Forward, Medora, and Khavle, and down in Pasdaruu on Westfir and Jeddel. They were however, like the Reformation Coalition was, staggered at the sheer number of low population technologically regressed worlds along the vampire highway.

One of the innovations the Covenanters established in their “breakout” from their siege were three deep space refueling sites, Jump 2 and Jump 3 from Sufren, and kept fueled by several relic bulk freighters converted to fuel haulers for the mission. These were established at star grids 2006, 2007, and 2107. These were integrated with Coalition Navy and merchant service in moving convoys in early 1204, as well as their own Scout Service missions to the rimwards Backman cluster, and further out to the Salvage colony worlds they established in the Westfir-Jeddel cluster. Sufren’s small civilian merchant starship A-class yard, closed since the 3rd quarter of 1130, reopened in 1206, budgeted by demand as the Covenant of Sufren state expanded, and demanded vessels to serve the re-opened worlds in Khavle and Pasdaruu. It was also the year the former Imperial Navy yards returned to B-class status once more. The Sufren system having been retaken from hostile Vampire forces in 1179 refurbished their SDB outposts in the outer orbit asteroid belt in the eighth orbit to the inner zone’s asteroid Belt. Six manned orbital forts ringing the planet were built, each holding four missile laden SDB’s, two dozen two-man long duration 20dton medium fighters. A total of eight others were established in the system’s two belts utilizing cheaper, stealthier planetoid hulls, and three each around the smaller outer-zone colonized planets Grymmyr and Mizrii in the 6th and third orbits. These were completed in 1202, allowing for greater system force protection and defense of their gas giants for the sixty surviving SDB’s, allowing for greater flexibility for their jump capable relic fleet. Plans for more orbital SDB bases for the system’s three gas giants (orbits 4, 5, and 7) began in earnest in 1206. Only the two inner small gas giant’s bases were completed by 1210, each boasting four such fortresses, and four new squadrons of SDB’s; the far gas giant’s bases were to be planetoid hulled, and were unfinished at the close of 1210.

The Dethenes-Diacy Debate (1208)

In the Dethenes subsector, the Star Vikings discovered the immensely high populated (A) former Dethenes Technical Alliance world of Dethenes itself, and nearby Diacy. Both were large heavy gravity worlds: Diacy with 75 billions had fallen back to TL9, and had just cleared its system of Vampire ships; the world of Dethenes alone had a staggering 80 billions, but more astonishing still—5 billion of these were peacemaker AI-Cym robots and data systems, co-existing at a sustainable TL12. On the latter world the Dethenians and their former TL16 AI’s had weathered the collapse together: Their human creators saved those from the suicidal impulses of the Lucanic AI-Deyo Virus in the 1130’s, and the Peacemakers here set about an internal revolution to remove and replace “from within” their own kind the would-be AI-tyrants over their humans. Dethenes had stabilized at TL10, and had since 1140 built their way back to TL12 when RCES first contact came. While it appeared an almost even balance with both worlds wishing to join some form of interstellar recovery state to the RCSA, Dethenes itself was divided on the issue, having not yet debated all of the merits, based on their long history of independence, and so the measure in the RCSA to begin the probationary periods for Diacy and Dethenes were tabled at the time, not wishing to provide a lopsided integration of membership. This caused an untold amount of resentment on the part of the world of Diacy, who viewed their Coalition membership as being held up by the Dethenians and their AI-Cym citizens.

The Second Vampire Plague (1210-1211)

Vampire Fleet activity had dwindled after the fall of Promise in 1203. But from 1207-1209, the long predicted increase in their activity resumed, growing each year. Primarily these were slowly increasing waves of vessels moving corewards from the Solomani Rim along the Vampire highway, others moving corewards ran into the rimward frontier of the RC in Alpha Crucis, while still others came from across from trailing. Most ignored planets, and only those engaged by the RCES, the Covenant of Sufren put up a fight along this path, or the Hiver federation Navy stationed in Sitah subsector. Others moving out from Daibei and Magyar bypassed through or around the UWA as well. They had one thing in common all those whose jobs it was to watch and report on them discovered: these vampire fleets were all seemingly hell bent to get corewards. To rimwards of the Coalition however, from Alpha Crucis these fleets caused some alarm. Some Vampire activity was also reported skirting through So Skire and Sitah attempting the same route. Most from these directions were destroyed piecemeal where they blundered into a major inhabited area. One such “fleet” managed to cross through the spinward end of Sitah/ trailing edge of So Skire, and passed completely through

the Trailing edge of the Coalition in 1208, causing some alarm, but by the time pursuit could be mounted, it had passed through Ahri subsector into the corewards Delphi Sector.

In December of 1210 the Covenant's outer watch post worlds detected the arrival of the massive Black Imperium's Fleet passing through Subsector P, Massilia, and dispatched their few J-4 courier vessels to alert the RC's nearest worlds at Depot/ Alurza, and Tu'daysu-Teeque/ Pasdaruu, and one dispatched to Phoenix/ Hijiri the nascent capital of the UWA. It was a vampire fleet like no other that the battle hardened Covenanters and RCES had ever seen. What they did not know at the time was that the Fleet of the New Ziru Sirkaa of Vland after penetrating the Black Curtain of the Black Imperium in early 1210 had been defeated, and this was part of the backlash. The Black Imperial Fleets had bolted forth in mid-1210, led by four Capital Primes; four pre-rebellion-sized full Imperial fleets were hell bent for Vland first, Urdiki, and The Imperial Regency space. Another Capital Prime dreadnaught led fleet sped rimwards, to finish whatever of Margaret's domain still resisted the Imperial will, and a final punishment to the Old Expanses that had "sold out" to the Solomani in 1118. In a three-subsector wide path they advanced, blazing a path of destruction moving rimwards, as it divided and regrouped from one major element to three subsector dealing task forces. The central task force concentrated on the Massilia path of the Vampire highway (D, H, L, and P); while their right flank dealt with Massilia subsectors C, G, K, and O Subsectors and their 'left' flank scoured the spinward subsectors of Delphi Sector.

The Black Fleet regrouped in the coreward end of Massilia-P, and then swerved into the M Subsector of Delphi briefly, disappearing from Covenant Vampire Highway watch post worlds between 26/ XI/ 1210 and reappearing on 11/ XII/ 1210 before swinging into Massilia-P subsector again. This alarmed the Covenant Scout service who had not seen so large nor so organized a Vampire fleet before, and worse, one whose ships they had no intelligence on class or capabilities save from Imperial times. It stood at 120 capital vessels, with 360 smaller warships in its numbers, lead by two huge vessels of Super Dreadnaught size. The Covenant Exploratory Service sent their fastest couriers back to Sufren, Accra and Aight, arriving on 25/ XII/ 1210 Christmas day. The Covenanters Scouts however had learned two critical pieces of electronic intelligence: The Fleet was of an unknown Puppeteer-strain; and for the second, had utilized their best encryption code crackers worked feverishly to crack it in their time in jump space back to Sufren. It was not until they'd returned to Sufren's naval base that they were able to verify that The Black Fleet's puppeteer-strain fleet was using a Lucan Navy faction code from 1124. The Covenant government upon learning of the impending threat dispatched its scant few J-4 capable courier vessels to the Khavle worlds of Tsinan, and

Accra, and Aight, their three major worlds of that subsector; one was hastened to Phoenix, the capital of the UWA, and two sent rimwards to the known RCN manned worlds at Depot/ Alurza/ Diaspora, and Tu'daysu-Teeque/ Pasdaruu/ Diaspora.

The Black Fleet however, separated into three divisions, set on a target list of worlds at the time known only to themselves. On 25/ XII/ 1210, the Black Fleet's left 'wing' of 20 large vessels and 60 smaller escorts led by a Battleship arrived over the salvage colony on the dead world of Dehrapur/Khavle; the larger, central element split in two, arriving over the former Vampire fleet supporting world of Matunuck and the salvage colony on the dead world of Medora/Khavle; and the right flanking wing however struck Navarre and the Covenant salvage recovery worlds of Dahl, Mazuun, and Korona simultaneously. The latter three were undefended, and low populated, their colonists completely at the mercy of the invaders. The world of Navarre having scarcely received the initial warning from the CES, put up at brief two-day defense before its' atmosphere and surface were bombarded to insidious levels of toxicity. Two J-3 Covenant merchant ships that had been refueling at the near gas giant managed to escape to Haze with the news, arriving late on 00/ I/ 1211. They were refueled and jumped out with the news to Sufren later that same day.

On 01/ I/ 1211 the Covenant worlds of Navar, Haze, Troy, White Sea, Tsinan, and in Khavle subsector, the world of Aight were attacked; of these systems only the salvage colony on White Sea had not been warned in time. Haze having been warned of the fall of Navarre only twelve hours prior, had little time to make final preparations for those of their civilian population they had not moved into orbital bombardment shelters when the Black Fleet element arrived in system. Having no gas giants, her system defense units sold themselves dear as the Black Fleet squadrons emerged at the jump diameter, but were swept aside. The world of Navar, having been liberated from its Vampire -God TED who'd ruled from orbit over the planet in 1202 by Sufren Marines and Space Forces, had nothing but planetary based surface defense missiles to respond with against the Black Fleet element that arrived here. Tsinan, Haze and Navar were left burning in the jump flash wakes of the implacable Black Fleet in less than day.

The Vampire Plague returns to Dethenes

The Dethenes Technical Alliance having survived the Long Night, the 3rd Imperium had nearly been destroyed by the Collapse. The world of Dethenes herself, with her long TL16 traditions and technologies they had kept to themselves had to turn to the very androids and Artificial Intelligences they'd created for their own survival of the suicidal madness Virus brought with it. The miracle of humans and Silicon entities working together for survival

was accomplished, making Dethenes the wonder of the Old Expanses when RCES recontacted them in 1208. The sheer number of sane sentient strains of the Peacemakers, Parent, and Hobbyist strained AI's here far outnumbered the few thousand on the Coalition member world of Promise.

The Lucanic Black Fleet however was also not ignorant of the former DTA polity, and steered several squadrons there that were hell bent on their destruction after the destruction of Dehrapur/ Diaspora in the third week of December 1210, arriving the same time their parent task force arrived over Aight/ (3203) Khavle/ Diaspora at Kri (0304)/ Dethenes /Old Expanses. Their 40 capital vessels, some eight squadrons all totaled, briefly bombarded the technologically regressed world of Kri, refueled and jumped out for Dethenes.

Most of Dethenes relic TL16 planetary defenses had survived, and the rest had been replaced with their sustainable TL12 industries. The ships of the Black Fleet, if they were expecting an easy victory were taken aback as Repulsor batteries hurled back missiles intent on the world's destruction back at their attackers. A dozen of these Black Fleet vessels had been equipped with Black Globe generators soon found themselves overloading and self-destructing one by one. Humans and AI-Cyms died on both sides, even as the last of several large Dethenian monitors hammered the Black Fleet Flag ship, obliterating themselves, and its black globe's capacitors in mutual annihilation. Dethenes' tens of billions, silicon and human survived, at the cost of nearly all of their entire system defense forces, and the loss of several key orbital defense fortresses, and the loss of seven billion people planetside. The Black Fleet's expedition here was utterly annihilated.

The Battle of Sufren

The attackers of Navar, Haze, White Sea, and Troy coalesced over 84 hours, arriving into the Sufren system on 07//1211 in twelve-hour waves at the Far Gas Giant which they immediately swept clear of Sufren's deep patrolling SDB's. The Covenant of Sufren's Navy and Military commanders knew they had to make a stand, and with the Black Fleet's speed of 6Gee's meant it would arrive within range and engage their orbital forts and planetary defenses on 13/ I 1211. Before the far asteroid-SDB base nearest the gas giant fell to the Black Fleet's guns on 11/ I/ 1211, it relayed to the Mainworld by tight beamed meson comms their sensors had detected both super dreadnaught sized vessels, one of which remained behind with a dozen smaller escorts as it began its inexorable approach towards Sufren itself. The other Black Fleet SD sized ship led another 97 capital ships, and 288 smaller warships.

Facing them, the Covenant Navy had the 75 older but refurbished relic Imperial and Solomani Confederation

large vessels they'd purchased through the RCSA from Solee, and 162 smaller warships (112 of which were their SDB- system fleet), as well as seven hundred and fifty 20dton missile bearing space fighters. In the eighty-four hours it took the Black Fleet to refuel and reassemble, Sufren's computer authors of the AVV 'Snake' broke the encryption time-key of the Unknown Puppeteer's transmission code. By tight beam comms to their outposts, they sent the word for their system defense boats and fighters to bring every drone missile they possessed with their EW 'Snake' emitter program, and gave them the time-sequenced code to download into it. AI-Virus puppeteer strained entities maintained control via their communications nodes attached to its computer hardware 'body', they knew they had one shot to cause as much communication havoc amongst the enemy vampire ships, and their smaller minion vessels. They had a small window to create havoc and cause as much damage as possible, and at all costs stop the dreadnaught from repeating what had happened at Trin. The new drone missile weapon, emitting the AVV weapon 'Snake' was dubbed the 'Hydra'-Missile.

The Covenant COACC and Navy commanders had faced vampire fleets of up to forty ships in size before, but nothing like this. Planetside, the defensive preparations for the civilian population sped up: a majority of which had been moved to orbital bombardment shelter lowberths; Sufren's under sea cities powered down, or were evacuated; the uplifted Orca and Dolphins who'd been settled here since the 2nd Imperium, relocated to their aerated sea cave villages along the continental shelf, and away from the larger populated areas. System-wise, upon receiving detection of the Black Fleet insystem, Sufren had dispatched orders to her six relic 2kton and two 5kton bulk unarmored, lightly armed merchant ships, now designated as civilian evacuation vessels to depart from the colonial mining planets of Grymmyr (orbit 6), Mizrii (orbit 3), and her small half-dozen near gas giant colony moons to Jump out on 08/ I/ 1211. These J-2 ships utilized the Covenanter Exploratory Service Deep space refueling base hidden in star grid 2107, arriving there 23/ I/ 1211, loaded with some ninety-two hundred refugees after a wilderness refuel in the Heymac system. They refueled, jumping out again, arriving in the Naasha system to warn the Sufren Exploratory 'watchdog' ships of the Black Fleet's arrival in Sufren on 30/ I/ 1211.

The gamble was to destroy these two super dreadnaught flagships, and thereby hopefully degenerate the enemy AI-command structure, then destroy the fractious remaining elements that would fight to assume control. It was a tactic they had the utilized before against smaller Vampire fleets with Coalition vessels. The decision to split the Covenant Defense fleet was later argued by Coalition and 4th Imperial Historians as both a brave but foolhardy one, assuring the eventual fall of Sufren herself, but none of those arm-chair warriors were there

to make that call, and none of them faced the Lucanic Capital Prime Ai-Virus entity before. The heavier cruiser sized ships of the Covenant Navy micro-jumped out, bent on destroying the far super dreadnaught and its escorts, even as the main body of the Black Fleet almost leisurely pressed forward, openly demanding, "Immediate obeisance to the Eternal Emperor Lucan, and the surrender of the traitorous Tukera witch, Margaret". The Covenanters Cruiser task force lost sixty-three of their seventy-five vessels, bloodily accomplishing their mission at the far end of the system, just as their comrades of the inner system Naval Task force was unleashing their Snake emitter 'Hydra' missiles. The space battle for the inner system on 14/ I/ 1211 hinged in a single hour's pivotal moment as the Inner system defense fleet and orbital defense fortresses hammered at the Black Armada when the super dreadnaught at far system 'died'. Three things foiled the Covenanters' strategy: the first was the far system SD sized target was the bridesmaid AI to the Capital Prime Lucan Virus dreadnaught, a massive dromedary factory ship the loss of which would be critical only weeks later to the Black Fleet's remnants; the second was the chilling discovery that there were humans aboard the parasite smallcraft and Fighters willingly fighting for the Black Fleet, and were unhindered by the Covenant Hydra-emitter missiles; the last failure was in predicting how fast the Black Fleet's vessels changed their codes, and firewalled off the Hydra-emitter missiles incapacitating affects. The Lucan Prime SD was the first targeted and the first to recover from the Snake-emitter barrage, and in desperation, the Largest Covenant vessel surviving the 'revived' Master vessel of this huge fleet, rammed the black globe equipped behemoth. Both vessels were destroyed in an instant. Sufren's inner Sufren's inner system naval units were smashed by the surviving Black Fleet's vessels, even as they rammed their enemies in Kamikaze styled attacks.

In their vengeance the remnants of the Black Fleet in orbit began artillery fire on every habitation on the planet, destroying deep sited meson batteries as well as hundreds of the lowberth shelters. Ninety-six hours later, with the surface of the planet burning around the clock and the atmosphere a singular insidious radioactive fire cloud, the Black Fleet disengaged from orbit and made for the nearest gas giant to refuel, and jumped out. By the time the surviving dozen outer system Covenant naval ships arrived, the damage was done, and the enemy had jumped out.

Loss of the Sufren and Khavle Subsectors

Only the Battles for Aight and Sufren lasted more than a week: Aight/ Khavle/ Diaspora held the line for ten days; Sufren lasted twelve. The few surviving Covenant

vessels that jumped out of Aight when all was lost fled through the Clersor Main and arrived at Waroh three weeks later; one Covenant vessel escaped the last battle, the former ISS Shadowfax, the one time Starmerc vessel of the Union of Sufren's mercenaries known as "Skerrit's Raiders".

Meanwhile the Black Fleet elements that had demolished White Sea and Tsinan arrived and did likewise to the salvage colony worlds of Aazuni and Forward/ Khavle/ Diaspora arriving there on 09/ I/1211. By the time word reached these places in late I/ 1211 (The two nearest RC worlds received the news 23/ I/ 1211, Phoenix, in the UWA received it 29/ I/ 1211), Sufren herself had fallen two days prior. Ship commanders from the RCES, and RCN, and UWA could only guess after they arrived on the scene at the devastation wrought that somehow the unholy human-Cym manned Black Fleet was cleaning house, attacking former 3rd Imperial worlds and that anyone who'd had allegiance to Margaret or a pocket empire like Sufren, the Khavle Accordment, or the Backman Cluster worlds was fair game as a target. It was patently clear after this revelation that stopping the Black Fleet before it made it to the Promise Main, and the Solomani Aubaine-Oriflamme subsectors.

The Diasporan Mercantile Starfarer's Guild (having been restored by the former Free traders who'd been exiled or ousted in 1189), pitched in as well, negotiating fees with the UWA and the RC for their aid of refugee traffic, and in an unprecedented move for the survival of all who lay in the path of the Black Fleet, revealed the stocks of nuclear warhead missiles they'd gleaned off the Boneyard worlds since 1165. Guild ships ferried these warheads to the RCES and RCN task forces who soon found themselves over extended beyond their normal supply lines, and whose missiles gave them standoff ranged weapons to wear down and eventually destroy the Lucanic Black Fleet. The combined Guild / RCES forces soon developed effective combat techniques. Guild ships would release swarms of missiles at extreme range, and the more capable RCES warships, augmented by Sandman fire control directors would guide the missiles home. These gave the RCES/Guild fleets a far higher than expected missile fire rate than just the launchers on the RCES warships could manage themselves.

The first four major RCES-RCN victories halting the rimwards bound Viral enemy fleet took place in the former Alurzan Cartel's Bifirs, Gilboa and Gecko systems/ Alurza/ Diaspora, and were followed closely by the desperate defense of the Ashiizar system/Khavle/ Diaspora between II-1211 and III-1211. RCN and RCES vessels received the alerts from tripwire forces from the Covenant of Sufren and fleeing merchant ships at Depot/ Alurza/ Diaspora and Bail-4 and Ephraim/ Pasdaruul/ Diaspora. Twenty-seven worlds already lay in ruins from rimwards Massilia Sector, and within the Diasporan Sufren and Khavle subsectors when the Coalition and Guild forces were joined by the lone 60kiloton Imperial

Regency Navy Azhanti-High-Lightning-class vessel ISS Children of the March that had left the ruins of Sufren with the news the enemy had fragmented into seven sub task forces. Four lay destroyed, three remained to be hunted down. Word reached the weary allied forces from Pasdaruu subsector that several Boneyard worlds with former Imperial Scout and Naval bases like those at the Toggle and Wake systems, and the former pro-Duchess Margaret world of Westfir had been hit from fleeing Coalition salvagers who managed to escape, and the pursuit continued rimwards and to trailing of the Black Fleet with a desperate vigor.

The final battles took place in Pasdaruu subsector, driving off two concerted attacks at Bail-4, and a simple but bloody ambush in the Shareduu system's sole gas giant. This last battle prevented this fragmented Black Fleet unit from entering the coreward edge of the Promise Subsector. RCES-RCN losses were high: some 35% of all ships sent out to stop the Black Fleet were lost and another like number of ships were laid up in Coalition shipyards badly damaged as the year 1212 dawned.

The Covenanter Refugee Crises, Onset of the Great Recession and Beginning of the Secessions (1211-1218)

The onset of the economic crash had its beginnings in the post-2nd vampire Plague's Covenanter Refugee Crises out in corewards Diaspora sector, and in the recently conquered former Guild subsectors leading to the edge of the UWA's stellar polity. RCES had targeted Guild owned and operated port bearing worlds first, and those worlds with existing technology levels of TL5 or greater as they fought among the stars spinwards across Diaspora using the "Island-Hopping" strategy in their pursuit and destruction of the Guild, a tactic adapted and fully adopted by RCES in the wake of their war with Solee.

The diversion of RCSA bootstrapping funds by emergency measure in the Assembly for the Covenanter Refugee Rescue operations began in the late first quarter of 1211, even as RCES and RCN naval vessels pursued and fought the Black Fleets rampaging elements into annihilation. By Mid year 1211, when the bulk freighters of Pekhuraa's Haven Lines finally reached the blasted ruins of Sufren subsectors worlds joining the new Guild's freighters, and the remnants of the Covenant of Sufren's Evacuation ships and UWA's dozen or so volunteer merchant-rescue ships escorted there by the Imperial Regency's Azhanti High Lightning-classed Fleet Intruder ISS Children of the March, the race to save lives was well under way.

The Black Fleet had used the worst Black War tactics and billions had died, but there were still survivors scattered across the more remote sections of the devastated worlds, out-system outposts, or on refugee ships. Nearly

750 million refugees were moved from the devastated worlds, but this was a small fraction of the population before the Black Fleet incursion.

Mistakes were made of course, families were split up accidentally, but the Coalition's mission towards their fallen ally the Covenant of Sufren went unabated for the next four and half years. Alurza's baseline TL8 worlds like Bifirs and Layne were harnessed to build modular housing for the refugees, bringing a new boom to their local economies. Other worlds in the Diaspora new territories, like Wescap, Ledge, and others also saw some benefit from the needs of their TL8 surviving infrastructure harnessed towards solving the housing, feeding, and caring for The Covenant's millions.

Diaspora

Sufren (C)

Erakhuu and Grouard were the sole Covenanter worlds in the subsector left unscathed by the Black Fleet, as was guessed by RCN Commodores Werner von Kessel and Pat Ritter (Later confirmed when discovered in one of the few surviving interrogations of Lucan Navy Data bases recovered from a derelict escort destroyer found amidst the Shareduu systems sole gas giant rings in Pasdaruu subsector by salvagers out of Bail 4 in 1216) because they had remained "loyal to their allegiance to Lucan's Imperium up until the time of the collapse. All of the Black Fleet's targets had been those of that had become pocket empires of their own, or had ties to Duchess Margaret's Imperial faction. Grouard received some 20 million survivors from the blasted ruins of Navarre, effectively half again her then population of 40 million. Erakhuu herself took on some 15 million of the 750 million survivors from the Sufren worlds, including the battered remnants of the Sufren Navy, and the bulk merchant evacuation "fleet" after Ashiizar remained a Coalition member world.

Khavle (D)

The nuclear blasted Covenanter worlds of from Accra and Tsinian /Khavle's 299 million total survivors were resettled to the Covenanter world of Ashiizar taking 70 million of these, and resettled the rest to unaffected worlds like Dordogne, Ningho, Rockcaster, Savan and Farm. The virtually uninhabited world of Voss became an overnight new colony world here in Khavle with 272 million survivors from Sufren's Black War emergency lowberth bunkers. The Droyne of Yoroydaysu/ Ihishi evacuated and uplifted the 17 million chirpers from fallen Aight onto Agaaga, which the new Droyne colony there renamed Tuumudaysu. Support for these 342 million refugees new colonies and settlements fell squarely onto the RC-SA's coffers, which for humanity's sake were forced to divert salvage credits brought into them for the housing, clothing, and care of their former allies' survivors. Ashiizar, the site of the first victory against the Black Fleet by Covenant and RCES, remained a Covenanter world, and welcomed the Sufrenese. The losses of the other refugee worlds came directly from the RCSA ramrodding of the Dethenes-Diacy membership compromise of 1218, and a growing anti-Cym feeling from within the refugee population of these worlds over the destruction wrought by the Black Fleet. Coupled with the fact that Dethenes' had a sizable population of Sandmen numbering in the high hundreds of millions, and had managed to defeat the Black Fleet elements bent on their world's annihilation without outside help didn't make the matter easier to swallow in light of the death toll of nearly five and half bil-

lions, Ashiizar's government narrowly avoided an open rebellion, and based on the defense and loss of lives and ships in her defense versus the vampires from the Black Curtain in 1212, remained firm in her membership with the RCSA. Dordogne, Rockcaster, Savan, Farm, and Voss especially however, were undeterred in their outrage, and the extent of their welfare as "refugee worlds", voted themselves out of the RCSA seceding from RCSA when the news broke.

The non-aligned alien worlds of Tuumudaysu and Yoroydaysu formerly called Agaaga, and Ihishi (both now Droyne worlds), and Ashii/ formerly known as 183-361 (the Ashiin) already had heavily anti-Cym feelings, and while they had been Covenant of Sufren allies, they wished no part of the Pro-Peacemaker-Cym Reformation Coalition when they learned of the 1204 Pro-Cym Peacemaker clause in the Coalition Articles for Citizenship.

Kushga (F)

By 1213, two years into the Covenanter Refugee crises Kushga's associate and full Coalition member worlds, were feeling the economic downturn and shift in salvage monies. The first clue of this was the postponement of the Affuel ordered A-class and Darryl-B-class shipyards projects, despite recovered working machinery from the salvage colonies on Messier, Erobi and Viedma. Furthermore, Coalition traffic, diverted to support the refugees dropped off considerably. Work continued however on Twinsong's C-class starport, and the salvage colony Downports of Messier, Erobi, and Viedma were upgraded to D-class status by years end. But the continued outbound flow of TL15 salvage remained unchanged off Viedma, and indeed increased tenfold to support the monies needed to clothe house, and feed the 667million refugees rescued from Khavle and Sufren subsectors. In early 1214, Dasekha's Free Traders in light of the change in RC policy, openly declared for the UWA, and began shipping freight from the UWA into the region to support the struggling worlds there. Former Guild freighter captains out of the UWA,, seeing a chance for a market in the absence of Coalition shipping, began filling the economic shortfall at a healthy profit in late 1214. Despite the changes of the Coalition Capital from Aubaine to Nicosia in 1215, the associate member worlds of Lerun, Atabano, Accokeek, Nillii, and Tanelos rescinded their full membership on the heels of the news of the closure of the salvage worlds of Erobi and Messier in late 1214. The remaining worlds began gravitating towards the UWA as news released in mid 1215 scheduled the final closing of the salvage world of Viedma in mid 1217. The legacy of Coalition promises made and not kept to the survivor worlds of Kushga remain in historian's views in 1248 as the key issue for the loss of this subsector to the UWA.

Alurza (G)

Meanwhile Guild, Coalition and UWA evacuation ships brought the out from the irradiated wastelands worlds of Neefi, Backman, and Hervestia some 68.15 million survivors into Alurza subsector to the worlds of Grand Fork, Kandom, Gilboa, Gecko, Raasara, Didinka, and Layne. Of these, Didinka was a completely new colony with 3 million evacuees. Here the resettlement process of technologically backwards survivors from the former Backman cluster worlds was interspersed with Covenanters, a recipe that spelled disaster. Many were resentful that the Covenant and Coalition hadn't done more to save their worlds from destruction after toppling their former rulers, and tossing them out of the frying pan-into-the-fire onto worlds they'd recently forced out of barbarism. To this heady mix of resentment lay their new landlords, themselves longing for their own autonomy the Guild had allowed them, now submerged with interim governments emplaced by the Star Vikings over them, telling them how many refugees they had to take, house and clothe, as well as administer medical aid to for radiation poisoning.

Here, as in elsewhere where they were resettled, RCSA administrators underestimated the sheer cost of the refugees on their planets they'd been displaced upon, and of course, failed to take into consideration the turnaround time receiving in salvage credits from the three salvage worlds here funding the recovery versus the care of the newly displaced evacuees. Several worlds, like Layne and Bifirs, took advantage of the influx of newcomers and their higher technology knowledge well, which made up for the sudden lack of funding in their own recovery projects; most squandered their new resource unwisely, relegating them to their colony camps like second class citizens, bilking the RCSA for their upkeep. The Guild moved in where RC commerce slacked off, having survived the 2nd Vampire Plague mostly intact, ferrying missile warheads and planetary survivors, filled the void left by the drop off the Coalition's diversion of funds created in shipping. As with Kushga subsector, the resentment at seeing the higher technology salvage leaving and very little returning for it created the seeds of secession and rebellion. Didinka was the first to openly vote itself out of the Coalition fold, even though it had received the lion-share of aide being an utterly new colony world in mid 1215. Raymore, Ekuur, Kandom, Waboni, Nugual, Dryden, and Gecko's rebellions stemmed from the RCSA cracking down on refugee funding fraud, and they followed Didinka's lead at the end of 1215 through 1217. The Coalition, with its hands tied fighting the Curtain War, and maintaining its trade links with the rimwards lying Terran Commonwealth, as well as struggling to sustain its own inner trade links found it easier to accept these secessions than to oppose them militarily, which political opponents of the Federalist majority seized upon. Only at Bifirs, Layne, Depot and the three

salvage colonies did the Coalition's membership hold sway by 1218.

Iusea (J)

The former heartlands of the Diasporan Starfarer's Mercantile Guild, and the twelve remaining worlds here saw much the same as Kushga subsector did as the Refugee Crises deepened and their uplift projects were postponed, cancelled, or left altogether without explanation halted. While no refugees were resettled here, the nearly complete diversion of RCSA funds for their upkeep and care was evident when the upgrade to B-class shipyards on Ledge was first postponed in 1212 annually, and finally cancelled in 1215, prompting Ledge's interim pro-Coalition government to fall from power in its election that year to its opposing party there. The Ledge secession followed the day the new party was sworn into office in the last quarter of 1215, and sent a courier to the UWA seeking entrance to their polity. Gegaasha's interim government suffered a similar defeat early 1216, and followed suit. The closure of the Cheetah salvage colony in 1214, stripped down to foundations in ten years of course added to the economic woes the pro RC governments faced here. Wellun, and Iusea followed in secession shortly after in mid 1216. The pre-industrial worlds of Daariida, Mogumba, Poldepi and Nilaa, whose uplifting projects had stalled for lack of funding, machinery, and monies seceded rapidly towards non-aligned status or sought welcome in the UWA. Kennebunk, and Ebekhar however, which had been liberated in the post Operation 'Guided Lilly' period of the Star Viking conquest of Iusea remained loyal to the Coalition until the fall of the RC Federalist majority from power in 1218. When the new majority Centrists took power in the first quarter of 1219, Kennebunk's secession and Ebekhar's were enacted after the subsector employees at the St. Denis Salvage world colony were laid off indefinitely. The St. Denis Salvage world was declared 'emptied' and closed by the autumn of the same year.

The Blight (K)

The secessions in the Blight subsector came among the earliest as the Salvage work on Tarsale went a rapacious pace in order to keep up with the financial strain on RCSA coffers for the Covenanter refugee's corewards of this region. The Tarsale salvage colony was closed officially in late 1214, and its workers from Wescap and Mason were subsequently laid off. Tarsale's closing in 1214 and the economic woes her salvage workers had returning to a depressed job market on their own homeworlds fueled the resentment against the RCES and RCSA. Wescap, Eberly and Fuji, all three being former Guild strongholds, found it easier to resume their own autonomy and voted themselves out of the Coalition

membership, and ejected their RC local Admiralty Courts whom they saw as villains, taking the “host cut” as an exorbitant 50% or better tax on their world’s rightful profits. Free Traders, and the new Guild having settled back upon Veejay in 1211, breathed some economic life back into the subsector, shipping goods and services left slack by the Coalition’s shipping. The low populated primitive tech worlds of Mogumba, Iselu, One Star, Daariida, and Heart remained Non aligned, and while they did nothing to add to the economic malaise, they certainly didn’t help matters either, and were subsequently shunned by the few Coalition merchanters still eking out a living here. Jump’s independence as a Guild owned, non-aligned world was part of the price of their help in the 2nd vampire Plague from the RCES. Her B-class port, the Guild’s regional headquarters and major shipyard hidden here remained the best available starport and job market for starport workers in the subsector, and the Guild began hiring as ships traveling through here needed repairs, reasserting their economic clout easily hiring up the disaffected laid off salvagers from the now closed Tarsale colony.

Sivo voted herself out of the RCSA in 1217 after her bootstrap funds and her up and her uplifting projects to return to TL12 lifting projects to return to TL12 were first diverted in 1214; became stalled and then were altogether cancelled in 1216. The hard work of RCES and their sacrifices however managed to sustain and overcome the no-confidence votes held on Aaneru, and the Psi-sonic representative democracy of Thicket. The poor, non industrial world of Mason that had sustained TL7 during the Collapse, suffered from the lack of funding and their pro-RC interim government was overthrown by a Technophobic populist in the fall of 1215, and voted themselves as self-autonomous and Non-aligned in the early spring of 1216. Mason’s “technological reforms” brought about a return to simpler, TL4 sustained infrastructure, and they briefly managed until 1218 to keep their coffers full by selling all of their TL7 “evil” technology off to whoever would land. Those that had lost this pro-Luddite election packed up for the most part, and immigrated to Wescap over the course of the next decade.

Shumisdi (N)

The tragedy of the loss of the Shumisdi subsector was again one of promises made, and not kept, coupled with the economic downturn to RCSA coffers in the sheer cost of the Covenanter refugee rescue and sustainment operations.. Of the fifteen worlds with inhabitants the RCES contacted here, ten were democracies or civil service bureaucratic governments of their liking and ready for offworld contact. No less a figure than Ilelik Kuligaan himself, their voice and mentor of all things anti-Third Imperial came and lived his final years here after the discovery of his family members and descend-

ants in 1211 on Duwamish. Here at least the RCSA administrators of the subsector managed to co-ordinate the salvage credits from the Frock salvage world towards the recovery of worlds of Musiiba, Chicago, and Snoqualmie, while the rest traveled to trailing back to the Coalition’s core worlds. Much of the surviving subsector worlds here however had never been above TL9 or TL10. Many of them had not even been of prestellar technology levels, like Dawns, Garaag, Biremeruun (each had been TL5 in the previous 3rd Imperial era) Prosser (formerly TL7) and Prestwick (formerly TL8), Woken and Chamawa had fallen only a single tech level each from their previous 3rd Imperial era levels, and had been restored to these at the time the impact of the crises was felt in 1213. and Convoys of RC merchant ships returning to spinwards carried the former TL machinery of Oriflamme, Shenandoah, Lucifer, Trybec, and Baldur as they upgraded to newer technology levels paved the way for the subsector’s recovery which was well under way.

The RCSA Subsector Administrator, former Ambassador to Marax, Usamdra Kuvishaam of Aubaine was farsighted enough to implement the proven Auroran 6-year Bootstrap plan across the board. She was however rewarded with mixed success by the time the economic belt-tightening hit the region from the refugee crises. Woken, Chamawa, Dawns, Garaag, Prestwick, and Biremeruun had readily regained their precollapse level of technology, but the remaining nine worlds lagged behind in varying degrees. When the Alki salvage world closed down for good in 1215, RCSA Subsector Administrator Kuvishaam passed a 15% tax on salvage credits from the Frock and Frey worlds with an emergency RSCA Port Authority measure. She held however, an appointed position, and when the Federalist Party on Nicosia lost its majority, she was replaced by a Centrist appointee, and her policies were rescinded soon afterwards. The Droyne world of Woken managed to pick up the slack in the reconstruction efforts on their fellow Droyne world of Yatustuhexna in 1212, and had uplifted the Chirpers on the world of Chicago, but the myriad of differences between the remaining human worlds of had no such strong racial ties. The balkanized xeno and technophobic states on the worlds of Prosser, Semaachi, Snoqualmie, remained insular and uncooperative with one another, hindering their planetary reconstruction progress, despite various diplomatic and martial law measures. Due to the expense in shipping salvaged machinery and artifacts from Frock, the Shumisdi Salvage Corporation sold the rights to it to the UWA in 1217, and the rights to the salvage world of Frey to the planet of Duwamish in 1218.

Madoc (O)

As the far Diasporan territories began seceding due to the refugee crises induced Coalition Assembly’s eco-

conomic belt tightening, halted reconstruction projects, and the prevalent outbound flow of salvage credits to house, feed and treat the Covenanter survivors Madoc's success at Pekhuraa and Saagii slowed the loss of world membership and Admiralty court collected salvage credits to the RCSA coffers. The former world's relic transport fleet of two dozen Imperial 20kton bulk freighters of Haven Lines, LLC remained critical in the movement of refugees, supplies to them, as well as transporting the salvaged machinery toward the core worlds of the reformation Coalition during this period. Saagii's high level of technological infrastructure and industrial might allowed for the export to at least within the subsector to the worlds in need of immediate financial aid as well as construction teams to help assemble and rebuild that which was lost.

Adding the economic misery of the subsector here were the solar storms of 1209 that rendered the Galuuda system's main world's recovery efforts moot. Nearly six million of Galuuda's post-Collapse survivors were evacuated to Saratov, Pekhuraa and Saagii between 1209 and 1211 by Haven Lines, LLC. Kinos' corrupt pro-Federalist Party government squandered their salvage credits and in the collapse of the RCSA Federalist Party from their majority in 1218 was ousted in power by a Non-Aligned minority party coalition government. The RCSA started a major evacuation and moved nearly 20 million refugees to Seben. The refugee evacuation collapsed soon after, as other worlds refused to take significant numbers of refugees. Some worlds even revoked their League membership when the RCSA demanded they take additional refugees. Instead, the RCSA started shipping disaster relief to Kinos.

Bellin and its client state of Ruffian sceded due to lake of development funds. Their split from the RC cut easy trade routes to RC holdings further into Diaspora. The cost-cutting RCN base closure of the refueling base at Waverly in late 1218 allowed the aggressive Bellin Confederacy to lay claim to this astrographically strategic system also in 1220, and the new Guild moved into the void left by the RC and claimed the trade outpost at Manna in 1219.

Old Expanses

Dethenes (A)

Vessels arriving from the Coalition from Jayna, Quinoid, and Dethenes subsectors settled some 43 million of the Covenanters to lower technology worlds like Datarkt (formerly TL7), Styge (formerly TL6), the high population world of Larmix (formerly TL5), and Elyan (formerly TL11) in Dethenes subsector needing high tech offworld cadres. Here, the RCSA Bureau of Colonization's liberal intentions with the evacuation of the Covenanter world survivors were meant to steer former high tech world settlers into worlds needing Bootstrap cadre of expertise to further their recovery efforts. Larmix received the lion's share of the evacuees, and within Dethenes Subsector, an equal amount of funding proportionate to the mission; the other worlds received lesser amounts, based on their numbers of re-colonized survivors of the Black Fleet's year long reign of terror and destruction. Larmix and Elyan forged ahead between 1212 to 1217, while local squabbles, corruption, and outright labor strikes and disagreements ground any initial progress on Datarkt and Styge to a halt. The final news of the Dethenes-Diacy Compromise of 1218 by the RC Service Assembly on membership was not met with wild approval outside those two planets within the subsector, beginning as early as 1216, and moving throughout 1217 as the details leaked out. Larmix with the majority of high tech survivors from the Covenanter worlds here, were now a powerful influential political-economical minority after five years here, led the revolt within the interim government at the time against the inclusion of the 8 billion AI-Cyms as citizens, despite it being part of the RCSA Citizenship Bill of rights. They had achieved a stunning technological revolution following the Auroran-uplift plan, building up to TL9. The worlds of Styge, and Datarkt followed suit, voting themselves out of the RCSA in protest, and demanded the immediate removal of the local Admiralty Courts, and their AI-Cym Auctioneers. Elyan's ties to her former parent world of Dethenes dating back to before the Long Night of the 2nd Imperium, and the smaller number of Covenanters they had taken allowed for only the adjustment to affiliate membership status. Elyan was astrographically corewards from the rest of those up in arms over the sweeping membership decision, and so were not directly influenced economically by those disaffected worlds of the Clersor Main. This meant they maintained their assembly seats, but cast no votes. The loss of these four systems, which had been politically on the RC-Federalist party side, was a major blow to the Federalist Party's twenty-year dominance in Coalition politics, with a total loss of 211 voting seats.

Surya (E)

The Osagi Coalition rescue ships brought out 145 million survivors from Sufren back to the Surya subsector (E)/ Old Expanses over the course of four years. The world of Ranb was another entirely “overnight” refugee new colony world with some 100 million Sufrenese, while Waroh absorbed about 8 million former Imperial Aslan. The Suryan worlds of Polei and Frallsord received another eighteen million refugees combined between 1212 and 1216. Unlike events in the Dethenes subsector, the resettlement process had more successes than failures. Only the worlds of Ranb and Klan seceded from the RCSA. Ranb’s defection was entirely understandable, being an all Covenanter survivor colony, and their Droyne Oytrip sided with their human settled refugees in solidarity against the AI-Cym decision. Klan’s bootstrap plans to re-achieve something back of her former TL14 greatness were lost when the populist military junta led by their former technologically elevated dictator was released from prison in 1215, and ran against the AI-Cym issue of the Dethenian sandmen as well as the AI-Auctioneers in 1216. Polei, Frallsord, already having been heavily supported by the Coalition world of Osagi, were dissuaded politically and economically from such rash actions by their newer immigrants. The Covenanter Imperial Aslan refugees resettled onto Waroh quickly dominated the human population, and shrugged off pleas from former Sufrenese refugee worlds to join the secession wave.

The Ascendant Centrist Party and Onset of the Great Recession (1218)

With the losses of so many nascent affiliate and full membership worlds between 1216 and 1217, the RCSA World Representative elections of 1218 were a major victory for the long held underdog Centrist party. RCSA Secretary General Lon E. Maggart retired from office, vowing not to run again. Many of the Federalist Party faithful were stunned by the news of his stepping down, but the loss of voting members was telling: 211 seats lost in Dethenes subsector alone—although 20 of these remained non-voting world representatives from Elyan; another 10 were lost completely in Surya subsector when Ranb seceded; the number of worlds in Diaspora sector that had become fed up with the lack of uplifting project progress, the diversion of their bootstrap funding at the cost of their own subsectors salvage colony worlds rapaciously cleaned out by the RCSA’s powerful Core World’s dominated Finance Committee cost not only voting member seats to the federalists, but also revenues to the RCSA’s coffers. The Reformation Coalition’s economic Salvage tech boom days had come to a screeching halt, and more worlds with newly rebuilt infrastructure now had to take its place, somehow.

The Oriflamman Secretary General candidate, Bourgund Yard’s former Technarch and CEO, Wilhelm Karlsruhe put forth was narrowly defeated, by a surprising swing vote from the Schalli Centrist members. The Centrist Balduri senior statesman, and former RCES Long Range Planning Group leader, Sid Papagolis nominated Fijan Centrist representative Khamyannah Arsto as a compromise candidate for Secretary General. Tough times and tougher decisions were needed as the Reformation Coalition now looked at itself, an interstellar power and member of the Grand Alliance against the new Viral enemy known as the Dominate. Arsto’s candidacy stemmed from her moderating speech in the fateful January 1203 opening session on new world membership, as well as her likeability, and many trips out to the “AO” to see for herself what was working, and what wasn’t.

Ships lost fighting the 2nd Vampire Plague, and the ones lost in the Black Curtain War of 1214-1218 had to be replaced. “The primary purpose of government,” Arsto’s acceptance speech began with, “was the defense of her people.” The major reason for the loss of the Diasporan worlds and five subsectors,” she continued, “was that we lost sight of the people for the rapid redeployment of salvageable assets for ourselves, and neglected most of those worlds that could have utilized that stuff right there.” This began her program of reinstituting subsector capitals as regional heads to guide and govern where any remaining salvage might be used for within their own local economies. These new regional capital worlds’ Admiralty courts would decide which worlds got the subsector’s local salvage, rather than ship it back to the Core Worlds of Aubaine and Oriflamme subsectors. Therefore, wherever and whenever possible, such salvage worlds would fuel the recovery within their own subsectors, saving on shipping costs to the Core Worlds and back out again, as it had during the rapid expansion between 1205 and 1210 that had led to the mismanagement, and diversion of funding when the refugee crises befell the Coalition. And when and if a subsector reached ‘saturation’ on its available salvage relic technology infrastructure, and salvage still remained, that Subsector had the option to re-colonize and jumpstart what remained on that planet, if fiscally and physically possible. Another facet of this new centrist policy was to avoid the costlier expense of maintaining new colony worlds with corrosive or insidious atmospheres once all available salvage was retrieved from them. It was cheaper and less of a burden on the TL9 and better infrastructure of the Coalition’s worlds to support salvage colonies on worlds with little to no atmosphere.

Militarily, to defend the Reformation Coalition’s trade lanes and planets, the creation of any new naval bases was now a privilege controlled by the RCSA. Worlds with the best technology levels would be chosen among their candidates for these, supporting the now formally created Reformation Coalition Navy (RCN). These tended to be those with a technology level of TL11 or better. Due to

the casualties caused in the 2nd Vampire Plague to the Coalition's Marines, a consolidation plan was emplaced to create a combined arms team of Grav Armor, Cavalry, Artillery and Tactical missile support for the three RCMC brigades, and expand them to Division size.

In order that there not be a major economic interruption as had occurred during the 2nd Vampire Plague, and the Covenanter refugee evacuations, separate funding from Military shipbuilding was set aside to promote commercial shipbuilding for worlds with starshipyard capability. Some of this had begun in the post Soleean War era in 1205, but was now better managed, funded, directed, and controlled. The new Centrist majority sold by license to Trybec Corp, Transstar, Haven, and Trans-Keratu Lines the rights to maintain the major Jump 3 trade arteries within the Coalition, but made allowances for the growing myriad of smaller trade shipping firms as well, preventing monopolies from forming, but recognized the value that the bulk carrier firms still held, both as major employers, and movers of goods and services between the stars.

Thirdly, as a major Interstellar state, more funding of the RC Diplomatic Foreign Service was needed. This put an immediate bite into the RCES portion of the budget, to the complaint by that branch of service, but keeping up their relations with the UWA, the Terran Commonwealth, and the 4th Imperium. Relations with the New Ziru Sirkaa (NZS) had been frosty since the revelation of the RC historic 1204 Al-Cym Peacemaker citizen's rights amendment, and made even worse with the discovery they had triggered the 2nd Vampire Plague in 1210. Relations with the Imperial Regency were a matter of love-hate since 1206, and after their disastrous bid for Capital 1218-1221 and subsequent civil war, diplomatic relations became a moot point. Relations with the Second Solomani Rule of Man were hindered by the new federalist party minority, as well as concerns by moderate and liberal Centrists that their ultra paranoid police state, and virulent Anti-Cym stance prevented them from any thawing or major trade negotiations in the foreseeable future. That left the new Centrist Party driven RCSA one more old foe to deal with: the Guild.

Rapprochement with the Guild (1219-1221)

The Guild's reputation, improving since the coup d'etat that tumbled the slavers and pirates from its admiralty Council of Captains, was furthered by their altruism in the 2nd Vampire plague running their hoarded missile warheads out to the RCES and RCN task forces battling the loose elements of the Black Fleet. Their subsequent work in the years following by aiding the flow of shipping where Coalition Merchants fell short, especially in the rapidly conquered and even hastily administered Diaspo-

ran subsectors, reached a new zenith in 1218-19.

The RCSA centrist led government dealt with the new Admiralty Council, now made up of entrepreneurial minded Free Traders, and those who had changed sides with the tide of RCES victories in the Old Expanses and Diaspora. Realizing that there were still affiliate member worlds that needed goods and services, and that no longer could the Guild be described as darkly as they had been after their successful efforts to "clean their own house", the new RCSA assembly sold licenses and permits to those interested Guild captains to land within the border worlds of the Coalition, and buy and sell cargoes freely, as they had the Free Trader Network captains to do in earlier times. Naturally this did nothing to endear the old RCES Star Viking veterans, many of whom had lost loved ones and comrades to Guild manufactured and sold armor piercing rounds sold to Wilds governments on planets they had been on repeated missions to. It proved to be one of many wedges that drove that the Star Vikings off, some to form their own worlds, others to carry on the struggle against the new enemy, the Dominate.

To the Centrists however, this was good business sense, as the Guild's ships were already doing what the slowly rebuilt commercial starshipyard industry within the RC was trying to fill. It would be decades the RCSA believed before they could have enough commercial vessels built to compete with them out in the Wilds and Frontier areas. The new Diasporan Mercantile Starfarer's Guild, having maintained their bases at Jump, and Justabit as part of their negotiated peace, and later as their terms for all of aid during the Vampire Plague and the Covenanter Refugee Crises, saw this as just vindication of their earlier decisions. They maintained their independence from world governments, but were accorded a seat at the table as if they were one, at least economically.

The Guild did extremely well in the early years of the Great Recession. Guild merchants were suddenly welcome on numerous worlds that had split from the Reformation Coalitions, and there was virtual no competition from Coalition merchants. Several minor worlds hired Guild firms to run their starports when the RCSA was booted off-world. The Guild was flush with cash from its new enterprises and the monies received for transporting the Sufren refugees. The Guild Council of Captains as able to invest the money from ship tithes to buy up companies within the RC, and offer cheap loans to Guild Captains to buy new ships. The RC had numerous ships stalled on various yards when the recession bit.

The Great Recession (1218-1228)

With the loss of the Diasporan and Old expanses worlds lost through secession and membership politically, came also the loss economically of their input into the RCSA coffers, which created a two decade long period

of economic readjustment, as later historians of the 4th Imperium, and Freedom League called it. Long distance interstellar trade links with the nearby rimwards Terran Commonwealth, and the further away spinwards-corewards 4th Imperium were in their infancy, as annual convoys making the journey, escorted by a few carried fighters, and gunships. Within the Coalition's borders, especially radiating outwards from the Core Worlds' subsectors of Aubaine and Oriflamme, the Centrists implemented their new economic infrastructure plan.

Old Expanses Sector

In Dethenes Subsector (A), the technological might and know-how of the Human-Sandman culture of the former Dethenian Technical Alliance worlds of Dethenes, Elyan, and Bincia there helped feed the corewards edge Coalition member worlds in Surya Subsector (E), as well as those in the rimwards end of Quinoid (B). Oriflamme herself a long standing rival of the technologically superior, as well as Hiver Federation favored Aubaine during this economic period of realignment, turned to the Dethenian Sandmen-Human alliance and sought with their technical expertise to compete into the computer architecture private sector by having computers designed by AI-Cyms themselves.

Surya subsector's (E) economic recovery revolved around the advancing technology improvements and the A and B-class shipyards at Waroh, Osagi, Surya, and Frallsord. While technology centered at Osagi at TL13, as well as new RCN naval base, the other worlds raised amidst the mighty 58 star system Jump 1 Clersor main star systems a dependable TL9/10 infrastructure during the recession's first decade steadily. The former Sufren Aslani refugees and their high technology expertise led the world of Waroh to greatness in these two decades. Jayna subsector's (F) worlds (formerly part of the "Soleean Administered Territories" in the post RC-Solee war from 1204 to 1210), were ably led by the powerhouse economies of the new Psion republican high population worlds of Czerniak (TL11), the constitutional democratic theocracy of Kestral, and the resurgent corporative democracy of Galines (TL9). Kestral surged ahead from TL7 and settled down to becoming a premier TL10 A-class shipyard producing world for the Jump 1 market along the Clersor main here. Czerniak's centrist counter balance to Galines' Federalism underwent a curious political change as the recession was embraced and overcome. Czerniak looked at the future of AI-Cym's and their impact on their world's society, and decided to halt their own world's progress at T-12. Galines seeing the alliance with the Sandmen as an earmark to reaching their former pre-collapse levels continued onto TL14, and won the bid (easily as Czerniak bowed out of the running) for the RCN base established there during the recession. Jayna's other economic asset was the former Old Expanses Naval Base of Depot, at the Ultraneta system (grid 1213). RCSA-RCN development and further expansion into the discovered automated shipyard made this the premier posting for RCN ship designers.

In the sparse 21 Worlds subsector (G); Coalition efforts to revitalize the economy here were stymied by the fractious insurgencies on Bonsher (Formerly TL7), even as faster progress was made on the worlds of Jack (Formerly TL9), Laylor (Formerly TL6), and Cenno (Formerly TL8). Then, through the judicious use of the AVV weapon Snake, as well as Peacemaker Sandmen, on the 'bone-

yard' world of Atul, an entire society of the TL13 robotic remnants were brought into the Coalition, albeit as an affiliate member world. By 1228, Bonsher had managed despite ceasefire violations, and brushfire wars moved ahead to TL8; Cenno and Jrack had regained their pre-collapse levels of TL11 and TL13, Laylor had managed to sustain TL9.

In Thoezennt (I) subsector, once part of the original 7-parsec 'AO', consolidation of salvage resource world infrastructure was ably administered and distributed, creating a new high-technology subsector. Hodg, Lote, and Coaise were each brought up to TL13 and TL14 each with an accompanying RCN Naval base; Salvage worlds like the former high population worlds of Darainne (TL13) and Possin (TL14) held more relic technology infrastructure than could be physically moved, and so were re-colonized instead, with a fair amount of Citizen Sandman help. Other worlds, like Nova Rhyll, Sauler, and Xezor were each raised to a self-sustainable level of TL11. Even the severely technology regressed world of Burlta (Formerly fallen to TL1 from TL15) was brought back up through an industrial revolution back to TL6 by the end of this period.

In former Solee-RC war torn Shenk subsector (J), three worlds were part of a massive environmental clean up still: Marcena, Hindahl, and Yontez. Part of this wasn't paid for through the sale of the Soleean held Solomani warships they had held in orbit (most of which had already been sold to the Covenant of Sufren between 1205 and 1210). Prosperity wise, before there had been only Yontez as the sole single high population world of the subsector. By 1228 thanks to the massive stripping down of the entire Wall System's relic technology throughout the subsector, Mueller (TL12), Solee (TL10), Shenk (TL14), and Kmak (TL11) reached population levels of 1 billion or more as they too regained their former levels of technology. Janie (TL6) reached the same status, but had resisted any technological and regime change offers by the RCES and RCSA. Worlds seized by Solee had reverted during the 'Soleean Administered Territories' period back to the Free Traders and others who'd held them upon their release from the Soleean gulag-salvage worlds, like Moy, Avis, and Sovtor.

The Karse subsector (K) which had been fought over between Solee and the Coalition, the Soleean salvage world gulags were converted into offworld work sites for the worlds along the Karse main to harness for their recovery. The Centrist majority led RCSA regulated and licensed off the rights to those worlds adjacent to these systems here as well, selling the contracts to the local salvager companies of Femerial, Mexit, Ropram, and Ramaka. Chief among these were the salvage worlds of Ames (formerly TL11), Moppo (Formerly TL12), Barsk (formerly TL14), Elanor (Formerly TL13), Harple (Formerly TL14), and the former high population world of Samosk (Formerly TL15). With five such resource worlds, the twenty-year long economic and technologi-

cal recovery between 1218 and 1228 was made much easier, each system closing down as they finished.

The Coalition trailing frontier subsector of Vendtup (L) was scarcely affected by the Great Recession, consisting of two salvage worlds and three inhabited systems when RCSA expansion funding and plans dried up in the fall of the Federalist led majority in 1218. The worlds of New Bond, Vreeland, and Vendtup Station wound up managing and supporting the salvage work in the systems of Usinea (Formerly TL15) and New Dakar (Formerly TL13). Due to the low population of this portion of the Karse-Vendtup Main, much of this relic technology was exported back into Karse, aiding the infrastructure recovery there greatly.

In the Core world subsectors of Aubaine (M), and Oriflamme (N), the new RCSA capital of Freedom City on Nicosia (the Third Imperium's subsector capital here) blossomed into a cosmopolitan snapshot of the Coalition. In addition for the capital's protection, a Naval base was established in orbit here. On the worlds of Keipes, Nike Nimbus, Baldur, Oriflamme, and Shenandoah upon achieving a sustainable Tech Level 12 or better were also recipients of a newly built RCN base. The insidious atmosphere salvage worlds of Kresek, Arvid, and Tuer were systematically stripped down to their foundations of even building materials during the recession. Due to the high amount of infrastructure technology being raised within the subsector, led by Aubaine and Hive Federation trade, it was found less expensive to re-colonize and reactivate certain dead worlds than remove their machinery and parcel it back out to needy worlds. This caused a new wave of immigration for those wishing to start their own worlds, including many Star Vikings, tired of war and an increasingly critical self-absorbed society they found themselves in, as well as Schalli.

Several of these salvaged worlds in the spirit of the former Dawn Leagues rebuilt and reformed as affiliate member worlds once their primary reason had finished. Aubaine subsector worlds like Savjanni and Svarla renamed themselves after ancient gods of the sky and sun as well, becoming known as Svantovit and Svarog; the new inhabitants of the rimwards asteroid system of Peirsma, and the trace atmosphere worlds of Conner and Seliga changed their world's names to Hades, Hecate, and Persephone respectively. Vezina, the first world toppled by RCES planetary assault in 1200, renamed herself Dazhbog, for an ancient Solomani-Russian Sun deity. The Oriflamman resettled worlds of Corrig, L'Steich, and the Sarid asteroid belt (These immigrants were mainly from those wishing a better life off of their corrosive atmosphere Waterworld on Baldur) renamed themselves Njord, Vesta, and Osiris; the RCES conquered world of Spencer renamed itself Poseidon; and the worlds of Nex and Teldora changed their names to Ares and Horus.

On Aubaine, the human population finished their promises to the Schalli by completing the construction of four

more new TL14 gravitic cities, alleviating their imprint on the Schalli way of life, even though the traditionalist Schalli had already departed as they approached the 1 billion population mark, but still the Schalli were eighty percent of the world's total. Oriflamme's new planetary government fighting with the losses in employment and saddled with improvements in health care likewise saw a new resurgence in homebuilding as they up scaled from TL9 towards TL13 as their world population increased as well. Both worlds benefited from their A-class star shipyards as major contributors to replacing the vessels lost since the Diasporan expansion campaign through the first Curtain war.

Along the 'backface', in So Skire subsector (O), hostile atmospheric worlds like Keghe, Atkins, and Cleland were by policy and economics passed over or salvaged and subsequently abandoned once work was completed. The So Skire Main held one of the largest Jump 1 sequences within the Coalition's borders, some 65 systems most of which had populations that had survived the collapse. Here the Hive federation's Scouting had done much of the ground work for the Coalition that 'backfilled' their reach into this region. Like Thoezennt and Shenk subsectors, they contained worlds with major Droyne populations, living with humans on worlds like Janazzo and Clarke. The Balduri-Oriflamman colony set on Poyzen renamed their world Eden as they approached self sufficiency in 1219, remaining a 'breadbasket' for the other Balduri settled worlds of the RCSA.

The greatest impact of the Great Recession here was felt along the trade-linked worlds the Hivers had established greatest, as the jump 4 trade route was altered to the sustainable jump 3 technologies of the Coalition back towards Sitah subsector (P) and Renj. Worlds like Pohl, Dunbar, Clarke, Canzar and Hell saw an immediate drop off to their own economies as these trade routes shifted. Some of these worlds shifted to affiliate membership status within the RCSA to better control their own economies, others dropped out entirely, seeing no benefit either as full or affiliate member worlds any longer. The low populated world of Ehart had been militarily occupied by Oriflamme Marines in 1201, and reverted back to local control in 1205 in the post Soleean War era. It became the 'homeworld' for several Free Traders' ships and their dependents, remaining non-aligned. Xenophobic Luddite worlds like Wrangell, Dobbet, Burbelson, Pratt, Salinos, Patuxant, and Digriz were largely unaffected and had been bypassed for those worlds wishing contact. Hostile militant worlds like Tama and Khatru sitting astrographically within the subsector were marginalized and bypassed as well, as the need for military action against these two systems was deemed unnecessary to the maintenance of the trade route, and with so many worlds diplomatically joining the reformation Coalition here, was also seen as politically unwise given the cultural pacifism of the subsector.

Cobham and Bonham's populations broke the 1 billion

mark during the latter end of the Great Recession, and RCN naval bases were established at Peart and Janazzo. Unlike the Core World's subsectors, there was a lack of funding and interest in re-colonizing or jumpstarting dead worlds like Grenbard, Mitmos, Palin, Hjorts, and Khan. This was in part due to the lack of relic technology to be found there, and that no high population worlds had been present before the collapse here. If anything, the So Skire region was directly uplifted and bootstrapped via the new economy measures of the Centrist majority as well as Coalition Shipping firms.

Diaspora Sector

Out along the trailing face of the now shrunken Reformation Coalition in 1218, the Great Recession forced the new key 'frontier' border worlds like Ashiizar (Khavle) Bifirs, Gecko, Depot, and Layne(Alurza); Tu'daysu, Bail-4, and Ephraim (Pasdaruu); Thicket and Aaneru (The Blight); Saagii and Pekhuraa (Madoc) had survived the secessions and Anti-Cym wave of protests. Keeping them economically within the RCSA to support the poorer worlds still about them interested in offworld trade was the challenge in the beginning, and then making them viable jump-off points for commerce back into the Wilds to the UWA came later.

Ashiizar in Khavle (D) remained the sole RCSA full member world, the only former Covenant world to do so, honoring the sacrifices made by the taskforce that was nearly wiped out destroying the Black Fleet elements that had fragmented and followed their insane battle plan to their deaths. The world had been spared, and with accepting refugees from the worlds of Sufren and Haze, managed slowly, but steadily throughout the recession reached their pre-collapse level of technology. Rimwards of Ashiizar along the Jeddel-Westfir Main in Pasdaruu (H), the new all Droyne world of Teeque renamed itself Tu'daysu, following rebirth and renewal practices of their kind. Their former Chirper population had been casted with help from the RCES Star Vikings and Coalition citizen Droyne Priests from Tiniyd. Tu'daysu became an important jump 3 link to the growing high population world of Bifirs, and the refugee world of Gecko as well as the two remaining Coalition operated salvage worlds of Oath and Beep in corewards Alurza. Coalition trade convoyed shipping left Bail-4 leaving the Cadiz Main. Together all these made the Coalition's trade link to distant Ashiizar. To protect this route the RCSA approved the building of a naval base in the Tu'daysu system. It was the first built in an all nonhuman Coalition member world in 1225.

The linchpin region to holding all of the tattered ends of the trailing frontiers of the Coalition was the Promise subsector (L), and the worlds of the Promise Main. Powered by the re-opening of the mothballed A-class Exeter Yards, Ltd. Shipyard on Exeter, the liberated Viral hell world of Promise's rebuilt A-class Star City shipyard (completed in 1223), and the new A-class shipyard on Isis in the Orsk Cluster (completed in 1224). The key to the Main's recovery lay in Promise's alliance with the thousand odd sentient robots and half a dozen computer systems, the first sons of the original viral entity known as 'Sandman', the humans both Norms and Psions, and the Cyborgs, or 'breeds' who bridged both organic and inorganic society here. The official recovery of the worlds of the Main began with the liberation of Promise, and the sweeping of the subsector of the fleeing vampire ships from the RCES-RCN victory there. By the time the Star

Vikings ended their blitzkrieg of 'island-hopping' campaign against the Guild across the spinward face of Diaspora Promise subsector was well on its way to becoming the spinward economic bulwark of the Reformation Coalition. Federalist policies allowing the free-market of uncontrolled stripping of salvage worlds paid off here, and at the end of the 2nd Vampire Plague in XII/ 1212, no less than four other worlds (Eloji, Muni, Tenmet, and Tazmania) boasted a B-class shipyard and starport in the subsector. Promise subsector was indeed a Federalist policy success story of recovery.

Madoc (O) subsector's worlds of Saagii and Pekhuraa had already become the new Aubaine and Aurora out in Madoc subsector (K) since 1204. RCSA support for Pekhuraa's jump 3 relic transport fleet of two dozen Imperial-class 20kton Bulk freighters known as 'Haven Lines, LLC' had been forthcoming, and payments for their upgrades and upkeep were purchased throughout the Covenanter Refugee crises up until the Federalist Party's fall from power in 1218. With the new Centrist majority leading the RCSA, Haven Lines, LLC found itself ferrying the freight once again, this time with better regulations, and scheduled routes first running in convoys along the Coalition's Diasporan frontier, then as prosperity came about after 1228 and as their new freighters came out of the slips, engaged themselves as well in the interstellar trade routes blazed across the Wilds to the 4th Imperium, and the Terran Commonwealth.

The Phoenix Agreement, and the Sentient's Accords (1228)

Among the greatest diplomatic endeavors achieved by the new Interstellar powers of the Grand Alliance was the signing of the Phoenix Agreement signed at Phoenix, the capital of the UWA in 1228 (Later fully ratified by the 4th Imperium, the Reformation Coalition and several other states later that year on Usdiki/ Gushemege). The Reformation Coalition was represented by the worthy personages of former Imperial remnant and RCES Star Viking and former merchant Captain Lars 'Bud' Marcenko, and the by now retired RC-Solee war hero RCN Captain Saf-ron 'Ghost' Ghulz, and the original viral entity known as 'Sandman' himself, and Karla 314, Sandman's human leader and spokesperson. All four were champions of sentient rights: Marcenko since the outset of Operation 'Dominos' in Thoezennt subsector for Chirpers and Droyne, and later of Psion's rights on Oriflamme; Ghulz who'd spearheaded the mission in retrieving the original 'Sandman' Peacemaker AI-Cym off of the Viral hell world of Promise in 1202, and later moved the new allied government of Mueller to emancipate their Chirper population by allowing them to be casted; and 'Sandman' himself, who had dared to dream of overthrowing his insane fellow viral entities, sickened at their tyranny

and brutality, had cast himself willingly into the hands of RCES, gambling he could appeal to their humanity and reason. Karla 314 gave her perspective of having overcome her hatred and working with Sandman to overthrow from within the tyranny of the Viral hell world's other totalitarian and insane machines.

The issue at hand was the other sentient peace-loving strains of Viral entities that had been encountered outside of the Peacemaker strain AI-Cyms, like the Hobbyist entities like 'Vulcan', of the Old Expanses automated shipyard in the Depot/ Ultraneta system, or 'Archimedes', the speaker for the Z'kraal swarmer race on Moncton/ The Blight (K) in Diaspora. The Reformation Coalition's mandate for retaking the Wilds had allowed them the chance to encounter the Peacemakers and other sane Virus life forms, as opposed to an all out war of annihilation, lumping them in with the AI-Cyms that had destroyed the final leg of human civilization gave them the unique perspective at the conference. The Hivers were also present, and gave of their own knowledge and experience working with robots, and high-end artificial intelligences, lending passive but present approval of the measures the gathered representatives debated.

To the UWA's representatives with their staunch conservative views of "live in peace, and leave us in peace," the proposals made a lot of sense, and even the Terran Commonwealth's folks there who had lived with the vipers' nest around Cymbelline, and Gashurzid agreed. There were of course those who had their own personal horror stories of AI-Virus that they all had in common. Representatives from the 4th Imperium gave witness to their examples of the Peacemaker strains, and other harmless entities, like the Hobbyist entity that had fallen in love with a planet's star, and sat in space in that system, writing and reciting poetry to its unrequited lover, ignoring the planet, and passing traffic in its "relationship" with the star.

The bone of contention at the conference was on the rights the state would have allowing them to procreate, as the passing between data-system to data-system was not always without error, or chance of loss of personality, and memory. This fell down to the three camps of the Terran Commonwealth, the Reformation Coalition, and the 4th Imperium. If accepted as a citizen, and with all rights thereof, to include procreation, or seeking "a new body", e.g. a starship's data system, like the Master Fire Director computer like the Coalition's Navy had done, to a more mobile form, like a humano-form robot body. When it was tabled each time from committee, each of these three states had their own ideas. The UWA proposed finally that each state agree in whole on the measure, and then institute their own definition on when and where, and how an AI-Cym could "advance, move up into, a larger, more capable data system, whether or not it was viewed as a "promotion", or, in the instance of Parent-Strain Cyms, the ability to meld their personalities to create "children", or clones, as Sandman had done in

the Coalition, by permission.

At Usdiki later that year, this language was ratified and formalized, allowing each of the signing Interstellar states the ability to construe and define the articles of procreation rights, as well as the rights each citizen-Cym had in general. This was a more formal treaty document than the Phoenix agreement, and was considered one of the higher points of diplomacy the New era would see.

Public Rejection of Star Vikings

By 1238, with the last vestiges of the Great Recession behind them, and prosperity and diplomacy making greater and greater gains as a state, the mandate of the RCES Star Vikings became increasingly less relevant. Many of the older generation made the transition, but many more did not and the hardest hit were the second generation Star Vikings who came after the Dawn League Twelve expedition. Psionic rights, Sentient's rights, Chirper emancipation had all been passed. AI-Cyms were now everywhere, usually found at every Starport's Auction, and countless others involved in Banking and High Finance in planetary stock exchanges as Brokers, and some as they had on Oriflamme, become CEO's of corporations, especially in the data-system industries. Still others served as world representatives in the Assembly, like those from Gashurzid, Promise, and Dethenes. Other Cyms, such as robots, found employment in their designed line of work, such as those starship mechanic bots, where human labor unions were weak or non-existent.

The issues of world sovereignty and planetary law, and the freedom to follow those, with some form of progressive representative government, answerable to the people had given rise to a new level of security and prosperity, and insulation socially from the Wilds outside the frontiers of the state. The increased level of technology, its increasing affordability and labor saving gave rise to more leisure time, and more time for introspection in Coalition space. This gave rise to those with time on their hands to begin to question the legalities of the "Star Viking era" as the period of 1196-1218 was referred to in schoolbooks and on talk shows, and Internet blogs, and finally then publicly and politically. This began with the liberal wing of both political parties, the Centrists and Federalists.

Many of the worlds of the former Soleean Administered Territory worlds, like Galines, Bonsher, Laylor, and Czerniak began to question whether or not the RC-Soleean war had been even necessary, seeing how the Soleean world of Osagi (E-Surya, Old Expanses) had never fired a shot, was never attacked, had been "diplomatically absorbed", and had not been forcibly demilitarized like Solee or themselves had been. A wave of Historical revisionism was sweeping through Academic universities across the worlds of the Reformation Coalition, who

were now champions of Sentient Rights and Psionic freedoms.

This led the movement in Academia and swiftly afterwards in governments to view themselves no longer in the light of the Star Viking hey-day era, but as “a League of Free Worlds”. The measure to change the name of the Reformation Coalition came about as early as 1239, but went down in defeat largely in measure to office holders who were former Star Vikings themselves. Political opponents of the defeated measure in both parties took exception to this, and began a campaign in 1240 against the Star Vikings politically and socially, and the Hivers as well found themselves caught up in this, under scrutiny by the rational, the cynical minded and the conspiracy theorists alike. In one of the dirtiest political campaigns ever launched, former “atrocities” victims from now liberated worlds were found and brought before the RCSA committees overseeing RCES, and a witch hunt was on to topple every possible former Star Viking now seated in office in 1240. Many of these charges were trumped up, but enough of them, like the life-or-death decisions made during the Black Fleet incursion on refugees living or dying, and how some of them were unceremoniously dumped off of unwelcoming worlds, and left paying for them up to the RCSA met receptive ears. The Coalition media played on the feeding frenzy and everywhere the former surviving “heroes” of the Star Viking era fell under suspicion.

Many of these first and second generation Star Vikings who saw the proverbial hand-writing on the wall, left Coalition space, and went off to the frontiers and beyond to settle worlds of their own, and to get away from a society they saw as alien, and viewed them with disdain, reproach, and animosity. Several prominent members of Core Worlds committee and chairmanships within the RCSA were forced to resign. One eccentric Luhtalan representative, Victor von Hugo, when he was exposed for his alleged “callous disregard for his Salvage workers psychological health and well being” on the profitable work colonies in Alpha Crucis where tens of billions of dead were still lying where they’d fallen decades after salvage had begun, hung himself in his own office on Nicosia on a lunch break, as part protest and his suicide note claimed such and to be considered a scapegoat. A former Oriflamman Technarch and an Aubani former Salvage corporation business woman took their own lives with personal sidearms as well when they heard they would be called to “testify” before the RCES oversight committee. Eighteen chair seats on the RCN and RCES oversight committees went vacant as some resigned in disgrace, and some merely vanished offworld, and never showed their face in public again. Several others, who defended themselves ably, chose not to run for re-election publicly.

Funding for the RCES, which had been on the wane since 1218, was tabled for the 1242 opening session, post world representative elections. After the

results, in which the liberals of the Centrist and Federalist parties won many uncontested seats, RCES was officially disbanded by vote, and their ships recalled to the mothball yard at the Kruyter-Depot (M-Aubaine, Old Expanses). The last vestige of the “Star Viking era was seen as the formation held on various RCES bases as the Star Vikings received the results of the RCSA’s votes, and held what many of their detractors believed to be, their final formation, and to slink off the pages of the present into the dust-bin of history. Others pointed to the surviving aged and tough starships filing into Kruyter-Depot’s mothball yards which lay next to the breaker yards where ships were dismantled and parts disposed of from other vessels needs as the end. Both groups were of course, dead wrong.

Freedom League declared, and Hiver Technical teams go home (1242)

Even as the roughly half a million RCES personnel still under service shed their black body-sleeve uniforms and entered the private sector, or sought furtherance of their careers in the space or ground military, their followed on the heels the victorious declaration the Reformation Coalition was gone, and the Freedom League Worlds was formally declared on Nicosia. No longer dependent on a purely salvage credit economy, able to stand on its own feet economically, and having no pressing need to rob its neighbors across their frontiers and fail to promise to help rebuild them, as the Diasporan territories had rightfully claimed during the secessions, the Freedom League of Worlds began re-inventing itself at once.

In 1242, with RCES no longer operational, changes to formally separate the armed services continued, with the changing of the Reformation Coalition Marine Corps (RCMC) and the various planetary ad hoc ground units from Nike Nimbus, Baldur, Aubaine, and elsewhere used in war time into the League Defense Force (LDF). With internal trade routes to safeguard, as well as external trade routes across the frontier and Wilds to the UWA, Terran Commonwealth, and the distant 4th Imperium, the RCN was renamed the Freedom League Navy (FLN). The RCSA also changed its name to the Freedom League Assembly of Worlds (FLAW), which cynical humorous pundits made light of, but usually shortened to LAW. As if not content with driving out the guilt of the previous era by shedding themselves of the bloody-handed Star Vikings and RCES, the Freedom League turned on the popular polled sentiments against the Hivers, and asked them to leave in 1242.

Stunning to both the defeated Pro-Star Vikings and the new liberal led Centrists and Federalists was that the Hivers acquiesced without protest. The Hivers simply left behind the request that the Freedom League remember them as the Hivers had and come to their aid, if the Hive

Federation should ever need their assistance. Individual Hivers, and Ithklur remained, as well as in several small enclaves or 'nests', but not in the name of the Hive Federation, but as "Citizens of the Free Leagues". The Federation's Technical Assistance University's offices closed without delay, and their vessels embarked the next. The Hive Federation's embassy remained, of course located on Nicosia in Freedom City along Embassy row, between the embassies from the 4th Imperium, and Terran Commonwealth. By the end of the second quarter of 1242, all of the Hiver Technical Assistance academies had shut down in every League held subsector, as if they had already pre-planned this move. Even as the Hivers departed, the rumors started flying that this too was "yet another of their manipulations" from cynical opponents, the conspiracy theorist crowd chimed in that soon the Leagues would collapse, and "they (the Hivers) would rush back in and take everything over once again." It was a sad parting for those who'd served with them, especially the Star Vikings, who saw the new Hivers, who'd been born and raised here as their fellow citizens and those of the Federation as their last ally leaving. All were disappointed as come the spring of 1243, the Federation remained away, save for those jump-4 freighters from the Six-Eyes Trading Nest still plying the star lanes out of Spica into the Old Expanses. The new government of the Leagues also received its first rebuke of their sweeping liberal policies in 1243, this time from trailing in the Sitah subsector.

Renj charts its own course out of the League (1243)

The trailing state of the Republic of Renj arose from the former allied Hiver client state in the trailing Sitah subsector shortly after its FLAW delegates left over the 1242 Holiday break, and leaving a time-sealed message they would not be back, all of two-thousand world representatives. Instead, a single world Ambassador returned and occupied the former Covenant of Sufren's embassy in Freedom City, Nicosia, complete with a full staff. Ambassador Medora Devereaux declared to the opening session of the LAW when she stood amongst the 1,999 empty seats that, "the League had lost its way and Renj would no longer follow this course of action," and declared, "they had by unanimous vote changed their membership to affiliated status henceforth." Renj, which had been contacted by the Hivers well before the Aubaine-Oriflamme Core Worlds in 1188, held the Hive Federation in greater esteem than the League worlds apparently did and denounced the ostracizing of the Star Vikings. Devereaux declared Renj would remain a vital trade state to trailing to guard against the Dominate and maintain the trade route open to the Federation. To that end, she offered commissions to any former Star Vikings in what Renj would be building, their own

defensive Navy. Her exit from the LAW building ended the Centrist led majority that had been in power since 1218, and forced new run-off elections for the chairmanships. Renj had never been an expansionist power, but an economic one in the Leagues, and would remain so. They had since joining improved their technology infrastructure back to TL13 up from their collapse sustained TL11, and re-opened their mammoth A-class shipyards. One of the more cosmopolitan Solomani border worlds Renj had sustained her good working trade relationships with the minor alien states of the Hinterworlds Sector throughout the Final War, and even off and on in the recovery.

Renj had been the Coalition's best "team-player" keeping their worlds economically supplied with TL11 goods during the Vampire Highway's conquest and later through the brief Soleean war, and then rebuilding the Soleean Administered Territories. Renj had even taken on Dolphin and Orca refugees during the Covenant crises from Sufren. To them, the abandonment of the Hivers was the last straw in a string of bad decisions made for political purposes.

The Last Rally (1243-1246)

The rally call to arms of the Last Grand Alliance came to the Freedom League shortly after the collapse of the centrist majority from its clear political edge. By a narrow series of votes the LAW committed to sending a task force of FLN warships and a division of LDF troops to aid the battle to smash the resurgent K'Kree Al-Cym backed Dominate out of the former Black Curtain once and for all. The Task force was placed under the command of now promoted Commodore Saffron 'Old Ghost' Ghulz, with the backing of the former Navy leader and still Aubani statesman Pat "Who Me?" Ritter. The opposition to this was fueled by the still liberal held seats of isolationism, and the "why bother, it's not our fight" feeling the more successful secure worlds postulated. The League had rebuilt from its losses since the Soleean War, the Diasporan Blitz, and the costly Black Fleet incursion with a leaner, meaner Navy than it had before. This would be the first test of the new designs and doctrines the FLN had adopted from the hard lessons learned against the organized Black Fleet squadrons of 1211-1212, and later still in the harrowing battles of the Curtain War.

The opposition party to sending these 89 vessels argued these were way more than were necessary for aiding "Humanity's Last Great Battle," as the 4th Imperium's emissary had heralded it. The tie-breaking vote was bravely brought down by the new Federalist Party Secretary General Richard Daniels, who wished to avert another possible wave of secessions. Threats of secession from those who would keep their heads in the sand, and ignore the threat of the Dominate posed to all in

Chartered space were compromised by sending only a tenth of the new FLN's might, appeasing Centrists with Homeworld Security-First issues and worlds.

FLN Task Force 'Hammer', named for the Flagship the LNS Sean 'Hammer' Lathrop, departed Coalition space in the fall of 1243 and arrived intact at the secure rendezvous in the spring of 1244. The Task Force included five heavy 30ktn Hero-class cruisers: the LNS Sean 'Hammer' Lathrop, the Lisa 'Lander' Davies, William 'Bison' Ryson, the Werner von Kessel, and the LNS Rebekka 'Bekka' Guiterrez. Screening them were two divisions (eight) of the new 7ktn Sword-class Light Cruisers, and two divisions (eight) of the new 7ktn Staff-class Light Cruisers. In their train went twelve divisions (twenty-four) of the new 3.5ktn Lancer-class Military clippers, half of them carrying the all-volunteer 1st LDF division. The other half carried hundreds of the new 15tn single and two-seater Hornet and Wasp-class Fighters. For scouting purposes, Task Force 'Hammer' arrived with eleven divisions (forty-four) of the improved 500tn Warspite-class Sloops.

The Freedom League's task force was dwarfed by other powers' vessels in both size and in numbers brought to battle, save for the Droyne, who appeared with an armada of some two hundred and fifty 1ktn destroyer escorts and a plethora of smaller hand-built 400tn sloops and corvettes. The Zhodani, the New Ziru Sirkaa, and the Imperial Regency's post-collapse warships still dwarfed the League Navy's vessels in tonnage to the envy of their crews. But the League Navy had many advantages over them all, primarily in their AI-Cym crewed gunnery, and helmsmen. The real advantage the League task force had was in their flexibility of missions, and multi-mission cargo pod space, the exceptions being the ships of battle like the 30ktn Hero-class cruiser. Towards this end, Avery made excellent use of the League task force, both as a screening and a flanking force.

From 1244 to 1246 Task Force 'Hammer' under CDRE Ghulz fought with courage, tenacity, honor and distinguished service, losing eight ships of the line sent back to the League for repairs, and two destroyed. These latter were the Lancer-class Military clipper LNS Cossack, and the heavy cruiser LNS Werner von Kessel. Of the smaller ships, thirteen Warspite-class Sloops had been sent back for repairs, and another ten lost with all hands. In the mid year of 1246, Ghulz ordered home the 1st LDF and their attached eleven surviving Lancer Clippers, taking with him to the 2nd Battle of Gateway the remaining four Hero-class heavy cruisers, two Sword and four Staff-class light cruisers, fourteen battle worthy Lancer-class Military Clippers with all the Fighters they still had parts and pilots for. His remaining twenty-one Warspite Sloops he sent back to escort the troop carrying Clippers. They departed the Fornast Sector in the early fall of 1246 on the long trek back to the Freedom League coreward most frontier. With them they carried Avery's mission about the Galactic Core and Longbow Project's

interpretation of the Empress Wave back to the Leagues, arriving in early VI/1247.

2nd Battle of Gateway, defeat of Dominate (1247)

The Fleet of the Last Grand Alliance, battered but vetted for two and a half years against the forces of the Dominate, made their battle order and jumped into the Gateway system. Here lay the new seat of power for the AI-Cym overlord Anv!ull'Ixux of the Dominate had been declared, his forward headquarters in which to lead his unholy crusade against the hated Gnaak, or meat-eaters. The League Task Force, although down to fifty-percent in ships and crews, was one of the more intact portions, besides the studious but enigmatic Droyne armada with the 4th Imperium's battered fleet. CDRE Ghulz had served under the late Sean Lathrop, Pat Ritter, fought against and served under later Werner von Kessel, was the man for the job. To him, Avery gave the right flank, along with the Droyne, who they calculated with their smaller but faster ships should be able to pierce the K'kree's robot horde of fighters and attack Gateway's outer orbital forts easily. Avery entrusted his left flank to the Zhodani, NZS, and the Imperial Regency forces, whilst his, the combined Spinwards States, and the Terran Commonwealth units held the center. The overall Alliance strategy would be to reduce the defenses surrounding the planetoid housing the enemy Viral overlord to allow for a surgical strike from the center, and kill Anv!ull'Ixux once and for all. The mission, as 4th Imperial and League historians later recalled, was doomed from the start, but they were faced with the choice of striking when their enemy was weakest, or awaiting his return state by state when he had regained his strength.

The K'kree had in the meanwhile repaired their orbital fortresses and in mimic fashion of Emperor Lucan's vengeance, had arranged also the fallen Alliance ships from the first Battle of Gateway about the planetoid, only Virally infected, and set to aid the Dominate in this battle royal. Secondly, they had recalled a major portion of their warships from a rimwards armada bent on punishing the Hive Federation to reinforce their position here. This rimwards Armada never sailed, as none of these re-directed vessels later escaped the outcome at Gateway. The Alliance fleet received the strangest of last minute allies—a missing Lucan Prime super dreadnaught, the ISS Invincible. This Black Fleet survivor, with Lucan's Holo image likeness argued for control of all their ships that it promised 'he' would lead to victory, if they surrendered control to him. With a 24-hour deadline to decide, some of the remaining ships and crews decided not to, and left. Some decided not to, like Avery's flagship, and went anyway, but not under Lucan's sway. The League ships, with their AI-Cym gunners and helmsmen were among the latter as well.

The shock of the K'kree's level of preparedness fell way to the execution of battle, and even then, the cost to achieve the orbital fortresses perimeter was high. When the Dominate's reinforcements entered the fray, it appeared the Grand Alliance was trapped, and a bloody series of pocket battles ensued. But victory was snatched from the hooves of the K'Kree by the appearance the Lucan Prime super dreadnaught, ISS Invincible leading a fleet of assorted ships under its command and vented any remaining fuel from those ships sworn to his command. There would be no retreat, only victory or death. The 2nd Battle of Gateway's victory, pyrrhic as it was, ended the Dominate's crusade into human chartered space, and with Anv!ull'lxux's death so ended the Dominate's unity of purpose. Seventeen ships are among those listed as having survived the Last Battle of the Grand Alliance. CDRE Ghulz's vessel, the LNS Sean Lathrop was not among them. The two known League surviving ships were the battered Hero-class Heavy Cruiser LNS Lisa Davies, and the Sword-class Light Cruiser LNS Zweihander that limped into Depot-Ultranea (F-Jayna/ Old Expanses) in, XI/1247.

Quiet Rebirth of Sufren (1247-)

With the news of the curtailment of the Dominate threat, the world of Dethenes started a covert project to restore the world of Sufren. Dethenes realized that it was dreadfully exposed to any Dominate counterattack in the future. They also realized that neighboring worlds filled with former Sufren refugees would be unlikely to rush to the assistance of a world with such a significant AI-Cym population. The Dawn project was designed to repair the damage wrought by the Black Fleet and once more make Sufren a habitable world.

Using the remainder of it's relic TL16 infrastructure, Dethenes has been partially terraforming Sufren. The decades that have passed since the Black Fleet attack allowed the majority of the radiation to decay away and the smoke from the global fires have settled out of the atmosphere, but persistent chemical and biological agents still persist.

Covert Dethenes expeditions have emplaced nuclear damper units to reduce the remaining nuclear hotspots, whilst TL16 bio-engineered micro-organisms have been introduced into the atmosphere to cleanse it. The project is still in its early stages, but Dethenes reckons that the first domed cities could be established within twenty to thirty years, although complete restoration of the biosphere will take at least an additional hundred years. Dethenes hopes to quell the anit-AI-Cym feelings of the Sufren refugees by restoring their homeworld.

The New Era (1248-)—Star Vikings depart for Core, redeeming mission

The Star Vikings sat back as the League Navy's task Force 'Hammer' departed for its final battle against the Dominate, having had their fill of what many saw was a useless jockeying for the Iridium throne at best, and a fool's errand with death at worst. But word had arrived back to the Leagues with the returning troops of Task Force 'Hammer' of the Empress wave and Avery's call to save the lost brothers of Humanity trapped near the Galactic Core. To the great extent the news was received, it fell upon deaf ears. But the Star Vikings heard the call for a mission of great sacrifice and possible redemption for their past sins, real or imagined. In the Fall of 1247, they gathered, and with League government approval, took their vessels out of the mothball yards at Kruyter-Depot, and elsewhere and began their journey corewards. This selfless undertaking caused a mixed wave of shame and admiration from those who thought the Star Vikings nothing more than legalized privateers or sanctioned pirates of a desperate bygone era. One of the first who resigned his office as a world representative with scarcely an explanation was former Commodore Pat "Who Me?" Ritter. An entire ship was crewed by a veteran's home overnight, leaving nothing but empty-rooms and scant few possessions behind. The best oft quote of why they went was a letter written to an aged sister of one such Star Viking.

"Because we believe."

The Freedom League Worlds (1248-onwards)

Political Structure

The Freedom League is a loose collection of worlds that cherish representational forms of government, personal freedoms for their citizenry, and a fairly high level of accountability to the people of their leadership, particularly their world representatives who caucus at the City of Heroes, the capital on Nicosia/ Aubaine. As such, with such a decentralized form of government, the League worlds politics resemble a fractious family fight the majority of the time, and to many outsiders little seems to get done from time to time, generally coming to some form of compromise that seldom satisfies everyone but the majority on the issue at hand at the time in question. The Freedom League Assembly of Worlds relies on pooled funds from its Core and full member worlds for funding various uplift technology projects, diplomatic ventures, and their military (The League's small but extremely mobile Navy, and their small but highly professional all volunteer Defense Forces).

Unlike other stellar powers at this time, the League has subordinated such things as Interstellar shipping, and interplanetary communications to the private sectors, often with their funding and consent, more often however by fees levied by these firms to the worlds thus served for services rendered. This trust placed on the Free Market economy and not on subsidized Government contracts has had its hiccups, but competition with smaller efficient firms has kept things running between the stars thus far rather successfully.

Politics however in the Freedom League, already dominated by a dynamic and diverse group of various cultures and beliefs among Humaniti makes for interesting viewing, and is not for the timid or shy to participate in. In the aforementioned 'large extended family' sense, political issues here tend to be loud boisterous, vociferous affairs. This very dynamic body has their black sheep, and those on individuals frequently disagree violently, but just short of coming to blows amidst the aisles of the Assembly of Worlds Chamber. Like any other family however, any attack on a family member, no matter what odor their current standing is, tends to quell these small scale riots long enough for the defense of the persecuted member from outsiders to be rendered before lapsing back to internal arguments.

In the beginning, when this region was called the Dawn League, there were two major parties: The Federalist Party led by Aubaine, and the Centrist Party, led by Ori- flamme. The Federalists were for the loose governmental control, and a widespread approach to recontacting the wilds to corewards, and spinwards. The Federalists believed every possible approach to a problem was worth

exploring; The Centrists believed in a more focused approach, and didn't want to throw good money after a bad idea. The Centrists stood for a more centralized government, stronger Military forces, like a Government controlled Navy and Marine Corps, one of the few things they and the Federalists managed to agree upon. The Federalists approved of doing business with Wilds governments that were representative democracies, or well run Civil Service Bureaucracies to deal with, especially on Balkanized worlds. The Centrists approved of dealing with Feudal Technocracies, and believed if a Technologically Elevated dictatorship made enough reforms, they were acceptable partners; something which the Federalists opposed adamantly, even though Federalist Party dominated Schall was an F-tech governed world.

The two major parties exist still in the present day of 1248, although instead of arguing about acceptance of TED's and democratically reforming F-Tech governments seeking membership, the trend in both parties is towards the competing viewpoints of **Conservatism** and **Progressivism**. The Conservatives on each side of the aisle seek a more balanced approach fiscally towards the affiliate and poorer full member world projects, as opposed to the Progressive wing of each party that believes that all member worlds should get equal recovery treatment and funding. As with any multi-sophont society, there are voting blocs, among which the most solid voting Conservatives are the Droyne, while the Schalli are divided in lopsided fashion between the Traditionalist-Conservatives and the more numerous Federalist Progressives by ten to one. The Imperial-Aslan survivors from Sufren who were resettled to Waroh are predominately staunch Conservative-Centrists, and have been advocating a return to the former Covenant worlds. Oddly the former Covenanter world's uplifted Dolphin and Orca tend to vote opposite of each other, as each competes on their water worlds economically and politically as well. The only two sophont groups that votes with as wide diversity as Humanity are the Sandmen and the Vargr.

Past Political Events of Note

One of the first major political donnybrooks that arose was in representation to the League Assembly Chamber, which was set at 1 Assembly sophont per 10 million citizens, however this was re-arranged by Aubaine's Federalists to set it at a minimum of 1 per world, as "each world had unique issues and challenges that had to be represented." Oriflamme and other Centrist Party worlds saw this as a cynical political move to have worlds like neighboring Helios, and their 700 citizens have as much political clout as a world with 10 million citizens. In the period of 1192-1200, the League went from 6 worlds to 22 worlds, with the Federalists holding a narrow 92 to 90 majority over the Centrists. In the spring of 1203, the issue of new member worlds, high population worlds, and

the representational status of Salvage Worlds was finally tabled once again, resolved to affiliate membership, and full membership status. Some 38 new full members, 19 affiliate members, and 28 salvage colony worlds were added in this tumultuous session, bringing the Coalition at that time to a total of 105 star systems, and a population exceeding 13 billion citizens.

In the post-Soleean war era in mid-1204, Secretary General of the RCSA Lon E. Maggart declared the Peacemaker—strain AI-Virus entities of Promise, nicknamed after their forbear from that world ‘Sandmen’ and those that had served in the RCN with valor and distinction in the brief but bloody war with Solee as now having full rights as citizen sophonts of the Coalition set off another firestorm, especially among those who had suffered recently from the Vampire raider attack on Nike Nimbus. The political move in 1215 to restore the former subsector capital of Nicosia with the RC capital there at The City of Heroes after the death of former RCES Captain Lisa Davies who defended the Nicosia system at the cost of her life, and that of her former ship, the *RCS Apollo* against a rogue Vampire ship the year before was one of general consensus and guilt. In truth it blunted much of the Centrist party’s ire away from their arguments of the Hiver Federation’s favoritism towards Aubaine once and for all, and focused instead on a world where the efforts of all the member worlds had meaning a towards the new era they were building.

The next major ruckus membership brought about concerned the two high population worlds in the Dethenes (A) subsector of Old Expanses, Diacy and Dethenes herself in 1217. Both worlds had a population in the tens of billions, approximately between 75 and 80 billion each respectively. Dethenes was the more populous of the two, and the higher in surviving relic technology at TL12 (formerly TL16); Diacy had 5 billion fewer citizens, and had survived at TL8 (formerly TL9). In a compromise move between both the Centrist and Federalist parties, Diacy’s representatives chose Centrism, and Dethenes’ opted for Federalism, much to the Aubani led party’s joy. What they did not foresee was the backlash at the addition of a world with a high percentage of AI-Cym citizens already in a ground swelling grassroots movement led by the Covenanter world refugees, and those on worlds who had suffered from the 2nd Vampire Plague of the 1210-11 era. Even worlds that had been unaffected by the Black Imperium’s short but bloody attack, but had endured the worst of Virus affects during the collapse joined the revolt in seceding from the Reformation Coalition to non-aligned status at worst, to going back to affiliate member status at best. Worlds out in Kushga, Hijiri, and Shumidisi subsectors that had been promised aid and uplifting had seen those monies shunted aside and given to worlds that had taken in the Covenanters. They too withdrew from the RCSA, and those in Kushga and Hijiri instead embraced the UWA. The end result was a further loss of revenues to the RCSA’s coffers with the

loss of these worlds, and the subsequent loss of power to the Federalists to the now Centrist party majority over the Assembly of Worlds chamber. These secessions plunged the RC into the Great Recession period (1218-1238).

Recently in the late 1230’s early 1240’s the anti-Hiver sentiment reached vocal levels not heard from since the early days of the Reformation Coalition as a wave of historical revisionism swept over the region. In 1242, the Hive Federation formally withdrew from the Old Expanses, declaring quietly their work was finished, even as the human state they had fostered and guided chose for themselves their new name, the Freedom League Worlds. The League participated in the last Grand Alliance campaign with the rest of the powers, sweeping the Dominate from Core, Fornast, and Ley Sectors to the climactic battle of Gateway in 1247, but by a narrow vote. The Star Vikings of RCES, who had been disbanded in 1242 as well, stood aside, wishing no part of the chase for the Iridium throne yet again, further distancing themselves from an already liberal minded comfortably living public in the Core worlds. The last secession of great import, the Sitah Secession of the Republic of Renj’s worlds in 1243, ended the Centrist Party’s twenty-year hegemony with a loss of 14 Federalist and 1600 Centrist seats in 1243 shortly after the Hive Federation formally withdrew. Renj’s secession was also a slap in the face to the revisionists on both sides of the aisle as well, and in 1244 Renj pointedly presented to Nicosia a working replica early RCES clipper—the *RCS Apollo* for the 30th memorial celebration.

Current Political events

Secretary General Richard Daniels and the League Assembly of Worlds (LAW) have on their 1248 agenda the vote upon the rights of the sentient robots ‘awakened’ on Mitchell, Gresham (Khulam-P/Diaspora), Sulthanbran (Surya-E/ Old Expanses), Atul (21 Worlds-G/ Old Expanses) and Possin (Thoezennt-I/ Old Expanses). This will determine if they too have survivors rights to the planet, as passed down in the landmark 1203 case, the “Dunas Judgment” on Mueller. This would not only grant them the choice of becoming a full member world, but also allow them reimbursement in the profits made off the salvage colony past and present. At risk in the 21 Worlds subsector over this, is the growing relationship with a Droyne-Human culture on the world of Khar. Khar appears ready to join the Leagues but for the sticking point of the 1228 Sentient’s Accords. This might affect dozens of other affiliate member worlds with Sandmen citizen workers on them now, as well as the shareholders of the corporations running those work colonies should any level of reimbursements be awarded. This was done for the low-berthed survivors found on Buhle (Aubaine-M/ Old Expanses). Buhle’s Sandmen citizens, however,

were not part of that award and could seek redress for this oversight if this case is decided for the Sandmen. The Atul-Possin case has for the near future stalled the two salvage colony projects in the 21 Worlds subsector scheduled for the former high population TL15 worlds of Mnash and Kantord. Both worlds are known to have huge amounts of relic salvageable equipment and facilities, and are both still active with hostile robotic life meriting them currently Red Zone warnings to travellers. *Akka Shipping Corporation*, out of Federalist Jack (21 Worlds-G/ Old Expanses) stands to be the potential financial loser on these two worlds, and on any awarded reimbursement to the sentient robots of Atul. In Khulam subsector the Federalist world and Core World government of Trybec (*Trybec Corp*) also stands to lose financially with a huge reimbursement award to their 'native' Sandmen populations on Mitchell and Gresham as well. Sulthanbran's Sandmen have gone on a general strike since the end of the second quarter of 1247, causing quite a few ships in the slips of Federalist world Zinorow's (Surya-E/Old Expanses) orbital *Tuxino-Rowe* shipyard to be halted.

Centrist and Federalist Conservative members view this as a non-issue, and consider the matter a foregone conclusion with the Sentient robot's rights upheld, and any reimbursement due them paid out. Whether such a sum is paid over time or in lump sum they conclude is the purview of the League Master Admiralty Courts. Most Centrist and Federalist Liberal members argue that the 1238 New Worlds' affiliate member law not be violated and be upheld, despite the validity of the claim. They promise to filibuster the vote when it is tabled. Sandmen representatives from both parties have already sided with their fellow plaintiffs, and the Droyne-Schalli bloc appears split on it as well. Should the Dunas Judgment be upheld in the case of Mitchell, Gresham, Atul and Possin, this would only add four more seats, and "grandfather in" these four worlds as full members (Both were colonized before the 1238 cut-off law). With the current thirty-one seat margin of majority, this would hardly bridge the gap should the Sandmen there vote for a Centrist party representative.

Four former balkanized, high population worlds are up for their official affiliate membership votes: Bonsher (21 Worlds-G/ Old Expanses), Burlta (Thoezennt-I/ Old Expanses), Scorch, and Vreeland (Vendtup-L/Old Expanses). Scorch, Bonsher and Burlta's struggles at unification appear to have succeeded, and both are expected to make easy passage once their homeworld ratification votes are tallied and the results reported in.

With the news of the victory over the Dominate at the 2nd Battle of Gateway just beginning to ripple across the Leagues, the news from Usdiki will be arriving of the coronation of Avery I, Emperor of the 4th Imperium. The Leagues already familiar with this state's former allegiance to the "empty throne", now will have a living person there instead, not on the ruins of Capital, Core

Sector, but on Usdiki in Gushemege to deal with. More pressing will be the notification of the next-of-kin of the fallen from this climatic battle, and the League Navy's wishes to replace those vessels lost, even as orders for several League naval divisions are being dispatched to aid the Hive Federation far to their trailing frontier. On the positive side, the world of Dethenes (Dethenes-A/ Old Expanses) has announced its intention to help clean up the atmosphere of the formerly habitable Red-zoned worlds of Sufren, Haze, and Navarre (Sufren-C/ Diaspora) as a goodwill gesture to the Covenanters. This 20-year long project they propose is entirely out of their own pocket, and is backed up with their successful results conducted on the formerly Black Fleet struck worlds of Wake and Aight (Khavle-D/ Diaspora) since 1228. Both of these worlds' atmospheres the Dethenians have shown, while tainted, are currently capable of sustaining life. Former refugees from these worlds are welcome to return and rebuild.

If successful, the Dethenians propose to repair the insidious atmosphere worlds of the Backman cluster rimwards of the Sufren Main next. They have already bought up and refurbished all of the existing TL15 20ktn *Imperial*-class bulk freighters from *Haven Transport Lines*, *Transstar*, and *Trans-Keratu Lines, LLC*, many of which saw service in the Covenanter refugee evacuations. These three League shipping giants have since replaced these vessels with the *Mainstay* and *Apollo*-class clippers. Dethenes has named this new colonial transport fleet *Redemption Lines, LLC*. The Dethenians' goodwill by reaching out to those worlds that suffered during the 2nd Vampire Plague, and whose survivors and neighbors seceded or shunned the Reformation Coalition is part of a larger ongoing campaign of fence-mending initiatives the Leagues is undertaking out in Diaspora.

Old Expanses

- Dethenes Subsector A (Federalist Votes: 8,020/ Centrist votes: 7,502)
- Quinoid Subsector B (Federalist votes: 20/ Centrist votes: 0)
- Surya Subsector E (Federalist Votes: 503/ Centrist votes: 507)
- Jayna Subsector F (Federalist Votes: 490/ Centrist votes: 1603)
- 21 Worlds Subsector G (Federalist Votes: 602/ Centrist votes: 3)
- Thoezennt Subsector I (Federalist Votes: 348/ Centrist votes: 347)
- Shenk Subsector J (Federalist Votes: 548/ Centrist votes: 791)

- Karse Subsector K (Federalist Votes: 100/ Centrist votes: 1)
- Vendtup Subsector L (Federalist Votes: 2/ Centrist votes: 0)
- Aubaine Subsector M (Federalist Votes: 238/ Centrist votes: 37)
- Oriflamme Subsector N (Federalist Votes: 52/ Centrist votes: 234)
- So Skire Subsector O (Federalist Votes: 338/ Centrist votes: 107)

Diaspora

- Khavle D (Federalist Votes: 0/ Centrist Votes: 160)
- Alurza G (Federalist Votes: 4/ Centrist Votes: 200)
- Pasdaru H (Federalist Votes: 33/ Centrist votes: 144)
- The Blight K (Federalist Votes: 281/ Centrist Votes: 20)
- Promise L (Federalist Votes: 178/ Centrist votes: 5)
- Madoc O (Federalist Votes: 23/ Centrist Votes: 60)
- Khulam P (Federalist Votes: 18/ Centrist votes: 43)

Totals = 11,790 Federalist seats vs. 11,759 Centrist seats and 99 Affiliate member seats

World Membership Categories

The Freedom League Worlds today are broken down into several categories: **Core worlds**, **Full Member** worlds, and **Affiliate Member** worlds. Exactly which worlds are considered the Core Worlds are arguably rather confusing to outsiders and visitors to the league in the post-2nd battle of Gateway era. Originally this was intent on the six founding worlds of the “Dawn League of Renewal” of the Aubaine Subsector, Old Expanses (1187-1191), but was later amended after the Hiver contact and expansion into Oriflamme subsector to include some 22 worlds (1192-1200). After the disastrous “Dawn League Twelve” mission, the subsequent new systems who joined the Reformation Coalition successor to the Dawn league seldom changed their names after the mythical gods of light, sun, and the stars. The Core worlds were later amended to those included in the second membership inclusion which occurred in the spring of 1203, adding a handful of worlds from Thoezennt, Shenk, Aubaine, Oriflamme, and the So Skire subsectors of Old Expanses, and Khulam in Diaspora, coupled with a handful rimwards in Alpha Crucis subsectors A, B, and C, the stellar state nearly doubled again in size. With the exception of the colonized salvage worlds, all of the Core worlds are voting members of the League Assembly at Freedom City, on Nicosia. Core world representatives also sit on the key committees of the League Assembly of Worlds, such as the Armed Services committee overseeing the League Navy and League Defense Force; the Intelligence Oversight committee, overseeing

the League’s various intelligence gathering branches; the powerful Interstellar Trade and Commerce committee that oversees the regulation and safety laws of the internal trade routes of the Freedom League; and the encompassing powerful Ways and Means committee that proposes, and offers to all of the Assembly the League’s annual budget for projects and spending.

Full member worlds added to the RCSA assembly of worlds after the fateful six-month long war with the competing Soleean Empire by and large seldom changed their planetary names, and these were simply referred to as either Full Member worlds, or Affiliate member worlds, depending on the amount of sovereignty, and RCSA privileges they preferred. Both Core and Full Member worlds have full voting representatives, 1 per 10 million sophonts, to a minimum of 1 per world with a surviving native population, as well as other privileges, like having a full League Admiralty Court for their planetary Auction, half of whose proceeds fund the Freedom League Assembly of Worlds’ coffers. Core and Full member worlds all contribute to the Leagues coffers through the auction system, and can borrow or get loans from the League’s coffers with reasonable repayment schedules for planetary uplift or bootstrap projects, and Naval and Military assets or protection if requested. Affiliate member worlds may make request for funds, and Military assets, but will be sent what is available in either case depending on the current League Budget, and the size of the problem. Since 1238 all new member worlds joining the Freedom League have been designated affiliate members, to prevent some of the past’s more vitriolic power politics among new voting member systems from reoccurring. Affiliate Member worlds, and the colonized Salvage worlds (Once euphemistically called “Resource” worlds, and earlier still “Cemetery”, or “Boneyard” worlds), are allowed one representative each, but each has no voting privileges. Affiliate member worlds differ from full members regardless of population, and elect a single non-voting representative to the League Assembly of Worlds. These worlds may or may not have a league Admiralty approved court and Auction system, and if not (which is the usual outcome here), do not have to contribute to the League’s coffers in that manner.

There are by sector in 1248 the following:

- Diaspora—45x Voting Member Worlds; 22x Non-voting Member Worlds
- Old Expanses—111x Voting Member Worlds; 61x Non-voting Member Worlds
- Alpha Crucis—0x Voting Member Worlds; 14x Non-voting Member Worlds
- Solomani Rim—0x Voting Member Worlds; 2x Non-voting Member Worlds.

Totals = 156x Voting Member Worlds with a total population of 219, 164, 667, 000.

Totals = 99x Non-voting Worlds with a total population of

17, 832, 552, 852.

Total League population 001-1248 = 236, 997, 219, 852 sentient.

Racial Ethnicity of the Freedom League Worlds

The majority population of the Freedom League worlds is Humaniti, primarily Solomani-Humaniti, followed by mixed Vilani-Humaniti, with a minority of true Vilani-Humaniti scattered on several worlds, namely Yontez in Shenk. Among the major races, the Droyne are first in line with enclaves from Shenk, and Thoezennt subsectors in the Old expanses to the League's frontiers out in the trailing subsectors of Diaspora Sector. Behind the Droyne, numbers wise is the former Imperial Vargr of the Thoezennt worlds of Bwan Murr, Burlta, and in Surya subsector corewards of Thoezennt, of Exage and Surya itself, to those who fled the destruction of the high population world of Sufren in Diaspora in 1211. Third in numbers come those Hivers who chose to stay in their technical enclaves among the League worlds when the Hive Federation formerly declared their uplifting mission at an end and withdrew in 1242-43. The majority of these remaining Hivers simply and proudly call themselves 'Citizens of the Freedom League', owning up to no particular homeworld. Last among the major races represented are also refugees from the fallen world of Sufren, the former Imperial Aslan, many who have resettled on Waroh, in the coreward edge of Surya Subsector, Old Expanses. The richness of diversity of the Freedom League is well represented in the minor sentient races as well. First and foremost among these are the aquatic Schalli of Aubaine and nearby Schall. Although in the Imperial era, their sentience went underreported for financial gain on their homeworld, they have since the early days of the rise from the ashes of the collapse been a steady partner in the league's path back to the stars serving as starship pilots, navigators, marines, Virus computer busters, and premier starship architects and builders as well. Second in numbers, and no less diverse in talents are the 'Sandmen', the peaceful co-existence believing AI-Cym sentient life forms recognized since 1204 by the early Reformation Coalition as citizens who serve even today aboard the League navy's ships as crewmen (usually as their Master-Fire-Director for battery fires), to the bankers of the League Assembly of Worlds Financial institutions, and the Auctioneers of many a full member world's Auction. Several are prominent business CEO's, especially in the computer design and construction field of that industry, and many have served as representatives for their worlds at the League's Assembly at Freedom City, Nicosia. The minor race of the lthklur, the Hive Federation's warrior role race, likewise lay in scattered colonies and settled worlds founded by retiring members of the Hive Federation's Star marines, or Navy Fighter

pilots since 1202 across the League world from Sitah to Aubaine subsectors. Among the refugee minor races that fled the fall of the Covenant worlds are those uplifted Dolphins and Orcas who have resettled to water and water rich worlds since 1211. Many serve also as astrogrators, and pilots, like the Schalli, though they are far fewer in number by comparison.

Among some of the frontier worlds of the leagues are also the single planetary member minor races, like the trace atmosphere capable aliens known as the Kolipians, a tripodal race of burrowing sentients who are primarily miners and TL4 steam powered geothermal energy engineering experts. They have had several tribes/clans make a living working as salvagers on worlds with such atmospheres out in the Karse and Vendtup main in the trailing ends of the League. Their neighbors, the fearsome looking, hirsute Gonzans of Gonzu/ Karse were in the primitive TL2 era at the League's first contact, but held a representative democracy since their rise to civilization on their high breathable plateau and Mountain top city states have joined the Leagues as well.

Far out to spinwards, in the Blight subsector of Diaspora, on Moncton, the TL1 native Z'kraal swarms, a hirsute millipede insectoid race studied by the IISS before the Rebellion. Their hive cities and carvings were deciphered from recovery of those lost records that their idiot gnats they themselves exuded and then consumed later were in fact biotech radio-repeaters. The League discovered their secret via their elected 'Speaker', the peaceful AI-Cym Hobbyist entity inhabiting a downed starship calling itself 'Archimedes'. They were recognized in 1208 as sentient by the Assembly of Worlds, and have sent 'Archimedes' as their world representative ever since, as they do not travel well in jump translation. In the Alurza subsector, the Opedia of Optalis are another multi-legged insectoid, tool-using minor race whose TL5 society while hive-minded, is a Feudal technocracy of "specialized nests". Another single-world minority race in Diaspora Sector are the vaguely humanoid TL7 Sst'ankhrii of Sst'ankh. They trade their natural mineral resources for tools from passing starships in the Promise main, including their cunningly wrought sturdy but innovative solar powered storage batteries.

Racial Breakdown of the Freedom League Citizenry 001-1248:

- Humanity = 209.35 billion
- Z'kraal = 10 billion (Moncton/ The Blight-K/ Diaspora only)
- Droyne = 8.73 billion
- Sandmen = 8.12 billion
- Schalli = 1.13 billion
- Vargr = 120.1 million
- Aslan = 100.2 million
- Bwap = 52 million
- Dolphins = 44.2 million

- Orca = 12.6 million
- Gonzans = 8 million (Gonzu/ Karse-K/ Old Expanses)
- Kolipians = 6 million (Kolipio/ Karse-K/ Old Expanses)
- Ithklur = 2.08 million
- Sst'ankhrii = 400 thousand (Sst'ankh/ Promise-L/ Diaspora only)
- Nind = 200 thousand (Nindaha / Khavle-D/ Diaspora)
- Opedia = 20 thousand (Optalis/ Alurza-G/ Diaspora)
- Hivers = 500 scattered individuals total.

Culture of the Freedom League

When one thinks of the Dawn League period of the Freedom League (1192-1200) the founding principles of trust, freedom, and friendship were present its inception. The League Worlds now covers a diverse variety of cultures, beliefs, religions, and ethnicities among its Human citizenry. Tolerance of others beliefs was incorporated as well, although in the beginning they were determined to be the anti-thesis of anything "Imperial", meaning of the Final War era, or Third Imperium. Informality in daily speech was, and still is encouraged, to disavow class structures left by the Imperial nobility to the degree that the lowliest janitor of the League's Capital building can be overheard today addressing the Secretary General by his first name. This was also reflected in their choice of starship classes, trying to shed themselves of the warlike Imperial mantle they themselves had been under, with names like 'Sloop', 'Clipper', and 'Frigate'. Navy traditions of ship tonnage classes proved stronger however, and the major ships-of-the-line of the League Navy today still bear the names Heavy or Light Cruiser.

Another part of the League's culture is seen historically even today in the rebirth, and renewal of themselves as a state, even as the early Dawn League worlds renamed themselves—the majority of these are known today as the Core Worlds, but this is not unique to just the region between Khulam/ Diaspora, Thoezennt, Shenk, Aubaine, Oriflamme, and So Skire subsectors/Old Expanses. Several Minor alien worlds, once interdicted by the all-powerful 3rd Imperium, now have their independence and their own names, not longer six digit star chart numbers. The initial idealism that sparked the Dawn League was darkened in the months after the Dawn League Twelve expedition failed to return, and the League discovered the rebirth of their dark sides—and issued in the seize the Wilds back by force creed of the Star Vikings:

"Those stars out there—we had them once, and we'll have them again. Nothing's going to stop us."

It was in this ruthless drive to free the Wilds from the very darkness and ignorance the AI-Viral Collapse had brought about the Star Vikings lost a part of their own humanity as they sought to free the billions out beyond their safe worlds. It was in an act of selfless courage that one of the worst offenders, Captain Lisa 'Lander' Davies

did over the present day capital of Nicosia in 1214 that catapulted the need to remember the entire big picture was about saving the people, giving them a place to live in freedom and peace, well away from monsters like marauding Vampire ships, or the Star Vikings themselves. Her death in stopping the Vampire vessel that threatened Nicosia was an event historians later recalled as the third rebirth—the one that gave way to the Freedom League of today. The principles of personal freedoms that all beings were endowed with by their Creator(s) are still avidly pursued today within the Leagues.

Old hurdles of ignorance, hatred, and prejudice had to be overcome of course, such as the learning the knowledge that the semi-sentient race known as the Chirpers were indeed immature, uncasted Droyne. By aiding the Droyne to rescue their "children" from tyranny and slavery where they found them on many worlds, the League forged a relationship of unparalleled trust with this alien race humans had not had before. Today in the League Worlds there are more than eight and half billion Droyne citizens of the League. The event of seeing a *Kroyloss* of five or more Droyne passing through in a starport causes no more stir than seeing a Hiver in the Leagues these days.

The once banned practice of Psionics by the 3rd Imperium ushered in an era with full open rights for those sentients with these abilities following hand-in-hand after the famous initial 1202-1203 mission to Tiniyd (Thoezennt-I/ Old Expanses). From the acceptance of the Psionic 'Gypsies' in the hinterlands on Promise to the representational government of the Tiniyd state of Idsur the RCES learned that soon some of their new member worlds were ruled or led by Psions, and would no doubt send to the Assembly of Worlds an elected Psion. The first four worlds with full institutes that entered with full membership were Osagi (Surya-E/ Old Expanses), Czerniak, Galines (Jayna-F/ Old Expanses), and Yontez (Shenk-J/ Old Expanses). Today in the League Worlds there are no less than 32 full Psionic institutes, and dozens of minor specialty schools not including the Droyne Priesthood's Temples of the Mind.

The hardest hurdle to overcome, and very nearly doing to death the idea of the Freedom League itself as a state was overcoming the hatred and fear of the various AI-Cym sentients collectively known as the AI-Virus. The sane AI-Cym known as 'Sandman' surrendered himself to the RCES, and gambled upon that he could through his selfless act of putting himself at their entire mercy save his human friends on the Viral Hell world of Promise (Promise-L/Diaspora). The Peacemaker-strain as his kind was known as later, became the first AI-Cyms accepted as equals to humanity by the Leagues in 1204 and given rights as citizens. Further contact with sane Hobbyist and Parent-strained AI-entities like 'Archimedes' on Moncton (The Blight-K/ Diaspora), and 'Vulcan' and the Fleet Tender 'Mother-E' in the Depot-UI-traneta (Jayna-F/ Old Expanses) later gave the Freedom

League's champions of Sentient rights the moral courage to voice that these too deserved to have the same rights they had accorded the Peacemakers, culminating in the League signing the 1228 Sentient's Accords. Across the Freedom League in 1248 there are over 8 billion sentient 'Sandmen' citizens, serving in all walks of life. 'Sandmen', as they are referred to in the Leagues ("Cyms' is a name coined by the 4th Imperium," a League citizen will reply to passerby) serve as their world representatives, doctors, nurses, trauma care specialists, lawyers, starship data systems, helmsmen, master gunners, astro-gators, bankers, brokers, Auctioneers, starship repair personnel, starport security and cargo handlers, and computer architect-designers in the vital future of data system industries. This latter key industry is pursued avidly by those Sandmen on distant Dethenes to the newly built gravitic cities over Aubaine and Oriflamme.

Strangely one of the few things the 3rd Imperium did somewhat well—the freedom of religion—has been preserved here in the Leagues, even if the religion advocates total world pacifism, bans all use of weapons, or advocates worshipping a Star, a tree or a stone. Religions that were the world's "planetary" ruling body were simply asked to make their ruling apparatus more representational or more accountable to their worshipper-citizens, and forever forbid 'holy-wars'. The former was easier to accomplish than the latter, but this hurdle too has been crossed with minor infractions. Adherents of the major faiths like the Galanglic Thrice-Reformed Catholic Church (GTRC), and New Anglic Faith of Islam (NAFI), Buddhists, the Pan-theistic Hindus, Taoist and the Shinto can be found existing on worlds side by side with those of the Church of the Stellar Divinity (CoSD), or the AI-entity worshipping Church of Lucan the Merciful (CoLM). One's personal beliefs are held inviolate as long as no planetary or League basic laws or Sentient's rights are broken basically.

Another freedom that has been preserved, although it has had its pitfalls as well through the formative years and the heyday of the Star Viking era of 1200-1218, is a free press. The League's Free Press has caught itself, like it had caught up with corrupt politicians and scoundrels in the trap between propaganda and hero-worship. In their "self-correction", they became an accessory in ostracizing the Star Vikings for their own ends as liberal-minded politicians decided there was no further use for the men and women of RCES. The people of the inner subsectors of the League had no recent memory of the threats and dangers, and this added to their distancing of themselves and these dispossessed RCES veterans. It maybe argued that the rift between the people they served and those who served could have torn the League apart. Many point to ugliness that ensued on half a dozen worlds against them when the Usdiki 'Call to Arms' came, and the 'Star Vikings' refused to answer it. It certainly was a factor, but likewise in 1242, the entire Sitah Subsector worlds with nearly 2 billion citizens to

trailing seceded in protest, and reformed itself as the Republic of Renj, ending the 24 year political hegemony of the Centrist party. The new Federalist party Secretary General of the Freedom League Assembly of Worlds, Richard Daniels however averted a complete repeat of the 1216-1220 secessions, and the League sent what ships it did to Usdiki and what would lead to the incredible victory of the 2nd Battle of Gateway.

The Star Vikings however have redeemed their walk-out in the Last Grand Alliance by answering the call to the Galactic core of Emperor Avery I of the 4th Imperium. Billions of humans no branch of humanity recalls have been psionically detected as being in danger of perishing, humans in need of saving. No one from the Grand Alliance answered the call from Usdiki, but The Star Vikings did. In late 1247 gathered the first of five ships from mothball yards in Kruyter-Depot and headed corewards to save brothers and sisters they never knew existed, and no one is sure will be still be alive when they get there. It was a defining moment for the Freedom League, now suddenly shamed by those they'd excoriated, ostracized, and derided were the New Era's heroes once again. There is hope for them, and hope waiting in the Leagues that upon their return, they will finally be welcomed home.

Psionics

"The mind is a terrible thing to waste"—Ancient Terran Advertisement for Public Education.

The Freedom League accords legal status to Psionic Institutes and all Droyne 'Temples of the Mind' member worlds within its borders. Public fear of Psionics had to be overcome by the peoples of the early reformation Coalition, and historians point its beginnings in 1202 with the famous 'Operation: Dominos' mission to Tiniyd (0825/Thoezennt-I), and the "divide and conquer" Yontez (1527/ Shenk-J) contact missions about the same time. Up until then, the Coalition had left it to planetary jurisprudence on its use and legality. The Imperial era fear of psionics was still strong within the core world population, and open psionic use was one of the reasons for the initial coalition distaste for the Regency. But as the Coalition spread out into the Wilds, it encountered worlds and races that openly embraced psionics. With these worlds and several others with Droyne the Coalition wished good future foreign relations with, the RCES and RCSA came to slowly realize that when (not if) these worlds became members, they too would send world representing delegates to the Assembly, and the odds many of these would be Psions was inescapable. On several worlds in Khulam and Promise subsectors, the RCES found the Psionic Brotherhood a power group on dozens of worlds, some opposed to RCES and for the Guild, others in reverse polarity, and the majority of them uninterested in

stellar technology.

Martin O'Rourke, a member of the Sons of Craig movement, and oddly enough his political foe, the RCES Advisor and Statesman Ilelik Kuligaan joined forces portraying this phobia as another of the many failures of the now dead Third Imperium. This led to in 1207 of the recognition of not only the Droyne 'Temples of the Mind' and Idsurian *School of the Gifted* on new member world Tiniyd, but also the formerly underground *Nemyer Neural Studies College* on Oriflamme. Perhaps the two oldest intact Institutes dating back to the Psionic repressions of the 3rd Imperium are the *Branat Institute* (Yontez/Shenk) the *Masked Institute* (Czerniak/Jayna), the *Fifth Gate* (Osagi/Surya), the *Galiano Institute* (Galines/Jayna)

Unlike the Solomani Second Imperium, and smaller but similar police-state run regimes, the Freedom League does not require special uniforms, ID badges, or any other public display of these individuals' special talents regardless of race. Unlike the Zhodani Consulate, there is no military unit made up specifically of Psions in the League Defense Forces, or League Navy. The exception to this is those member worlds with their own planetary armed forces, Droyne especially.

Taking a lesson from the 4th Imperium, the Leagues considers individuals with these talents are considered no more special than those of a gifted professional athlete. In 1215, eight years after the official criminal ban was eradicated, the Institutes were granted the same college funding status as other schools and forms of higher learning throughout the Leagues were.

Some Psions have found work in planetary law enforcement, criminal investigative work, and other aspects of the legal system. Some are members of the Leagues' Military forces, where they serve like anyone else in rank and file, with no special status. The most talented usually teach, and live ordinary lives outside their schools. Reliant on the good public image and trust the peoples of the Leagues have in them, Psionic Institutes police up after rogue Psions.

Military Forces

"First in all things, this above else, go armed."—**Ancient Terran Philosopher and author, Plato, from the Athenian Papers.**

"The strength of a nation in peace is measured not by its rhetoric, nor its' size, but by the readiness and preparedness of its armed forces."—**Moshe Dayan, former Prime Minister of the Terran Nation of Israel.**

"This is Commodore Ghulz to all League ships remaining—our jump drives are gone: Jump Out, I say again, Jump Out! Invincible is <garbled>..giving that cloven hoofed bastard a new <expletive deleted>! Chief, pour it on, we're going in—."—**Last recorded transmission from the LNS Sean Lathrop, 2nd Battle of Gateway, CDRE Saffron 'Old Ghost' Ghulz, commanding League Navy Task Force 'Hammer'.**

Freedom League Navy (FLN)

Since the founding of the original Vilani Imperium, the Navy has been tasked with maintaining control of the space lanes, allowing free movement of trade and military forces whilst denying it to the enemy. Here in 1248, the Freedom League Navy performs the same mission as its illustrious predecessors.

History and Organization

The Freedom League Navy is based upon the Reformation Coalition Navy coupled with the more military elements of the RCES. The navy is controlled by an Admiralty Board answerable to the League Assembly. Unlike the old Imperial Navy, its commanders are promoted on the basis of ability and previous experience rather than social connections. Being a relatively new service, the FLN is still developing its traditions and its commanders cherish an independent essence derived from such heroes as Sean 'Hammer' Lathrop and Pat 'Who Me' Ritter. The realities of interstellar travel and communications still require that naval units are arranged into squadrons of roughly similar ships organized into Task Forces under a commander with a large degree of independent control. The FLN still uses the old Imperial squadron designation, but has designated groups of squadrons as "Task Forces" rather than the classic Imperial "Fleet". Given the rapid expansion of the Reformation Coalition, and later the Freedom League, the navy still takes transfers from other services to fill out its ranks. This is gradually changing as the number of naval academy graduates and direct applicants increases, but high levels within the command structure joined the RCN under these conditions or served under officers recruited by these means and tradition still favors the transferee. The League Navy has a long history of the acceptance of electronic crew (more commonly known as Sandmen or AI-Cyms). Sandman clones were first used in 1204 as master fire control officers inhabiting the fire control systems of RCN warships. The presence of sandmen proved vital in protecting RCES and RCN vessels against the heavy missile barrages used by the Solee Navy. Sandmen are now found in other crew positions including sensor and comms officers, engineering crew and small craft pilots, where the lack of a human pilot allows increased agility in fighter combat. Main Battle units tend to berth at major League Worlds or nearby naval bases, and then to be reactive to fleet level attacks. They are not normally dispatched for lesser missions. They are built at TL14 to maximize their combat effectiveness. Escort units are widely distributed with small squadrons operating out of frontier bases, major frontier worlds or areas with particular piracy problems. The vessels within the squadron are usually split into one or two ship groups with assigned patrol routes.

These vessels are built at TL13 to provide a widespread support base, but recent losses in the battles against the Dominate have forced the production of TL12 escorts. The Clipper's are manufactured at TL14 to maximize their flexibility. The inherent inefficiencies of a modular design compared to a purpose built warship are balanced by the increased flexibility. Their size and TL14 construction compared to the poor quality, and lesser size of most wilds opponents allow the Clippers to overcome these deficiencies. The FLN has retired most of the relic warships that stood it in good stead during the 2nd Vampire War and the various expeditions to Capital.

Mission

The League navy has identified the following detailed missions:

1. Protection of the League against a main-force fleet invasion
2. Suppression of piracy
3. Support for expeditionary forces performing a variety of TED suppression activities.
4. Survey and Mapping

In order to support the first three missions, the League Navy supports three lines of vessels (compared to the front line and reserve units maintained by the 3rd Imperium). The top level of the navy consists of a hard-core of heavy cruisers built at TL14 which provide the main battle-fleet, whilst the lowest line of naval vessels consists of large numbers of escorts built at TL12 and TL13 are assigned to anti-piracy duties. Finally the 1248 versions of the famous RCES clippers bridge the gap between the main battle fleet and the escort task forces. Their adaptable mission bays allow the League Navy to get the most out of these intermediate layer ships in planetary attack missions, as mother ships to escort forces and support to the main battle fleet. A handful of TL15 Jump-6 couriers manufactured at Aubaine have just entered FLN service.

Upon the closure of the RCES in 1242, the survey / mapping mission was absorbed by the League Navy. The FLN maintains a large fleet of Type S scouts for basic mapping work supported by lab ships for more detailed work. Whilst the navy maintains maps of the Freedom League and its environs for military purposes, this survey information is also used by the transport department of the Freedom League government to compile navigation data for commercial shipping. The data is also used elsewhere within the government for census purposes of representation. Recently Aubaine has produced two Imperial standard TL15 *Donosev* class survey scouts as part of an upgrade of the survey department within the Navy.

Potential Opponents

The major fleet level opponent is considered to be the Dominate, despite losses inflicted in the two Battles of Gateway. Threat analysis has concluded that the other two fleet level opponents consist of large vampire nests operating large relic warships, and possibly the corewards lying expansionist Solomani Imperium. The escort forces are arrayed against the classic pirates, as well as small TED navies and minor vampires (merchant vessels or warships below 1ktn displacement). They are also tasked with monitoring and countering small polities such as the Bellin Confederacy. Escort forces are also drafted to support clippers or the main battle fleet as necessary. The clippers are used as a flexible bridging force. With the right mix of modules, a military clipper can act as the equivalent of an Imperial destroyer, as well as light fighter carriers, planetary bombardment cruisers, troop transports and general armed military transports / fuelers. They are often used as the basis of armed diplomatic missions to the wilds, and as the core of attack forces suppressing TEDs in the wilds.

Strategy

The Freedom League navy accepts the strategic advantages of the old Imperial Navy reserve strategy, where major fleet units are kept at strategic rear locations to allow a concerted counter-attack, whilst the border areas are populated by small starship squadrons designed to delay attacking forces. Unfortunately the size of the Freedom League does not allow for such strategic safe rear areas, that coupled with the homicidal nature of vampire and dominate forces dictate that border worlds can't be left in enemy hands for several weeks or months before a counter attack is organized.

The FLN has come up with a "Thick Crust" strategy, which is a variant of the old Imperial crust strategy used in the Spinward Marches for the first three Frontier Wars. Major naval units are pre-positioned close to the border on major high population / high tech worlds that can sustain a major attack whilst providing repair and re-supply to their attached Task Force. Minor forces patrol less significant worlds. These major fleet elements are designed to crush any invading force before it can penetrate deep into League territory. Given the technological and logistical advantage enjoyed by League forces over rogue vampire units, this strategy allows the fleet elements to successfully repulse any large scale attack anywhere along the border. In order to prevent these major units being engaged piecemeal, the FLN maintains a series of fleet pickets for several parsecs beyond the League borders to provide advanced warning of large scale incursions. Also to allow an overwhelmed border unit to retreat, the FLN uses ships rather than rider / tender combinations. Some Planetary Navies still use rider / tender combinations.

Freedom League Naval Traditions

The FLN has few traditions given its short length of existence. Following Solomani tradition, its ships each bear a crest and motto, and each ship maintains a record of its own battle honors. As the FLN keeps a cadre on each ship, the ship's history is maintained. Due to the often vicious fighting that took place in the start of the Reformation Coalition, the FLN has a policy of not leaving its personnel behind if possible, and will launch rescue missions to regain any lost personnel. The final and most well-known tradition of the FLN, originated with the famous Captain Pat "Who Me" Ritter and the toppling of the TED at Vezina. Lt. Commanders in the FLN outrank non-RC planetary rulers and any diplomats present. This tradition is rigidly enforced by the FLN despite protests by the Reformation Coalition Service Assembly, and later the Freedom League Assembly of Worlds.

FLN and League Affiliate Worlds

As part of the articles of affiliate membership, the FLN provides military support to League Affiliate worlds. This mainly consists of joint military exercises, the option to purchase FLN military equipment, as well as the opportunity for military personnel to cross train within the FLN. The FLN has been known to sell older warship designs to League Affiliate Worlds. The FLN will also provide limited military support in the even of invasion or other military threat. FLN vessels will normally attempt to protect League Affiliate worlds, but will place the protection of Freedom League above that of an Affiliate world.

Ships of the Freedom League Navy

The famous *Victrix* class sloop has been sold off to various planetary navies and has been replaced in FLN service by the 500Tn TL13 *Warspite* class sloop (J4 with capacity for a 100tn clipper module). The original RCES *Wildbat* fighters have all been sold off to planetary navies and replaced with a TL14 15dtn version: the single seat version known as the *Hornet*, the two seater missile bearing variant known as the *Wasp*. The original RCES clippers suffered heavy losses in campaigns against the Guild, the 2nd Vampire War and the first campaigns against the Dominate menace at the Capital. The Star Vikings have taken the remaining original clippers and other remaining 1200 era RCES / RCN vessels as part of the Great Rescue. Only a single example of an *Aurora*-Class Clipper remains in League Space. This is the memorial ship *RCS Apollo*, in orbit over the FL Capital at Nicosia.

The original *RCS Apollo* was destroyed in a suicidal battle with a vampire ship in 1214, and this replica vessel was presented to the Freedom League by the Republic of Renj after they had seceded from the League. The Republic of Renj meant it as a pointed reminder of the League's origins in the face of the revisionist forces in the League at the time. The FLN maintains four classes of clippers, the *Fusilier* and *Lancer* are strictly military versions whilst the *Apollo* and *Mainstay* classes are armed merchants which tend to be used in emissary and support roles.

With the demands of sending a large taskforce into the Hive Federation to assist in operations against the Dominate, the League Navy within the Diaspora and Old Expanses Sectors is only at half strength. The Navy has been forced to bolster local defenses by relying more on local planetary forces, and most border worlds now have league Navy advisors assisting them with modern tactics and deployments. A few Guild captains have noticed an opening of a new market and are providing military grade starmerc vessels to guard planets that have sufficient resources to buy protection.

Freedom League Navy Facilities

The distribution of FLN bases and facilities are dominated by relic Imperial facilities and the aftermath of the Solee War. The vast majority of bases were built to support the RCN against the Solee Navy (primarily in the Thoezennt Subsector) or were built immediately after the war to provide a circle of bases around the borders of the core of the RC. Several of these bases were located to appease public opinion and to show the flag (specifically the naval facilities at Nike Nimbus and Baldur, both of which had been heavily attacked). Additional naval facilities were built just outside the RC borders to support trip-wire forces and deep recon units. The RCN also built a naval station on Promise after 1203 to support the anti-vampire operations on the Vampire Highway.

The RCN absorbed the naval bases of the Solee Navy as well as the Depot facilities at Ultraneta (1213/Old Expanses). A handful of additional naval facilities were built post the 2nd Vampire War to provide support facilities in the remaining subsectors. Generally the FLN has at least two bases in any subsector. With the disbanding of the RCES, the FLN acquired a number of former IISS scout bases that had been used as forward bases by the RCES. These former scout bases have insufficient facilities to maintain large vessels but are perfect to support escort forces on convoy protection and anti-piracy duties. Unusually the FLN operates three depot facilities, despite only controlling approximately a sector of space. Two of these facilities are relic Imperial Navy depots, whilst the third was developed by the RCN as a rear training area.

The former Imperial Depot facilities at Ultraneta (1213/ A000561-E D As S:4 914 La M4 V/ Old Expanses) were originally discovered and repaired by the Solee Navy in cooperation with several stable Viral entities inhabiting the original Imperial shipyards. Ultraneta Depot fulfills the original depot duties of secure naval shipyards, and storage area, and still produces large numbers of FLN naval auxiliaries (TL13). The RCN naval depot at Kruyter (0735/ B000560-E D Pr As 333 La M2 V/ Old Expanses) is the location of the FLN fleet tactics schools and provides a system-wide training area. It also acts as a storage area for FLN vessels placed in ordinary as well as captured military hulks prior to their eventually decommissioning.

The final relic depot facility is in the Depot System (2018/ C000563-D D As Ni 112 La M4 V M5 V /Diaspora). The depot had been stripped of working ships during the Imperial defense of the sector during the final war, and many facilities were scuttled by Lucan's navy when they retreated in 1125. The handful of remaining SDB's and facilities were infected during the collapse and had to be violently purged by the RCN in 1205/1206. Only a tiny fraction of the Depot facilities remain and are used by the FLN as a naval base covering convoys between the FL and the UWA, or those moving across the Wilds of

Zarushagar corewards towards the distant 4th Imperium. The following naval bases on higher population, high tech worlds are usually assigned a Task Force of modern warships: Osagi, Zinorow, Galines, Jrack, Hodg, Coaise, Mueller, Karse, Aubaine, Oriflamme, Peart, Bifirs, Ephraim and Promise. The majority of the remaining naval bases and ex-scout bases support the Clippers and Escorts. The large number of naval bases in the Thoezennt subsector forms the FLN's rear area, and supports a strategic reserve and a pool of auxiliary vessels such as troop transports, tankers and misc. supply vessels. Baldur is the home of the naval hostile environment school, whilst Aubaine hosts several naval research facilities taking advantage of this world's high technology level. Finally Naval High Command is located on Nicosia along with the Freedom League civilian government.

League Defense Forces (LDF)

"So ye who pass us by, go tell the Spartans as the law decrees, here we lie."—**epitaph in stone on Terra at Thermopylae.**

"No matter the level of automation, technological advancement, or what have you, somebody has to send us in to hold the ground! Now get your lazy backsides moving, or that K'kree triple Ay and those parasite 'breed-fighters are gonna cancel Christmas for us all!"—**Drop Troop Battalion CSM Holger "Habanero" Daggit, 1st LDF division, somewhere in Fornast sector before the 1st Battle of Gateway, 1246.**

History

The Current day League Defense Force was born out of the creation of the major population member worlds Aubaine, Oriflamme, Nike Nimbus, Fija, Baldur and Lucifer elite Marine units into what then was the Reformation Coalition Marine Corps (RCMC). Oriflamme maintained five such full combat divisions, and Aubaine maintained three full brigade groups; Nike Nimbus, Fija, Baldur and Lucifer each maintained a single Marine brigade headquarters with a varying number of battalions controlled by each. From these units, were formed the best of these elite soldiers in 1200 organized as three brigades. With the diversity of Solomani and Imperial military unit names, and structures, the battalion was chosen as the basic building block. These they subdivided into two types: the Combat battalion, and the Cadre battalion. Combat battalion held five 100-man companies, four of which were combat, or front-line capable, the fifth being the headquarters, administration, and support elements of the other four. The 100-man companies, whether they were heavy battledress drop troops, combat armor equipped Lift infantry, and Ablative armored light infantry were divided into five 20-man platoons of five 4-man fire teams. The exceptions to these units were the Grav armor and support vehicle companies, which utilized a four vehicle platoon with 3-man crews.

Cadre battalions were little more than reinforced companies of 150-personnel up to 300 maximum in size. These were made for missions undertaken to uplift and support allied militaries in the Wilds primarily, and to act as a repository of the specialists needed for the many small ship missions the RCES had in their Federalist coreward-spinwards approach in retaking the Wilds. Their specialists were also called upon as instructors at the RCMC training facilities. The ground specialists, meteoric assault platoons, Combat engineers (Surface and Underwater), Electronic warfare, Intelligence, and Psychological Warfare Operations (PSYOPS) experts

were among these groups in the Cadre battalions. The 1st RCMC Brigade, was headquartered at Vras City, Aubaine, was primarily Aubani in origin, built up with personnel from the first Dawn League Twelve Rescue missions, and the Aubani “1st Marine Expeditionary Force”. Their three battalions were Cadre-battalion strength, whose members were mainly specialists in some form of marine operations and loaned out on a case by case basis as needed. The 2nd RCMC brigade, “Spearhead”, whose motto “Second to None” was borne out of the fierce competition between the five Oriflamme Marine divisions to stand in the ranks of one of these five full combat strength battalions (500 personnel each). They were headquartered at the ‘Devil’s Throne’ Training facility, Oriflamme, are drawn primarily from Oriflamman citizens. The 3rd RCMC brigade consisted of two full combat battalions, and one cadre-training battalion. 3rd Brigade while headquartered at Athena-Nike City, Nike Nimbus, it was manned by qualified soldier-citizens from the rest of the member worlds, including Nike Nimbus.

The basic building block of the 100-man Line company was the 4-man fire team (Lower enlisted personnel), and one NCO.

4x Troopers, and 1x NCO = 1 fire team
 2x Fire teams = 1 squad (2x NCOs, 8x Troopers)
 3x Squads = 1 Platoon (6x NCOs, 24x Troopers)
 3x Platoons + 1 Heavy Weapons squad = 1x Company.

Battle Doctrine and Tactics

The League Defense Force’s battle doctrine and tactics were honed by RCES and RCMC early engagements in the months after the Dawn League Twelve rescue missions were launched, and later refined as more vessels and materiel became available. Frugality of manpower and resources driven, the Coalition’s military specialists focused when it called for direct assault the use of speed, overwhelming firepower, suppression of enemy fires, and their communications by orbital supporting fires. When enemy or hostile contact was negligible, covert landings were preferred. In both cases, utilization of local allied assets was always part of any plan. All missions relied heavily on gathered reconnaissance, human gathered (HUMINT), whether local, Free Trader network gathered, or by Moonshadow covert RCES agents; and electronic intelligence (ELINT), generally in RCES and RCN orbital surveys, and survey drone satellites set over worlds, and recovered later.

The most common attack, the decapitation raid (Designed to eliminate or capture a hostile enemy leader, and cripple his/her military relic ‘loyal guard army’) was perfected down to a science, usually followed closely by an RCSA bootstrap team to help the newly liberated nation state/ planet adjust to the power vacuum created by

the coup.

An example: A moderately populated world and a small nation targeted to depose by force their technologically elevated dictatorship is selected for a decapitation and follow-on bootstrap mission. A Clipper vessel, with troop and orbital missile modules attached would be dispatched, as well as several escorting Victrix-class sloops and a transport or two for the vehicle units.

- A ground platoon of 1st Brigade specialists aboard the Clipper, perhaps supplemented by RCES or Lancer personnel would be inserted first by meteoric assault, with one or more of the escorting Victrix sloops supporting this with false drop capsules to add deception to the enemy ground radar systems. Their mission would be to neutralize any of the TED’s surface to air missile (SAM’s) batteries.

- A Lift company would be the next wave, with at least a Marine Grav tank platoon in support (carried by the transport(s) generally from the 2nd Brigade would deploy from orbit and seek to engage and neutralize the relic-propped up more experienced portion of the enemy military forces.

- The third wave would by direct landing with the first two steps accomplished by a company of Light Infantry, any RCES and Lancer personnel needed to round them out to secure the area, and mop-up any remaining resistance, link up with local asset forces, and restore order.

- The RCES-RCSA Bootstrap team follows on, and begins their uplift mission with the new interim governing forces.

This battle doctrine has changed little since the beginning of the New Era. The RCMC became simply the League Defense Force, but the two types of brigades, and their transport vessels have remained unchanged.

The League Defense Force “Light” Brigade

The League Defense Force (LDF) Light Brigade was a concept developed from the early Reformation Coalition Marine Corps and Nimban and Oriflamman Army units attached to them in ground side operations. With the formation in 1242 of the ‘Freedom League Worlds’ *per se* the RCMC and Planetary Army units were meshed as one under this concept in existence since the assault on Promise in early 1203. Built around the 10kton *Leviathan*-class Assault Troop Transport, this consisted of three Battalions of 500 personnel each. First and foremost were the full Meteoric Assault Drop Battalion, a full Lift Infantry Battalion, and the supporting Armored Cavalry Battalion. The Brigade’s Headquarters for the

three battalions was also included aboard the ship.

Drop Battalion (Drop Capsule/ TL13 Battledress)

- Company A, or Alpha (100 personnel)
- Company B, or Bravo (100 personnel)
- Company C, or Charlie (100 personnel)
- Company D, or Delta (100 personnel)
- Company E, or Echo (100 personnel)

Lift Infantry Battalion (Assault Landers/ TL12 Combat Armor)

- Company F, or Fox (100 personnel)
- Company G, or Golf (100 personnel)
- Company H, or Hotel (100 personnel)
- Company I, or India (100 personnel)
- Company J, or Juliet (100 personnel)

Armored Cavalry Battalion (Vehicle/ TL14 Vac Suit)

- Intrepid Grav Tank Company A, or Alpha (20x Tanks, 60 personnel)
- Intrepid Grav Tank Company B, or Bravo (20x Tanks, 60 personnel)
- Mongoose Cavalry Squadron A (24x Attack Speeders, 48 personnel)
- Ferret Cavalry Squadron B (24x Attack Speeders, 48 personnel)

Brigade Headquarters, Headquarters Company (HHC) (Vehicle)

- Brigade Support Company (4x 20dtn Recovery grav sleds, 4x 10dtn Grav APC's, 96 Mechanic personnel)
- Brigade Medical Platoon (8x 10dtn Grav Ambulances, 24 personnel)
- Brigade Fire Support Section (4x 10dtn Grav MRLS sleds, 12 personnel)
- Brigade Scout Section (6x Armed 'convertible' covered air/rafts, 12 personnel)
- Brigade Headquarters Command and Control (C2) (5x 10dtn C2 Grav APC's, 15 personnel)

Total: 1381 personnel, with room for an additional 119x Specialist personnel, such as Combat Engineers (Space/ Planetary/ Underwater), local liaison personnel, Interpreters, Civilian Affairs Personnel, Military Police (For high-level prisoner's security), Intelligence, Interrogation teams, Ordinance Disposal Team, and a Psychological Warfare team.

Standardization of Equipment

In the beginning (mid-1200) the RCSA created the Committee of Standardization for Armament and Ammunition for the Reformation Coalition (CSAARC) as a means to maximize the tech level potential of the Coalition worlds. With member worlds with planetary tech levels as low

as TL2 (Spires) to Aubaine (TL12), the future League Defense Force had to be equipped they felt with equipment the majority of their worlds could produce. Despite seventeen member worlds, and four salvage colony systems, TL9 was the most plentiful sustained among them on the worlds of Oriflamme, Nike Nimbus, and Baldur, three of the six worlds with large militaries, and over half the total League's human population; Aubaine, while holding the same level of population as Oriflamme had 650 million aquatic Schalli, and only 150 million humans; and Fija, the population equivalent of Nike Nimbus, was TL10, and Lucifer was TL8. Thus Oriflamme and several other worlds that were at TL9 won the contracts for the new 7mm Advanced Combat Rifle (ACR) for example, and the TL9 ammunition for it, as well as the TL9 RAM grenade launcher attachment. Aubaine at TL12 received the contracts for the powered battledress and combat armor the troops would wear, and the contracts for the laser carbine, pistol, and support laser weapon, as well as the gauss rifle, pistol, and squad automatic weapon. Competing 5.56mm small arms weapon systems made at TL10 were built on Trybec, and TL11 support planetary strike missiles were built on Aurora and Eos. Due to the high volume of relic TL14 Imperial *Trepida*-class Grav Tank hulls, TL11 Imperial *Kushuum*-class armored personnel Grav carriers and TL13 Solomani Confederation Ground Forces *Pyrrhus*-class pulse laser armed Grav sleds, the future league Defense Force had no shortage of Grav vehicles for planetary action. The shortages were in the Fusion gun cannon of the *Trepida*-tank; the rapid-fire plasma gun for the *Kushuum* Grav APC; and the chemical laser charged rounds for the *Pyrrhus*. The *Trepida* fusion gun shortage was one which Oriflamme and Nimban weapons manufacturers overcame with the production of a 10cm hypervelocity chemical propelled round they had used for their own antitank artillery; Hive Federation technology imports initially supported the *Pyrrhus* weapon platform until recovered salvage machinery was reintroduced and reassembled on Aubaine; and the *Kushuum* PG shortage was covered by the League's own 13mm automatic heavy machine gun, using armor piercing depleted uranium tipped rounds in a six-barrel chain gun configuration.

The development of their own TL12 attack 'speeders', built on Aubaine initially, began in 1201, nicknamed the *Mongoose*, and *Ferret* which used new TL12 and salvaged TL13 *Pyrrhus* power plants from the Wilds. The CSAARC, concerned that they did not diverge out with many "one-off" designs as the former Imperium had, their standardization rules for the speeders made the differences internal, rather than external, as both used the same hull. Both craft had their fusion powered 3G drive for airless environments and a high performance air breathing engine for even thin atmospheric worlds. The *Mongoose* carried more missiles in its support role and a smaller plasma cradle gun than the *Ferret*, which packed a more powerful PG in its anti-tank hunting role. The suc-

cess of the 2-man *Mongoose* and *Ferret* attack speeders eventually replaced the *Pyrrhus* attack sleds entirely, and as more worlds achieved the TL12 level of recovery the manufacturing process and licenses were spread out. The *Kushuum* APC's were phased out for the new TL12 *Fury*-class Assault Lander, which was a smaller, orbital capable, short ranged armed and armored shuttle craft for the Lift Infantry. The *Kushuum* APC became the standard chassis for the Brigade's Support elements, including an ambulance model for the Brigade medical platoon, and a 6-pod Multi-Rocket Launcher System for fire support/ suppression. The TL14 *Trepida* was renamed by the League Defense Forces as the *Intrepid*-class, as virtually nothing short of a starship had armor enough to withstand even a CPR-cannon armed version of it in the Wilds. This vehicle is perhaps the only former Imperial relic vehicle maintained in the LDF today. The League's Defense Forces today still remain equipped with a baseline of TL9 and TL10 small arms, and TAC missiles, armored with light TL12 and heavy TL13 Battle-dress, non powered TL12 combat armor, and supported by TL13 laser and plasma high energy weapons. Gauss rifles and rapid fire guns are built at TL12 still, and Gauss sidearm pistols are built at TL13, all chambered to the standard Imperial era 4mm.

Training and Traditions

Training facilities for the early RC Marine Corps, which became the nucleus of the LDF, were on five of the six major populated worlds of the Reformation Coalition: Aubaine, Oriflamme, Nike Nimbus, Fija, and Lucifer. Baldur's harsh environment was viewed only as a specialty school as the RC did not anticipate major ground engagements in a B-class corrosive atmosphere. The largest of these training areas was the Devil's Throne Training base, in the rural outback on Oriflamme, and headquarters of the 2nd "Spearhead" Brigade. It was the largest facility in the league at the time, allowing for complete combined arms training of all the heavy, Lift, and light infantry forces as well as orbital support. Oriflamme budgeted several thousand acres more to build mock-up modular towns and key portions of cities for complete rehearsals on major targets, when time allowed. Training was tough, and realistic, and casualties did occur, although the base was equipped with a TL12 full medical facility nearby.

Aubaine's Delgado-Delacroix Beach facility on the northernmost shore of the Vras Island was the premier training facility in underwater combat operations, and amphibious assault training, lying adjacent to the 1st RCMC's brigade's barracks, with a D-class feeder Downport. Schalli Marines, all of whom were underwater engineers and demolitions experts, remain the primary instructors here. Aubaine also maintains on their nearest Moon another training facility, for zero gee and low gravity combat situations, and a "practice yard" of Imperial

and Solomani hulls for ship-to-ship boarding operations. Called the "Box yard" by its graduates, it was rated better than the Zero-gee school of Oriflamme's moon base in size and scale, as well as quality of equipment used. Nike Nimbus' training facility and headquarters of the 3rd RCMC Brigade (outbidding Fija for the contract by two votes), Athena-Victrix Base was set in the northern highlands of the main continent, and has both Aubani and Oriflamman instructors for this all-world member unit. Although initially the smaller of the two major base complexes, it was the newest, and in design was allowed for further expansion as new member worlds joined, and shared the same untamed outback as the nearby RCES Moonshadow survival and archaic weapons training school some 250km away.

Traditions, like saluting superior officers came with the various former military members who joined the RC Marines, and evolved into simply a greeting. Attempts to oust former Imperial or Solomani rank names proved too cumbersome to remember, and the former titles like Private, Private First class, Lance-Corporal, Corporal, and Sergeant and so on, were soon restored. Discipline, however was always higher in the ground forces, (More so than in the Navy), with a strict chain of command to be followed. The RC Navy's tradition of allowing junior officers and NCOs' to lead missions was maintained however, strictly as a leadership training method for future promotion chances on key missions, usually with oversight of one or more commanders of those who would preside over the individuals promotion. The Informality of both services, and addressing even ones superior's by their first name, or nickname has been maintained. This latter practice, the tac-code radio call-sign naming process for new troops is seen by them as a sign of acceptance and respect into the unit, and is generally awarded by one's peers for sometimes less than flattering reasons. This harkens back to the ancient days of the saying, "a man/woman without fame is no one."

Expansion, Transferees into the LDF

Additional member worlds in the historic 1203 membership ballot issue for the RCSA increased the potential number of new volunteers. The losses in RC ground troops in the newly liberated but heavily robot defended world of Promise during that same time period, as well as the heating up of the conflict with Solee's Empire out in Shenk saw a new wave of recruits and volunteers, primarily from TL6 through TL8 worlds. These more than made up for the losses, and many of these newer recruits from planetary militaries did see action the brief Soleean-Coalition war of 1204.

The three original worlds remained the key installations until in 1212 the RCSA expanded the three Marine Corps brigade budgets to true divisional sizes, and designated key worlds in each subsector to them. The original

Aubani 1st RCMC brigade became the nucleus of the 1st RCMC division, renaming itself the 1st division, 1st Battalion, or as its members referred to it, the “Snake Eyes” brigade. They created two additional combat brigades under its banner: the next of these was established on the world of Exeter, in Promise subsector—the 1st Division’s 2nd brigade, or the “One-Deuce”; its third brigade was established on the world of Ephraim in the Pasdaruu subsector, the “One-Third” brigade.

The original Oriflamman 2nd “Spearhead” brigade thus became the 2nd Division’s 1st brigade, and kept their “Second to None” motto. They established their second combat brigade on the world of Mueller in Shenk Subsector from their TL9 Drop troop Fallschirmjaeger Corps, the 2nd Division’s 2nd Brigade, calling themselves the “Double Deuce”. The 2nd division’s 3rd brigade, a cadre-battalion built brigade modeled on the Aubani original 1st brigade, was installed on the world of Femerial in the rimward end of Karse subsector along with the major RCN Naval facility built there. This unit’s moniker was the “Two-Thirds” brigade.

The original 3rd RCMC Brigade, now the 3rd RCMC Division, chose for its newest and 2nd brigade the world of Xezor in nearby Thoezennt subsector, calling itself the “Three-Deuce” brigade. They established the 3rd brigade, the “Three-third’s” brigade, or as members called it the “Full Package” brigade on Pekhuraa, in Madoc Subsector. Khulam subsector’s lack of a world meeting the population and technological minimal standards needed at the time precluded them from choice at that time. Recruits drawn from this region reported to either the Exeter or the Nike Nimban base.

The inclusion of high population worlds meeting the criterion for full membership had also by this time expanded, and in the Surya (E), Jayna (F), subsectors of Old Expanses the former Soleean Empire systems of Osagi-Exage, and Galines respectively by 1215 were now integrated full-member worlds, and their own native forces were utilized to create the 4th and 5th RCMC divisions respectively. The newly created 4th RCMC division’s cadre headquarters 1st brigade were of course on Osagi, in the Exage system, known as the “4th Ace” brigade. Their 2nd brigade, the combat battalion heavy “Four-Deuce” brigade was established on Waroh, corewards of them, and the second combat battalion heavy 3rd brigade, the “4th Triad” was established on Surya, rimwards of Osagi. The 5th RCMC divisional headquarters and cadre battalions were centered on Galines, with their combat battalion heavy brigades at nearby Czerniak (5th division, 2nd brigade), and corewards Kestral (5th division, 3rd brigade).

Current strength of the LDF

Reorganized the League’s elite Marine ground forces stood at 100-150,000 active duty troops at the time of 1218 Great Recession, and have been maintained

since then at this level. Out of a total population in the League in 1248 of nearly 200 billion citizens, they make up less than 0.0005% of the League’s sophont-citizenry, which the League Assembly of Worlds finds adequate for their needs of a highly trained, well equipped rapid deployment force for the various challenges facing the Freedom League Worlds in the current New Era. This in no way detracts from existing planetary military forces, which in the event of war can be called up as auxiliary ad-hoc forces, but such an event would require the extenuating circumstances such as the 2nd Vampire Plague, the Covenanter Worlds evacuations, and the possibility of an invasion by the Dominate, or Solomani Imperium to occur.

Current Status, Preparedness

The League Defense Force is maintaining a high-level of training currently, working against Dominate-modeled forces such as were encountered in the 1244-46 campaigns across the former Black Curtain Sectors culminating with the Second Battle of Gateway. These include tactics against the cybernetically enhanced K’kree troops, and their swarms of hostile ground vehicle and Grav powered AI-Cym battle robots. Orbital and Battle dressed troop carried support missiles which pack various configured multiple warhead submunitions, and new electronic jamming defeating homing systems are being utilized in what the LDF military leaders see as the next great conflict.

Freedom League Awards

Military and War Time

In their break away from the former Imperium’s military and civilian awards, the Dawn League/Reformation Coalition took upon the more ancient versions of another freedom loving state in Humanity’s history, those of the United States of America, a Terran representative democracy greatly admired by them, and even Ilelik Kuligaan. Replacing the highest Imperial Military award, the Starburst for Extreme Heroism (S.E.H.) was the Coalition Medal of Honor, (the CMH). The criteria for this award, for “acts of heroism and selfless sacrifice above and beyond the call of duty under fire”, cynics would say remained the same. They were, but for two facets: There was no Knighthood or form Nobility attached to a recipient of this award within the Coalition, and it was conferred and confirmed by the Assembly’s Select Armed Services’ Committee in the Assembly of Worlds, not by an Emperor. Replacing the Meritorious Conduct for Gallantry (MCG) was the Silver Star, with ‘V’ device for valor; and replacing the Meritorious Conduct Under Fire (MCUF) was the Bronze Star, with ‘V’ device for valor. The Imperial Wound Ribbon was replaced by the Purple

Heart. All RCES, RCMC, RCN, and RCSA personnel or Coalition Citizens serving in the Wilds, or in war time situations are eligible for these awards.

In 1242, the CMH lost the word "Coalition", and is now simply called the Medal of Honor. Most of its recipients received this award posthumously, such as RCN CDRE Werner von Kessel's rearguard action in the desperate battle of the First Grand Alliance's withdrawal from Capital in 1214, or ADM Sean 'Hammer Lathrop's interposing his stricken Clipper vessel over the Guild base at Jump in 1205 so that the larger, slower troop laden Assault ship *RCS Leviathan* could escape the deadly planetary Missile barrage that had already struck his flagship; CPT Elsie Walker's defense over the salvage colony world of Mitchell with the *RCS Apollo* against a Vampire ship at the cost of her life. Marine Colonel William 'Bison' Rys-on's brilliant, but doomed defense of the RCSA embassy on Nicosia in 1209 is another example. Perhaps in the history of the award, none is more famous than CPT Lisa 'Lander' Davies, the only two-time recipient ever, her second earned saving the entire world of Nicosia from a rogue vampire ship in 1213 at the cost of her life, and the *RCS Apollo*. In the fifty-six year history of the award, over 224 have been awarded. The posthumously awarded members have their likeness in the form of a bronze statue set in the City of Heroes, the capital of the Freedom League on Nicosia, a world where no less than 72 of the 144 awardees enshrined in statues here gave their lives. CPT Davies' statue is the exception, cast in stainless steel, the only two time winner.

her reporting and subsequent book on the fall of Vezina in 1200, "*Say Goodnight, Hoss*" in 1201, and her second for the critical reporting on the *Operation: Cosmic Fire* scandal 1201-1202.

Civilian and Peace Time

The League's peacetime awards followed a similar vein. The Highest peacetime award was the Coalition Freedom Medal (CFM), and was seen as the peacetime equivalent to the CMH. The first such was bestowed upon an Aubani diplomat, Envoy Usamdra Kuvishaam for her defusing the *Trygger Incident* on Keipes, and bringing that world into the RCSA peacefully even as the RCES prepared a decapitation strike, bringing home the crew, and the missing Dawn league ship *DLS Eos* in late 1201. The civilian equivalent of the Silver Star is the Meritorious Service Medal (MSM); and the civilian equivalent of the Bronze Star is the Distinguished Achievement Medal (DAM). RCES, RCSA, or Civilian Police and Rescue Service member personnel serving in the Wilds or within the League were eligible for these awards.

The Arts and Media of the Leagues are also known for their awards. The People of Leagues who cherish a free press have the Nimban Golden Palm is the League's equivalent to the ancient Terran Pulitzer Prize, the highest award for journalism; followed by the Silver Palm, and Bronze palm. Unlike the other civilian awards, these awards are given annually. The first and second recipient of the Golden Palm was the journalist Gabriela Diabla for

Freedom League Foreign Policy Relationships—Major Powers

Diplomacy is saying the nastiest things in the nicest way—Anonymous Terran saying.

War is defined as when diplomacy fails and both sides quit talking—Anonymous Terran proverb.

The Hive Federation (HF)

The Freedom League of Worlds maintains excellent trade and diplomatic relations with their benefactors, the Hive federation, despite the recent 1242 withdrawal of Federation support. A fully staffed embassy still resides on Nicosia in Freedom City, complete with a battledress equipped Ithklur Marine platoon. The current ambassador has served in the League Worlds since the Dawn League in 1192, one M. (Manipulator) Genghis. Currently, a major naval task force of two hundred vessels has been dispatched to the Federation to serve against the hostile threat of the 2000-worlds AI-Cym backed K'kree power, known as the Dominate. Freighters from the *Six-Eyes Nest* megacorporation are still seen every four to six months, but the once shadowing presence of the Hive Federation Navy escorting them has stopped altogether.

The United Worlds Alliance (UWA)

The initial contact with the UWA was stormy and a near interstellar war in 1206, coupled with the RCES first meeting of the Imperial Regency's embassy to the stars in the form of a 60kton *Azhanti-High Lightning* class Frontier cruiser, that eventually was resolved peacefully with both the Regency and the RCES establishing embassy's at Phoenix primarily to glare, glower, and insult one another from 1208-1218. The first joint efforts of this alliance were tested in the 2nd vampire Plague of 1210-11 with the fall of the Covenanter worlds, and the battle to end the incursion of the Black Imperial fleet, followed by the subsequent emergency evacuation of the over 750 million survivors of the 20 some worlds blasted into environmental ruin by the Black Fleet. Eventually the Great Recession of 1218 caused the Coalition worlds to withdraw away from the UWA, who by that time were ready to fill some of that vacuum in their own expansion as worlds seceded, or were ceded by the retreating Star Vikings in the economic crisis that would last twenty years. The Sentients Accords of 1228 were signed between the 4th Imperium, the UWA, and the Reformation Coalition, establishing the rights

and citizenship for all peaceful AI-Cym life forms within these three stellar states was the second great initiative between the UWA and the League worlds. The Freedom League became rather self absorbed during this time period, resolving the problems of their hyper-inflated state and sudden loss of revenues, and eventually reached back across Diaspora in the early 1220's establishing trade links with the new growing interstellar power sharing Diaspora with themselves. A brisk amount of trade between the two powers here continues in 1248, with a partially completed rimwards J-3 trade route from the Freedom League world exiting out through Madoc, and a return J-2 route from the UWA arriving in the trailing edge of Alurza corewards of it entering into Pasdaruu. The UWA's lack of ambition as an expansionist state befuddled RCES and the RCSA, even in the light of the collapse of their Diasporan colonies in 1216-1220. The UWA's policy of keeping a safe place to live for themselves only was just that. This course of conservatism has served to make this region an important neutral meeting ground between the powers of the 4th Imperium, the Terran Commonwealth, and the Freedom League.

The 4th Imperium

Foreign relations between the Freedom League and 4th Imperium remain cordial, but distant since the signing of the Sentient Accords, and the last battle of Gateway (1246-47). The League shares many views with the 4th Imperium, save the idiocy (In the League's point of view) of having an Emperor again. But supported the 4th Imperium's efforts against the Black Imperium in 1214-15, and later in the long war against the K'kree-AI-Cym Dominate genocidal jihadist forces. The trade links to the 4th Imperium from the Freedom League pass out to spinwards-corewards through Diaspora to arc through Zarushagar's smaller states again, spinward-corewards until they cross the rimward frontier of Gushemege. The League's aging Star Vikings, who sat out the last Battle of Gateway and the final campaign for the Iridium throne as none of their affair, took up the gauntlet others shrugged off from Usdiki and Emperor Avery I, and undertook the Great Rescue Mission to Core. Imperialism aside, and the Nobility class trappings that go with it, the Freedom League enjoys far better rapport on trade, legal, and internal issues with the 4th Imperium than the other so-called Imperial-minded powers.

The Imperial Regency

The League's instant dislike of the Imperial Regency in 1206 when they were encountered at Phoenix, the capital of the UWA stemmed from their own then rabid anti-Imperial and anti-Third Imperium stances from demagogues like Ilelik Kuligaan. The other item that instantly rubbed them the wrong way was their open

flagrant use of Psions, without asking if others might feel uncomfortable by such open mind-scanning intrusion (or so they believed at the time). Psionics was considered a blatant infringement on their personal freedom of thought. As it was the Imperial Regency Navy they met, the democratic reforms of the late, great Archduke Norris were completely lost in the wave of anti-Imperial bias that still gripped the Coalition at the time. They settled into a hate-hate relationship at Phoenix in 1208, and tested this new era of alliance and trust during the 2nd Vampire Plague (1210-1211). The Regency, true to its literal word, committed its available assets (a Single AHL-class Cruiser and its full fighter and marine complement) in the region to the battle and the stemming the seemingly inexorable tide of the Black Imperial Fleet as it crushed the Covenanter worlds and rolled rimwards towards the Coalition's worlds. Further co-operation and alliances seemed in the making with the first Grand Alliance in 1214 and the First Curtain war.

All was dashed by the selfish seizure of the Core Sector from the Dominate by the Regency's husbanded fleet in 1218-1220. In the eyes of the Freedom League this was yet another wasteful attempt to seize the Iridium throne for the rights to a condemned and failed institution, the Third Imperium. Like wise their "long-planned" invasion across the Reft in 1218 that accomplished little save the extinguishing of a minor Vampire ship pocket empire, and thwarting the Usdiki trade federation's advance into the region. With the collapse of the Imperial Regency into what are now called the Spinward States, the Freedom League has since turned their back on these Imperialists as hardly better than those who brought about the last era's Imperium.

The New Ziru Sirkaa (NZS)

Diplomatic relations with the New Ziru Sirkaa and the League worlds are fairly chilly, stemming from their earlier 1210 selfish bid for the Iridium throne that plunged the entirety of Known space to the backlash of the Black Imperium's fleets, (Known in the League Worlds Histories as the 'Second Vampire Plague War'), to the NZS's refusal to sign the 1228 Sentient Accords. The NZS's refusal to take responsibility for their unleashing-rousing the Lucanic Navy's action, and failing to even offer even token assistance in the aftermath and destruction of the Covenanter worlds of corewards Diaspora has left no goodwill even in the most liberal of Federalists of the Core worlds. The NZS's open hostility towards any peace-loving Ai-Cyms has further distanced relations between these two powers. Most League member world citizens chalk them up as equal to the fanatical Imperial Regency's Imperialists, and even more stubborn for their adherence to their ethnic dogma of "Anything traditional is always the safest path."

Terran Commonwealth (TC)

Diplomacy and trade relations with the Terran Commonwealth of the Solomani Rim sector and birth place of all Solomani-Humaniti are fairly well developed, and ongoing. There has been some agreements reached about each other's future expansion plans in mid-level and high-level talks as well as clearly defined borders. The Leagues have been doing a phased withdrawal from the coreward subsectors of the Alpha Crucis Sector as part of these initiatives. The Terran Commonwealth however is far more concerned currently with the expansionistic ambitions of the nearer Second Solomani Imperium than the far distant threat of the Dominate, much to the League's dismay.

The Freedom League has maintained a healthy level of trade with the coreward most multi-world state of the Commonwealth, the Easter Concord since 1208, and its newest state, the Rann Republic in Harlequin-D/ Banasdan-H subsectors/ Solomani Rim. Regionally high levels of Anti-Cym feeling in the latter state, once a major part of the Vampire highway, is a matter of some concern to both League and Terran Confederation politicians currently.

Second Solomani Rule of Man (SSRoM)

Relations with the New Rule of Man, or the "Second Solomani Imperium" remain rather cool and frosty from current events with the Freedom League, no less so earlier when they were contacted by way of the new Mercantile Starfarer's Guild. The SSRoM seem more intent on rebuilding from their losses after Gateway's second battle and prepare themselves for what they see as an eventual, and inevitable war with the more moderate Terran Commonwealth for "the hearts and minds of all true Solomani Peoples", and have ignored coldly all overtures for joint patrols to trailing for the watch across the Hinterworlds frontier of signs of the Dominate's return.

Opponents of the often times heavy-handed policy driven League Centrist party often point out in the Leagues to the SSRoM as the end result of such policies with the bastardization of Imperialism as a thinly layered veneer over it. The Centrists in the Leagues however, point out that it is the SSRoM's hard fisted police-state control viewpoint, Anti-Cym and Specist tendencies, as well as their restoration of an Emperor, not their sound security infrastructure policies that make them incompatible with the League's ideals of Interstellar Species co-operation and free trade, and representational democratic government.

The SSRoM and the Freedom League are in an indefinite state of 'Cold War' for the time being, and are diplomatically doing their best to keep the Wilds stirred up in Alpha Crucis sector between the Terran Commonwealth and Spica Sector. This latter region is of particular interest to the SSRoM due to its former ownership of the

Gamma quadrant in Spica during both the Rule of Man, and the 3rd Imperial Era Solomani Confederation eras.

The Dominate

The Freedom League have no diplomatic relations with the Dominate, and actively oppose this genocidal bent AI-Cym Sophont alliance out in the K'kree trailing states. Concern for their Hive Federation allies' flank has also seen recent commitments of several League fleet units to the Federation's corewards borders, as well as the trailing corewards frontiers of their own state watching for an expected counter attack from them, especially after the defeat they suffered at the 2nd battle of Gateway. Militarily, the League remains (they believe) the only stellar state besides the Hive Federation with a vigilant, watchful eye on the Dominate, licking its grievous wounds since 1246-47.

Freedom League Foreign Policy Relationships—Minor Powers

"I truly appreciate your concerns," League Diplomat Vashti Ahearns smiled coldly at the fidgeting and fuming Colfax Freehold freighter captain standing dumbfounded before her in the spacious office on Flamberge. "But that "menacing Viral robot" you shot and "rendered into slag", as you just so eloquently put it was a Sandman-citizen of the Freedom League."

"So what? This isn't the Leagues here lady—the Dagir Commonwealth didn't sign those infernal Accords!"

"True, Captain," Vashti nodded hooding her eyes to slits like a cobra. "But the Dagir Commonwealth has recognized Peacemaker-strain entities. And as the League's representative here, I'm bringing the felony charge of capital murder against you." The captain looked like a gaffed fish for a moment and started to laugh.

He'd quit laughing Vashti noted when the Flamberge Starport Special Weapons Action Team's security escorted him away in cuffs.

--Holo-recording excerpt from the Leagues Embassy (Flamberge) report on the Galvin-38X murder, 22/ VIII/ 1247.

Mixem Concordiat (Libert-B/ Diaspora)

Arising in the wake of Covent of Sufren contact in late 1204, this small trade compact of worlds has become an important layover for trade convoys passing corewards towards Zarushagar and the 4th Imperium. They are open to free trade, having long ties with the Diasporan Mercantile Starfarer's Guild since the late 1160's, but

mainly rely on planetary sovereignty legally and militarily. They maintain closer contacts with the UWA, the rimward neighboring state, mainly for TL11 trade goods, and patrol their own star lanes with a small but growing navy of destroyers and corvettes. The Freedom League does have an embassy on Mixem, the polity's agreed upon capital. The Concordiat has signed the 1228 Sentients Accords, but follows the UWA's definitions of their individual rights and their right to procreate/ reproduce is strictly controlled.

Tripartite Soviet (Hijiri-M/ Diaspora)

This polity is a relative newcomer to the interstellar stage of politics, existing on the Sunz-Vornam Main in spinwards Hijiri subsector. It declared itself an official "state" in 1234, and is essentially the alliance of three charismatic dictatorships on the high population worlds of Sunz, Vornam, and Carl's World. Since 1234, through 1244 the Tripartite has used Star Viking-styled gunboat diplomacy to "unite" (conquer) the remaining worlds of the Sunz-Vornam Main.

Neither the UWA, the Terran Commonwealth, nor the Freedom League worlds have an embassy there, but both have denounced this latest pattern of conquest as "blatant empire-building". The UWA has imposed economic sanctions. League merchants are forbidden to travel there, as the Tripartite is harnessing any useful technology to sustain their war-economy. The Tripartite has not signed the Sentient's Accords, and appears to be a shadow of the former Solomani-Confederacy regime of the pre-collapse New Order Vigilance Alliance (NOVA). Due to the warlike nature of the state, it is listed an amber-zone for League and UWA travellers.

Duamish Federation (Shumisdi-N/ Diaspora)

This polity, unlike many of the others, has no single High population centered world, and while the so-called capital of this interstellar state resides on Duamish itself, it does not own the best starport., but has provided the political will and leadership among its members since the withdrawal of the RCSA subsector administration in 1220. The Duamish Federation still maintains diplomatic ties with the Freedom League, and hosts a League embassy. The Federation sees convoys to the UWA up from the Terran Commonwealth state of the Easter Concord to a small degree, and from the League to trailing. They too have signed the 1228 Sentient's Accords, but do not allow any existing Cym to procreate here, preferring to keep their numbers as they are once they have proven their citizenship. A small enclave of Hivers dwell still on Duamish, remaining after the rest of RCES had withdrawn. The recent activities of the Tripartite Soviet are starting to affect trade.

Bellin Confederacy (Madoc-O/Diaspora)

Relations between the Confederacy and the Freedom League are still officially strained. Bellin and Ruffian seceded in 1220, seizing the abandoned RCN base at Waverly as well, cutting off the Shumisdi Jump-3 trade corridor. What interstellar trade that does occur passes through *Haven Transport Lines* out of Pekhuraa and Seben via the Geonia system station. The Military junta that seized power remains, and the Leagues are content to let this bellicose minor power be, as they have bigger fish to fry elsewhere. The league has not yet had issue to militarily respond to them, nor has the confederacy initiated any sort of incident that might bring such a response. Diplomatic relations consist of messages sent by courier to Pekhuraa and returned the same route.

Drand Compact (Ahri-C/ Old Expanses)

This small polity in subsector C Old Expanses is an atypical Wilds state, part of the great Quinoid-Ahri Main, and wary of still present and raiding small Vampire fleets. Contact with the Freedom League has been sporadic, as efforts diplomatically and trade wise have pushed off to trailing past Ahri into Voskl and the two small polities jockeying for power there in the looming threat of a Dominate menace farther out. Droyne and humans have come together here working together putting their worlds back together. They are open to League merchants and travellers, but have a definite “No-Cyms” policy.

Voskl Trade Union (Voskl-D/ Old Expanses)

Despite initial brush offs on the issue of Sentients Rights, this former Margaret's Domain stronghold polity showed interest in renewing ties with the Leagues concerning trade, and defense initiatives against Vampire fleets, to include the Dominate's menace farther out to trailing. Anti-Cym feelings here run fairly high. On points of agreement, working well with Droyne seems to be the common ground diplomatically. Currently there are differences within the Union on how best to approach matters on Cym Rights as they debate on how best to become members of the League among themselves. Given the “difficulties” with the Crowell Defense Pact, the Voskl Trade Union is investigating the possibility of opening a trade route to the Freedom League via Praddock. This will require a deep space calibration point and negotiations are currently underway regarding funding.

Crowell Defense Pact (Voskl-D/ Old Expanses)

The counter-balance to progress with the Voskl Trade Union and League diplomacy on trade and defense mat-

ters in the subsector here is the Crowell Defense Pact. This reactionary power has in the past two decades with former Star Vikings, (some of whom left RCES in less than savory odor), sowed discord amongst adjoining worlds in fear of a Droyne take over, and has spread unflattering rumors, propaganda, and lies about the ‘Star Vikings’ of the Leagues here on non-Union worlds, taking a page from the Guild. The League has no embassy here, as some of the members of the pact's mercenary Navy are wanted for crimes back in the Leagues still. They have not signed the Sentient's Accords, nor seek to, being violently anti-Psion and Anti-Cym.

Republic of Renj (Sitah-P/Old Expanses)

This former Hiver client state joined the Reformation Coalition, bringing with it the economic TL11 might Renj possessed and sustained throughout the collapse. They seceded as a state in 1243, as part of their protest that the new declared “Freedom League Worlds” had lost their way after what appeared to Renj that the Leagues had “kicked out” their benefactors, the Hivers, as well as trashing their own former heroes, the Star Vikings. Renj re-aligned her status to that of an affiliate member, withdrawing her voting bloc from the assembly, and toppling the majority of the Centrist party. Renj maintains full diplomatic and trade relations nonetheless on Nicosia, and now is busy building its own defensive Navy against the threat of a Dominate Navy strike across the Hinterworlds. They remain very pro-Hiver and Ithklur, and are pro-Cym/ Sandmen.

The Colfax Freehold (McKenzie-B/ Alpha Crucis)

The Colfax Freehold was founded by a jailbreak of some 200,000 Imperial IISS and Imperial Navy POW's in the advent of the collapse in 1130-31. They are a single world state with no ambitions of conquest, and refused to join the RCSA when asked in 1204. They remain a single world state with three small colony possessions in the Colfax cluster, and allow no AI-Cym/ sandmen visitors whatsoever. They have bootstrapped themselves back with aid from Free Traders, who are still welcome here. League merchants can expect a stiffer berth fee and tighter customs inspections here. Former Imperials who couldn't fit into the Reformation Coalition have added to their population over the decades since 1202, adding fuel to their Anti-League outlook. They conduct trade with their neighboring state to trailing, the breakaway former Coalition worlds of the Dagir Commonwealth.

Dagir Commonwealth (McKenzie-B, and Dagir-C/ Alpha Crucis)

The Dagir Commonwealth was another former portion of the RCSA membership, only seceding after being left to fend for themselves in the 2nd Vampire plague, sustaining several roaming attacks between 1207-1209. Their complete secession was finished by 1218. This incrementally expansionist state still trades with the League, and accepts Peacemaker AI-Cyms only, having not signed onto the 1228 Sentients Accords at all. They maintain an embassy for the Leagues still, on Flamberge, and another for Renj on Dagir itself. They are Pro-Hive Federation, and Pro-Free Trade. They conduct a limited amount of trade with the truculent power known as the Colfax Freehold spinwards of them in McKenzie subsector.

New Alban Protectorate (Alba-D/ Alpha Crucis)

This wilds polity has just now recovered from the 1207-1210 2nd Vampire Plague's corewards migrating Vampire fleets, and looks heavily to the Republic of Renj for trade as well as the Hive Federation Navy for security. They are still decidedly Anti-Cym however, but are otherwise open to Free trade with the Leagues, and the trailing Dagir Commonwealth. Sandmen or Cym crewmen on League Ships traveling here are warned they cannot leave any Starport's extrality zone here, or risk being seized and summarily deactivated.

Foreign Relationships—Single World Members and States

There are worlds within and just outside the Freedom League proper boundaries that due to their population' size, racial makeup, and/ or their technology level, are the economic and military equivalent of a single system state. Several examples of these exist in 1248, the inclusion as full League members of Dethenes and Diacy helping to trigger the Diasporan Secessions in 1217; Erakhuu in Sufren/ Diaspora is another Non-League High population single state world, representing for now what remains of the fallen Covenant of Sufren; Ashii in Khavle/ Diaspora is an example of both an alien homeworld and former allied Covenant world now charting its own Non-aligned course in 1248. Distant world states like Zeeland, Stanton and Rann are powerful trade worlds along the UWA to 4th Imperium corewards trade route. Others like Bonsher, and Scorch are struggling to maintain at least affiliate member status.

Rann (Narquel-A/ Diaspora)

Rann's prestellar TL6 society was inundated with Viral collapse refugees from dying higher technology worlds like Jae Mona and Isaasakhur. It took the full dark period of the collapse until 1200 when they completed retro-engineering several fallen starships and put their descendants back to the stars in late 1206. Rann's 1.6billion sophonts are very pro-trade with the UWA, League and 4th Imperial merchants that pass this way, and have no major Anti-Cym scars culturally. Still Rann's current Military regime has yet to sign the Sentient's Accords, and regulates any such type of contact to their downport only.

Stanton (Libert-B/ Diaspora)

The world of Stanton was a pre-Viral collapse High population world that has doubled without changing or seeking technology advances. Stanton's 18 billion remain happily balkanized and open to offworld trade for their TL8 goods and commodities not only in the Mixem Concordiat, their major trading partner, but also to Free Traders and those long-ranging UWA and League merchants heading towards the 4th Imperium. Stanton remains a Trade Outpost with several major nations welcoming passing freighters with competitive downports, and a major trading partner with the Mixem Concordiat polity.

Zeeland (Libert-B/ Diaspora)

A nearer world than Stanton to the Freedom League, and a former client world of the fallen polity of the Covenant of Sufren, Zeeland's water world is unique in 3rd Imperial times for the sizable Chirper population it had, and has still. Zeeland's 20 billion Chirpers are semi-aquatic, swimming instead of flying with their wings, and have gills. Zeeland while open to offworld trade with Guild and UWA freighter captains remains insular and xenophobic to the Leagues and Droyne vessels. Droyne vessels are not allowed to land, or even enter orbit, and are aggressively escorted to the jump point once detected. The thirty odd billion human Zeelanders remain very technophobic of AI-Cyms and are not signers of the 1228 Accords. Their relationship with the Leagues and Non-Aligned Droyne worlds of Diaspora remains chilly at best, refusing to emancipate or have casted their Chirpers based on the impact the loss they would present to their ecosystem.

Erakhuu (Sufren-C/ Diaspora)

Erakhuu had been recently pacified by the Covenant of Sufren in 1204 and nearly seven years later became the refugee stopover world of choice as the UWA, the Guild and the Reformation Coalition sought to rescue hundreds of millions of survivors from the destruction

brought down by the Black Fleet in 1211. Erakhuu's population soared to 1.5 billion as the refugees from the emergency lowberth Black War shelters were revived and chose to remain here rather than move elsewhere. It remains the sole world claimant to the fallen polity of the Covenant of Sufren, and has recently entered into rather prickly diplomacy with Dethenes on allowing them to environmentally clean up the radioactive insidious environments of Haze and Sufren. Erakhuu's small fleet of relic starships are the remaining vessels of the Sufren Outsystem Colony evacuation ships and those scant few armed warships that escaped the final battle there. Erakhuu maintains embassies for the UWA and the Leagues, as well as the Ashii of Khavle Subsector. Erakhuu likewise has not signed the 1228 Accords, and is quietly Anti-Cym.

Ashii (Khavle-D/ Diaspora)

The Ashiin of Ashii have risen during the collapse much like the world of Rann in Narquel subsector from pre industrial TL3 when the last IISS interdiction satellite reconnaissance was downloaded in 1115. The Guild succeeded in advancing their technology in weapons as they ventured across the Vampire Highway in the trailing side of the Khavle Main, but discovered this unusual race of minor Humanity did not take well to offworld meddling in their politics, and their divide and conquer scheme backfired in arousing the Ashiin to select a warlord who united the various city-states and shared the new technology with the conquered and allied states as well. The Covenant of Sufren when they contacted them found them ready allies against Virus in 1203. The Ashiin with the Covenanters, Droyne and Humans from the world of Aight progressed further along entering the fission fueled atomic age. Since the passing of the Black Fleet, Ashii has hewed its own course to the chagrin of RCES and now the Leagues.

Ashii's 1.6 billion Ashiin have entered the starship production race along the Khavle Main, and remain virulently Anti-Cym. Their world view allows for an extremely black versus white interpretation of Threat or No-threat to their society and existence. In short, they have no middle ground for sane Virus whatsoever, and deem them all something to be destroyed, or driven off utterly. Former Covenant merchant turned Free Trader, Droyne merchants from the neutral worlds of Yoroydaysu and Tuumudays are welcome there. League merchants without a Sandman crewmember and Droyne crewmember will at least get along better than being escorted back to the jump point. Rumors of the Ashiin forming a Non-Aligned world Coalition against Dethenian meddling in Khavle have some substance in recent attacks on Dethenian vessels in the Aight and Wake systems.

Dethenes (Dethenes-A/ Old Expanses)

The high gravity, high population, and high technology world of Dethenes was founded in the 2nd Imperium's early days, even as the last of the Sol-Vilani Interstellar wars waned to an end, and remained independent (Non-Imperial as the Dethenians say) of the rising 2nd and later after emerging unscathed by the Long Night, the 3rd Imperium as well. Dethenes endured and survived Virus by saving their Android and AI-data systems from mass suicide, and has re-emerged in 1248 despite a punishing raid in 1211 by the Black Fleet as the technological light-house in the Wilds they once were. Some 80 billion citizens reside here in orbit, on the surface, and below their vast seas. Fully eight billion are 'Sandmen' AI-Cyms who now enjoy equal rights with their organic fellow sophonts. Dethenians are aware of the consequence of their joining the Leagues, and have been embarked selflessly to restore the worlds lost due to the orbital fury of the Black Fleet in Diaspora. The "Dawn Project" has been running covertly since 1247 and will take decades. Dethenes hopes to be able to make an announcement that the project is underway within the next five years. Militarily, Dethenes manufactures only planetary weapons for their own self defense, and as part of that policy includes that they do not build jump capable starships. They are primarily Federalist-Progressives politically within League issues, as well as furthering AI-Cym rights.

Diacy (Dethenes-A/ Old Expanses)

Having nearly seven and a half billion Droyne, Diacy boasts the largest single population of this alien race inside or outside the Leagues. This in part stems from the huge influx of Droyne refugees during the Doomed Trade period of the Final War (1124-1128) fleeing from Lucan's persecution and seeking of super weapons from them from Diaspora sector, whereas before they were only a significant city state sized Oytrip of 750 million. Diacy's precollapse dictatorship enjoyed a cordial working relationship with their native Droyne and during the Final War was allied with Duchess Margaret's faction. Looking for furthering solidarity with their alien neighbors and took them in. The Viral crash in 1130 and subsequent failures to get restarted before the humans and Droyne began working together towards recovery reversed much of this former goodwill, and the infighting and wars over maintaining technology reserves ran their course over the planet. By 1200 the warlords, both Human and Droyne had recognized Diacy needed stability first and formed a military junta and tried their hand at peace for a change. Their recovery has been slow, as the junta was gradually replaced with an impersonal bureaucracy that RCES contacted in 1208. Diacy's government waited until they saw the Jump-3 trade route to Dethenes established before agreeing to be part of the membership compromise of 1216-17. Diacy today remains very Cen-

trist-Conservative party wise in League politics, a bastion of government control and oversight.

Bonsher (21 Worlds-G/ Old Expanses)

The interim government of Bonsher's 6.3 billion sophonts is a young, weak representational democracy that the Leagues has been involved with long-term since acquiring it as part of the Soleean Administered Territories at the end of the RC-Solee War in late 1204. Bonsher's balkanization since the Viral Crash was briefly and united at orbital gunboat point by Solee in the late 1190's. Reopened forcibly to offworld trade by them, they scarcely maintained civility at their supposed liberation by the RCES-RCN, and once again fell into internecine squabbles and drew up sides once again. After decades of mistakes on all sides, the new government appears to be holding up after two previous failed attempts at unity in 1218 and 1234. Bonsher is however still plagued with a low level insurgency of anti-unity guerillas as they approach their referendum vote on renewing their affiliate member status within the Leagues in 1248.

Scorch (Vendrup-L/ Old Expanses)

Out to trailing in Vendrup subsector, the high population, industrial, but water poor low gravity world of Scorch is another example of an affiliate member world with an interim government struggling to meet the Leagues' constitutional requirements for membership. Scorch's 6.5 billion sophonts are generally pro offworld trade—especially where their exports are concerned, but their technophobia has hindered their technology recovery to its present post-atomic age pre-super conductor level. The Leagues attention farther out to trailing in aiding the Hive Federation against the Dominate has renewed plans and funding to this struggling frontier world as a possible jumping off point to worlds farther out in need of Scorch's manufactured goods for their own recovery.

Defiant (Dagir-C/ Alpha Crucis)

Defiant's 1.4 billion sophonts have a legacy of fighting against seeming insurmountable odds and winning with all of their meager resources, grit and determination brought to bear in their amazing hundred year war against the Viral plague. The formerly named world of Hallom was recently contacted by League diplomats through the neighboring polity of the Dagir Commonwealth, but Defiant's scars from their war against Virus preclude at present anything but arms sales from the Leagues. The Solomani Second Imperium's tentacles have reached this far corewards, League Naval Intelligence has recently learned, and Defiant while open to offworld trade is another Anti-Cym one-world state the Leagues must contend with in the near future.

Crash Start to Free Trade: a brief history of Auction (1197-1204)

"An AI-Cym auctioneer calls the attention of the bidding public to the sale of parts for relic agricultural machinery in Profit's Hall. In a crowded sales room representatives from a dozen different worlds heatedly bid on a shipment of starship components from a Guild owned manufacturing concern. Around a table in a bar with a less than salubrious reputation, the crew of an independent Free Trader discusses the final details of a salvage operation with a potential employer. Across the sprawling mass of buildings, landing pads, warehouses and sales rooms that is Brusman town, the economic heart of the Freedom League beats to the rhythm of commerce and trade.

Welcome to Aubaine. The home of Auction."

- Naskilliugi's Travellers Guide to Aubaine, 7th electronic edition, 1248 (NE 48)

The economy of the Freedom League is based on the principles of free enterprise and free trade. This is, in the most part, a holdover from the Freedom League's previous incarnation, the Reformation Coalition. At its conception the Reformation Coalition found itself unable to develop its economic, industrial and manufacturing base in a considered, methodical manner due to the devastation wrought by virus and the civil war that tore apart the Third Imperium. The Reformation Coalition instead engaged in a process where such technologies where recovered from surrounding worlds and used to "crash start" the technological base and economies of its member worlds.

This allowed the Coalition to bypass the slow process of having to develop these technologies of their own accord therefore allowing Coalition member worlds to recover from the collapse far more rapidly and to push further outwards into the wilds than would otherwise be expected. This in turn had the effect where the Coalition became increasingly dependant on recovered relic technology and ever increasing amounts where demanded in order to support the Coalition's manufacturing and supply capabilities, bootstrap and uplift operations, trade agreements with nearby polities as well as further expansion out into the wilds.

This "economy of expansion" prompted the creation of the Auction in its modern form by the Star Vikings. Through the process of Auction, the Reformation Coalition created a mechanism where upon relic technology materials could be recovered and then distributed to a growing and advancing Coalition economic infrastructure from a wide range of sources, all the while ensuring a healthy promise of both future "strikes" of relic technology material and immediate profit from the sale of auctioned items.

The economic "spiral of dependence" on recovered relic

machinery, ships and parts ensured that Auction spread from its original home at Aubaine across a number of league worlds in a few short years and sealed its place in the public's subconscious as a place for trade. Through boom and scandal, war and peace Auction grew, fueling a vibrant economy and bringing the disparate communities of the Freedom League together in a process that has today become an integral part of the social fabric of the Freedom League, a process in which all from the lowliest League citizen to the largest WorldCorp partakes in for the benefit of all.

Auction's Early Days 1197-1200

Originally conceived as a free trade nexus Auction was formally opened by Dawn League officials in late 1197. Located in the small commercial city of Brusman which lay adjacent to the planetary downport on the Dawn League member world of Aubaine, Auction originally consisted of just 4 auction halls, converted warehouses purchased for exclusive use by the Auction. It was here the Admiralty Court allocated the minimum level of staff it was thought to be able to ensure its smooth running. The New Dawn League Admiralty Court Auction (or "ND-LACA" as later economic historians referred to its cumbersome name later) was given the mandate to become "an open place for open, free trade".

With little more than a hand wave to trade agreements signed between member worlds at the formation of the League of the New Dawn to initiate inter world trade by independent concerns, Auction was to all intents and purposes ignored in favor of outfitting and launching the "first twelve" contact expeditions into the Wilds.

The astrological location of member worlds and the Jump 2 routes that dictated travel to and between a number of League Worlds precluded many of what would normally be described as "free traders". These merchant ships capable of Jump 1 that consisted of the majority of those traders operating outside of League space, and many independents within it, resulting in most interplanetary trade being conducted within League borders by DL backed "independents" and WorldCorp or large corporate concerns and affiliated Merchants. The consensus concerning external trade was that the League should concentrate in the main with the opening non league worlds to off world trade through League sponsored concerns rather than relying on the Free Trader Network to conduct intermittent trade between such worlds. As the system currently in place for internal trade within the League suited those major players with vested interests in such matters (not to mention the financial and political weight to influence the League council) who operated with their own channels of supply and sale perfectly fine. The Auction, a brave experiment in opening free trade to all, corporate or independent, large or small, languished semi forgotten.

The Star Vikings and Auction 1200-1204

After the restructuring of the Dawn League into the more aggressive Reformation Coalition in 1200, Auction fell from under the remit of the Exploratory Service, the League's armed exploratory/trading arm and was placed under the administration of the Reformation Coalition Master Admiralty Court, abbreviated soon after as the RCAC (The better to distinguish it from the RCMC, or Reformation Coalition Marine Corps). Abandoning its original premise as a location to sell commercial trade goods, Auction instead became the clearing house for items obtained under the RCES program of recovering relic technology and then dispersing it to Coalition companies, private concerns, and member world governments in return for further future support of its operations. The thinking was that an Auction would provide sufficient financial incentive for organizations and individuals to recover relic technology while putting it into the hands of those who where in most need of it, in an environment that promoted the further acquisition of such items.

Quickly becoming an integral part of the fledgling Reformation Coalition economy, auctions of recovered technology rapidly became established on a number of other Coalition worlds but Aubaine with its low sales tax and high throughput of recovered goods remained the largest and most popular of them all. Once Auction spread to other Coalition worlds it was necessary for Auctions on each RC member world to be conducted under the auspices of a "local" Admiralty Court (RCLAC) answerable to the Master Admiralty Court on Aubaine. While some aspects of the process varied from world to world, the blueprint for the Auction process first devised on Aubaine was the baseline that all others followed.

Within just a few months of the founding of the "new" Reformation Coalition, Auction had also become a major part of the "Star Viking" social calendar. Not only a place to buy and sell, it was also a prime location for RC personnel to meet colleagues, discuss business and operations, swap stories and enjoy some much needed rest and relaxation. Its close proximity to the RC governmental and administrative headquarters in Aubaine's capital, Trantown, as well as the nature of the materials sold guaranteed a large influx of Star Viking personnel every auction day. By early 1201 with many freelancers also being attracted to Auction to bid on and sell technology, it was also being used to assess and recruit potential RCES personnel, the Star Vikings had truly taken Auction and made it their own.

The Basics of Auction defined

The Auction mechanism put into place by the RCAC was as simple as it was effective. For the sale of recovered relic items transported to Auction by private or RCES sponsored individuals the following procedure was used and remains, more or less unchanged, in place in 1248. Upon arriving at any Reformation Coalition world all ships would be required to declare whether or not it held any cargo for offer at Auction, if it declared so, the ship would be transferred to an Auction only impound whereupon all Auction suitable goods would be appraised by RCLAC personnel. This included all recovered relic items and/or any other items for sale which the presiding RCLAC official deemed suitable for sale. All goods or data systems capable of harboring Virus would undergo extensive testing in a separate quarantine area, while restricted goods such as weapons, biological agents, and radioactive, toxic and other hazardous materials would be inspected.

While the cargo was being inspected, the crew would undergo a confidential debriefing to ensure that information concerning all possible sources, or discoveries of, salvageable items was divulged by the crew in question. The lure of a generous "finder's fee" for all information concerning such discoveries of recovered items and equipment for non RCES personnel ensured that the temptation to conceal data about or misdirect RC interests from caches of relic goods was kept to a minimum, while allowing the RC to further exploit these new sources. In some cases these finds would be then publicized in an attempt to raise interest among though either RC sponsored independents to ensure that successful salvage operations continued, while in other cases, information received concerning finds then deemed to be of the utmost importance to RC interests were passed on to specialized RC recovery teams to obtain any reported items themselves.

RCES personnel, being under oath to, and under the employ of, the RC authorities were expected to provide far more detailed reports and not withhold information. RCES would not normally be eligible for a finder's fee in the event of information provided by them leading to the successful recovery of relic equipment, though in a few rare circumstances this was granted, though at less than 50% of the rate offered to "normal" private citizens.

All appraised goods would then enter a second phase of appraisal where those goods deemed crucial for the continued functioning of RCES and RC member world interests and therefore exempt for sale at Auction by way of a "Salvage Bill" passed by the Reformation Coalition Service Assembly would be taken over as "eminent domain" by the RCLAC and passed to the relevant RC or World authority. If the relevant authority decided to purchase the equipment it would then pay the market value of the goods to the RCSA, who then would keep half of this payment while passing the other 50% on

to those who recovered it. Otherwise the goods would continue on to Auction. Items clearing the RCAC appraisal process would then be entered for auction on the planet where it was appraised. Bids would then be taken on the items available, a process that excluding certain items of hazardous material, military firearms and the like, were open to all from the common man, through small business concerns all the way to World Corps and Governments. Finally once the bidding was complete the process of allocating the proceeds of the sale would begin, this would involve a number of steps including:

1. **The Host Cut** – 50% of the sale price would be taken by the RCLAC, and passed to the RCSA for use in funding RC operations and infrastructure. In addition to the RCLAC's 50% the local world government would also take a "Cut" of between 5-10% whereupon the final figure of the "Host Cut" could reach up to 60% of the sale price.
2. **Finder's Share** – If the goods sold were subject to a finder's share, this would then be taken from the remaining sale price. The percentage of the Finder's share varied depending on the nature of the item and the fee agreed between the RCLAC and the claimant at the time that the find was reported. In the majority of cases this averaged between 2-5% of the market value of the item.
3. **Seller's Cut** – Once the Host Cut and Finder's share had been deducted from the sale price the remaining amount was then ready to be passed on to those selling the item. In practice this sum was further cut into the following smaller amounts.
 - A. **Ship's Cut** – Starships being the most precious commodity to a star faring culture, deserved to be treated with the utmost respect and care. This was especially true when such a lack of readily available replacement vessels, parts and technology meant that ships were quite literally an irreplaceable commodity in the early years of the New Era. Budgeting for repair, refit and routine maintenance (or the "3 R's" as they were commonly called) of starships was paramount to their continued operation and so approximately 10% of the remaining amount was taken as a "Ship's Cut" and reserved to ensure that a ship could cover its monthly routine maintenance costs.
 - B. **Ship Owner's cut** – At this point Ship Owners would take their portion of the remaining funds. The remaining funds would be split by 50%; each portion being labeled "A hundred Shares",

so called as these would be further split into 100 equal portions. The “Owner”, or more likely “Owners” would then take a full “hundred Share”, this being 50% of the remainder of the sale price after the Host Cut, Finder’s Share and Ship’s Cut had been deducted. In the event of multiple owners the Owners “hundred share” would be split according to percentage of the vessel owned. In the case of RCES or RC Naval vessels this cut would be taken in full by the RCLAC (in affect the RC government) at the time the Host cut was deducted.

- C. Final Cut** – The remaining “hundred share” was then divided, as with the other “hundred share” into 100 equal shares. These were then proportioned between the crew, with 30 shares usually going to the Captain of the vessel, a further 30 shares divided between the Ship’s officers and 30 shares being divided between the remaining crew. In most cases the final 10 shares were either saved as an “emergency” fund or awarded as a “bonus” payment to crewmembers.

Auction expands 1202

Buoyed by the success of recovered technology sales the Master Admiralty Court announced, in what would prove to be a pivotal decision regarding the future direction of Auction, that as of 01/1/1202 auctions would be expanded to officially once again include the sale of common trade goods in addition to those items already sold on a major basis already sold thus consolidating the majority of trade within the Coalition space and between off world interests into the Auction process. While the practice of selling high value, low volume goods trade goods at Auction by independent traders within the RC or members of the Free Trader Network had until this time occurred sporadically at smaller auctions such as Lucifer, Helios, Shenandoah, and Spires. Large scale interstellar trade in common goods such as manufactured items, textiles and foodstuffs were conspicuous in their absence from Auction as such trade was conducted near exclusively by World Corps and other major corporate merchant interests through their own channels. Controlling the routes of trade between the separate RC member and surrounding worlds with what few bulk trade vessels were still in circulation as well as the majority of planetside distribution networks, the World Corps and major merchant houses effectively had “carte blanche” in their dealings with local suppliers and manufacturers. Without access to a means to transport their goods in bulk off planet or in many cases even across planet, small producers and manufacturers either had to focus on trading locally or effectively submit to the larger companies demands in return for the opportunity for off world and inter world trade.

This advantageous position on the part of the larger concerns enabled them to “cherry pick” business partners effectively blocking out competition such as those businesses producing better quality goods at a cheaper price and the Free Trader Network when it came to wide scale high volume trade within Coalition space. Thus being able to dictate purchase, distribution and final sale costs in their contractual dealings meant any agreement negotiated and entered into was exclusively in their own best interests. This monopoly meant that it tended to be only items manufactured or produced by firms owned by the largest of commercial interests that were available for interstellar trade. Such trade being conducted by those same interests themselves.

The competition was effectively “frozen” out of the market. Stifling interstellar trade in such a manner was only advantageous to those making a profit out of the status quo. The continuation of such a closed market economy would only be to the detriment of the Coalition as a whole and so against intense lobbying the RCAC with the backing of the RC Service Assembly resurrected Auction’s original remit as “an open place for open, free trade”.

The Master Admiralty Court’s announcement opened the floodgates to hundreds of independent and smaller commercial interests to sell direct to on or off world interests with the ease that the original Dawn League trade agreements of 1197 had originally promised. In an effort to further promote the auction environment as the de facto method of conducting commercial trade, the RCAC leveled a flat 0.5% sales tax on common trade goods instead of a 50% host cut in return for the use of Auction facilities to sell such goods. Many small businesses, merchants and distributors discovered that free from the stranglehold of having to rely nearly exclusively on the larger merchant lines and World corps for distribution, delivery and sale of goods in a closed market, Auction offered opportunities for trade without restriction. The opening of Auction to trade goods soon fostered a healthy atmosphere of commercial competition. Manufacturers and suppliers eager to be free from their reliance on submitting to what amounted to aggressive business practices and unfair contracts welcomed the move to open up Auction. As already noted Auction enabled them to sell their product at a price determined by the market rather than self interested corporate concerns. Every manufacturer or supplier who could do so either tore up their existing contracts and dealt exclusively via Auction or renegotiated on more favorable terms. Auction provided an “in” for many small merchant lines previously shut out through the near total domination of the market by the large corporate interests. The ability to bid on, and purchase not just the leftovers or the esoteric goods but large volumes of common trade goods was a welcome one. With the majority of the buying power still in the hands of the larger concerns many small merchant lines concerned that their lack of financial clout would

hinder them either amalgamated to increase their shipping and purchasing capacity or formed loose partnerships to achieve the same effect.

The larger, more established businesses were slow to catch on to this trend and found a significant proportion of their market share in trade goods slipping away to these new “merchant partnerships” who while unable to initially ship goods at the same capacity as the larger more established lines where more willing to purchase the goods at a fair price at Auction and then collaborate together in order to gain a foothold share. Of course with an increase in trade for these smaller merchants came an increase in profit, leading inevitably to increased opportunities for purchasing new vessels, opening new lines and forging new partnerships thus further expanding their presence in the market. This then had a secondary effect on shipping costs for those goods not sold at Auction. Shipping costs for businesses dropped as competition in the form of the increased number of smaller carriers resulted in a cut in shipping costs to try to increase or, in the case of the large merchant firms, like TrybecCorp and Transstar, LLC maintain their share of the shipping market.

The Boom Time (1202-1203)

As RCES “Smash and Grab” and other recovery operations began to escalate in the early 1200’s so too did the influx of relic/recovered technology into Auction. With the discovery and subsequent use of the Snake AVV, a highly effective, semi sentient AI anti viral program procured by RC forces in the Covenant of Sufren on 24/III/1202 the rate at which Virus infected relic technology was recovered and cleansed as well as the amounts transported to Aubaine and other RC worlds for sale at Auction increased even further as the risks involved in such recoveries decreased dramatically.

In what became recognized as being the first privatized usage of Snake AVV for commercial purposes, small privateer concerns such as the Luhtalan firm “*Beyond the Grave*” Ltd, “*Jump Flash Interstellar Salvage Mercantile and Recovery*” LLC, as well as the Balduri based “*Homage to Home*”, LLC where awarded the use of the ‘Snake’ Anti-Virus-Virus electronic weapon for commercial use by the RCSA on 01/IX/1202 and this rapidly expanded their salvage and recovery operations exponentially. By early 1203 the Snake AVV began to become readily available to other private individuals and other small salvage/recovery concerns and the recovered technology market skyrocketed. With the increase in saleable salvage available at the Aubaine auction combined with the increase in the local and interstellar trade in common goods, the town of Brusman which had been steadily expanding exponentially over the previous couple of years witnessed an unprecedented boom period.

Brusman was by now totally dedicated to Auction and its various ancillary services had become a bustling trade hotchpotch of Auction halls, merchants, accommodation, taverns, stores, lawyers, insurance brokers, distribution and warehousing depots among others. Now nearly twice the size it was at its conception, Aubaine’s Auction was expanded with 8 new auction halls, 2 new landing areas and over 20 administrative and other premises on 08/VII/1202. Auctions on other Coalition worlds also benefited from the boom in “salvage” credits as well as the decision by the RCSA on 28/IX/1202 to approve the “Starports Upgrade Bill”. This bill guaranteed the upgrade of Trybec and Oriflamme’s B-class shipyards to the A-class standard. It also provisioned for those member worlds with C-class shipyards to begin to receive upgrades to B-class capability. In addition to this all Core member world’s D-class shipyards were to be improved to C-class standard as well. Higher capacity, A and B class starports meant an increase in the production of jump capable vessels, allowing for greater opportunities for both large and small private ventures to purchase new vessels or maintain older ones, thus opening up RC member worlds to even greater levels of interstellar trade.

The RC Privateer salvagers began to specialize in this time period after the Starports Upgrades Bill, particularly in the recovery of hull forming and gravitic slips for the RC’s new orbital shipyards and highports; others, like RC Lancers of ‘*Ahearn’s Special Air Group*’, Ltd. (a Starmerc firm) from Nike Nimbus, took advantage of this new Bill’s passage in the recovery of downed or derelict relic starships themselves. Not counting the recovery of 8 of the missing 12 Dawn League explorer’s ship’s, an additional thirty-seven starships and thirteen system defense boats were either hot or cold recovered back to the RC shipyards and put into use, further fueling the boom time of this period. Two of the richest ‘hot’ recoveries ended the threats posed by the system trapped Vampire fleets in the Darainne system (Thoezennt subsector/ Old Expanses), with some seventeen vessels, and the Mitchell system’s (Khulam Subsector/Diaspora) nine vessels both cleansed with the use of the Snake AVV. The Coalition’s daring military liberation of the Vampire stronghold world of Promise (Promise subsector/ Diaspora) in the spring of 1203 that broke the back of the “Vampire Highway”, yielded back to Coalition shipyards another two dozen vessels alone in salvage credits by way of Auction.

The ‘Kalkaska Scandal’ and the collapse of the Master Admiralty Court (1203-1204)

In mid 1203, an investigation by freelance reporter Karl Winstrom into rumors of alleged corruption and misappropriation of proceeds from Auction sales by members of the Oriflamme admiralty court uncovered what ap-

peared to be a conspiracy by RCES planning coordinator Amil Kalkaska and other unidentified parties to defraud the Oriflamme Auction for personal gain and by default the Reformation Coalition as a whole. The publication of Winstrom's investigation was immediately subject to a "gagging" order by the RCSA-RCES press office which prevented the release and publication of the story by the press. At the same time a hastily convened investigation committee was put in place by the Reformation Coalition Master Admiralty board to investigate Winstrom's findings.

The Master Admiralty Court had wished for the findings of their own internal investigation to be kept from the public eye and attempted to suppress all public knowledge of the matter. Their fear of an unfavorable public reaction if the accusations against Kalkaska were officially substantiated proved an eerily correct foresight. Despite the news blackout, rumors of the corruption scandal uncovered by Winstrom and the subsequent internal RCAC investigation made their way into the press tabloid publications and member world internet blogs and the pressure grew on the Coalition authorities to make public a full account of their findings.

The full details once they came to light as a result of the internal RCAC investigation irrevocably shook the coalition public's confidence in the RCAC and by association the RCES as well. For what, in effect, had been undertaken by Kalkaska and his associates in mid to late 1202 was the following:

1. Using information passed on to Kalkaska from the briefings conducted as part of the Auction process, and with the complicity of a number of auction operations and other RC planning staff, a series of illicit smash and grab raids where planned with the express purpose of recovering high value relic items for illegal private sale to the highest bidder in black market auctions held on the Non-Aligned world of Kal (Oriflamme subsector/Old Expanses).
2. The raids, organized without the consent of higher authorities, were then carried out by a RCES "Star Viking" team under the "employ" of Kalkaska, using then current and "legitimate" RCES "SAG" operations and the confusion caused by increased Vampire activity on the Khulam Main and the subsequent Vampire attack on Nike Nimbus as cover.
3. The proceeds of the sale of these recovered items would then be split by the co-conspirators. While Kalkaska, a retired marine and militant supporter of the Oriflamme resistance movement used his share of the profits to help fund the continuation of this organization in its campaign against the Technarch controlled Oriflamme government.

Public faith in the RCES, which was by 1203 already undermined by incidents such as the early 1201 Keipes "Trygger Incident", and the early 1202 "Operation: Cosmic Fire" Scandal on Daaliisa and their associated trials and convictions of two former prominent RCES-Ship's Captains, sank to new lows when the full extent of the Kalkaska Scandal was revealed. The RCAC's refusal to disclose full details for the investigation, such as the ship used to conduct the raids and the names of those RCES and Lancer personnel involved other than Kalkaska in the publicly released report angered many. While behind the scenes a detailed dossier was passed onto the respective RCES and local law enforcement agencies for further investigation, this was seen as an attempt at a cover up to protect wider RCES interests by some portions of the press and by many of the Coalition public at large even though this decision was made to ensure the integrity of any case brought against Kalkaska and his co-conspirators in any RC planetary member world's court of law.

With the location of the raids and other details not being revealed at the time, rumor quickly spread that the group where responsible for a number of "atrocities" on worlds bordering RC space. This further cemented the Guild perpetuated image of the RCES as the blood thirsty "Star Vikings" intent on little else than destruction and plunder. Many of the public within the Coalition interpreted Kalkaska's actions and the RCAC's attempted "cover up" as being another visible symptom of a wider "disease" endemic within the RCES - that the initial altruistic promise of reaching out to the stars to aid and defend had evaporated in the face of a far more base human instinct... greed. "Were," many asked publicly, "the "Smash and Grab" raids, and the process of Auction really about distributing much needed technology to the masses in the hope of rebuilding a new interstellar free society or merely a façade behind which lay little more than a cynical exercise in making money for personal ends at the expense of those too weak to defend themselves?" In the eyes of many the dream of Auction had appeared to have gone sour.

Public mistrust in the RCAC boiled over and boycotts of Auction sprang up at Aubaine, Fija and in particularly Oriflamme as resistance forces took advantage of the situation to stir anti governmental feeling among the local populous. Matters finally came to a head on 15/XI/1203 when a company sized detachment of one hundred 2nd Brigade RC Marines were called in to attempt to restrain over four hundred and fifty protesters when they began to ransack the main Auction hall located in Oriflamme's Bourgund Starport. The particularly bloody incident which ensued would become known as the "Dishlu Riot" resulted in over forty protesters being seriously injured and hospitalized, including the prominent resistance sympathizer and smash-mouth political talk-show commentator, Patrice Dishlu in a violent running battle against the smaller Marine detachment in the streets

around the Auction complex, as protesters having set fire to the main auction hall proceed to vent their anger at adjoining businesses and governmental buildings.

In the following week as tensions further mounted between protesters and RCES-RCMC forces surrounding the Auction complex. Oriflamme's Feudal Technocratic government declared the whole of Bourgund Starport under martial law and closed the Oriflamme Auction in an attempt to quell the possibility of further rioting. While Oriflamman leading RC Service Assembly governmental members, Technarchs and Oriflamman State official news sources publicly condemned the riot as "a determined attempt by terrorists, intent on destabilizing Oriflamme's fledgling interstellar economy" many especially among Oriflamme's working classes saw the riot as a legitimate act against both the now "corrupt" RC and their own suppressive government. The Dishlu Riot later came to be seen as another expression of the eventual outbreak of the Oriflamme Workers Revolution of 1204-05 but at the time its effects were far more detrimental to Auction and the RCES/RCAC as a whole than to internal Oriflamman politics.

Within a matter of days of the Oriflamme incident becoming public knowledge across other Coalition worlds, protests broke out at the Fija, Baldur and Aubaine Auctions and at numerous other RCES and RCAC sites. Many protesters carried banners condemning RCES activities, the perceived overzealous use of force by RC troops against Coalition citizens, and the perceived corruption of the RCAC and entire Auction system. Other RCSA delegates from both Federalist and Centrist parties openly denounced Oriflamme's swindling of billions of salvage credits since 1198 from Dawn League Service Assembly and now the RCSA coffers and demanded restitution, and prosecution of those who had any part in the affair. While local trade in standard trade goods by traders remained constant at the still open auctions during this time, public attendance at Auctions across the Coalition dropped sharply due to the initial boycott and subsequent protests.

The trade in recovered relic technology items also suffered as many private crews either avoided Auction and attempted to sell any recovered items privately or attended but refused to partake in mandatory briefings to RCAC officials in fear that their claims would not be honored and that the information would be used for illicit operations like those conducted in the Kalkaska scandal. Faced with an unanticipated and overwhelming hostility towards Auction which was severely affecting public confidence in the whole Auction based economic system the RC assembly entered into an emergency session on the 03/II/1204 in an attempt to resolve the issue, as the Coalition was now openly at war with the Soleean Star Empire in the Thoezennt and Shenk subsectors.

Enter the Sandmen (1205-1206)

The emergency session of the RCSA in the late first quarter of 1204 yielded an amazing solution to the human corruption and post Kalkaska scandal even as it suspended Auctions for the duration of the war, which ended in late VI/ 1204. It ironically came on the heels of the news of several of the Sandmen entities awarded as heroes aboard the starships they served upon, further enhancing their status in the Coalition's growing interstellar society. Since the public's faith in the human run RC Admiralty Courts had been lost, and the Hivers were disinclined to do so themselves, the suggestion they allow the AI-Cym entities of the Peacemakers run the RC Admiralty Courts and Auctions was radical as well as practical. Seen as being above the taint of political party agendas and human corruption, several dozen of Sandman's 1,000 'children' were selected for the task. The SecGen at the time, Lon E. Maggart redrew and revised the articles of Coalition citizenship based on the deaths and heroic actions of these silicon citizens on 01/VII/ 1204. This achieved in drawing instant Anti-Cym sentiment from within the Core Worlds at this move, particularly from the world of Nike Nimbus recently struck by a Vampire ship in a raid that cost 30,000 lives two years prior in 18/ II/ 1202.

As the RCSA grappled with the nearly two and half subsectors worth of worlds 'acquired' by their victory (Dubbed later as the Soleean Administered Territories), they reopened Auctions on 01/ I/ 1205 unveiling their solution. In the Aubaine subsector, the worlds of Aubaine, Trybec, and Aurora were among the chosen Core worlds followed closely by Fija (out of Centrist Party rivalry) in establishing the presence of a Sandman as the 'Host/ Hostess' of Auction. In Oriflamme subsector, the worlds of Eos, Lucifer and Oriflamme were the initial placements of these new Peacemaker Sandmen in this economically vital role in need of a perceived neutral party. Based on the performance of two of Sandman's earlier children 'Harkness' and 'Daisy', who'd been placed in charge of the criminally indicted, and RCSA seized Harknoten and Daishow Trust Corporation (A former raider-for-salvage outfit indicted in the Kalkaska Scandal and blamed for the Junak Plague as well) in IV/ 1204, the RCSA had learned that the Peacemaker Cym's were able and could be trusted to not only do the ethical and legal well, they could so successfully in the business-finance private sector.

Harkness and Daisy had achieved fiscal solvency over the former raid-for-salvage corporation by the end of the RC-Soleean conflict in late 1204 by entering the banking and communications sectors with their starships and data systems. Using the two former Jump-3 raider starships as couriers across the Reformation Coalition and their vessel's secondary and tertiary data systems as Banker and Stock Exchange brokers, they out performed the five other courier vessels the Coalition had employed

at the time, and at a profit.

Like humans, not all Sandmen entities were suitable for military service as MFD's and such, having been screened for entry into the Navy and RCES. Many of the newly cloned/ reproduced 'Peacemakers' were hardly ready for bloodshed, even against 'insane' members of their own kind. Following the examples of Sandman himself as a Weather and Early Warning data system, and Harkness and Daisy's success in the business world running the executive decisions of an Oriflamman interstellar salvage and Starship Company, the stage was set for the introduction of Sandmen in the arena of Auction, and Interstellar communications and Security against hostile AI-Cym intrusion/infection.

By 1206 in the two Core World subsectors of the Coalition, all but the technologically poor worlds of Spires (TL2) and Helios (TL3) had a Peacemaker-strain Sandman Auctioneer and an Admiralty Court Magistrate. Nike Nimbus was finally the last to do so, had yielded only after they had buckled under to growing economic pressure of fellow member worlds. The Nimbans, wary of any sort of Viral outbreak however, severely regulated the Sandman employed at their Auction, as well as their Sandman Admiralty Court Magistrate. The success shown in the business-information side by Harkness and Daisy opened the door for likeminded Sandmen to enter the career field as Starship bound Government and Banking couriers aboard. 1206 was also the year of the fateful meeting between the Imperial Regency and the Reformation Coalition in Diaspora. The Imperial Regency was aghast the RCES allowed Viral entities to coexist peacefully, never mind have them aboard their starships military or civilian. It did give pause to the RC's growing trade relationship with the Covenant of Sufren to corewards, but only after the 1210-1211 "Second Vampire Plague" did the true extent of anti-Cym fervor arise in a backlash against the Sandmen and the RCES bringing on the Great Recession.

The 2nd Boom Time (1206-1210)

The Diasporan worlds RCES liberated from the Guild and wished to rejoin the Interstellar community got for the most part in the beginning from their local salvage worlds the fruits of 2nd Boom Time. During this hey-day period, RCES and the RCSA established subsector Administrators who oversaw the regional uplift recovery projects the new member worlds desired and required, paying for them through the Host Cut at their Auctions. Most local E-class Downports were upgraded to C-class by the end of this period, and RCSA personnel maintained them as local personnel were trained to fill in and fall in on-the-job-training' educational programs. There was however a noticeable shift in the higher technology items and machinery towards the Core Worlds of the Reformation Coalition, and those of TL12 or less remaining in the affected subsector. Fortunes were made by the

shipload, and Salvage Companies sprang up in Diaspora Sector and the Coreward frontier of Old Expanses Sector from RC citizens looking to make a fast credit. Some were fly by night, some made one or two hauls and cashed in, but the long term money companies stayed in for the long haul. All of this 2nd Boom Time came to a crashing halt during the 1211-1212 2nd Vampire Plague, or Black Fleet Incursion as historians later called it.

The Black Fleet Incursion and Refugee Crises (1211-1215)

The Covenant of Sufren Worlds lay in radioactive ruins, twenty worlds were rendered uninhabitable over the course of time they struck until the time the shattered Black Fleets last handful of ships inexplicably turned coreward and left. Sufren and Khavle subsectors were gutted, and rescuing the survivors off Sufren, Haze, Accra, and Aight alone did not come cheaply. Much of the gains the RCSA had made in the 2nd Boom Time were soon put into use moving, resettling caring and housing for the 667 million who were saved. This massive effort began in 1211 and the last of Sufren's Black War Emergency Lowberth survivors were relocated by 1215. Auction Host Cuts were adjusted upwards to meet the demands, and the Salvage Trade in Diaspora entered into a rapacious pace for RCSA subsector Administrators to keep up with it. Not all succeeded in keeping the humanitarian effort first and profits second, and salvage items shipped out and not locally tarified within the subsector became a major smuggling concern for an already weakened RCN to patrol and police after in the wake of their losses to the Black Fleet.

Backlash at the Sandmen Auctioneers and the Secessions (1216-1220)

The Diasporan Territories of the RCES-Guild conquestador period (1203-1207) felt the rapacious salvage trade of the Second Boom Time hard. Many of the new affiliate and full member worlds there saw hard earned credits and salvage machinery infrastructure leaving their subsector and little in the way of RCSA funding to their own local uplift projects as the Covenanter Refugee Crises deepened into 1215. Even the good news of moving the Coalition's capital to Nicosia in 1214 had little affect out in Diaspora to those worlds who saw promises made not being kept, save in Shumisdi subsector. Although League and other Historians later mark the Dethenes membership with its Billions of AI-Cym Sandmen citizens as the spark that touched off the Covenanter Refugee World secessions, they also remark upon the added daily presence of the Sandmen Auctioneers of the new trusted Auction System and Admiralty Court Magistrates as a factor in the revolt that cost the Reformation Coalition to lose member worlds. Many saw the everyday

Auction and Sandman Auctioneer as symbolic of what they'd been promised and yet to be delivered on. On two worlds, the Sandman Auctioneer was murdered-terminated in Anti-Cym xenophobic reactionary riots. On most worlds the reaction was not as extreme as these worlds were, but the end result was the same, leading to a distrust of the RCSA and the new Auction in Diaspora's spinward subsectors.

The Great Recession (1218-1228)

Over the course of the following Great Recession period the Coalition retrenched and had to rethink its Pie-in-the-Sky-By- and-By (PSBB) expansionist philosophy and their entire recovery based economy. Shumisdi subsector-M/ Diaspora which had been the success story of the Star Viking Conquistador period, now remained its sole beacon. Shumisdi economically had to be abandoned to its own devices in 1220 when the Bellin Confederacy formed, cutting off the cheaper Jump-3 trade route across the Blight Subsector from Madoc subsector. The Subsector Administrator's job saw major overhauling with the new Centrist party majority in the RCSA. In line with receipt of the funds of the Host cut, the Centrists focused the salvage trade by law to be utilized within the subsector it came from, such as was done with the dead world of Wall, in Shenk subsector-J/ Old Expanses. Other dead worlds like Clersor in Surya subsector-E; and Darainne and Possin in Thoezennt-I/ Old Expanses were likewise harnessed for the recovery of the worlds there. This government ordered intervention staved off the major complaints of local worlds seeing their labor and efforts shipped off with no return value back to them, but at the cost of five subsectors in Diaspora, it was bitter lesson to learn.

Auction Today (1248)

Auctions today on Core and Full member worlds are conducted under the auspices of their silicon-citizens. They have of course their native population of organic sophonts who interact, support, and conduct transactions through them. These Sandmen Auctioneer and Admiralty Court Magistrates interact with league vessels from the time they enter system to when they lift off and jump out with a cargo, maintaining up to the hour values on cargoes and trade. The Auctioneer is "kept in the loop" by its fellow Courier data system citizens plying the trade lanes, and feeding the main world's Starport electronic brokers, tellers, and bankers, supplementing the real-time value on speculative and bulk goods in a way the 3rd Imperium would never have dreamed of, and some current powers of Known Space forbid trade with the Leagues over this very issue of their alliance with sane Viral business and banking entities. Some Salvage trade continues, coming in from the League's frontiers

as worlds continue to rebuild, and compete for surviving machinery and means of restoring their lost technological infrastructure, but the majority of Auction trade today is over the currently produced goods services and commodities of the League's Member worlds.

The major differences in the Auction of 1248 and the past are mostly superficial. Cargoes and individual lots are still haggled and bargained over, only at a faster pace now, and with better up to the hour pricings based on supply and demand with the arriving Courier Sandmen and the Auction's entity. The Host Share, Owner's share, Ship's share, and Crew Shares of yesteryear remains unchanged. Only in the Salvage commodity trading does the Finders Share still exist. Each Host world sets its own baseline for the Host Share, which has remained competitive even as commercial increase lowered the line from a base of 50% of the sale to a flat 10% base for the FL Assembly of World's coffers generally by technology level in increments of 5%.

- **Host Cut of the base 10% = Worlds with TL-F+ (Dethenes and Aubaine only, e.g.)**
- **Host Cut of the base 15% = Worlds with TL-D through E (Aurora, Bifirs, Coaise, Osagi, and Renj, e.g)**
- **Host Cut of 20% = Worlds with TL-B through TL-C (Baldur, Exeter, Xezor, and Nova Rhyll, e.g.)**
- **Host cut of 25% = Worlds with TL9 through TL-A (Martham, Janazzo, Thanatos, and Waroh, e.g)**
- **Host cut of 30% = Worlds with TL7 through TL8 (Yerhen, Bonsher, Scorch, and Janie, e.g.)**
- **Host Cut of 35% = Worlds with TL5 through TL6 (Welch, Burlta, Amwold, and Krag, e.g.)**
- **Host cut of 40% = Worlds with TL4 or less (Koli-pio, Lamneth, Moncton, and Nindaha, e.g.)**

Coupled into the Host Cut's total is the host world's Starport's Share (which is used in the funding and upkeep of the port), which works out as follows:

- **A-class = +15% to Host Cut TL baseline fee from sale item price.**
- **B-class = +10% to Host Cut TL baseline fee from sale item price.**
- **C-class = +0% to Host Cut TL baseline fee from sale item price.**
- **D-class = -10% to Host Cut TL baseline fee from sale item price.**
- **E-class = -15% to Host Cut TL baseline fee from sale item price.**

1. **Broker's Share** – If the goods sold were subject to a Broker's share, this would then be taken from the remaining sale price. The percentage of this share varies depending on the nature of the item and the fee agreed between the FLAC and the claimant Broker at the time that the sale was scheduled. In the majority of cases this averaged between 2-5% of the market

value of the item. Within the Leagues, the Sandmen Courier-Banking-Brokerage firms enjoy the confidence of the majority of the Brokering private sector.

2. **Seller's Cut** – Once the Host Cut and Broker's share have been deducted from the sale price the remaining amount was then ready to be passed on to those selling the item. In practice this sum was further cut into the following smaller amounts.
 - A. **Ship's Cut** – Starships while more plentiful in 1248, are still a precious commodity to a star faring culture, deserving to be treated with the utmost respect and care. Budgeting for repair, refit and routine maintenance (or the "3 R's" as they were commonly called) of starships remains paramount to their continued operation and so approximately 10% of the remaining amount was taken as a "Ship's Cut" and are reserved to ensure that a ship can cover its monthly routine maintenance costs.
 - B. **Ship Owner's cut** – At this point Ship Owners still take their portion of the remaining funds. The remaining funds would be split by 50%; each portion being labeled "A hundred Shares", so called as these would be further split into 100 equal portions. The "Owner", or more likely "Owners" would then take a full "hundred Share", this being 50% of the remainder of the sale price after the Host Cut, Broker's Share and Ship's Cut have been deducted. In the event of multiple owners the Owners "hundred share" would be split according to percentage of the vessel owned. In the case of FL Assembly of Worlds or FL Naval vessels this cut would be taken in full by the FLAC (in affect the FL government) at the time the Host cut was deducted.
 - C. **Final Cut** – The remaining "hundred share" is then divided, as with the other "hundred share" into 100 equal shares. These are still proportioned between the crew, with 30 shares usually going to the Captain of the vessel, a further 30 shares divided between the Ship's officers and 30 shares being divided between the remaining crew. In most cases in 1248, the final 10 shares are either saved as an "emergency" fund or are awarded as a "bonus" payment to crewmembers.

The Mercantile Guild of Diaspora

The Mercantile Guild of Diaspora is now an acknowledged economic power within the region of the Freedom League and is loosely allied with the Leagues (as a result of treaties established during the Second vampire War). The Guild grew considerably during the Sufren Refugee Crisis and the various league breakups immediately following. League merchants were no longer welcome of worlds that had just broken away, but trade was

still vital, and the Guild stepped into the breach. They also started to run starports and other space based facilities for break-away worlds that did not have the trained staff now that the League government had withdrawn. Flush with cash from their various enterprises, Guild Captains were able to refit and restore their ships and even buy half completed vessels just sitting on League slipways as the Great Recession hit. With their large non-League commercial base the Guild survived quite well.

The Guild is still made up of individual ship owners grouped together under a Council of Captains, with an Admiralty performing the day to day decision making. With the various coups of 1205 to 1207, pirates, slavers and other undesirables have been run out of the Guild, (although a few such individuals do still haunt the edges of the Diaspora and Old Expanses Sectors).

Guild membership is open to all, and the ownership of a vessel is necessary to sit on the Council. All Guild members have to tithe a proportion of their income (typically 5% to 10% depending upon circumstance) to support Guild activities. In exchange to their tithes, the Council provide access to the Guild Academy and Shipyard on Jump as well as discounts on professional services ranging from architects fees to shipping insurance, low cost vessel purchase loans and brokerage services. Guild personnel also have access to private market information as to the current state of trade. The Guild have even been known to organize rescues for stranded or captured Guildmen in the Wilds.

The Guild still does not maintain formal military forces, although a handful of Captains have gone into the StarMerc business, but the Guild does have the financial clout to hire mercenaries, or impose its own economic sanctions. A loose analogy would be the free ranging Terran Traders during the Interstellar Wars with the Vilani First Imperium, who even fought small wars against Vilani governors to open up markets.

The Guild has an observer at the League Assembly and often advises various League departments associated with trade matters. In return, the Guild is expected to keep its own house in order, under threat of the revocation of the treaties, that guarantee the Guild's independent existence.

Shipyards of the League Member Worlds (Affiliate and Full Members)

One of the major flaws of the 3rd Imperium was that there were not enough starship manufacturing worlds. The other shortfall was often times a Starport's shipyard had to do 'double-duty', meaning it had also to provide slips for the state's Naval warships as well as for commercial vessels. One of the economic uphill struggles to fix this was how the League Worlds overcame the shortages of starship and spacecraft shipyards. This was

achieved first by upgrading existing starports with the Core Worlds during the run-up period before tackling the Vampire Highway. This phase was finally finished in the post Solee-RC war time frame. In the second phase of this RCSA gave loans out from its coffers to fund such projects on the newly registered Soleean Territory worlds from Surya to the 21 Worlds subsectors, and the peacefully contacted worlds in Karse and So Skire subsectors. The economic shortfall caused by the secessions of 1216-1220 forced subsector worlds to rebuild with what salvaged sites were available to them in 1218. Some worlds were merely colonized so that the long-shut down factories there could re-open, to include starship and spacecraft yards like those of Mitchell and Gresham, or the spacecraft yards of Hades, Persephone, and Hecate were to keep the local revitalized industry there supplied with its needs, as well as passing freighters. Under the Anti-Megacorporation Monopoly Act of 1200, the League Assembly chose to offer in the absence of an Empire and Emperor, the suffix of 'Limited Liability Charter' (LLC) for the subsector-wide and trans subsector sized companies, and 'Limited' (Ltd.) for those either system-only or sold within their star cluster, or less. Some worlds have used the older Sol-Germanic 'AG' instead of the more accepted 'LLC', but this is a cultural preference only. This has worked to a great degree in allowing diversity and mutually shared technology, but also keeping relevant technology within each subsector to better sustain their own regional economic outputs against the whole of the Leagues itself. This legacy of the Centrist Party's policies from their 1218-1242 hegemony politically still holds true today, and has spawned a plethora of smaller subsector (local) shipping corporations. The Navy's 'double-duty' shortcoming has been resolved with separate but complete military-use only starship and spacecraft shipyards, frequently placed orbitally for security, and environmental reasons of the world that benefits from it below. The League Navy's doctrine economically as been to be able to be supported by at least a TL11 world or better, allowing flexibility in maintenance downtime for its vessels, without having to offset Commercial repair bays and slips elsewhere. Much of this was from salvaging ruined naval bases from the Wilds, and finally as prosperity allowed, built up by each system as the Great Recession ended.

By Subsector in 1248:

Pasdaruu-H/ Diaspora (Trailing edge)

- *Tu'days, Oytrip, Tu'daysu*, A-class, TL12.
- *New Ventures SY, Ltd.*, Raziira, A-class, TL12.
- *FL Naval SY*, EPHRAIM, B-class, (orbital) TL13.
- *Hopewell SB and D, LLC*, EPHRAIM, B-class, TL13.
- *Freedom's Price SB and D, LLC*, Bail-4, B-class, TL12.
- *Tigabu Insystem Designs, Ltd.*, Ifuwana, B-class, TL12.

Alurza-G/ Diaspora (Trailing edge)

- *Bifrost Bridge Ship Yards, LLC*, Bifirs, B-class, TL13.

Madoc-O/ Diaspora (Trailing edge)

- *New Haven Yards, (Haven Lines), LLC*, Pekhuraa, A-class, TL14.
- *New Era Designs, LLC*, Saagii, B-class, TL13.

Promise-L/ Diaspora

- *FL Naval SY*, Promise, A-class (orbital), TL14.
- *Oath-bound Ship Yards, LLC*, Promise, A-class, TL14.
- *Astra Interstellar SY, LLC*, Promise, A-class TL14.
- *Exeter Yards, LLC*, EXETER, A-class, TL12
- *Moon Goddess Ship Designs, LLC*, Isis, A-class, TL11.
- *Muni Insystem Star Designers, Ltd.*, Muni, B-class, TL12.
- *Elohim Immanuel Yards, Ltd.*, Eloji, B-class, TL11.
- *Tenmet SY, Ltd.*, Tenmet, B-class, TL11.
- *Whirlwind Yards, Ltd.*, Tazmania, B-class, TL10.

Khulam-P/ Diaspora

- *Astra Renovation Yards, TrybecCorp*, Mitchell, A-class, TL14.
- *New Hope SY, TrybecCorp*, Gresham, A-class, TL14.
- *Centrum Star Ship Yards, LLC*, Montezuma, A-class, TL11.
- *Farpoint Yards, Ltd.*, CheeEEka, B-class, TL12.
- *Kidan Space Yards, Ltd.*, Kide, B-class, TL10.
- *Immortal Star SY, Ltd.*, Futok, B-class, TL10.

Dethenes-A/ Old Expenses

- *Pioneer Star, SB, Ltd.*, Elyan, A-class, TL11.
- *Frontier SB and D, Ltd.*, Bincia, A-class, TL10.
- *Freedom's Choice Yards, Ltd.*, DETHENES, B-class, TL16.

Quinoid-B/ Old Expenses

- *FL Naval Yards*, Montero, A-class, TL12.
- *Faith Yards*, Montero, A-class, TL12.

Syrs-E/ Old Expenses

- *FL Naval Yards*, ZINOROW, A-class, TL14.
- *Tuxino-Rowe Shipyards, LLC*, ZINOROW, A-class, TL14.
- *FL Naval Yards*, OSAGI, A-class, TL13.
- *Musashi-Yukowa Star Designs, LLC*, OSAGI, A-class, TL13.
- *Nadu Singh Stellar and Space, LLC*, SURYA, A-class TL10.
- *Mei-Feng Space Yards, Ltd.*, Polei, B-class, TL12.
- *Hyraoyih and Whitefin Ship Yards, LLC.*, WAROH, B-class, TL10
- *Glamdring and Orcrist Space Yards, LLC*, FRALL-SORD, B-class, TL9.

Jayna-F/ Old Expanses

- *Vulcan Naval Ship Design*, Ultraneta-Depot, A-class, TL14.
- *FL Naval Yards*, GALINES, A-class TL14.
- *Astra-Nostromo Ship Yards, LLC*, GALINES, A-class TL14.
- *Nova Danube Star Ships, LLC*, CZERNIAK, A-class, TL12.
- *St. Paulo d' Sylea Yards, LLC*, KESTRAL, A-class, TL10.
- *Yoyar'umaysin Oytrip, Ltd.*, Days'kyar, B-class, TL10.
- *Neutrino Outsystem Outfitters, Ltd.* Thanatos, B-class, TL9.

21 Worlds-G/ Old Expanses (Spinward-rimwards corner)

- *FL Naval Yards*, Jrack, A-class, TL13.
- *Akka Interstellar Ship Yards, LLC*, Jrack, A-class, TL13.
- *Cenno Starship Yard, Ltd.*, Cenno, A-class, TL11.

Ile-H/ Old Expanses

- *Nova Pietro Shipyard, Ltd.*, Yesta, A-class, TL12.

Thoezennt-I/ Old Expanses

- *FL Naval Shipyard*, HODG, A-class, TL14.
- *Freedom's Ring Ship Yards, LLC*. HODG, A-class, TL14.
- *FL Naval SY*, COAISE, A-class, TL13.
- *Yaskoyni and Yves SY, Ltd.* COAISE, A-class, TL13.
- *FL Naval Yards*, Xezor, A-class, (orbital) TL12.
- *Bruhamen Downs SB and D, Ltd.*, Xezor, A-class, TL12.
- *FL Naval Yards*, Lote, B-class, TL14.
- *New Sky SB and D, Ltd.*, Lote, B-class, TL14.
- *New Horizon Spacecraft Designs, Ltd.*, Zorath, B-class, TL12.
- *Midway System Craft and Design, Ltd.*, Sauler, B-class, TL11.

Shenk-J/ Old Expanses

- *Windward-Rivero Stellar SY, LLC*, Fisher's World, A-class, TL13.
- *FL Naval Yards*, MUELLER, A-class, TL12.
- *Neu Bremerhaven Yards, AG*, MUELLER, A-class, TL12.
- *Redemption Yards, LLC*, KMAK, A-class, TL11.
- *Happenstance Yards, Ltd.*, Canton, A-class, TL10.
- *Kesselschiffwerks, AG*, SOLEE, B-class, TL10
- *Sheltered Sea Interstellar, LLC*, SHENK, B-class, TL9.
- *Sunrise Spacecraft, Ltd.*, Tequila, B-class, TL9.

Karse-K/ Old Expanses

- *FL Naval Yards*, Femerial, A-class,(orbital)TL14.
- *Star Ways Industries, Ltd.*, Femerial, A-class, TL14.
- *FL Naval Yards*, Karse, A-class, (orbital) TL14.
- *Star Astrotronics. Ltd.*, Karse, A-class, TL14
- *Regal Starships, Ltd.*, Bote, A-class, TL12.

- *Standard Designs, Ltd.*, Traynos, A-class, TL10.
- *Ramaka Stellar Designs, Ltd*, Ramaka, B-class, TL13.
- *Miracle SB and D., Ltd.*, Mexit, B-class, TL13.
- *Seven Virtues Spacecraft Design and Development, LLC*, ROPRAM, B-class, TL11.

Vendup Subsector-L/ Old Expanses

- *Vesta Ship Yard, Ltd.*, New Bond, B-class, TL10.

Aubaine Subsector-M/ Old Expanses

- *FL Naval Yards*, AUBAINE, A-class (Orbital), TL15.
- *Standard Astrotronics, LLC*, AUBAINE, A-class (Orbital), TL15.
- *KeeEEka Strongwall SY, LLC*, AUBAINE, A-class (Submerged), TL15.
- *FL Navy Yard, LLC*, Aurora, A-class, TL14
- *Aurora Ship Building and Development, LLC*, Aurora, A-class, TL14.
- *Transstar Yards, Transstar LLC*, Fija, A-class, TL14.
- *FL Naval Yards*, Nicosia, A-class, TL13.
- *Freedom's Call Ship Yards, LLC*, Nicosia, A-class, TL13.
- *Dawn Construction, TrybecCorp*, Trybec, A-class, TL13.
- *FL Naval Yards*, Keipes, A-class (orbital), TL12
- *Yevu Valla SB and D., LLC*, Keipes, A-class, TL12
- *Strongfisher Yards, Ltd.*, SoooEEkee, A-class (Submerged), TL12.
- *FL Naval Yards*, Nike-Nimbus, A-class (orbital), TL12
- *Nimbus Ship Building, LLC*, Nike Nimbus, A-class, TL12.
- *Vezina SY, LLC*. Dazhbog, A-class, TL11.
- *Eos Naval Ship Yard, LLC*, Eos, A-class, TL11.
- *Moon Magic SY, Ltd*, Hecate, A-class, TL10.
- *Vindicator Star Ship Yards, TrybecCorp*, Buhle, B-class, TL13.
- *FL Naval Depot*, Kruyter-Depot, B-class, (orbital) TL11
- *Kruyter Mining craft, Kruyter-Corp*, Kruyter-Depot, (orbital) B-class, TL11.
- *Peirsma Spacecraft and Design, Ltd.*, Hades, B-class, TL10.
- *Pomegranate Mining Craft, Ltd.*, Persephone, B-class, TL9.

Oriflamme Subsector-N/ Old Expanses

- *FL Naval Yards*, ORIFLAMME, A-class (orbital), TL13.
- *Bourgund Ship Yards, LLC*, ORIFLAMME, A-class, TL13.
- *Baldur Ship Builders, LLC*. Baldur, A-class, TL12.
- *FL Naval yards*, Ares, A-class, (orbital) TL12.
- *Red Planet SB and D, LLC*, Ares, A-class, TL12.
- *Avenger Interstellar, LLC*, Horus, A-class, TL12.
- *FL Naval Yards*, Shenandoah, A-class, (orbital) TL11.
- *Roanoke Ship Designs, Ltd.*, Shenandoah, A-class, TL11.
- *Perdition Insystem Designs, Ltd.*, Lucifer, B-class, TL11.

- *Everlast Yards, Ltd.*, Osiris, B-class, TL11
- *Spencer SY, Ltd.*, Poseidon, B-class, TL10.
- *Ra Starship Designs, Ltd.*, Ra, B-class, TL9.
- *Singh, Raja, and Katru Ship Building, Ltd.*, Junak, B-class, TL9.

So Skire-O/ Old Expenses

- *FL Naval SY*, Peart, A-class, (orbital)TL13.
- *Armstrong and Diamond SB, Ltd.*, Peart, A-class, TL13
- *Holy Star SY, LLC*, COBHAM, A-class, TL12.
- *New Venetian SB and D, Ltd*, Janazzo, A-class, TL11.
- *So Skire Stellar, Ltd*, Schotz, B-class, TL10.
- *Dimeola SB and D, Ltd.*, Dimeola, B-class, TL9.

Ximenes-A/ Alpha Crucis

- *Ling Astrotronics, Ltd.*, Menaf, A-class, TL12.
- *Sterne Interstellar, Ltd.*, Graff, B-class, TL12.
- *Petit Jean SB, Ltd.*, Etienne, B-class, TL10.

Dagir-C/ Alpha Crucis

- *Giant's Reach Space Industries, Ltd.*, Occam, B-class, TL12.

Harlequin-D/ Solomani Rim

- *Gashurzid Interstellar, Ltd.*, Gashurzid, A-class, TL13.

Spacecraft and Starship building within the Leagues is big business, sometimes it is the major export of the world it resides upon, as well as the chief source of employment. Some within the Core Worlds have specialized into luxury or pleasure vessels, some with military vessels, and some with industrial commercial vessels, like those used in the Belting industries of Asteroid and other hazardous atmospheric Mining and the ever risky Gas Giant skimming. As with all things, spare parts for the vessels sold are also manufactured, let the Traveller beware, and don't throw away the users manual!

Internal Trade Routes

One of the first things any Astrogator can tell you looking at the star charts of the early Dawn league and subsequent Reformation Coalition is the paucity of Jump-1 Main sequences of systems within the Core Worlds subsectors of Aubaine and Oriflamme. Militarily they had left a plethora of former IISS bases on their worlds from the Collapse, both Scout and Way Station types of the former X-Boat web. Knowing the majority of their surviving vessels were Jump-2 capable the ability to get news from one end of Aubaine to the backface of Oriflamme was a tortuous route for most vessels, forcing many to circumnavigate the edges of the polity.

In 1201, the RCSA approved and built three Calibration, or Deep Space refueling stations within the Polity, supplied by the very surplus of Jump-2 capable Xboat tenders they had on hand. These were placed at Au-

baine star grid 0636, known as Calibration Point (CP) 'Gold'. Two more were emplaced the same year in the Oriflamme Subsector at star grid 0934 (CP 'Silver'), and star grid 1037 (CP 'Copper'). With these, and their abundance of TL11 jump drive equipped merchant vessels, the Coalition sustained its needs for growth, member world commerce, and expeditious movement of military assets in war time.

In 1203 with the commencement of the Aubaine-Sitah trade route, a fourth was constructed to allow Jump-3 access across the Nemyer Gulf into the huge So Skire Main at star grid 1535 (CP 'Lanthanum'). This massive station was built from the hulls of four of Oriflamme's seven surviving 20ktn *Imperial*-class Bulk freighters, and its fuel stocks maintained by the remaining three. The success of CP 'Lanthanum's' station later led Czerniak (1118) and Galines (1519) in Jayna subsector to build the Calibration Point station at star grid 1015, named 'Platinum' for the criss crossing Jump-2 and Jump-3 trade arteries across the vast Czerniak Gulf in 1215. From the outset, these CP-stations were manned and equipped by personnel of the RCSA, funded directly by the revenues they collected in berthing and fueling fees from the starship traffic passing through them. Initially they were each entirely subsidized until they 'earned their keep'. The boom-time period's flow of salvaged relic technology and the massive rimwards trade output from Sitah allowed these four Core World's stations to pay off their start up loans at an immense profit by 1214. No Auction was held at these deep space refueling outposts initially, but this has changed since the end of the Great Recession in 1228, to include entire cargoes as vessels of Jump-2 capability encounter those of higher ranged jump drives passing onto farther outlets along the trade routes. Auction proceeds here are maintained at the New Aubani Standard Index Exchange of a flat 10% Host cut. These five CP station managers' positions are coveted appointments by the Assembly's powerful Star Port Authority (SPA) and the Interstellar Trade and Commerce (ITC) Committees.

Wilds Trade Corridors

Rebuilding interstellar civilization requires starships, and operators and a free-market entrepreneurial spirit to accomplish. Astrographical and stellar challenges are as daunting as a hostile world's population to recontact, and outside the Leagues, the intrepid beginnings of long-range trading have already begun, following in the star lanes cleared by the Diasporan Mercantile Starfarer's Guild and Free Traders. Fortunes can be made and lost, but the New Era's economic expansion is booming again.

In Diaspora (Spinwards, Spinwards-Corewards, Spinwards-Rimward)

The United Worlds Alliance is the largest and primary client of Leagues trading and shipping worlds, followed closely by the smaller states equally distant states in Diaspora Sector of the *Mixem Concordiat* (Libert subsector), and the *Duamish Federation* (Shumisdi subsector). There is also the sole surviving high population Covenant of Sufren world of Erakhuu (1708/ Sufren-C) that remains a lighthouse beacon in the blasted subsector left by the infamous Black Fleet Incursion of 1211. Most of the Wilds routes are Jump-2, but many of the profitable ones operated by both the Leagues far ranging shipping corporations and the Guild are Jump-3.

One of the legacies of the new relationship with the Guild for its aid in the Black Fleet Incursion years was that wherever former Coalition merchants were not welcome, the Guild would carry the freight to the client for a service fee, and a reciprocal agreement was forged for worlds in the Leagues with similar feelings for the Guild. It began as a handshake and a 'gentle-sophonts agreement' between then Guild Admiral of the Board, the lady Captain Shavon Chavez and RCES Commodore Pat 'Who-Me?' Ritter in 1208. Later this was formalized in 1213 during the Covenanter Refugee Crises by the Assembly of Worlds into law.

Within the shipping trade here in Diaspora, Trade hub worlds have arisen, and here is where the major exchange of cargoes aboard Guild and Leagues merchanters occurs onto the local star freight lines in 1248. Within the UWA and other states worlds, this is handled either by their own Jump-2 and Jump-1 capable freighters, or the Guild depending upon agreements with the polity government. Almost all of the Trade hub worlds outside the UWA, *Duamish Federation*, and *Mixem Concordiat* in Diaspora are Guild supported, owned, and operated. A major amount of convoyed League trade passes through the 'Alurzan Loop' into the UWA and spinward corewards through the *Mixem Concordiat* before crossing the Wilds of Massilia Sector to reach the Zarushagar Sector's Wilds states, and the rimwards frontier of the 4th Imperium. League Trade convoys are organized at Bifirs (2112/ Alurza-G) and the Diasporan League navy outpost at Depot (2018/ Alurza-G). Convoys heading to the Duamish Federation worlds traverse the Khulam Main into Madoc, using the path of the 'Duamish Run' by way of the great Seben Main, and the strategic link world of Manna.

In Old Expanses (To Corewards, To Trailing, and To Rimwards)

The Industrial might and wealth of the Leagues Core Worlds' subsectors flows outwards, carried by its major shipping lines on Jump-3 and Jump-2 arteries to the mains.

Interstellar Law, and the Legal Extradition Group (LEG)

"Don't do the crime, if you can't do the time,"—ancient Terran saying.

"I fought the law, and the law won!"—ancient Terran verse from ballads.

"The first rule of Criminal Apprehension is relentless and persistent pursuit. They can run, they can hide, but they have to sleep sometime, somewhere. In pursuit, you'll work as teams. It's damn hard to stand on one leg <muted chuckles in background>, and it's easier to run on two, but we're faster with four, same as anyone on horseback. Once you've worn them down, then you bag them."—first Legal Extradition Group (LEG) Chief Dieter "Rail Road" Ruiz-Reyes Vasquez, excerpt from Training Hologram number 1, RCSA Admin and Legal Affairs Committee Files, 14/ II/ 1205.

League History of the Interplanetary Pursuit of Criminals

The Leagues follows the tenets of planetary sovereignty where most law issues are concerned and the enforcement and penalties thereof. This works well with crimes against a planet's laws, but fell short of what might constitute crimes against the Leagues. In the eve of colonization efforts of the Dawn League, the issue of the measures to control and not to control screening of prospective colonists not getting resolved led to criminals being emptied from Oriflamman prisons and 'dumped off' on the bootstrapping agricultural Balduri colonies of So Skire (1732/ So Skire-O/ Old Expanses), and Poyzen/ Eden (1736/ So Skire-O/ Old Expanses) in 1201. This happened to place several criminals "outside" the Reformation Coalition, and thereby "outside of the jurisdiction" for crimes, save those of the colonial government's hastily assembled interim governments. Likewise, acts of atrocity and bloody mayhem caused by star Viking smash and grab missions by Lancer groups committed outside Coalition space were not prosecutable for the very same reasons, all those "being committed outside of any RCSA world's jurisdiction."

The Coalition began cracking down on run amok Lancer groups first by placing RCES advisors aboard each vessel these groups operated, and later adding side by side missions to the same world to keep on eye on and bear witness for possible prosecution, knowing that one day, these worlds might become members and wish the basic laws of civilization to be upheld. Aberrant Lancer groups, like those of the *Trygger* Incident of 1201 on Keipes (0132/ Aubaine-M/ Old Expanses) horning in on an RCES rescue attempt, were held accountable

and brought to trial for the negligent deaths of eight of the sixteen rescue team, and four of the twelve crew of the *DLS Eos* held prisoner there. They were as well as charged with being the primary cause of death for the loss of 22 crewmembers of the actual rescuing vessel the 400tn *RCS Ember-Victrix* lost with all hands to a planetary defensive meson battery.

The Captain and chief officers of the *Trygger*, who were primary controlling shareholders in the vessel, received a fair trial. They were found guilty on all but the deaths of the 22 crew of the *Ember-Victrix*, which even the prosecution admitted from its sister ship's record logs of communications, had "broken orbit to try and salvage the bad situation, placing themselves at risk." The Captain of the *Trygger* received the maximum sentence of five years on each of the 12 counts of manslaughter, his officers received lesser sentences. This came to the sobering amount of 60 years hard labor with no parole. The day after the sentencing, there was a spectacular prison break, and the former RCES Captain Anselm 'Viper' Adair, and his associated officers of the *Trygger*, were spirited away, in a daring daylight text book 'Smash and Grab' attack off of Aubaine.

Outside of the nascent RCN, there was no designated service to chase down interplanetary fugitives, short of hiring other Lancers, or saddling RCES with the job. The Reformation Coalition was short of ships as it was for RCES and the RCN defending itself at that time. The need for an Interstellar police force was not high on the list of things to do for the Coalition at that time with the need to stop wandering Vampire ships and the Empire Solee far more pressing matters at hand. The matter came up once again in 1203 with another prison break and starship getaway, this time at the asteroid hard labor prison in the Kruyter system, wherein six guards were killed, and thirty-nine prisoners escaped. The starship aiding this outran the prison's two SDB's to the jump point.

The matter of Interstellar Police was tabled to committee where it sat until the end of the RC-Solee war, and the RSCA picked it up in 1205. Even though RCES "policed its own" out in the Wilds, the RCSA knew RCES could not be expected to do both its job out there, and be the Coalition's Interstellar police. Not wishing to reinstitute the 3rd Imperial "Ministry of Justice", the RCSA's Oversight Committee for Administration and Legal Affairs created the Legal Extradition Group (LEG). They initially modeled this small agency as a cross between the Terran U.S. Federal Marshals and the older group of law enforcers the Texas Rangers. The RCSA chose for the head of this organization the former head AWOL Apprehension NCO of the Oriflamme Marines, Dieter "Rail Road" Ruiz Reyes Vasquez, and recruited across the member world's law enforcement personnel those individuals who could pursue and bring in criminals to justice. By year's end of 1205, Chief Vasquez had four new TL11 *Sierra Madre*-class Multi-Mission Scouts, and

eight refurbished relic recovered small armed merchant ships for his 135 trained personnel. This was at the time when the RCSA encompassed over eighty-eight member worlds, twenty-six salvage colonies, and the twenty odd worlds of the "Soleean Administered Territory" that spanned from Surya to the 21 Worlds subsectors. As authorized, the sophonts who made up his officers were not "Judge, Jury, and Executioner", merely officers of Coalition law with powers to pursue and arrest RCSA wanted fugitives who had fled from justice. In early 1206 Captain Adair and three of his men were captured in the non-aligned Traeviss (0722/ Thoezennt-I/ Old Expanses) system as well as their unregistered 400tn Patrol Cruiser. The Coalition media and planetary law officials who'd scoffed the organization off as "Legalized Bounty Hunters", had to also applaud the LEG team that brought them in alive, despite two officers being killed in the line of duty. The LEG officers did donate their shares from Auction in the starship that was seized to the families of the deceased officers and six Guards who were killed at Kruyter asteroid Prison, scuttling the "Bounty-Hunter" image in the public eye.

In 1248, the budget for LEG has grown, now having some 3,500 officers and eighty-eight small starships. But as large as the Leagues has become, they are frequently undermanned, and have few ships to spare. There are ninety-five type A and type B port worlds alone, each with a LEG office, and not all have a starship available for pursuit. The League Assembly recognizing their shortages of manpower and starships, has reinstituted the authority the former Ministry of Justice Marshals had, that of deputizing a starship and its crew in pursuit of a criminal in flight. Since 1242 with formalized borders, the RCSA has authorized worlds without a LEG office to hire licensed Bounty-Hunters to cover pursuit over the borders into the Wilds. Many of these Bounty-Hunters are former LEG officers themselves, or former RCES personnel 'retired' to the private sector. Hiring licensed Bounty-Hunters has especially become the practice of Banks and Insurance corporations seeking skipped payment starship operators, the most frequent interstellar flight crime currently in the Leagues.

Another League phenomena in the law enforcement and criminal investigation side of interstellar crime has been the rise of Private Detective Agencies. Frequently a crime occurs of a sensitive nature that the public's perception of local law enforcement is in doubt ethically, and an outside investigation agency is called in. The larger ones, on the high population worlds, generally work for Law Firms and on the payrolls of the major shipping corporations. These individuals are skilled and licensed to practice their work, though the scope of their jurisdiction is limited by contract. *Transstar Security, LLC*, and *Haven Investigations, LLC* are two of the latter for example, whereas *SeaStar Investigations, Ltd*, of Aubaine is limited to the subsector only.

Extraterritoriality

In the nature of planetary sovereignty rights issues, and getting further away from the 3rd Imperial laws and hassles of criminal extradition from the “extraterritoriality-zone” of Imperial Starports, the Reformation Coalition passed onto its heir the Freedom League their Dawn League Model from the Core Worlds. Amongst the Core Worlds of the Aubaine and Oriflamme subsectors the government (the RCSA, now the FLSA) trained, licensed, and employed the personnel running and maintaining the orbital and down-ports. Planetary Law Jurisprudence ended where the atmosphere did, and the Coalition’s Interstellar law’s jurisprudence took over. In the Core Worlds, this presented no major upheavals, as the RCSA/FLSA personnel were generally from that world to begin with by and large.

In the Wilds, until the dissolution orders issued to RCES in 1238, bases were all manned by RCSA government trained and paid personnel. With the addition of new worlds to the Reformation Coalition the majority of these worlds had only surviving Downports, which fell to that world’s sovereignty, such as the militarily pacified world of Marax’s *Mare-Maximus Marathon Downport* in 1202. The RCN C-class orbital naval support base (Later named the Tri-M orbital Starport) however, thus fell under RCSA management and control. Few worlds in the Wilds had experience with running an orbital installation, and the RCSA with its mandate to operate bases and installations filled the void. On such installations, the Coalition’s sovereignty and jurisdiction held, generally speaking like an embassy’s would, surrendering control of the starport as fast as the native population could be trained to do so.

This became later a major sore point with worlds that clung to old 3rd Imperial beliefs of planetary sovereignty ending at ten diameters from the Mainworld, even though few had the means to enforce it. It struck a nerve with worlds with existing high ports contemplating membership, mainly to the Covenanter worlds, such as Sufren, Navarre, Haze, Accra, and Ashiizar as well as the seven major worlds of the former Soleean Empire: Solee, Galines, Czerniak, Thanatos, Montero, Ramaka, and Osagi. In this latter case with the former Soleean Worlds, this issue delayed the implementation and assimilation into the Reformation Coalition of these worlds as voting members, and kept them on affiliate membership roles until compliance was met.

After the 2nd Vampire Plague and the beginning of the Covenanter Refugee crisis many of the sovereignty issues re-emerged, renewed by the Coalition’s perceived ‘dumping’ of millions of survivors from Sufren and her allied worlds onto the new member worlds that had been spared. Survivor’s guilt, being ‘a good team player’, and in some cases even the threat of orbital armed confrontation by browbeating planetary governments caused many worlds to suppress public outcry at dealing with

their worlds being inundated with this beleaguered group of sophonts. Not all of these were humans, but included millions of Vargr, Aslan, as well as Uplifted-Dolphins and Uplifted-Orca among those who needed to be assimilated. The extraordinary unprecedented historical five-year long evacuations and the resettlement of the 670million Covenant of Sufren polity survivors off the twenty blasted worlds created within it the seeds for the Diasporan worlds’ showdown and future RCSA’s policy making covering extraterritoriality, besides taxing the Coalitions’ starship assets to the limit even as new starship yards were opening to keep up with losses in the vessels lost in the course of defeating the 1211-1212 Black Fleet. The Freedom League’s current policy of extraterritoriality and control now exists at A through C-class orbital Highports only, and a member’s planetary sovereignty allows their control to maintain, staff, and run all Downports. The last remaining exception to this is the trailing polity of the Republic of Renj in Sitah Subsector. The Republic of Renj runs its own high ports, but shipping passing through, and not being sold here, is not subject to planetary laws and restrictions.

The Mueller Master Admiralty Courts 1203 ‘Dunas Judgment’, and Low Berth Survivors Benefits

The entire recovery period from 1192 to 1248 taken in broad brush saw many survivors of the previous era recovered from Low Berths, aboard starships, like the famous Statesman Ilelik Kuligaan, Steward Jian Nishuruu, and former TAS reporter William Dublin of the wreck of *SS Twilight’s Last Gleaming*, to the crew of the *Saratoga Belle* that played a role later in the *Operations: Dominos* on Tiniyd (0825/Thoezennt-I/ Old Expanses), to the 3,512 surviving “remnants” found on the planet of Dunas (1224/ Shenk-J/ Old Expanses) by RC salvagers working for the RCSA affiliate member world of Mueller (1223/ Shenk-J/ Old Expanses). In each case, the survivors were awarded shares from the Master Admiralty courts, direct benefits paid into accounts owned by them of the profits from Auction made from those vessels, and in the case of Dunas, salvage rights to the entire world on which they’d been born, Low berthed, and revived upon. Under case precedence of law, the ‘Dunas Judgment’ has often come to the forefront in settling cases of final salvage shares when low berthed survivors have been recovered by salvagers. This has resulted in the Salvagers merely having to receive the 5% Finders fee share at Auction (see Auction section). For the largest single examples, the Black War emergency low berth shelters on Sufren (2004/ Sufren-C/ Diaspora), yielded some 600 million survivors, from Accra (2604/ Khavle-D/ Diaspora) some 9 million survivors, and those on Aight (3203/ Khavle-D/ Diaspora) yielding another 8 million or so, these refugees and their descendants still have

rights to any profits made from their worlds. As both were irradiated by extreme orbital bombardment during the 1211-1212 period of the 2nd *Vampire Plague*, League and Guild salvagers have been interdicted off these worlds until they are deemed safe to re-inhabit.

Currently the 'Dunas Judgment' is being used by 900 thousand or so Sandmen (AI-Cym) robotic and data system workers on the salvaged world of Atul (2315/ 21 Worlds-G/ Old Expanses) since they were all "built/ born there, came to sentience, and "converted" by a peacemaker-strain brought there, that under the 1204 and 1228 Usdiki Sentient's Accords, are accorded all the rights of citizenship within the Leagues, to include being awarded survivors shares in all of the salvaged machinery sold off this world, and rights of ownership to the planet. The salvage corporation of *Akka Shipping, Ltd* of Jack (1718/ 21 Worlds-G/ Old Expanses) opposes this for several reasons, the first notwithstanding they would lose financially huge sums of money over this as the colony has been in operation since 1219; secondly it was they who brought the peacemaker entity 'Amanda X238' to the world, and claim "She is a citizen of Jack, and the 900,000 Sandmen working there are all her descendants".

Politics also plays a role in this, as *Akka Shipping, Ltd.* donates heavily to the Centrist Party, more so than the Federalists. Yet they are no better off legally than the Federalist Party supporting *Trybec Corp, LLC*, of Core World Trybec (0336/ Aubaine-M/ Old Expanses) and their two salvaged worlds of Mitchell's 3034/ Khulam-P/ Diaspora) 50 thousand sandmen citizens, and Gresham's (3138/ Khulam-P/ Diaspora) 800 thousand sandmen citizens. *Trybec Corp* could be bankrupted, as they have been producing starships from those two worlds' A-class yards since 1228, and the reimbursement of profit sharing could cause a tumble of Trybec Corp stocks in the Leagues Stock Exchanges. A similar judgment was rendered against *Transstar LLC* of Fija (0434/ Aubaine-M/ Old Expanses) in 1205 on Buhle (0334/ Aubaine-M/ Old Expanses) when they discovered several thousand living survivors in low berth who'd been frozen as part of a Hard Times unemployment measure. Fija had been salvaging off the world since 1198 and owed seven years worth of profits to the survivors, setting the corporation back three years in shipbuilding for the RCSA world hubs it serviced.

It would also re-open the issue of new member worlds, as the deadline for full membership was closed in 1238 to avoid the past mistakes of lopsided planetary majorities. Atul, Mitchell and Gresham however, were all founded well before the 1238 deadline, and could be grandfathered into the Leagues as full voting member worlds with 1 seat each. The case has been stalled in the Admiralty Courts since the 1243 Federalist Party retook the League Assembly majority following the Renj secession, but with news of the victory at Gateway, the matter has been cleared to the "front burner" on the

kitchen stove of League politics again.

Crime and Punishment

Even the humane, non-Imperial thinking worlds of the Dawn League realized that society had its malcontents and hardened sociopaths. Although begun within the Dawn League in 1196, it was finally ratified in 1200 with the RCSA's inception of the Reformation Coalition that the Kruyter asteroid system (0735/ Aubaine-M/ Old Expanses) contain these hardened recidivist criminals for life imprisonment without parole, rather than leave them on member worlds with those with hope of rehabilitation. Here at Starhelm Prison, housed at an asteroid body of some 6km in diameter, they were put to work in the *Kruyter Corp Mining, Ltd.* which primarily still today produces the subsidized manufacture of TL11 grade sandcaster ammunition for the League Navy.

Prisoners who escape three times, called "Breakers", or offenders who have been convicted of a third felonious offense are sent here still. The general population is made up of breakers, mass murderers or serial murderers, serial rapists, repeat armed robbers, and pedophiles. Security is extremely high, and Sandmen in the past twenty-eight years have slowly replaced ninety-five percent of the guards here at the facility, being unbribeable, and ever vigilant, and are immune to exposure in hard vacuum, which suicidal prisoners had been wont to drag a guard with them before.

Other League worlds with Psionic Institutes, like Yontez, Czerniak, Galines, Osagi and others have implemented a more humane method, that of Psionic re-education choice. Hardened convicts on these worlds have the choice of this, or a one way trip to Starhelm Prison. Worlds with heavily theocratic based societies, such as Kestral, Montero, and Bonham, and Cobham favor the TL12 RNA memory replacement with life time monitoring for their serial criminal element, often having to relocate the offender offworld for their own safety from the homeworld public. Failures in either program end up at Starhelm, if they do not flee the Leagues entirely.

Former League Worlds and Nearby Stellar States

Bellin Confederacy

Core Member worlds: Bellin (1934/ Madoc-O), and Ruffian (1933/ Madoc-O).

Outpost Worlds: Waverly (1733/ Madoc-O).

Population: 250.025 million.

Alien Minorities: None.

Highest TL: TL10 at Bellin.

Common TL: TL8 at Ruffian.

The Bellin Confederacy is a small multi-world polity in the Madoc Subsector / Diaspora Sector. It comprises of three star-systems: Waverly, Ruffian and Bellin and is dominated both militarily and economically by Bellin.

History

Bellin was ruled by a number of TEDs from the time of the Collapse to the start of the New Era. The local TEDs were slightly unusually in that they did not attempt to reduce the population to a pre-industrial level, and the population enjoyed an unparalleled level of technology (Tech Level 8) whilst the TEDs utilized the remaining TL10 technological base to secure their control of the population. One TED, Marouque the Terrible controlled the remains of the starport and even managed to maintain a small fleet of five non-jump capable vessels. In 1203, the RCES contacted the small anti-government rebel forces, and identified a series of high tech manufacturing facilities used by the TEDs to maintain their forces. By the summer of 1204, a small task force based around an RCES clipper entered the system and swept the small navy aside. The taskforce proclaimed the planet was now under RC control and that all TEDs should contact the fleet to be appointed coalition viceroy. Those TEDs that did not would be assumed to be rebels and destroyed.

Faced with this display of power, the TEDs established contact in the hope of maintaining their positions of power. The RCES fleet then back tracked the communications and used the clipper's meson gun to destroy the TEDs command bunkers. Further meson bombardment crippled the army bases used by the various TEDs. Simultaneously the rebels seized the high tech manufacturing facilities. The RCES left a mercenary cruiser in orbit for several months to help the rebel forces secure the planet under the control of a single rebel government. In the period up to the 2nd Vampire War and the attack on Sufren, Bellin was a major contributor to RCES advancement, supplying TL8 consumer goods to Seben in a covert RCES mission to establish economic dominance of this world, as well as providing TL8 industrial support to ongoing salvage and bootstrap missions. Even during this period, Bellin was a troublesome coalition member, with frequent loud protests that Bellin was not getting its fair share. It is rumored that even during this period;

Bellin was conducting industrial espionage against more advanced local systems.

Bellin was dismayed at the diversion of resources towards the coreward end of the Coalition following the 2nd Vampire War. Even though Bellin did not speak out publicly about the massive aid effort to re-settle survivors from Sufren, they were angry at the loss of bootstrap revenues. The collapse of the Coalition economy after 1218, and the almost complete reduction in spending on further expansion, was the excuse Bellin needed to cede from the Coalition in 1220. Bellin took Ruffian (a client state) with it, they effectively isolated RC holdings further to spinward in the Shumisdi Subsector. Bellin's political and economic pressure persuaded a number of smaller worlds on the Seben Main to loosen their ties with the Coalition. RCSA colonies in the Shumisdi Subsector such as Duwamish and Snoqualmie were effectively abandoned by the Reformation Coalition. It was unable to easily reach them now Bellin had broken away, and it had little resources to spare in the event contact was made.

Current State of the Confederacy

The Bellin Confederacy consists of three star systems: Bellin, Ruffian and Waverly. A number of small asteroid mining encampments are maintained on Ica in the Shumisdi subsector mining heavy metals and industrial gemstones. Bellin also contributes to the running of the transit station in the Geonia system and to a regular passenger service from Bellin down the Seben Main (run by Haven Transport). The Bellin Confederacy Government is composed extensively of ex-rebel leaders from the TED period, backed by a civil service created from the remains of the various TEDs staff. Over the last four decades, the government has become increasing authoritarian, and isolated from the local populace. It is now effectively a military junta.

The general populace has been given a high level of economic freedom and a high standard of living in return for abandoning the political arena to the junta. So far this arrangement has worked well. However, technological advancement has been slow due to the presence of political appointees in positions within the various research institutes. Lack of fundamental laws on private ownership have also hindered development as companies are reluctant to conduct basic research in case a member of the Junta assumes control of a valuable resource. The Confederacy would like to expand both economically and militarily but is hindered by its relatively low technology level compared to the core Coalition regions, as well as the lack of a class A Starport. It is forced to maintain its jump capable military vessels as expensive government facilities whilst most of its merchant vessels have to be maintained at offworld starports such as Berens. It still maintains an active trade policy supplying TL10

consumer goods throughout the neighboring subsectors. Bellin supplements this open trading policy with strong arm tactics and industrial espionage, although these are usually employed against less powerful worlds.

Confederation Military

The Confederation army was an amalgamation of various novice TED troops that survived the RCES armed intervention and rebel soldiers. The RC Marine Corps provided training to bring this green and undisciplined force together. The Confederation now maintains a well funded and trained TL10 army with a number of units specially trained for offworld actions. The Confederation Navy is split into two divisions. The first division consists of relic ships from the original navy of Marouque the Terrible coupled with a handful of high tech ships provided by the Coalition or seized from the Guild.

The First Division consists of:

- TL14, 2.5Ktn *Cirrus*-class space station. This is a massively armored and screened space station salvaged from the old imperial navy base at Waverly. It also carries two TL14 30tn ship's boats.
- 3 x 400tn TL14 *Valkyrie*-class SDB's also salvaged from the Waverly System
- 1 x 400tn TL12 *Dragon*-class SDB (from the former TED navy)

Given the non-jump nature of the above vessels, the First Naval Division is employed in system defense duties, unless a major emergency is declared in which case three 1ktn transports are used as impromptu tenders / tankers.

The Second Division consists of locally produced TL10 vessels with a mixture of jump capable ships and non-jump capable boats. Given the difficulty that Bellin has in constructing jump drives, a tender-rider combination would normally be adopted to maximize the available firepower for a limited number of jump drives. However, the lack of orbital shipyards forces the Confederacy Navy to build small atmospheric capable vessels. They utilize a number of TL10, 300tn, heavily armored designs originally produced by the Coalition prior to the 2nd Vampire War. The same basic design has multiple variants to create specific vessel types such as troop's transports and fighter carriers.

Confederation Trade Fleet

Again, the Trade Fleet is arranged into Four Divisions, depending if the vessels are locally produced TL10 vessels or higher tech relic vessels. Locally produced vessels tend to be variants of the TL10, 300tn hull used by the navy, but with minimal weapons, armor and performance. The Trade fleet is subject to military call-up in the event of a Confederacy emergency.

The First Division consists of a handful of high tech relic ships and is used where the higher jump capacity is necessary. The First Division consists of:

- TL15 100tn Type S Scout Courier
- TL15 100tn Seeker
- 2 x TL12 Type A2 Far Traders – *Jayhawk* Class
- 1 x TL10 Type A Free Trader – *Morraine* Class

The Second Division is made up of TL10 300tn Jump-1 merchants produced locally. Both the First and Second Division are used along regular trade routes to RC worlds such as Saagii or Pekhuraa, or on the Seben Main. The Third Division consists of a variety of in-system vessels ranging from TL8 to TL9, and especially earth to orbit vessels used between Bellin and its Moon. The Third Division also contains three large unstreamlined 1ktn container transports. These are STL ships updated to TL9 and equipped with jump drives. In cases of national emergency, these transports would be used as a fleet tenders to transport the SDB's of the First Naval Division. The Fourth Division is merely an administrative unit used to organize independent merchant vessels hired by the Confederacy. The Confederacy freely uses independent merchant vessels for trade missions into the more wild areas of the Diaspora Sector, or to assist with sudden transport demands on more established routes.

Worlds of the Confederacy

Bellin C9968M5-A Ag 202 K0 V

Bellin is the dominant planet with the confederacy with the largest population, military, and economic base as well as the highest technology level. Bellin is rare as it has a habitable moon (G455334-B, Lo, Ag), which acts as an agricultural supplier. The vast majority of system trade bases between these two worlds. The remainder of the system is sparsely settled as there is only a large gas giant with no moons and a ring system, and a small gas giant with no moons. A handful of space stations and orbital bases are scattered through the system as refueling / traffic control / communications relay points.

Waverly EAA7213-9 R FI, Lo, Ni, 100 G4 V

This world held an imperial naval base that was destroyed by a Solomani attack during the final war. The main world of Waverly was crippled in the attack and was doomed even before the collapse. Bellin operates a small chemical extraction facility on Waverly. It collects valuable industrial chemicals from the chemical soup that passes for the atmosphere and hydrosphere on Waverly. Refueling resources within the Waverly system are limited to the Oort cloud. The Bellin Confederacy knows the location of several icy bodies in the Oort cloud, but this information is confidential.

Joyce, the next planet out from Waverly was a former imperial training ground and firing range. It was used briefly by the RCES for a similar purpose. The Bellin Confederacy occasionally sends salvage teams to Joyce in the hope of discovering high tech military parts for its armed forces. The remainder of the Waverly system consists of 5 other small rocky planets with minimal atmospheres and no hydrospheres.

Referees Information:

Waverly is the site of a Jumpstart cache. Bellin discovered the cache in 1232.

Ruffian B4484M7-8 M Ag, Ni, 214 M1 V

Ruffian was a balkanized world with a dozen city states with a maximum sustainable TL4. Bellin contacted the single non TED / totalitarian government on the world. They introduced a basic TL5 infrastructure during 1205, and supplied their friendly government with long range TL5 bombers and a single wet navy freighter. A brief campaign against the TL4 city states united the world under a single government. Ruffian remained an effective client state of Bellin ever since. Bellin supplies technical knowledge and is the major economic trading partner for Ruffian.

After Bellin split from the Reformation Coalition, a military coup seized control of Ruffian (with the implicit support from Bellin). The new rulers ceded from the Coalition and joined the Confederacy. As Ruffian has a planetoid belt and four gas giants (two with small numbers of moons), it has an active space-based mining industry, with cargoes flung across the system via mass drivers and a number of TL8 STL ships.

The population of Ruffian has declined from 30,000 in 1200 to 20,000 in the current period. Several thousand people are employed within outposts across the Ruffian system, whilst others have moved to Bellin in search of work. Ruffian's planetoid belt is also the site of an Imperial Era naval station. It was built into a planetoid during the Final War as a protective outpost for the Naval Base at Waverly, and is not on any star-charts from that era. The base was heavily damaged during the Collapse and reactivated by the RCN as a forward base in 1204. Even

in its damaged condition, it is capable of defending itself with 8 turrets, and has 4 landing pads for vessels up to 10ktns. The RCN provided a small TL15 industrial plant (using salvage from Hewlett) to allow the base to maintain itself. It is now the main naval base for the Confederacy Navy.

Geonia D53A217-9 Lo, Ni, Na 102 K4V

Geonia is not a formal member of the Confederacy, but it is the location of a transit station maintained by *Haven Transport* with financial help from the Confederacy. Geonia itself is uninhabited, and the transit station is in orbit. The station is constructed from 5 1ktn cargo containers joined together and outfitted with basic controls, accommodation, cargo and fuel holds as well as a basic self defense capability. Three shuttles are provided to allow personnel transfer and the collection of fuel from the water world below. The transit station supports the three way commercial traffic between Saagii, Pekhuraa and Bellin.

Republic of Renj (Sitah-P/ Old Expanses)

Core Member worlds: Kodants (2632), RENJ (2835), Carmen (2838), Miisha (2934), Darinov (1236), Osmosis (3036), and Cassiopeia (3233).

Outpost Worlds: Sontar (2537), Vleeman (2538), Phront (2640), Quell (2736), Stech (2739), Dahlgren (2832), Jowaa (2833), and New Luck (3136).

Population: 24, 721, 982, 250

Alien Minorities:

Highest TL: TL13 at RENJ (24 billion)

Common TL: TL9, at Vleeman, Kodants, Phront, Osmosis, and Cassiopeia (21.67 million)

History

The formerly named world of Syrim, a Solomani cosmopolitan border world, suffered little from Imperial Navy incursions this far behind the lines during the Final War. It became later as the war dragged on a hotbed of Pan-Sophontist Party activity prior to the advent of the AI-Virus in 1130. They received warnings of the AI-Virus, but their laws of personal freedoms and the extreme measures required to stop it did not mesh. Of a population numbering some 80 billions, nearly seven out of eight perished in the collapse, leaving scarcely ten billion survivors. In the face of the mind-numbing horror of such a massive die-off, and the total loss of faith in their former government, the surviving government apparatus moved swiftly to an Impersonal Bureaucracy in order to save what and who could be. By the time the Hive Federation scouted the system in 1190, Renj had sustained their massive B-class starport shipyards, and restored a workable TL11 level of infrastructure.

The Hivers created here their third 'Stepping-Stone' polity here as they discovered this region, while pro-offworld, lacked the ambition to expand beyond her subsector.

Renj's hoarded *Transstar* and Imperial bulk freighter fleet served well enough to establish several initial salvage colonies, which the Renj Republic cynically also used to defuse certain disgruntled political dissidents with a policy of "put your money where your mouth is." While this resolved protest issues on the homeworld, it also allowed for Renj to keep control of them, and dependent still on their commercial fleet. Having no military assets beyond a few marooned 400tn patrol cruisers, Renj was utterly reliant on the Federation Navy for protection from existing marauding Vampire fleets.

In late 1192 even as they were establishing their tentative colonial efforts, the Republic received word from the Hivers that a new stellar polity had arisen, the Dawn League, of some 2 billion total humans and minor aquatic sentient aliens known as the Schalli. The Republic's leaders were pleased, but timidly would not risk its com-

mercial fleet beyond its' reach of Sitah subsector, and instead turned to the Hivers' *Six-Eyes Nest* transport megacorporation to sell what TL11 goods and services it could by way of speculation to this new state. They agreed. The Hivers then established their Jump-4 trade route bases to support this motivated new polity, and carried with them as well, the manufactured goods from Renj to the Dawn League.

Eleven years later, in the spring of 1203, the first trade convoy from this spinward state, now calling itself the Reformation Coalition, arrived in orbit over Renj, establishing a counter part jump-3 route from Aubaine and Oriflamme subsectors. With them they brought for sale the AVV weapon 'Snake', and tales of whole worlds of relic salvage they'd been harvesting to rebuild their worlds with just lying out there. Realizing this more motivated state might eclipse them economically, and wind up harvesting the dozen or so worlds of Sitah eventually caused the Republic's governmental Ministers of Finance and Interstellar Colonial Office to shake off their lethargy and act decisively. The Republic began making immediate use of this new tool to snuff out the suicider viri inhabiting many dormant relic machines and data systems in late 1203, causing a massive surge in employment for the Interstellar Colonial Office with high wages, and finder's fees offered, patterned after the Auction process the Coalition was using.

Following the Soleean Empire's collapse and the expansion into their former territories, the RCSA received the Renj Republic's application for full membership in 1207, even as uplift and colony projects in the So Skire subsector were bearing fruition to trailing. While the same problem facing the RC in absorbing another High population world and the amount of representatives and what this would do to the political balance of power, this was balanced out by the advancing memberships of Czerniak, and Galines of Jayna who were meeting their deadlines from the end of the RC-Soleean war for governmental changes for inclusion. 001-1208 the systems of the Republic of Renj became full members of the RC, with their own RC Admiralty court over Auctions. While Renj and her satellites were particularly Centrist-Party oriented, Czerniak and Galines were Expansionist-Federalist minded. High pop industrial tech worlds like Yontez and Bonsher were still struggling to get organized, and it was thought they would at best become only affiliate members.

The Republic weathered the Vampire plague of 1207-1211 in good order thanks to the help of the Federation Navy with several skirmishes of passing Vampires making their way corewards. This served also as a wake up call, that without their own starshipyard capacity, they would be ill-prepared for the likes of what had happened to Sufren. In 1212 Renj began increasing their output of salvaged technology items and instead of selling all through the Auction process and shipping it off to spinwards, began re-investing in their own upgrades to their

technological level of infrastructure, and starport improvement to A-class began in earnest. Renj weathered the Great Recession era well, except for the secession of Zoquet and Markham that accused Renj of stifling their technology growth at the expense of enriching Renj only. Diplomats from the RCSA attempted to defuse this, but the matter was bungled badly, and both Zoquet and Markham seceded from not only the RCSA, but cut off ties to Renj as well in 1216 and 1217 respectively. Renj would remember these two lost worlds as "Federalist meddling".

By 1242, the Sitah region around Renj had seen no less than five former high population worlds stripped down to their foundations and used to propel them back to TL13 and having their three A-class starports once again. Renj following the Centrist majority's policies economically maintained a slower pace to remain economically viable on four others, and had prospered in the past fifty years. They took the news of the disbanding of RCES, and ouster of the Hivers as a direct series of slaps of ingratitude politically. With the Hivers leaving, Renj would have to defend itself against any rogue rampaging vampire fleets. They decided the new liberal biased 'Freedom League' government had pole-axed both their former heroes and their benefactors the Hivers for the sake of political expediency and power. The 2,414 Sitah worlds' representatives were recalled, and their former first speaker, Medora Devereaux was sent back in the spring of 1243 as an Ambassador with portfolio, announcing that the Renj Republic stood once more, and that they moved their status to that of an affiliate member, ending the Centrist Party's voting hegemony by the end of her speech.

In 1244, with the LAW contentious vote to send Fleet units to Usdiki and the Last Grand Alliance looming, Ambassador Devereaux presented the Leagues with a TL12 working replica *Aurora*-class Clipper, the *RCS Apollo* for the 30th year anniversary memorial event, even as the former Star Vikings walked out from volunteering to go. The gift shamed the Assembly, and the tied vote was broken for sending ships against the Dominate by the new Secretary General himself.

Diplomacy

The Republic of Renj operates several distant embassies of their own, as befits a state of their economic might and stature with the major and minor powers of the region. The first is with the Hive Federation, off in Spica sector and the second is with the Freedom League, on Nicosia. Both of these states have matching embassies on Renj itself. Diplomacy with the Terran Commonwealth is usually conducted from Nicosia, given the distance even the Republic of Rann has from Renj, or the even further Easter Concord. In Alpha Crucis, Renj has an embassy to the former Coalition breakaway state of the

Dagir Commonwealth, and with the Wilds polity known as the New Alban Protectorate with an embassy on Dagir (Dagir-C/Alpha Crucis), and New Alba (Alba-D/ Alpha Crucis). Currently the Republic has entered into talks about a joint venture in opening a salvage colony with the Commonwealth on the targeted world of Clavis Nine (Dagir-/Alpha Crucis).

tender concept the Leagues abandoned in the short run, allowing them to harness their former era's 10 and 20ktn bulk freighters an auxiliary Battle tenders, moving swarms of System defense boats and missile boats to a possible Dominate or other hostile invasion forces location in short order.

Mindset of the Polity

The centrist philosophies of a strong economy and strong defense with a responsible rational government have been matched by their attitudes of gratitude for the Hive Federation and their long standing defense of this region. While some of the 'radical' freedom seekers have sought their own colonies and place to live as they wished to be ruled, they have had few followers off of Renj since 1203. Pushed out of their complacency by those who saw the rise of the Freedom League as inevitable. and a need to stay economically relevant, the Republic's folk know the 'good-old days' are past and it is time to shoulder the burden themselves. The Republic remains pro-AI-Cym, pro-Hive Federation, Pro-Free trade, and with Geneered human Mermani, alien Vargr, Dolphin, and Orca minority citizens, Renj remains a vibrant cosmopolitan world. Renj serves as a reminder to the Leagues that one should not forget its heroes, or benefactors and that a stroke of a pen, or a ballot cast does not erase the past.

Recovery and Economy

Thanks to the AVV weapon 'Snake', and a large manpower pool, Renj has propelled its recovery through massive salvage efforts off worlds like Lemnos, Aice, Jeasm, and Dunashaap, Zi, and An Cizow to rebuild herself into the economic giant she has become regionally within the subsector. With her wealth and her newly recovered starports, Renj stands to become a local juggernaut of commercial starship building on the edge of the Hinterworlds and still struggling Alpha Crucis sectors.

Military Strengths and Weaknesses

The Republic's main strengths are their technological and economic power. In the five years since leaving the Freedom League and the Hive federation's complete withdrawal from the Subsector militarily, Renj has either completely renovated or built from scratch her own bases to replace the Federation Navy's outposts. Her standing ground based armed forces have seen little combat since Kodants was toppled, and their Navy is completely unblooded as a whole, save for individual skirmishes with corsairs operating out of Vendtup subsector to corewards. Renj's Navy follows the League Navy's designs primarily, but has supplemented these with a battlerider-

Trade Union of Voskl (Rusco-C/Old Expanses)

Core Member worlds: Daslon (2705), Iskyarot (2706), Makan (2707), Dycarl (2806), Horejs (2907), and Voskl (3006).

Outpost Worlds: Rannow (2704), Benson (2605), Pol-luc (2607), and Zin (2807)

Population: 1, 899, 091, 040.

Alien Minorities: Imperial Vargr 5%--90,036,000 Voskl, Benson, Polluc; Droyne 2%--23,225,000 (Voskl, Iskyarot, Horejs); Bwap 0.005%--9,000,000 (Voskl, Iskyarot, Daslon); Imperial Aslan 0.0025%--3 millions (Voskl); and Chirpers--69,000,000 (Smales).

Highest TL: TL11 at Iskyarot

Common TL: TL10, at Voskl and Daslon.

The Trade Union's founding

The region of the present day Trade Union of Voskl was a minor naval outpost of some importance to Duchess Margaret of the Domain of Delphi during the Hard Times period. The Trade Union of Voskl is named for the high population world of Voskl, a former key 3rd Imperial Navy and X-boat IISS way station system. It was the last Imperial jumping off point of Duchess Margaret's trade route to the Hiver Federation (1124-1130) before it crossed the Wilds of the Hinterworlds subsector. Through Voskl, and then across to the Imperial client state of Hye Clyffe, Duchess Margaret's J-4 Tukera Liners paved their way across the Hinterworlds Sector and then through Spica to the Hiver Federation.

Margaret's domain, perhaps the most stable of the Rebellion era factions on the trailing edge of the former 3rd Imperium, had its enemies too. Among these was the anti-Imperial, pro-democracy movement of the Ine Givar terrorists, as well as other rebellious groups sponsored by the Nullian League of the Hinterworlds. During the watershed of the 1128 economic recession the vengeful Nullian League struck a bargain with the doomsday Cult known as the Thanatosians in the Rusco subsector. The Cult wished to make a final climactic statement against the war, and the Nullian League wanted to strike a blow against Margaret's domain for bypassing their polity with her trade route.

The Thanatosians were like many that arose in the latter part of the Hard Times, and found ready ears among the unemployed of the 'Doomed Trade' evacuated into the Safe of Margaret's Domain. Most were seen publicly as Rebellion-demented crackpots, and the few that attempted sabotage were usually inept, and rounded up for deportation. The Thanatosians however from the time of their founding after the Black War strike on Hice proved different. Organized under the banner of the balkanized Church of the Stellar Divinity, they traveled aboard CoSD

vessels gathering recruits. They were provided training, explosives from Crakatoa, a nearby high population non-aligned world, and a TL14 tailored slow acting human-bio toxin, with which they infected themselves.

On 089-1130, ten days after the battle between Dulinor's Coronation Fleet and Lucan's Home Fleet, the unknown Thanatosians put their plan into action with fourteen suicide teams of nine personnel each, they attacked Voskl's crucial five water desalinization and water reclamation plants, the adjacent pump stations, and the water reservoir systems for the fourteen major arcology cities. These arcologies housed an average of some 360 million sophonts each. Two of these Cult suicide bombing attempts were stopped cold by the paramilitary police as they attempted a forced entry into the water treatment/ reservoir plants there, killing only themselves and those who stopped them. Voskl's Secret police captured the rest of the dying Cultists at the Starport, sitting in their starship. The police were the first to be infected with the bio-toxin as they arrested the dying cultists.

The Cult's bombers, who blew themselves up, released the bio toxin they carried into the water system directly. Without water, Voskl was stricken overnight. The IISS base dispatched couriers for help, and the system Navy commander utilized what ships she had there and their fuel purification plants to try and ease the crises pumping and desalinating water for the cities, after they discovered the planet's main reservoirs contained nothing but death. The subsector was just beginning to answer the disaster's call two weeks later, but by then billions had died, from dehydration, and the AI-Virus had reached Anaxias Margaret's capital in Delphi, and was flashing through the X-boat network.

Almost five and a half billion died before the effects of AI-Virus took hold. The only good that occurred from this was martial law had been imposed, a red zone for the bio toxin had been erected, and ships were grounded from leaving. Added to this was that the population was too weak to rebel against the only help they had left.

This quarantine accounted for the high number of relic starships due to the combined effects of the plague and the Virus. The bio-toxin was eventually removed, and purged from the water system. The two arcologies that survived, took in the amalgamated survivors (some 180+ millions from the other twelve city-arcologies), and looked to rebuild. The lack of speed by which the former impersonal bureaucracy had responded to the disaster forced its overthrow, and the world's survivors looked to the leadership of the IISS and System Navy base Commanders. Planetary sustainable technology that had fallen to TL8 was re-established at TL9 planet wide in the mid 1150's, and the Vosklites began in earnest their repairs to the relic grounded starships. With so great a loss of life came also the death of the knowledge and expertise to make the repairs to regain what had been lost. A pitiful few starships from nearby surviving worlds such as the agriculturally garden world of Dycarl (2806),

that had also maintained a C-class Starport, under a tight totalitarian regime had made intermittent contact and gave a grim accounting for the full affects of the Al-Virus collapse. The Voskl Subsector was part of Margaret's Last bastion from 1145-1160 as the rimwards-most outpost of the "Varian Line". The Trade Union (As they'd come to call themselves) of Voskl began in earnest to repair her marooned vessels from the 1130 collapse after news of the fall of '*Ne Ultra Plus*' line reached them in 1161, and had a substantial number of emergency militarized converted small traders by the time news of Margaret's death reached them in 1170. The remaining jump-capable Naval warships departed to stem the tide in 1172. Voskl meanwhile, struggled to retrofit her remaining jump-capable merchant craft. After the fall of the Lamente Naval Base in 1176 in Verge/ Glimmerdrift, Voskl was again totally isolated, and in the winter of 1189-90, began to contact her neighboring worlds on the main once again after they heard news of the Vampire fleet that crushed Ilaira in early 1189 from fleeing Free traders.

Voskl's charismatic oligarchy, made up of the leadership of her former System navy and IISS base commands, as well as leading industrialists, and key minority alien leaders entered into a series of mutual trade and defense pacts with the five adjacent worlds still holding out with operating Starports. Given the diplomatic initiative, as well as the majority of working starships and spacecraft, Voskl established themselves as the capital system, and final adjudicator of disputes. While each world has its own form of government, and managed its sovereignty, the Trade Union set up (with guidance from Voskl's remnant IISS, and System Navy personnel back in the beginning) a jointly held merchant marine made up of all the jump capable starships (the majority of which had been marooned during the Thanatosian Red-Zone interdiction) of the Voskl Main. The charismatic Voskl oligarchy relied on the carrot and stick method when dealing with the suspicious totalitarian governments of Dycarl and Makan, and their own Droyne citizens when dealing with the diverse Human-Droyne worlds of Horejs, Rusco, and Daslon. They set up the VESTA, or the Voskl Exploratory Scout Trade Authority, which set the protocols of starship traffic and anti-virus measures still in use today for interstellar trade. By 1185 they had cemented mutual trade and defense pacts with the neighboring systems of Dycarl, Rusco, Makan, Daslon, and Horejs, as well as that handful of Free Trader merchant ships that still plied the main. The charismatic oligarchic government of Voskl of course had trouble seeing eye-to-eye on matters of trade from the other governments in the Union including the Militaristic totalitarian regimes of Dycarl and Makan, the Psionic mystic autocracy of Rusco, the feudal technocracy of Daslon, as well as the structured corporate tribal leaders of Horejs. In light of the affects of Virus and vampire ships these differences were eventually set aside, and in 1190 the Trade Union was formally

a political-trade entity.

Good race relations played a huge role in the longevity and technological recovery in the Trade Union, primarily in the neutral moderation of disputes between member worlds over resources led by the efficient Bwap long-term view; the daring, often dangerously competitive entrepreneurial salvagers among the Vargr spacers; and the Droyne's psionically transferred memories, and the genetic salvation of the chirpers on Daslon and Horejs into mature Droyne by those traveling Droyne Priests from the mystic autocracy led world of Rusco, and Voskl. It is of not any surprise the return of technology and prosperity of Voskl, which the Droyne citizen members of the Trade Union contributed greatly to the current recovery. Their Psionic computer empathys were instrumental in early anti-virus removal of recovered infected data systems, as well as their psionically transferred memories of lost technology. Through their contacting, and gaining access to several worlds' chirper populations (Daslon and Horejs), they in turn aided those worlds that allowed their Priest castes to *coyn*-caste them into Droyne. For those unfortunate chirpers too far past the age of the *Iskyar* casting ritual, nothing could be done. The Droyne starfarers eventually relocated them to the primitive pastoral world of Smales (3004/TL0).

In 1216 the Reformation Coalition made first contact with a long-range exploratory cruiser, *RCS Belladonna*. It was the first time this former bastion of Margaret's Domain met their former trading partners the Hivers since the collapse, and the visit was short, formal, and chilly. Distorted news of the deeds of the Star Vikings had committed against the Droyne at Daaliisa, and against the proponents of Margaret's Dream the Empire of Solee had traveled via the Guild and Free traders even to this corner of the Sector, coupled with the complete lack of contact with the Hiver Federation and its perceived cowardice, the Trade Union's representatives were not overly impressed, and refused to meet any of the Hiver technical reps at all. Reaction was mixed of course, along species lines. The Union-Aslan found this divergent path a breaking of an honorable agreement (even though Margaret was long dead); Union-Vargr were divided, seeing both the new opportunities, and the threat to sovereignty; and the Union's Droyne were strongly influenced by the news of the misdeeds of the Star Vikings towards their race, and the lack of Droyne members in the diplomatic party, but kept their counsel until after the RC diplomatic team had left with stony silence.

This did set about a divisive issue that perhaps to avoid the fate of Solee, some measure of control should be returned to the diverse group of people they governed, a movement primarily Human and Vargr in origin. Voskl eventually made the leap to a representative democracy in the next few decades, a move which caused the majority of their Droyne citizenry to immigrate to Iskyarot in silent, peaceful protest. Recent news of the Hiver Federation's retreat and end to their 'meddling' has thawed

trade and diplomatic relations with the Freedom League Worlds, and Voskl's Naval base sees regular League Naval vessels on patrol as their rimward-spinward neighbors watch for the looming threat of the K'kree-Ai-Cym Dominate's warships from trailing.

Trade Union Races

As an imperial border world, many of the alien-citizen sophonts of the world were unaffected by the human-only toxin. Today, in the Trade Union of Voskl there are many sizable minority neighborhoods of Bwap, Vargr, and Droyne among the more numerous mixed Humaniti present. At their formal formation, later in 1190, Voskl's cosmopolitan population stood at 950 millions, with a substantial minority population of Imperial Aslan (0.25%), Bwap (0.5%), Droyne (1%), and Vargr (5%) amidst their predominately Mixed-Humaniti citizenry. Substantial Droyne minorities exist now in 1248 on Horejs (25 thousands), Iskyarot (9 millions), and Daslon (200 thousands), leading some cynics within the Union to think that the Droyne are fixing to secede from the Union. Another substantial Droyne population exists on the balkanized planet once known as Lamber (2502), now called Dumaysess, which suffered a bloody civil war between the human nations in 1244-47. The various Droyne *Oyttrips* remained neutral, and at the war's end with an interim planetary government in place, the Droyne clearly controlled the world with 54% of the population (4.5 millions). To trailing, the Droyne have made repeated pilgrimage to and from the primitive yet pastoral planet of Smales (3004)

Diplomacy in the Old Expanses

Voskl's Hiver Trade delegation and Ithklur embassy guards were totally evacuated during the crises of 1130 and never returned. This has since been a point of contention between the Union and the Reformation Coalition to rimwards, following contact in 1216, and the Union has thus far refused to join them. They viewed the point of having to change their personal form of governments as an imposition upon their polity's "hands-off" approach to system government beyond their Trade and defense accords, pointing out to the Coalition diplomatic team that even the most militant of their member worlds had managed to cooperate with the others without resorting to war or trade embargoes. The people had chosen their leaders, Voskl's chief negotiators argued, and their leaders had all chosen to be part of the Trade Union freely as well.

It did bring about introspection on how best to continue to govern if the RC was going to be a stable neighbor, and their rumored reputation for toppling smaller stellar states that they disagreed with i.e. the 'Empire of Solee', and the 'Diasporan Empire of Kide'. In light of this, Voskl's charismatic oligarchy began making

democratic reforms, which caused an abrupt departure of the Droyne off Voskl to Rusco in 1220, to complete the rebuilding of the Rusco A-class spaceport (which later became operational in 1240). The Droyne gave no official explanation for their migration, but diplomatic sources suggested uneasiness about the new Democratic government amongst the Droyne Leader Castes. Rusco-Iskyarot did not petition the Union for withdrawal of membership. With the retreat of the Hiver Federation's offices of Technical advisors from Freedom League space in 1242, relations have thawed somewhat more, but true rapprochement has yet to be reached. The Trade Union's diplomacy with other worlds along the main has improved since the 2nd vampire plague years (1207-1211), and has been conducting a limited amount of trade with the agricultural worlds of Acrolund (2601), Carmon (2602) recently. The Droyne Priest caste leadership of the Psionic Autocracy has been assisting their fellow sophonts on the former planet of Lamber (2502, now called Dumaysess) since the humans had their bloody civil war there. Tentative trade is conducted under strict laws with the isolated systems of Straker (2909) and the water poor Terran-prime world of Nautz (2801). The once friendly rival system state of Crowell (3003) however has a new leader (as of 1228) and has struck out to form a polity of their own, with the planets of Staj, Engle, and Nautz. The Crowell Defense Pact is decidedly anti-Psion in its policies, and their raiding for chirper slaves on the primitive client state world of Smales (3004) is suspected as being one of the reasons for the Voskl Droyne leaving Voskl for Iskyarot. Crowell's new leader is a former Star Viking, and is suspected of having ties with the Freedom League Voskl does not enjoy, having hosted a FLN vampire patrol task force recently. A Cold war seems to be in place at the moment between the two powers.

Mindset of the Polity

The most common mindset of the Trade Union peoples is one of hope, patience, and resolution in their own futures. Self-reliance, and the willingness to make sacrifices in order for the greater good prevails, although cynically one can see the reluctance to relinquish some of the planetary governments' draconian measures (Makan and Dycarl's governments are prime examples) have hindered their technological recovery, they point that they have kept their people safe from Vampire ships through their austerity. With the advent of new starships being built in the Iskyarot 's (formerly known as Rusco) "*Ruscodyne Shipyards*", the Trade Union is looking forwards to increasing its own ability to retire once and for all their aging armed merchant-rump navy and become self sufficient once again.

Recovery and Economy

The Trade Union's progressive recovery efforts have been spearheaded by the tireless (if monotonous) record-keeping Bwap Bureaucrats and Technicians, the daring competitive and dangerous habits of their Vargr salvagers, and the psionically transferred memories of their Droyne, whose efforts have uplifted the technologies lost in a more rapid rate than Dycarl and Makan's all-human worlds.

Voskl has restored her B-class shipyard, and re-achieved her former TL10 industries, (albeit at one fifth her original population's output with 1.8 billions in 1248 census). New spacecraft and starship hulls are manufactured here, as well as computer electronics, and armaments for Voskl's Aerospace Defense Forces. Smaller TL9 spacecraft designs are built at the new yards on Daslon. A Majority of the Union's armed forces are equipped with firearms and armor at TL8 and 9, manufactured primarily on Dycarl.

Internally, the polity is blessed with three agricultural heavy trade worlds (Iskyarot, Daslon, Dycarl), and an aqua-culturally dominated water world (Makan). With the technology salvage work ongoing in the Benson and Pol-luc systems, and minerals and metals mined off Horejs and Makan flowing to Voskl and Iskyarot, starship traffic along the Voskl main within the confines of the member and outpost salvage worlds is steady, and brisk.

Military Strengths and Weaknesses

Militarily each member world has its own planetary ground and aerospace forces; each member world but Makan contributes their own SDB force. Makan's water world is jointly patrolled by jump vessels of both nearby Iskyarot and Voskl. Makan is of some concern at present as the totalitarian regime's unpopularity caused a recent upheaval at the dissatisfaction of technological recovery progress, and peacekeeping forces are in place from Voskl there while an interim government is sorting itself out.

Dycarl's form of communism has a lighter hand than most of its brand, and has eased a great many restrictions on personal freedoms in attempt to avoid the uncertainty of Makan's fate. The Voskl Scout Service maintains the former IISS base insystem, and has a second facility in the Daslon system. Scout outposts watching for Vampire fleets are maintained in the Rannow (2704) and Zin systems (2807). The Trade Union's star fleet has been up-armored, re-powered, and up-gunned relic merchant vessels for the duration of their state for the most part, and a handful of small relic warships (less 1kton in displacement). Only now in the last eight years have they begun to build specifically designed SDB's, monitors, and the nucleus of a small defensive navy, primarily using the jump-frame, tender concept . The armored gunned freighters are slowly giving way

to trusted private hands, though the Trade Union holds interest in all of them, especially in carrying mail freight between member worlds as a control measure to prevent privateering. Another control measure the Trade Union has implemented with this phasing out period of late is maintaining J-1 engines in these privatized ships, and the limited sale and production of collapsible fuel 'bladder' tanks. Only vessels still deemed on active duty status maintain a J-2 or better jump drive. Retrofitted 200dton A1 *Morraine* and *Beowulf*-class merchant vessels with armor, and relic power plants from other vessels (Like the TL11 and 15 *Jayhawk* and *Empress Marava*-class A2 Far Traders, and system drives from the 200dton *Lady of Shallott* J-3 or *Lord Baltimore* J-4 Yachts formed the core of this rump-navy with class names like the *Motley*, the *Platypus*, and the *Mimic*.

The small A-class shipyard at Iskyarot builds primarily tough, self-reliant merchant vessels, and the jump spindle ships for internal trade and commerce. The massive B-class yards of Voskl herself produce the Lighters and battle riding warship hulls, and the smaller one at Dycarl produces basic small craft and Light space interceptors. The new non-jump Trade Union Navy warships tend to be fast, heavily armored and missile-heavy dependent on the doctrine of their available technology. Only the largest of these monitors (2ktons) bear a particle accelerator bay, generally in a forward firing arc.

Duamish Federation (Shumisdi-N/ Diaspora)

Core Member worlds: Woken (0936), Chamawa (0938), Gus (1034), Cole (1035), Alki (1136), Musiiba (1233), Snoqualmie (1236), Duamish (1336), Burien (1435), and Prosser (1536).

Outpost Worlds: Frey (1133).

Population: 349,122, 000.

Alien Minorities: Sandmen (AI-Cyms) on Duamish, Snoqualmie, Alki, Frey, and Cole (5,000 total). A small nest of Hivers, about 50 in number, exists on Duamish.

Highest TL: TL11 at Duamish, Snoqualmie, Alki, Frey, and Cole (88.402 million)

Common TL: TL8, at Gus, Musiiba, and Prosser, (255.5 Million).

History

The worlds of Shumisdi were once part of the most successful RCES-Star Viking campaign of the Diasporan "Blitz" of 1204-1207. Ten of the fifteen worlds they encountered were open and ready for off world contact, and six of these fifteen had operational D and E-class starports. Of these six, only one was in control by the Guild, and RCES easily remedied this malcontent dictatorship in short order. By 1205, all ten of those pro-contact worlds were members of the RCSA, and military pacification had secured Semaachi and Snoqualmie while diplomacy had won over the other three, particularly Duamish. Blessed with three worlds with high amounts of relic technology salvage the Guild had not plundered in its 42-year monopoly of this region, Shumisdi made great recovery bounds from 1205 to 1211, and as an RCSA Diasporan Colonial region was easily paying for itself at a profit via salvage credits. This was fairly easy to accomplish as eight of the fifteen worlds were all prestellar levels (TL5 through TL8) in the pre-collapse era and had fallen only slightly during the collapse. The high cost of the humanitarian relief mission of the Covenanter worlds' survivors that the UWA, RCES, and the Guild rescued (some 667million all told) took its toll on the Coalition economy, struggling with the 35% losses of their vessels that had fought the Black Fleet to a standstill, and had saved billions of lives on hundreds of world in its path. Diversion of salvaged machinery and their funds brought to help pay the cost of this five year long evacuation and relocation rescue mission took their toll on bootstrap projects promised by the RCSA to the Diasporan worlds, Shumisdi's included. RCSA subsector administrator Usamdra Kuvishaam only partially diverted the salvage runs out Shumisdi, thinking not of embezzlement, but trying to buy time for the subsector to achieve its TL11 infrastructure goals. She authorized the higher

tech salvage from Frock, the farthest salvage colony from Aubaine at the time to be shipped out, and that the more useful target level salvage from Alki and Frey was distributed here. She was charged with embezzlement by her political enemies back on Nicosia, and recalled in 1215. She was cleared of these charges and returned the following year.

Overshadowing the death and funeral on Duamish of RCSA Advisor, and former Ambassador to Mueller and Duamish Ilelik Kuligaan on 19/ IV/ 1216, was the news of the ratification of full membership to the worlds of Diacy (0306/ Dethenes-A/ Old Expanses) and the Human AI-Cym culture on Dethenes (0403/ Dethenes-A/ Old Expanses) from Nicosia. This clearly brought about a huge number of seats for both the Centrist and Federalist Parties, each of these worlds having populations numbering in excess of 75 billion sophonts, each with a substantial minority. Diacy's the minority were 7.5 billion Droyne, and on Dethenes there were 8 billion AI-Cym sentient robots and data systems. Anti-Cym feeling seething on the worlds the Covenanters had been resettled to erupt into riots, protests, and calls for new elections of world representatives. Several worlds, solely colonized by the refugees simply voted themselves out of the RCSA entirely. Out In Diaspora, the news of a world with billions of Sandmen on it wasn't the issue, it was that the RCES and RCSA had promised to help rebuild their worlds, and had reneged on it. Whole subsectors in Diaspora melted away in allegiance seceding from the RCSA in 1217 and 1218, but Shumisdi thrived, following Kuvishaam's policy of using available local asset worlds for local recovery that would be later adopted during the Great Recession in the Freedom League by the new Centrist party majority.

The death knell of the Shumisdi RCSA worlds came in 1220 with the declaration of the Bellin Confederacy shutting down the 5 week stretch of the Jump-3 bridge across at Waverly (1733 / Madoc). This forced salvage haulers from Frock to use the tried but true Jump-2 Duamish Run from Prosser (1536) to Manna (1737) to Tygger (1938) on the Seben Main, which was took 2 weeks longer and added cost to the freight. *Shumisdi Interstellar Salvage, Ltd.* a Coalition owned, but locally hiring corporation found itself beggared as Bellin's tolls to pass were too high to pay. *Haven Transport Lines, LLC* of Pekhuraa (2236/ Madoc) called in SIS's lease when they failed to pay their bill. SIS was faced with bankruptcy charges, and was liquidated by being bought out. The Non-aligned world of Nappa mortgaged her six 400tn subsidized freighters and bought the salvage colony on Frock in cash, keeping their employees jobs secure, and the site solely in their hands. Duamish and Snoqualmie purchased the colonies of Alki and Frey in similar fashion, selling at auction some eight 200tn Far Traders to responsible folk of their own worlds, who would be entrusted to haul the freight now that Coalition ships were leaving Shumisdi on its own.

RCSA funding to Shumisdi ceased officially 22/ VII/ 1220. Later that year, on 01/ IX/ 1220, Duwamish, Snoqualmie, Prosser, Chamawa, Woken, Cole and Gus declared the Duwamish Federation to be officially its own independent stellar state, and renounced their RCSA memberships effective 01/ I/ 1221. They modeled their government as a miniature of the Coalition's Assembly of Worlds, the largest number of seats (1 per ten million) going to Prosser (1536), who held 20. Rebuilding their remaining worlds back to their precollapse levels continued in earnest.

Government, Politics, and Diplomacy

The Duwamish Federation out of expediency modeled their government as a miniature of the Coalition's Assembly of Worlds. The Duwamish Federation Assembly (DFA) keeping the issue that world sovereignty would remain recognized, established a Central governing body with elected representatives of 1 per ten million or less. Unlike the Dawn Leagues, political power-broker shenanigans based on Technology level never came into play here. The rich world of Prosser (1536), although only TL8 holds the highest number of seats (25), and is a rockbed of pragmatic conservatism still in 1248 for the polity. The other change they made politically from the Dawn Leagues was the "winner-take-all" democratic process by planet. Therefore on Prosser, not all of the 25 seated representatives are from a single political party (see below).

Seats in FD Assembly as of 1248:

Woken	(0936)	1 seat	(Progressive Party)
Chamawa	(0938)	1 seat	(Progressive Party)
Gus	(1034)	1 seat	(Conservative Party)
Cole	(1035)	1 seat	(Progressive Party)
Alki	(1136)	1 seat	(Progressive Party)
Musiiba	(1233)	1 seat	(Progressive Party)
Snoqualmie	(1236)	1 seat	(Progressive Party)
Duwamish	(1336)	8 seats	(Progressive Party 4/ Conservative Party 4)
Burien	(1435)	1 seat	(Progressive Party)
Prosser	(1536)	25 seats	(Conservative Party 20/ Progressive Party 5)

Progressive Party total seats = 16
 Conservative Party total seats = 23
 Total DFA seats = 39

Politically speaking, the Federation is composed of a mixture of two outlooks and has been since RCES arrived in 1205. The first embraced the technological uplifting of worlds of the Coalition Federalist Party, but call themselves today the "Progressives", for the restoration of Progress. The second, patterned after the Centrist

party of the Coalition call themselves the "Conservatives". While ostensibly for the restoration of precollapse infrastructure the Conservatives were founded in the common sense of "Yes, but how do we pay for it all without bankrupting ourselves?" as history proved all too true in Diaspora. Both groups realized that even when they achieved their goals, Shumisdi would remain very provincial on the interstellar scale between the larger UWA, Freedom League, and the Easter Concord of the Terran Commonwealth.

On the issue of AI-sentience and their rights, the Duwamish Federation participated in the Phoenix Agreement talks in early 1228, and signed by proxy of the Leagues' diplomatic party to Usdiki later that same year the 1228 *Sentient's Accords*. Pragmatically however, those few Sandmen (or AI-Cyms) that are citizens here reside on Progressive Party worlds, sustained by the technology levels these worlds provide them. Given the hard facts on the risks of personality changes, and insanity or 'death', few Sandmen here have elected their rights to 'reproduce'. On the importance of interstellar travel and trade through their territories, the Federation still maintains the Freedom League Embassy on Duwamish, along with one for the UWA, and the Terran Commonwealth states (separate embassies) for the single world member states of DARRUKESH (0106/ Ultima-A/ Sol Rim), IDAMAKUR (0110/ Ultima-A/ Sol Rim), and the rimwards Easter Concord (Ultima-Suleiman-Concord subsectors).

Mindset of the Polity

The mindset of the polity, indeed the entire Shumisdi subsector, has been solidly founded in free choice and democracy. Even the current day exceptions of Nappa (0932), the independent Droyne world of Yatustuhexna (1031), Chicago (1331), and xenophobic Semaachi (1433) were free to choose their own way into the New Era. Both Nappa and Yatustuhexna were both offered membership in the Federation in 1221, but both politely declined for their own reasons. Chicago reverted back to their Diasporan Mercantile Guild affiliation, and Semaachi's quarrelsome ten states could only agree to close their E-class downports and shun the rest of the universe. Furthermore, the belief of "doing for yourselves with what you have" has also been deeply ingrained since the recovery began. Once the working colonies on Cole, Alki, Musiiba, and Burien achieved a population better than 99,999, they were allowed the choice to become full Federation members by vote of their colonists, not by the choice of their motherworlds. As their colonists came from every air-sustaining world of the Duwamish Main, this defused any political wrangling of "homeworld-rule keeping the colonists in their place."

Like the Freedom League, the Duwamish Federation worlds abhor the excesses of the former Third Imperium,

seen even today in speeches from Federation world Representative Poul Kuligaan, eldest grandson of the late statesman Ilelik Kuligaan of Duwamish. They are a democratic, non-expansionist, pro-offworld trade, and pro-Al-Cym as the list of major interstellar issues go. While they decry the existence of the 4th Imperium, the New Ziru Sirkaa, and the Second Solomani Rule of Man as “empires”, they concede with their usual pragmatism, “The people of those regions chose those broken examples of government for themselves, poor devils. But,” they add with a shrug, “Better those than the tyranny of the Dominate.”

Technology and the Economy

The Federation’s rebuilt technology levels on the former boneyard worlds of Alki, Cole, and Burien from the massive boneyard world of Frey has achieved a fair amount of TL11 manufactured goods and a gravitic lifestyle of an early stellar power. Widespread use of such goods of course is balanced by the prestellar TL8 worlds of Prosser, Gus, and Musiiba’s products which dominate even the higher tech worlds with ground cars and cycles still. Learning lessons from the collapse, the TL8 or better world internets are not accessible to military installations or defense power grids, nor are the arcology worlds’ life support systems without human run only interface back ups. Gravitic vehicles like covered aircrafts and grav cycles are making a popular comeback, even on conservative Prosser.

Military Strengths and Weaknesses

The Duwamish Federation lacks any naval bases, being a primarily an interstellar trade polity, but it has through its pragmatic self-sufficiency approach established military and trade out posts (base code U) throughout its state. Each member world owns and mans their own Planetary Air Defense missile batteries, and must raise its own ground troops. Again, will self-sufficiency in mind, the Federation’s ground troops are primarily armed and armored at TL8. Only units of the Star Marines are equipped at TL10 and 11, constituting only five percent of the Federation’s total ground military forces. Against raiders, the Federation takes a defensive approach with the use of the Federation’s home built TL11 200 to 800tn System Defense Boats and 1ktn Missile Monitors whose hulls were aid down at Snoqualmie and recently Alki’s class B shipyards. The Federation Assembly, backed by the Federation Port Authority (FPA), deploys and shifts these about by way of Jump tugs. Ground forces are local troops raised by each member world. In the cases of worlds with smaller militaries like Gus, Cole, Musiiba, and Burien, this full divisional unit is usually made up of reservists from within its own popula-

tion base

The one non-voting world, the salvage work recovery colony on Frey (1133), has a rotational system defense task force of no less than four 200tn missile boats, and two 1ktn Missile Monitors, and a like rotational force of a battalion of Marines. Strategically the Duwamish Federation is a hindered by the lack of a stellar navy to pursue such raiders, which has been alarmingly on the rise of late from rimwards and spinwards. It lacks also the jump-capable assets to exert military power outside of its own environs, but that is a choice they made themselves. The recent advent of the A-class civilian Starshipyard on Cole, *Nova Shumisdi Yards, Ltd*, in 1247 has ushered in the New Era to a new line of Jump-2 600tn freighters, allowing older vessels to be ‘retired out’ and pass into civilian hands.

United Worlds Alliance (Narquel-A, Shadigi-E, Kushga-F, Ebasha-I, Iusea-J/ Diaspora)

Core Member worlds: BAYSE (0310), Chuejou (0510), Feeble (0607), Larisa (0807), Mosul (0111), Ainor Lisea (0114), Karaguuka (0116), Phoenix (0215), Kashaashii (0414), Ninja (0415), Terra Far(0416), Kosmo (0417), Cuttack (0418), Ferry (0512), Khuugar (0518), Mohavi (0918), Ramashii (1012), Darryl (1017), Messier (1111), Arriba (1117), Tanelos (1213), LERUN (1216), Twinsong (1219), Nilii (1313), Affuel (1417), Atabano (1520), Accokeek (1613), Waboni (1815), Karakaara (0225), Ebasha (0228), Kendell (0324), Pane (0327), Vigo (0521), Jene (0721), Six Gun (0723), Bones (0821), Justabit (0823), Gegaasha (1021), Wellun (1124), Pequot (1128), LEDGE (1223), Iusea(1325), and Nilaa (1621).

Outpost/ Salvage/ Colony Worlds: Soyuz (0209), Narquell (0709), Erobi (1612), Shaanii (1814), Khanii (1914), Waken (0227), Hideous (0422), Careful (0626), Hammett (1328), Iqorr (1426), Cheetah (1522), and Bezan (1524).

Population: 13,938,093,100.

Alien Minorities: Chirpers, on Ninja (200 million) and Karaguuka (600,000).

Highest TL: TL11 at Phoenix, Ninja, Terra Far, Arriba, Affuel, Accokeek, Wellun, and LEDGE (2.1407 billion)

Common TL: TL8 at BAYSE, Kosmo, Niilushaga, Ramashii, Tanelos, Nilii, Shaanii, Kendell, Vigo, Careful, Rouen, Bones, and Bezan (9.254953 billion).

History

The United Worlds Alliance began as much a part of a failed collapse era polity, the Lerun Federation which was destroyed by the Diasporan Mercantile Starfarer's Guild's proxy power, Imperial Raymore from the spinwards side of Alurza subsector. The surviving leaders and soldiers of this doomed fledgling state escaped to Shadigi subsector and carved out a place to live for themselves there, only to have to face down and defeat the Guild and Raymore's forces in the battle of Phoenix in 1203.

Other worlds taking note of this victory over the oppressive Guild, and looking like those who began the United Worlds Alliance (UWA), just wanted a safe place to live, and to be left alone. Former Guild starship operators here on the spinward side of Diaspora saw the UWA as a refuge from the crime-syndicate styled Guild, some two dozen or so, and registered their ships at Phoenix and Ninja in 1203. These vessel operators brought the word of the UWA rimwards into the coreward edges of

Ebasha subsector, and starship registry worlds like Vigo and Hannah, declared themselves members as well in a groundswell off the news of the victory at Phoenix.

The UWA's annihilation once again faded away as their enemy the Diasporan Mercantile Starfarers Guild's foes to trailing like the Empire of Solee and the Reformation Coalition were dismantling her tentacles and worlds from them between 1201 and 1205. Then the RCES Star Vikings, mistaking intelligence they had captured from the Guild's base at Justabit believed the UWA to be the pocket empire behind their sworn enemy the Guild, and pressed onto to destroy this apparent "nest of vipers" in 1206. Fate played again into the UWA's lap again, first with a long ranged Imperial Regency Frontier Cruiser on a recontact mission arrived. Both the Regency and the Reformation Coalition nearly came to blows over Phoenix, and an interstellar war might have occurred, until Phoenix offered both sides to sit down and discuss things rationally.

In agreeing to do so, the UWA cleverly got both sides to recognize the UWA as a sovereign state and a mediating neutral third party, without the Regency or the Reformation Coalition having to say so. In the end, both major parties established embassies on Phoenix, and agreed to hate each other without having to shoot one another dead. A major diplomatic feat was accomplished, and the Final War's mistakes were avoided, if narrowly, by this small economically weak neutral interstellar power.

The UWA's non-aggressive stance of "just wanting a stable place to live," served them well, for a decade later when the RCSA Diasporan territories in Kushga-F, and Iusea-J subsectors seceded after five to eight years of failed uplifting contracts and promises to their worlds, they too wanted what the UWA had—a stable, safe polity to live in, not part of some vast far flung interstellar state with heady idealism like they'd been liberated by and little to show for it. Worlds with interstellar business acumen, like Wellun, Ledge, and Gegaasha added their know-how to the UWA's fledgling economy. Lerun, where the dream of the UWA was born entered the fold as well, and began to prosper, even as the vaunted Reformation Coalition fell into a ten year economic recession in 1218. The UWA served since the 1st Grand Alliance as a meeting place between the great interstellar powers corewards of the Black Imperium, and in 1228 held a conference that would further shape and define the powers with the Phoenix Agreement talks, which lead to the later ratified 1228 Sentient's Accords on Usdiki in the 4th Imperium. Interstellar trade meanwhile grew between the 4th Imperium, the Terran Commonwealth, and the Freedom League passing through the UWA, allowing new opportunities and commercial outlets to this small state's economy as well.

The UWA, despite its policies of living in peace did participate in the Last Grand Alliance, although its few military vessels were not large enough to be committed to anything more than scouting and screening missions

in the campaign ousting the K'Kree Viral alliance of the Dominate from Core, Fornast and Ley sectors between 1244 and 1247. Their vessels are just now returning to the UWA in 1248, bringing news of the great victory and the price that was paid for peace at the 2nd Battle of Gateway.

Diplomacy

The UWA has since 1206 been a neutral meeting ground to hold and mediate disputes or hammer out treaties between the New Era's major stellar powers. By astrographical location, chance, fate, and a healthy dose of good luck, the UWA hosts embassies on Phoenix from the 4th Imperium, the Terran Commonwealth's various states, and several single world powers, the Freedom League, and the distant powers of the Hive Federation, the Second Solomani Imperium, as well as smaller Diasporan states like the Duwamish Federation, and the Mixem Concordiat.

Notably absent are the New Ziru Sirkaa (NZS) who cannot abide the 1228 Sentient's Accords signing states to begin with, the Behind-the Claw Spinwards States (astrographical reasons prevent this, and they meet with the 4th Imperium and NZS), and the Dominate of the 2000 worlds, naturally, whom none of the powers has any relations with in the post 167-1247 2nd Battle of Gateway New Era. The UWA has nothing against sitting down and talking any matter rationally, they just don't take to being preached at very well.

Currently with the rise of the brutally warlike *Tripartite Soviet* pocket empire in Hijiri-M subsector, the UWA has issued only its stern condemnation, and cut off sales of jump drives and starships to this aggressive state carving out its *lebensraum* in the Sunz-Vornam Main. Of more concern is the rise of corsair attacks from rimwards.

Mindset of the Polity

The UWA's bedrock of common sense conservatism is found in the phrased reply to RCES in 1206:

"We want nothing more than a safe stable place to live, nothing more. Keep your grand crusades, and battles—we've had ours, and earned our peace. Now please, if you've nothing further to discuss like trade, or the weather, just go away."

The worlds here of these four subsectors, tired of the wars (the Final War and those planetary ones fought for control of what was left after AI-Virus), and the Guild's stirring of the pot on them to line its own pockets, just wanted peace, and a safe place to raise their kids. The stunning simplicity of the idea befuddled the Imperial Regency that wished to rebuild the Imperium to the

starry-eyed RCES who wanted to rebuild Charted Space in a non-Imperial way. Even their expansion into Kushga and Iusea's worlds in 1217 to 1220 was simply accepting worlds that had come to realize that the UWA's way of living was what they really desired—a safe place to live, in peace.

Recovery, Trade, and the Economy

The UWA's rebuilding has been a painstaking "neighbor helping neighbor" policy, based not on a homogenous state ordered basis, but on the ambitions, wants and needs of those worlds that wished to become more than they currently were. The UWA's "hands off" policy where the free market economy was involved has had interesting results, even based off the few salvage world colonies left to it by the rapacious Guild and Star Vikings. Currently feeding the recovery efforts in the UWA's subsectors are the singular worlds of Erobi (1612/ Kushga-F), Careful (0626/ Ebasha-I), Cheetah (1522/ Iusea-J). Only the "external" salvage colony worlds of Khanii (1914/ Alurza-G), and those of Soyuz (0209) and Narquel (0709/ Narquel-A) are shipped into the interior of the UWA. Unlike the Freedom League' past methods of salvage, the UWA's salvagers are mothballing much of what they have recovered, and ship out only what is currently in demand by UWA member worlds. Much of this recovery by salvage began in earnest in 1232, and continues to the present day in 1248.

The UWA is heavily reliant on trade with its own members and the larger states such as the Terran Commonwealth and Freedom League as these two latter powers criss cross the UWA enroute to and from the 4th Imperium. Starship building is limited currently to the new TL11 A-class port on Phoenix (opened in 1246), with jump drives sold to the larger TL11 B-class yards at Accokeek (1613/ Kushga-F), and Ledge (1223/ Iusea-J). Space Interface craft production is maintained at TL9 at the B-class yards on Ferry (0512/ Shadigi-E), Messier (1111/ Kushga-F), and Pequot (1128/ Iusea-J). Higher jump engines are purchased from the Freedom League, or the Terran Commonwealth worlds of the Easter Concord and shipped to Accokeek and Ledge's fledgling starship yards for fitting and calibration.

Military Strengths and Weaknesses

The UWA though it has several military bases scattered about its trade hubs and a few scout bases along its frontiers, it has no true naval bases. It has relied on arming its freighters, and the TL9 proven designs of the past for early HePlaR engined 200 and 400tn System Defense boats and 1ktn Monitors. One of the few successful jump capable designs they like, the TL11/ 12 jump-3/4G capable 600tn *Avenger*-class corvette that mixes a ready trio of paired beam laser turrets, missile

turrets, and a pair of plasma gun barbets. The hulls are TL11, and the jump-3 drives are salvaged off former TL12 600tn *Bastien*-class Liners or those recovered off of Narquel's salvage world. This vessel was patterned off a prototype found by those who fled the fall of the Lerun Federation. Currently the UWA has built around two dozen TL11 beam laser and missile destroyer class of vessels in the 2ktn range named the *Phoenix*-class to supplement their *Avenger*-class corvettes as the rise of piracy and corsairs between the stars is once again on the rise. Most of their current naval support vessels are relic era conversions, like the *Oasis*-class Fueler, a jump-2 converted Xboat tender variant.

Militarily, each UWA world is responsible for their own protection on the ground, but the average tech of TL8 ensures some homogeneity of firearms and heavy ground military equipment. The UWA's Navy being so small (it numbers 24 of the Phoenix-class destroyers, and 72 smaller armed vessels) doesn't have Star Marines *per se*. The UWA has instead, a dedicated, highly trained, special operations group of troops simply called "The Special Boat Service." Their numbers are kept classified, but rumors persist they number fewer than 3,500 personnel to wild exaggerations of a division sized element. The UWA Navy however, maintains an implacable "no comment" policy about their ship's troops. Most worlds in the UWA with a D-class port, TL8 or better and a population of 5 (100's of thousands) can boast at least two TL9 *Mastiff*-class 200tn beam laser armed SDB's. While not the most agile of defensive craft, they have deterred their fair share of armed rogue freighters and bested even a lone relic era *Nishemani*-class Corsair craft on occasion. The UWA has never instigated a conflict, nor has it been drawn into one, but it has finished several attempts to destroy them and emerged victorious both times. One League Navy Commander when asked of what she thought of the UWA's military prowess paraphrased the ancient bard Shakespeare for an answer: "*They would not seek a fight as they are, nor as they are would they shun it.*"

Easter Concord (Ultima-A/ Solomani Rim, Sulieman-B/ Solomani Rim, Concord-C/ Solomani Rim)

Core Member worlds: Ai Jabry (1507), Charuth (2004), Azaremiid (1405), Vanefa (1303), Gunashnan (2105), Ikaakur (2205), Shaabipili (1007), Nukaash (0610).

Outpost Worlds: Several.

Population: 81 Billion.

Alien Minorities: The largest groups of non-human aliens in the Easter Concord are Droyne, Bwaps, and Vegans. Combined, they are significantly less than 1% of the total population. All other aliens combined are less than .01% of the total population.

Highest TL: TL14 at Ai Jabry.

Common TL: TL9 to 11 at several worlds.

History

Of the worlds now in the Easter Concord, Ai Jabry was the first to reenter the interstellar scene in an organized manner in 1160. They were soon followed by Charuth, then Azaremiid. Due to their close proximity, Ai Jabry entered into competition for trade and influence. For several decades this competition was purely economic in nature. However, in 1195 King Achmed ibn Khameni IV succeeded his father as ruler of Azaremiid, and took a much more aggressive stance. The aggressive stance eventually degenerated into war in 1199 that Ai Jabry was in no way prepared for. It took three years before Ai Jabry was finally able to start responding effectively. All told, five years of attrition ended in a climatic battle above Azaremiid where the core fleet of Ai Jabry was able to break the back of the Azaremiid navy. King Khameni was killed when his flagship exploded, and his entire government collapsed without him. After the defeat of King Khameni, the technocrats of the Ai Jabry refused to subjugate Azaremiid, and allowed them to reorganize their own government without outside influence or stricture. Ai Jabry was able to convince the new King to enter into negotiations to establish a treaty that would define rules that would allow for future economic competition without degenerating into war. The resulting Treaty of Azaremiid was concluded and signed in 1205. In that same year Vanefa joined the Treaty. The more distant Charuth was even more economically aggressive than either Ai Jabry or Azaremiid, but they were careful to spread their attention more widely. By doing so, they successfully avoided the appearance of hostility and avoided major conflict. They traded with both Azaremiid and Ai Jabry, and profited from the war between the two.

In 1207, Charuth began negotiations to join the Treaty of Azaremiid. Doing so prompted representatives from Gunaashnan and Ikaakur to also petition to join. Ai Jabry saw the potential for something much greater and changed the negotiations into an effort to establish a full interstellar state. They also sent out invitations to many of the nearby worlds to join in on the effort. One of the worlds to accept the offer was the still recovering world of Easter. In a stroke of inspiration, the Ai Jabry negotiator suggested naming the new state the Easter Concord. By using the name of Easter, they avoided naming the new state after any of the principle parties. Also, they would aid in their legitimacy by claiming the legacy of the old Easter Concord. The name of unanimously approved and the new Easter Concord was formally established in 1209. Over the course of the next few years an additional half dozen worlds, including Nukaash, joined the Concord, bringing it to its present size.

When the Terran Confederation organized the Terran Commonwealth, the Easter Concord decided to join. The worlds of the Concord did not want to directly join the Confederation, as they did not want to surrender their own sovereignty, or sacrifice their current governments. Joining the Commonwealth allows them to avoid that, but yet still gain the benefits of direct cooperation and collaboration with the much larger Terran Confederation.

Races

There are some token numbers of Droyne, Bwaps, and Vegans in the Concord. However, the vast majority of all the member world populations are humans. The human make up is mostly Solomani and those of mixed Vilani/Solomani descent, but there is a significant minority of ethnic Vilani, too.

In addition to those races above, just about any other race can be very occasionally encountered. However, their total numbers are statistically irrelevant.

Diplomacy

The Easter Concord has decent relations with all of their neighbors, and most of the surrounding neutral worlds. As long as an interstellar state is interested in trade, and not in war, the Concord is eager to do business. The Concord does not have a very large reach. The only organized interstellar states with which the Concord interacts (aside from fellow members of the Terran Commonwealth) are the Freedom League, the Duwamish Federation, and the United Worlds Alliance. They do not have any contact with states farther out, including the Solomani Imperium.

Mindset

The Easter Concord is a relatively loose structure, mod-

eled on what they believe was the positive structure of the old Solomani Confederation. The Concord is responsible for setting foreign policy and for providing mutual defense. Outside that, the various members handle their own affairs. This means that each world can have wildly different governments, with very different laws, cultures, and customs. The Concord is just not old enough to serve as a moderating influence on the various cultures, though that will likely happen over time.

The worlds of the Easter Concord have not joined the Terran Confederation because they do not want to deal with its political guidelines. The governments of the Concord are widely varied, and most do not meet the expectations of the Confederation. They believe that they have been successful thus far (or at least the politically powerful worlds have been), and are not interested in being dictated to. They are, however, quite content to be members of the Terran Commonwealth, with its much freer attitudes and lack of restrictions.

All of the major Concord worlds know that the Commonwealth will transform over time into a much more organized government, and they view that as a good thing. They just don't want to do it now, so membership in the Commonwealth suits them perfectly. The Concord does provide for basic, minimal rights for Cyms. However, Cyms are heavily regulated on most worlds; much more so than seen in either the Terran Confederation or the Freedom League. The types and extent of those restrictions does vary from world to world.

Recovery and Economy

Despite their proximity to so much destruction, the core worlds of the Easter Concord have had a long time for recovery. Some of the individual worlds, like Ai Jabry and Charuth, have been pretty much left alone since the initial waves of virus, while others have had more frequent difficulties. However, all of the worlds have had the full four decades since the Concord was founded in which to grow. The Concord's economy is a mixed bag. Some worlds, in particular Charuth, Ikaakur, and Nukaash, are very aggressive with external trade. For Charuth and, to a lesser extent, Nukaash, this aggression has paid off. If Ikaakur, it has not. Azaremiid and Ai Jabry have chosen a more balanced path and have prospered. Others, like Sulieman, Tammuz, and Ascalon have tried and found little success.

The Concord has some significant trade ties with non-aligned worlds, in particular Dimmurak, Yrsai, Iddamakur, Zapuushar, and Estigarribia. It is an open question as to whether this will result in more worlds joining or not, but the Concord is dedicated to increasing trade outside its borders regardless of whether it results in expansion. Each of the main worlds has claimed one or more colony worlds it is responsible for colonizing, exploiting, and developing. What is done with the colony worlds is of secondary concern; the primary goal is that the world

is being developed, populated, and used. Some of these colonies are used as military outposts (like Coriolanus by Ai Jabry and Gadden by Gunashnan); some are used as trade way points (like Yeremyh by Charuth and Cambria by Ikaakur); some are used for resource exploitation (like Dolfuss by Azaremiid and Ganelon by Shaabipili); and some are pure colonies (like Madder by Ai Jabry). In all cases these colonization efforts are purely paid for and run by the sponsor world, not by the Concord. The Concord will arbitrate any disputes that arise, but do not operate any of these efforts.

The Concord does, however, work with still struggling worlds, such as Easter, Tammuz, and Azun, in their recovery efforts. The Concord does not directly contribute, but does coordinate efforts of member worlds to help. The Concord does provide technological information freely, so even though a world's infrastructure is at, say TL6, it has full access to technology up to TL14, which is the highest capability of the Concord.

Military Strengths and Weaknesses

The Easter Concord operates a unified navy, but all marine and ground forces are completely operated by the individual worlds. As a result, the Concord military bases are operated under joint control between the Concord and the local ground force commanders. While this arrangement would seem open to conflict, the lines of authority and conflict resolution are clear and are followed. Because of the composition of their membership, the Easter Concord Navy is not able to standardize its navy on a single technological level. The core, capital ships of the fleet are built to TL14. The smaller warships are built to TL13. The support ships are built at anything from TL9 to TL12, depending on what world was able to meet the need at that time. Unlike many other smaller interstellar states, the Concord has managed to completely eliminate the use of any legacy or recovery era starships. The navy is completely composed of self-built ships designed for military use.

The naval bases on Azaremiid and Ai Jabry are Commonwealth bases, operated by the Terran Commonwealth. The bases serve both Commonwealth and Concord ships, but in general practice the Concord almost never makes use of either naval base. The two bases were originally Concord military bases, but were turned over to the Commonwealth when the Concord joined. Once the bases were turned over, the Commonwealth, they were greatly expanded and fortified. The Commonwealth also operates a scout base on Sulieman with the permission of both Sulieman and the Concord. The base allows the Commonwealth Scout service to operate coreward with much more efficiency. The trade stations on Nukaash, Charuth, and Ikaakur are purely the efforts of those worlds. The Concord only operates military bases for the support of the Concord Navy.

Rann Republic (Harlequin[D]/Solomani Rim, Banasdan[H]/Solomani Rim)

Core Member worlds: Janosz (3008), Champa (3109), Rann (3106), Nisinasha (2812).

Outpost Worlds: Azure (2708), Arkiirkii (2905), Huy Braseal (2910).

Population: 10 Billion.

Alien Minorities: There are no appreciable numbers of non-human aliens present in the Rann Republic.

Highest TL: TL9 at Janosz, Champa, Rann, and Nisinasha.

Common TL: TL9 at the above worlds and their direct colonies.

History

The Rann Republic lies along part of the path known as the Vampire Highway. When the collapse occurred, the worlds that now form the Republic were crushed by the sudden, overwhelming onslaught of Virus. Many worlds were razed and many were scoured of life. As the Vampire Highway formed, some Viral entities realized that organics could be useful slaves, and organized organic societies in order to service them.

Two such worlds were Gashurzid and Champa, each of which became an important starport hub. The worlds both found themselves subject to the domination of Viral entities that set up support services and systems required to maintain those entities and the mechanical servants. They allow the human populations enough autonomy to sustain themselves, and enough technological knowledge to provide service, but were careful to make sure all technology used by the humans was fully infected and therefore fully loyal to the Viral leadership. This situation remained with little change until the nearby powers of the Reformation Coalition and the Terran Confederation determined in 1202 to eliminate the Vampire Highway once and for all. Working in opposite directions, the two states systematically crushed the entrenched Viral forces and cleared each world of infestation. The two hubs of Gashurzid and Champa fell between 1205 and 1207, breaking the highway for good.

Champa was seized by a well planned strike by the Terran Confederation forces, in cooperation with local resistance forces on the ground that had been clandestinely organized since 1203. Gashurzid fell in 1207 as the result of the first joint exercise between Reformation Coalition and Terran Confederation forces. After these two major Vampire hubs were removed, the 1207-1210 mass migration of the non-Lucanic Vampire fleets moving toward Core began. This made the recovery and cleansing of the remaining worlds proceed much more

smoothly. By 1212 all of the worlds in the Solomani Rim had been completely cleansed of Virus.

Over the course of the two decades, the main worlds of what would become the Republic recovered in parallel. The Terran Confederation contributed, but most of the recovery of these worlds was due to the hard work and diligence of the worlds' citizens. As they reemerged on the interstellar scene they started to immediately compete for the scarce resources and interstellar attention. There were some isolated instances of shooting conflict, all of the worlds pulled back before irrevocably falling to armed conflict. Rather than resorting to war, the worlds of Janosz, Champa and Rann entered into negotiations to resolve their conflicts by treaty. As negotiations progressed, Nisinasha entered the negotiations, too. In the end, Rann's representatives proved decisive in guiding the final solution. The worlds agreed to go beyond just a treaty and form an interstellar representative republic. The new state was founded in 1234. In honor of the actions and ideas presented by Rann's representatives, the new state was named the Rann Republic. It was decided, however, that the much more centrally located world of Champa would serve as the Republic's capital.

During much of the negotiations, the Terran Confederation tried to convince the four worlds that it would be in their best interest to simply join the Confederation, rather than form their own state. The Confederation worked very hard to explain the benefits of such a choice, but in the end the four worlds all decided that they could not join the Confederation due to its suicidally dangerous stance on Viral entities. In the end, they would not compromise their safety for the promise of quicker recovery. When the Confederation finally realized that they would not be able to convince the worlds to join, they changed their approach. Instead, they tried to convince the nascent Republic to join the Terran Commonwealth instead. By joining the Commonwealth, they would not have to compromise as significantly on their stance on Viral entities (although some concessions would need to be made), and would still receive much of the benefits they would have had they decided to join the Confederation. While the Rann Republic was very reluctant to make any concessions regarding Viral entities, they chose to do so and joined the Commonwealth.

Races

There were few non-human enclaves within the area now controlled by the Rann Republic, and most of them died after the collapse. As a result, the population of the Republic is now almost entirely human, consisting of both Solomani humans, and those of mixed Vilani/Solomani descent.

Diplomacy

The Rann Republic joined the Terran Commonwealth with great ambivalence. While they desperately wanted the technological assistance, and very much wanted the mutual defense treaties, they were very fearful of what the Terran Confederation would do to force them to accept rights for Viral entities. As a result, their relationship with the Confederation is surprisingly tenuous. For their part, the Confederation is fully cognizant of the tension and handles the relationship with great care.

The Republic gets along with the Easter Concord, a fellow Commonwealth member, well enough. They have significantly differing political views, but since neither part tries to force the other to change, they simply ignore their differences. They also have decent relations with various neutral worlds around their borders.

The Republic, however, has very cool relations with the Freedom League. They are completely unimpressed with the Freedom League aggressive stance on rights for Viral entities, and feel very uncomfortable with the League world of Gashurzid harboring vast Viral infestation, yet being so nearby.

The Solomani Imperium maintains an occasional, but persistent, contact with the Republic. The Solomani Imperium apparently views the Republic as a potential client, and believes that it can eventually be swayed to their view. The Republic is aghast at this apparent belief, and diligently rebuffs all such overtures, whether they are persuasion or threat.

Mindset

The Rann Republic is dedicated to the principles of representative democracy. Each world is free to form their government in whatever way serves their populace the best as long as it is responsive to the voice of that populace. The interstellar government is a pure representative democracy. This view is very entrenched in the Republic, and a source of minor friction with the Terran Confederation, which the Republic views as being too willing to compromise the principles to get things done. The Republic is much more idealistic in its outlook.

In sharp contrast to that is their view of Viral entities: the Republic is extremely anti-Viral (and, as a consequence, anti-Cym) in its outlook. This is a direct result to having suffered under the depredations of ruthless and uncaring Viral rule. This view is very entrenched and deeply held. Due to the requirements of membership in the Terran Commonwealth, Cym are accorded some minimal, bare rights. The effect of these rules is that Cym may operate in limited fashion in space and within the confines of the starport, but outside those bounds, they are subject to brutal anti-Viral measures. Any Cym that leaves the starport is likely to end up dead.

The Republic learned from their Viral rulers, however, and now possesses very powerful and sophisticated

anti-Viral programs and tools. All of the electronics produced by or owned on Republic worlds are built with non-sentient “watchdog” protections that use active defenses. This means that Cyms or Viral entities that even just try to communicate with Republic systems can find themselves under direct, aggressive attack.

Recovery and Economy

The Rann Republic is still fairly early in its recovery. Its four primary worlds have stable, established economies. There is strong trade between them and with nearby worlds to rimward. However, since the vast majority of their trading ships are J1, it is difficult to trade with the independent worlds in the other directions because of the need for longer jump ships. Some J2 ships are used, but they are fairly rare. So, such trade does occur, but not nearly as much as the Republic would like. In order to speed recovery, each of the main worlds is actively developing at least one other world. Both Janosz and Champa have two colony worlds they have settled (Janosz has colonies on Azure and Syzygy; Champa has colonies on Shapam and Kirillishur). These colony worlds are still young, but starting to bear fruit. Nisinasha has but a single colony world, that being Rild. Rann does not have a colony world. Instead they have chosen to be a “patron” for the survivor world lipshidan, providing them guidance and technological assistance. As a result of this patronage, many settlers have migrated from Rann to lipshidan, too.

Military Strengths and Weaknesses

The Rann Republic’s military is fully unified. When initially formed, none of the founding worlds had much in the way of military strength, and all viewed the idea of unified navy and marine forces as a tremendous advantage. All four military bases in the Republic are controlled by the Republic. The naval base at Janosz is owned and controlled by the Terran Commonwealth. Despite this difference in control, Commonwealth ships are free to call at any of the Republic bases, and all Republic ships are welcome to call at the Commonwealth base.

The Republic’s navy consists entirely of export warships produced by the Terran Confederation, as the Republic does not have the technology necessary to design or build effective warships. All Republic military bases are able to service these ships, and the Commonwealth naval base at Janosz is able to completely maintain these ships, including performing full service overhauls. In an emergency, the naval base would be able to support the shipyard enough to build a few if necessary.

Naval ships range in size up to about 40K dton, what would be considered “heavy cruisers”. The Terran Confederation does not give them larger ships. The TL of the ships varies, but they are typically built to TL11 or TL12.

As they are surplus, they are also old, but very well maintained and usually rebuilt. The Republic navy has no legacy ships in its navy; only surplus Confederation ships.

All local defense ships, however, are built to the local TL of 9. Because of the low technology, all of the ships are heavily armored, and rely predominately on missiles and particle accelerator beams. All local defense ships are less than 10K dtons. While full military ships would be able to virtually ignore such forces, they are still highly effective against rogue free traders and pirates. All local defense ships are produced at the shipyard at Janosz, though they can be serviced at the shipyard at Champa, and the starports at Rann and Nisinasha. Various recovery era starships are still used for local defense, and for trade and civilian use. It is intended to retire the few such ships used in official capacities, but the Republic is still too new to have replaced them all. Civilian use of recovery era starships will likely continue until the last one falls apart.

Appendix I - Minor Aliens of the Freedom League World Region

Ashiin

Homeworld: ASHII / 183-361 (3201) A694938-A Hi In Hw 112 Na G4 V/ Khavle/ Diaspora

Diet: Omnivorous

Lifespan: 120 years

Description: Air breathing Homeopathic humanoid bipeds

Government: Charismatic Oligarchy

Anatomically, the Ashiin resemble Humaniti in with defined female and male sexes; they are a taller than normal race (due to lower gravity) at about 1.5 meters for females, and 1.7m for males on average. They are homeopathic, oxygen breathers with hexadigital features (six fingers and toes), and have black pupiless eyes. Due to their closer orbit to their parent star (orbit 2, with a), they have more than the usual share of melanin in their skin pigmentation, being very dark skinned, and are in the inverse, very light colored in hair colors, white, silver, blonde predominately darkening to deeper hues of grey with age.

This minor humanoid race and prestellar culture were interdicted during early 3rd Imperial times upon discovery early in the unification period with the Terran Confederation. They were discovered to be unique to just this planet, and had a language with no resemblance to any other minor Humaniti or known transplanted Humaniti (like the Vilani or Zhodani). The last known data from their interdiction satellites in 1120 placed their development at late TL3 early TL4. The first recorded encounters with them came in 1162 with an exploratory trading- Diasporan Starfarer's Mercantile Guild corsair vessel *GMS Painted Pony*. From captured Guild documents recovered by the Scouts of the *Covenant of Sufren* and shared with the Star Vikings of the Reformation Coalition later, it has been learned the Ashiin (translated "We/those who live on Ashii") did not sit still from 1120 until they were informally contacted, but from several marooned starships during the Hard Times and collapse undertook a planetary-wide industrial revolution to a mature TL4 early TL5, achieving airship dirigibles and steam powered, ships, and trains by the 1140's, as well as early biplanes.

The advent of the Guild introducing TL7 and TL8 weaponry here to three separate states began a civil war of sorts among the Ashiin. The Ashiin had been ruled by what the IISS had taken as a Civil Service Bureaucracy form of government before the collapse (which they hardly noted themselves as they were bent on improving their own technologies). They were incorrect, as the Guild discovered in 1162. The Ashiin's governance was actually in practice a cross between feudal hierarchy of a landed caste, and those of knowledge and skill (Actual gender of ruler was not a factor with the Ashiin's equality of the sexes being present here.) Their 'states' were divided by this war into fifteen distinct oligarchies against these TEDs.

Unfortunately for the Guild, their “divide-and-sell-to-all-sides” policy ran across the alien’s sense of balance and equality of their race, and the new weapons and imported light skinned armored vehicles started another industrial growth period between 1170-1200, and the Ashiin entered the jet aircraft age at TL7 by 1201. Guild influence waned in late 1203 and utterly ceased in 1204 with the dramatic assassinations of the three TEDs in an end to the ‘civil war’ by opposing local leaders. Astonishing as this was, according to surviving Covenant Scout records, the Ashiin allied oligarchies then unilaterally decided to uplift all sides to be on an even technological parity, and selected amongst their number an Overlord. It had been the first “world war” the planet had ever had, and it was their last. The Covenanters contacted them, deciding they would be useful allies in their war against Virus and the closure of the Vampire fleet run ‘Highway’ through Khavle subsector. From Guild and Covenant records the Ashiin were conspicuously lacking in computer technology and development. It was the Covenanters who learned the Ashiin’s own brain speed capacity made even basic flight computers superfluous, and were intent on building their own planetary launched orbital shuttles to move freight back and forth to a small orbital modular D-class Starport the Guild had cobbled together from several derelict X-boat tenders over their world.

After the fall of the Covenant worlds in 1211, the RCSA upon discovery of this race, and how quickly they had advanced without computers were at first thinking they too had a natural ally. But if they (the RCSA) were unhappy with trigger-happy Star Vikings, and perhaps shook their heads at the Hiver’s Ithklur Marines laughing as they tore their enemies to shreds, then the Ashiin were perfectly frightening in their silent clarity of action under fire. The Ashiin, RCES discovered later, had a crystalline sense of law, order, and balanced mathematical symmetry and of their opposites: chaos, disorder, a lack of symmetry, and bad mathematics.

They have no concept of love or hate, only that which accepts what “fits in” and “gets along with” within their hierarchical society, and “that which is an obstacle” has to be removed, driven off, shunned, or killed for the good of their world, their city-state, or their personal livelihood. This utter coldly logical Nietzschean group of aliens gave the Coalition pause, and the League still has only dealt with them through the handful of Free Trader merchants still allowed there. The Ashiin viewed the AI-Viral machines as a threat, and supported the Covenant’s position that any threat such as that must be opposed, and thus utterly destroyed. On this the Ashiin remain quite implacable, seeing the Universe in their Black-or-White, yes-or-no, right-or-wrong point of view. The Ashiin have copied and built their own jump drives from two downed former starship’s, and have retro-engineered themselves to TL10, and an A-class Starport since 1210, and are now a major non-aligned subsector power in the trailing-coreward portion of Khavle.

Gonzan

Homeworld: **Gonzu (2221) E9DA646-2 FI Ni Wa Hw 800 Lm K4 IV /Karse/ Old Expanses**

Diet: **Omnivorous**

Lifespan: **80 years**

Description: **Air breathing Homeopathic humanoid bipeds**

Government: **Representative Democracy**

The Gonzans had existed at TL1 on their mountain topped islands and plateaus peacefully and were only made aware of the collapse through oral histories recalling when the 3rd Imperial Humans of the IISS xeno-biology base here passed away between 1160 and 65. The Gonzans began working with smelting of mined metals, making bronze and iron tools achieving TL2 before RCES made contact with them in late 1204, early 1205. The Gonzan’s resemble Humaniti barely in being bipedal and mammalian, but the resemblance ends there. They are hexadigital in feet and hands, and both have fearsome claws. They have a short elephantine trunk, like a tapir, with boar-like tusks. Their eyes are black and pupiless with a defensive nictating membrane, and covered from head to toe-claw in a thick coat of slate gray and black fur due to the planet’s fierce storms and frigid winters. Gonzans are omnivores, and when game meat is scarce make due on eating the few edible shrubs and bushes. Despite their technological backwardness, they have enjoyed an enlightened society of representational democracy when 3rd Imperial Scouts had them interdicted in 350 TI. Intermittent contact during the collapse with stranded “Zhukh’ shabir” (Star climbers) gave them insights to make their own metal working, and forge tools from abandoned examples reaching TL2 in the 1190’s.

Kolipian

Homeworld: Kolipio (2424) E226612-4 Ni Hw 605 Lm M1 V/ Karse/ Old Expanses

Diet: Herbivores

Lifespan: 70 years

Description: Trace atmospheric breathing tripeds

Government: Tribal Council

Adapted to trace atmospheres (Atmo types 1-3) and low gravity, the Kolipians were an unusual discovery for RCES in 1212, who presumed they had been destroyed by passing raiders of vampires along the main long ago. The Kolipians are a tripodal burrowing tool-using race, resembling 1.5m tall "walking tree trunks", and each 'limb' ending a manipulative three-fingered claw. They have no true head, the torso having a radial set of six 'eyes' about a half-meter above the upper set of limbs. Their 'mouth' is located dorsally atop of their torso, much like the Beree (*another tripodal Minor race found in the trailing-coreward Crucis Margin Sector*). The Kolipians are vegetarians, eating lichens and fungi grown in damp dark caves, and are adapted to the dim light of their M-class star or total darkness, using a form of sonar similar to Terran bats for navigation in utter darkness. Kolipians have a difficulty due to their physiology in speaking Anglic, but Hiver Federation supplied vodors were found to be the most useful tool for communicating with these hard working aliens. The Kolipians among themselves have a simple 'sign' language of gestures and 'foot-steps', coupled with their tough chitinous chameleon skin ability for 'punctuation'. The Kolipian skill also acts as a defensive mechanism and is equivalent to jack. Some bands of Kolipians have strayed into the Belting career along the Karse-Vendtup frontier amidst human crews on trace atmosphere moons and such. Starship captains with Kolipians aboard will lower their cabin life support's atmospheric requirements for them, as standard air (Type 6) is too rich for them to breathe, and leads to similar physiological equivalent to the human stroke, and death. Thin atmospheres, (Types 4 and 5) they can manage for short periods of time before becoming "oxygen-drunk" (1 hour per 1 points of CON).

Nind

Homeworld: Nindaha/ 146-685 (3004) E794523-4 Ag Ni Hw 200 La M2 V/ Khavle/ Diaspora

Diet: Herbivores

Lifespan: 150 years

Description: Homeopathic Simian bipeds

Government: Participatory Democracy (Matriarchal)

Interdicted during the 3rd Imperium's early unification days with the Solomani Confederation, the Nind (As they call themselves) are a homeopathic bipedal hirsute simian race, and ignored the Rebellion entirely with unconcern. The Covenanter's Scout Service, and later RCES discovered them to be long lived with a fairly low birth rate, mating only twice in their lifetimes, a span of a century and a half. They have achieved the pinnacle of their society at TL4, and have inexplicably since the collapse slowly increased in population. The arboreal dwelling Nind are vegetarians. The Nind may scuffle and quarrel, but none has ever killed another, nor do they have a word for war. The Nind have a matriarchal participatory democracy among their adult childbearing females, an oddity to newcomers here. The males are not emancipated, nor allowed the right to vote. The Nind long ago settled amongst themselves that the upbringing of the young, selection of mates, and decisions of what to eat and what was useful belonged to the female members of their race, and the males could tend to all the non-thinking chores and work. Surviving IISS records showed RCES and earlier still, the Covenant of Sufren's Scouts that the female Nind are smarter than the males only marginally, but the males seem happy enough with the arrangement. The Nind's matriarchal council for example, applied to join the Freedom League in late 1241, and by the Freedom League's formational 1242 policy, is currently listed as an Affiliate member world.

'Sandmen', aka: AI-Cyms, or 'Cyms'

Homeworld: Promise (2827) A542844-E N In Po S:1
102 Lm M1 V /Promise/ Diaspora
Diet: NA **Lifespan:** NA **Description:** Artificial Intelligent data systems
Government: Any

The original 'Sandman' was the progenitor of the rare Peacemaker strain AI-Virus encountered by RCES in mid 1202 on the Viral hell world of Promise, hidden amongst the insane totalitarian God-Virus strained data system overlords there. The Viral overlords here who dominated the planet's former capital, Star City, maintained the best Starport along the Vampire highway for coreward or rimwards bound Vampire ships, C-class at TL9, while the rest of the planet was subjugated to TL3 squalor, and frequently raided by their robot reinforced Cyborg janissaries—created of course from captured "rebels". Sandman left the safety of his position and traveled back to meet the RCES leadership, essentially gambling they would spare his life, judging from the examples of the mission team members he had met there. The RCES were impressed at his bravery, and daring, and took him up on his word, mounting the liberation of Promise in early 1203. It was Sandman's human backed resistance that seized control of the remaining two meson batteries and PDM silos as he cloned himself, killing off the hostile entity known once as "Padcom". Sandman further cloned himself again shortly after the last hostile robot was destroyed and restored the dead "CeeWaLp" data system, providing electricity and running water for the city's surviving dazed human population. RCES Admiral Sean 'Hammer' Lathrop saw immediately the dividends of Sandman's contribution to the campaign in lives saved, and the future working relationship possibilities in Sandman's clone that had controlled the airspace over the Capital during the RCES-RCN planetary assault with deadly accurate meson fire and missiles, which allowed the Coalition its first 'fleet' victory in a major planetary assault that dwarfed the previous year 1202's attack on Marax in size and scope. Sandman was agreeable and cloned himself several more times, his 'children' serving aboard RCN and select RCES vessels. Not all of the Star Vikings were trusting however. It took the RC-Soleean war to gain that trust, proven in battle as Sandmen's 'sons' and 'daughters' on several occasions skills as MFD computers stood between the razor's edge of victory and defeat over the heavily armed Soleean Navy. For these, and the actions on Promise, the Peacemaker-Strain Sandmen were granted full rights as sentients under the 1204 amendment to the Coalition's articles of Citizenship. This announcement sparked a firestorm threatened to tear the victorious coalition apart at the time, and was banked only by the discovery

of the Guild's concentration camp on the planet of Jump, and Dawn League crew of the missing ship *DLS Damerlicht* who'd been held there since 1199. Gradually, the Sandmen increased in numbers, and fear of them diminished. Two were appointed as CEO's over a toppled Oriflamman feudal holding salvage corporation that was dissolved in the Oriflamman Technarch's Revolt of late 1204-early 1205. The Cyms earned more yet more respect and acceptance in the Coalition in the desperate space battles in the wake of the loss of the entire Covenant of Sufren state 1211-1212 to the Black Imperial Fleet which they fought to a standstill.

Eventual contact with the 4th Imperium in the Grand Alliance in the post-2nd vampire plague period, led to the joint signing of the 1228 Sentient's accords in the UWA, on Phoenix. Prior to that had been the contact with the two worlds far in the Dethenes subsector, Diacy and Dethenes—both with extremely high populations, well over 70billions each. On Dethenes, the humans contacted there in 1208 by RCES had formerly existed at TL16, and during the collapse, had allied with the peacemaker-AI Cyms there, and led an internal revolution against the larger insane Viral entities, eventually winning their freedom. They too had withstood the vengeance of a portion of the Black Fleet, at great cost. Here, the Sandmen were already accepted as equals, from a society that had pioneered such Android wonders before the rebellion. Diacy's government was only just getting around to unifying itself in 1212, and membership for both was tabled while Dethenes and Diacy rebuilt and reorganized. Both worlds were admitted in 1216 sparking off a new wave of AI-Cym phobia, and secession of newly made member worlds mainly among worlds where the Covenant world's survivors had been resettled, and also among worlds that had suffered badly during the collapse from Vampire raiding. The Great Recession period began, and only in 1228 did they turn the corner, with the signing of the Sentient's Accords, which recognized all stable sentient AI-Cyms, not just the peacemaker-strains as having rights as citizens of their stellar states they dwelled within.

Today in the Freedom League 'Sandmen' (League citizens seldom use the Imperial term 'Cyms') can be found in almost all walks of life where data systems reside, from the Auctions, to banking, Interstellar communications, Media personalities, World representatives, and still serving aboard as crewmembers on starships military and civilian, to CEO's of corporations, and designers of computer architectures for the future both sentient, and Virus-proof.

Schalli

Homeworld: Aubaine/ Vras (0738) A78A984-F N Hi Wa
Hw Sc:8 104 Cw M2 V /Aubaine/ Old Expanses

Diet: Carnivores

Lifespan: 90 years

Description: Air breathing Homeopathic aquatic mammals

Government: Feudal Technocracy

At the dawn of the Freedom League, there was only one minor alien race of any great significance: the Schalli. This unique aquatic mammalian race resemble several Terran species, with a dolphin's bottle nose, a quadruple set of catfish style 'feeler' whiskers, and have their eyes extended from the skulls like a Hammerhead shark on eyestalks for better peripheral vision. Along their powerful torso they have two paired grasping appendages that they employ above and below water for grasping and lifting, as well as locomotion. Some 6million had been deported for study to Schall in the early 1100's, but the remaining 650 million of them know Aubaine as their true homeworld. Since the Collapse, and the death of various Imperial Nobles who had suppressed reports of their sentience to grab their mineral and aquacultural rights for themselves, the Schalli entered the struggle for the return to the stars with the Aubani humans. The Schalli's natural grasp of mathematics due to their brain's computer-speed capability allowed them to be natural navigators, and underwater engineers. This latter career choice open to them did allow for several hundred to immigrate and work on Baldur's arcologies in the early days, earning the Balduri's respect for them.

Due to the initial lack and high cost of "dry-study" devices allowing Schalli the freedoms enjoyed by humans, only the best and brightest were selected for the Hiver Technical Institute established on Aubaine in 1193.

Most Schalli were engaged in aquatic life career pursuits however, primarily aquaculture growing kelp, and algae desired by the Aubani humans to be turned into foodstuffs (Which was another difficulty for the Schalli who are carnivores themselves). Politically the Schalli are governed by a form of Feudal Technocracy among their own kind, but on Aubaine vote Federalist, as they see their role increasing with their fortunes tied to that of Humaniti in the Leagues. Not all among the Schalli saw this path with the humans as a good thing, and called themselves the "Traditionalists", who longed for a less technological era, and less impact of Humaniti on their world. Still on Schall, where the traditionalists were the majority, they voted for their Federalist representation until things escalated after the move to Nicosia of the capital city for the RCSA.

The only instance where this Federalist trend politically reversed itself was in the Traditionalist's self-imposed exile to Schall between 1216 and 1218 when some 65

million of them sold their mineral and aquaculture rights to their "Modernist" kin, and took ship with the funds raised from the transfer of properties for Schall. The Schalli of Schall and Aubaine then took the Centrist party as their own, in a political wake-up call for the Aubani humans whose technological impact upon their world, and that some of their new won infrastructure could be put to more Schalli sharing the surface life they had long sought. It was a stunning moment for the Aubani humans, who realized too late they had been in fact as Oriflamme's Centrists accused them of, "keeping the Schalli down." Aubaine's humans since then have built and inhabited several large orbital and flying gravitic cities, reducing their imprint on the water world greatly, and expanded industries building vehicles and devices allowing the Schalli greater freedom. The Schalli of Aubaine never again allowed Humaniti to represent them politically, taking their fair share of seats by population at last in 1218, and have done so for the last thirty years without fail.

The Schalli have served in the history of the League Worlds as Marines, Underwater Engineers, Shipyard architects and builders, "Virus Busters", as well as the coveted career as Starship astrogators, and colonists to other water worlds opened by the Star Viking era, the first of which was once called Atrase, in 1201, where their 3,000 colonists brought with them a miniature version of their submersible *KeeEEka Strongwall* A-class Shipyard, and began producing the multi-mission Scout starships for the RCES-RCN the following year. The Schalli there outnumbered the surviving human population whom they befriended and employed there, and renamed the world SooEEkee in 1203. Other Modernist Schalli have since colonized several other barren water worlds in like fashion, and prospered.

Sst'ankh'rii

Homeworld: 530-053 (3027) E443522-7 Ni Po Hw 422
Lm K3 V M3 V / Promise/ Diaspora

Diet: Omnivores

Lifespan: 90 years

Description: Homeopathic humanoid bipeds

Government: Participatory Democracy

These aliens are homoeothermic bipeds with a bow-legged but surefooted gait and have dexterous six-fingered 'hands'. Their 'heads' resemble a common household light bulb frontally, with an enlarged cranial lobe curving down and back behind their 'faces'. They have four pupil-less black eyes, arrayed laterally, two closely above the nasal slits, and the other pair about where humans have ears. They have no true nose, only two pronounced slits over an insect's mandible mouth. They are covered in a tough, segmented chitinous skin. They have no concept of clothes beyond utility belts, and harnesses for carrying loads in wicker baskets or animal hide sewn haversacks, and have no concept of hate, or war. Crime is unheard of, and the group owns everything communally.

Technologically, the Sst'ankh'rii have harnessed solar power, wind power, and geothermal energy for electricity, and are skilled in metalworking to a high degree for farming and mechanical tools, and personal weapons. Lacking certain minerals here to make gunpowder, they use compressed air rifles and handguns for hunting. Their society is a participatory democracy of adults, and dwell in separate groups by gender and age. The Adult males and females dwell apart: the males hunt, build, and create, the females gather foodstuffs, and raise the young. The population increase from pre-collapse times was generated due to offworld demand for ruggedly simple solar power collecting devices. Ironically with no avian fauna, not even flying insects here, the Sst'ankh'rii have never yearned for flight, and (as was learned tragically by a Free Trader merchant and passed along to RCES) they cannot withstand jump translation without fatality, and none has dared try low berthing one of them to date. The Sst'ankh'rii have a normal lifespan of approximately 90 years. They have no written language, and pass on all their knowledge orally by rote to the next generation. They have no music, being essentially tone deaf, but are acutely sensitive to changes in temperature, wind, and tectonic activity. They use lightweight natural materials for their dwellings due to the high amount of seismic activity on their world.

Z'kraal

Homeworld: Moncton (2125) E8A3A57-1 Hi Ni FI Hw
104 Na M3 V /The Blight/ Diaspora

Diet: Omnivores

Lifespan: 50 years

Description: Millipodal Insectoid

Government: Feudal Technocracy

The Z'kraal were being studied at the eve of the final War by the IISS, when the data of 1108 discovered by RCES later as they plowed across Diaspora 1204-1208 was unearthed there. The Z'kraal are a multi-legged swarmer, who communicate via exuding a host of "idiot gnats" that act as biological radio repeaters. Physically at birth they are quadrupeds, but grow an additional pair of legs every decade, the oldest among them having nine pairs of legs. The Z'kraal are natural miners, and builders and while primitive technologically, built cities and pathways above and below the surface of their world, existing on a diet of silicates deposits, finding metals poisonous to themselves. The League discovered they had been befriended by a marooned AI-Cym Hobbyist Virus in a crashed M-class Liner, calling itself 'Archimedes', and who later became the speaker for the various nests there to the league Assembly, a post 'he' holds to this day.

Appendix II - Persons Of Note, In Memoriam

Khamyannah Arsto-

Khamyannah Arsto was the great-granddaughter of the Fijan Technarch Gustav Arsto whose planning and leadership allowed Fija to survive the collapse without panic, rebellions, mayhem, or ugly 'police actions' other worlds suffered. Although a Centrist politically, Fijan World Representative Ms Arsto was a premier supporter of seeing what the RCSA's funds were being spent on in the Wilds, and this gave her greater insight and leverage over other members of her party. In first session of 1203 she gave a speech in the first quarter that placed her in the running at the head of the Centrists when she shamed the quarreling parties in the New Worlds membership issue. Seen as a someone who could bridge party differences, she succeeded the aging but successful Aubani Federalist Lon E Maggart in 1218 after his resignation as Secretary General at the age of 49 herself (Maggart himself had been 46 when he was elected the first time in 1201). Unlike SecGen Maggart, Ms Arsto traveled far more frequently to the Wilds to get a "ring-side seat's view" of the working ends of the RCSA's efforts. She served three consecutive terms as Secretary General, retiring from governmental service in 1230 after presiding over the signing of the historic 1228 Sentient Accords. Former SecGen Arsto passed away at the age of 74 from a sudden stroke in 1243, days after hearing news of the Republic of Renj's secession from the newly declared Freedom League.

Lisa 'Lander' Davies-

Captain Lisa Davies was memorialized in 1214 with her likeness in the City of Heroes, Nicosia, a planet won and lost several times since 1200 by the Star Vikings, including her late husband William 'Bison' Ryson. The Coalition moved their seat of power and capital there that year from Aubaine, defusing a long-standing feud between Oriflamme and Aubaine in the move. It was here on Nicosia in 1213 ex-Captain Davies, and former planetary president of the new world government led her scarred veterans up in the aged soon to be decommissioned and scrapped clipper *RCS Apollo* in the last brave defense against a Vampire raider ship that out massed, out ran, and outgunned them. Davies defeated the Vampire vessel at the cost of her life, and the *Apollo* itself. This event marked the beginnings of what was later called the Freedom League Worlds, when the Coalition realized it wasn't their own personal seizure of the stars that mattered, but how they retook them with the help and helping of the people of the Wilds. The vessel became

immortalized itself as the new name for the *Apollo*-Clipper class in 1215. CPT Davies is commemorated today in the City of Heroes with a stainless steel statue as the only two time winner of the Coalition Medal of Honor amidst the fallen recipients of the award memorialized here in bronze, including her late husband Marine Colonel William 'Bison' Ryson.

Saffron 'Old Ghost' Ghulz-

Saffron Ghulz was born on Oriflamme in 1176, and entered the RCN as a Lieutenant junior grade in I/1200. He was the RCES commander who led the survivors and the Ai-Cym entity 'Sandman'/ Skynet back to the Reformation Coalition off the Viral hell world of Promise in 1202. He was also part of Advance party prior to the liberation of Promise in the spring of 1203. Ghulz distinguished himself in the RC-Soleean War, inheriting the Mueller mission from CPT Rebekka Guterrez. In the absence of orders, and four weeks before the official RCSA declaration of war reached Mueller, Ghulz began a campaign of commerce strikes into the heart of the Soleean Empire after the Soleean's failed to overthrow Mueller's government in late XI/1203 with just three small ships. Ghulz received one of the first Ai-Cym master fire-director entities as well, naming herself 'Athena' Ghulz's career took him in the Diasporan Blitzkrieg and the Black Fleet battles later in 1211-1212. He remained in service after returning back from the Black Curtain war in 1216. He served as an Attack squadron Instructor at RCN Kruyter-Depot overseeing the "Kessel-Run" Missile and engagement ranges until the RCN committed to the Last Grand Alliance Fleet in 1244. Ghulz and his MFD Master Gunner 'Athena' and all aboard the *Apollo*-class *RCS Sean Lathrop* were last seen in the Final Battle of Gateway in 1247.

Rebekka 'Bekka' Guterrez-

Guterrez's early media fame comes from her 1201 Star Viking quote to the early Coalition News nets: *"I've been out there half a dozen times. If that doesn't give you religion, I don't know what does. Yeah, I know, religion shm religion, where did it get them? Its not where it got them, it's where we're going. This is history pal, from here on out. If you don't want to be in on it, get the hell outta my way. We didn't come this far to become extinct on 11,000 separate isolated worlds. By Allah, Buddha, Krishna, by God— We were created for better than that. Those stars out there—we had them once, and we'll have them again. Nothing's going to stop us."*

Rebekka Guterrez was not the first RCES martyr, nor was she the last. She was among the first of those of the Dawn League rescue Missions (Lathrop, Ritter, and others), and a skilled capable ship commander. She was present in the crucial Mueller system in Shenk subsec-

for when its' corrupt government was overthrown by pro-RC elements, and beat the Soleean Ambassador by five minutes across the street in recognizing the new government as legitimate, making Solee and the Coalition mortal enemies in late 1202. At the rank of Captain she commanded the ill-fated Task Force 'Yontez', and was captured by the invading Soleean Navy forces in early 1204 as Yontez's balkanized states engaged in a "limited" nuclear war. Guiterrez as the highest ranking RCN officer was placed on a show trial by the Soleeans, and publicly executed for "starting the nuclear war" that Solee's navy had so timely stepped in and "stopped". Her likeness and her words "*Nothing's going to stop us*" are cast in bronze, among the other fallen in the City of Heroes. Hers is the third statue there, between that of Captain Elsie Walker's of the *RCS Apollo*, and CPT Edward Dugan of the *RCS Eos*.

Werner von Kessel-

Captain Werner von Kessel was a veteran Rebellion era Imperial remnant naval officer of Archduchess Margaret's Factional Navy who was recovered by the forces of the empire of Solee in 1189, von Kessel was also a skilled diplomat in the school of gunboat diplomacy, which he used for Solee's benefit, following his late mistress' dream of reunifying the Wilds. He was recalled by the Soleean High command after being sacked for "lack of spine" arguing against war with the Reformation Coalition, when his political enemies in the Soleean Navy were either dead, or defeated in battle. Von Kessel arrived to assume command of a tattered fleet and seized the day, deposing Empress Ramstattan and surrendering to the Coalition in June of 1204, scarcely six months into the war.

He resigned rather than be part of the Soleean Junta that replaced her. He traveled to the Coalition where he availed himself of the now victorious RC Navy, and taught fleet tactics at the Kruyter naval base's system training facility until 1208. He was given command again, this time in reorganizing the remnants of the Diaspora Depot system in the Alurza subsector for the RCN. As he had for the Soleean Empire at Ultraneta-Depot in the Old Expanses Sector, von Kessel's organizational skills were stretched once again. In 1211 Von Kessel's fleet experience came to the fore again, this time in the hit and run missile doctrinal tactics against the Black Imperial Fleet. It was von Kessel who deduced what the target worlds were for the RCES-RCN ships that were gathered up and sent to oppose the Black Fleet. Von Kessel was killed in the retreat from Capital before the pursuing hordes of the Dominate in 1215. His claim to fame besides his bringing dozens of worlds back into civilization from the Wilds among those listed as 'Star Vikings' was that he served in three navies before his death, three months before he would have retired in 1215. The FLN

Missile and Maneuver training ranges in the Kruyter-Depot system today bear his name in memoriam. His is the twenty-eighth bronze statue in the Medal of Honor Memorial park in Freedom City, on Nicosia.

Ilelik Kuligaan

The outspoken critic of the Rebellion and Final War, as well as the former Intelligence chief for Archduke Dulinor who began the Final war Ilelik Kuligaan went into lowberth in 1130, and was recovered in 1200 by RCES while out looking for the missing Dawn League Twelve ships. As the vociferous critic of all things "Imperial", at the relative age of 60, he shaped and formed much of the Star Vikings thinking with his speeches and rhetoric. He had his foes as well, and his sacred cow image was tarnished by another former Imperial remnant's arrival to the Coalition in 1202 named Martin O'Rourke, a member of the Sons of Craig. He reached fame however in 1203 as the first Coalition Ambassador to the world of Mueller, a scant two parsecs from Solee in Shenk subsector. At wars' end, he resigned from public life and service and returned to Aubaine. In 1207 when an RCES mission to Duwamish returned with news of his family, he immigrated to that planet in early 1208 to spend the remaining years with his descendants, and writing his final book, *A Muffled Thud: Debunking the Virus Myth*, which was published in 1217 a year after his death of pneumonia at the biological age of 76. Kuligaan's family members buried him there, despite his iconic image in a private cemetery, and not on Nicosia as the Coalition wished. A bronze bust of him sits in the League Assembly Great Chamber, along with other former great statesmen of the Leagues.

Sean 'Hammer' Lathrop-

Sean 'Hammer' Lathrop was among the first of the Dawn League Twelve Rescue captains and later in 1201 he was made the commander of all of RCES. Lathrop was the living epitome of being stingy on casualties and maximized results due to thorough planning. By 1203 he was made an Admiral and successfully guided the smaller ship RCN and RCES "fleet" against the smaller but bigger ship Promise "Vampire Fleets", and later in 1204 against the Human-led Soleean Navy to victory. Lathrop's influence of "doing more with less" lasted beyond his death in 1205 when he was killed in the second planetary attack on the Guild base at Jump/ Diaspora by a PDM strike to the bridge of the 'Stretch-IV' class clipper *RCS Maggart*. His doctrines and tactics are still taught within the Freedom League, and the Fleet Tactical training center in the Kruyter-Depot system bears his name. He was succeeded in 1206 by ADM B. 'Laser' Hewitt. Lathrop is perhaps best known as having been farsighted to have made the call to trust the "Sandman"-Skynet

entity in the Invasion of Promise, and later approved them serving aboard as Master Gunners aboard RCN ships. These far reaching decisions came at a political as well as personal cost in friendships to him, and he was even forced to move his family from Nike Nimbus to Aubaine due to death threats. His is the twelfth bronze statue at the Medal of Honor park in Freedom City, Nicotia.

Lon E. Maggart-

Lon E Maggart was a compassionate leader of a quiet mellow voice and even temperament from Aubaine, respected even by his Centrist foes politically from Vras City, Aubaine. He served four terms consecutively from 1201 to 1217 as Secretary General of the Reformation Coalition Service Administration, before retiring from the office, but not public life. Maggart served first as a representative for Vras City in the heady idealistic Dawn League Assembly days. Within his span of service the League had met the Hivers, and grew from six worlds to nearly a sector in size; He was the Reformation Coalition's War Secretary General against the Vampire Highway, the Empire of Solee, and the Diasporan Starfarer's mercantile Guild, and later the Black Imperial Fleet. His Federalist party however fell from majority with the 1217-18 secessions across Diaspora from the Covenanter Anti-Cym rebellions and protests over the Dethenes world membership, as well as those distant worlds promised uplifting funds but had been cut off by his party's decision to continue to fund the restoration and care of the 750 million refugees created by the Black Fleet's Scorched earth attack of 1211. The Covenant Worlds Evacuations, a Herculean effort on the part of the RCES, and merchant service cost the RCSA coffers dearly in revenues, and the Federalists politically fell from the majority for the first time since the founding of the Dawn League in 1192. Maggart now 62, in the face of the loss of Kushga, Shadigi, Hijiri, and Shumisdi sub-sectors worlds, as well as all but one world in Khavle in Diaspora stepped aside as the head of his party and into political retirement as the Centrists changed course with Khamyannah Arsto's election in 1218. Former SecGen Maggart died in 1238 at the age of 82. His most famous work attributed to him (And historians would later say most controversial), the piece of legislation known as the First Amendment to the League's Articles of Citizenship extending them to the Al-Cym entities of the Peacemaker strain in 1204.

Maeve "Double-Em" Marstens-

Born on Aurora in 1169, Maeve joined the small but potent Auroran Space Navy after commissioning at the age of 22 in 1191. She served with Pat "Who Me?" Ritter aboard the Missile corvette *RCS Lirgishkunan* and later

with Sean Hammer on the *RCS Ashtabula* before getting command of the *RCS Missinewa*, which went missing in 1201 looking for the missing Dawn League Twelve. She was discovered with her crew, marooned on Kennebunk in 1203, and rescued. Marstens commanded the *Missinewa* throughout the Diasporan Blitz, and the 2nd Vampire Plague. *Missinewa* was one of several RCES ships to return from the Black Curtain war in 1216. Marstens however retired of the Navy active duty soon after the fall of Sufren, and married her former host and tribal chieftain, Mikhail Baariin of Kennebunk. She raised two sons and three daughters before leaving Kennebunk on Mikhail's death in 1242. She was last seen in 1247 at Kruyter-Depot's Mothball yards, wheeling the *RCS Missinewa* out for her last voyage, to the Galactic Core.

Pat 'Who me?' Ritter—

Pat Ritter an Aubani System Naval Lieutenant commander, and like 'Hammer' Lathrop, among the early Dawn league Rescuers was present at the toppling of the TED on Vezina in 1200. His Tac-code nickname was derived by the Coalition press' charge he was "too aggressive" from his reply "Who me?". Ritter was promoted to the new Clippers, *RCS Thunderchild*, at the rank of Captain in 1201. Ritter participated in the early star Viking "TED-busting" operations against Marax/Thoezennt in early 1202, and later the liberation of Futok/ Khulam that same year. Ritter served under Lathrop in the 1203 Promise Main operations against the Vampire Fleets, and later led raider task forces deep into the Soleean Empire, crippling the Soleean navy's crucial supply train in 1204. Ritter was also in charge of the cruiser element of the RCES Strike Force that met the Imperial Regency over the UWA capital system of Phoenix in 1206, seconded under ADM 'Laser' Hewitt, the late RCES ADM Sean 'Hammer' Lathrop's replacement. Ironically it was Ritter who suggested opening talks with the Imperial Regency Navy. Ritter later commanded the Reformation Coalition's Naval Task Force in the First Grand Alliance expedition into the Black Curtain (1213-14), and survived to retire from the RCN in 1217 at age 53. Ritter entered politics in 1218, and easily won election as a world representative from Aubaine. At age 69 Pat Ritter retired abruptly from politics in 1247, and was last seen boarding an aged RCES vessel, the Mercenary Cruiser *RCS Missinewa*, bound for the Galactic Core with several other Star Viking ships. His last words to a reporter asking if he was leading this expedition were cryptically ironic: "Who Me?"

Martin Francis O'Rourke-

Born on the world of Hefry in the Spinward Marches, Martin F. O'Rourke's career swerved from humble hardships of a Belter's life into the IISS, from the 5th Frontier

War and into the Rebellion after he was transferred to the Domain of Daibei in 1110. He served in the Intelligence section of S-3 branch of the IISS when the rebellion broke out, transferring to Duke Craig's new Intelligence service in 1118 when the federation of Daibei was declared. He was sent back as an exchange crewman and courier for Duke Craig with the legendary *ISS Arrival Vengeance* Mission when several crewmembers aboard requested to be released at Warinir, their homeworld. During the voyage across the shattered Imperium O'Rourke married one of the Mission's envoys, Megan Janvis, who was serving the Mission's leader, the former disgraced Marquis of Fulacin, Sir Logan Drak. The married couple returned to Daibei in 1129, and arrived back on Warinir shortly before the first waves of Virus. He returned working for the Duke and Daibei, preparing worlds for the devastation that would follow, but in 1132 his ship was infected and misjumped. His wife did not survive Low berthing, but their twin daughters (age 5 in 1132) did he discovered upon their rescue by Free Traders in 1182. O'Rourke soon rejoined the Sons of Craig movement, and found himself soon at odds with the Diasporan Mercantile Guild and had to flee in 1192 with his children to the Covenant of Sufren. As an Imperial remnant there, he taught at the University of Sufren by day, and wrote at nights and took odd jobs identifying relic machinery bits and pieces Covenanters salvagers brought in from the Wilds.

After a near fatal brush with a Guild paid assassin, he left Sufren with his now grown daughters' vessel, the Free trader *SS TeBiRoCaMon*, following the CoS vessel Fontenot's return of the *DLS Lady Elise* crew to the Reformation Coalition in 1202. Rourke found himself out on his ear politically against the like of the more popular Imperial remnant Ilelik Kuligaan, but managed a job working for the RCES Moonshadow school teaching the 'old-school' ways of HUMINT (Human Intelligence) spy craft. Rourke wound up getting involved with the RCES Long Range Planning Group on a fulltime basis after his backing of the successful shoe-string 'Operation Dominoes' mission to Tiniyd wound up bringing to the RCES the means to not only win over the Droyne of that world, but how to topple several others where Chirpers were enslaved as well across Thoezennt subsector. He would later leave RCES after the 1206 run-in with the UWA, out in Diaspora, and took to the quiet life of being a writer on Phoenix. Rourke's last public appearance was on Duwamish in 1216, where he read aloud Ilelik Kuligaan's eulogy, and paid off Kuligaan's last air raft parking ticket. Rourke's two daughters, their six other wives, and six husbands (From a 'line-marriage'), and twenty-four grandchildren buried him on Phoenix in 1232 after dying in his sleep at the biological age of 96.

'Sandman/ 'Skynet/ 'Number One"-

Sandman was the first peacemaker-strain AI-Cym encountered by the RCES, and bravely surrendered himself to their hands, hoping to not only plead his case, but the case of the humans trapped by the insane machine entities cruelly ruling on Promise in the heart of the Vampire Highway. He gambled well, and returned with the combined RCES-RCN-RCMC expedition that leveled the Vampire fleets over the planet and liberated the robot army infested Star City. Sandman was allowed to clone himself several times in the invasion, the first time to inhabit the deactivated CeeWaLP system, saving the human inhabitants recently liberated from a slow death by dehydration getting the city's water and electricity turned back on, and in the second case to seize control of the remaining meson batteries and TL13 planetary defense missile silos scattered under the city's ruins. Under guidance from RCES, he also by radio broadcast infected/ cloned himself into some 1,000 robots, shortening the bloody fight for the city after a flawless landing with the starport under Coalition and rebel control. Sandman became the 'grandsire' of other peacemaker AI-Cyms in the Coalition, and today resides on Promise, his "homeworld" still, once again serving as 'Skynet' the weather watching network with his host of satellite 'eyes', free to converse with his many children still here, and those that pass through on their travels still.

Lars 'Bud' Marcenko-

Merchant Captain Lars Marcenko of the Free Trader *SS Saratoga Belle* was 34 years old when he and his own ship misjumped out of the dying world of Possin/ Thoezennt in 1130. He and his three crewmen were rescued after emerging from lowberth and jump space in 1196 in the Fija System. He negotiated his repairs with his working the 'milk-run' between the Dawn League colonies on Rohit and Apollo for six years, a Jump1 trade route for mail food and supplies to these two new salvaged worlds. He and his crewmembers found themselves in the RCSA's fine print as RCES "volunteers", and were sent to Moonshadow training in 1201. Upon graduation, he and his crew were sent to the paranoid Psionic ruled world of Tiniyd in what later became known as 'Operation Dominos'. Lars Marcenko lost two of his three former crewmen on the mission, and his former carefree former self.

League Historians accredit him and his team with the discovery of the knowledge that Chirpers are uncashed, immature Droyne, not a separate species. RCES through Lars' efforts toppled several other regime state worlds in the Thoezennt subsector, as well as two Guild slaver port worlds by means of smuggling onto planet Droyne Priests with *Iskyar* ritual *Coyns* to caste Warriors out of the Chirper populations held in slavery there.

Lars Marcenko served also as a League statesman, representing Sentient's Rights in the Oriflamme Worker's Revolution 1203-1205 for Psions, Droyne, and Sandmen at the Phoenix Agreement talks in 1228, and was one of twelve delegates sent for the formal signing of the Usdiki Sentient's Rights Accords later that same year. To the Droyne he was known as *Yasko'chem* (Ancient Heart), to those Psions he helped, he was simply "the Mountain Man". Lars retired from public life back to Tiniyd with his wife Bridget Larsen-Marcenko and their three sons and two daughters in 1232 at the age of sixty-six after selling off his shares in the *Saratoga Belle*. When his wife passed away in 1238, he became more and more of a recluse. Lars Marcenko vanished into the Idsurian Mountains in the winter of 1244 at the age of 82. His body was never found, and the Droyne of Tiniyd, if they know anything, remain silent.

Personalities of the Current Times

Richard "What next?" Daniels, Freedom League Secretary General-

Richard Daniels, age 56, was born the year the Hivers contacted the Dawn League (1192). He is the current SecGen of the Freedom League and is the first elected former Star Viking to hold this office. He served in RCES from 1211 to 1231, and at 38 entered politics on a dare. He won his first election as an assemblyman for his homeworld, of Shenandoah in 1232. He was elected off the floor of the Assembly as SecGen after the unseating of the previous Centrist Party SecGen Dietrich Reinhardt of Oriflamme, when the Centrist Party lost their majority in the Renj secession. His tac-code name comes from his dry sense of humor his fellow RCES members noted after being shelled by mortars on a hostile world and awaiting extraction on his first mission. He cast the deciding vote to send League ships off to the Last Grand Alliance and the 2nd Battle of Gateway. He was narrowly re-elected his first full term in 1246, serving out the remainder of his predecessors term of office from 01/ I/ 1243 to 31/ XII/ 1245. He is married to his second wife (he was widowed in the field), and has five children (first marriage was childless), all of whom are married, and has ten grandchildren. He, and fought in the 2nd Vampire Plague in 1211 and 1212, and later participated in the Covenanter Refugee evacuations of the Backman cluster worlds in Sufren-C/ Diaspora. He was wounded and did not make the 1st Grand Alliance's call to the Curtain War, recovering at home, but was chosen as one of the late RCES advisor Ilelik Kuligaan's pall bearers on Duwamish in 1216. Unlike his four predecessors, Daniels has "walked the walk", and talked the talk" from Moonshadow, to Bootstrap, to Smash and Grab missions, he's done them all. From pacification campaigns, to star battles against implacable Viral entities to personally help save millions who never knew his name, or that he'd never met before. His Federalist Party holds a 30 odd seat majority currently, and with issues like Sentient Machines getting survivors rights benefits; RCES, RCN, and RCMC veterans needing health care benefits; and the threat of the Dominate off to trailing warring on their allies the Hivers, his tac-code was aptly chosen. Richard Daniels is roughly 5'11", weighs 82 kg, and his brown hair is thinning. He wears reading glasses, and looks in his suit more like a civil engineer than a former highly decorated Star Viking. He walks with a limp, leftovers from his first mission, and greets everyone by their first name, a brief smile and the look in the eyes that says, "I know what you're talking about. Tell me more."

Medora Devereaux, Republic of Renj Ambassador to the FL-

Medora Devereaux, age 48, is the ambassador who shamed the Leagues in 1244 on the 30th memorial of CPT Lisa Davies sacrifice aboard the RCS Apollo by presenting for an interactive museum in orbit a working TL12 replica of the *Aurora III*-class clipper to the Leagues. She has since changed some of her initial opinions of the new SecGen, a former Star Viking himself, trying to lead the Assembly forwards into the future. Born in 1200 into a family of spacecraft computer designers, she learned early on that the future belonged to those who dared to dream, and to those who dared to achieve those dreams. Medora was born with birth defects. Her Muscular Dystrophy was corrected with TL11 nerve refusion medical technology, technology the Hivers brought to Renj in 1190 ten years before she was born. She chose to become a doctor, and entered practice in 1228, assisted by a kindly 'Hobbyist' Sentient Machine AI-Cym Medibot named 'Sergio 41-Dee' at one of Renj's premier Hospitals. She left medicine in 1238 when the heroes she'd heard about (the RCES) and the ones that gave them hope (the Hivers) were being trashed and disparaged in the news. Medora entered the political arena in 1240, and was elected as one of 1600 members of the Centrist conservative party representing her world, and went to Nicosia to "clean out the temple of the moneychangers". Not since Khamyannah Arsto blistered the ears of the Assembly in 1203 had the League Assembly been treated to such impassioned oratory against those who had "retired the Star Vikings", and were now "insinuating all manner of devilry" on the heads of the Hivers. Medora did indeed change the face of the Assembly with her world's walkout in 1243. All the more amazing is that the one thing the Hivers couldn't restore was her eyes. Ms. Devereaux stands all of 5'1", dark haired, and sightless, she weighs a scant 54kg., and is accompanied by her valet and AI-Cym companion, 'Calvin 23-Cee' her eyes, her driver, her secretary and confidant as Ambassador to the Freedom League.

M. Sun-Tzu (Hiver) Hive Federation Ambassador to the FL-

Honorable Manipulator Sun-Tzu, age 42, is the inheritor of this post from his esteemed colleague who retired in 1243, the inestimable, most shrewd, and worthy being, the unfathomable M. Genghis. With the official pullout by the Federation, M. Sun-Tzu has realized outside the embassy, he has little real power, but has decided that if the lots were cast again and the meld was correct, he'd choose to be here. For here on Nicosia and no where else, if nothing better than to further his study the most curious of all sentients, humans, and their interactions with other races, all under one roof in the Freedom

League Assembly building. M. Sun-Tzu is of average height and weight for his species as an adult. He is never seen without his Voder and his comlink.

Abelard de Wynter , 'Duke of Rusco' on Crowell (3003) /Voskl

Abelard de Wynter is a second generation Star Viking from Oriflamme, who resigned his commission after Czerniak (Jayna-F/Old Expanses) an "Administrative Territory system" in the post RC-Soleean war became a member world in 1209. A military scholar, and graduate of the University of Aubaine Class of 1202, he knew well the 'divide-and-conquer' strategy. De Wynter had been the XO and Astrogator of the RCES clipper *RCS Aurora* off Yontez in early 1204, and was captured. He was, along with the rest of the command crew, psionically and physically interrogated by both CIS, (The Czerniak Intelligence Service) and SIS (the Soleean State Intelligence Service). At wars end in 1204 he was freed when the RCN liberated the Sovtor Salvage gulag world, along with his crew. De Wynter found himself apart from his other RCES-RCN comrades, and a changed man. The RCN gave him a desk job at the Naval Training facility in the Kruyter system, which he hated, but he proved an able administrator, and was promoted.

Seeing the RCSA accept a Psionic using state like Czerniak in 1209 was the last straw, and resigned his commission in the RCN. In 1210 he joined with a group of Vampire Hunter Lancers, coreward bound to fight roving Vampire ships, and saw action in the 2nd Plague along the corewards edge of Diaspora and survived, succeeding as the group's commanding officer upon her death during the perilous evacuations from the Covenant worlds. De Wynter led his band, and several surviving shiploads of Covenanters to trailing, and to the Voskl subsector, where upon finding a pro-Psionic Voskl Trade Union, they signed on as the dictator of Crowell's 'fleet' in 1215 in opposition. De Wynter patiently succeeded the 'Duke of Rusco' upon his natural death in 1228 as head of the 'Navy', and embarked upon his present course of a strong-handed leader.

Abelard a skilled administrator and politician, has learned well from mistakes the Soleean Empire, and other Star Viking renegades have made. He has trebled the size the Crowellian space force, and lowered laws for those Free Traders still running in the region. His refugee followers from The Covenant worlds provided him with the AVV 'Snake' which allowed them to make rapid recovery of infected equipment, and a monopoly he utilized to his new world's benefit commercially as well over the Psionic "Virus busters" of the Droyne of the Trade Union of Voskl.

Appendix III - Ships of the Freedom League

Starships-Military Vessels

Victrix-class Sloop 400tn TL12

The original TL12 Jump-3 Solomani-designed sloops were retrofitted with the addition of the 40tn multi-mission pod, used by the RCES. A number of newly constructed vessels of this class have been commissioned as multi-purpose patrol vessels for planetary navies. The crew is accommodated in dual occupancy staterooms.

Tonnage:	400 tons (standard). 5600 cubic meters
Crew:	12 (pilot, navigator, medic, four gunners, five engineers)
Performance:	Jump-3. 4-G. Power Plant 7. 28EP. Agility 4
Electronics:	Model/5fib computer
Hard points	Four hard points
Armament:	Three triple beam laser turrets organized into three batteries.
Defenses:	One triple sandcaster turret organized into one battery.
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	40ton multi-mission pod. Cargo = 3tns. Two forward fixed mounted rapid pulse plasma A guns. One squad support laser.
Cost:	MCr 470.182

VS	41347E2-040000-30000-0	400tons	TL12
	1 3	Crew: 12	
	1 3	MCr 470.182	

Fuel plant and scoops, Fuel = 148, EP = 28, Ag = 4, Pass = 0, Low = 0, Troops = 0, Cargo = 3
40 ton multi-mission pod. Two forward fixed mounted rapid pulse plasma A guns. One squad support laser.

Victrix-class Sloop (Conversion model)

400tn TL12/TL13

After the former TL12 Jump-3 Solomani-designed sloops were retrofitted with the addition of the 40tn multi-mission pod, used by the RCES, they were converted to longer ranges after receiving a relic Jump-4 drives and the installation of TL13 power plants. Crew accommodation has suffered as a result of the increased fuel tankage, and all crew members are forced into shared bunks.

Tonnage:	400 tons (standard). 5600 cubic meters
Crew:	11 (pilot, navigator, medic, four gunners, four engineers)
Performance:	Jump-4. 4-G. Power Plant 7. 28EP. Agility 4
Electronics:	Model/5fib computer
Hard points	Four hard point
Armament:	Three triple beam laser turrets organized into three batteries.
Defenses:	One triple sandcaster turret organized into one battery.
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	40ton multi-mission pod. Two forward fixed mounted rapid pulse plasma A guns. One squad support laser.
Cost:	MCr399.237

VS 41447E2-040000-30000-0 400tons TL12/TL13
 1 3 Crew: 11
 1 3 MCr 399.237

Fuel plant and scoops, Fuel = 188, EP = 28, Ag = 4, Pass = 0, Low = 0, Troops = 0, Cargo = 0
 40 ton multi-mission pod. Two forward fixed mounted rapid pulse plasma A guns. One squad support laser.

Warspite-class Sloop 600tn TL13

An upgraded TL13 multi-purpose sloop designed for patrol and anti-piracy, the *Warspite* sloop replaced both older model and conversion-kit *Victrix* sloops. The *Warspite* sloop carries a squad of marines as well as a 100tn Clipper module (Usually a 100dtn "Customs" module). In order to carry the clipper module, the crew is forced to share their staterooms (with the exception of the Captain).

Tonnage:	600 tons (standard). 8400 cubic meters
Crew:	14 (pilot, navigator, medic, six gunners, five engineers)
Performance:	Jump-4. 4-G. Power Plant 5. 30EP. Agility 4
Electronics:	Model/5fib computer
Hard points	Six hard points
Armament:	One triple beam laser turret organized into one battery. Three triple missile turrets organized into three batteries.
Defenses:	Two triple sandcaster turrets organized into two batteries.
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	100tn Clipper Module. Cargo = 3
Cost:	MCr 457.63

WS 64445E2-040000-30003-0 600tons TL13

2 1 3 Crew: 14

2 1 3 MCr 457.63

Fuel plant and scoops, Fuel = 270, EP = 30, Ag = 4, Pass = 0, Low = 0, Marines = 0, Cargo = 3
100 ton Clipper Module.

***Fusilier*-class Military Clipper 2,500 / 3,500tn TL14**

The *Fusilier*-class Military Clipper is the current TL14 Jump-2 version of the original class named 'military clipper'. The vessel's hull has been increased to 2.5ktns compared to the Mainstay's J2 commercial clipper's 2kton frame in order to standardize hulls with its sister-class the *Lancer*-class. The extra 500tns displacement has been used to house a 6-G maneuver drive. The *Fusilier* can carry 1ktn of modules and is usually equipped with a heavy meson screen and nuclear damper modules as well as four power plant modules and two fuel modules as well as three fighter modules to provide a fast fighter carrier.

Tonnage:	2,500 / 3,500 tons (standard). 35,000 / 49,000 cubic meters
Crew:	58 (Command 10; Gunnery 25; Engineering 12; Service 11)
Performance:	Jump-2. 6-G. Power Plant 7. 245EP. Agility 3. Emergency Agility 6
Electronics:	Model/8fib computer
Hard points	One 100tn Bay. Twenty-five hard points
Armament:	One 100tn Particle Accelerator bay. Five dual fusion gun turrets organized into ten batteries. Ten triple beam laser turrets organized into two batteries. Four triple missile turrets organized into two batteries
Defenses:	Six triple sandcaster turrets organized into three batteries
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Magazine = 8tns, Cargo = 7, Capacity for 1000dtns of Clipper Modules
Cost:	MCr 2614.328

MC B4267H2-050000-75904-0 2500 / 3500tons TL14
 3 2A1 2 Crew: 58
 3 2A1 2 MCr 2614.328

Fuel plant and scoops, Fuel = 945, EP = 245, Ag = 3, Emergency Agility = 6, Pass = 0, Low = 0, Troops = 0, EP Spare = 21.
 Cargo = 7. Magazine = 8Dtns. Connections for 1000dtns of Clipper Modules.

Lancer-class Military Clipper 2,500 / 3,500tn TL14

The Lancer-class is the current TL14 Jump-4 military clipper. The ship's drives have been sized to allow the rated performance at the maximum displacement. This vessel provides the FLN with a configurable high jump vessel. However, the large jump fuel tankage means that the Lancer has a low acceleration and poor agility without the provision of extra power modules. Critically the Lancer clipper requires additional accommodation to be provided in the modules for seven of its crew. A typical module fitment includes a heavy meson screen and nuclear damper modules, two power modules, a fuel module, two combined power / fuel modules and up to 4 other modules such as fighter or troop modules.

Tonnage:	2,500 / 3,500 tons (standard). 35,000 / 49,000 cubic meters
Crew:	53 (Command 10; Gunnery 25; Engineering 7; Service 11)
Performance:	Jump-4. 2-G. Power Plant 4. 140EP. Agility 0. Emergency Agility 2
Electronics:	Model/8Fib computer
Hard points	One 100tn Bay. Twenty-five hard points
Armament:	One 100tn Particle Accelerator bay. Five dual fusion gun turrets organized into ten batteries. Ten triple beam laser turrets organized into two batteries. Four triple missile turrets organized into two batteries
Defenses:	Six triple sandcaster turrets organized into three batteries
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Magazine = 3tns, Cargo = 1, Capacity for 1000dtns of Clipper Modules. Requires accommodation for 7 crew
Cost:	MCr 2085.828

MC B4424H2-050000-75904-0 2500 / 3500tons TL14
 3 2A1 2 Crew: 53
 3 2A1 2 MCr 2085.828

Fuel plant and scoops, Fuel = 1540, EP = 140, Ag = 0, Emergency Agility = 2. Pass = 0, Low = 0, Troops = 0, EP Spare = 21.
 Cargo = 1. Magazine = 3Dtns. Connections for 1000dtns of Clipper Modules.

TL14

The *Sword* class light cruiser is a modern FLN design tasked with supporting and protecting FLN heavy cruisers against small to medium combatants. They are assigned alongside the Heavy Cruisers as flanking squadrons. The *Sword* class cruiser carries a particle accelerator for the quick disabling of vessels without fiber-optic computer systems. A large secondary battery of missile bays is designed to quickly cripple other medium sized vessels.

Tonnage:	7,000 tons (standard). 98,000 cubic meters. Needle Configuration
Crew:	99 (Command 10; Gunnery 37; Engineering 24; Service 21; Flight 7)
Performance:	Jump-3. 5-G. Power Plant 8. 560EP. Agility 5.
Electronics:	Model/8fib computer
Hard points	One 100tn Bay. Five 50tn Bays, Ten hard points
Armament:	One 100tn Particle Accelerator bay. Five 50tn Missile bays. Three dual fusion gun turrets organized into six batteries. Four triple beam laser turrets organized into two batteries.
Defenses:	Three triple sandcaster turrets organized into three batteries. Nuclear Damper (factor 4). Meson Screen (factor 3). Armored Hull (factor 6)
Craft:	Two 50tn modular cutters
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Low = 50 (Frozen Watch), Magazine = 15tns, Sickbay, Capacity for 500dtns of Clipper Modules (internal)
Cost:	MCR 6678.052

LC	G1358H2-643400-55909-0	7000 tons	TL14
	3 261 5	Crew: 99	
	3 261 5	MCr 6678.052	

Fuel plant and scoops, Fuel = 2660, EP = 560, Ag = 5, Pass = 0, Low = 50 (Frozen Watch), Troops = 0, EP Spare = 35. Cargo = 0. Magazine = 15Dtns. Connections for 500dtns of Clipper Modules (internal). Craft: Two 50tn modular cutters. Sickbay

Staff-class Light Cruiser 7,000tn TL14

The *Staff* class light cruiser is a modern FLN design tasked with supporting and protecting FLN heavy cruisers against small to medium combatants. They are assigned alongside the Heavy Cruisers as flanking squadrons. The *Staff* class cruiser carries a meson gun for use against heavily armored vessels or buried ground targets. A large secondary battery of missile bays is designed to quickly cripple other medium sized vessels. The *Staff* class cruiser is identical to the *Sword* class except for the exchange of the particle accelerator with a meson gun. The extra power requirements for the meson gun have resulted in the sacrifice of some of the ship's agility.

Tonnage:	7,000 tons (standard). 98,000 cubic meters. Needle Configuration
Crew:	99 (Command 10; Gunnery 37; Engineering 24; Service 21; Flight 7)
Performance:	Jump-3. 5-G. Power Plant 8. 560EP. Agility 3. Emergency Agility 5
Electronics:	Model/8fib computer
Hard points	One 100tn Bay. Five 50tn Bays, Ten hard points
Armament:	One 100tn Meson Gun bay. Five 50tn Missile bays. Three dual fusion gun turrets organized into six batteries. Four triple beam laser turrets organized into two batteries.
Defenses:	Three triple sandcaster turrets organized into three batteries. Nuclear Damper (factor 4). Meson Screen (factor 3). Armored Hull (factor 6)
Craft:	Two 50tn modular cutters
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Low = 50 (Frozen Watch), Magazine = 15tns, Sickbay, Capacity for 500dtns of Clipper Modules (internal)
Cost:	MCr 6713.058

LC G1358H2-643400-55059-0 7000 tons TL14
 3 26 15 Crew: 99
 3 26 15 MCr 6713.058

Fuel plant and scoops, Fuel = 2660, EP = 560, Ag = 3, Emergency Agility = 5, Pass = 0, Low = 50 (Frozen Watch), Troops = 0, EP Spare = 35. Cargo = 0. Magazine = 15Dtns. Connections for 500dtns of Clipper Modules (internal). Craft: Two 50tn modular cutters. Sickbay

***Ballista*-class Strike Cruiser 7,000tn TL14**

The *Ballista* class strike cruiser is a modern FLN design tasked with precision ground attack and support for Freedom League Defense Force orbital interventions. Typically one or two *Ballista* class cruisers will be assigned to each assault squadron. The mounting of a spinal mount together with the hull armor and screens necessary to protect the cruiser from planetary defense fire has reduced the cruiser's performance to that of a naval auxiliary.

Tonnage:	7,000 tons (standard). 98,000 cubic meters. Needle Configuration
Crew:	105 (Command 10; Gunnery 50; Engineering 24; Service 21)
Performance:	Jump-2. 2-G. Power Plant 13. 910EP. Agility 2.
Electronics:	Model/8fib computer
Hard points	One Spinal Mount, Sixty hard points
Armament:	One Spinal Meson Gun (factor E). Two dual fusion gun turrets organized into four batteries. One triple beam laser turret organized into one battery. Forty triple missile turrets organized into four batteries.
Defenses:	Seventeen triple sandcaster turrets organized into seventeen batteries. Nuclear Damper (factor 2). Meson Screen (factor 2). Armored Hull (factor 10)
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Low = 53 (Frozen Watch), Magazine = 21.5tns,
Cost:	MCr 9603.835

LC	G122DH3-A42200-350E7-0	7000 tons	TL14

H 14 14 Crew: 105

H 14 14 MCr 9603.835

Fuel plant and scoops, Fuel = 2310, EP = 910, Ag = 2, Pass = 0, Low = 53 (Frozen Watch), Troops = 0, EP Spare = 2. Cargo = 0. Magazine = 21.5Dtns.

Hero-class Heavy Cruiser 30ktn TL14

The *Hero*-class Heavy Cruiser is designed to defend league worlds against large scale fleet assaults. The Hero Class vessel is heavily armored and equipped with heavy screens. The heavy defenses render the cruiser almost invulnerable to anything but spinal mounts and volleys of nuclear missiles. The only complaint from the FLN crews is the cruiser's weak spinal mount.

Tonnage:	30,000 tons (standard). 420,000 cubic meters
Crew:	319 (Command 15; Engineering 108; Gunnery 104; Service 90)
Performance:	Jump-3. 5-G. Power Plant 9. 2,700EP. Agility 4. Emergency Agility 5
Electronics:	Model/8fib computer
Hard points	One Spinal Mount, Six x 100tn Bays, Eighteen x 50tn Bays, Fifty hard points
Armament:	One Spinal Meson Gun (factor – G). Three 100tn Particle Accelerator Bays. Eighteen 50tn Missile Bays. Twenty Triple Beam Laser Turrets organized into four batteries. Ten dual fusion gun turrets organized twenty batteries.
Defenses:	Three 100tn Repulsor Bays, Twenty Triple Sandcaster Turrets organized into six batteries. Nuclear Damper (factor-6). Meson Screen (factor-5). Armored Hull (factor –11)
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Cargo 16tns.
Cost:	MCr 30,104.918

HC	M1359H3-B75609-759G9-0	30,000tons	TL14
	5 3 4J31G	Crew: 319	
	6 3 4L31J	MCr 30,104.918	

Fuel plant and scoops, Fuel = 11700, EP = 2,700, Ag = 4, Emergency Agility = 5, Pass = 0, Low = 0, Troops = 0, No Craft, L = 20; J = 18; G = 16.

Starships-Commercial Vessels

Sierra Madre-class Multi-Mission Scout 100tn TL11

This is commercial variant of the original TL15/12 RCES Multi-mission scout equipped with a 20tn mission pod. This commercial version is built completely at TL11 for ease of maintenance and to free up TL14 manufacturing capacity. The *Sierra Madre*-class, named after a famous Solomani-2D movie of the same name is a ruggedized and reliable design, marketed for the interstellar Travellers in the Leagues, as well as the corporate elite needing a starship to check out the frontier worlds business calls them to.

Tonnage:	100 tons (standard). 1400 cubic meters
Crew:	3 (pilot, gunner, engineer)
Performance:	Jump-2. 2-G. Power Plant 3. 3EP. Agility 2
Electronics:	Model/2 computer
Hard points	One hard point
Armament:	One pulse laser organized into one battery. One missile rack organized into one battery
Defenses:	One sandcaster organized into one battery
Craft:	Air/raft
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	20ton multi-mission pod.
Cost:	MCr 65.392

MS 1222321-030000-10001-0 100tons TL11
 1 1 1 Crew: 3
 1 1 1 MCr 65.392

Fuel plant and scoops, Fuel = 23, EP = 3, Ag = 2, Pass = 0, Low = 0, Troops = 0
 20 ton multi-mission pod. Craft: Air/raft. Pulse Laser. Cargo = 0

League Government Courier 100tn TL14

A typical example of a government built courier for the transport of critical communications, equipment and people. As a government vessel, it carries an AI-Cym crewman within the main computer to handle the electronic data transfer (and specifically the secure Auction data)

Tonnage:	100 tons (standard). 1400 cubic meters
Crew:	2 (pilot, AI-Cym communications officer)
Performance:	Jump-4. 1-G. Power Plant 4. 4EP. Agility 1
Electronics:	Model/4 computer
Hard points	One hard point
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Model/2 data storage computer. Cargo = 2, One High Passenger.
Cost:	MCr95.628

GC 1641441-000000-00000-0 100tons TL14
Crew: 1+1
MCr 95.628

Fuel plant and scoops, Fuel = 44, EP = 4, Ag = 1, Pass = 1 (High), Low = 0, Troops = 0
EP Spare = 1. Cargo = 2. One Hard point. Model/2 Computer for data storage.

League Private Courier 100tn TL12

A typical example of couriers employed by commercial firms for contracted courier services. As a private vessel, it lacks the AI-Cym crewman found on government vessels. The vessel is built at TL12 to increase the availability of maintenance facilities. The courier carries additional jump fuel allowing it to perform 2 Jump-2.

Tonnage:	100 tons (standard). 1400 cubic meters
Crew:	1 (pilot)
Performance:	Jump-3. 1-G. Power Plant 3. 3EP. Agility 1
Electronics:	Model/3 computer
Hard points	One hard point
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Model/2 data storage computer. Cargo = 2, One High Passenger. Additional Fuel for Jump-1
Cost:	MCr82.632

PC 1631331-000000-00000-0 100tons TL12
 Crew: 1
 MCr 82.632

Fuel plant and scoops, Fuel = 43, EP = 3, Ag = 1, Pass = 1 (High), Low = 0, Troops = 0
 EP Spare = 1. Cargo = 2. One Hard point. Model/2 Computer for data storage. Fuel for J4.

***Chimera*-class Multi-Mission Scout 100tn TL14**

This is the new *Chimera*-class, (The current variant of the original TL15/12 RCES cross-tech level *Chimera*-class) Multi-mission scout equipped with a 20tn mission pod. This current version is built completely at TL14, however. The new *Chimera* has an improved jump capacity (Jump-3) over its predecessor, but the increased jump range has required Solomani standard shared accommodations, forcing the FLN to recruit crews for this class of vessel from worlds with significant Solomani populations.

Tonnage:	100 tons (standard). 1400 cubic meters
Crew:	3 (pilot, gunner, engineer)
Performance:	Jump-3. 2-G. Power Plant 3. 3EP. Agility 2
Electronics:	Model/2bis computer
Hard points	One hard point
Armament:	One pulse laser organized into one battery. One missile rack organized into one battery
Defenses:	One sandcaster organized into one battery
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	20ton multi-mission pod. Solomani accommodation
Cost:	MCr 69.378

MS 12323S1-030000-20002-0 100tons TL14

1 1 1 Crew: 3

1 1 1 MCr 69.378

Fuel plant and scoops, Fuel = 33, EP = 3, Ag = 2, Pass = 0, Low = 0, Troops = 0

20 ton multi-mission pod. Solomani accommodation. Pulse Laser. Cargo = 0

***Workhorse-class Jump Shuttle* 200tn TL12**

The *Workhorse*-class jump-shuttle was a common variant of the standard jump shuttle used to transport 400dtn SDB's within the rimward portion of the Third Imperium's J-1 mains. The design has continued into the New Era and into the Freedom League service worlds. The class is named after animals that perform heavy labor, although they were often just referred to by a number rather than a name in the previous era. The jump shuttle relied on either refined fuel caches or purification equipment on the SDB to provide refined jump fuel. In the New Era these relic and new built jump shuttles have also been used to provide crude interstellar trade, with a jump shuttle carrying up to 400tns of STL ships, or cargo pods through jump space along the mains. The jump shuttle's drives have been rated to move an extra 400tns (Ship or cargo) at Jump-1, 1-G. This vessel has also been widely used by those within the Coalition as salvager-freight tractors, but due to being unarmed had to be escorted for missions into the Wilds.

Tonnage:	200 tons (standard). 2800 cubic meters
Crew:	4 (pilot, navigator, two engineers)
Performance:	Alone: Jump-3. 2-G. Power Plant 3. 6EP. Agility 2 Connected to SDB: Jump-1. 1-G. Power Plant 1. 6EP. Agility 1
Electronics:	Model/2bis computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	On-board fuel scoops. No fuel purification plant
Other:	Cargo 2tns. Capacity to carry 400tn of vessels at Jump-1, 1-G Fuel for 2 x Jump-3 or 2 x Jump-1 when carrying vessels
Cost:	MCr 144.6

WP 24323S1-000000-00000-0 200tons TL12
Crew: 4 MCr 144.6

Fuel scoops. No Fuel Purification Plant, Fuel = 126, EP = 6, Ag = 2, Pass = 0, Low = 0, Troops = 0, Cargo = 2. Fuel for 2 x Jump-3. Capacity to carry 400tns of vessels.

When connected to a 400tn SDB, the USP changes as follows:

WP 64111S1-000000-00000-0 600tns TL12
Fuel = 126. EP = 6. Ag = 1.

***Strongman-class Jump Shuttle* 600tn TL13**

A common variant of the standard jump shuttle used to transport the 1000dtn *Ramrod*-class Missile boat light monitors within the rimward portion of the former Third Imperium. The design has continued into the New Era and into the Freedom League service worlds, especially along the J-1 mains. The class is named after famous strongmen and Bodybuilding weight lifters, although in the previous Imperial era they were often just referred to by a number rather than a name. These relic and new built jump shuttles have also been used to provide crude interstellar trade, with a jump shuttle carrying up to 1000tns of STL ships, or Cargo pods through jump space. The jump shuttle's drives have been rated to move 1000tns (STL ship, or Cargo containers) at Jump-1, 1-G. Although just over three times the cost of the smaller *Workhorse*-jump shuttle, the *Strongman*-class Jump shuttle however had versatility as freight tractor along Jump-2 scattered stellar subsectors when moving 600dtns or less of cargo containers. In this configuration it is rated at Jump-2, 1-G.

Tonnage:	600 tons (standard). 8400 cubic meters
Crew:	7 (pilot, navigator, medic, four engineers)
Performance:	Alone: Jump-4. 1-G. Power Plant 6. 36EP. Agility 1 Connected to SDB: Jump-1. 1-G. Power Plant 2. 36EP. Agility 1
Electronics:	Model/4 computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Cargo 11tns. Capacity to carry 1000tn of vessels at Jump-1, 1-G Fuel for Jump-6 or 2 x Jump-1 when carrying vessels with 40tns of fuel for the SDB
Cost:	MCr 465.13

WP 6441641-000000-00000-0 600tons TL13
Crew: 7 MCr 465.13

Fuel scoops and purification plant, Fuel = 396, EP = 36, Ag = 1, Pass = 0, Low = 0, Troops = 0, Cargo = 11. Fuel for Jump-6. Capacity to carry 1000tns of vessels.

When connected to a 1000tn SDB, the USP changes as follows:

WP A411141-000000-00000-0 1600tns TL13
Fuel = 396. EP = 36. Ag = 1. Fuel for 2 x Jump-1 plus 40tns for SDB.

Mainstay-class Commercial Clipper 2,000 / 3,500tn TL14

The current TL14 Jump-2 commercial clipper. The ship's drives have been sized to allow the rated performance at the maximum displacement. The mainstay clipper carries a heavy defensive armament. As a commercial vessel, all crew have the luxury of large staterooms each.

Tonnage:	2,000 / 3,500 tons (standard). 28,000 / 49,000 cubic meters
Crew:	45 (Command 10; Gunnery 19; Engineering 5; Service 11)
Performance:	Jump-2. 2-G. Power Plant 3. 105EP. Agility 2. Emergency Agility 2
Electronics:	Model/4 computer
Hard points	Fifteen hard points
Armament:	Five dual fusion gun turrets organized into ten batteries. Five triple beam laser turrets organized into one battery. One triple missile turret organized into one battery
Defenses:	Four triple sandcaster turrets organized into two batteries
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Magazine = 2tns, Sickbay, Cargo = 411, Engineering Workshop. Capacity for 1500dtns of Clipper Modules
Cost:	MCr 1412.478

CC B422342-050000-75003-0 2000 / 3500tons TL14
 2 1A 1 Crew: 45
 2 1A 1 MCr 1412.478

Fuel plant and scoops, Fuel = 805, EP = 105, Ag = 2, Emergency Agility = 2, Pass = 0, Low = 0, Troops = 0, EP Spare = 33. Cargo = 411. Sickbay, Engineering Workshop, Magazine = 2Dtns. Connections for 1500dtns of Clipper Modules.

Apollo-class Commercial Clipper 2,500 / 3,500tn TL14

The current TL14 Jump-4 commercial clipper. The ship's drives have been sized to allow the rated performance at the maximum displacement. The Apollo clipper carries a heavy defensive armament. As a commercial vessel, all crew have the luxury of large staterooms each. The Apollo is used for rapid transport on defined commercial routes within the League (replacing relic Tukera vessels with similar performance). It is also occasionally used in the wilds where a high jump factor is required.

Tonnage:	2,500 / 3,500 tons (standard). 35,000 / 49,000 cubic meters
Crew:	47 (Command 10; Gunnery 19; Engineering 7; Service 11)
Performance:	Jump-4. 2-G. Power Plant 4. 140EP. Agility 2.
Electronics:	Model/8Fib computer
Hard points	Fifteen hard points
Armament:	Five dual fusion gun turrets organized into ten batteries. Five triple beam laser turrets organized into one battery. One triple missile turret organized into one battery
Defenses:	Four triple sandcaster turrets organized into two batteries
Craft:	None
Fuel Treatment:	On-board fuel scoops and fuel purification plant
Other:	Magazine = 2tns, Sickbay, Cargo = 10, Engineering Workshop. Capacity for 1000dtns of Clipper Modules
Cost:	MCr 2043.478

CC B4424H2-050000-75003-0 2500 / 3500tons TL14

2 1A 1 Crew: 47

2 1A 1 MCr 2043.478

Fuel plant and scoops, Fuel = 1540, EP = 140, Ag = 2, Pass = 0, Low = 0, Troops = 0, EP Spare = 26. Cargo = 10. Sickbay, Engineering Workshop, Magazine = 2Dtns. Connections for 1000dtns of Clipper Modules.

Space Craft - Military

Hornet-class (Single Seat) Fighter 15tn TL14

The current FLN light single seated fighter employed aboard FLN Clippers.

Tonnage:	15 tons (standard). 210 cubic meters
Crew:	1 (pilot)
Performance:	Jump-0. 6-G. Power Plant 13. 1.95EP. Agility 6
Electronics:	Model/2 computer
Hard points	One hard point
Armament:	One single pulse laser organized into one battery.
Defenses:	Two single sandcasters organized into two batteries. Armored Hull (factor-11)
Craft:	None
Fuel Treatment:	On-board fuel scoops
Other:	No Bridge, Single Crew Couch, Cargo 1.3
Cost:	MCr26.72

LF 0606D21-B20000-20000-0 15tons TL14
 2 1 Crew: 1
 2 1 MCr 26.72

Fuel scoops, No fuel purification plant, Fuel = 1.95, EP = 1.95, Ag = 6, Pass = 0, Low = 0, Troops = 0
Cargo = 1.3, No Bridge. Pulse Laser.

Wasp-class (Single Seat) Assault Fighter 15tn TL14

The current FLN light single seated assault fighter equipped for additional close range firepower.

Tonnage:	15 tons (standard). 210 cubic meters
Crew:	1 (pilot)
Performance:	Jump-0. 6-G. Power Plant 13. 1.95EP. Agility 6
Electronics:	Model/2 computer
Hard points	One hard point
Armament:	A single plasma gun organized into one battery.
Defenses:	Armored Hull (factor-11)
Craft:	None
Fuel Treatment:	On-board fuel scoops
Other:	No Bridge, Single Crew Couch, Cargo 0.3
Cost:	MCr27.22

LF 0606D21-B00000-03000-0 15tons TL14

1 Crew: 1

1 MCr 27.22

Fuel scoops, No fuel purification plant, Fuel = 1.95, EP = 1.95, Ag = 6, Pass = 0, Low = 0, Troops = 0
Cargo = 0.3tons, No Bridge.

Wildbat-class Fighter 16tn TL12

The original TL12 Reformation Coalition space superiority fighter with minimal atmospheric capabilities. It is now relegated to small planetary navies.

Tonnage:	16 tons (standard). 224 cubic meters
Crew:	2 (pilot, gunner)
Performance:	Jump-0. 3-G. Power Plant 16. 2.56EP. Agility 2
Electronics:	Model/2 computer
Hard points	One hard point
Armament:	One dual beam laser organized into one battery. One single missile rack organized into one battery
Defenses:	None
Craft:	None
Fuel Treatment:	On-board fuel scoops
Other:	No Bridge, Two Crew Couches, Cargo 0.48
Cost:	MCr37.4

LF	0103G21-000000-20001-0	16tons	TL12
	1 1	Crew: 2	
	1 1	MCR 37.4	

Fuel scoops, No fuel purification plant, Fuel = 2.56, EP = 2.56, Ag = 3, Pass = 0, Low = 0, Troops = 0
Cargo = 0.48, No Bridge.

Davies-class Assault Lander 15tn TL13

A *Davies*-class TL13 15dtn assault Lander was designed to operate from the clipper fighter module to allow transfer of troops between orbit and the surface. It is constructed at TL13 to reduce the burden on the Leagues TL14 infrastructure, as TL14 equipment was not necessary for its construction. A typical fighter module carries 4 fighters, or 4 assault Landers. Only three such Landers are required to carry the troops in a single troop module. The *Davies*-class entered service in 1214 in commemoration of the late CPT Lisa "Lander" Davies of RCES.

Tonnage:	15 tons (standard). 210 cubic meters
Crew:	1 (pilot)
Performance:	Jump-0. 3-G. Power Plant 3. 0.45EP. Agility 3
Electronics:	Model/1 computer
Hard points	One hard point
Armament:	One single missile rack organized into one battery.
Defenses:	Two single sandcasters organized into two batteries. Armored Hull (factor-2)
Craft:	None
Fuel Treatment:	On-board fuel scoops
Other:	No Bridge, Single Crew Couch, 15 Passenger Couches. Cargo 0.9
Cost:	MCr 8.9

AL 0603311-230000-00002-0 15tons TL13
 2 1 Crew: 1
 2 1 MCr 8.9

Fuel scoops, No fuel purification plant, Fuel = 1, EP = 0.45, Ag = 3, Pass = 15, Low = 0, Troops = 0
 Cargo = 0.9, No Bridge.

Starship Pods

Pods allow the rapid reconfiguration of starships to a wide variety of new roles. Pods differ from modules in that they are contained within the hull of the parent starship and are protected by the armor of the parent ship. They do not alter the basic configuration of the parent ship. As they rely on the parent starship for power, controls, life-support, the pod does not have an external hull and is not air-tight. Pods must be fitted at a starport or similar facility.

Multi-Mission Scout Pods (20dtns)

Drop Capsule / Missile Pod

QU-0400001-000000-00000-0 20tns TL12
MCr 0.175, Crew = 1,
15 Drop capsule launchers, 1 control couch for launch control, ready area = 4.5tns

Planetary Strike Pod

QU-0400001-000000-00000-0 20tns TL12
MCr 13.625, Crew = 1,
68 launch rails for RC 4m3 Planetary strike missiles, 1 control couch for launch control,

Command Pod

QU-04005S1-000000-00000-0 20tns TL12
MCr 30.33, Crew = 8,
No fuel plant or scoops, Fuel = 1, EP = 1, Ag = 0.
Two small staterooms, six bunks, Tactical command center.

Victrix Sloop Pods (40dtns)

Drop Capsule / Missile Pod

QU-0400001-000000-00000-0 40tns TL12
MCr 0.177, Crew = 1,
2 Drop capsule launchers with 22 ready drop capsules, 1 control couch for launch control, twenty-two troop bunks,
Troops = 22, ready area = 4.5tns

Troop Carrier Pod

QU-0400000-000000-00000-0 40tns TL12
MCr 0.16, Crew = 0,
Thirty Two troop bunks, Troops = 32, Cargo = 8.

Vehicle Pod

QU-0400000-000000-00000-0 40tns TL12
MCr 0.13, Crew = 0,
Twenty troop bunks, Troops = 20, Cargo = 85, Hanger for 15th vehicle.
Note troops are required to maintain any vehicles carried.

Military Clipper Modules - 50tn Modules

Light Nuclear Damper Module 50tn TL14

A small nuclear damper unit for medium threat areas. The module provides crew accommodation but no power generation facilities. The module requires 30EP from external sources. Additional crew accommodation has been provided within this module. Crew can be accommodated in double occupancy in the additional large staterooms.

Tonnage:	50 tons (standard). 700 cubic meters, Close Structure
Crew:	4 (four screen operators)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	Nuclear Damper (factor 3)
Craft:	None
Fuel Treatment:	None
Other:	Passengers = 5 (High), Cargo = 2, Requires 30EP.
Cost:	MCr 51.5

LNDM 0400001-000300-00000-0

50tons

TL14

Crew: 4

MCr 51.5

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 5 (High), Low = 0, Troops = 0 Cargo = 2. Requires 30EP

Heavy Nuclear Damper Module 50tn TL14

A large nuclear damper unit for high threat areas. The module provides crew accommodation but no power generation facilities. The module requires 60EP from external sources. Additional crew accommodation has been provided within this module. Crew can be accommodated in double occupancy in the additional large staterooms.

Tonnage:	50 tons (standard). 700 cubic meters, Close Structure
Crew:	4 (four screen operators)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	Nuclear Damper (factor 6)
Craft:	None
Fuel Treatment:	None
Other:	Passengers = 7 (High), Cargo = 2, Requires 60EP.
Cost:	MCr 45.5

HNDM 0400001-000600-00000-0 50tons TL14
Crew: 4
MCr 45.5

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 7 (High), Low = 0, Troops = 0 Cargo = 2. Requires 60EP

Light Meson Screen Module 50tn TL14

This module is basically a small meson screen unit for medium threat areas. The module provides partial crew accommodation and no power generation facilities. The module requires 21EP from external sources. The meson screen will protect vessels up to and including 3.5ktns displacement. The module requires additional accommodation for two crew to be found on other modules.

Tonnage:	50 tons (standard). 700 cubic meters, Close Structure
Crew:	4 (four screen operators)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	Meson Screen (factor 3)
Craft:	None
Fuel Treatment:	None
Other:	Passengers = 5 (High), Cargo = 1, Requires 21EP.
Cost:	MCr 58.5

LMSM 0400001-003000-00000-0

50tons

TL14

Crew: 4

MCr 58.5

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 5 (High), Low = 0, Troops = 0 Cargo = 1. Requires 21EP and accommodation for two crewmembers.

Heavy Meson Screen Module 50tn TL14

This module is basically a large meson screen unit for high threat areas. The module provides crew accommodation but no power generation facilities. The module requires 42EP from external sources. The meson screen will protect vessels up to and including 3.5ktns displacement. Additional crew accommodation has been provided within this module. Crew can be accommodated in double occupancy in the additional large staterooms.

Tonnage:	50 tons (standard). 700 cubic meters, Close Structure
Crew:	4 (four screen operators)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	Meson Screen (factor 6)
Craft:	None
Fuel Treatment:	None
Other:	Passengers = 4 (High), Cargo = 2, Requires 42EP.
Cost:	MCr 56

HMSM 0400001-006000-00000-0 50tons TL14

Crew: 4

MCr 56

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 4 (High), Low = 0, Troops = 0 Cargo = 2. Requires 42EP

100tn Modules

Power Plant Module 100tn TL14

A self contained power plant to provide additional power to military cutters to increase their agility or power screen modules. The module does not include fuel tankage or accommodation for the single engineer required to monitor the module.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	1 (engineer)
Performance:	Power Plant 50, 50EP, Ag 0
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Requires accommodation for one, and 50tn fuel tankage
Cost:	MCr 306

PM 1400Z01-000000-00000-0 100tons TL14
Crew: 1
MCr 306

No Fuel plant and scoops, Fuel = 0, EP = 50, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 0.
Requires 50tn Fuel. Requires accommodation for one crew. Z = 50

Power Plant / Fuel Module 100tn TL14

A self contained power plant and fuel supply to provide additional power to military cutters to increase their agility or power screen modules.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	1 (engineer)
Performance:	Power Plant 30, 30EP, Ag 0
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 6
Cost:	MCr 96.5

PFM	1400W01-000000-00000-0	100tons	TL14
		Crew: 1	
		MCr 96.5	

No Fuel plant and scoops, Fuel = 30, EP = 30, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 6.
W = 30

Customs Module 100tn TL14

A module providing hanger space for two 15tn small craft (typically a single seat fighter and an assault Lander) as well as quarters for 20 marines. The module provides a mix of troops for boarding actions and a fighter for convoy escort.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	4 (2 small craft pilots, 2 small craft engineers)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	One 15tn Single Seat Fighter, One 15dtn Assault Lander
Fuel Treatment:	None
Other:	Magazine = 1dtn, Small Craft Fuel = 2dtns. Marines = 20, Sickbay
Cost:	MCr 17.428

FM 1400001-000000-00000-2 100tons TL14
 Crew: 4
 MCr 17.428

No Fuel plant and scoops, Fuel = 2, EP = 0, Ag = 0, Pass = 0, Low = 0, Marines = 20 Cargo = 0. Magazine = 1dtns, Sickbay, Craft = One 15tn Single Seat Fighter, One 15tn Assault Landers.

Fighter Module 100tn TL14

A module providing hanger space for four 15tn fighters or assault Landers, as well as ammunition and fuel stores. The module requires four small craft crew as well as four small craft maintenance personnel.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	8 (4 small craft pilots, 4 small craft engineers)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	Four 15tn Fighters or Landers,
Fuel Treatment:	None
Other:	Magazine = 2dtn, Small Craft Fuel = 4dtns.
Cost:	MCr 8.356

FM 1400001-000000-00000-4 100tons TL14
 Crew: 8
 MCr 8.356

No Fuel plant and scoops, Fuel = 4, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 0. Magazine = 2dtns, Craft = Four 15tn Fighter or Landers.

Troop Module

100tn TL14

A module providing accommodation for a platoon of troops. The platoon officer is assigned a large stateroom, whilst enlisted troops are assigned two to a large stateroom. A cargo bay is provided for military supplies and a sickbay is available for combat casualties.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	0
Performance:	None
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Troop = 41, Cargo = 8, Sickbay
Cost:	MCr 21.5

TM 1400000-000000-00000-0 100tons TL14
Crew: 0
MCr 21.5

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 41 Cargo = 8. Sickbay.

200tn TL14

No Fuel plant and scoops, Fuel = 10, EP = 10, Ag = 0, EP Spare = 1, Pass = 0, Low = 0, Troops = 0 Magazine = 100.

Civilian Clipper Modules - 100tn Modules

Cargo Module 100tn TL14

A simple cargo module holding 100tns in a single hold.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 100
Cost:	MCr 6

CM 1400000-000000-00000-0 100tons TL14
Crew: 0
MCr 6

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 100.

Fuel Module

100tn TL14

A simple fuel module holding 100tns of fuel. These modules can be connected directly to the ship's fuel tanks and count as normal fuel tankage.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Fuel = 100
Cost:	MCr 6

FM 1400000-000000-00000-0 100tons TL14
Crew: 0
MCr 6

No Fuel plant and scoops, Fuel = 100, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 0.

Ships Boat Module

100tn TL14

A module providing hanger space for two 30tn ships boats, as well as maintenance facilities. The module requires four small craft crew as well as two small craft maintenance personnel. No crew accommodation is provided and the crew will have to be accommodated in other modules

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	6 (4 small craft pilots, 2 small craft engineers)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	Two 30tn Ships Boat,
Fuel Treatment:	None
Other:	Maintenance Shop, Magazine = 1dtn, Small Craft Fuel = 5dtns, Cargo =5
Cost:	MCr 8.256

SBM 1400001-000000-00000-2 100tons TL14
Crew: 6
MCr 8.256

No Fuel plant and scoops, Fuel = 5, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 5. Magazine = 1dtns, Craft = Two 30tn Ships Boats, Maintenance Shop, No crew accommodation.

Cutter Module

100tn TL14

A module providing hanger space for a single modular cutter, as well as maintenance facilities. The module requires two small craft crew as well as one small craft maintenance person.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	3 (2 small craft pilots, 1 small craft engineer)
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	One 50tn Modular Cutter
Fuel Treatment:	None
Other:	Maintenance Shop, Magazine = 1dtn, Small Craft Fuel = 8dtns, Cargo =10
Cost:	MCr 8.98

CM 1400001-000000-00000-1 100tons TL14
Crew: 3
MCr 8.98

No Fuel plant and scoops, Fuel = 8, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 10. Magazine = 1dtns, Craft = One 50tn Modular Cutter, Maintenance Shop.

Diplomatic Module

100tn TL14

Quarters and support facilities for diplomatic personnel and other VIPs. The module includes a small power plant to provide independent life support as well as a computer for passenger use. The user configurable space can be used as conference areas, theatres, stages and recreation areas.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	6 (engineer, medic, administrative assistant, 3 stewards)
Performance:	Power Plant 1, 1 EP, Ag N/A
Electronics:	Model/2 Computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Two offices, cargo = 1, 10dtns user configurable space. 8 dual size suites
Cost:	MCr 31.5

DM 1400121-000000-00000-0 100tons TL14
Crew: 6
MCr 31.5

No Fuel plant and scoops, Fuel = 1, EP = 1, Ag = 0, Pass = 8 (High), Low = 0, Troops = 0 Cargo = 1. Two offices, 10dtn user configurable space.

Passenger Module

100tn TL14

A module providing passenger accommodation to High passage standards. The module includes a small power plant to provide independent life support as well as a computer for passenger use.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	4 (engineer, 3 stewards)
Performance:	Power Plant 1, 1 EP, Ag N/A
Electronics:	Model/2 Computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 5, 10dtns recreation area. Passengers = 18 (High)
Cost:	MCr 31

PM 1400121-000000-00000-0 100tons TL14
Crew: 4
MCr 31

No Fuel plant and scoops, Fuel = 1, EP = 1, Ag = 0, Pass = 18 (High), Low = 0, Troops = 0 Cargo = 5. 10dtn recreation area.

Low Berth Module

100tn TL14

A module providing bulk low cost low berth passenger transport. A sickbay and two medics are provided to monitor the passenger's health and revive them at the end of the voyage. A small cargo hold is provided for passenger carry on luggage.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	2 (two medics)
Performance:	None
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Sickbay, Low = 160, Cargo = 4
Cost:	MCr 20

LBM 1400001-000000-00000-0 100tons TL14

Crew: 2

MCr 20

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 160, Troops = 0 Cargo = 4. Sickbay

Emergency Low Berth Module

100tn TL14

Originally designed for the mass transport of 400 refugees from disaster areas, it was developed to transport the Sufren refugees after the 2nd Vampire War. Planetside medical facilities are required to revive the refugees.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	0
Performance:	None
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Elow = 1100
Cost:	MCr 16

ELM 1400000-000000-00000-0 100tons TL14
Crew: 0
MCr 16

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 0, Elow = 100 Cargo = 4.

Scientific Module 100tn TL14

A series of self contained labs and support facilities that allows the clipper to be used as a science vessel. A power plant and computer have been installed to provide independent support for the lab facilities. A workshop has been provided to allow fabrication of new experimental equipment.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	1 (engineer)
Performance:	Power Plant 1, 1 EP, Ag N/A
Electronics:	Model/2 Computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Five laboratories, Engineering shop, Cargo = 5, High passengers 10 (scientists)
Cost:	MCr 52.5

SM 1400121-000000-00000-0 100tons TL14
 Crew: 1
 MCr 52.5

No Fuel plant and scoops, Fuel = 1, EP = 1, Ag = 0, Pass = 10 (High), Low = 0, Troops = 0 Cargo = 5. Five laboratories, Engineering shop,

Workshop Module

100tn TL14

A module housing maintenance workshops allowing long term self supporting operations. A power plant and computer have been installed to provide independent support for the maintenance facilities.

Tonnage:	100 tons (standard). 1400 cubic meters, Close Structure
Crew:	1 (engineer)
Performance:	Power Plant 1, 1 EP, Ag N/A
Electronics:	Model/2 Computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Six engineering shops, High Pass = 6 (engineers), Cargo = 15
Cost:	MCr 34.5

WM 1400121-000000-00000-0 100tons TL14
Crew: 1
MCr 34.5

No Fuel plant and scoops, Fuel = 1, EP = 1, Ag = 0, Pass = 6 (High), Low = 0, Troops = 0 Cargo = 15. Six Engineering shop,

200tn Modules

Cargo Module

200tn TL14

A simple cargo module holding 200tns in a single hold.

Tonnage:	200 tons (standard). 2800 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 200
Cost:	MCr 12

CM 2400000-000000-00000-0 200tons TL14
Crew: 0
MCr 12

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 200.

Fuel Module

200tn TL14

A simple fuel module holding 200tns of fuel. These modules can be connected directly to the ship's fuel tanks and count as normal fuel tankage.

Tonnage:	200 tons (standard). 2800 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Fuel = 200
Cost:	MCr 12

FM 2400000-000000-00000-0 200tons TL14
Crew: 0
MCr 12

No Fuel plant and scoops, Fuel = 200, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 0.

Passenger Module

200tn TL14

A module providing passenger accommodation to High passage standards. The module includes a small power plant to provide independent life support as well as a computer for passenger use.

Tonnage:	200 tons (standard). 2800 cubic meters, Close Structure
Crew:	4 (engineer, 5 stewards)
Performance:	Power Plant 1, 2 EP, Ag N/A
Electronics:	Model/2 Computer
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 2, 10dtns recreation area. Passengers = 39 (High)
Cost:	MCr 55.5

PM 2400121-000000-00000-0 200tons TL14

Crew: 6

MCr 55.5

No Fuel plant and scoops, Fuel = 2, EP = 2, Ag = 0, Pass = 39 (High), Low = 0, Troops = 0 Cargo = 2. 10dtn recreation area.

500tn Modules

Cargo Module

500tn TL14

A simple cargo module holding 500tns in a single hold.

Tonnage:	500 tons (standard). 7000 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 500
Cost:	MCr 30

CM 5400000-000000-00000-0 500tons TL14
Crew: 0
MCr 30

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 500.

Fuel Module

500tn TL14

A simple fuel module holding 500tns of fuel. These modules can be connected directly to the ship's fuel tanks and count as normal fuel tannage.

Tonnage:	500 tons (standard). 7000 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Fuel = 500
Cost:	MCr 30

FM 5400000-000000-00000-0 500tons TL14
Crew: 0
MCr 30

No Fuel plant and scoops, Fuel = 500, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 0.

1000tn Modules

Cargo Module 1000tn TL14

A simple cargo module holding 1000tns in a single hold.

Tonnage:	1000 tons (standard). 14000 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Cargo = 1000
Cost:	MCr 60

CM A400000-000000-00000-0 1000tons TL14
Crew: 0
MCr 60

No Fuel plant and scoops, Fuel = 0, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 1000.

Fuel Module 1000tn TL14

A simple fuel module holding 1000tns of fuel. These modules can be connected directly to the ship's fuel tanks and count as normal fuel tannage.

Tonnage:	1000 tons (standard). 14000 cubic meters, Close Structure
Crew:	0
Performance:	N/A
Electronics:	None
Hard points	None
Armament:	None
Defenses:	None
Craft:	None
Fuel Treatment:	None
Other:	Fuel = 1000
Cost:	MCr 60

FM A400000-000000-00000-0 1000tons TL14
 Crew: 0
 MCr 60

No Fuel plant and scoops, Fuel = 1000, EP = 0, Ag = 0, Pass = 0, Low = 0, Troops = 0 Cargo = 0.

APPENDIX IV

AMBER ZONE - THE WATCHKEEPER

An adventure for *Traveller*: 1248

"The Watchkeeper" is a short adventure for a group consisting of 2-6 players. Although as written it is set within the Freedom League Worlds of 1248, this adventure can be adapted for play in any Traveller setting with very little work on the part of the Referee.

CHARACTER TYPES AND SKILLS

It is not official Avenger practice to detail the skills a group of travellers will need in order to complete any given adventure. This is primarily because Traveller is a very open ended game and allows a great many different paths to success in any given adventure. Creative thinking and maximizing your strengths both as a team and as an individual to overcome what the universe throws at you are the two surest ways to survive and hopefully prosper.

PREREQUISITES

Ownership or access to a Jump-2 capable starship and crew is the only prerequisite to this adventure.

REFEREES INFORMATION

Like many Traveller adventures, "The Watchkeeper" allows a great deal of latitude on the part of the referee. The referee may decide to follow the plot as described within this book, combine two or more scenes together in response to player reaction or forge ahead using his own initiative discarding those elements of the plot that he feels are unnecessary.

The Freedom League maintains a number of Watchkeeper monitoring stations in systems that experience a moderate amount of trade vessel traffic but for whatever reason are unable to otherwise provide adequate sensor and defense coverage to these passing vessels.

LIBRARY DATA: WATCHKEEPER STATIONS

Watchkeeper stations provide sensor coverage and primarily serve as communications relay points though they are also used as rest stops by Freedom League Auction Couriers.

Another function of the Watchkeeper stations is to provide an early warning system against any unfriendly incursions by pirates, raiders or vampires.

The stations are usually small modular constructions with a crew complement of two persons and are placed in orbit over gas giants or main worlds. They are unarmed as it is not considered cost effective to provide significant armament.

Their primary defense is their location in out of the way systems, and the deterrence effect of any passing anti-piracy patrols.

A BRIEF OVERVIEW

The Travellers are hired by a small shipping firm that has just won a lucrative contract to re-supply the Watchkeeper stations in this area but, due to other business issues, is unable to make its first shipment. The Travellers are tasked with delivering a mixed cargo of rations, spare parts and general supplies to Watchkeeper Station 45-BV located in the wilds between the Freedom League and the Voskl Trade Union.

When the Travellers arrive, they will find only a single crew member aboard and the station in chaos having apparently suffered from a failure of the majority of the station's control system due to an electro-magnetic spike from the local gas giant.

The lone Watchman will allow the Travellers to unload their cargo and will sign off their delivery forms but seems unduly anxious that the Travellers ship gets underway as soon as possible despite the difficulties on the station.

In actual fact, the Watchman is a pirate. The original crew of this Watchkeeper station is an AI-Cym housed in

the maintenance robot / station computer system. The pirate vessel overwhelmed the station and deployed a small boarding party that managed to smash the station robot and cripple the AI-Cym's control of the station. The pirate is masquerading as the station crewman until his vessel returns from a sweep of the inner system. The pirate vessel, named "Ritter's Revenge" will then hide near the gas giant ready to ambush the next passing merchant moving between the Freedom League and the Voskl Trade Union.

GUIDANCE ON FLOW OF PLAY

The secret to this adventure is to keep the reveal, the fact that the station crewman is not who he claims to be, from the Travellers until it is dramatically appropriate to do so.

Throwing the Travellers off the scent by playing up their fear of a virus infection aboard the monitoring station, the role of the missing, and possibly rogue FLAC Kanga Carrier or another protagonist is highly recommended, not to mention enjoyable.

Aim to build to a climatic finish. The desperate chase out to a safe jump point by the Travellers was written with this in mind, but it is not the only possible conclusion to this adventure.

While certain courses are suggested throughout this adventure, feel free to follow whatever course suits you and your group best.

ADVENTURE TIMELINE

Day 1

12:00 Travellers ship docks with the station

16:00 Cargo unloading finished.

Day 2

12:00 Ritter's Revenge within sensor range of the station.

13:30 Ritter's Revenge docks with the station and its troops will sweep the station for any intruders.

PART ONE: IT'S A DIRTY JOB BUT SOMEONE HAS TO DO IT

Everyone needs to pay the bills and the Travellers are no exception. The cost of running a starship between the stars is quite literally astronomical, and even in the healthy economic climate of the Freedom League, well paying jobs for private crews are the subject of fierce competition.

Auction is the commercial lifeblood of the Freedom League. The grandest auctions are found on the League core worlds, but every League world has its own auction. Having landed in Barton downport on Zetta ostensibly to attend Auction, the Travellers (or their employer if they do not own their own ship) are contacted by a representative of Travis Holdings with a welcome offer of employment.

Zetta is a minor League world on the Coreward edge of the Freedom League in the Old Expanses Sector. While possessing a reasonable starport, Zetta's population is small and its technology level modest. Zetta's primary claim to fame is the trade route to the Voskl Trade Union exits league space here.

While the method of initial contact is the choice of the referee, the offer to the Travellers is simple. A quick and easy delivery run in return for a more than fair payment.

TRAVIS HOLDINGS' DILEMMA

In the new Auction driven economy of the Freedom League The FLAC contracts the re-supply and provisioning of it's monitoring stations out to private companies to the highest bidder in a yearly services auction. The winning bidder, while taking on a contract that offers little in the way of initial profit, can be assured that if the said year long contract is undertaken professionally then they will be given preferential status when other more lucrative contracts come up for tender - be it non auctioned governmental contracts or other work.

It is common knowledge that at least two small lines, the Oriflamme based Kasnik Carrier Lines and the independent ex-Guild Naskillugii Trade Co. have, in the last decade, gone from two bit operations to profitable success stories through this route.

One such company, Travis Holdings, secured a contract to supply two Watchkeeper Stations, including the station designated 45-BV less than a week ago.

Unfortunately the terms of the contract state that Station 45-BV must be re-supplied within thirty days.

For a small carrier like Travis Holdings this is both a major coup and a major problem. Having been successful in securing the contract, they find themselves short of resources to undertake a supply run to the station at such short notice.

With both their own ships unavailable a representative from Travis Holdings is scouring the starport for available ships and specifically independents who are not tied to any of Travis Holdings commercial rivals.

THE MEET

The representative, Tarne Abbott, will arrange to meet the Travellers at a location convenient to both parties as soon as possible. If the Travellers do not suggest a venue, then he will arrange the meet in one of the numerous bars adjacent to the Auction Hall.

Upon arrival the Travellers will find Tarne awaiting them patiently in a suitably private booth.

After a brief introduction, Tarne, pausing only to order a round of drinks and bar snacks for those present, will get down to business.

He is under pressure to secure a ship and crew and this shows. Travis Holdings new contract stipulates that the first re-supply run must be completed within the next thirty days otherwise financial penalties or even the loss of their newly won contract will apply.

Of course Tarne will be unwilling to divulge such information (other than the deadline) to the Travellers but it should be obvious to observant characters that Tarne is eager to secure their services and attempts may be made to haggle in order to increase their fee.

Tarne's opening offer will be generous but will allow scope for some bargaining (the Referee should determine a price attractive to the players). If the Travellers wish to engage Tarne in a little gentle negotiation, have them make an opposed roll using the relevant skills. If any of the Travellers engaged in any investigation into Travis Holdings prior to the meet and wish to dig a little deeper in the reasons behind Tarne's offer have them make skill checks using any relevant skills with a small positive modifier.

Upon a successful roll, the Travellers will either uncover Holdings current sticky situation with regards to their newly won contract though word from other, perhaps envious, small line owners or free traders.

During the negotiation the Travellers may be able to persuade Tarne to tell more than he is willing about the companies' current state of affairs. Tarne may even let slip the reasons for the pressure he is visibly under to secure a craft and crew for this job. It will all depend on the method used.

Shrewd Travellers may then decide to use this information in a bargaining chip during the ongoing negotiation with Tarne over payment for their services.

Tarne will offer a maximum of 5% more than his initial offer (as determined by the Referee) depending on how successfully the Travellers conduct their negotiation, but while eager to secure their services, Tarne will not tolerate outrageous offers or attempts to hold him to ransom, especially in regards to the advance payment.

He will make clear that his terms regarding the advance and objectives are final and if the Travellers push too

aggressively he will walk away, for while it may take a little longer and cut down on the time left to complete the re-supply, he knows he will be able to find another less surly group of employees somewhere in Barton downport. The auction is a magnet for free trader crews, and all are as desperate for work as the Travellers.

TARNE'S TERMS

20% of the agreed fee will be paid in advance, the only caveat being that the Travellers make the re-supply run to the monitoring station their one and only objective on the outward bound journey. Whatever business the Travellers wish to engage in on the return leg is up to them. Additional cargo may be purchased by the Travellers for the purposes of trade but Tarne will stress that failure to complete the re-supply run by the deadline will result in the remaining 80% of their fee being forfeited.

Once the deal has been finalized the cargo, a collection of standard shipping crates containing food and clothing items, miscellaneous spare parts, entertainment holovids, books and toiletries will be transported to the Travellers ship and loaded on board.

All the crates are security tagged and sealed to prevent tampering and take up a total volume of 2 tons.

PLANNING THE ROUTE

Watchkeeper Station 45-BV is located in the Lhmoore system (1804 / Old Expanses Sector) and orbits the second of the three gas giants. Assuming a Jump-2 capable starship, a typical route would be Zetta – Trevor – Leome – Krupp – Lhmoore. These worlds are considered to be reasonably safe and all are either League members or generally friendly with the league.

SOMETIMES ALL NEWS IS BAD NEWS

As part of standard operating procedure on most starships, the Captain, or whoever the Captain designates, takes 5 minutes before launch to read out any public notices of interest to either himself or the crew.

Downloaded from the local INFONET feed this is a last chance to catch up on recent events before being out of contact for the duration of the journey.

Feel free to provide the Travellers with any, all or none of the following information.

Latest News:

27-XI-1248 LEAGUEINFONET: KESTRAL (1011) //OLD EXPANSES:

FLMC Courier Kanga Carrier Missing, Search Futile states authorities

League Auction authorities have turned over the case of the missing FLMC courier Kanga Carrier over to naval jurisdiction. No sightings of the vessel have been made since it left Montero (1010 / Old Expanses), two months ago, whilst carrying routine auction data. Given the absence of debris, and the recently completed annual maintenance, Auction authorities are of the opinion that

the vessel has probably been subject to foul play and possible even internal hijacking. Naval assets have been placed on alert for the missing vessel.

6-VIII-1247 LEAGUEINFONET: EOS (0632) //OLD EXPANSES. KEY WORDS:

Suspect in Deitel Twins killings on the run after daring escape!

Murder suspect Jolynn Kreilluskii is reported to have escaped from the custody of Freedom League department of justice officials in a daring breakout.

Kreilluskii who is accused of the double murder of the socialite twins, Amie and Ellizeabeth Deitel, daughters of Trybecorp magnate Warren Deitel is reported to have escaped from the Krypter Orbital Prison. Full details of the escape are being withheld by authorities. Justice spokesmen have confided that details are being withheld while officials continue their enquiry.

15-XI-1248 GUILD WARNING: VOSKL (3006) //OLD EXPANSES:

Crowell Defense Pact, Increased Customs Inspections. The Mercantile Guild of Diaspora has issued a quadrant wide warning. The Crowell Defense Pact has instituted rigorous customs inspections on all traffic passing through its systems and specifically for traffic heading into the Voskl Trade Union. All merchant vessels should expect additional severe delays possibly in the order of days for high tech cargoes with potential military uses.

Part 2: RESUPPLY RUN

Lhmoore is a dead system. Normal Jump-3 traffic skips the system, but Jump-2 equipped vessels often stop to refuel on the way to Fulimara.

WATCHKEEPER STATION 45-BV

Constructed in 1225 by Haven Habitats a wholly owned subsidiary of Haven Transport under contract from the Freedom League Auction Council, Watchkeeper Station 45-BV's primary role is to monitor traffic passing through the local system.

Located in low orbit around the second gas giant Elermis, Watchkeeper Station 45-BV also serves as a rest stop and re-supply point for Auction's Kangaroo ships and their crews moving between the Freedom League and the Voskl Trade Union. Due to the intense work schedule of the Kanga Couriers, these rest stops serve as a welcome chance for crews to re restock and relax, if only for a couple of hours, between jumps.

Although designed to be manned by a crew of two personnel with minimal AI-Cym assistance if necessary, due to recent budgetary cuts, Station 45-BV is currently manned by a single Watchman – an AI-Cym - on loan from the Freedom League Navy. Serving a 6 month stretch between personnel changes it is a long and ultimately boring job, which leaves the unfortunate watchman with little to occupy himself other than to determine who he may have annoyed to receive such a posting. The AI-Cym is housed in an Aubaine Industries robot. This robot is primarily used for minor interior and exterior maintenance tasks. Due to strict safety legislation with regard to AI-Cym's, the robot is unable to directly interface with any of the Stations systems.

Watchkeeper Station 45-BV is a typical space station design consisting of a main disk with a long spindle protruding downwards from the disk's ventral surface. A small hemispherical dome sits on the dorsal surface of the main disk. Overall the station vaguely resembles a mushroom or a rivet hanging in space. A cargo hatch and airlock as well as a hanger door are present on the exterior of the main disk.

Each section of the station is detailed below:

DOMES:

The dome on the top surface of the main disk is a one and a half deck high structure holding the station controls and crew quarters. The lower full deck includes the bridge and computer room as well as two crew state-rooms, a common room / galley and a small automated medical bay. A single passenger lift and a manual hatch lead down from the common area into the main disk.

Access to the bridge and computer room is secured by bulkheads and a single iris valve with a biometric lock. Sensor equipment is located in the half deck overhead,

and can be reached by several ceiling mounted maintenance hatches. These lead into cramped inspection crawlways.

MAIN DISK:

The main disk is a two deck circular structure. The top deck includes visitors quarters (a dozen large state-rooms) as well as a large common area, a galley, a well-stocked if basic medical bay and a hanger for ship's boat. The external airlock opens into the common area, as does an interconnecting iris valve from the ship's boat hanger.

The passenger lift and manual access hatch from the Dome also enter the common area. The lift descends through the rest of the main disk and through to the bottom of the spindle. Two iris valves also lead down from other areas of the visitors deck into the cargo deck below.

These facilities are provided for any visiting or distressed ships. They are normally kept sealed and packed away. Certain areas are often re-opened by station crew to give them more living space.

The second and lower deck in the main disk holds several cargo holds. All the holds are linked via large manual cargo hatches. A small secure hold with double strength bulkhead walls and a biometric locked iris valve, is available for the storage of any valuable cargoes. Normally the vault is empty.

The holds are used to store spare parts and rations for the station (often six months of supplies) as well as disaster supplies for any distressed starships (i.e. ration packs, medical kits, two portable low berths, hull plates and patches etc.).

The cargo hold is accessed from an external cargo hatch as well as two iris valves leading down from the visitor deck, and the passenger lift.

SPINDLE:

The passenger lift descends through the center of the spindle. The vast majority of the spindle is made up of fuel tanks and other tankage dedicated to the life-support system. The passenger lift accesses the bottom deck of the spindle that holds the station's fusion power plant and maneuvering thrusters as well as a small manual maintenance airlock.

ARRIVING AT THE STATION

When the Travellers ship steps out of jump space in the Lhmoore system, a sensor scan will confirm that the local area is quiet. The station's beacon will be located in orbit around the second gas giant. In the few hours it takes to reach the station, no other manmade emissions will be detected. The Lhmoore system is dead. Should the Travellers attempt to contact the station it will be over ten minutes before they receive an audio only signal asking for their identity. When the Travellers detail

their mission to re-supply the station, the male voice will give them a curt permission to dock and unload. Once the Travellers ship has docked, they will be greeted by a hassled looking middle aged man in the common area of the visitors deck. He will introduce himself as Thomas Birov and ask to see the Travellers orders. After scanning the orders and manifests for a few minutes, Thomas will give the Travellers the okay to unload the supplies into the lower cargo holds. He will apologize that he can not help, but he is in the middle of performing important maintenance. He will instruct the Travellers to bang on the manual hatch to the crew deck when they have finished unloading and he will come and sign their manifests. Thomas will explain that his maintenance has disabled the internal intercom. Thomas will then retreat to the crew deck to carry on his maintenance. As the Travellers unload their cargo, the two individuals onboard will start to interact with them.

THOMAS BIROV

Thomas is actually a pirate and computer officer on the pirate vessel Ritter's Revenge. He is a middle aged native of Kestral and comes from a successful if undistinguished middle class home. He gained his computer expertise on Kestral. He is in the pirate business purely for the money and the power and is now a professional pirate and keeps out of the struggles from promotion that plague most pirate vessels.

The Revenge entered the system 36 hours ago with the intent of preying on Jump 2 merchant traffic using the system as a refueling point on the journey to the Voskl Trade Union. The Revenge posed as a distressed vessel and was given permission to dock. The ship's troops seized control of the station and helped themselves to some of the parts in the lower cargo hold, leaving scrape marks on the deck.

The pirates were surprised to find a AI-Cym inhabiting a station maintenance robot instead of the normal two man human crew. They quickly managed to destroy the robot, but the AI-Cym fled into the station computer. Fortunately for the pirates, standard anti-viral techniques have isolated critical systems from central computer control and prevented the AI-Cym from using the station's environmental systems against the boarders.

Whilst the Revenge is sweeping the inner system for any scraps of salable salvage, Thomas has remained on board both to purge the AI-Cym crewman from the computer and destroy any sensor records that may identify the Revenge as the attacker.

The arrival of the Travellers ship on a re-supply run has surprised Thomas, and he has been forced to pose as the station's single crewman. He wants the Travellers to complete their re-supply run and leave as soon as possible. He will initially greet the Travellers as they dock and claim to be busy with important maintenance. He is really engaged in a cat and mouse game through the central computer with the station's real crewman. Thomas has

also destroyed the bridge of the ship's boat to prevent Nusku from hiding in the vessel's computer system. He has locked the iris valve to the hanger to hide his sabotage.

Thomas has will attempt to shoo the Travellers off the station when they have finished unloading but can't physically throw them off the station. If pressed he will have to let them stay the night in the visitors quarters. If the Travellers detect strange events or even manage to communicate with Nusku, then Thomas has a two layered cover story. He will tell the Travellers these as necessary.

The first layer of cover story is that the station's electronics were damaged by an electromagnetic storm from the gas giant the station is orbiting. The station's maintenance robot was damaged and had to be shutdown as it was acting erratically. He fears the station computer could be similarly affected, hence the signs of hurried modifications to the stations electronics and any strange electrical effects. He will claim any missing crates from the hold contained spares which he has used to repair the station.

If the Travellers approach with more evidence of strange goings-on, including a message from Nusku, or Thomas's reluctance to accept help then Thomas will use the second layer of his cover story and admit that the station's computer has been acting strangely since the storm. He will further confess that the station damage is his fault as he had failed to properly maintain the station's electromagnetic screens. He was trying to hide his guilt and get the station repaired before anyone discovered his neglect.

If worst comes to worst, Thomas will hide in the bridge on the crew deck and simply wait the Travellers out.

ENSIGN NUSKU

Ensign Nusku is an unwilling draftee from the Freedom League navy, who is five months into a six month deployment at Watchkeeper Station 45-BV. The Auction bureaucracy was having trouble finding enough staff for such isolated postings, given the rather poor wages they offer and appealed to the Navy for help. Ensign Nusku, a newly commissioned AI-Cym from the patrol squadron at Montero, was the result. Nusku has spent most of his time inhabiting the station's maintenance robot and was surprised by the pirates when he went to assist an apparently distressed merchant vessel. He managed to escape to the central computer and has been hiding in various station sub-systems ever since.

His wrecked robot body is now hidden in one of the staterooms on the crew deck. The robot will clearly show an insignia of the Freedom League Navy and has been destroyed by laser fire. Thomas Birov, the pirates computer officer has been attempting to purge Nusku from the station's electrical systems ever-since, and Nusku has to frequently move from system to system to keep

ahead of his would-be electronic murderer.

When the Travellers dock with the station, Nusku will attempt to contact them out of sight of Thomas. As the Travellers unload their cargo, Nusku will flicker the lights and attempt to use the station intercom. Unfortunately Thomas has cut the computer links and Nusku will only be able to turn the intercoms on and off, generating a strange buzzing noise. The flickering lights and buzzing intercoms will follow the Travellers around and even attempt to lead them to the cargo-hold with the missing crates. If the Travellers are having a hard time, the referee may allow Nusku to know morse code.

If the Travellers attach electronic diagnostic equipment or a hand-computer to the station's systems, Nusku will try to pass messages to the Travellers via the display screens of their diagnostic equipment. Unfortunately the damaged nature of the stations electronic systems and Thomas's purging activities means that Nusku can't use any system or electronic pathway for long and communications are often garbled.

CLUES

The following events should indicate to the Travellers that something is wrong on Watchkeeper Station 45-BV:

1. The strange flickering lights and buzzing intercoms that follow the Travellers around but disappear when Thomas is around.
2. Thomas's reluctance for company despite being stuck on a station alone for a considerable period of time. Most people would be desperate for news and company after such a long posting.
3. The missing crates in the cargo hold. Simply unloading the cargo will spot the empty areas of the hold with recent scuff marks on the metal decking. Surprisingly the deck area around these crates is very clean with no signs of dust.
4. The evidence of cut-wires and open maintenance hatches throughout the station. These can be discovered by wandering around the visitors quarters or any investigation of the buzzing intercom system.
5. The disabling of the ship's boat. If the Travellers are suspicious of Thomas they may investigate the locked iris valve to the hanger. Closed and locked iris valves are extremely difficult to open but can be forced with sufficient effort, or the locking/opening mechanism can be bypassed.
6. Further messages from Ensign Nusku.

CONFRONTING THOMAS

If the Travellers accuse Thomas of treachery, he will try his two cover stories and then retreat into the crew deck and trigger the security systems. Without a crew access code the passenger lift will simply not move to the crew deck or into the spindle. Thomas has already locked the iris valve to the ships boat hanger. He normally keeps

the manual hatch to the crew deck locked unless he is on the visitors deck.

The Travellers best chance of getting into the crew deck, either to investigate further or to confront Thomas, is via the lift-shaft. The Travellers can either try and override the lift controls or simply go through the top of the lift and climb the shaft and attempt to force the doors in the lift-shaft.

Thomas has a snub pistol and a vacc suit and will hold up in the bridge. He will engage the Travellers with gunfire only if they manage to get through the bulkheads surrounding the bridge. Thomas is waiting for the return of Ritter's Revenge.

RESCUING NUSKU

If the Travellers connect a reasonable sized computer to the station's electronic systems, Nusku can transfer himself to the new system. Unfortunately the only such computer is in the Travellers ship. Travellers may be understandably be reluctant to let a strange viral entity into their ships computer.

Given the damaged nature of the station's electronic systems, it will take Nusku nearly five minutes to download himself. Thomas will need to be distracted while the transfer takes place or he will be able to purge Nusku from the computer.

If the Travellers are still in the area of the station when the pirate ship arrives, it will move to attack the Travellers ship. The Travellers will have to hold off the pirate until they can calculate an emergency jump. Nusku will help, giving the Travellers vessel a minor bonus to hit with its weapons.

ALERTING THE AUTHORITIES

The Travellers have two choices of who they should alert to the potential pirate threat. The Freedom League Navy usually maintains a patrol through the Zetta system every couple of weeks and they are an obvious point of authority. When they are alerted, they will dispatch a Warspite class sloop to chase the pirates off and regain control of the station.

The system navy of Krupp is much nearer, and can be expected to take vigorous action against a pirate threat just Jump-1 from their worlds. The only problem is that Krupp's navy also acts as unofficial vampire hunters and are noticeably anti-AI-Cym. The Travellers would have to hide Nusku from the Krupp navy.

SHIPS

Kangaroo-class League Government Courier 100tn TL14

The Kangaroo is the League government's purpose-built courier for the transport of critical communications, equipment and people. As a government vessel, it carries an AI-Cym crewman within the main computer to handle the electronic data transfer (and specifically the secure Auction data), much like it's' namesake grazer animal does its young in its 'pouch'.

There are currently four Kanga Class Couriers in active service under the remit of the Mercantile Council. The fifth, the Ludwig Heinrich Edler von Mises, is currently undergoing a jump drive refit at an Aubaine shipyard.

Designations of other Kangaroo class Couriers:

Adam Smith
Alexander Hamilton
Jean-Baptiste Colbert
David Ricardo

GC 1641441-000000-00000-0 100tons TL14

Crew: 1+1

MCr 95.628

Fuel plant and scoops, Fuel = 44, EP = 4, Ag = 1, Pass = 1 (High), Low = 0, Troops = 0

EP Spare = 1. Cargo = 2. One Hard point. Model/2 Computer for data storage.

Ritter's Revenge 400Tn TL15

The Ritter's Revenge is a modified relic R2 Subsidized Merchant. The standard R2 vessel replaces the Jump-1 / Maneuver-1 drives of the standard subsidized merchant with large more powerful Jump-2 / Maneuver-2 versions. These take up space on the lower cargo deck and block the rear cargo hatches. The Ritters Revenge has added two TL8 sandcasters to its existing dual pulse laser turrets. A more significant modification is the inclusion of a triple pop-up turret just forward of the Launch. The new turret contains three TL13 missile racks.

AM 42222S1-020000-20003-0 400tons TL15

2 4 1 Crew: 8

2 4 1 MCr 156.4

Fuel plant and scoops, Fuel = 88, EP = 8, Ag = 1, EAg = 2, Pass = 8 (High), Low = 9, Troops = 8

Cargo = 176.5, Craft: 1 x 10tn Launch, Two triple turrets (two pulse lasers, one TL8 sandcaster each), one triple pop turret (three TL13 missile racks). Crew: Pilot, navigator, computer/sensor officer, medic, engineer, 3 gunners. Occupying 2 single large staterooms and 3 dual occupancy large staterooms. Troops occupying passenger staterooms.

APPENDIX V

Alternative UWP's for the Freedom League

The original Universal World Profile information for the part of the region of the Freedom League as part of the GDW Solomani Rim Supplement and was based upon the world generation sequence presented in Traveller Book 3. The remainder of the Freedom League was documented for the Imperial era in a number of publications including the Astrogators Guide to the Diaspora Sector, and various Traveller New Era publications by GDW.

The UWP data was originally compiled using a combination of the Traveller Book 3 and Book 6 generation systems as well as the Megatraveller Rules. The main Freedom League book uses this canon UWP data as the basis for the collapse and rebirth under the Freedom League to ensure consistency with previous Traveller Eras.

However, our knowledge of astronomy and extra-solar planetary formation has advanced considerably since the original Traveller rules were published. Thanks to the Hubble space telescope and numerous searches for extra-solar planets we now have a clearer understanding of planetary formation and the distribution of planets.

The following alternative UWP data amends the previously published UWP data to better reflect current knowledge of planetary systems. Primarily the modifications have included modifications to world sizes and star types to reflect the requirements for a more plausible main worlds with significant atmospheres within the habitable zones of their stars. These alternative UWP's are presented for referees that would relish a more realistic set of world data. The alternative UWP's are fully compatible with the Freedom League setting presented within the rest of this book.

Diaspora Subsector

ALADON 0103 X657976-4 Hi A 104 Na F9 V
Maxalla 0104 X596300-3 Lo Ni A 315 Na G8 V* K3 V
Sikora 0108 X8745TD-4 Ag Ni A 404 Na G0 V* G0 V
Chipper 0202 X7C0000-0 R De Ba 003 Na F6 V
RANN 0206 D89A9M8-9 Wa Hi 114 Na G4 V
Justi 0207 X686446-4 R Lo Ni A 404 Na K4 V
Soyuz 0209 D300413-8 Co Va Lo Ni 401 Uw G5 IV [G0 V]*
Jumar 0303 X000000-0 As Ba 015 Na F6 V
Jae Mona 0306 X200000-0 Va Ba 023 Na F9 V
BAYSE 0310 C685973-8 Hi 905 Uw G3 V
Kampala 0401 E645221-8 Lo Ni 404 Na K2 V* M7 V
Apinar 0402 X542203-3 Lo Ni Po A 423 Na G4 V
Gentry 0406 X6A0000-0 De Ba 010 Na K5 V
Isaasakhur 0407 X110000-0 Ba 013 Na M4 V
Vita Levu 0410 X6A3000-0 Ba 000 Na M5 V
Fudge 0501 X9C3000-0 FI Ba 023 Na G8 V* K2 V
Guard 0502 C764643-8 T Ag Ni Ri 812 Na G9 V
Jamnagar 0503 E99A777-7 Wa Ni 101 Na G1 V
Neto 0504 X300000-0 R Va Ba R 012 Na M0 V* M3 V [K1 V]
Chuejou 0510 E553323-6 Lo Ni Po 524 Uw G5 V
Rakhaasha 0601 X110000-0 Ba 000 Na M3 V
Gasudarsk 0605 X100000-0 Va Ba R 002 Na M2 V
Feeble 0607 E573346-5 R Lo Ni 200 Uw K1 V
Sadiishumar 0608 X8D0000-0 De Ba 010 Na F9 V
Quelleff 0609 X624000-0 Ba 005 Na G1 V
Laagonaa 0701 C551885-9 Po 122 Na G5 V
Essen 0705 D666226-8 T Lo Ni 624 Na K4 V
Narquel 0709 D110466-8 Lo Ni O:0512 505 Uw M3 V* M9 V
Likitornot 0805 X6525TD-3 Ni Po A 200 Na G4 V* G4 V
Larisa 0807 D588220-8 Lo Ni 904 Uw K3 V
Eckel 0901 X837000-0 Ba 011 Na K8 V
Victory 0902 X9A7000-0 Ba 015 Na F0 V
Toxey 0903 X78A000-0 Wa Ba 010 Na G8 V
Otimmatu 0905 X5535TD-3 Ni Po A 504 Na K7 V
DC Able 1006 D100000-0 000 Na
Quafe 1007 X633000-0 Po Ba 023 Na K5 V
Yovanne 1102 X200000-0 Va Ba 003 Na M3 V
Klenoy 1103 X623000-0 Po Ba 012 Na G9 V
Khunan 1104 X532000-0 Po Ba 023 Na K1 V* K6 V
Laahii 1106 X100000-0 Va Ba 004 Na M7 V
Kyzir 1108 X6713TD-2 Lo Ni Po A 904 Na G4 V
Libert 1109 X210000-0 Ba R 002 Na M1 V* M2 V
Taken 1202 X675200-4 Lo Ni A 903 Na G1 V* G6 V
STANTON 1203 D989A77-8 T Hi 111 Na G6 V
Arkhaapar 1206 D755796-7 Ag Ni 212 Mc F8 V* F9 V
Kaanu 1207 X521000-0 Po Ba 014 Na K0 V
Gate 1208 X659300-0 Lo Ni A 102 Na K5 V
DC Baker 1209 D100000-0 000 Na
Ridge 1210 X77A000-0 Wa Ba 014 Na F7 V
Berlin 1305 E200364-9 Lo Va O:1404 803 Mc M1 V* M6 V
Medellin 1306 D645321-8 Lo Ni 904 Mc K5 V
Jesicar 1307 C564586-8 M Ni 103 Mc K6 V* K8 V
MIXEM 1308 B685944-9 U Hi Cp 104 Mc G9 V
Hakalau 1309 X736000-0 Ba 004 Na K5 V* K6 V

Rikhani 1404 A688784-A F Ag 214 Mc G5 V
 Loud 1405 D894445-8 Lo Ni 904 Mc G2 V
 Talca 1407 E100367-8 Lo Va O:1308 513 Mc M6 V M7 V*
 Glenwald 1409 X110000-0 Ba 003 Na M6 V
 Uneshuu 1502 X100000-0 Va Ba A 010 Na M3 V
 Channel 1503 X6945TD-2 Ag Ni A 512 Na G6 V
 Verona 1505 X400000-0 Va Ba 004 Na F8 V* G2 V [G2 V]
 Puget 1508 X7C8000-0 FI Ba 002 Na G9 V
 Cayenne 1510 X525000-0 Ba 020 Na K1 V
 ZEELAND 1602 D898A99-C T Hi C:4 504 Na K0 V* K4 V
 Unsuted 1610 X000000-0 As Ba 014 Na F6 V
 Grouard 1701 D896777-6 Ag Ni Rw 400 Su G6 V
 Onliu 1704 X110000-0 Ba 024 Na G2 V G2 V*
 Boyne 1707 X6625A6-3 Ni A 103 Na G6 V
 ERAKHUU 1708 C896999-9 T Hi In Rw 202 Su (K0 V K4 V)
 Navar 1804 X7C7000-0 FI Ba R 005 Na G3 V [G6 V]
 Maelstrom 1805 X621000-0 Ba Po 003 Na K8 V
 Sturgis 1807 X744000-0 R Ba 102 Na K2 V
 Navarre 1901 X6C6000-0 Ba R 024 Na G7 V
 Houstar 1905 X8C4000-0 Ba FI R 013 Na G5 V G6 V
 Haze 2003 X7CA000-0 R Ba Wa R 000 Na F6 V
 Sufren 2004 X6C6000-0 R Ba R 023 Na K8 V
 Gaamov 2104 X000000-0 As Ba 011 Na M8 V
 Heymac 2105 X300000-0 Ba Va 010 Na M0 V* M0 V
 Dahl 2201 X100000-0 Ba Va R 013 Na M4 V* M4 V [M7 V]
 Troy 2203 X622000-0 Ba Po R 014 Na G4 V G8 V*
 Lassie 2207 X521000-0 Ba Po 004 Na K8 V
 Naasha 2208 X6C7000-0 Ba R 014 Na K4 V* K7 V
 Backman 2209 X5C4000-0 R Ba R 003 Na G1 V G5 V*
 Neefi 2210 X67A000-0 Ba Wa R 002 Na K1 V* K2 V
 White Sea 2304 X100000-0 Ba Va R 000 Na M2 V* M6 V
 Jummy 2309 X100000-0 Ba Va 014 Na K3 V
 Hervestia 2310 X544000-0 Ba R 203 Na K5 V
 Korona 2401 X523000-0 Ba 013 Na G1 V
 Mazuun 2402 XACA000-0 Ba Wa R 002 Na F4 V
 Aazuni 2405 X520000-0 R Ba R 011 Na K6 V
 Cita 2407 X544000-0 Ba R 023 Na K0 V
 Medora 2501 X6C2000-0 Ba Po R 003 Na K7 V* K9 V
 Tsinan 2503 X5C2000-0 Ba Po R 904 Na K8 V* K8 V
 Forward 2504 X8C3000-0 Ba R 013 Na G2 V
 Fuso 2508 X7B3000-0 Ba FI 004 Na A3 V
 ASHIIZAR 2509 C644987-A T Hi In Rw 111 Lm K4 V
 Accra 2604 X6C7000-0 Ba R 003 Na F9 V
 Khavle 2605 X524000-0 R Ba R 005 Na K9 V
 Daasha 2606 X62A000-0 Ba Wa 003 Na F9 V* G2 V
 Shareduu 2609 X531000-0 Ba Po 021 Na M1 V* M4 V
 Matunuck 2701 X8C3000-0 Ba Po R 012 Na G6 V
 Hike 2707 E782453-5 Lo Ni Po 225 Na G9 V
 Gorakpur 2709 X000000-0 Ba As 014 Na M7 V* M9 V
 Voss 2802 C867873-9 Ag Ri Rw 325 Na G5 V
 Raazu 2806 E645552-5 Ag Ni Rw 115 Na K2 V K7 V*
 Blanket 2807 X524000-0 R Ba 001 Na M0 V* M3 V
 Lar 2901 X531000-0 Ba Po 004 Na M0 V
 Muuze 2905 X792000-0 Ba Po 013 Na G4 V
 Dordogne 2906 E654576-5 Ag Ni Rw 404 Na G7 V* G9 V
 Nihesi 2908 X7B1000-0 Ba FI Po 004 Na G0 V
 Toggle 2910 X100000-0 R Ba Va 003 Na M1 V* M2 V

Sanborn 3001 D783623-7 Ri Rw 204 Na G9 V
 Tommot 3003 X210000-0 Ba De 012 Na M3 III G4 V*
 Nindaha 3004 E794523-4 Ag Ni Hw 200 La K5 V* K9 V
 Wake 3005 X642000-0 R Ba 000 Na K6 V
 Muyudness 3006 X100000-0 Ba Va 000 Na M7 V
 Ningho 3008 C577524-7 Ag Ni Rw 204 Na K0 V* K4 V
 Rockcaster 3009 D69A644-7 Wa Rw Do:5 103 Na G2 V
 Dehrapur 3102 X523000-0 Ba Po R 001 Na K0 V
 Farm 3104 C656741-A Ag Rw 204 Na K5 V* K8 V
 Tuumudays 3109 B557732-C Ag Rw 220 Dr G4 V
 ASHII 3201 A694988-A T Hi In Hw 112 Na G8 V
 Savan 3202 C744776-9 Ag Rw 103 Na K7 V
 Aight 3203 X742000-0 Ba Po 201 Na F6 V
 Yoroydaysu 3204 C541736-9 Po Rw 204 Dr K2 V
 Halle 3206 X626000-0 Ba Po 002 Na K9 V* M1 V
 Mosul 0111 C586847-9 T Ri 401 Uw K6 V
 Toga 0113 X674000-0 Ba 012 Na G6 V
 Ainor Lisea 0114 E777521-7 Ag Ni 404 Uw G0 V G4 V*
 Karaguuka 0116 D789644-9 Ni Ri C:3 214 Uw G6 V
 Zeranga 0117 X100000-0 Va Ba 004 Na M2 V M7 V
 Tomsk 0120 X624000-0 Ba 013 Na K0 V K5 V*
 Emma 0211 X5A0000-0 De Ba 002 Na G6 V* G6 V
 Khaavu 0213 X527000-0 R Ba 004 Na F8 V F9 V*
 Baanis 0214 X100000-0 Va Ba 003 Na M8 V
 Phoenix 0215 B210344-B Cp Ni De 404 Uw K9 V* M6 V
 Yidii 0218 X635000-0 Ba 012 Na K0 V K3 V*
 Kyzyl 0220 X576110-4 Lo Ni 303 Na F7 V
 Chengtu 0315 X537000-0 Ba 013 Na K4 V
 Allenwald 0413 X110000-0 Ba 003 Na M6 V
 Kashaashii 0414 E574321-7 R Lo Ni 403 Uw K0 V* K5 V
 Ninja 0415 C665894-B C:5 403 Uw K9 V
 Terra Far 0416 A644788-B U Ag Ri Cp 113 Uw F8 V G0 V*
 Kosmo 0417 D549741-8 Ag Ni 703 Uw K2 V* [M3 V M6 V]
 Cuttack 0418 E875699-7 Ag Ni 110 Uw G5 V* G9 V
 Quota 0511 X100000-0 R Va Ba 013 Na M0 V
 Ferry 0512 B647877-9 Ag 103 Uw K6 V
 Kovuu 0514 X774110-1 Lo Ni 300 Na F7 V G0 V*
 Gai 0515 X110000-0 Ba 034 Na M0 V M4 V*
 Niilushaga 0516 D773598-8 Ni Po 803 Uw F9 V
 Khuugar 0518 C687544-A Ag 415 Uw G1 V
 Futatsu 0519 X542000-0 R Ba Po 010 Na K5 V
 Sudan 0616 X6A0000-0 De Ba 025 Na G4 V
 Vaasa 0617 X523000-0 Po Ba 005 Na K5 V
 Thea 0712 X100000-0 Va Ba 002 Na K0 IV
 Renaasha 0713 X541000-0 Ba Po 004 Na G0 V
 High Point 0719 X100000-0 Va Ba 010 Na G1 IV G3 IV*
 Martina 0813 X110000-0 Ba 014 Na M3 V M8 V*
 Millo 0819 X100000-0 Va Ba 004 Na K8 V
 Beeridashal 0820 X100000-0 Va Ba 010 Na M8 V* M7 V
 Wapiti 0913 X626000-0 Ba 013 Na G6 V
 Byrna 0915 X8A5000-0 Ba 005 Na G8 V
 Dasekha 0917 DA65225-9 Lo Ni 635 Na F5 V F9 V*
 Mohavi 0918 E556698-5 R Ag Ni 222 Uw K7 V
 Ramashii 1012 D879588-8 Ni 302 Uw G0 V
 Darryl 1017 E779645-5 Ni 424 Uw G5 V
 Last Exit 1019 X100000-0 Va B 003 Na (M3 V M8 V)
 Fisher 1020 X7B4000-0 FI Ba 005 Na F8 V

Messier 1111 B5638C7-9 U 114 Uw K9 V
 Arriba 1117 C789544-B Ni 402 Uw K9 V* M1 V
 Ikhareshu 1118 X522000-0 Po Ba 002 Na K8 V
 Tantelos 1213 D792699-8 Ni 804 Uw F8 V
 LERUN 1216 C67A985-A U Hi In Wa 102 Uw F2 V F5 V*
 Twinsong 1219 E85A423-5 Wa Lo Ni 810 Uw (G2 V G6 V)
 Nili 1313 C585886-8 Ri 105 Uw K6 V
 Pierre 1411 X210000-0 Ba 004 Na M9 V
 Sasli 1412 X9C5000-0 FI Ba 004 Na G3 V
 Viedma 1415 X200000-0 R Va Ba 003 Na D
 Affuel 1417 C883555-B U Ni 202 Uw G8 V* G9 V
 Livermore 1419 X200000-0 Va Ba 004 Na M7 V* M8 V
 693-470 1512 X110000-0 Ba 024 Na M0 V
 Iris 1513 E552267-A Lo Ni Po 212 Na K3 V* K4 V
 Aliinashar 1516 X100000-0 Va Ba 004 Na M6 V M6 V*
 Soar 1518 E886696-7 Ag Ri 701 Na G1 V
 Atabano 1520 C869744-A T Ri 204 Uw M5 V
 Teslin 1611 X533000-0 Po Ba 014 Na M0 II [F0 V]*
 Erobi 1612 D8C3367-A FI O:1613 503 Uw K5 V* K6 V
 Accokeek 1613 B548745-B U Ag 212 Uw G1 V
 Nike 1614 X6A3000-0 FI Ba 013 Na G6 V
 Dudenii 1617 X521000-0 Po Ba 000 Na K7 V
 Shelagyote 1620 X58968C-5 An Ni 611 Na K4 V
 Avat 1713 X200000-0 Ba Va 023 Na G7 IV* M6 III
 Weyburn 1717 X537000-0 Ba 001 Na K6 V K9 V*
 Shaanii 1814 D657364-8 Lo Ni O:1815 204 Uw K7 V* M0 V
 Waboni 1815 C672521-9 Ni Po 213 Uw (K3 V K8 V)
 Umorhutwyo 1816 X410000-0 Ba De 021 Na F6 V
 Dryden 1818 C759656-9 T Ag Ni 613 Na G1 V [M5 V]
 Megelina 1819 X300000-0 Ba Va 004 Na M5 V
 Remington 1820 X8A6000-0 Ba 002 Na G0 V* G3 V
 Ekuur 1911 D65856C-8 Ag Ni O:1912 104 Na G6 V
 Raymore 1912 C6568MA-9 412 Na K6 V* K7 V
 Khanii 1914 D53A366-9 Lo Ni Wa O:1613 813 Uw G8 V
 Daazu 1916 X5A1000-0 Ba FI 000 Na M2 V* M3 V
 Tigo 1918 X410000-0 Ba De 002 Na K4 V
 Arrow Rock 1919 X110000-0 Ba De 010 Na M1 V* M5 V M3 V
 Feeble 2012 X100000-0 Ba Va 015 Na M2 V
 Coop 2013 X628000-0 Ba 002 Na G8 V
 Op-Talis 2015 D787454-5 Lo Hw 202 Lm K4 V* [(K7 V K8 V)]
 Depot 2018 C000563-D D As Ni 112 La G0 V* G7 IV
 Nugual 2019 E774355-6 Lo Ni 404 Na G2 V
 BIFIRS 2112 B643996-D U Hi In Po 320 Lm K4 V* K5 V
 Grand Fork 2114 C549641-B T Ag Rw 102 Na G3 IV
 Gyration 2115 X100000-0 Ba Va 004 Na K3 V K7 V*
 Kandom 2116 D655877-6 Rw 304 Na G6 V* G6 V
 Princess 2117 X110000-0 R Ba 003 Na M2 V* M2 V
 Hold 2118 X100000-0 Ba Va 024 Na G0 V
 Gilboa 2211 X647874-5 Ag Rw A 310 Na (K1 V K1 V) K4 V*
 Gecko 2212 C592785-A T Po Rw 204 Lm F2 V
 Netti 2213 X9B8000-0 Ba FI 013 Na G5 V* G7 V
 Yossem 2216 X100000-0 Ba Va 000 Na K3 V
 Guild 2311 X200000-0 Ba Va 003 Na M0 V
 Oath 2312 D110463-C Lo O:2112 903 La F8 V* [M3 III]
 Raasara 2314 X679576-4 Ag Ni Rw A 212 Na K4 V* K4 V
 Gilgamesh 2317 D100463-A T Lo Va O:2212 201 La G9 V K4 V*

Beep 2411 D310543-C T De Na 203 Lm K7 V
 Hewes 2414 X636000-0 Ba 014 Na K3 V
 Trot 2415 X110000-0 Ba De 001 Na M4 III* [D]
 Chief 2417 X100000-0 Ba Va 014 Na M0 V M2 V*
 Didinka 2419 D878688-8 M Ag Ni Rw 303 Lm G0 V G1 V*
 LAYNE 2420 C796985-B Hi In Rw 205 Lm G4 V
 Clarksphere 2519 X624000-0 Ba 013 Na K5 V
 Westfir 2613 X7C6000-0 Ba R 001 Na G2 V
 Tu'daysu 2614 A545733-C U Ag Dr 813 Lm (K3 V K3 V)
 Samar 2615 D576554-8 Ag Ni Rw 603 Na K1 V
 Dema 2618 X200000-0 Ba Va 000 Na M1 V
 Feme 2711 X6C6000-0 Lo Ni R 012 Na K4 V* K8 V
 Beso 2713 X000000-0 Ba As 021 Na D
 Campobello 2714 X000000-0 Ba As 013 Na G9 V* [K0 V]
 Jeddel 2716 X6C4000-0 Ba R 015 Na K2 V
 Jodhpur 2717 X532000-0 Ba Po 004 Na K8 V
 Riishu 2720 X625000-0 Ba 014 Na M0 V
 Aarishuu 2814 C995632-9 Ag Ni Rw 100 Na G6 V
 Icestar 2911 X799000-0 Ba 004 Na G7 V
 Konya 2914 X200000-0 Ba Va 004 Na M9 V
 Bail-4 2917 B799883-C U Rw 205 Lm K1 V
 La Motte 2918 X63A000-0 Ba Wa 004 Na K2 V
 Raziira 2919 A866643-C Ag Ri Rw Do:3 600 Lm G3 V
 Hice 2920 X795000-0 Ba 004 Na K5 V
 Shamaar 3012 E544322-9 Lo Ni Rw As:5 102 Na G6 V
 Karroo 3013 D667675-6 Ni Ri Rw 224 Na K3 V* K5 V
 Mohler 3015 X8A5000-0 Ba 013 Na G8 V
 Ifuwana 3016 B598688-C U Ag Rw Do:3 314 Lm K4 V
 Asmera 3020 D110269-9 R Lo O:3016 915 La M1 V
 Khedas 3112 X7A4000-0 Ba 014 Na K4 V* K7 V
 Farris 3115 X536000-0 Ba 024 Na K5 V
 Cadiz 3116 C799553-B Lo Ni Do:1 Rw 102 Lm G6 V
 EPHRAIM 3118 B789945-D N Hi Rw 110 Lm G1 V* G4 V
 Gashiila 3211 C879554-A Lo Ni Do:1 Rw 914 Na G8 V
 Serege 3212 XAD6000-0 Ba 020 Na G3 V
 Nantes 3219 X200000-0 Ba Va 002 Na M4 V* M9 V
 Cod 0121 X553100-3 Lo Ni Po A 804 Na G9 V
 Karakaara 0225 E642224-5 Lo Ni Po 503 Uw G6 V
 Waken 0227 E100367-9 Va Ni O:0228 602 Uw M4 V* M9 V
 Ebasha 0228 C579541-A T Ag Ni 323 Uw G5 V
 Hannah 0323 D979325-9 Lo Ni 102 Na F8 V
 Kendell 0324 D896741-8 Ag Ni Ri 103 Uw F7 V* G0 V
 Ebekiigase 0326 X110000-0 Ba 002 Na K8 V* M0 V
 Pane 0327 C747755-9 Ag 103 Uw G1 V* G6 V
 Hideous 0422 E522263-7 Ni Po O:0324 302 Uw K0 V* K2 V
 Flehemu 0425 X7585MA-5 R Ag Ni A 314 Na G2 V
 Larusalii 0430 X410000-0 Ba 014 Na K7 V
 Vigo 0521 D652521-8 T Ni 615 Uw K3 V
 Pesuuzu 0524 X7664AC-4 R Lo Ni A 804 Na K0 V
 Ahasu 0526 X523000-0 Po Ba 000 Na K2 V* K3 V
 Jinchii 0529 X581100-6 Lo Ni 223 Na K3 V
 Zokku 0530 E675321-7 Lo Ni 104 Na K5 V* M0 V
 Hatfield 0621 X100000-0 Va Ba 012 Na M3 V
 Careful 0626 D100267-8 Va Ni O:0327 904 Uw M4 V* M8 V
 531-210 0627 X9BA000-0 FI Ba 004 Na F0 V
 Arappa 0628 X110000-0 Ba 011 Na M9 V
 Quioxan 0629 X100000-0 Va Ba 001 Na M9 V

Jene 0721 C655521-7 T Ag Ni 400 Uw K4 V
 Zekhesii 0722 X765222-6 Lo Ni A 804 Na G4 V
 Six Gun 0723 D98A889-9 Wa Ri 213 Uw F8 V
 Oyster 0726 X200000-0 Va Ba 004 Na M3 V
 Rouen 0729 C782522-8 Ni Ri 220 Na G0 V
 Bones 0821 E778745-8 Ag Ni 103 Uw G5 V
 Justabit 0823 C645797-9 U Ag Ni 104 Uw K8 V
 Szeged 0828 X9B7000-0 FI Ba 002 Na F0 V
 572-108 0830 X8C1000-0 FI Ba 024 Na G2 V
 Naknek 0927 XAC9000-0 FI Ba 002 Na F9 V
 Palastrup 0928 X100000-0 Va Ba 000 Na K8 V* M0 V
 Poldepi 0929 D667466-9 Lo Ni O:1128 803 Uw G6 V
 Gegaasha 1021 C764886-A T Ri 412 Uw G8 V* K1 V
 Shoehorn 1123 X200000-0 Va Ba 004 Na G4 IV* M1 III
 Wellun 1124 C99A888-B Wa 113 Uw (G4 V G4 V)
 Pequot 1128 B767845-9 U Ri 803 Uw G1 V
 LEDGE 1223 B658987-B U Hi 101 Uw K9 V
 Nani 1229 X657326-3 Lo Ni A 212 Na K2 V
 Helena 1230 X532000-0 Po Ba 003 Na K9 V
 Birii 1321 X100000-0 Va Ba 002 Na M3 V
 Chimborazo 1324 X200000-0 Va Ba 000 Na (F3 V F3 V)
 Iusea 1325 D554786-A Ag 214 Uw K4 V
 Hammett 1328 D200265-9 S Va Ba 024 Uw M0 V* (M4 V M4 V)
 Rocha 1422 X6A2000-0 FI Ba 003 Na K5 V* K5 V
 Iqorr 1426 D535265-9 S Ba 212 Uw G2 V* G5 V
 St. James 1521 X5533D8-5 R Lo Ni Po A 212 Na G0 V
 Cheetah 1522 E100267-9 R Va O:1223 610 Uw M3 V
 Bezan 1524 D663467-8 Lo Ni O:1325 904 Uw K9 V
 Martinique 1525 X765276-6 Lo Ni 212 Na G7 V* G8 V
 Kennebunk 1530 C694744-8 T Ag Ni 201 La G3 IV F8 V*
 Nilaa 1621 D697788-9 T Ag 704 Uw F8 V
 Wellfleet 1622 X100000-0 Va Ba 002 Na M0 V
 Whereitsat 1624 X100000-0 Va Ba 002 Na M5 V
 Ebekhar 1628 C989886-A T Ri 202 Na F2 V
 St. Denis 1630 E110467-8 De O:1530 202 La M0 V
 Mogumba 1821 E561410-5 Lo Ni A 103 Na G5 V
 Iselu 1826 X557577-2 Ag Ni A 302 Na G8 V
 Pugout 1923 X100000-0 Ba Va 023 Na D
 Jump 2022 B6655C8-C T 111 Na G3 V
 Tornгат 2023 D596442-6 Lo Ni 203 La F9 V
 Overature 2124 X000000-0 Ba As 013 Na M7 V
 MONCTON 2125 E8A3A57-1 Hi Ni Hw 104 Lm G2 V
 Fuji 2127 D578684-9 T Ag Ni 102 La G4 V
 Akko 2129 X300000-0 Ba Va 035 Na K3 V
 Eberly 2130 D686777-8 Ag Ri 423 Na F8 V
 Maaduura 2221 D554640-8 Ag Ni 604 Na K2 V
 Tarsale 2224 D200543-9 Va Ni Rw 200 Lm M0 V* M2 V
 Heart 2225 X978000-0 Ba 013 Na G7 V
 Mason 2226 X5416E9-4 Ni Po A 102 Na K9 V
 One Star 2227 X746501-4 Ag Ni A 200 Na G3 V
 Sivo 2229 C886744-9 Ag Ri 802 La G9 V* M3 V
 Veejay 2321 CAD34C9-8 T Lo Ni 503 Na G6 V* G7 V
 WESCAP 2322 D573996-8 Hi In Po 114 La K2 V
 Ayden 2423 X100000-0 Ba Va 001 Na M0 V* M4 V
 Thicket 2424 C551845-B U Po 314 Lm G4 V* G8 V
 Elusive 2426 D110223-9 Lo Ni 213 La M2 V

Daariida 2429 X656301-4 Lo Ni A 500 Na G0 V
 AANERU 2430 B978984-B Hi In 123 Lm G3 V
 Seagull 2521 X7B1000-0 Ba FI 003 Na F4 V
 Amoy 2524 D654643-8 Ag Ni 605 Lm K2 V* K6 V
 Baraduusa 2528 C542552-B U Ni Po 415 Lm K1 V
 Ferenira 2724 X100000-0 Ba 023 Na M1 V
 Daaliisa 2725 C767774-9 Ag Ri D:2 614 Lm (G6 V G6 V) [K0 V]*
 Eloji 2728 B846654-B Ag 602 Lm G3 V [G7 V]*
 EXETER 2729 A769984-C Hi 124 Lm G7 V
 Muni 2825 B642741-C Po 205 Lm K6 V
 Promise 2827 A542844-E N In Po S:1 102 Lm G5 V
 Poznan 2830 C532844-B Ni Po 103 La G8 V
 Orsk 2922 X535000-0 R Ba 012 Na K4 V
 Lot 2925 D645651-6 Ag Ni Rw 603 Na K2 V
 Vahana 2926 X65A276-1 Lo Ni Wa 903 Na G7 V
 Udone 2927 C000513-D As Ni S:1 114 La G7 V* G9 V
 Gorky 2929 X200000-0 R Ba Va 011 Na M1 V
 Execute 2930 C684622-8 Ag Ri 103 Lm F9 V
 Isis 3022 A754742-B Ag 214 Lm K1 V
 Napiresha 3023 D559542-8 Ag Rw Do:1 123 Lm K7 V
 Sst'ankh 3027 E543522-7 Ni Po Hw 422 Lm G6 V
 Davao 3029 X100000-0 Ba Va 013 Na M8 V* [M5 V M5 V]
 Nysorb 3030 X9B6000-0 Ba FI 033 Na F0 V
 Tenmet 3121 B110522-B Ni 403 Lm M0 V
 Tazmania 3123 B656588-A Ag V:1 104 Lm K6 V
 Sligo 3126 C878322-9 Lo Ni 603 Lm K2 V* K6 V
 Sittahr 3129 D766444-7 Lo Ni 105 Lm G3 V
 Ijiwa 3224 C300624-B Va Ni 202 La M0 V
 Lekhaana 3225 X100000-0 Ba Va 024 Na M9 V
 Cosenza 3228 X527000-0 Ba 012 Na K1 V* K5 V
 Keeper 0137 D756466-9 Lo Ni O:0237 503 Ts G4 V
 Ranushana 0138 E100466-9 Va Ni O:0237 004 Ts M4 V* M6 V
 Kiev 0139 X533000-0 Ba 002 Na K0 V
 Kimba 0232 X5557TC-1 Ag Ni 801 Na K4 V* K8 V [M8 V]
 Siphon 0233 X86A5MA-6 Wa Ni 104 Na G5 V* G9 V
 Doom 0236 E10046A-8 Va Ni Pr O:0237 R 923 Ts M1 V
 SUNZ 0237 C867AA5-A U Hi Cp 204 Ts G7 V
 Kashi 0238 D312366-9 S Lo Ic O:0237 200 Ts F9 V
 Khaasamiiri 0335 E675466-2 Lo Ni A 322 Ts K2 V
 CARL'S WORLD 0336 E5679AA-7 M Hi 125 Ts G3 V* G8 V
 VORNAM 0338 E675AA9-8 M Hi In 104 Ts K1 V
 Sequoia 0339 E546566-6 Lo Ni A 112 Ts K3 V
 Vision 0431 E675599-6 Ag Ni 200 Na (K4 V K4 V)
 Angebo 0432 E200366-9 Va Lo Ni O:0521 203 Na M5 V* M5 V
 Maasii 0440 X640000-0 Ba De 003 Na (G3 V G8 V)
 Attax 0531 B787786-B U Ag Ni Ri 213 Na K5 V
 Cumber 0532 D110466-A De Lo O:0531 813 Na M0 V
 Sheshene 0533 X100000-0 Va Ba 014 Na D
 Alone 0534 X559378-3 Lo Ni 423 Na K4 V
 Jue-ni 0535 D756421-9 Lo Ni 612 Na G4 V
 Akureyri 0536 E000320-9 C As Ba 114 Na M2 V* M6 V
 Fazed 0537 X110000-0 Ba 024 Na M9 V
 Sanzbur 0538 X522000-0 Po Ba 000 Na K2 V
 Fuquay 0632 X623000-0 Po Ba 003 Na G1 IV G6 V*
 Varina 0633 D769553-9 T Ni 204 Na G6 V
 Tulane 0731 D681366-B Lo Ni O:0531 914 Na (K0 V K3 V)

Zee's Place 0732 X100000-0 Va Ba 023 Na M9 V
 Pettelli 0734 X551000-0 Ba Po 004 Na K1 V* [K1 V]
 Amaani 0740 X100000-0 Va Ba 012 Na M8 V
 Domo 0831 E764449-7 Lo Ni 400 Na G8 V
 Cunning 0832 E788599-6 Ag Ni 202 Na K5 V
 Isee 0833 X534000-0 Ba 012 Na F2 V
 Dunoon 0839 X100000-0 Va Ba 004 Na M7 V
 Khasiigu 0840 C580420-8 C De Lo Ni 103 Na G2 V
 Frock 0931 E5A4367-9 Fl Lo Ni O:0932 711 Na K6 V* K7 V
 Nappa 0932 C696784-9 U Ag Ni 522 Na (K1 V K6 V)
 Emeluura 0935 X200000-0 Va Ba 004 Na M1 V
 Woken 0936 C998645-A U Ag Ni 101 Du G6 V
 Chamawa 0938 C743643-A U Po 402 Du G7 V
 Dilkon 0940 X529000-0 Ba 000 Na K6 V* K6 V
 Yatustuhexna 1031 B551533-A Dr:0 213 Dr G5 V
 Gus 1034 D654521-8 Ag Ni 204 Du G5 V
 Cole 1035 A210524-B De 103 Du K5 V* K7 V
 Frey 1133 D536467-B Lo Ni O:1336 204 Du K8 V
 Alki 1136 B100646-B U Na Va 204 Na M3 V* M4 V
 Usheriima 1138 X534000-0 Ba 013 Na G3 V
 Adryanne 1139 X530000-0 Ba De Po 011 Na K3 V
 Musiiba 1233 D644521-8 Ag Ni 224 Du K7 V
 Snoqualmie 1236 B786685-B U Ag Ri 600 Du G6 V
 Chicago 1331 D671332-9 Lo Ni 804 Na K3 V* K3 V
 Duwamish 1336 C866744-B U Ag Ri Cp 825 Du G2 V
 Ica 1338 X000000-0 As Ba 024 Na M2 V
 Nape 1339 X000000-0 As Ba 024 Na D* F2 V
 Dawns 1340 D656883-5 402 Na G0 V
 Semaachi 1433 X754777-5 Ag 503 Na G7 V
 Burien 1435 C201543-B Va Ic Na 203 Du M7 V* M9 V
 Garaag 1438 D580645-5 De Ni Ri 312 Na K5 V
 Obidos 1440 X000000-0 As Ba 022 Na M1 V
 Prosser 1536 DA88845-8 U Ri 210 Du G0 V* F8 IV
 Prestwick 1639 C76A644-8 Wa Ri 102 La F7 V* F7 V
 Biremeruun 1640 D986743-5 Ag Ni Ri 610 La G1 V* G1 V
 Waverly 1733 EAA7213-9 R Lo Ni 500 Bc G9 V
 Manna 1737 D8D5340-6 T Lo Ni 612 Na G4 V
 Galuuda 1739 X79A677-3 Wa Ni A 102 Na K0 V* K4 V
 Berens 1740 A846246-A Lo Ni 211 La G3 V
 Dinklewater 1838 D98A225-6 Lo Ni Wa 314 Na G6 V
 Kinos 1840 E558889-5 323 Na K3 V
 Ruffian 1933 D6484M7-8 N Ag Ni 214 Bc K1 V* K1 V
 Bellin 1934 C9968M5-A Ag 202 Bc G1 V* G4 V
 Tygger 1938 D768321-9 Lo Ni 103 La K9 V
 Hewlett 2031 X110000-0 Ba 003 Na M2 V* M7 V
 Seben 2037 C694897-B M 403 La F9 V
 Epic 2040 X534000-0 Ba 012 Na K2 V
 Geonia 2134 D63A217-9 R Lo Ni Wa 102 Na K0 V
 Tavera 2136 D67A544-8 Ni Wa Rw 112 La G1 V* G6 V
 Pekhuraa 2236 A784834-E U Ag Ri Rw 105 Lm F8 V
 Saagii 2333 B644858-D U Ag Rw 614 Lm G8 V* G9 V
 Kiiki 2334 X525000-0 Ba 024 Na G9 V* K1 V
 Saratov 2338 D559843-9 U Ag Ni Rw 103 Lm K6 V
 Kelvin 2340 C640578-9 De Ni Po A 104 Na K4 V
 Lexol 2434 X100000-0 Ba Va 010 Na M3 V
 Forgotten 2438 X630000-0 Ba De 001 Na K6 V* [M6 V]
 Bernens 2440 X5506A7-4 De Ni A 500 Na G1 V

Kappa 2535 X524000-0 Ba Ni 003 Na G8 V
 Boley 2539 X634000-0 Ba 011 Na K6 V
 Egg 2631 C000410-B As Ba 514 La M2 V
 Donegal 2632 X100000-0 Ba Va 004 Na M0 V
 Bikar 2633 C79A422-A T Lo Ni Wa 113 Lm K0 V
 Lira 2635 X527000-0 Ba 002 Na G9 V
 Ekhapen 2636 X100000-0 Va Ba 004 Na M4 V M8 V*
 Khesanadu 2731 C788510-C Ni 100 Lm G6 V G7 V*
 Ryvo 2734 C682425-9 Lo Ni 121 Lm K0 V* K2 V
 Khirekera 2834 D551457-6 Lo Ni 204 Lm K6 V
 Acorn 2835 X100000-0 Ba Va 002 Na M1 V
 Montezuma 2836 A562744-B Ri 404 Lm K5 V
 Dijon 2838 X534000-0 Ba 034 Na G2 V G7 V*
 049-949 2839 X620000-0 Ba De 013 Na K4 V K8 V*
 Suudo 2840 C778598-8 Ag Ni 602 Lm G1 V
 CheeEEka 2933 B99A452-C Wa Sc:9 104 Lm F1 V F4 V*
 Sofar 2939 X8B4000-0 R Ba Fl 000 Na G5 V* G8 V
 Taumotu 3033 X100000-0 Va Ba 005 Na M6 V
 Mitchell 3034 A100554-E De Va S:1 503 La (F4 V F4 V)
 Agiruur 3036 X9A3000-0 Ba 003 Na G5 V
 Kide 3131 B684741-A Ag Ri 620 Lm K5 V* K7 V
 Lefiguura 3132 C868574-9 R Ag Ni 310 Lm G7 V
 Kipper 3134 X110000-0 Ba 023 Na M6 V* M9 V
 Gresham 3138 A110644-E In S:8 404 La M3 V
 Uppsala 3139 D97959E-4 Ni 412 Na F8 V
 Futok 3140 B594744-A Ag 401 Lm G5 V G7 V*
 Desel 3231 C100513-D Va S:1 403 La M2 V* M3 V
 Lebherz 3236 C657884-9 413 Lm G1 V

Old Expanses Sector

602 Na M6 V

DIACY 0306 D667A99-9 T Hi D:1 702 Lm K4 V* K8 V
Styge 0310 E6556D6-5 Ag Ni Rw 913 Na K5 V* K5 V
DETHENES 0403 BA89A43-G T Hi S:1 830 Lm G4 V* G5 V
Larspri 0408 X100000-0 Ba Va 000 Na K1 IV
Preodis 0508 X64167A-5 Ni Po 904 Na K2 V
Eupry 0603 C744656-6 Ag 214 Lm K4 V
Linourice 0606 X521000-0 R Ba Po 001 Na M7 V
Inthra 0607 C522688-9 T Ni Po 124 Lm M0 V
Tarpeian 0908 XA83378-4 Lo Ni Po A 900 Na G5 V
Paragon 0909 B766642-C T Ag Ri 402 La M0 V
Sternway 1002 C7846VF-8 Ag R 305 Na G2 V* G4 V
Sidrat 1004 X100100-7 Lo Ni Va A 924 Na M3 V* M5 V [M4 V]
Serpila 1006 E674879-5 603 Na (F7 V G2 V)
Safire 1007 D96A657-8 Ni Wa 200 Na G4 V* G6 V
Kase 1008 D887775-6 Ag Ri 811 Na G5 V* G7 V
Montero 1010 A865746-C N Ag Ri 204 Lm K1 V
Mizar-5 1101 X210000-0 Ba 002 Na M7 V* M5 V
TALIEN 1104 X84897E-8 Hi In A 114 Na G8 V* K3 V
Estrem 1105 X6726MA-6 In Po A 922 Na G3 V* G4 V
VAWARD 1106 E795977-A Hi In 802 Na G4 V
Quin 1201 X000000-0 Ba As R 011 Na F2 V
Tricard 1202 E7737SB-4 Po 914 Na K0 V
Margate 1203 E6896A9-9 D:2 320 Na G5 V* G6 V
Jones 1205 X310000-0 Ba 004 Na M4 V* M4 V
Khain 1206 X7656TB-4 Ag Ni A 604 Na G8 V
Sygma 1208 X99A472-9 Lo Ni Wa A 910 Na G7 V
Tantal 1301 X000000-0 Ba As R 010 Na M2 V
Arzhent 1302 X000000-0 Ba As A 011 Na M8 V
Farina 1303 X7676SB-1 Ag Ni A 700 Na K6 V
Thurber 1305 DAA14SA-6 Lo Ni Fi 834 Na F4 V F8 V*
Veraq 1306 X8658VF-7 A 603 Na G8 V* G9 V
Issek 1307 X879777-4 C:4 A 100 Na G3 V
Zetta 1309 C201463-A Lo Ni Po Ic 120 La M4 V* M7 V
Palique 1310 A868784-C Ag Ri D:2 400 La F7 V G1 V*
Pallad 1401 B0004VF-A As Ni R 914 Na M5 V
Andicotte 1403 D6267SC-5 723 Na K3 V
Montro 1405 X7677TD-4 Ag A 501 Na K0 V* K4 V
Levan 1408 D412462-9 Lo Ni Ic Sw 103 La M6 V
Antres 1502 X839000-0 Ba 004 Na K3 V* K9 V
Terzin 1503 X6445DC-5 Ag A 804 Na K5 V* M0 V
Scythia 1504 X755500-4 Ag Ni A 210 Na K1 V
Leome 1507 D6727AA-7 Po 901 Na G0 V
Trevor 1508 B764843-A Ri C:5 100 Na G6 V
Fezzan 1510 D6506C7-8 De Ni 703 Na G1 V* G4 V
Sardis 1602 X5548C7-6 C:2 A 200 Na G5 V* [M2 V]
Chayne 1603 C201261-9 C Ic Lo Ni Va 905 Na G9 V
Medallion 1604 X200000-0 Ba Va 003 Na M8 V* M7 V
Krupp 1605 C888761-8 S Ag 302 La K5 V
Gryphon 1609 X100000-0 Ba Va 001 Na M6 V M7 V*
Darius 1610 B555873-A T Ri 102 La K4 V
Dredel 1702 X757000-0 Lo Ni 323 Na K8 V
Shilhen 1709 E565240-4 R Lo Ni 421 Na K1 V* K6 V

Yestor 1710 D667479-5 Lo Ni C:1 404 Na G3 V* G6 V
Simblent 1802 X77A470-3 Ni Wa 701 Na K4 V* K9 V
Ahri 1803 X6577DC-4 Ag 903 Na G7 V
Lhmoore 1804 X522000-0 Ba Po 023 Na K0 V
Zell 1805 X8A6000-0 Ba Fi 023 Na M2 V* M5 V
Abeare 1806 D753557-7 M Ni 812 Na K6 V
Louks 1809 E9DA777-7 M Ni Wa 204 Na G6 V
Fulinara 1904 C666411-6 Lo Ni 223 Na (K4 V K9 V)
Debruler 1906 X9A6000-0 R Ba Fi 004 Na K7 V
Algren 1907 D653857-8 D:4 212 Na K7 V* K8 V
Silvis 1909 D5445C7-6 Ag Ni 403 Na K5 V* K6 V
Biros 1910 X794225-5 Lo Ni 204 Na G5 V* G8 V
Ince 2003 E665161-5 S Lo Ni 500 Dc K5 V* K9 V
Arend 2004 XAB8000-0 Ba Fi 000 Na K6 V
134-635 2005 X6A5000-0 Ba Fi 013 Na K2 V
Dese 2006 E87A6M6-5 M Wa 124 Na G1 V
Phoub 2008 X647000-0 Ba 003 Na (G0 V G0 V)
Drand 2103 B544887-9 S Ag D:3 101 Dc G4 V
Yeaph 2105 E675212-4 R Lo Ni 104 Na (K5 V K9 V)
Thal 2203 C799213-8 Lo Ni D:5 201 Dc G8 V
Imdra 2204 X867300-2 Lo Ni A 402 Na (K1 V K3 V)
Millington 2210 D78A771-5 Ri Wa C:4 901 Na G4 V
Vate 2305 C5211V0-8 M Ba Po R 103 Na K0 V* K3 V
Tesb 2403 X77A57A-6 Wa 903 Na G0 V
Calan 2405 X534000-0 Ba 004 Na (K8 V K8 V)
Kize 2410 X100000-0 Ba Va 010 Na D
Dumaysess 2502 C8756Q5-7 Ag D:5 800 Uc K1 V
Sonfeld 2510 X6AA000-0 Ba Fi Wa 003 Na K1 V
Acrolund 2601 D777881-9 Ag 123 Na G6 V
Carmon 2602 E898886-4 110 Na K5 V* K5 V
Loydecal 2603 X651677-2 Po 902 Na (K6 V K7 V)
Benson 2605 D201313-8 Ic Lo Sw Va 604 Tv M4 V
Polluc 2607 D000413-A As Lo Sw 304 Tv M5 V
Gilway 2609 X8455AA-1 Ag 803 Na K0 V
Rannow 2704 E530160-8 S Lo Ni De 202 Tv K3 V* K3 V
Daslon 2705 B876754-9 S Ag D:2 120 Tv G4 V
Iskyarot 2706 A6467E7-B Ag D:8 123 Tv G3 V
Makan 2707 C66A5Q4-6 Ni Wa 312 Tv K5 V
Nautz 2801 D852879-8 101 Pc G7 V* [G7 V]
Caborn 2803 X733000-0 Ba Po 010 Na K5 V
Dycarl 2806 C758885-9 Ag 105 Tv G1 V* G1 V
Zin 2807 E9BA160-9 S Lo Fi Wa 202 Tv K9 V
Horejs 2907 C685510-8 Ag Ni D:3 322 Tv G8 V
Straker 2909 D967679-5 Ag Ni D:1 402 Uc (G5 V K0 V)
Crowell 3003 B7787A4-A N Ag C:5 204 Cd G5 V
Smales 3004 E586827-2 Ag C:6 103 Uc F9 V G0 V*
VOSKL 3006 B843945-A A Hi In Po Cp 104 Tv K6 V
Staj 3102 E540453-4 Lo De Ni 700 Cd K2 V
Engle 3204 XA578M6-8 823 Pc G9 V
Drakenwald 3206 X9AA000-0 Ba Fi Wa 000 Na M0 V
Hye Clyffe 3209 X100000-0 Ba Va 012 Na M5 V
Crakatoa 3210 X55487C-2 Ag 124 Na K0 V
Klan 0112 E7978MA-5 M 200 Na G7 V
Wott 0113 C530355-6 Lo De Ni 224 La K2 V
Dachnis 0114 C212413-9 Lo Ni Ic 110 La M7 V
Xulfor 0117 E75A546-5 Lo Ni Wa 622 Lm K0 V
Jenms 0118 C561623-9 M Ni Ri D:3 202 Lm G9 V

Laurence 0212 D746642-6 T Ag Ni 212 Lm G8 V
 Ranb 0311 C766878-7 Ag Ri D:2 Rw 202 Na G5 V
 Olxber 0312 C000513-A As Ni 514 La M6 V* M9 V
 Bede 0317 C201415-C Lo Ni Ic Va 500 La M0 V* M4 V
 Strat 0318 X9BA000-0 Ba Fl Wa 004 Na K3 V
 Babellet 0412 C757678-8 Ag Ni 204 Lm K8 V* M3 V
 Clersor 0413 C100414-A Lo Ni Sw Va 910 La F4 V
 OSAGI 0416 AA85987-D F Hi Rw 304 Lm G1 V
 Seefare 0418 C310513-8 De Ni 110 La M6 V
 Polei 0419 B86A875-C Wa Ri Rw 804 Lm K0 V
 WAROH 0512 B789977-A U Hi Rw As:1 120 Lm G0 V
 Yeroltoy 0513 X6436TB-0 Po D:0 R 835 Dr K4 V* K8 V
 FRALLSORD 0516 B662988-9 Hi Rw 104 Lm K1 V* K2 V
 Ajeig 0518 C525413-9 Lo Ni Sw 504 La K5 V
 SURYA 0520 A767969-A T Hi 202 Lm G0 V
 Vinooks 0613 C540320-6 De Lo Ni 303 La K4 V
 Afrend 0614 C676798-5 Ag 401 Lm K0 V
 Marsol 0620 D522456-8 Lo Ni Po 104 Lm M2 V
 Sulthanbran 0712 C000614-E As S:1 114 La (M7 V M8 V)
 Lidator 0713 X9CA000-0 Ba Fl Wa 020 Na K3 V
 Vard 0714 X9BA000-0 Ba Fl Wa 004 Na M1 V
 Ilm 0715 D6627D8-7 Po 615 Lm K2 V* K5 V
 Sarcathon 0716 C963887-9 T Po C:2 104 Na K5 V
 Ritaboll 0717 D75A6Q9-5 Ni Wa 404 Lm K6 V
 ZINOROW 0811 A688985-E F Hi 104 Lm G8 V* K2 V
 Flanture 0812 X743679-5 Po A 105 Na K6 V* K6 V
 Quan 0813 C530413-D De Lo Ni 704 Na M0 V
 Infrow 0817 C203414-A Lo Ni Ic Sw V 213 La F0 V* F2 V
 Yerhen 0818 D874520-7 T Ag D:1 203 Lm K3 V* K6 V
 Dahlec 0913 X786570-4 Ag Ni C:0 A 902 Na G3 V* G4 V [G3 V]
 Rebiels 0918 X7A8000-0 Ba Fl 013 Na M7 V
 KESTRAL 1011 A758945-A T Hi 114 Lm K9 V* M3 V
 Linnert 1013 D642344-9 Lo Ni Po 204 Lm M0 V
 CP Platinum 1015 D100000-0 000
 Aneth 1111 X656574-4 Ag A 200 Na K5 V* K6 V
 Days'kyar 1114 B754737-A Ag D:0 821 Lm M1 V
 CZERNIAK 1118 A989A47-C T Hi 100 Lm G4 V* G4 V
 Wileth 1211 X737000-0 Ba 004 Na G3 V
 Mofare 1212 X7A3000-0 Ba Fl 020 Na F6 V* F8 V
 Ultraneta 1213 A000561-E D As S:4 914 La (M7 V M9 V)* [M6 V]
 Indigo 1215 E7495M8-6 Ag Ni 922 Na G6 V* G8 V
 Phoru 1311 X775778-5 Ag A 402 Na G0 V* [F8 V]
 Marejen 1312 X645513-4 Lo Ni C:0 A 402 Na K3 V* K7 V
 Walager 1318 C974787-7 Ag Ni D:2 104 Lm K5 V* K6 V
 Skerry 1320 C634220-8 Lo Ni 402 Na G6 V* K0 V
 Chromarko 1412 X6913E8-4 Lo Ni Po D:0 A 900 Dr G9 V* K1 V
 Kata 1414 E9977M9-6 Ag A 703 Na G3 V
 Thanatos 1415 B653720-9 Ni 214 Lm K8 V
 Lyart 1512 X200000-0 Ba Va 010 Na M3 V M4 V*
 Krag 1517 E737455-6 Lo Ni 703 Lm K2 V* K7 V
 GALINES 1519 A767987-E N Hi 304 Lm K6 V
 Kunni 1520 C874736-9 T Ag D:2 114 Lm G9 V
 Anirl 1611 X100000-0 Ba Va 005 Na F5 V* [F8 V]
 Sharif 1717 C9B7511-9 Fl Ni 105 La M1 V* M3 V
 Jack 1718 A74A721-D N Wa 204 Lm K5 V
 BONSHER 1719 C8659Q6-8 Hi A 620 La K1 V* K1 V
 Laylor 1817 C768675-9 Ag Ri D:4 320 La K2 V
 Mnash 1911 X200000-0 R Ba Va R 013 Na M8 V
 Cenzo 1920 A97A783-B S Wa 202 Lm G9 V
 Pashintor 2013 X528000-0 Ba 010 Na K6 V
 Leblion 2019 C000512-A As Ni 110 La (F3 V F4 V)
 Chenek 2114 X98587E-6 M Ag 205 Na K4 V* K9 V
 Amwold 2116 C658321-5 Lo Ni 800 La K3 V
 Maazel 2120 X310000-0 R Ba De 005 Na M4 V* M8 V
 Gauras 2211 X5655M9-5 M Ag Ni C:4 623 Na K1 V* K6 V
 Cimabue 2212 X638000-0 Ba 002 Na G2 V
 Kuznets 2215 X310000-0 Ba 003 Na M7 V
 Kantord 2218 X510000-0 Ba R 022 Na G8 IV
 Atul 2315 C531621-D Ni Sw S:9 400 La M2 V* M3 V
 Sulpt 2411 X410000-0 Ba 002 Na K0 V
 Bourj 2413 X500000-0 R Ba Va 004 Na M3 V
 Khar 2416 C659746-9 D:4 204 Na G7 V
 Khe 2417 X63A000-0 Ba Wa 002 Na G5 V* G5 V
 Khyme 2418 X100000-0 R Ba Va 024 Na M1 V
 Dorp 2511 X533000-0 Ba 015 Na K6 V* K7 V [K6 V]
 Warner 2611 X5646EA-6 Ag Ni C:4 602 Na K4 V* K8 V
 Pradock 2711 D567841-8 T Ag Ri 213 Na K7 V
 Fentel 2811 DA786EA-7 S Ag Ni 822 Na G6 V
 Doerr 2814 X100000-0 Ba Va 004 Na M3 V
 Barron 2816 X300000-0 Ba Va 003 Na M8 V* M8 V
 Torrel 2818 X757770-5 Ag Ni 904 Na G1 V
 Nash 2911 X522000-0 Ba Po 003 Na K4 V
 Garz 2914 X8A6000-0 Ba Fl 014 Na K0 IV G4 V*
 Kalem 2916 D6535E9-7 Ni 414 Na G1 V* G5 V
 Paro 2917 X9CA000-0 Ba Fl Wa 003 Na A8 V* F1 V
 The Edge 2920 X7A6000-0 Ba Fl 012 Na G0 V
 Quen 3012 X566100-2 Lo Ni C:3 422 Na K7 V
 Yesta 3015 A657788-C T Ag 202 La G7 V* K0 V
 Carris 3111 X9A6000-0 Ba Fl 004 Na M0 V
 Srzilkrozia 3212 X653740-7 C:1 623 Na K2 V* K2 V
 Kresh 3213 E641355-7 Lo Ni Po 405 Na K7 V* K7 V
 Martham 0121 C652655-A T D:3 302 Lm G9 V
 Sibbage 0123 C754769-9 Ag Ni D:3 102 Lm K3 V
 BURLTA 0125 C7999Q3-6 Hi In 100 La G2 V* G3 V
 Possin 0127 C522611-E Na Po Sw S:9 102 La K8 V* M4 V [M9 V]
 Darinne 0128 C531413-D Lo Na Sw S:1 702 La M1 V
 New Martham 0221 XAC3000-0 Fl Ba 012 Na (G4 V G6 V)* G9 V
 HODG 0222 A758956-E N Hi 102 Lm G2 V* G2 V
 La Shend 0224 X9C4000-0 Fl Ba 002 Na F0 V
 Lote 0229 B77A742-E N Wa Do:1 Rw 202 Lm G3 V
 Bwan Murr 0325 C755885-9 V:1 D:2 225 Lm G1 V
 Sh'Lur 0327 X626000-0 Ba 021 Na K5 V
 Nova Rhyll 0330 C778855-B Do:1 202 Cw K4 V
 Sauler 0424 B884649-B T Ag Ri 200 Lm G6 V* G6 V
 Drila 0521 E632110-5 Lo Ni Po A 922 Na K0 V
 Etpur 0621 X637000-0 Ba 025 Na K0 V
 Meadsk 0628 D987673-4 Ag Ni 604 Cw (K5 V K9 V)
 Dho II's World 0721 E520110-8 Lo De Ni Po A 405 Na G7 V* G7 V
 Traevis 0722 D000371-9 As Lo Ni 134 Na D

COAISE 0723 A556995-D N Hi D:3 114 Lm K4 V
 Marax 0726 C573785-A U Po 203 Cw K6 V* K7 V
 Zorath 0729 B525414-C Lo Na Sw 512 La K4 V* K5 V
 Shaphry 0823 X734000-0 Ba 000 Na K3 V* K7 V
 Tiniyd 0825 C543745-7 Po D:4 221 Cw G2 V
 Xezor 0829 A87A841-C N Wa 101 Cw G3 V* G7 V
 Moy 0922 C313320-9 T Ic Lo Ni 102 Na (F6 V G0 V)
 Avis 0924 D513220-9 Ic Lo Ni 313 Na M1 V
 Berkin 0926 C66A887-B M Wa Ri 204 Lm G5 V
 Reagan 0929 X200000-0 Ba Va 012 Na M5 V* M6 V
 Welch 0930 E744446-6 Ag Ni 922 Lm K2 V
 Dorian 1021 X310000-0 Ba De 003 Na M4 V* M7 V
 Cooke 1024 X622000-0 Ba Po 000 Na M2 V
 JANIE 1125 D769996-7 Hi 113 Lm G4 V
 Slandow 1126 D9A4522-9 FI Ni 104 La G9 V
 SHENK 1128 B554976-9 M Hi D:3 112 Lm K3 V
 Sovtor 1221 C302210-9 Ic Lo Ni Va 300 La M0 V
 MUELLER 1223 A554948-C F Hi D:1 113 Cw (K1 V K1 V)
 Dunas 1224 B631713-B Ni 102 Lm G2 V* [G2 V]
 Wall 1227 X500000-0 Ba Va 010 Na M0 V* M5 V
 Fisher's World 1229 A769878-D U Ri 804 Lm G7 V
 Marcena 1321 C575751-8 M Ag 614 Lm G3 V [G3 V]
 SOLEE 1322 B675955-A M Hi In 100 Lm G8 V
 Barnet 1327 D631423-9 Lo Ni 114 Lm K8 V
 Tequila 1328 B671645-9 Po 414 Cw K6 V
 Hindahl 1422 D744878-5 Ag 400 Na G4 V
 KMAK 1424 A696942-B Hi In 101 Lm K5 V
 Herbe 1426 X8C5000-0 FI Ba 003 Na F7 V
 Clallum 1427 C78A887-9 Wa Ri 702 Lm K0 V
 YONTEZ 1527 D67399A-8 Hi In Po 502 Lm G9 V
 Kruml 1528 X530000-0 R Ba De 003 Na M7 V* M9 V
 Aniston 1621 D412321-7 Lo Ni 101 La M9 V
 Dothan 1623 C549858-8 M Ag Ni 103 Lm K2 V
 Canton 1626 A644586-A Ag Ni 120 Lm G2 V
 Astrid 1628 X200000-0 Ba Va 001 Na F2 V* G3 IV
 Olney 1629 C511544-A U Ic Ni 604 Lm M7 V
 Rotal 1721 B546647-B U Ag 102 Lm K8 V
 Bote 1727 A778744-C Ag 400 Lm K5 V
 Ames 1821 X500000-0 Ba Va 010 Na M6 V* M5 V
 ROPRAM 1822 B8679E3-B Hi 124 La K6 V
 Mager 1825 C866888-9 U Ri 415 Lm G5 V
 Antalan 1826 X635000-0 Ba 013 Na K8 V
 Rolf 1827 C594889-A 203 Lm G4 V
 Letron 1829 C672796-9 T Po 901 La K6 V K9 V
 Cupprio 1922 D665221-9 Lo Ni 214 La G9 V* K3 V
 Moppo 1925 X836000-0 Ba 014 Na K4 V
 Phildelia 1928 X100000-0 Ba Va 014 Na M1 V* M5 V
 Villan 2021 C531312-9 Lo Ni Sw 813 La M3 V
 Bytor 2022 D543695-9 Ni Po 801 Lm M0 V
 Femerial 2030 A665754-E N Ag D:3 210 Lm K4 V* K9 V
 Ramaka 2123 B7968E1-D 110 Lm G6 V* K1 V
 Barsk 2124 X100000-0 Ba Va 011 Na M4 V* M6 V
 Mexit 2125 B7558E7-D T Ag 113 Lm G4 V
 Lapper 2126 X855773-2 Ag Ni C:0 203 Na K5 V* K7 V
 Elanor 2127 X533000-0 Ba 004 Na G4 V* G4 V
 Darpi 2130 D653321-6 Ni 902 Na M0 V* M3 V
 Gonzu 2221 E9DA646-5 FI Ni Wa Hw 800 Lm G3 V* G5 V
 Harple 2225 X100000-0 Ba Va 012 Na F3 V
 Traynos 2227 A562722-A U Ri 820 Lm G4 V* G5 V
 Welzer 2228 D5796B7-7 Ag 920 La G2 V
 Karse 2229 A541688-E F Na Po 204 Lm K1 V
 Kolop 2325 D662652-8 Ni 504 La (K0 V K2 V)
 Samosk 2329 C200314-8 Lo Sw Va 312 La F7 V* G1 V
 Goldbach 2422 D745321-7 Lo Ni 102 Na G8 V
 Kolipio 2424 E526612-4 Ni Hw 605 Lm K0 V* K4 V
 Allenz 2425 E656061-7 Lo Ni 203 La G7 V
 Quest 2428 C766644-A Ag Ri 222 La G1 V* G3 V
 Usinea 2523 C310313-9 De Lo Sw 524 La K9 V
 Vreeland 2524 D5537Q6-8 Ni 204 La K1 V
 New Bond 2529 B66A421-A T Lo Ni Wa 302 Lm K4 V
 New Dakar 2621 E8A1113-8 Lo Fi Sw 901 La K6 V
 Vendtup Stn 2622 D7695D4-8 T Ag Ni 114 Lm G6 V
 Porrl 2628 X858000-0 Ba 000 Na K3 V* K8 V
 Lannor 2726 X6433TA-2 Ni Po 711 Na G3 V
 Republicos 2727 X74A000-0 Ba Wa 012 Na K9 V* [G2 V]
 Vendtup 2728 X84A5TA-5 Ni Wa 414 Na K4 V
 Albach 2823 X858000-0 Ba 004 Na G7 V* K0 V
 Burncloud 2824 XAB3000-0 Ba FI 012 Na K1 V* K2 V
 Ayra 2825 X521000-0 Ba Po 023 Na F1 V* F4 V
 SCORCH 2828 D5419Q6-7 Hi In Po 600 La K6 V
 Cold Rock 2829 X400000-0 Ba Va 005 Na M3 V* M6 V
 Reine 2924 D79A676-5 Ni Wa 904 Na M0 V
 Olorna 2928 D65326A-5 Lo Ni 301 Na K3 V* K3 V
 Chapet 3025 X510000-0 Ba De 001 Na K6 V
 New Titan 3125 E10026A-7 Lo Ni Va 403 Na K3 V* K5 V
 Neuruhr 3126 X776300-3 Ag Ni C:0 102 Na M5 V
 Portrine 3128 X561000-0 Ba 011 Na K4 V
 Lorsch 3223 B89A400-7 C Lo Ni Wa 103 Na G3 V* [G5 V G8 V]
 En Livereh 3224 X98A000-0 Ba Wa 002 Na G5 V* G9 V
 Haven 3225 X537000-0 Ba 013 Na K6 V
 Curuna 3226 X7A3000-0 Ba FI 004 Na F0 V
 Urbain 3229 B6538A5-9 H 200 Na G0 V* G0 V
 Arvid 0131 X9C7000-0 Ba FI 025 Na F2 V* F4 V
 Keipes 0132 A677884-C N 511 Cw K6 V* K7 V
 SoooEEkee 0134 A68A552-C Wa Ri Sc:9 115 Cw G1 V
 Svantovit 0135 C530513-B T De Sw 103 La M1 V
 Svarog 0137 C200513-A T Sw Va 201 La M2 V* M6 V
 Nicosia 0138 A566744-D F Ri Cp D:1 Sc:1 111 Lm G5 V
 Thorell 0231 X510000-0 Ba De 020 Na M0 V
 Kresek 0236 X8C7000-0 FI Ba 002 Na A6 V
 Hades 0240 B000513-A As Na Ni 210 La M2 V* M2 V
 Buhle 0334 B510686-D T De Na S:2 804 Lm M0 V
 Trybec 0336 A643710-D U Po 103 Cw M1 V* M3 V
 Rohit 0337 D100325-9 De Lo Ni Sw 622 La M0 V
 Adrian 0432 D626321-9 Lo Ni Sw 103 La K1 V
 Fija 0434 A553854-E U 205 Cw K3 V
 Apollo 0436 C8C5520-A T Lo FI 124 Cw K9 V* M4 V
 Dazhbog 0437 A744687-B T Ag 604 Cw G6 V* G6 V
 Lancer 0439 C65A746-A M Wa Sc:3 314 Lm K2 V
 Aurora 0535 A576746-E N Ag 304 Cw K4 V
 Eos 0632 A674756-B Ag 102 Cw K1 V
 CP Gold 0636 D100000-0 000
 Schall 0638 D77A855-7 Ni Wa Sc:0 134 Cw G6 V

Persephone 0640 B532441-9 T Lo Ni Sw 501 La K5 V
 Nike Nimbus 0732 A647889-C F Ag 213 Cw G7 V
 Kruyter 0735 B000560-B D As Ni Pr 333 La M5 V* M9 V
 Phoebe 0737 C667447-9 Lo Ni 104 Cw G0 V
 AUBAINE 0738 A78A984-F F Hi Wa Hw Sc:8 104 Cw G8 V
 Hecate 0840 A310421-A T De Lo Na Sw 203 La K2 V
 Ra 0931 B686697-9 T Ag Ni Ri 604 Cw G7 V
 Enkidu 0932 C510515-B T Ni Sw 102 La M5 V* M6 V
 CP Silver 0934 D100000-0 000
 Spires 0936 E894789-8 Ag Ni 603 Cw G1 V
 Baldur 1032 AAAA756-C M Fi Wa 402 Cw F6 V
 Zloga 1035 C530325-A De Lo Sw 204 La K1 V
 CP Copper 1037 D100000-0 000
 Lucifer 1039 B674784-B U Ag 632 Cw G3 V
 Hermes 1131 A100563-D Ni S:1 104 La G4 IV
 Shenandoah 1139 A585523-B N Ri 204 Cw K6 V
 Helios 1234 D648343-6 T Lo Ni 310 Cw K3 V* K4 V
 ORIFLAMME 1235 A846955-D F Hi In S:1 203 Cw K0 V
 Njord 1331 C622663-A Po Ni Sw 503 La K0 V
 Vesta 1333 C9A4465-B Fi Lo Sw 214 La K3 V
 Poseidon 1338 B89A645-A Wa Ni 111 Cw F9 V* G0 V
 Kal 1339 C778552-A Ni 202 Lm K6 V* K6 V
 Ares 1431 A554843-C N Ag 213 Cw F1 V
 Junak 1432 B671544-9 Po 103 Lm K6 V* [(K7 V K7 V)]
 Horus 1437 A554887-C T 203 Cw M0 V
 Osiris 1532 B000655-B As Va 534 Lm M3 V* [M5 V]
 CP Lanthanum 1535 D100000-0 000
 Coast 1540 C400321-B U Lo De Va 113 La M0 V
 Nimz 1633 X522000-0 Ba 000 Na M1 V
 Tuer 1636 X8C2000-0 R Fi Ba 013 Na F1 V
 So Skire 1732 C667843-7 T Ri 304 Lm K2 V* K6 V
 Keghe 1733 X6B6000-0 R Ba Fi 002 Na M4 V* M6 V
 Ehart 1734 C748322-9 Lo Ni 112 Na G0 V
 Lamneth 1735 D643744-4 Ni Po 814 Lm K7 V* M2 V
 Eden 1736 C787655-9 U Ag Ni Ri 703 Cw K0 V * K1 V
 Targa 1833 C577653-9 Ag Ni 210 Lm G4 V
 Pear 1834 A565885-D F Ri D:3 212 Lm K2 V* K5 V
 COBHAM 1835 A79A9D7-C U Hi In Wa 102 Lm K2 V
 Grenbard 1836 X522000-0 Ba Po 011 Na G0 V* G0 V
 Cleland 1837 X7C8000-0 Ba Fi 011 Na F6 V* F7 V
 Janazzo 1838 A754753-B N Ag D:7 523 Lm (F9 V G0 V)
 Wrangell 1839 X666300-4 Lo Ni A 903 Na K0 V
 Dobbet 1840 X6747M8-6 Ag A 520 Na G1 V
 Barlow 1934 C6876E5-8 M Ag Ni 213 La K1 V* K2 V
 BONHAM 1936 C896984-9 Hi In 200 Lm K5 V
 Schotz 1937 B5468E4-A U Ag 612 Lm M1 V
 Burbelson 1938 X648577-3 Ag Ni A 413 Na G6 V* G8 V
 Pohl 2031 C776755-5 Ag Ni 102 La G9 V* K2 V
 Dunbar 2036 C653648-7 T Ni 220 La K3 V* K7 V
 Mitmos 2037 X534000-0 R Ba 023 Na G6 V
 Pratt 2039 X877578-4 Ag Ni A 400 Na G5 V* G8 V
 Atkins 2132 XAAA000-0 Ba Fi Wa 014 Na G9 V
 Tama 2134 B8676M6-9 Ag 221 Na K3 V
 Khatru 2135 C5484E7-7 Lo Ni 114 Na K9 V
 Canzar 2137 D6456C6-6 Ag Ni 215 Na K4 V
 Palin 2234 X530000-0 Ba De 014 Na M0 V
 Dimeola 2236 B888423-8 T Lo Ni I:5 114 La G4 V* G5 V

Hell 2237 D560320-6 M De Lo Ni 111 Na K6 V
 Patuxant 2240 X79777A-6 Ag A 814 Na G6 V
 Valdost 2332 C693630-7 Po 203 Na K2 V* K6 V
 Clarke 2333 C866887-8 T Ri D:5 223 La G3 V
 Bordelon 2340 X541200-2 Lo Ni Po A 900 Na M2 V* M2 V M3 V
 Salinos 2431 E97A875-5 M Wa A 405 Na G0 V
 Hjorts 2432 X553000-0 Ba 314 Na K3 V
 Wildman 2434 D787786-6 T Ag Ri 723 Na G2 V
 Khan 2439 X634000-0 Ba 003 Na K8 V
 Digriz 2440 X7893T6-5 Lo Ni A 204 Na G4 V
 Surren 2533 D877785-6 Ag Ni 203 Na G0 V* G0 V
 Lemos 2536 X8C5000-0 Ba Fi 004 Na M1 V* M2 V
 Sontar 2537 CBC0464-A T Lo Ni De O:2835 114 Rr F0 V
 Vleeman 2538 C000563-9 T As Ni O:2835 324 Rr M6 V* M9 V
 [M5 V]
 Aice 2631 X7C8000-0 R Ba Fi 004 Na K4 V* K6 V
 Kodants 2632 B754565-9 F Ag I:2 204 Rr G4 V
 Zi 2633 X311000-0 Ba Ic 003 Na M9 V
 An Cizow 2639 X000000-0 R Ba As 013 Na (G5 V K0 V)
 Phront 2640 C4A0464-9 Lo Ni De O:2835 914 Rr K2 V
 Zolibe 2733 X100000-0 R Ba Va 014 Na F9 V* G3 V
 Quell 2736 D75A221-8 Wa Lo Ni 205 Rr G5 V
 Stech 2739 B000514-B As Ni 211 Rr M4 V
 Jeamasm 2740 XAC0000-0 R Ba De 023 Na F5 V F5 V
 Dahlgren 2832 D520222-6 De Lo Ni 213 Rr K9 V
 Jowaa 2833 D411343-8 Ic Lo Ni 214 Rr K0 V
 RENJ 2835 A86AA96-D F Hi Wa Cp 214 La G2 V
 Carmen 2838 C94789A-6 T 614 Rr G6 V
 Delphinium 2933 XBC4000-0 Ba Fi 004 Na F8 V
 Miisha 2934 B84A854-C N Wa 102 Rr K7 V* M0 V
 Mackloud 2935 XCC4000-0 R Ba Ni Fi 011 Na A9 V
 Darinov 3031 B97A564-C F Ni Wa I:3 202 Rr G3 V* G6 V
 Osmosis 3036 C571655-9 T Po 105 Rr K8 V
 Zoquet 3039 C633343-A T Lo Ni Sw 201 Na K2 V* K6 V
 Markham 3040 A74A684-B N Wa 703 Na G3 V
 Hendura 3131 CAC0414-9 De Lo Sw 804 Rr G9 V
 New Luck 3136 DA50164-7 T De Lo Ni 512 Rr K0 V
 Cassiopeia 3233 B745754-9 N Ag Ni 200 Rr G5 V
 Adam 3238 X515000-0 Ba Ic 014 Na F5 V

Solomani Rim (Subsectors A to D)

Faiwyd 0105 E500464-A Va Ni O:0106 012 Na M3 V* M6 V
DARRUKESH 0106 A785954-C N Hi 123 Tc K6 V* [M0 V M4 V]
IDDAMAKUR 0110 A779986-A U Hi In 203 Na K1 V* [M0V]
Basil 0207 E842777-6 Po 234 Na K5 V
Amkhalarug 0301 X6437A8-4 Ni Po 104 Na F7 V G3 V*
Atalanta 0304 E676345-5 Lo Ni 203 Na K1 V K6 V*
Sidon 0308 X6B9000-0 Ba Fi 003 Na K4 V
Gramercy 0405 X530000-0 Ba De 000 Na F6 V
Urud 0407 X100000-0 Ba Va 002 Na M7 V
MORGANA 0501 EA9A99D-7 Hi Wa 123 Na G3 V
Ugarup 0502 E89A89E-6 Wa 102 Na M0 V
Ixtloc 0509 D530469-9 Lo Ni De O:0610 100 Ea K4 V* M6 V
Rilke 0604 D59A367-B C Lo Ni Wa O:0703 420 Na G3 V
Ishadar 0606 X000000-0 Ba As 025 Na K0 III* [M4 V]
Goshen 0609 E577636-4 Ag Ni 100 Ea M1 V* M8 V
Nukaash 0610 C547899-9 U 320 Ea M2 V* [M5 V]
Obrichenny 0701 X6435MA-8 Ni Po 605 Na G5 V
Kropotkin 0703 B6447A7-B M Ag 120 Na K7 V
Thamber 0704 C6547AA-9 C Ag 412 Na K4 V
Athene 0706 X6B9000-0 Ba Fi 025 Na M6 V* M7 V
Leonore 0807 D310464-A Lo Ni O:1007 612 Ea M8 V
Azun 0809 E676754-4 Ag 110 Ea G2 V
Porlock 0902 X533000-0 Ba 013 Na K1 V
Bethe 0903 X622000-0 Ba 012 Na K8 V* [M6 V]
Llewellyn 0907 X200000-0 R Ba Va 022 Ea M3 V* [M8 V]
Ganelon 0909 D530263-9 M Lo Ni De O:1007 212 Ea K5 V
Poseidon 0910 X8AA000-0 Ba Fi 022 Ea G9 V
KHEDISH 1002 X556977-7 Hi 122 Na K9 V* [M3 V]
SHAABIPILI 1007 C653972-A M Hi 114 Ea M0 V
Coriolanus 1105 D537463-E M Lo Ni O:1507 411 Ea M1 V* M7 V
TAMMUZ 1107 D754977-7 Hi 223 Ea K2 V
Quaver 1110 X100000-0 Ba 035 Na F2 V
Akimasi 1201 X8A5000-0 Ba Fi 012 Na F4 V
Sase 1202 C5478AA-9 T 114 Na M5 V
Biggles 1205 D536469-B Lo Ni O:1304 900 Ea K2 V
ASCALON 1207 C562995-6 Hi 223 Ea F8 V* G0 V
VANEFA 1304 B5639C5-B Hi 412 Ea K1 V
Rimmon 1306 X522000-0 Ba Po 020 Ea G5 V
Gulimaru 1402 X7A6000-0 Ba Fi 012 Na M5 V
Esterhazy 1404 D635465-B Lo Ni O:1405 902 Ea K8 V
AZAREMIID 1405 A766A99-C N Hi 112 Ea G5 V* K9 V [M8 V]
Catseye 1406 D522463-B Lo Ni Po O:1405 710 Ea M7 V
SULIEMAN 1504 DA64A99-7 S Hi In 202 Ea M0 V
Rossyg 1505 D785775-6 Ag 214 Ea K0 V* M0 V
Al JABRY 1507 A765A53-E N Hi Cp 320 Ea G9 V* K8 V
Imarir 1510 X550335-2 R De Lo Ni 634 Na K3 V
Dolfuss 1604 D100469-C M Lo Ni Va O:1405 902 Ea M7 V
Madder 1607 D532463-E Lo Ni O:1507 902 Ea K0 V
Okefenokee 1609 X637000-0 Ba 025 Na K7 V
Shazam 1705 E511266-D Lo Ni Ic O:2004 411 Ea F0 V
Mekashish 1707 C676678-6 Ag 422 Ea G8 V

MUDGE 1710 E663988-5 Hi 121 Te G5 V
Easter 1802 DAE7777-6 403 Ea F9 V* G5 V
Jeremyh 1804 B520467-D Lo Na De O:2004 903 Ea K8 V
Eshellim 1901 E76A87A-5 Wa 212 Na G5 V* [K9 V]
Aspidistra 1909 X200000-0 Ba Va 021 Te M6 V* M7 V
Nuugashur 1910 X535000-0 Ba 002 Te M5 V
Hiroshi 2001 X5587MA-5 Ag 120 Na G6 V
CHARUTH 2004 A786AA7-D U Hi 102 Ea F8 V
Khiirshag 2010 C79A787-8 W Wa 903 Te K5 V
Jackoyo 2102 X000000-0 Ba As 000 Na F8 V* M0 V
Sishera 2104 X533000-0 Ba 002 Na M0 V
GUNAASHNAN 2105 B854999-9 M Hi 202 Ea G4 V
Ogier 2106 D100467-D Lo Ni Va O:2004 600 Ea M8 V
ELEUSIS 2109 B789996-B N Hi 212 Te F6 V
Ikaakur 2205 C2008CA-9 T Na Va 215 Ea K3 V* [(M5 V M8 V)]
ZAPUUSHAR 2303 D858941-8 T Hi 305 Na K6 V* K7 V
EPHEMIR 2308 E675947-8 Hi 102 Na G9 V* [M8 V]
ESTIGARRIBIA 2402 C566A79-A T Hi 120 Na G4 V* K0 V
Mushiddun 2403 X610000-0 Ba De 323 Na K4 V
Nasu 2405 D300369-9 Lo Ni Va O:2105 301 Ea F9 V* [M1 V]*
Inidu 2406 D6BA469-9 Fi Lo Ni O:2205 113 Ea M7 V
Cambria 2407 D000466-9 Lo Ni As O:2205 913 Ea K2 III
Xiwa 2408 X300000-0 Ba Va 003 Na M3 V
Jade 2502 D775754-7 Ag Ni 215 Na K2 V
Gadden 2506 D893469-9 M Lo Ni Po O:2105 523 Ea K5 V
Scaramouche 2509 X7C6000-0 Fi Ba 000 Na M1 V* M4 V
Ukarin 2601 X533000-0 Ba 002 Na G6 V
Gashurid 2602 A656888-C T S:1 210 La K6 V
Miskatonic 2603 D787895-8 215 Na K9 V
BEATUS 2608 E688978-5 Hi 404 Na G2 V* [M9 V]
ALPHER 2703 D866996-8 Hi 114 Na G0 V* K2 V
Okotah 2704 X625000-0 Ba 000 Na K9 V
Azure 2708 E534269-9 Lo Ni O:3008 621 Ra G3 V
Phireene 2807 C769843-8 602 Ra K0 V
Umber 2808 D777323-7 Lo Ni 420 Ra K2 V* M6 V
Aosta 2902 X653757-3 Po 503 Na M1 V
Arkiirkii 2905 D66A876-5 M Wa 200 Ra K5 V* M0 V
Kesirisu 2906 E799421-6 Lo Ni 423 Ra G5 V* K8 V
Huy Braseal 2910 D314779-8 M Ic 520 Ra F5 V
Karpaty 3001 D683843-5 Ri 113 Na K5 V* M6 V
Syzygy 3006 D100469-9 Lo Na Va O:3008 632 Ra F0 V
JANOSZ 3008 A564999-9 N Hi 621 Ra M1 V
Shapam 3009 E532268-9 Lo Ni O:3109 201 Ra F9 V
Kirillishur 3010 D7A4468-9 Fi Lo Ni O:3109 913 Ra M0 V* M9 V
Carlyle 3101 X9B5000-0 Fi Ba 011 Na K8 V* M5 V
Khiggun 3102 D8A3544-A Lo Ni Fi 135 La G6 V
RANN 3106 C664947-9 Hi 200 Ra K9 V* M5 V
lipshidan 3107 C544641-8 Ag Ni 134 Ra K3 V
Cambyses 3108 D546543-5 Ag Ni 422 Ra M1 V
CHAMPA 3109 B662988-9 M Hi Cp 124 Ra G8 V* [M7 V]
Palnu 3201 E684877-5 Ri 323 Na G3 V
Opar 3202 X5AA000-0 Fi Ba 010 Na M1 V* [M6 V]
Irashnar 3203 X100000-0 Ba 002 Na M3 V
Rith 3204 X536000-0 Ba 023 Na M0 V
Kilennur 3208 D595888-5 322 Ra K8 V* M2 V
Pagliacci 3209 D754897-6 Ag 113 Ra G6 V* [M4 V]

Alpha Crucis Sector

(Subsectors A to D)

Pack 0102 X200000-0 Ba Va 003 Na F3 V [M7 V]*
Ximenes 0105 X100000-0 Ba Va 013 Na K0 V
Bolivar 0106 D976754-7 Ag Ni 100 Na G7 V
Ranim 0108 X535000-0 Ba 014 Na (M3 V M3 V)
Harran 0110 X635000-0 Ba 003 Na K3 V
Carbuncle 0201 X100000-0 Ba Va 001 Na K0 V* K1 V
Graff 0203 B545645-C Ag 304 La G3 V
Kedin 0204 C653420-9 Lo Ni Po 822 La G5 V
Iamir 0208 X100000-0 R Ba Va 004 Na M2 V* M7 V
Keats 0210 C6456A7-9 N Ag Ni 401 Na K3 V* K5 V
Etienne 0302 B847645-A Ag 700 La G6 V* [M4 V]
Wulfe 0303 X734000-0 Ba 302 Na K1 V
UUMKARGUU 0305 C987998-A Hi 100 La G3 V* G9 V
Antraillia 0306 X635000-0 R Ba 003 Na K8 V
Leng 0402 C84A688-B Wa 203 La G1 V
Imka 0405 X623000-0 Ba Po 013 Na M0 V
Merel 0407 X100000-0 Ba Va 002 Na M1 V
Ninmah 0409 X100000-0 Ba Va 013 Na M1 V
Faro 0502 X100000-0 Ba Va 010 Na M0 V
Phlegethos 0503 X6B0000-0 Ba De 021 Na (K4 V K4 V)
Minauros 0509 XAA7877-6 Ni Fi Hw A 223 Na F9 V
Shurregaa 0510 X84857C-3 Ag Ni A 202 Na K0 V
Menaf 0601 A888744-C Ag Ri 813 La G4 V
Brandon's Rock 0603 X100000-0 Ba Va 000 Na M4 V* M7 V
Hubishag 0608 X8C4000-0 Ba Fi 023 Na K4 V
Cortez 0609 X76357D-4 Ni A 610 Na G0 V* [M2 V]
Kazan 0701 D641314-A Lo Ni Po 804 La M2 V* M3 V
Lilburn 0707 X523000-0 Ba 002 Na M2 V
Gethsemane 0801 C765683-B Ag Ri 102 La G5 V
Marathon 0804 X100000-0 R Ba Va 003 Na M1 V
Uriel 0805 X7C0000-0 Ba De 014 Na A7 V
Willis 0806 D754323-9 Lo Ni 302 Na K2 V
Estrella 0808 E858575-6 Ag Ni 402 Na K2 V* M0 V [M3 V]
Hale 0809 X6747BC-6 Ag A 815 Na G3 V
Endyf 0903 C7A7314-9 Lo Fi Sw 603 La K2 V* M2 V
Ychanon 1002 D100314-9 Lo Va Sw 310 La M1 V M2 V*
Leeds 1004 X622000-0 Ba Po 005 Na K7 V* M5 V
Phaedrus 1006 B89A551-C U Wa 120 Na K0 V* K6 V
Patrent 1101 C8A0413-B T De Lo Sw 311 La K1 V* [M9 V]
Nanona 1104 X9A7000-0 Ba Fi 024 Na K4 V
Chapman 1109 X000000-0 As Ba Va 002 Na M3 V
Pick Nack 1205 X310000-0 Ba 004 Na M4 V* M7 V
Dixie 1208 C74A222-9 Lo Ni Wa 703 Na G5 V
Sevastopol 1209 X669100-5 Lo Ni 514 Na K3 V
Wabash 1210 E656744-6 Ag 804 Na K4 V
Fairday 1303 C100514-A Ni Sw Va 123 La M3 V
Seward 1304 C745688-8 T Ag 404 La K2 V
New Paris 1305 D785744-6 Ag Ni Ri 400 Na G1 V
Chaptoye 1401 X100000-0 Ba Va 005 Na G8 V K6 V*
Marguerite 1402 X100000-0 R Ba Va 004 Na M3 V M7 V*
Grady 1406 D000365-A As Lo Ni O:1605 600 Cf K4 V
Shade 1408 X300000-0 Ba Va 002 Na M3 V* M7 V
Hastings 1409 E997444-8 Lo Ni 212 Na G3 V

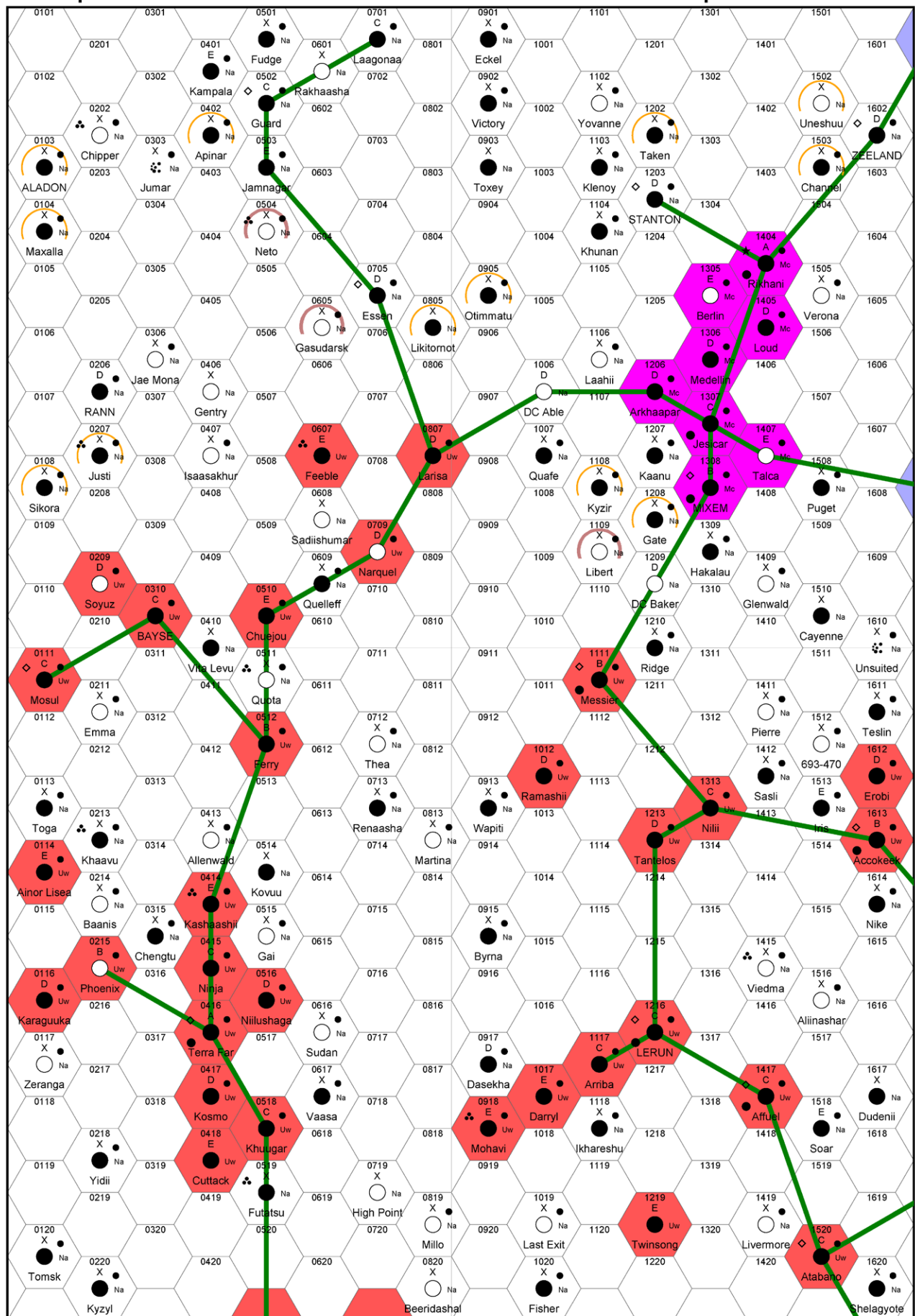
Ruskin 1505 C200365-A Lo Ni Va 600 Cf K2 V* M1 V
Port Royal 1506 D310363-A U Lo Ni O:1605 303 Cf M3 V M7 V*
Savah 1508 E766223-7 Lo Ni 300 Na G7 V
Eby 1602 D100567-A Ni Va O:1603 112 Dg K3 V* K4 V
Hartford 1603 C676655-A T Ag Ni 900 Dg G3 V
Colfax 1605 A854783-A N Ag Cp 511 Cf G2 V
Surrey 1606 D300265-A U Lo Ni Va O:1605 212 Cf M1 V* M3 V
Morningside 1608 X792000-0 Ba Po 013 Na K1 V* [(K3 V K5 V)]
Occam 1701 B87A888-C U Wa 413 La G4 V
Isdirra 1703 D100513-A Ni Va O: 1803 900 Dg M4 V
Berasberg 1710 X100000-0 Ba Va 000 Na M6 V M8 V*
Zephir 1801 C691652-A Ni Po 604 Dg K1 V* M1 V
FLAMBERGE 1803 B775953-B N Hi In Cp 110 Dg G3 V
Neu Chateau 1804 C867753-B M Ag Ri 200 Dg K3 V* M1 V
Batavia 1807 D762887-6 Ni Ri 505 Na K0 V
Wei-Wai-Wei 1901 D737465-A Lo Sw O:1801 900 Dg G4 V
Waypoint 1903 C000513-B U As Ni O:1803 912 Dg M7 V
Heaven's Belt 1904 C000512-B As Ni 924 Dg M1 V
Killbrouha 1907 X623000-0 Ba Po 013 Na K3 V
DEFIANT 1909 C774943-9 U Hi In 100 Na K4 V* M9 V
Gemstar 2001 B100466-B N Lo Ni Va O:2201 013 Dg M1 V
Verdammt 2009 X749000-0 Ba 022 Na G7 V
Churchill 2101 D000466-B As Lo Va O:2201 400 Dg M0 V* M4 V
Peodein 2103 D100265-8 Lo Ni Va 222 Dg K7 V M0 V*
Bootrosi 2106 X755000-0 Ba 003 Na K3 V
Clayton 2108 D6535MA-6 M Ni Po 813 Na G3 V* K5 V
Dagir 2201 A764884-B F Ag Ri Cp 801 Dg K4 V
Conterolla 2301 D668566-8 Ag Ri O: 2201 004 Dg K2 V
Clavis Nine 2305 X736000-0 R Ba 022 Na K6 V
Cloudia 2401 D100414-A Lo Va Sw 214 Rr (M6 V M6 V)
Ke-aday 2404 D7556M7-8 Ag Ni 610 Na K4 V* K5 V
Azure 2405 X989000-0 Lo Ni 922 Na G6 V
Harland 2408 E699221-6 Lo Ni 904 Na K3 V
Valhalla 2410 D785694-7 Ag Ni Ri 312 Na G7V
Efreeti 2501 XAA9000-0 Ba 004 Na F4 V
Lasen 2505 C6A4321-A Lo Ni 900 Na (M3 V M3 V)* M4 V
Harmon 2510 X300000-0 Ba Va 005 Na M3 V* M4 V
Calimite 2605 X000000-0 As Ba Va 003 Na M1 V
Mansania 2607 E56568A-7 T Ag Ni 224 Na G0 V* K3 V
Taranto 2610 X000000-0 As Ba Va 024 Na M5 V
Cyrenica 2701 B773555-D N Ni Po 114 Rr K2 V
Zenux 2704 D6A26MC-7 Ni 523 Na K1 V
Moonshan 2706 X100000-0 Ba Va 002 Na F3 V
Rog's Planet 2710 X655876-3 Ag A 213 Na M2 V
Gardon 2801 D796433-8 Lo Ni 103 Na G8 V* K3 V
Knobel 2805 A651637-C S Ni 204 Al M1 V* M3 V
Yekon 2902 X6415TD-8 Lo Ni C:5 A 104 Na K1 V
NEW ALBA 2905 C888988-A U Hi Cp 322 Al G2 V
Crown Heights 2906 C68156A-9 S Co Ni 504 Al K2 V
MacBurr 2908 X98A100-3 Wa Lo Ni A 803 Na G9 V
White 3001 X8775TD-3 Ag Ni A 311 Na K1 V* M0 V
Deserte 3003 D743747-8 Ni Po 122 Al K3 V* M2 V
Zilon 3004 B866654-B N Ri 400 Al K4 V

Ribble 3007 X310000-0 Ba 012 Na M3 V* M5 V
Rapier 3008 B6937AB-A H Po 201 Na G3 V
Sumax 3010 C5324SB-8 R Lo Po R 702 Na K4 V
Glassend 3102 X726417-6 Lo A 115 Na K0 V* K7 V
Cirion 3103 D788463-8 S Co 900 Al K5 V* M0 V
Arwen 3105 C10055A-9 Co Va Na 604 Al M2 V* M2 V
Brego 3110 X62A000-0 Wa Ba 024 Na K2 V* K8 V
Degas 3201 X200000-0 Ba Va 012 Na M0 V M3 V*
Gambda 3210 C0005VF-A C As Ni Va R 203 Na K0 V

Freedom League SPINWARD FRONTIER

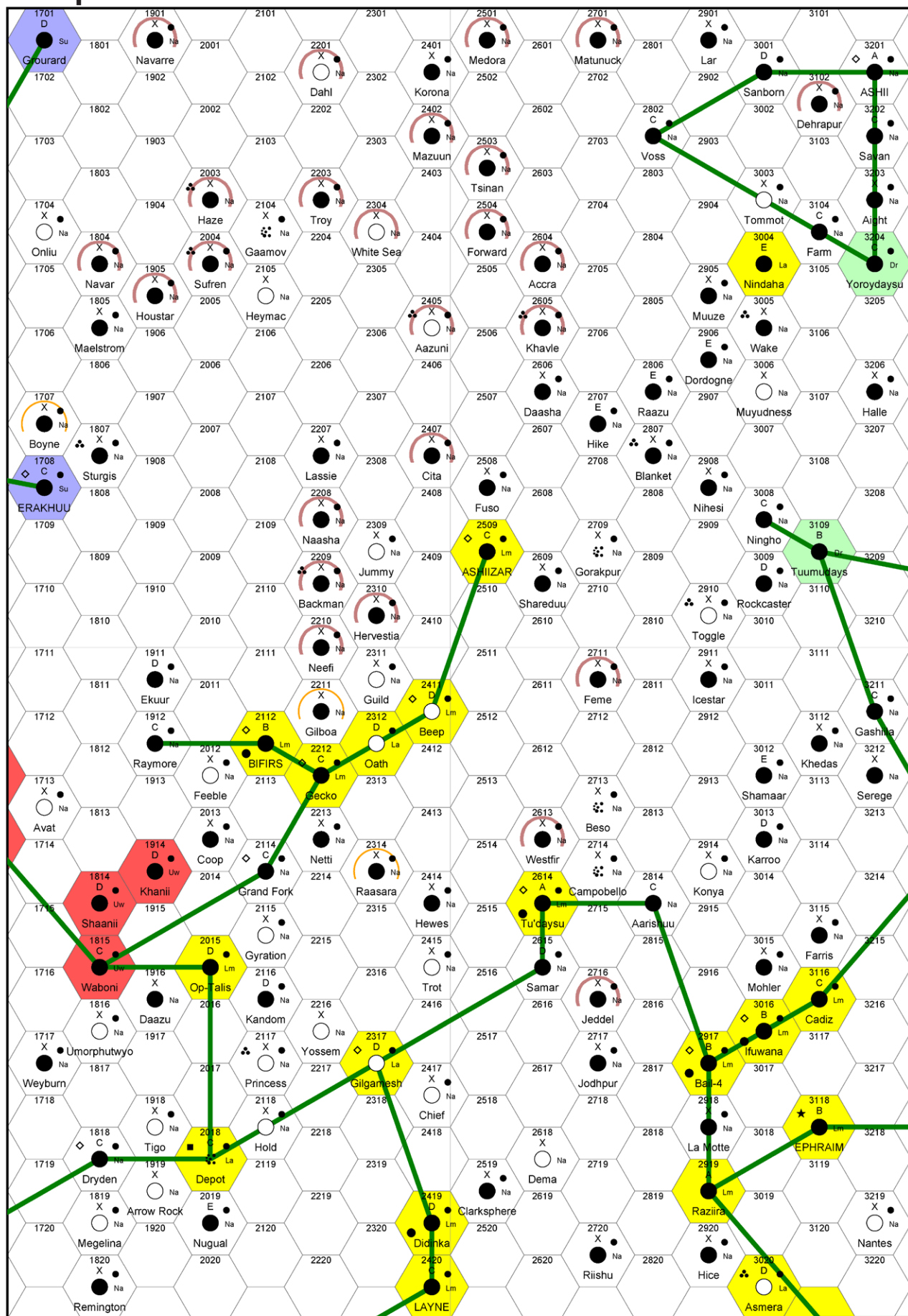
Diaspora

Alpha Quadrant



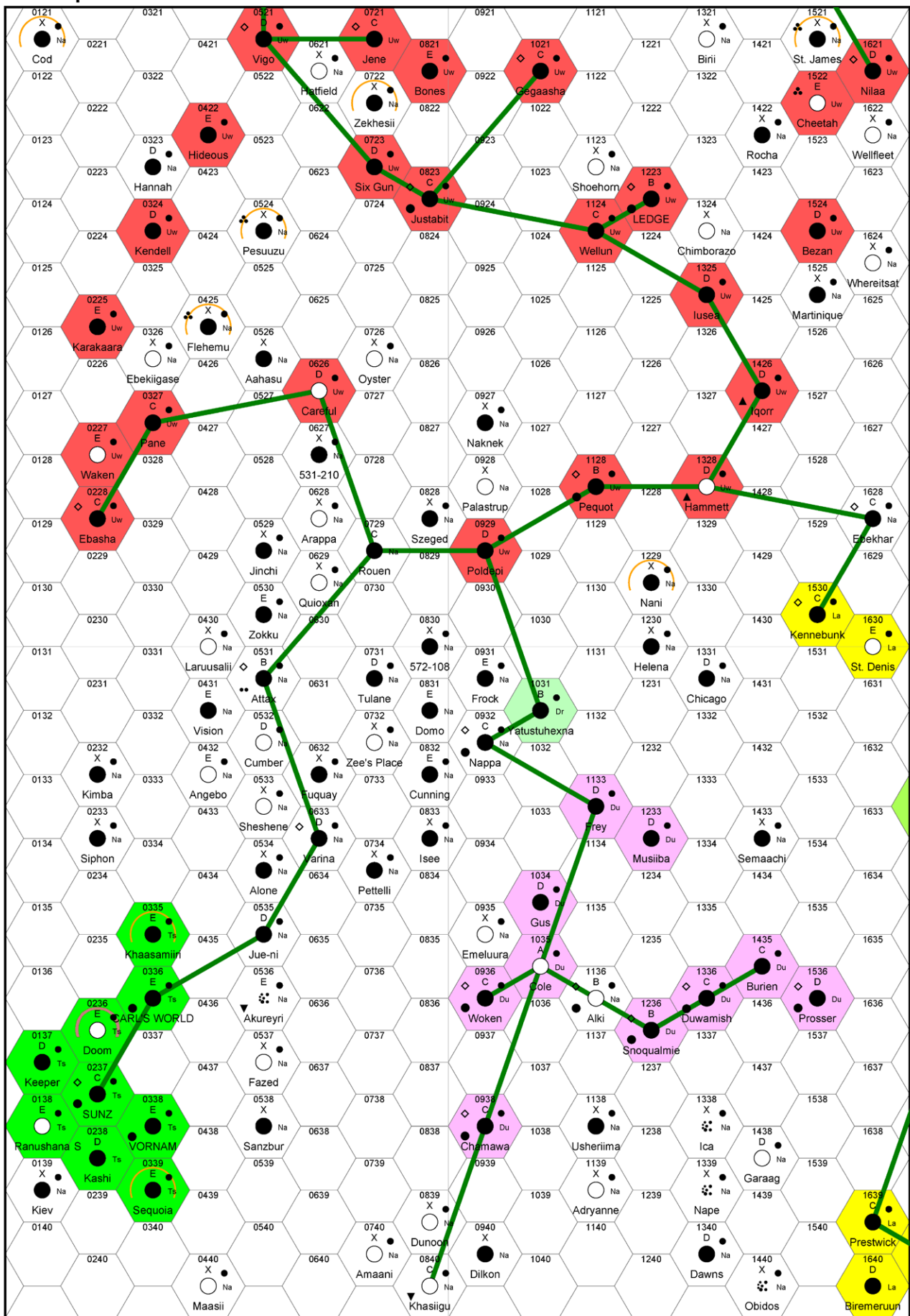
Diaspora

Beta Quadrant



Diaspora

Gamma Quadrant



Delta Quadrant



Diaspora Sector - Narquel Diaspora, Subsector A

New Era data, as of 001-1248

ALADON	0103	X657976-4		Hi	A	104	Na	G0 V
Maxalla	0104	X596300-3		Lo Ni	A	315	Na	M1 V
Sikora	0108	X8745TD-4		Ag Ni	A	404	Na	K2 V
Chipper	0202	X7C0000-0	R	De Ba		003	Na	M3 V
RANN	0206	D89A9M8-9		Wa Hi		114	Na	K4 V
Justi	0207	X686446-4	R	Lo Ni	A	404	Na	M4 V
Soyuz	0209	D300413-8		Co Va Lo Ni		401	Uw	M0 II
Jumar	0303	X000000-0		As Ba		015	Na	A8 V
Jae Mona	0306	X200000-0		Va Ba		023	Na	K0 V
BAYSE	0310	C685973-8		Hi		905	Uw	K1 V
Kampala	0401	E645221-8		Lo Ni		404	Na	K6 V* [M6 V]
Apinar	0402	X542203-3		Lo Ni Po A		423	Na	M4 V
Gentry	0406	X6A0000-0		De Ba		010	Na	[M3 V M0 V]*
Isaasakhur	0407	X110000-0		Ba		013	Na	M0 V
Vita Levu	0410	X6A3000-0		Ba		000	Na	M2 V* K4 V
Fudge	0501	X9C3000-0		Fl Ba		023	Na	M1 V
Guard	0502	C764643-8	T	Ag Ni Ri		812	Na	G4 V
Jamnagar	0503	E99A777-7		Wa Ni		101	Na	G0 V* [M6 V]
Neto	0504	X300000-0	R	Va Ba	R	012	Na	M3 V
Chuejou	0510	E253323-6		Lo Ni Po		524	Uw	[K0 V M3 V]*
Rakhaasha	0601	X110000-0		Ba		000	Na	M1 V
Gasudarsk	0605	X100000-0		Va Ba	R	002	Na	M3 V
Feeble	0607	E473346-5	R	Lo Ni		200	Uw	K5 V
Sadiishumar	0608	X8D0000-0		De Ba		010	Na	G0 V
Quelleff	0609	X624000-0		Ba		005	Na	M2 V
Laagonaa	0701	C551885-9		Po		122	Na	[G1 V M4 V]*
Essen	0705	D666226-8	T	Lo Ni		624	Na	[K4 V M2 V]*
Narquel	0709	D110466-8		Lo Ni O:0512		505	Uw	M1 V
Likitornot	0805	X2525TD-3		Ni Po	A	200	Na	K2 V
Larisa	0807	D588220-8		Lo Ni		904	Uw	G1 V

Allegiance Codes:

Na = Non-aligned World

Uw = United Worlds Alliance

Base, & Trade codes:

R = Ruins of a former base

T = Free Traders nexus, or hub

1248 Subsector Notes:

The Narquel subsector by 1127 Third Imperial year, saw the rise of an aggressive expansionistic quasi-religious industrialized power in the ill-fated Narquel Ecclesiasty polity. At the onset of the collapse, its former rival starshipyard sustaining worlds of Neto and Gasudarsk fell swiftly. Dozens of new warships built under contract for the Union of Sufren became infected, and then rampaged across the subsector before heading back to finish off Narquel and her satellite worlds in 1131 while Neto and Gasudarsk became nightmare worlds run by their hordes of robots. Most starship surviving captains with uninfected ships fled the region while the local built vampire warships destroyed worlds one by one.

By 1167 when the Diasporan Mercantile Guild ventured back into the subsector they discovered only three worlds had maintained a starport: Guard, Essen, and Larisa. These latter two D-class downports remained the primary repair facilities of those who fled the Guild's own tyranny in 1189. Then a new hope arrived, from the Sons of Craig, and those who founded the UWA. The UWA expanded slowly outwards, and in Narquel subsector it was to worlds that voluntarily wished to join, or lay near the unharvested salvage worlds of Neto, Soyuz, Gasudarsk, and Narquel itself. Despite progress and renewed interstellar trade links, the subsector has many xenophobic and technophobic worlds, each bearing an Amber zone rating.

Planetary Notes:

ALADON (Non-aligned): Aladon was typical of high population/ high technology worlds of the former 3rd Imperium, and suffered heavily in the collapse. Aladon fragmented socially along continental and island archipelago groupings. Recovery has not occurred here. Four of Aladon's two dozen island states have achieved TL5 but the rest remain at TL4 as 1248 dawns in the subsector. Late 1210 RCES Moonshadow reports list the world as xeno and technophobic, and vocally anti-Cym towards sentient machines.

RANN (Non-aligned): Rann had been an interdicted prestellar world during the Third Imperial era without any starport, when it became a haphazard refuge world for survivors fleeing nearby dying worlds of Jae Mona and Isaasakhur at the onset of Virus. The charismatic King of Rann when faced with these offworlders and their high technology items, began a long term program of technology advancement and upon his death in 1165, Rann had achieved TL9 and had repaired several of the refugee's downed starships. In 1206 the scientists of Rann unlocked the secrets of the jump drive and jump astrogration, and began in 1211 to strip-salvage clean the worlds of Jae Mona and Isaasakhur. They since have adapted

from these abandoned recovered facilities what they can use, and what they could not they have sold to rimwards bound ships to the UWA.

Soyuz and Narquel (United Worlds Alliance): The billions of dead of these two worlds have been buried, and now in 1248 they are both UWA sponsored salvage colonies. Now in its sixteenth year of operation after having removed the massive machinery of their former A-class shipyard back to the UWA, the 40,000 UWA worker-colonists, are now carefully strip salvaging other manufacturing facilities down to their foundations. The UWA here is taking a more measured pace, removing those portions of technology it can use presently, and mothballing for later those they intend to utilize later. Both salvage colonies are supported from the UWA member world of Bayse. The Narquel salvage colony is a mirror image of the operation on Soyuz but with 50,000 UWA citizen worker-colonists. The two colonies' projected completion dates lie in the year 1272 for total disassembly; total removal by 1300; and final abandonment by 1302.

BAYSE (United Worlds Alliance): Bayse currently in 1248 is the sole high population member world of the UWA. Like the world of Rann, they were also a formerly prestellar interdicted society that advanced itself technologically from Virus refugees from Soyuz, their own know-how and their self-investment. Bayse's three major superpowers were launching their own TL8 GPS satellite system in 1230 when they were contacted by the UWA freighter SS Benevolent Bouncer. Diplomats from Phoenix followed soon afterwards, and in 1232, Bayse formally entered of its own accord into the UWA. Bayse has since then served as a staging area and supply world for the Soyuz salvage operation.

Guard (Non-aligned): The descendants on Guard in 1248 came from those who fled the initial horrors of the Collapse from dying worlds such as Fudge and Rakhaasha. Guard's TL7 infrastructure of technology, an agricultural exporting world left it largely unaffected by the rampaging Vampire ships of Gasudarsk, Narquel, and Soyuz. Guard's prosperity and being a Mecca for Free Traders began in the 1170's when two Free traders, the SS Pass the Cheque Please, and SS Das Hund und Hause made this world their home port of registry. It continues to this day as a trade nexus for corewards-rimwards ships passing by.

Jamnagar (Non-Aligned): The water world Jamnagar, like Aladon, split into four major island archipelago states during the collapse and remains so to this day. It was recontacted by Free Traders and Guild freighter captains alike in the 1160's enroute to the nearby world of Guard in the Aladon Main. The four nations here each have their own E-class downport, and each has their own trade laws and differing customs as well. Like other

worlds hit hard by the AI-Viral plague, they view very dimly any sentient machinery, but welcome useful non-computerized goods and services. Wilderness sea water refueling is allowed here as the sole gas giant lies in the far orbit of the far companion red dwarf star.

Laagonaa (Non-aligned): The water poor world of Laagonaa weathered the collapse well due their storage of technological knowledge and equipment during the 'Hard Times' of the Final War. A new, well moderated civil service bureaucracy in the 1220's prompted by the growth of interstellar trade, heading corewards through Narquel towards the distant 4th Imperium. A new orbital C-class highport was finished in 1242, mainly from salvage removed from the neighboring boneyard world of Rakhaasha. The Laagonese remain pro-offworld, but are ambivalent towards AI-Cyms.

Essen (Non-aligned): Essen's small independent downport became a popular trade hub nexus, and retains that status today in 1248 for ships heading corewards towards the 4th Imperium by way of Guard, and convoys passing rimwards to Phoenix. Essen remains the 'home port of call' for two of its local Free Trader ships, the SS No Nonsense Now, and the SS Ragin' Cajun. Essen remained an independent port throughout the Guild's piratical tenure, being was far enough away from the more lucrative slaving markets of Diaspora. Both vessels are still running and remain family owned and operated, with extended family and cousins acting as their repair crews here on Essen.

Libert Diaspora, Subsector B

New Era data, as of 001-1248

Eckel	0901	X837000-0		Ba	011	Na	K9 V* [M9 V]
Victory	0902	X9A7000-0		Ba	015	Na	M0 V
Toxey	0903	X78A000-0		Wa Ba	010	Na	[K4 V*] M4 V
Otimmatu	0905	X5535TD-3		Ni Po A	504	Na	M0 V
Quafe	1007	X433000-0		Po Ba	023	Na	K1 V
Yovanne	1102	X200000-0		Va Ba	003	Na	K4 IV
Klenoy	1103	X623000-0		Po Ba	012	Na	M4 V
Khunan	1104	X332000-0		Po Ba	023	Na	M3 III
Laahii	1106	X100000-0		Va Ba	004	Na	M1 II [M1 V]*
Kyzir	1108	X6713TD-2		Lo Ni Po A	904	Na	[M1 V M1 V]*
Libert	1109	X210000-0		Ba R	002	Na	K8 III
Taken	1202	X675200-4		Lo Ni A	903	Na	M6 V
STANTON	1203	D989A77-8	T	Hi	111	Na	G0 V* M9 V
Arkhaapar	1206	D355796-7		Ag Ni	212	Mc	M2 V
Kaanu	1207	X321000-0		Po Ba	014	Na	[A2 IV K4 V]*
Gate	1208	X659300-0		Lo Ni A	102	Na	K2 V
Ridge	1210	X77A000-0		Wa Ba	014	Na	G8 V
Berlin	1305	E200364-9		Lo Va O:1404	803	Mc	M4 V
Medellin	1306	D645321-8		Lo Ni	904	Mc	M2 V
Jesicar	1307	C364586-8	M	Ni	103	Mc	M1 V* M9 V
MIXEM	1308	B685944-9	U	Hi Cp	104	Mc	G4 V
Hakalau	1309	X436000-0		Ba	004	Na	M7 III
Rikhani	1404	A688784-A	F	Ag	214	Mc	M3 V
Loud	1405	D894445-8		Lo Ni	904	Mc	K1 V
Talca	1407	E100367-8		Lo Va O:1308	513	Mc	[M4 V M5 V M4 V]*
Glenwald	1409	X110000-0		Ba	003	Na	K1 V
Uneshuu	1502	X100000-0		Va Ba A	010	Na	M3 V
Channel	1503	X6945TD-2		Ag Ni A	512	Na	G0 V
Verona	1505	X400000-0		Va Ba	004	Na	M9 V
Puget	1508	X7C8000-0		Fl Ba	002	Na	M4 V
Cayenne	1510	X425000-0		Ba	020	Na	K1 V
ZEELAND	1602	D898A99-C	T	Hi C:4	504	Na	K2 V
Unsuited	1610	X000000-0		As Ba	014	Na	M3 V* [M1 V]

Allegiance Codes:

Mc = Mixem Concordiat
Na = Non-aligned World

Base, & Trade codes:

F = Military & Naval base
M = Military base
N = Naval Base
R = Ruins of a former base
T = Free Traders nexus, or hub
U = Trade hub & Military Base

Libert Subsector 1248:

The trailing high population worlds of Zeeland and Stanton in the Libert Subsector were contacted by the Covenant of Sufren's Scouts in 1203, but further contact with the heart of the Great Libert Main's worlds was delayed until the Khavle Main vampire thrall worlds, and the Alurzan Backman Cluster worlds had been re-opened with aid from the RCES in 1208. Zeeland and Stanton were the two primary worlds within the CoS Scouts range, followed by the balkanized but pro-offworld thinking world of Mixem and their four D-class downports. Zeeland turned out to want nothing with interstellar expansion but a return to her former status, and re-opened her massive E-class down port. Stanton and Mixem however took the recovery and end of the hegemony of the Diasporan Mercantile Starfarer's Guild by storm. Today, the Mixem Concordiat and the single state world of Stanton remain the twin hubs of economic recovery of the subsector in 1248.

Pocket Empires:

There were no pocket empires in this subsector until the start of the New Era. The Mixem Concordiat arose in 1204 boosted by contact from the Covenant of Sufren. In 1248, this mutual trade federation consists of the loose alliance of the worlds of Mixem, Arkhaapar, Rikhani, Medellin, Jesicar, and Loud with salvage colonies on the worlds of Berlin and Talca. Due to a serious lack of hazardous environment suits, the salvage work planned for the dead world of Puget has been postponed. Commercially the Concordiat manages trade across the Libert Main from Erakhuu in Sufren subsector into Narquel subsector towards Guard, and into the coreward frontier of the UWA at Bayse. Militarily, the Concordiat practices self autonomy and planetary sovereignty.

Planetary Notes:

LIBERT (Non-Aligned/ Red Zone): The AI-Virus impact here on Libert was swift, snuffing out the 1 billion inhabitants overnight. On the surface, the sentient robots of the starport, police security forces, and sanitation waste recycling services became their own masters. Vampire ships began visiting the haunted planet around 1160, and by 1170 it had become an automated repair yard of about a C-class rating. The Imperial Regency Navy Frontier cruiser ISS Children of the March enroute to Sufren discovered the vampire nest in 1211, and plastered the surface with artillery, destroying the vampire shipyard repair facility. The resulting EMP output ended the majority of AI-Cym robotic life they thought. Salvagers from the Mixem Concordiat ventured into the haunted system in 1224 discovered differently: many of the sentient robots had survived, having cannibalized themselves, and had control of some the surviving former planetary defenses. After loss of a ship with all hands, the Mixem Concordiat posted Libert as a red zone.

STANTON (Non-aligned): Stanton's pre war and Collapse era technology suffered very little from the AI-Viral onslaught in Diaspora in 1130. A brief period of disunity and isolationism lasted from 1136 to 1180, ending with the installation of a pro-offworld transnational world trade organization that re-opened four starports to Guild and Free traders. Stanton's economy boomed in small fits and spurts, due to the infrequency and paucity of Starships, but they acted throughout the collapse era as a clearing house of much needed TL8 cargoes, foodstuffs, and manufactured goods i.e. weapons. Stanton's four superpowers in 1248 each boast their own D-class downport, and the eight intermediate states have E-class wilderness sea water landing sites. Stanton remains a powerful TL8 economic juggernaut of the subsector for Guild and Free Traders alike, as well as a major exporter of refined carbon distillates for prestellar economies elsewhere, and a major trade nexus for TL8 goods for the foreseeable future as other worlds continue their recovery efforts corewards in Diaspora.

Arkhaapar (Mixem Concordiat): The collapse on Arkhaapar taught two lessons: the first, it united the once balkanized world under a world government; and secondly, the inhabitants learned they could live with less and still remain economically viable. The current government they employ arose from the Farmers Co-operative board. It has placed Arkhaapar's agricultural business first, and maintaining the E-class starport second. Arkhaapar's exportation of foodstuffs to worlds like Stanton and Zeeland has only increased with the increase in starships in the subsector. They prefer to leave their convoy protection issues to worlds like Mixem and Rikhani.

MIXEM (Mixem Concordiat): While Mixem's C-class starport degraded for the lack of spare parts to D-class during the collapse, it quickly became a Mecca for those surviving starship captains working the region commercially, especially those who'd fled the vampire ship menace in neighboring Narquel subsector. Mixem's population plateaued at 900 million in 1128, but with contact from the Covenant of Sufren, they saw a bigger and brighter future economically lay ahead. The death of the Covenanters' polity in 1211 during the Black Fleet incursion was the wake-up call for any lack of ambition, and Mixem's efforts towards recovery and rebuilding redoubled, contacting and aiding their neighboring worlds like Jesicar, Arkhaapar, Medellin, Loud, and Rikhani in 1212. By 1232, Mixem had through their salvage efforts on work colony worlds like Talca and Yovanne, built themselves their own B-class spacecraft shipyard and in 1240 had achieved a sustainable TL9. Mixem is currently exporting TL8-TL9 interface spacecraft as well as missile armed SDB's to Zeeland and Stanton.

Rikhani (Mixem Concordiat): Rikhani's collapse came hard to a world used to high technology and automation,

and it fell back to pre-industrial levels. Covenant of Sufren Scouts and later contact with Mixem overcame the suspicions of the government here, and is an example of the investment in the human spirit overcoming huge obstacles. With Mixem's economic aid and bootstrapping following the destruction of the nearby world of Sufren in 1211, work began in earnest to return to the stars. Much of the 1248 changes to Rikhani currently came from the salvaged relic machinery from the dead former high population TL10 world of Yovanne and the A-class shipyard machinery unearthed and reassembled from the cemetery world of Talca. In 1245, the Rikhanese began renovating and repairing their own former Imperial Naval base after the first new starships here since the Final war went to their trial runs that spring. They currently have a small Jump-1 capable "navy" of a dozen beam laser and missile armed destroyer sized vessels which they patrol and escort the space lanes with along the Concordiat's trade links.

ZEELAND (Non-aligned): Slightly smaller in size than Stanton, but with a population of 56 billion, this crowded near water world managed through its impersonal bureaucracy's high law policies to sustain a technological infrastructure of TL9 throughout the collapse. Their layered planetary defenses kept raiders and vampire ships away, but were forced to recognize a New Era had returned with the arrival of the Sufrenese Navy in 1204, ending Zeeland's isolation by gunboat diplomacy. The fall of Sufren did not touch Zeeland, and while it had stalled the Covenanters on the issue of the rights of the Chirpers, they found that the Reformation Coalition was less than understanding of their local affairs concerning the aquatic gill breathing Chirper species that make up forty percent of the planet's total sentient population. Zeeland however has resisted diplomatic efforts from the Freedom League on the casting of the semi-aquatic Chirper population, and they insist that they are "a protected species unique to the planet", and forbid any Droyne from visiting planetside. Zeeland has recently become a high technology export trade hub in the Libert subsector despite their sovereignty issues on their Chirper inhabitants.

Sufren Subsector (C)/ Diaspora

New Era data, as of 001-1248

Grouard	1701	D896777-6		Ag Ni Rw	400	Su	G2 V* M4 V
Onliu	1704	X110000-0		Ba	024	Na	[M1 V M6 V M0 V]*
Boyne	1707	X4625A6-3		Ni A	103	Na	M1 V
ERAKHUU	1708	C896999-9	T	Hi In Rw	202	Su	G1 II
Navar	1804	X5C7000-0		Fl Ba R	005	Na	F9 V
Maelstrom	1805	X421000-0		Ba Po	003	Na	M0 V
Sturgis	1807	X444000-0	R	Ba	102	Na	K0 V
Navarre	1901	X6C6000-0		Ba R	024	Na	G9 V
Houstar	1905	X8C4000-0		Ba Fl R	013	Na	[K3 V M7 V]*
Haze	2003	X7CA000-0	R	Ba Wa R	000	Na	[G0 V M7 V]*
Sufren	2004	X6C6000-0	R	Ba R	023	Na	M1 V
Gaamov	2104	X000000-0		As Ba	011	Na	K1 V* [M2 V]
Heymac	2105	X300000-0		Ba Va	010	Na	M4 V
Dahl	2201	X100000-0		Ba Va R	013	Na	M0 V
Troy	2203	X622000-0		Ba Po R	014	Na	[M2 V M1 V]*
Lassie	2207	X221000-0		Ba Po	004	Na	[G0 V M5 V]*
Naasha	2208	X6C7000-0		Ba R	014	Na	G0 V* [M2 V]
Backman	2209	X5C4000-0	R	Ba R	003	Na	[K0 V M0 V]*
Neefi	2210	X67A000-0		Ba Wa R	002	Na	G8 II
White Sea	2304	X100000-0		Ba Va R	000	Na	M3 V
Jummy	2309	X100000-0		Ba Va	014	Na	[K3 V M7 V]*
Hervestia	2310	X544000-0		Ba R	203	Na	K3 V
Korona	2401	X523000-0		Ba	013	Na	K2 V
Mazuun	2402	XACA000-0		Ba Wa R	002	Na	G0 V
Aazuni	2405	X220000-0	R	Ba R	011	Na	M3 V [M7 V]*
Cita	2407	X544000-0		Ba R	023	Na	K4 V

Allegiance Codes:

Su-Covenant of Sufren

Na-Non-aligned World

Base & Trade codes:

R = Ruins of former Imperial Base

T = Free Traders nexus or hub

1248 Subsector Notes:

Though not a Holocaust region of the collapse, the Second Vampire War of 1210-11 left this subsector in that status when the Covenant of Sufren was smashed and destroyed by the Retribution Fleet of the Black Imperium. It took from 1211 until mid 1215 for the combined ships remaining of the UWA, the Guild, and the Reformation Coalition to evacuate all of the survivors from the Sufren Subsector to more habitable worlds. Roughly 600 million survivors were evacuated from Sufren alone of the 750 million saved from a radioactive slow death. Only a handful of worlds remain of this once vibrant interstellar survivor state, namely Grouard and Erakhuu in 1248. Currently, the high population high technology League member world of Dethenes is beginning a terra-form project on the ruined surface of Sufren to restore the biosphere, much like the ones they completed in 1240 on Wake, and Toggle and in 1242 on Accra and Aight.

Pocket Empires:

The Union of Sufren of the Sufren Main, (1126-1131) was a small four-system polity that arose from Sufren economic and military leaders uniting against the onset of the Hard Times. The capital was at Sufren (TL14). Haze, Troy, and Gaamov and they were allied with the Khavle Accordment, and had trade ties to Margaret's Imperium to trailing, and Duke Craig's Federation of Daibei to spinwards across the outlands. They were plagued by piracy out of Pasdaruu and the Backman Cluster's Vassalry Judiciale's political rivalry throughout this period.

The Backman Cluster's Vassalry Judiciale, was set on the worlds of Backman, Neefi, Hervestia, and Naasha. The Judiciale opposed the Union of Sufren, and in the post rebellion era 'Hard times', unleashed once more a bitter longstanding regional rivalry held only in check by the 3rd Imperium. The quarrelsome Judiciale world's members argued far too often to be more effective against Sufren, and spent their energies trying to destabilize the weaker polities of the Alurza Cartel, and Khavle Accordment.

All the above pocket empires perished either in the Collapse or in the 2nd Vampire War.

Planetary Notes:

Grouard (Covenant of Sufren): The Covenant world of Grouard saw some 20 million refugees from Navar brought here by the UWA, Guild, and the RCES from 1211 to 1213. Guild and Free Trader ships are welcome here; League vessels are not. Both of Grouard's two nation states blame the lack of swift response and the "dumping off" of the refugees for the simmering anti-League attitude.

ERAKHUU (Covenant of Sufren): Erakhuu's three dozen TEDs were subdued by Covenant of Sufren forces between 1203 and 1207, but had yet to be incorporated into the polity when the Black Fleet struck in 1211, and escaped being made a target. 150 million refugees rescued from low berth Black War shelters were brought here, creating the instant high population world it has become by 1215. Erakhuu has also inherited the surviving evacuation ships from Sufren, as well as those half dozen warships that survived the battle for the planet. Today, the heirs of Sufren watch with suspicion the efforts of Dethenes and their sentient robots as they begin the immense fifty year job of cleaning up and making viable for life their former homeworld. UWA, Guild Traders are welcomed here as Erakhuu remains pro-off world trade, League traders with sentient machine crews are banned from landing, and allowed gas giant refueling only.

Khavle Subsector (D)/ Diaspora

New Era data, as of 001-1248

Medora	2501	X4C2000-0		Ba Po R	003	Na	K1 V
Tsinan	2503	X4C2000-0		Ba Po R	904	Na	M0 V
Forward	2504	X8C3000-0		Ba R	013	Na	[M2 V M9 V]*
Fuso	2508	X7B3000-0		Ba Fl	004	Na	G1 V
ASHIIZAR	2509	C644987-A	T	Hi In Rw	111	Lm	[K7 II M3 V]*
Accra	2604	X6C7000-0		Ba R	003	Na	G0 V
Khavle	2605	X324000-0	R	Ba R	005	Na	M4 V
Daasha	2606	X62A000-0		Ba Wa	003	Na	K4 V* [M0 D]
Shareduu	2609	X231000-0		Ba Po	021	Na	M2 V
Matunuck	2701	X8C3000-0		Ba Po R	012	Na	K3 IV
Hike	2707	E782453-5		Lo Ni Po	225	Na	F4 V
Gorakpur	2709	X000000-0		Ba As	014	Na	M4 V* [M0 D]
Voss	2802	C867873-9		Ag Ri Rw	325	Na	F4 V
Raazu	2806	E445552-5		Ag Ni Rw	115	Na	A2 V
Blanket	2807	X224000-0	R	Ba	001	Na	[M3 V M1 V]*
Lar	2901	X331000-0		Ba Po	004	Na	M4 V
Muuze	2905	X792000-0		Ba Po	013	Na	[F5 V M0 V M4 V]*
Dordogne	2906	E454576-5		Ag Ni Rw	404	Na	M3 V
Nihesi	2908	X7B1000-0		Ba Fl Po	004	Na	M4 V
Toggle	2910	X100000-0	R	Ba Va	003	Na	K1 V [M7 D M5 V]*
Sanborn	3001	D483623-7		Ri Rw	204	Na	F7 V* [M8 V]
Tommot	3003	X210000-0		Ba De	012	Na	M1 V
Nindaha	3004	E794523-4		Ag Ni Hw	200	La	M2 V
Wake	3005	X642000-0	R	Ba	000	Na	K4 V
Muyudness	3006	X100000-0		Ba Va	000	Na	G2 V
Ningho	3008	C577524-7		Ag Ni Rw	204	Na	K5 V* M3 V
Rockcaster	3009	D69A644-7		Wa Rw Do:5	103	Na	M0 III* [M6 V]
Dehrapur	3102	X423000-0		Ba Po R	001	Na	[G3 V M4 V]*
Farm	3104	C656741-A		Ag Rw	204	Na	M4 V
Tuumudays	3109	B557732-C		Ag Rw	220	Dr	M3 III* M6 V
ASHII	3201	A694988-A	T	Hi In Hw	112	Na	G4 V
Savan	3202	C444776-9		Ag Rw	103	Na	M4 V
Aight	3203	X742000-0		Ba Po	201	Na	G2 V
Yoroydaysu	3204	C541736-9		Po Rw	204	Dr	K7 V
Halle	3206	X626000-0		Ba Po	002	Na	G5 V

Allegiance Codes:

Dr = Droyne World

Lm = League member world

La = League Affiliate member world

Na = Non-aligned World

Base & Trade codes:

R = Ruins of former Imperial Base

T = Free Traders nexus or hub

Hw = Home world of a minor race

Rw = Refugee World

Do: 3 = Uplifted Dolphins present 30% of UWP pop digit.

D: 9 = Droyne present (90%) of pop digit.

1248 Subsector Notes:

Khavle Subsector was abandoned by Lucan's Imperium and incorporated into Margaret's outlands frontiers in 1124. The region suffered severe technological regression, compounded by being in the holocaust zoned 'Vampire Highway' during the collapse. The Covenant of Sufren crash-started many of these worlds to TL9 with the Coalition proven six-year program, generally with mixed success between 1203 and 1209, much of which was destroyed in turn again during the 2nd Vampire Plague of 1211, wherein the pro-offworld contact worlds of Tsinan, Accra, Wake, and Aight were rendered uninhabitable. Nearly 150 million were evacuated from this subsector between 1211 and 1215. The majority of these refugees were resettled onto Voss and Sanborn from Accra and Matunuck; while Wake's survivors were dropped at Raazu and Dordogne.

Khavle subsector has only the alien world of Nindaha as an affiliate League member world, due to the fact the Nind are also part of the Outworld's Coalition of alien worlds. The Droyne here of Tuumudays, and Yoroydaysu were not part of the RCES-Dominoes plan, and this has put these Oytrips at odds with pro-League Oytrips elsewhere. The unifying current in the socio-political makeup in 1248 in Khavle is a deep distrust of the Leagues since the fall of Sufren, and an undercurrent of Anti-Cym prejudice. Ashiizar remains the remaining full member world of the Leagues in the subsector. Recent AI-Cym biosphere clean up efforts by Dethenes on Wake and Toggle in 1240, and 1242 on Aight and Accra have further rankled the subsector against sentient machines.

Pocket Empires:

The Khavle Accordment of the Khavle Main, (1126-1131) was a small four-system polity that arose from Tsinian, Accra, Khavle, and Forward's economic and military leaders uniting against the onset of the Hard Times. The capital was at Khavle, and they were allied with the Union of Sufren, and had trade ties to Margaret's Imperium across the outlands. They were plagued by piracy out of Pasdaruu throughout this period. The Accordment perished in the Collapse.

In the absence of a human led pocket empire, there has arisen a non-aligned group of alien worlds in what has been loosely described as the Outworld's Coalition, led by the early stellar tech Ashiin of the high population world of Ashii (TL10), Nindaha (TL4), and the Droyne worlds of Tuumudays (TL-12), and Yoroydaysu (TL9). Only the Nind have anything to do with the Leagues.

Planetary Notes:

ASHIIZAR (League Member/Centrist): Ashiizar was the site where one of the last big battles against the Black Fleet of 1211 was fought. Ashiizar took on many refugees from sister world Accra after the end of the 2nd Vampire Plague. In 1215 they achieved a solid TL9. In 1216 when the Covenanter refugees began the subsector spanning secession movement against the leagues over the membership acceptance of Dethenes' with their billions of AI-Cyms, Ashiizar's secession attempt failed, as the native population recalled the sacrifices of RCES over their world. They have remained staunchly Centrist policy wise, since then. Ashiizar is the Khavle subsector link of the League's trade corridor to the 4th Imperium from the Freedom league world of Tu'daysu in Pasdaruu subsector (H).

Nindaha (Affiliate member/Alien Homeworld): The peaceful Nind are a warm blooded bipedal hirsute simian race which was ignored entirely during the Rebellion, and during the AI Viral collapse. They may scuffle and quarrel, but will never deliberately kill another. They do not have a word for war. The Nind live long, are all vegetarians, and have fairly low birth rates and mating only twice in their lifetimes. The Nind have a matriarchal participatory democracy among their adult child bearing females. They settled amongst themselves the upbringing of the young, selection of mates, decisions of what to eat, and what was useful belonged to the female members of their race. The males could tend to all the non-thinking chores and work. Surviving IISS records showed that the female Nind are marginally smarter than males. They have achieved the pinnacle of their society (TL4), and have slowly risen in population. The Nind first met Free Trader and Guild starships with the same apathy they had to Imperial contact during the Rebellion, and only later in the recovery era after 1200 began to see that they could travel and be a part of the vaster universe. Their council voted to join the Freedom League in 1224, and remain listed as an Affiliate member world, but have excellent relations with visiting Ashii and Droyne traders in Khavle subsector.

Rockcaster (Non Aligned): This water world received about 300 thousand uplifted dolphins from the Covenant worlds, who are now in 1248 half the total population of the planet. Relations between the surface dwellers and the 'Phins is strained, as the 'Phins are pushing for the surface dwellers to upgrade to fusion power instead of mining for fossil fuels beneath the waves. The humans, who were the majority when they seceded from the RC in 1217, have resisted the move. The secession movement was based upon the inability to distinguish peaceful AI-Cyms from the Hostile ones that preyed on them before. The human led majority government remains unable to resolve the situation since they would have

to acknowledge their departure from the Coalition cost them the very upgrades they needed. The 'Phins cannot appeal to the anti-Cym Ashii or Droyne as aliens, due to their stance towards Cyms.

Farm (Non Aligned): Farm had been the breadbasket agricultural world that supported the high population high technology world of Aight. After Aight's destruction by the Black Fleet in 1211, they came to their neighbor's aid again by serving as a primary refugee world for the survivors. Between 1211 and 1215 Farm's population exploded to 25 million; six times what they had survived the collapse with. Considering Aight's Droyne had all opted for Ihishi, later renamed Yoroydaysu in 1215, the humans immediate choices were Savan or here. The two worlds pulled together and their recovery has been a solid one, since their secession from the Reformation Coalition in 1218. Unlike other secessionists, Farm maintains fairly cordial relations with the League worlds, particularly their merchants.

Tuumudays (Droyne World): A secondary migration wave of Droyne from Aight settled here in 1215 and began casting and uplifting the Chirpers who'd outlived the humans. Some 17 million Droyne from Aight willingly resettled here after the Black Fleet's passing between 1211 and 1215, and have recovered their technology at TL12. They remain open to offworld trade from other Droyne ships, and the Ashiin. League merchanters with a Droyne Sport aboard as a crewman will fare better here than those without one.

ASHII (Non Aligned/ Alien Homeworld): Ashii's pre-industrial level minor humanoid race was found to be unique to this planet by the IISS of the 3rd Imperium and was soon interdicted. Also like the Nind of Nindaha, they were ignored during the Rebellion and the early part of the Collapse. The Black Fleet of 1211 entirely ignored this system, and after their defeat, RCES discovered how quickly they had advanced without computers, first thought they had a natural ally to retake the stars with. RCES later discovered that the Ashiin had a crystalline sense of Law, order, balanced mathematical symmetry as well as their opposites: chaos, disorder, lack of symmetry, and bad mathematics. They had no concept of love or hate, only that which "fits in" with their hierarchical society, and that which was an obstacle to it and must be removed. This utter coldly logical Nietzschean thinking gave the Coalition pause. The League still only deals with them through the handful of Free Trader merchants still allowed there. The Ashiin view AI-Viral machines as a threat and any threat such as that must be opposed and utterly destroyed. On this the Ashiin remain quite implacable.

Shadigi Diaspora, Subsector E

New Era data, as of 001-1248

Mosul	0111	C586847-9	T	Ri	401	Uw	M1 V
Toga	0113	X674000-0		Ba	012	Na	K8 V* [M4 V]
Ainor Lisea	0114	E777521-7		Ag Ni	404	Uw	[K3 V M9 V]*
Karaguuka	0116	D789644-9		Ni Ri C:3	214	Uw	G1 V* [M4 V]
Zeranga	0117	X100000-0		Va Ba	004	Na	A1 V
Tomsk	0120	X424000-0		Ba	013	Na	M3 V* M6 V
Emma	0211	X5A0000-0		De Ba	002	Na	M9 V
Khaavu	0213	X327000-0	R	Ba	004	Na	K4 V
Baanis	0214	X100000-0		Va Ba	003	Na	K5 V
Phoenix	0215	B210344-B		Cp Ni De	404	Uw	K9 V M6 V*
Yidii	0218	X435000-0		Ba	012	Na	M3 V
Kyzyl	0220	X576110-4		Lo Ni	303	Na	[M2 V M2 V]*
Chengtu	0315	X537000-0		Ba	013	Na	K1 V
Allenwald	0413	X110000-0		Ba	003	Na	M6 V
Kashaashii	0414	E574321-7	R	Lo Ni	403	Uw	M1 V* [M8 V M3 V]
Ninja	0415	C665894-B		C:5	403	Uw	K6 III* [M1 V]
Terra Far	0416	A444788-B	U	Ag Ri Cp	113	Uw	M1 V* G5 V
Kosmo	0417	D549741-8		Ag Ni	703	Uw	K3 V
Cuttack	0418	E275699-7		Ag Ni	110	Uw	G3 V
Quota	0511	X100000-0	R	Va Ba	013	Na	K2 V
Ferry	0512	B647877-9		Ag	103	Uw	F3 V
Kovuu	0514	X374110-1		Lo Ni	300	Na	G6 V
Gai	0515	X110000-0		Ba	034	Na	[M0 V M6 V]*
Niilushaga	0516	D773598-8		Ni Po	803	Uw	[M2 V M7 V]*
Khuugar	0518	C687544-A		Ag	415	Uw	[G2 V* M8 V]
Futatsu	0519	X442000-0	R	Ba Po	010	Na	K1 V
Sudan	0616	X6A0000-0		De Ba	025	Na	F2 V
Vaasa	0617	X323000-0		Po Ba	005	Na	M3 V
Thea	0712	X100000-0		Va Ba	002	Na	A8 V
Renaasha	0713	X341000-0		Ba Po	004	Na	K3 IV* M8 V
High Point	0719	X100000-0		Va Ba	010	Na	M3 V
Martina	0813	X110000-0		Ba	014	Na	[M4 V M6 V]*
Millo	0819	X100000-0		Va Ba	004	Na	M5 III M6 V*
Beeridashal	0820	X100000-0		Va Ba	010	Na	G3 V M3 V*

Allegiance Codes:

Na = Non-aligned World

Uw = United World Alliance

Wi = Wilds

Base & Trade codes

R = Ruins of former Imperial base

T = Free Traders nexus or hub

C: 3 = Chirper alien race present, 30% of the UWP pop digit.

1248 Shadigi Subsector Notes:

Here the struggle of the human spirit to survive and overcome seemingly insurmountable obstacles is enshrined on the capital of Phoenix, once called Jalhoun, where a band of Sons of Craig believers and those they inspired delivered the future of Diaspora out of the squalor of darkness and ignorance it had sunk to. The United Worlds Alliance, under its rising Phoenix banner is a network of worlds that have banded together, determined to inherit the destiny of an interstellar society and champion and protect the rights of those they lead, and serve under this symbol. Shadigi remains the 'heartlands of the UWA, even in 1248.

Planets of Interest:

Mosul (United Worlds): Mosul managed its survival through the dark era of the collapse without sustaining a loss in technology, but when the United Worlds Alliance's formation at Phoenix in 1203 heralded an end to the Guild's hegemony over interstellar trade, the days of the harsh impersonal bureaucracy's days were numbered. Although the independent UWA had scarcely less than two dozen starships, they were the new power in the subsector. Sons of Craig sponsored resistance cells on Mosul aided by the UWA managed to galvanize a grass-roots revolution that toppled the government in 1204. Mosul's new government was recognized by the UWA from orbit, and in 1205 Mosul formally entered the polity. Mosul has managed its recovery wisely, returning back to their precollapse level of technology and are a major Trade hub heading corewards into Narquel and beyond to the 4th Imperium in 1248.

Karaguuka (United Worlds): Karaguuka's former starport was a Guild stronghold since they sponsored the techno priesthood to seize power in 1190. Sons of Craig revolutionaries toppled the corrupt government with aid from local forces in adjoining nations in 1205. Recovery efforts here were slow, but steady throughout the early 1200's, stalling during the 2nd Vampire Plague and Covenanter refugee crises, and took off with the secession of former Star Viking worlds to trailing in Kushga and Iusea Subsectors. Karaguukans have quietly been fueling the resurging local subsector economy of the UWA with their world's exported natural resources.

Ninja (United Worlds): One of the three original UWA members, Ninja's government and military backed the UWA's formation in the Shadigi Main. At the start of the New Era, Ninja had maintained a moon base and TL8, but was riven by internal divisions, overpopulation and lack of resources. Offworld trade was vital to Ninja. Today, partnered with Terra-Far, they have returned back to TL11 in an amazing but steady recovery, and boast the second largest C-class starport facilities within the subsector (Mosul's are larger). Ninja's yards help maintain

the growing number of starships the UWA possesses, freeing up the A-class shipyards on Terra-Far and Ferry for production purposes solely.

Terra-Far (United Worlds): One of the three original UWA members, Terra-Far supplied salvage and workers in turn for technological assistance. The miraculous recovery, unburdened by Ninja's problems has seen the complete reconstruction and reopening in 1246 of Terra-Far's A-class starport. Salvaged shipyard machinery from cemetery salvage worlds as far rimwards as Cumber, Narquel, and others have allowed the inhabitants to rebuild an A-class starport, named Jackson Downs. Recently Jackson Downport has seen the completion of a small Naval base for the UWA's small but well trained navy, which consists of two dozen new destroyer sized vessels, the hulls of which were built at Ferry, and had weapons installed and trials at Ninja. Piracy between the 4th Imperium and the Terran Commonwealth is still a problem, and the UWA has made good use of its 600ton Phoenix-class corvette to fill the gaps in the meantime.

Phoenix (United Worlds): Phoenix was previous known as Jalhoun and was the site of an imperial era mining colony. By the start of the new era, the survivors were living a desperate life in a virus controlled sealed environment. The virus was destroyed by Captain Isaac's crew. On 249-1203, the world was renamed Phoenix and became the capital of the United Worlds Alliance. Phoenix was the site of an attack by Imperial Raymore, a Guild sponsored pocket-empire. Raymore's attack was thwarted when a Raymore ship defected to the UWA. Phoenix was also the site of the first contact between the Reformation Coalition and the Imperial Regency in 1206, as well as hosting the Phoenix Agreement on sentient machine's rights in 1228. This one world has brought about a tremendous amount of change to the spinward side of Diaspora.

Ferry (United Worlds): The oft overlooked but second amazing recovery story of the subsector occurred here at Ferry. Once the subsector capital, with TL15 and an A-class shipyard with a population of some 2 billions, it had been leveled in the collapse to prestellar industrial levels, and balkanized into petty technology hording supported governments. Here the Sons of Craig once again sustained a long term support for popular revolt and accountability against tyranny. With the fall of the Guild's ally, Imperial Raymore, and cadre troop support from Ninja, the UWA's forces and local resistance managed to end the reign of relic technology despotism in 1204 and begin to forge ahead with this world's recovery. Ferry's B-class shipyard opened in 1228 two years after Terra-Far's had and the new era prosperity of manufacturing interface spacecraft for the UWA's growing needs took off in earnest. Ferry achieved a sustainable TL9 level of infrastructure by 1242 with their change in population.

Khuugar (United Worlds): On Khuugar, another coup-d'etat was performed by Sons of Craig and starship crews of the UWA, this one rather spectacularly. Khuugar's TED was deep in the Guild's pockets when the Sons of Craig and a single UWA starship crew made him an offer he couldn't refuse in 1205, kidnapping him and his family in broad daylight off their yacht in the capital's harbor in clear sight of shore. The two relic aircraft that rushed to intercept and save Generalissimo-for Life Aengus Guushutuu were easily lasered out of the sky by a second starship on high guard, and negotiations for change began from there. Khuugar's Guild starport personnel were allowed to safely depart, only to return a year later with Imperial Raymore's forces. Khuugar's new government however met the Guild-Raymore landing force with a warm welcome and a parade which followed soon into a drunken revel. When they awoke, they were unarmed and imprisoned, discovering they'd been duped and drugged. Khuugar's recovery since the 'Phoenix War' has been steady, and they have returned to their precollapse level of technology and starport status.

Cuttack (United Worlds): Not the United World's entire planet's enjoyed or wished to advance themselves back to their former level of technology. The number of worlds affected by the collapse and the staggering total of deaths incurred by the AI-Virus outbreak had its sobering affect on how much technology was really good for mankind. On Cuttack, an authoritarian theological government ran the agricultural community. Their port remained open throughout the collapse, but with severe entry restrictions. They sold their food surplus to passing Guild and Free Traders alike, they returned to a sustainable TL6 and wished nothing further to do with computerized machines, sentient or not. Prosperity here is still measured in good crops, big families, and a well run farm in 1248.

Kushga Subsector (F) / Diaspora

New Era data, as of 001-1248

Wapiti	0913	X326000-0		Ba	013	Na	M8 V
Byrna	0915	X8A5000-0		Ba	005	Na	K0 IV M3 V
Dasekha	0917	DA65225-9		Lo Ni	635	Na	K4 IV
Mohavi	0918	E456698-5	R	Ag Ni	222	Uw	M0 V
Ramashii	1012	D879588-8		Ni	302	Uw	M6 II
Darryl	1017	E779645-5		Ni	424	Uw	G2 V* M1 V
Last Exit	1019	X100000-0		Va Ba	003	Na	[M4 V M8 V]*
Fisher	1020	X7B4000-0		Fl Ba	005	Na	K7 II
Messier	1111	B4638C7-9	U		114	Uw	[G2 V M6 V M3 V]*
Arriba	1117	C789544-B		Ni	402	Uw	G0 V
Ikhaheshu	1118	X422000-0		Po Ba	002	Na	M1 V
Tantelos	1213	D792699-8		Ni	804	Uw	M3 V
LERUN	1216	C67A985-A	U	Hi In Wa	102	Uw	M2 V
Twinsong	1219	E85A423-5		Wa Lo Ni	810	Uw	M0 V
Nilii	1313	C585886-8		Ri	105	Uw	G5 V
Pierre	1411	X210000-0		Ba	004	Na	G5 IV
Sasli	1412	X9C5000-0		Fl Ba	004	Na	A1 V
Viedma	1415	X200000-0	R	Va Ba	003	Na	K3 III
Affuel	1417	C883555-B	U	Ni	202	Uw	G2 V
Livermore	1419	X200000-0		Va Ba	004	Na	[K1 V M1 V]*
693-470	1512	X110000-0		Ba	024	Na	M4 II
Iris	1513	E352267-A		Lo Ni Po	212	Na	K8 V* M5 V
Aliinashar	1516	X100000-0		Va Ba	004	Na	M4 V
Soar	1518	E386696-7		Ag Ri	701	Na	[M3 V M3 V]*
Atabano	1520	C869744-A	T	Ri	204	Uw	[K2 V M7 V]*
Teslin	1611	X333000-0		Po Ba	014	Na	M1 V
Erobi	1612	D8C3367-A		Fl O:1613	503	Uw	M4 V
Accokeek	1613	B548745-B	U	Ag	212	Uw	K1 V
Nike	1614	X6A3000-0		Fl Ba	013	Na	M0 V
Dudenii	1617	X221000-0		Po Ba	000	Na	M7 V
Shelagyote	1620	X58968C-5		An Ni	611	Na	M0 V

Allegiance Codes:

Na = Non-Aligned

Uw = United Worlds Alliance

Wi = Wilds

Trade & Base Codes:

R = Old Base Ruins

T = Trading Post/Wilds Trading Nexus

U = Military and Trade outpost

1248 Kushga Subsector notes:

If anything held thrall here in the way of a political entity it was the Diasporan Mercantile Starfarer's Guild and their attempts to keep any pocket-empires from forming, to include smashing the nascent Lerun Federation with their proxy power, Imperial Raymore. But the Guild soon learned when it couldn't control all of the existing starships and ensure its monopoly between the stars, it could influence who owned and operated the existing starports.

But the Guild could not fight such a battle against three fronts, as they found themselves pitched against the Reformation Coalition, the UWA, and the ill-fated Star Empire of Solee. Defeated and driven off by the UWA, and Solee, it was the larger interstellar power of the Reformation Coalition that swept them from their seats of power in Kushga subsector once and for all, but it was the UWA that benefited in the end. The salvage work colony inherited by the UWA on Erobi has propelled the recovery here since the secessions of 1216-1218, although not all worlds progressed at the same speed or with the same determination.

Alien races of note:

There were several sizable pre-collapse era Chirper populations on several worlds within the subsector, notably on Mohavi and Arriba. On Mohavi, they died off completely during the collapse era before 1200; those remaining on Arriba died out shortly after the world was liberated by RCES.

Planets of Note:

Dasekha (Non-Aligned): Dasekha was still another world that gave shelter to a pair of Free Trader ships during the dark years before the rise of the Guild, and became their home port of registry after the 1189 Slavers rise to power within the Guild's ranks. Like Larisa in Narquel subsector, Dasekha remained independent throughout, even up until the arrival of the RCES Star Vikings in 1205. Dasekha today is home to the descendants of the SS Bubble Gum & Baling Wire, and the SS Box of Hard Knocks, two aging wilds freighters that still ply the star lanes in the UWA. Dasekha is technically a duty-free port of call within the UWA, strategically holding the Jump-2 bridge between the Lerun cluster and Byrna which leads corewards into the Ramashii cluster. To spinwards it holds part of the jump-3 bridge to Vaasa or Sudan into the Shadigi Main. The downport which doubles as the main settlement is graced with a single pub and tavern, the 'Old Grey Goose'.

Mohavi (United Worlds): Although not a great example of recovery, the inhabitants here since their secession from the Coalition have remained at TL5, content to remain

outside the 'computer age', and content to sell their farm and foodstuffs offworld on the monthly starship. Mohavi's citizens remain pro-offworld, but tend to be slightly technophobic beyond anything outside the latest farming implements and fertilizers.

Messier (United Worlds): Messier was 'backfilled' for uniting and bootstrapping in the post 1206 RCES blitz across the subsector, and when the 1218 secessions from the Coalition hit, the charismatic oligarchy that arose on a wave of populist support had a huge challenge with their world back on its feet. With TL5 and only an E-class starport to support their recovery efforts, they turned to other offworld interests like the Guild, and the UWA. A huge cache of relic technology was discovered within system and put to use over the next twenty-five years, bringing their infrastructure up to TL9, and their shipyard up to B-class status. The UWA has both a military base and a trade hub outpost here to handle the busy two way freight traffic coming to / leaving the Libert subsector, and is seeing a new boom time economically because of it.

Arriba (United Worlds): Arriba weathered the collapse in an orderly fashion, tossing out their former Imperial nobility's oligarchy and setting a Feudal technocracy to stabilize themselves at TL9. Arriba's brief flirtation with an interstellar polity was smashed with the fall of the Lerun Federation at the Guild's hands. The Guild however couldn't deny Arriba appeals for offworld trade, especially given her TL9 exports. The Guild sought, and dismantled the D-class starport and reassembled it at Tantelos, firmly under their guidance. When the RCES-Star Vikings came in 1205, running the Guild's strongmen and strongholds out, Arriba's F-tech leaders betrayed the Guild's henchmen into the hands of the RCES. Arriba in turn was slated for the fast track of bootstrapping the rest of the subsector, and had completed her new D-class starport in 1207, and was scheduled to be upgraded again to C-class by the beginning of 1212. Arriba changed sides again, seceding from the Reformation Coalition after watching promises made not being kept. This time they did so by the ballot, not the bullet. Arriba's mercurial politics seem to have subsided with their entry in 1221 into the UWA.

LERUN (United worlds): Lerun's history in the collapse is one of hope and determination to recover the stars. From their ill-fated Federation smashed by the Guild, to their eventual liberation by RCES, and joining the UWA, Lerun has weathered all of the turbulent ups and downs the post collapse era could throw at it, and achieved an amazing level of recovery. Lerun's population in 1246 crossed the billion mark, making it the second high population world in the new era within the UWA. Economically it has come to dominate the subsector for output, rivaled only by Accokeek's higher technology level.

Affuel (United Worlds): Affuel's promised recovery projects being cancelled were chief among their populist revolt against the RCES in the turbulent 1216-1218 secession period. Affuel had been fast tracked and upgraded to C-class shipyard status by 1211 by the RCSA Recovery Bureau, and had achieved that goal, and was laying the ground work to restore her orbital Naval base and highport to B-class status when the Covenanter refugee crises caused the mass diversions of salvage credits. The Viedma salvage colony's closing in 1216 after rapacious salvaging caused the government here and that on Lerun to vote themselves out of economic bondage from the Coalition. Both worlds had lain off salvage employees from the closure to deal with. Affuel joined the UWA in 1221, and became the toe hold trade bridge for the UWA's expansion along the spinward end of the great Alurzan Main.

Accokeek (United Worlds): The prime benefactor world of the salvage works at the former high population world of Erobi has been Accokeek. The RCES began the salvage work at Erobi to pay for the subsector's bootstrapping recovery efforts. With the withdrawal of Coalition influence in the subsector, the salvage defaulted to the world of Accokeek, whose workers were employed there for the most part. Accokeek opened a colony in the Iris system to re-open the mines there in 1220. Accokeek was well situated to becoming its own pocket empire, but due to scandals within the government with the Guild for shipping monopolies as well as the Sons of Craig, opted for membership in the UWA in 1221.

Alurza Subsector (G)/ Diaspora

New Era data, as of 001-1248

Avat	1713	X200000-0		Ba Va	023	Na	[M4 V* M9 V]
Weyburn	1717	X437000-0		Ba	001	Na	G7 V
Shaanii	1814	D457364-8		Lo Ni O:1815	204	Uw	M2 V
Waboni	1815	C672521-9		Ni Po	213	Uw	M2 V
Umorphutwyo	1816	X410000-0		Ba De	021	Na	M4 V* [M1 V]
Dryden	1818	C759656-9	T	Ag Ni	613	Na	K3 V* [M5 V]
Megelina	1819	X300000-0		Ba Va	004	Na	M0 V
Remington	1820	X8A6000-0		Ba	002	Na	[M4 V M8 V]
Ekuur	1911	D65856C-8		Ag Ni O:1912	104	Na	[A1 V F9 D]*
Raymore	1912	C3568MA-9			412	Na	M0 V
Khanii	1914	D53A366-9		Lo Ni Wa O:1613	813	Uw	M2 V
Daazu	1916	X5A1000-0		Ba Fl	000	Na	[M4 V M0 D]*
Tigo	1918	X410000-0		Ba De	002	Na	M0 V
Arrow Rock	1919	X110000-0		Ba De	010	Na	M2 V* [M5 V]
Feeble	2012	X100000-0		Ba Va	015	Na	[M6 V M3 V]*
Coop	2013	X380000-0		Ba	002	Na	M3 V
Op-Talis	2015	D787454-5		Lo Hw	202	Lm	K9V* [M4 V]
Depot	2018	C000563-D	D	As Ni	112	La	[M4 V M5 D]
Nugual	2019	E774355-6		Lo Ni	404	Na	K0 V* [M1 V]
BIFIRS	2112	B643996-D	U	Hi In Po	320	Lm	[K9 V* M4 V]
Grand Fork	2114	C549641-B	T	Ag Rw	102	Na	[G3 V M3 V M2 V]*
Gyration	2115	X100000-0		Ba Va	004	Na	M0 V
Kandom	2116	D655877-6		Rw	304	Na	K4 V* [M8 V]
Princess	2117	X110000-0	R	Ba	003	Na	M3 V
Hold	2118	X100000-0		Ba Va	024	Na	M1 V
Gilboa	2211	X647874-5		Ag Rw A	310	Na	M3 V
Gecko	2212	C592785-A	T	Po Rw	204	Lm	K0 V
Netti	2213	X9B8000-0		Ba Fl	013	Na	M1 V
Yossem	2216	X100000-0		Ba Va	000	Na	M0 V
Guild	2311	X200000-0		Ba Va	003	Na	M1 V
Oath	2312	D110463-C		Lo O:2112	903	La	M1 V
Raasara	2314	X679576-4		Ag Ni Rw A	212	Na	[K3 V* M5 V]
Gilgamesh	2317	D100463-A	T	Lo Va O:2212	201	La	M0 V
Beep	2411	D310543-C	T	De Na	203	Lm	M2 V
Hewes	2414	X336000-0		Ba	014	Na	M4 V* [M3 V]
Trot	2415	X110000-0		Ba De	001	Na	M4 V* [M0 D]
Chief	2417	X100000-0		Ba Va	014	Na	M2 V
Didinka	2419	D378688-8	M	Ag Ni Rw	303	Lm	F7 V
LAYNE	2420	C796985-B		Hi In Rw	205	Lm	G2 V* [M3 V]

Allegiance Codes

Lm = League member world

La = League Affiliate member world

Na = Non-aligned World

Uw = United Worlds Alliance

Base & Trade codes

R = Ruins of former Imperial base

T = Free Traders nexus or hub

Hw = Home world of a minor race

Rw = Covenanter Refugee world

1248 Subsector Notes:

Alurza Subsector is a huge J-1 Main predominately, with arms reaching into the rimward end of Sufren subsector C (Six systems), to trailing into Kushga Subsector F (Three systems), and Madoc Subsector O (One system)'s coreward edges. The Alurzan Main contains 36 of the Alurza subsector's 39 systems. Only 13 systems were inhabited after the collapse, and of these thirteen, four maintained a starport (Dryden, Raymore, Bifirs, and Gecko) throughout the dark times. During this period, the Diasporan Starfarer's Mercantile Guild was busy here from 1165-1205 salvaging relic technology off worlds, and conducting trade with Dryden, Raymore, Bifirs, and Gecko, selling their TL7 & TL8 wares back into the wilds to more technologically regressed TED administered worlds, such as Waboni, Nugual, Kandom, and Layne. The Guild's Slave raiding was done off of Ekuur, and Raasara.

The RCES and RCN blitzed into Alurza via Promise in order to secure the vampire haunted Depot system primarily, and close down Guild slaving bases. Their hopes of finding an automated Shipyard like the one found in the Ultraneta Depot system Old Expanses were dashed as Lucan's Navy had scuttled it when they withdrew from the sector in 1122 as part of his "scorched earth policy". With the secessions of former refugees accepting Covenant worlds from the League (1216-1218), control over Alurza subsector shifted from RCES to the Guild. The old standby proverb of Diaspora Sector, "he who controls the Alurzan Loop, controls cross sector trade" holds true enough even in the New Era. Although the Freedom League's true border lies five parsecs away, and this is considered "frontier", long-term thinking centrists consolidated their assets into Bifirs, Gecko, and Layne, and seized three key salvage sites from the Guild (two of which have finished their original purpose but have remained occupied). The J-2 trailing-spinwards trade corridor to the UWA runs through here, centered off of the Grand Fork system. The highest population is found at Layne with 2 billion. The highest technology is TL13 at Bifirs, and also boasts the best starport (B-class).

Pocket Empires:

The Alurzan Cartel of the Alurza Main, (1126-1131) was a small five-system polity that arose from BIFIRS, Gilboa, Oath, Guild, and Gecko. The capital was at Gilboa and they were allied with the Union of Sufren, and had trade ties to Margaret's Imperium across the outlands. They were plagued by piracy out of Pasdaruu throughout this period, as well as the rimward Sufren subsector Backman Cluster polity the Vassalry Judiciale corewards of them in the main. This pocket empire perished in the Collapse

Imperial Raymore, founded in 1190's in the Alurzan main on Raymore, a Guild propped-up pocket empire, which waged war against the anti-Guild pocket empire of the Lerun Federation. A combination of a naval defeat at the United Worlds capital of Phoenix and the routing of their Guild sponsor by the Reformation Coalition sealed the fate of Imperial Raymore and the government collapsed soon after.

Major Alien population notes:

Both the factions of the Rebellion ignored the formerly red-zoned prestellar technologically advanced minor aliens dwelling on Opheim, and later were ignored as well by the AI-Cym Vampire fleets.

Planetary Notes:

Waboni (United Worlds): Though Star Vikings deposed Waboni's unusually cruel ruling TED in 1205, it was abandoned in the secession retreat of the Reformation Coalition, and developed ties with the reformed Guild. Decades of successful and beneficial relations with the Guild ensured a pro-Guild stance within both the government and the general population. The population holds antipathy towards AI-Cyms, but elected to join the UWA in 1221. The Guild maintains the starport.

Op-Talis (League member/Federalist): The minor alien race, known as the Opedia, for which Imperial Xenopaleontologists labeled the world simply 'Opheim', have welcomed offworld contact since RCES landed here in 1205. The Rebellion and the Collapse nearly passed them by, save for a downed starship in 1130, they would not have guessed the calamity going on about them on this rich habitable world. The Opedia are a tool using insectoid race, with multiple legs, resembling much larger (1.5m long) Centipedes, and their heads have an array 'eye-stalks as well as antennae. They are governed by a feudal technocracy, wherein the most skilled and knowledgeable leads the particular nest's efforts.

BIFIRS (League member/Centrist): Bifirs' planetary Civil Service Bureaucracy crumbled into six super powers and two-dozen smaller city-states during the Collapse, but managed to retain their level of technology at TL8. The Star Vikings in 1205 found most of the nations willing to still maintain offworld contact and a market for their TL8 manufactured goods. The RCSA gave them two years to restructure their many governments into one. In 1209, Bifirs formulated an impersonal bureaucracy and became a full member. Bifirs also played key roles in the Covenant World's Refugee crisis from both manufacturing modular housing units for them, to accepting refugees from the lower end of the Sufren subsector. Bifir's however, screened those refugees it would accept, preventing ahead of time a built in revolution of discon-

tent and resentment. During the recession era, Bifirs was kept in the RC fold by generous tech uplifts from the salvage world of Oath and the salvage recovery world of Beep to her present TL13. Bifirs' B-class Bifrost Bridge Shipyards are the best in the subsector.

Grand Fork (Non-Aligned): Grand Fork's beneficial boon in her amazing recovery came from her astrographical location, Guild support, and their choice of relocation of key refugee groups from the Backman cluster worlds. Despite being initially an RC member world, Grand Fork reversed this in 1218 with their secession. Grand Fork had advanced back to TL11 in as many years, and had her orbital C-class starport rebuilt completely to support the J-2 traffic across the Alurza Main when they charted their independence, and they are in 1248 still a major trade hub in the trailing-spinwards route to the UWA worlds, corewards-rimwards crossing of the main in the Alurzan loop.

Gecko (League Member/Federalist): Gecko's population quadrupled with the influx of survivors from the nuclear winter and bombarded worlds of Neefi, Backman, as well as tech regressed Hervestia. Unlike Bifirs, Gecko's new pro-RC government managed to harness the diversity of her new émigré's without losing control when the secession issue rose in 1218, but only just barely. Their loyalty was rewarded with the majority of Oath and Gilgamesh's recovered machinery to jumpstart their world back to their precollapse. Gecko remains a trade hub for League and Guild merchants exchanging cargoes still in 1248.

Raasara (Non-aligned): The world of Raasara is extremely xenophobic to outsiders, having been raided by Guild slavers for over twenty years. They cautiously accepted offworld technical assistance and have learned to make firearms, and in return were saddled with a hundred thousand survivors from Naasha and Hervestia. The world split between the Raasarans (TL3) and the Naashan-Hervestians (TL4). The Raasaran TEDs are now a line of Kings, and remain obstinately anti-offworld, and having achieved their world's goals, have refused further contact with either the UWA, or the Freedom League merchants. The RCSA built E-class starport was shut down by the Naashan-Hervestians, who make up 75% of the planet's total inhabitants, who do not wish a world war with their neighbors.

Oath (League Affiliate member): Oath's first purpose was a relic recovery site, and in 1208, it was sold for a residual fee to the Bifrost Mining corporation of Bifirs. They resumed sending its ores to their shipyard the following year. Much of the unnecessary machinery for the mining work force found on Oath was sold at auction primarily for the world of Gecko's recovery.

Layne (League member/Centrist): Layne's Droyne population was killed or driven offworld in the end of the Final War days, prompting the Oytritsya on Umorphutwyo that killed off all of the remaining humans there. Technology was sustained world wide at TL3 finally, and they learned to their sorrow that the Droyne could have helped had they been alive. Substantial relic recovery caches and the Centrist policies of the recession era helped Layne recover some of her lost glory. Importation of former TL9 machinery from Oriflamme as it geared onwards to TL12 in the early twelve-teens spurred the return of industry here by 1211. Layne today in 1248 has benefited from recovered technology from nearby salvage worlds.

Pasdaruu Subsector (H)/ Diaspora

New Era data, as of 001-1248

Clarksphere	2519	X324000-0		Ba	013	Na	G9 V
Westfir	2613	X3C6000-0		Ba R	001	Na	M1 V
Tu'daysu	2614	A545733-C	U	Ag Dr	813	Lm	[K3 V M3 V]*
Samar	2615	D476554-8		Ag Ni Rw	603	Na	M0 V* [M5 V]
Dema	2618	X200000-0		Ba Va	000	Na	M3 V
Feme	2711	X4C6000-0		Lo Ni R	012	Na	M8 III
Beso	2713	X000000-0		Ba As	021	Na	[K2 IV M9 V]*
Campobello	2714	X000000-0		Ba As	013	Na	[M1 V M2 V]*
Jeddel	2716	X4C4000-0		Ba R	015	Na	M4 V
Jodhpur	2717	X332000-0		Ba Po	004	Na	M1 V
Riishu	2720	X225000-0		Ba	014	Na	M1 V
Aarishuu	2814	C995632-9		Ag Ni Rw	100	Na	M1 V
Icestar	2911	X799000-0		Ba	004	Na	K5 V
Konya	2914	X200000-0		Ba Va	004	Na	K4 V
Bail-4	2917	B799883-C	U	Rw	205	Lm	G7 IV
La Motte	2918	X63A000-0		Ba Wa	004	Na	M0 V
Raziira	2919	A866643-C		Ag Ri Rw Do:3	600	Lm	G0 V* [M6 V]
Hice	2920	X795000-0		Ba	004	Na	M1 II* [M4 V M8 V]
Shamaar	3012	E544322-9		Lo Ni Rw As:5	102	Na	G1 IV
Karoo	3013	D667675-6		Ni Ri Rw	224	Na	G5 V
Mohler	3015	X8A5000-0		Ba	013	Na	[M0 V M1 V]*
Ifuwana	3016	B598688-C	U	Ag Rw Do:3	314	Lm	G0 V
Asmera	3020	D110269-9	R	Lo O:3016	915	La	M2 V
Khedas	3112	X7A4000-0		Ba	014	Na	M6 V
Farris	3115	X536000-0		Ba	024	Na	[M4 V M2 V]*
Cadiz	3116	C799553-B		Lo Ni Do:1 Rw	102	Lm	K7 V
EPHRAIM	3118	B789945-D	N	Hi Rw	110	Lm	G8 V* [M2 V]
Gashiila	3211	C879554-A		Lo Ni Do:1 Rw	914	Na	G2 V
Serege	3212	XAD6000-0		Ba	020	Na	K4 V* [M0 D]
Nantes	3219	X200000-0		Ba Va	002	Na	[M0 V M6 V]*

Allegiance Codes:

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes:

N = Naval Base

R = Ruins of former Imperial Base

T = Free Traders nexus or Trade hub world

U = Military base & Trade Outpost present

Rw = Refugee world (Covenanter Evacuees).

As: 5 = Aslan present (50%) of Pop. Digit.

Dr = Droyne world (100%) of Pop. digit.

Do: 1 = Uplifted Dolphins present (10%) of Pop. Digit.

1248 Subsector Notes:

Pasdaruu Subsector suffered severe technological regression, compounded by being in the holocaust zoned 'Vampire Highway' in the collapse. The Coalition crash-started many of these worlds to TL9 with their proven six-year program of technology advancement. It was during the recession period of 1228 at the end of the Great recession that things stabilized here regionally since the damages brought about in the 2nd Vampire Plague. The Freedom League's spinward-corewards frontier is well defended against a major interstellar threat here with the Naval base at Ephraim, and the military and trade outpost bases of Tu'daysu, Bail 4, and Ifuwana. Tu'daysu is a trade link world to the distant League member world in corewards Khavle subsector of Ashizar.

Pocket Empires:

The closest thing that came to an interstellar state was the Pirate Alliance of near religious fervor behind the brilliant but brutal Indro "the Lightless" out of Campobello and Beso systems, with allied bands at Dema and Karroo. Indro's "unstoppable" piracy and mayhem into Khavle met with reversal in 1128 after intervention from the Union of Sufren with the battle of Shareduu. Indro escaped to be a plague upon Pasdaruu even after the advent of Virus. Portions of Indro's "fleet" were still licking their wounds in the Campobello system from the Shareduu defeat, and two wilds modified X-boat tenders were recovered from here along with a handful of TL11 space fighters by RC Salvagers in 1205. The Salvagers made the grisly discovery that their former pirate crews had starved to death.

Vampire client state "sales records" found on Ifuwana by RC Historians in 1218 reveal Indro's vessel the Dark Star and four others as a 'fleet' put into port regularly until 1152, and that a "sales dispute arose", between Indro's ships and a rimwards Vampire bound fleet of "great size". All that can be ascertained from the records was that, "the disputed parts were settled on behalf of the rimwards bound party, and all departed together in peace." Cynical researchers, and armchair scholars of AI-Virus presume Indro's ships were subsumed by the "rimward bound party", and that beyond doubt, the system of Ifuwana was left "in peace" afterwards.

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Major Alien population notes:

There was a small Chirper population on Tu'daysu, and 40 million of them on Ephraim. Both have seen uplifting to Droyne since 1205, and the latter formed a major migration to Tu'daysu, formerly known as Teeque.

Planetary Notes:

Tu'daysu (League Member/ Federalist): The remnant human population was taken away by the Vampire fleets long ago, leaving the chirpers control of the world. Emigration by Droyne who were casted on Ephraim, coupled with the casting of native Chirpers has made this a Droyne world. The Droyne are Federalist voting for the most part, remembering the efforts of the RCN & RCES ships that died to save this world from the Black Fleet in 1211. The Droyne are stonily silent however on where the chirpers too old to be casted have vanished to, and refuse to speak of it. Tu'daysu remains the only Member world outside the 1248 frontier border in Pasdaruu, a political fact the Federalists cannot ignore, and a jumping of port across the wilds trade corridor to the 4th Imperium.

Samar (Non-Aligned): This had been a centrist member world with its Feudal technocracy government, but the Samarese seceded from the RC in 1217 upon word of the Dethenes world membership and the uprising among the refugee citizens who had been resettled here. Technology has been improved solidly to TL8, and their small Starport does see Guild traffic on a monthly basis. Relations with the Freedom League are frigid at best, and no AI-Cym is knowingly allowed within 100 diameters. Samar has renovated two former imperial era Gazelle-class Close Escorts they recovered, and uses these as SDB's since the FLA government has denied them jump drives.

Bail 4 (League Member/ Centrist): Bail 4 was one of three worlds along the Diasporan 'Vampire Highway' holocaust region to successfully rebel and overthrow their planetary bound Vampire overlords during the collapse in 1189. They were held under siege from the former IISS moon base until 1203 when RCN-RCES TF 'Keep Promise' flotilla led by CDRE Sean 'Hammer' Lathrop aboard RCS Maggart destroyed the orbital Vampire cruiser there. Bail 4 became a forward outpost of the Star Vikings as they pacified and recontacted the subsector, doing joint operations with the rimwards moving Covenant of Sufren. Bail 4 received much of her early aid from Ephraim, and later Asmera. Bail 4 in 1248 is an important trade hub and the jumping off point of convoys to and from the 4th Imperium across the Wilds.

Raziira (League Member/ Centrist): Raziira had four human the descendants of the former Port station and Hunting Preserve Game Wardens Office living in a tree House in the jungle like the Swiss Family Robinson

when RCES smashed the Vampire downport entity and her robot minions in the summer of 1203 sweeping the Subsector in post Operation Keep promise vampire sweeps. Ephraim and Bail 4 colonists first arrived on Raziira beginning in 1206, and additional colonists from the fallen Covenant worlds made it a major resettlement world by end of 1215. Both the influx of colonists and refugees, coupled with Asmera's relic salvage aided the world's remarkable advancement. Covenant world 'Phins siding with the Centrist party in 1217 prevented the world's secession from the Leagues. Unusually, Raziira is the sole planetary body, a T-prime world but was never exploited for colonization by the 3rd Imperium, and her lack of a gas giant makes this port a must stop for those working down the League's J-1 frontier in the Pasdaruu main.

Shamaar (Non Aligned): This small world's 1,800 survivors are the family, mechanics, and crews of six Free Traders: three of whom renounced the Guild back in 1185. Three Aslan merchanters who escaped the fall of Sufren in 1211 have settled here since, among various other survivors. Shamaar's relations with the Freedom League remain cordial, but they have no wish to "join" anything or anybody. Guild's vessels are still not welcome, despite their political reversal, and for now, the Guild does not press the issue. All six Free Traders based on this world are modified, and heavily armed, plying the Main between Gashiila to Samar.

Ifuwana (League Member/ Federalist): In the fall of 1203, RCES overthrew and deposed the Grand Vizirii council and the Khan that supported the Vampire fleets here. What astounded them was their people did not hang these men for "collaboration with AI-Virus" as expected. They were instead lauded as local heroes to the astonished Star Vikings, for the former government, while it had collaborated with the passing Vampire fleets, had prevented them from taking slave crews from their world in exchange for repair work. Ifuwana did reform their government more on the lines of the Aubani Civil Service bureaucracy and still have no fear of AI-Cyms. Ifuwana's relationship with Sandmen citizens here is most progressive, and they remain currently the sole Federalist member world within the 1248 borders here in Pasdaruu.

EPHRAIM (League member/ Federalist): Ephraim survived the collapse with two armed merchant starships, managing to maintain itself up in its isolation back to TL7 under the Dictator and former "Navy commander" Itar Borkmun. A renegade RCES Captain from Aubaine and his Lancer forces of two ships killed General Borkmun in 1203. RCS Apollo led by CPT Lisa Davies brought him down, and the two RCES ships were recaptured in 1205. Ephraim's new government filed for application as a member world that same year, and was accepted in early 1206. Ephraim served as the jumping off platform

for rebuilding the shattered subsector in mid 1206. The 40 million chirpers here were uplifted by member world traveling Droyne Priests from Thoezennt, and these have emigrated offworld since 1207 to Tu'daysu. Ephraim's politics are Centrist. The fact that the one of the two A-class Starports in the subsector belongs to the Droyne Federalists of Tu'daysu is mollified barely by the fact Ephraim has the Naval Shipyard.

Ebasha Subsector (I) / Diaspora

New Era data, as of 001-1248

Cod	0121	X553100-3		Lo Ni Po A	804	Na	[M2 V M3 V]*
Karakaara	0225	E642224-5		Lo Ni Po	503	Uw	G8 V
Waken	0227	E100367-9		Va Ni O:0228	602	Uw	[F0 V* M2 V]
Ebasha	0228	C579541-A	T	Ag Ni	323	Uw	[M2V M3 V]*
Hannah	0323	D979325-9		Lo Ni	102	Na	M5 V
Kendell	0324	D896741-8		Ag Ni Ri	103	Uw	A4 V
Ebekiigase	0326	X110000-0		Ba	002	Na	[M3 V M5 V]*
Pane	0327	C747755-9		Ag	103	Uw	K2 V
Hideous	0422	E222263-7		Ni Po O:0324	302	Uw	G4 V
Flehemu	0425	X4585MA-5	R	Ag Ni A	314	Na	G4 V* M2 V
Laruusalii	0430	X410000-0		Ba	014	Na	M2 V* [K6 V M9 V]
Vigo	0521	D252521-8	T	Ni	615	Uw	M2 V
Pesuuzu	0524	X7664AC-4	R	Lo Ni A	804	Na	G1 V
Aahasu	0526	X323000-0		Po Ba	000	Na	M2 II
Jinchi	0529	X581100-6		Lo Ni	223	Na	K5 V
Zokku	0530	E475321-7		Lo Ni	104	Na	K2 V
Hatfield	0621	X100000-0		Va Ba	012	Na	M0 V
Careful	0626	D100267-8		Va Ni O:0327	904	Uw	M1 V* [M6 V M9 V]
531-210	0627	X9BA000-0		Fl Ba	004	Na	M8 III
Arappa	0628	X110000-0		Ba	011	Na	G1 V
Quioxan	0629	X100000-0		Va Ba	001	Na	M3 V* [M2 V]
Jene	0721	C655521-7	T	Ag Ni	400	Uw	[M2 V K0 V]*
Zekhesii	0722	X765222-6		Lo Ni A	804	Na	[K9 V*] M9 V
Six Gun	0723	D98A889-9		Wa Ri	213	Uw	K3 V
Oyster	0726	X200000-0		Va Ba	004	Na	M3 V
Rouen	0729	C382522-8		Ni Ri	220	Na	K2 V
Bones	0821	E778745-8		Ag Ni	103	Uw	G8 IV
Justabit	0823	C445797-9	U	Ag Ni	104	Uw	[M2 V M4 V M6 V]*
Szeged	0828	X9B7000-0		Fl Ba	002	Na	K5 V
572-108	0830	X8C1000-0		Fl Ba	024	Na	[M8 III M3 V]*

Allegiance Codes:

Na = Non-Aligned
 Uw = United Worlds Alliance
 Wi = Wilds

Trade & Base Codes:

R = Old Base Ruins
 T = Trading Post/Wilds Trading Nexus
 U = Military and Trade Post

1248 Ebasha Subsector notes:

The recovery efforts here have been slower than within the heartland of the UWA in Hijiri, or in Kushga sub-sectors, primarily due to the lack of High population high tech cemetery worlds for salvage recovery and bootstrapping operations. The lesser worlds of Waken, Hideous, and Careful have been harnessed by the UWA as local level work colonies, mainly for their higher tech machinery and factories in order to bootstrap themselves along. In Ebasha, the message of the UWA has not met with universal acclaim: no less than five inhabited worlds remain in techno and xenophobic conditions. These bear amber zone warnings as the inhabitants there tend towards violent reactions to any offworld incursions. Notable however, is the number of low law level worlds open to offworld trade, which gives the region a boom town rough and tumble reputation of a frontier area, even as they continue into the new era with their recovery efforts.

Alien Races Present in Subsector:

Two sizable Chirper populations existed in the former 3rd Imperial era in Ebasha on Justabit and Six Gun. Justabit's numbered some 160,000 at time of the collapse, but were harnessed as their first slave sales population to slave labor dependent worlds in 1190. Six Gun's population of Chirpers, numbering some 20 million, died off due to various disease outbreaks and the changing biosphere, mainly from over fishing by the surviving human population.

Pocket empires of Note:

A dispersed 'mercantile empire of Guild controlled downports existed here until the rise of the Sons of Craig-backed UWA toppled the already weakened and corrupt Guild on the worlds of Hannah, Pane, Vigo, Rouen, and their secret base on Justabit.

Planets of Note:

Ebasha (United Worlds): A late joining member to the UWA in 1218, Ebasha's recovery was pushed forwards by their ownership and self-investment salvage colony on Waken. Ebasha's distribution of what it has unearthed off Waken has aided the recovery of several worlds' corewards of it, notably Pane and Kendell. Ebasha has also by her location become a trade nexus for traffic headed rimwards into the still Wilds Cumber Main.

Hannah (Non-Aligned): Hannah is the port of registry and homeworld of the descendants of the Free Trader crews and downport personnel that supported them throughout the collapse and recovery period into the new era. Ishmael Downs remains a busy small D-class port, handling freight as it passes corewards and rimwards across Ebasha, and has seen a population increase from the 500 souls who lived here previously. The two ves-

sels of historical note that made the port famous in the UWA's founding are the SS Fortune's Fool and the SS New Star Rising. They have been joined since the UWA expanded rimwards here by the crews and dependents of the SS Ebashan Comet and the SS Six Gun Star. The ownership of the world of Hannah was negotiated with the UWA on Phoenix in 1220 for their continued support of freight moving in the still ongoing recovery of the subsector.

Flehemu (Non-aligned): While the UWA-Sons of Craig sponsored rebellion against the cruel TED King Heshimuru III planetside succeeded in 1207, the interim government went reckless with its vengeance to the point the military themselves had to put down the bloodthirsty victors in 1208. Flehemu's Military junta has ruled the planet since then, and ordered several economic 'reforms', which managed in forty-six years to slowly and painfully bring the world to TL5. Flehemu while not strictly technophobic is extremely xenophobic, and bears an amber zone rating by UWA and Free Trader star charts.

Vigo (United Worlds): Vigo's vigorous participatory democratic government and their zero-law level freedoms they chose for themselves allowed for their swift recovery back to their pre-collapse levels with the rise of the UWA and increased interstellar shipping in the subsector. While Vigo in 1248 remains a trade nexus where almost anything can be had within reason for a price, some items remain banned: namely any and all Nuclear, Biological, Chemical weapons, Slaves and AI-Virus ridden devices.

Pesuuzu (Non-aligned): Pesuuzu was another world run by a harsh TED regime toppled by the Sons of Craig's sponsoring of a rebel faction. Unlike the events that transpired on Flehemu, the Pesuuzuans' interim government was incompetent and corrupt, forcing the rise of the current regime of the charismatic dictatorship of Jian Khishimish in 1206. Khishimish appealed to the Luddite factions on planet and sustained only the advancements to TL4 by 'nationalizing' these resources. He closed the starport to offworld contamination in 1212, and remained an isolationist world since then. First Party Leader Khishimish passed away in 1247, leaving the succession in doubt between his six sons and five daughters. Pesuuzu is techno and xenophobic to violent extremes, and bears an UWA and Free Trader amber zone warning in star charts.

Six Gun (United Worlds): The Sons of Craig and the UWA took the long term approach to this well populated world (the highest in the subsector). They were dealing with eight island states, four of which were by TEDs of varying cruelty, corruption, and xenophobia, and the other four run by various non-democratic forms of government. Almost all of the nation-states here had killed

off their Chirper populations with over fishing or antipathy when disease outbreaks occurred during the collapse period. Here they instead cultivated an alliance towards the preservation of the TL8 great sweeper fleets, the planet's primary means of feeding itself, some of which were nearly floating city-fish processing factories themselves. Former Guild members now serving in the UWA provided invaluable insight and aided the entire regime change by creating a monopoly of TL8 spare parts for the fishing fleet from offworld. Six Gun's largest TED was toppled by his neighboring nation states when he embarked on a war to seize the entire world's fishing fleet. This was a threat the alliance of nations could not ignore, and backed by the UWA's merchant adventurers, were able to defeat the TED at sea in a hit-and-run war of attrition. Six Guns' aquacultural output feeds many of the UWA's water poor worlds in 1248. Six Gun's bloody past is remembered today with a new pacifism, banning firearms planetside where life still rests on ones wits, the fish, and the unyielding seas.

Justabit (United Worlds): Justabit's cruel TED was killed by a large Star Viking SAG raid in 1206, six weeks before they encountered the UWA at Phoenix, capturing the 'Guild Hall' base and hundreds of thousands of documents of Guild arms and slave sales, and the corrupt governments they had made deals and sales to since 1167. It serves as an example of the only world the Star Vikings violently raided in the subsector, a testament to the pent up fury they spent on the Guild here. Ebashan worlds after learning of this raid found it much easier in deciding whether or not to join the UWA. The UWA maintains a military base and well defended trade outpost here, which in 1248 is their way or recalling of the high cost of being undefended from an outside foe.

Iusea Subsector (J) / Diaspora

New Era data, as of 001-1248

Naknek	0927	XAC9000-0		Fl Ba	002	Na	K1 V
Palastrup	0928	X100000-0		Va Ba	000	Na	[K0 V M9 V]*
Poldepi	0929	D667466-9		Lo Ni O:1128	803	Uw	G8 V* [M5 V]
Gegaasha	1021	C764886-A	T	Ri	412	Uw	K0 V* [M1 V]
Shoehorn	1123	X200000-0		Va Ba	004	Na	[M5 V M6 V]*
Wellun	1124	C99A888-B		Wa	113	Uw	F6 III* [M2 V]
Pequot	1128	B767845-9	U	Ri	803	Uw	[G0 V* M8 V]
LEDGE	1223	B658987-B	U	Hi	101	Uw	F1 V* [M0 D]
Nani	1229	X657326-3		Lo Ni A	212	Na	G1 V* [M6 V]
Helena	1230	X532000-0		Po Ba	003	Na	M4 V* M9 V
Birii	1321	X100000-0		Va Ba	002	Na	[M0 V M3 V]*
Chimborazo	1324	X200000-0		Va Ba	000	Na	M7 II
Iusea	1325	D454786-A		Ag	214	Uw	M8 III
Hammett	1328	D200265-9	S	Va Ba	024	Uw	[M4 V M4 V]*
Rocha	1422	X6A2000-0		Fl Ba	003	Na	G3 II
Iqorr	1426	D435265-9	S	Ba	212	Uw	G3 II
St. James	1521	X5533D8-5	R	Lo Ni Po A	212	Na	K2 V
Cheetah	1522	E100267-9	R	Va O:1223	610	Uw	M5 III
Bezan	1524	D663467-8		Lo Ni O:1325	904	Uw	K9 V
Martinique	1525	X465276-6		Lo Ni	212	Na	G6 V
Kennebunk	1530	C694744-8	T	Ag Ni	201	La	G2 V* [M6 V]
Nilaa	1621	D697788-9	T	Ag	704	Uw	G9 III* [M8 V]
Wellfleet	1622	X100000-0		Va Ba	002	Na	M1 V
Whereitsat	1624	X100000-0		Va Ba	002	Na	[M8 V M7 V]*
Ebekhar	1628	C989886-A	T	Ri	202	Na	F1 V
St. Denis	1630	E110467-8		De O:1530	202	La	A3 III

Allegiance Codes:

La = Freedom League Affiliate member world

Na = Non-Aligned

Uw = United Worlds Alliance

Trade & Base Codes:

R = Old Base Ruins

S = Scout base

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

1248 lusea Subsector notes:

lusea subsector which was once the heartlands of the Diasporan Starfarer's Mercantile Guild has changed hands twice since their fall from power, first at the bloodstained hands of the Star Vikings, and later through economic necessity and ballot into the United Worlds Alliance. The subsector was the scene of several decisive episodes at the start of the New Era: RCES' two year efforts to end the Guilded Lilly vampire menace at Iselu, as well as the end of its influence on the regime on Ebekhar, and the liberation of conquered human thralls of Kennebunk in the latter half of 1202 from K'Kree Overlords marooned there since the collapse. These two victories propelled the RCES Star Viking blitz across the Diaspora Sector in their quest to end the evil they had come to know as the Guild the following year.

The tragedy that followed in lusea was that which was so swiftly conquered, was just as easily lost through mismanagement, ignorance, and greed. Yet recovery continued almost unabated without the Star Viking's oversight. Several UWA worlds have embarked on colonial rebuilding projects of their own, notably Pequot and lusea, backing settlements on habitable die-off worlds like Poldepi and Bezan whose low populations did not survive the collapse. Four worlds here have returned to their precollapse levels of technology in 1248, namely Gegaasha, Wellun, Ledge, and Ebekhar. The subsector's highest level of tech, TL11, is found on the worlds of Ledge and Wellun.

Alien Races of Note: None.

Pocket empires of Note: None.

Planets of Interest:

Gegaasha (United Worlds): Gegaasha which had weathered the collapse with a working starport of and a relatively good level of industrial infrastructure, was an old Vilani settled world where the ruthless monopoly approach to business practicality of the 1st Imperium remained long after the 2nd Imperium's fall, and returned again with their financial support of the Diasporan Mercantile Starfarer's Guild. When the Star Vikings crushed the hydra tentacles of the Guild, and seized its holdings, they forgot history by forgetting to cut out the still beating heart that was Gegaasha. They were the first world in lusea to demand the RCSA adhere to its contracts to bootstrap worlds that had yielded to them in its blitzkrieg across the stars or vowed to secede. The RCSA scoffed it off, to their detriment, for on Gegaasha, as old as any Vilani tradition, the contract is binding unto death. Gegaasha instead, offered its financial institutions and sharp business acumen to the UWA, in return for supporting its recovery efforts. The government at Phoenix agreed, formalizing their entry in 1219. Other guild

stronghold worlds in lusea followed Gegaasha's lead, as they had before. Today, the world remains a vital crossroads port between all four subsectors of the UWA, and a central banking world for the new polity. "Success," as the Vilani say, "is always the best revenge."

LEDGE (United Worlds): The tragedy of the 2nd Imperial Civil War on Ledge which cost 5 billion of the world's 10 billion lives, ended with the arrival of Virus in 1130. With the collapse, the surviving mercenary forces loyal to Loyalist forces for Lucan controlled the remaining C-class downport. The arrival of the Guild found the battle lines forever frozen in time in 1166, and they played the market here for what it was worth, and invested in the starport, making it the premier repair yard of the subsector. RCES' arrival in 1204 and 1205 into the subsector ended the Guild's domination forever. Under the RCSA recovery plan, Ledge's B-class shipyard project was begun in 1207 after its membership was confirmed in the RCSA, and was scheduled for completion in mid 1217. The Black Fleet's incursion of 1211-12, and the subsequent Covenant world's 667 million refugees being rescued, housed and relocated cost more than anyone could have guessed. Ledge followed Gegaasha's lead in calling for the secession from the RCSA and an end to the years of broken promises as the fifth year dragged on and the expected B-class shipyard remained untouched yet again. Ledge managed to mortgage her half a dozen starships and bought outright the salvage colony on Cheetah from the Coalition based Trybec Corp's Interstellar Planetary Salvage, LLC. Ledge has since finished her new shipyard, New Armistice Yards, although it took until 1238 to go into production work, the first spacecraft producing shipyard in lusea since the collapse, followed soon afterwards in 1245 by the yards at Pequot.

Kennebunk (League Affiliate Member): Kennebunk suffered the Collapse unusually not from Virus, but under the hooves of K'kree overlords that had been the staff of several embassies in the Solomani Rim marooned here when their ships failed during the initial virus outbreak. Star Viking and local forces in mid 1203 united the world under the tribal warlord-bard Mikhail Baariin who overthrew the K'kree, followed soon afterwards by the unfortunate reprisals by the local humans who exterminated the remaining K'kree.

The RCSA targeted Kennebunk as a support world for the future salvage site on St. Denis that had fallen back to TL11 during the hard Times in the waning days of the 3rd Imperium set about in 1204 to building up the starport to handle the freight in salvage that would help propel the subsector's recovery. Named 'Marsten's Down' by the locals for the Star Viking heroine that aided the human resistance against the K'Kree, Kennebunk's recovery began at once, following the successful Six-year Auroran plan. But when the scrupulous folk of Kennebunk discovered where their labor was being shipped

off to, and nothing was forthcoming back during the Covenanter Refugee crises to their fellow member worlds in Iusea, they took stock in the situation, and joined the secession movement partly: they reduced their voting rights for more sovereignty into affiliate status; they laid claim to St. Denis in its entirety, and declared it off limits to Coalition based salvagers. When the UWA accepted the worlds of Iusea into their polity in 1220-21, Kennebunk in a compromise sold the salvage rights to work on St. Denis to a UWA salvage firm out of Wellun, and Ledge, leaving the actual planetary ownership in their hands. Kennebunk maintains good relations with both the UWA and the Leagues in 1248.

Nilaa (United Worlds): Nilaa's recovery at the spinward edge of the UWA has had the financial backing of Gegaasha and Ledge, making it the jumping off port of entry into the UWA on the Jump-2 route as well as entry point into the Alurzan Main and to Mogumba in the spinwards coreward end of the Blight subsector. While Nilaa's recovery has been spectacular, particularly in salvaged machinery from the nearby Cheetah salvage colony. They are a long way from reaching their pre-collapse level of prosperity and way of life. Nilaa's economic and technological recovery has come with many inhabitants migrating to Wellun and Ledge for better jobs and opportunities, a hidden cost to what had been a major growth in population.

Ebekhar (Non-aligned): Ebekhar after its liberation from its vampire AI-overlord led it to the whirlwind of the RCSEA's recovery plans for their world as part of the vital J3 Trade route for Iusea and the Blight subsectors. Like Kennebunk, Ebekhar was fast tracked for technological upgrading. Ebekhar's prosperity as major trading port continued, even as the refugee crises in the post Black Fleet incursion deepened, with their medical experts of advanced radiation sickness were much in demand in the affected subsectors. During the formation of the Bellin Confederacy in 1221 when this secessionist state cut the Jump 3 trade route from the Madoc Subsector, Ebekhar went through its own economic downturn with the loss of the J3 trade route. They voted themselves out of full membership with the Leagues and into non-aligned status, a narrow vote despite the thousands of survivors from the Susan Gage facility. Ebekhar remains cordial relations with the leagues, but has a lasting antipathy for AI-Cyms socially even in 1248.

The Blight Subsector (K)/ Diaspora

New Era data, as of 001-1248

Mogumba	1821	E561410-5		Lo Ni	A	103	Na	K0 V
Iselu	1826	X557577-2		Ag Ni	A	302	Na	K1 V
Pugout	1923	X100000-0		Ba Va		023	Na	M5 V
Jump	2022	B6655C8-C	T			111	Na	G0 V
Torngat	2023	D596442-6		Lo Ni		203	La	[K3 V M6 V]*
Overature	2124	X000000-0		Ba As		013	Na	M3 V
MONCTON	2125	E8A3A57-1		Hi Ni Hw		104	Lm	M3 V
Fuji	2127	D578684-9	T	Ag Ni		102	La	K4 IV
Akko	2129	X300000-0		Ba Va		035	Na	M1 V
Eberly	2130	D686777-8		Ag Ri		423	Na	K2 V* [M6 V M2 V]
Maaduura	2221	D554640-8		Ag Ni		604	Na	G8 V* [M9 V]
Tarsale	2224	D200543-9		Va Ni Rw		200	Lm	M1 V
Heart	2225	X978000-0		Ba		013	Na	M4 V
Mason	2226	X4416E9-4		Ni Po	A	102	Na	M3 III
One Star	2227	X746501-4		Ag Ni	A	200	Na	K0 IV
Sivo	2229	C886744-9		Ag Ri		802	La	[G1 V M5 V M6 V]*
Veejay	2321	CAD34C9-8	T	Lo Ni		503	Na	K6 V* [M0 V]
WESCAP	2322	D573996-8		Hi In Po		114	La	K9 V
Ayden	2423	X100000-0		Ba Va		001	Na	[M1 V M3 V]*
Thicket	2424	C451845-B	U	Po		314	Lm	M1 V
Elusive	2426	D110223-9		Lo Ni		213	La	M0 V
Daariida	2429	X356301-4		Lo Ni	A	500	Na	[K5 III M6 V]*
AANERU	2430	B978984-B		Hi In		123	Lm	M2 V

Allegiance Codes

Bc- Bellin Confederacy
 Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World
 Uw-United Worlds Alliance

Base & Trade codes

T-Free Traders nexus, or hub
 N-Naval Base
 Hw-Home world of a minor race

1248 Subsector Notes:

The Blight Subsector in 1248 has seen the border of the Reformation Coalition rapidly expand past it into Iusea (K) subsector in 1204-05 and retract as the Freedom League reasserted and retrenched itself 1218-1228. The Blight remains astrographically strategic with its small rift funneling UWA bound traffic along the trade route through Alurza, as well as forming the J2 'Eberly-Sivo Run' which is part of the J2 trade corridors rimwards to the Terran Commonwealth in the Solomani Rim keeping the subsector's worlds economically viable in the new era. The League Navy maintains a 5-Parsec deep frontier here, from the ports-of-entry worlds of Thicket, Elusive, Daariida and Aaneru.

Pocket Empires:

The Diasporan Starfarer's Mercantile Guild maintained major facilities on the world of Jump (2022) from 1167 until RCES-RCN forces besieged it in early 1205. The Guild maintained its training academy here, as well as cottage industries for TL7 through TL14 for their orbital B-class shipyard starport here. The Guild also ran a penal mining operation here, where the Dawn League crews of the DLS Ra & Dammerlicht held. An RCES raid did manage to release the captured Dawn League crews. But later attempts to seize the Guild held starport and repair yards failed in the face of heavy missile based ground fire. The Guild had been hoarding vast amounts of recovery naval anti-ship missiles, and RCES was forced to lay siege to the world in order to deny its yards to the Guild. It was the same hoards of salvage missiles that supplied the combined task forces in the Second Vampire War. As payment for Guild assistance, the siege of Jump was lifted, and its neutrality guaranteed. The Guild had refurbished the former Imperial mining station in an asteroid in the Overature system (2124) into an operational raiding base for their slaving ops to the worlds of One Star ((2227), Sivo (2229), Mogumba (1821), and Daariida (2429).

Several other worlds were major offworld arms suppliers for the Guild, notably the former TL8 worlds of Wescap (2322) and Eberly (2130). Guild relic technology salvage camps were established on Tarsale (2224), and Veejay (2130). Stopover worlds for the Guild with friendly ports were the worlds of Maaduura (2221) and Heart (2225).

Major Alien population notes:

There was an Imperial research Base on Moncton (2125) studying the native Swarmer population there, which had discovered the creatures communicate via "idiot gnats" they themselves spawn that act as cellular repeaters in 1108. They are non-oxygen breathers and were finally declared a sentient species by the RCSA in 1208. They call themselves the Z'kraal.

There was a substantial pre-Rebellion era Chirper population on Daariida; the human survivors ate them all during the Collapse as a food source.

Planetary Notes:

Moncton (League Affiliate member): Moncton's Research Base-Delta's ruins and the peaceful Hobbyist-strain AI-Cym named 'Archimedes' inhabiting a marooned Bastien-class liner yielded up to RCES in 1204 what Imperial xeno-biologists had discovered in late 1108. The Z'kraal Swarmers were sentient and communicated via "idiot gnats" they secreted and re-ingested that acted as cellular repeaters. The Z'kraal have a gerontological feudal technocratic society based on knowledge and expertise: the oldest and most knowledgeable among them lead each 'nest' or Hive. While tool users, their technology level is the equivalent of TL1 except for radio communications (TL5). The Z'kraal are a hirsute four-eyed insectoid with radially aligned legs. They are natural miners and tunnelers. Their diet consists of extracting nutrients from the soil and leaving natural metal ores behind. Their complex society has artisans, poets, sculptors and "masons". Mining companies from Wescap and the League have sought to work out a deal gathering up the "mined" abandoned metal ores from new dwellings and "farm land" from the Z'kraal. Opponents say they will exploit the aliens who have no concept for money. The Z'kraal do not travel well and opted for Affiliate member status. They maintain an E-class starport. The AI-Cym 'Archimedes' remains the 'Speaker' for the billions of them that inhabit this planet on Nicosia at Freedom City.

Eberly (Non-Aligned): The pro-offworld, pro-trade Civil Service bureaucracy of the twilight period before Virus collapsed and the bustling Half-way Downport was shut down by the Collapse, and the world divided into two major armed camps shortly thereafter. The Guild played off both Totalitarian regimes, paying them in manufactured TL8 goods from Wescap. RCES soon discovered that both regimes possessed enough military hardware to be a problem. RCES, taking a page from their former foes the Soleean Empire in 1205 bypassed them, in pursuit of the Guild's bases deep inside Diaspora. It was only after the 1206 confrontation with the UWA at Phoenix/ Hijiri that RCES began to backfill these systems they'd leapfrogged past. Eberly's 'Halfway Downport' has reopened,

and is once again serving the coreward-spinward traffic of this frontier subsector, but the world remains divided—peacefully for now.

Tarsale (League Member/ Centrist): Tarsale had been targeted for salvage by the Guild and they soon established a salvage camp there. Tarsale's lack of ice-asteroid belts, or gas giants made it an extremely difficult task for any ship less than J2 to attempt to haul anything worth the effort. The RCSA upon initial survey reports and planning estimates in 1206 decided it was wiser to restore the world as it was in and support it from the Thicket system. Colonists were initially recruited within the subsector, but later received a small amount of Covenant refugees as well in 1213. Further colonists came from Wescap to relieve the unemployment burden during the Great Recession period 1218-1228. Tarsale was declared a full member world, not salvage or affiliate member world in 1221.

Mason (Non-Aligned): Mason's collapse government, a Mystic-Religious Autocracy of Psionics and Data Priesthood have held the planet at a sustainable TL4 for over 118 years since their Final War era Civil Service Bureaucracy crumbled in 1130. The world has stabilized, and the laws have relaxed tolerably. The Guild attempted to assassinate the elderly leader of this religious movement, known only as "The One". They failed, and decided to wait him out in 1191. The Guild fell to its Free Trader renegades well before "the One" passed away in 1207. Mason's government still calls itself, "The Free Brotherhood of the Mind." Unlike One Star, they do welcome offworld Psions here. They remain Non-aligned and anti-Guild in 1248, and carry on "The One"'s good works and plans.

AANERU (League Member/ Federalist): Aaneru's Impersonal Bureaucracy of the Hard Times era was unable to cope with the rapid infection and destructive wave of Virus fast enough. The Military took over and gathered up all non-infected technology remaining and issued strict measures which eased only in 1165 with the coming of the Guild. Aaneru's pre-Rebellion primary exports had been farming of medicinal plants for the manufacture of basic drugs and vaccines. After the loss of a ship in 1190, the Guild ignored the world on their journeys between the Blight and into Khulam subsector via their secret base in the Egg System. RCSA Federalists realized early on that low tech Aaneru's early inclusion to the Coalition was needed as they faced all the low populated, soon to be member worlds of Khulam they'd encompassed by the end of 1203.

With the Vampire haven on Promise and the Promise Main cleared by mid 1203, Aaneru was the next sizable targeted world and strategic foothold world to be secured. The hard won tragic lessons of Nicosia still haunting them, and with no end in sight there, the RCSA

took greater care with their preparations. 'Duke' Drusus Bhukamish, the last ruling TED, had a huge series of armies, but over seventy-percent of these troops were armed and equipped at TL3 early firearms, with a seasoned core of TL8 equipped divisions of Solomani Army equipment, and a "Huscarl" Guard made up of TL11 grav vehicles and combat armor. Drusus' "kingdom" was data Priesthood supported, the latter being descendants of the Panamican faith. RCES Moonshadow missions to the planet had revealed there was a resistance movement to the near police state of Aaneru's regime, and sponsored it with a cadre of their own.

Bukhamish's former Governor of one of the planet's small island continents had been imprisoned for refusing to raise taxes over his already poor state, and demands for machinery to improve crop production from the Guild. Aaneru's 1205 invasion utilized the new-built RCN vessels in greater numbers. The ground campaign however, even with proxy-forces was a bloody one, as some of Drusus' units showed surprising élan and tactical flair against the Star Viking forces and their resistance allies. The tide turned with a SAG raid to the Ducal prison freeing Drusus' imprisoned rival, and the uprisings on two other continents sponsored by the rebels., divided the enemy army into three more manageable forces. The RC Panamican Church and GTRC's NGO's followed on the victorious heels of the Coalition Marines. The Crash start program began in earnest by the fall of 1206. By 1210, Aaneru's recovery was at TL8, as the Coalition poured aide and technology advisor teams. Aaneru's position to the Centrist-led RCSA in 1218-1238 sustained the programs and upgraded Aaneru's starport to B-class as they achieved TL11 in 1247.

Promise Subsector (L)/ Diaspora

New Era data, as of 001-1248

Seagull	2521	X7B1000-0		Ba Fl	003	Na	G2 V
Amoy	2524	D454643-8		Ag Ni	605	Lm	G0 V
Baraduusa	2528	C342552-B	U	Ni Po	415	Lm	G3 V
Ferenira	2724	X100000-0		Ba	023	Na	M3 V
Daaliisa	2725	C767774-9		Ag Ri D:2	614	Lm	M1 III
Eloji	2728	B846654-B		Ag	602	Lm	M0 V
EXETER	2729	A769984-C		Hi	124	Lm	K3 V M9 V
Muni	2825	B342741-C		Po	205	Lm	[K4 V M6 V]*
Promise	2827	A542844-E	N	In Po S:1	102	Lm	M1 V
Poznan	2830	C232844-B		Ni Po	103	La	M4 V
Orsk	2922	X535000-0	R	Ba	012	Na	M4 V* [M9 V]
Lot	2925	D245651-6		Ag Ni Rw	603	Na	K5 V
Vahana	2926	X65A276-1		Lo Ni Wa	903	Na	K2 V* [M5 V]
Udone	2927	C000513-D		As Ni S:1	114	La	M0 V
Gorky	2929	X200000-0	R	Ba Va	011	Na	G1 V
Execute	2930	C684622-8		Ag Ri	103	Lm	G1 V
Isis	3022	A354742-B		Ag	214	Lm	M7 II
Napiiresha	3023	D559542-8		Ag Rw Do:1	123	Lm	[K6 V M3 V]*
Sst'ankh	3027	E443522-7		Ni Po Hw	422	Lm	K3 V* [M4 V]
Davao	3029	X100000-0		Ba Va	013	Na	M3 V
Nysorb	3030	X9B6000-0		Ba Fl	033	Na	[K2 V M4 V]*
Tenmet	3121	B110522-B		Ni	403	Lm	K2 III
Tazmania	3123	B456588-A		Ag V:1	104	Lm	G1 V* [M9 V M6 V]
Sligo	3126	C878322-9		Lo Ni	603	Lm	K7 V
Sittahr	3129	D766444-7		Lo Ni	105	Lm	K0 V* [M3 V]
Ijiwa	3224	C300624-B		Va Ni	202	La	M2 V* [M6 V]
Lekhaana	3225	X100000-0		Ba Va	024	Na	G6 V
Cosenza	3228	X527000-0		Ba	012	Na	[K2 V M2 V]*

Allegiance Codes

Cw-Core member world

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub

N-Naval Base

Hw-Home world of a minor race

I:3- Ithklur present, 30% of the UWP pop digit.

S:3- Sandmen (Al Cyms) present, 30% of UWP pop digit.

Sc:0 –Schalli present (100%) of pop digit.

V:1- Vargr present (10%) of Pop digit.

1248 Subsector Notes:

Promise Subsector was heavily fought over between Lucan's Imperium and the Solomani Confederation between 1117 and 1122. From 1121-1131, the Solomani pursued a policy of destabilization against Lucan's worlds and allowed piracy to flourish over their new won borders until 1130. The region suffered severe technological regression compounded by being in the holocaust zoned 'Vampire Highway' in the collapse. The Coalition crash-started many of these worlds to TL9 with their proven six-year program, generally with mixed success. It was during the Great Recession period of 1218-28 with salvage world colonies that technology was sustained and improved upon.

Pocket Empires:

The Unity of Promise of the Promise Main, (1128 to 1156) was a small six-system polity that arose from a Starmerc band uniting Vahana from civil war, consisting of Lot, Vahana, Udone, Promise, Eloji, and Exeter. It stood until overwhelmed in the first wave of competing vampire fleets arrived in 1156, and was captured, and turned into a Viral Hell world.

Major Alien population notes:

There was a small Chirper population on Daaliisa, which doubled in size since the collapse have been casted into Droyne who fled the collapse in Diaspora to Daaliisa.

Both the factions of the Rebellion and later roaming Vampire fleets ignored the formerly red-zoned prestellar technological minor aliens, known as the Sst'ankhrii, dwelling on 530-053.

Peacemaker strained AI-Cyms, aka 'Sandmen' make a considerable 'alien population here in the subsector, primarily at Promise, and is considered by those Sandmen who were 'born' there as their homeworld.

Planetary Notes:

Daaliisa (League Member/ Federalist): RCES CPT Synta "Sinner" Lawter with the clipper ship RCS Aube violated the AO limit orders and rescued the DLS Brilliant's crew and vessel in the late summer of 1201. It was on her return leg she engaged the tragic Daaliisa raid Operation Cosmic Fire, which led to her later resignation in disgrace from the RCN. After the tragic events of Operation Cosmic Fire Incident, Daaliisa's other human led governments then began suffering raids from the Vampire fleets after the Star Vikings destroyed the Mother strain Umptysdayu that had defended the world up until then. RCES-RCN Task Force 'Keep Promise' had to intervene in the spring of 1203 when the human led governments

attacked the Droyne-Chirper nation in retaliation. The RCES fixed what they had wrought two years ago. Peacekeeping was enforced, and the news of the Promise victory finally sank in. The world is today peacefully fragmented between Droyne and Humanity. They have made a solid but modest recovery to TL9, and have improved their starport to C-class.

Eloji (League Member/ Centrist): Eloji's nuclear civil war was abruptly ended by RCES intervention in late 1202 with a SAG raid to seize PAD missile warheads from several warlords, notably one Colonel Boukart. Boukart was deposed in 1203 shortly after Promise was liberated when Task Force Keep Promise returned, restoring peace was restored to the world in 1204. It has since made a solid recovery as an important member of the Promise main, regaining her former collapse level starport by 1214, and by the end of the recession in 1228 had achieved TL11. Eloji remains a vital agricultural exporter on the Promise main to worlds in need of their produce still in 1248.

EXETER (League Member/ Centrist): While few thought the A-class Exeter Yards shipyard closing down for lack of orders in late 1124 was good news, it later proved the planet's key to recovery in 1203. The world's twenty odd TEDs in the spring of 1203 were relieved and skeptical of the news that Promise had been liberated and the vampire threat defeated. Romrugo of Vars the most powerful of these and keeper of the former downport, became a believer overnight in the New Era. Romrugo eventually became the first Planetary elected Prime Minister in 1214. While it took till 1213 to re-unify the world, the 1203 re-opening of Exeter Yards speeded Exeter's re-entry into the interstellar community. By 1207 the A-class shipyard had been fully restored, operating then at TL9 with generous aid from Aubaine and Oriflamme. By 1235 they'd recovered back to TL12. Originally federalist in its representatives, Exeter slowly turned towards Centrism during the Great Recession. Due to their Vampire Highway experiences of the Collapse era, Exeter has few AI-Cym Sandmen, even today.

Promise (League Member/ Federalist): The former capital of the Unity of Promise, and then a nightmare Viral Hell world was liberated by RCES in early 1203. This was accomplished with the aid of CPT Branu Stigmann of the SS Bonne Chance, a Moonshadow team led by RCN LTCDR Saffron Ghulz, and the Peacemaker strained AI-Cym entity known as 'Sandman'. Ghulz made the decision to bring Sandman out, and carried 'him' back to the Coalition in VII-1202, where he was debriefed at RCES HQ, at the orbital Dawn Base at Trybec. After the world's liberation in the spring of 1203, the Coalition stood with an allied world member, and a working C-class starport forward base captured intact. Promise became the first member world with AI-Cym

citizens, including the three key 'Sandman'-held data systems PadCom, CeeWaLP, and Skynet, as well as several thousand stable, sane, and organic sophont-admiring starport worker robots. In the aftermath of the RC-Soleean War of 1204, SecGen Maggart declared the Sandmen as equal life forms and accorded all such peacemaker and stable strained AI's full citizenship in the RC, amending the RCSA Articles of Citizenship. Star City with its unique Sandman-Humanity relationship has seen since the post Solee-War years, an amazing recovery to TL13 and the starport returned to her former A-class rating by 1248.

Tenmet (League Member/ Centrist): Tenmet balkanized during the latter part of the Final War in 1125 as each of its 10 city states maintained its own C-class starport at TL8, after losing their orbital B-class shipyard. Unemployment set in with the Imperial borders receding back to the safes in the latter 1120's, and on Tenmet all the city states suffered. The sixth city state, Hexlent, unable to get food shipments and parts for its arcology, took drastic measures and established a Timers Club for their unemployed in 1127. The other cities followed suit since this removed feeding and housing costs and cares to the poor city. Hexlent harnessed solar and geothermal energy sinks for power for these berths, having no way to establish orbital Satellite collectors. Then Virus came, and those who could flee to worlds with habitable atmospheres. RCES salvage of Tenmet's metropolis' facilities and factories began in 1205 in piecemeal fashion, and were taken over by Isis in 1215. In 1220 they uncovered the ruins of Hexlent discovering 20 bunkers of cold sleep survivors, surpassing the record established on Dunas in 1203, as 200,000 remnants were revived safely. The current inhabitants are these Imperial remnants and their descendants, intermarried with those salvagers from Isis. They reopened the Tenmet Shipyard in 1247, and aside from manufacturing spacecraft here, relic technology recovery of the other nine cities continues to this day as a source of income.

Sligo (League Member/ Federalist): Sligo lost her starport during the Black War phase of the Final War, and was a tottering TL6 when Virus destroyed their technology. The RMS Harbinger traded with (1201-1202) were ruled by two fairly benevolent despots, and welcomed offworlders who weren't raiders or slavers. When RCES swept the subsector free of Vampire ships in 1203 Sligo's "King" and "Queen" married "uniting the world". Sligo received the RCSA Auroran Crash-start program and made two astounding technology cache discoveries. The first was a hidden TL8 modular base camp high in the mountains with a geothermal sink for power in the floor of a dead volcano. The second lay in a nearby freshwater lake two 600dton, J-2 Jump tugs, and two TL13 Solomani-built 1 kton Ramrod-class missile boats. Clues found on these vessels of a former pirate 'Viking'

band, led the Sligan's to Lekhaana where they found a similar hidden base with the former 'Viking' band members, and two jump-drive armed but damaged 200 dton freighters. Sligo's RCES' salvagers jumped the freighters back and sold the large two missile boats off to Promise with one of the two tugs. The remnant crews were hailed as heroes, and Sligo went promptly into the salvage business. Sligo's current B-class shipyard comes entirely from salvaged machinery off of Ijiwa, and specializes in covered airrafts and 10dton Belter's Asteroid "buggies". Sligo still uses their salvaged tug as a J2 ferry between the Promise Main and their cluster.

Hijiri Subsector (M) / Diaspora

New Era data, as of 001-1248

Keeper	0137	D256466-9		Lo Ni O:0237	503	Ts	K9 V
Ranushana	0138	E100466-9		Va Ni O:0237	004	Ts	M4 V
Kiev	0139	X533000-0		Ba	002	Na	M8 V
Kimba	0232	X5557TC-1		Ag Ni	801	Na	G5 V* M5 V
Siphon	0233	X86A5MA-6		Wa Ni	104	Na	[K3 V* M6 V]
Doom	0236	E10046A-8		Va Ni Pr O:0237 R	923	Ts	M1 V
SUNZ	0237	C867AA5-A	U	Hi Cp	204	Ts	K9 V
Kashi	0238	D312366-9	S	Lo Ic O:0237	200	Ts	M3 V
Khaasamiiri	0335	E675466-2		Lo Ni A	322	Ts	M0 V
CARL'S WORLD	0336	E5679AA-7	M	Hi	125	Ts	[K2 V M7 V]*
VORNAM	0338	E675AA9-8	M	Hi In	104	Ts	K3 V* [M5 V]
Sequoia	0339	E446566-6		Lo Ni A	112	Ts	G2 V
Vision	0431	E675599-6		Ag Ni	200	Na	F4 V [M0 V]
Angebo	0432	E200366-9		Va Lo Ni O:0521	203	Na	M0 V* [M0 D]
Maasii	0440	X240000-0		Ba De	003	Na	G7 V
Attax	0531	B487786-B	U	Ag Ni Ri	213	Na	K0 V
Cumber	0532	D110466-A		De Lo O:0531	813	Na	M4 V
Sheshene	0533	X100000-0		Va Ba	014	Na	[M2 V M2 V]*
Alone	0534	X559378-3		Lo Ni	423	Na	M9 II* [G2 V]
Jue-ni	0535	D756421-9		Lo Ni	612	Na	F6 V* [M5 V]
Akureyri	0536	E000320-9	C	As Ba	114	Na	M0 V
Fazed	0537	X110000-0		Ba	024	Na	[K4 V M1 V]*
Sanzbur	0538	X522000-0		Po Ba	000	Na	M4 V
Fuquay	0632	X223000-0		Po Ba	003	Na	M5 V
Varina	0633	D769553-9	T	Ni	204	Na	[K1 III M0 V]*
Tulane	0731	D381366-B		Lo Ni O:0531	914	Na	F6 V
Zee's Place	0732	X100000-0		Va Ba	023	Na	M7 V
Pettelli	0734	X451000-0		Ba Po	004	Na	[K3 IV M0 V M2 V]*
Amaani	0740	X100000-0		Va Ba	012	Na	M0 V
Domo	0831	E464449-7		Lo Ni	400	Na	[G3 V M4 V]*
Cunning	0832	E788599-6		Ag Ni	202	Na	M1 V
Isee	0833	X334000-0		Ba	012	Na	M0 V
Dunoon	0839	X100000-0		Va Ba	004	Na	M0 V* [M7 V]
Khasiigu	0840	C580420-8	C	De Lo Ni	103	Na	F6 V

Allegiance Codes:

Na = Non-Aligned

Ts = Tripartite Soviet worlds

Trade & Base Codes:

R = Old Base Ruins

Pr = Prison World colony

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

1248 Hijiri Subsector notes:

History seems about to replay itself in the subsector in 1248 with only with a slightly different cast of players politically and astrographically. Virus however has changed the playing field entirely, and the single world state of Attax finds itself and neighboring client state worlds threatened by raiders, and the growing military adventurism from the inheritors of the Sunz-Vornam Main. The UWA and Sons of Craig support here waned in 1228 as economies shifted, but trade and relations continued. Currently Phoenix has issued condemnations at the blatant invasions of Sequoia and Khaasamiiri, and cancelled trade agreements and imposed sanctions against the Tripartite Soviet. Freedom League and Duwamish Federation merchants have both been banned the sale of jump drive technology items to the Tripartite as a diplomatic means to slow down its "rampant Imperialism".

Pocket empires of Note:

This region was a frontier for the Solomani Confederation in the Final War, and saw the rise of two pocket empires in the post 1124 years: The Solomani Confederation's proxy state within the region the New Order Vigilance Alliance (NOVA) that arose on Sunz, Vornam, and Sequoia; and the pro-Federation of Daibei leaning Cumber Confederation consisting of the worlds of Vision, Angebo, Attax, Cumber, Sheshene, and Fuquay. These two polities perished in the Collapse.

The New Order Vigilance Alliance has resurrected itself under three charismatic dictatorships, led by the most interstellar savvy of the lot on Sunz, calling itself the Sunz Tripartite Soviet. The Cumber Confederation's heir, the single world of Attax, is the forward moving high technology world-state that has refurbished itself back to TL11 on the bones of cemetery worlds like Angebo and Cumber.

Planets of Interest:

SUNZ (Tripartite Soviet): Sunz's balkanization ended with Sons of Craig and UWA support for the most forward thinking leading nation in 1207. Field Marshal Ranshanaya de George's campaigns from 1200 to 1203 had unified by war and treaty half of the high population world's 20 billions, and most of these were those still maintaining large portions of TL8 mid-level collapse technology. De George halted her warring and set about rebuilding the rest of the world back to TL8. Her leadership was successful, and paved the twenty-five year amazing recovery by 1229 to the discovery of the planet's former bulk freighter 'fleet' on their nearby moon and the amazing cached technology there. De George's son Willis succeeded to the Chairmanship on her death in 1232, by which time Sunz had already established

their farming colony on the habitable but died off world of Keeper, and had reopened the mines on Ranushana with another. Willis proved as adept as his mother had in politics, and finished the unification of Sunz economically and peacefully by 1234. At interstellar politics, Willis's use of his relic hoarded vessels allowed his support to unify the still struggling high population worlds of Vornam and Carl's World under two new charismatic leaders on Vornam and Carl's World by 1244. The dark side of this was under Willis de George's administration the former prison world of Doom was re-opened and has been put back into use for those who opposed his regime.

Attax (Non-aligned): Attax's remarkable recovery since being contacted by the UWA in 1207, has been spurred by funding loans from the Son's of Craig and the UWA into re-opening the TL11 long dead factories on Cumber (cleared of AI-Virus in 1225), and Angebo, and has recolonized the world of Tulane. With their handful of recovered starships, they began re-opening contact with some of the non-industrial worlds like Domo, and Cunning that had once long ago in the former Imperial era supported the Cumber main's economy. Attax repaid their loans to the UWA in 1245 and has prospered since as a single world state in the Cumber main. Attax, while the most advanced state on the Cumber main, has only now begin to see that its trade agreements alone will not defend it against the growing might of the Sunz Tripartite Soviet, or the growing rise of corsairs and pirates rimwards of them. Attax has an adequate COACC defense net, as well as a small number of System Defense Boats enough for a direct assault. Attax realizes now in 1248, its merchant vessels are vulnerable to this new raider threat and is seeking small affordable warships.

Jue-ni (Non-aligned): Jue-Ni was a Guild supporting port until the Sons of Craig, and the Free Trader's League threw them over from within and without. Disaffected and violent members of the Guild left bereft of ships were left here while others fled to Zarushagar in 1206-07. Several of the smuggling variety of former Guild Captains had other plans for survival: every economy has its contraband and its black market, just as every society has its own criminal elements. Jue-Ni became then a 'free port', and a place where cargoes could be laundered and remarked for sale elsewhere. No less than eight 'Gray' freighter captains use this port, frequently to ship cargoes now under the UWA's and Leagues' embargo to the Sunz Tripartite Soviet.

Akureyri: (Non-aligned): One of the many mined out asteroids has been refurbished here in the great Akureyri belt as the lair for a two vessel band of pirates, known as the Inferno and the Purgatorio. This small band of cut-throats here has been preying on UWA and Free Trader shipping as well as making armed runs into the still virus haunted ruins of Angebo and Isee. They tend to dump off

their cargoes on Jue-Ni by way of their smallcraft, and avoid landing there to keep up the pretenses that Jue-Ni is a neutral, if unsavory port of call. Half of their current 1,500 souls are slave technician thralls and dependents seized in their raids and ship boarding's. This band tends to leave ships stripped of all but the dead crew, taking cargoes (living and otherwise) weapons, and whatever parts they might desire. They have accepted sponsorship by the single world state of Kropotkin (0703/Ultima/Sol. Rim) recently, giving them an additional port of call for repairs.

Varina (Non-aligned): Varina while it nominally supported the Guild, remained Free-Trader friendly throughout the Guild's various political and criminal upheavals from 1165-1207. Varina remains in 1248 a trade nexus hub for cargoes making their way into the rimward end of the UWA to Attax, or headed rimwards into the Ultima subsector rimwards (Sol Rim) towards Darrukesh and Iddamakur. Attacks on merchant shipping heading rimwards have been on the rise, and the Varinese government is once more contemplating the offer of UWA membership and protection. Varina has only trade agreements with Attax, as well as preferential treatment for access to their exceptional repair yards, and is looking at investing in planetary defenses lately.

Khasiigu (Non-aligned): Khasiigu during the collapse survived as a Guild port of entry into and from the Solomani Rim sector here, until the rise of the UWA and the Freedom League pushed them out from their former lairs in the Iusea subsector. This five vessel band of former Guild pirates slipped off rimwards to here to lick their wounds and bide their time, down in Ultima subsector, where they found sanctuary with the single world state of Kropotkin (0703/Ultima). In 1239 they returned and established a cleverly hidden base in a desert canyon's cave complex half a continent away from the original ruined settlement which is extremely difficult to detect. Unless the scouting vessel(s) have established a geosynchronous stationary orbit over it, a normal orbiting sweep by densitometers will miss it. Based here currently are the M-drive modified Nishemani-class Corsair ships Black as Knight, Starless Reaver, the heavily armed wilds freighters Hope Denied, and the Sorry, No Quarter, and the up-gunned J2 modified X-boat Tender Naraku, packing six Termagant-class 20ton TL11 space fighters, named Yokai-1, Yokai-2, Yokai-3, Yokai-4, Yokai-5, and Yokai-6. This band since 1240 has executed attacks on shipping from Iddamakur, Darrukesh, the Duwamish federation as well as Free Traders. Recently they have begun taking goods to the embargoed Sunz Tripartite Soviet to make new friends for Kropotkin.

Shumisdi Subsector (N) / Diaspora

New Era data, as of 001-1248

Frock	0931	E5A4367-9		Fl Lo Ni O:0932	711	Na	K2 V
Nappa	0932	C696784-9	U	Ag Ni	522	Na	F3 V
Emeluura	0935	X200000-0		Va Ba	004	Na	[M4 V M5 V]*
Woken	0936	C998645-A	U	Ag Ni	101	Du	G4 V
Chamawa	0938	C743643-A	U	Po	402	Du	M3 III
Dilkon	0940	X529000-0		Ba	000	Na	M6 V
Yatustuhexna	1031	B451533-A		Dr:0	213	Dr	M3 V
Gus	1034	D654521-8		Ag Ni	204	Du	K6 V
Cole	1035	A210524-B		De	103	Du	M3 V
Frey	1133	D536467-B		Lo Ni O:1336	204	Du	M5 V
Alki	1136	B100646-B	U	Na Va	204	Na	K8 V
Usheriima	1138	X534000-0		Ba	013	Na	M3 V
Adryanne	1139	X530000-0		Ba De Po	011	Na	F6 V
Musiiba	1233	D344521-8		Ag Ni	224	Du	M1 V
Snoqualmie	1236	B786685-B	U	Ag Ri	600	Du	K0 V
Chicago	1331	D371332-9		Lo Ni	804	Na	[M3 V M7 D]*
Duamish	1336	C466744-B	U	Ag Ri Cp	825	Du	K5 II
Ica	1338	X000000-0		As Ba	024	Na	[M0 V* M1 D]
Nape	1339	X000000-0		As Ba	024	Na	[M2 V M4 V]*
Dawns	1340	D656883-5			402	Na	F3 V* M8 V
Semaachi	1433	X254777-5		Ag	503	Na	G0 V
Burien	1435	C201543-B		Va Ic Na	203	Du	A9 V [K8 V]*
Garaag	1438	D380645-5		De Ni Ri	312	Na	F4 V
Obidos	1440	X000000-0		As Ba	022	Na	[G9 IV] M7 V*
Prosser	1536	DA88845-8	U	Ri	210	Du	K2 V
Prestwick	1639	C76A644-8		Wa Ri	102	La	F5 V
Biremeruun	1640	D986743-5		Ag Ni Ri	610	La	K5 V

Allegiance Codes:

Dr = Droyne World

Du = Federation of Duamish

La = Freedom League Affiliate member world

Na = Non-Aligned

Trade & Base Codes:

R = Old Base Ruins

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

1248 Shumisdi Subsector notes:

During the recovery era in Shumisdi, RCES discovered amazingly amongst the fourteen surviving worlds that six had starports still in operation. Of these latter six worlds, five held governments hungry for the return to the stars. Shumisdi subsector is noted by Imperial and League historians both as having the fewest hostile governments needing Star Viking Pacification, and by XII-1211 was well on its way towards a total recovery. Nine of the fourteen surviving worlds here had regressed only a single tech level during the collapse, and that mainly due to lack of steady interstellar trade. The RCSA led subsector administration here brilliantly led the recovery effort, and those nine of the fourteen worlds returned to their precollapse levels of prosperity and infrastructure by 1210. The Covenanter refugee crises financial redirection of funding added to the local dissatisfied worlds whose recovery progress was slower than others. With the collapse of the Jump-3 Waverly trade corridor in 1220 coinciding with the rise of the Bellin Confederation, Shumisdi's Coalition backed Recovery Administration formed the basis of the Duwamish Federation, and seceded from the Leagues by going independent as a state. Duwamish's government with the leaders of Snoqualmie, Chamawa, Woken, and Prosser bought out the salvage colony on Frey from the cash starved RCSA, and then promptly set out on their current day course they still maintain of peaceful prosperity and free trade.

Alien Races of Note:

In the Precollapse 3rd Imperium there were sizable Droyne populations on two worlds here: Grace/ Yatus-tuhexna, and Woken.

A major Chirper population existed on the world of Chicago. The Droyne of Woken have immigrated since the arrival of the Reformation Coalition into the subsector in 1205, and have casted and withdrawn those Droyne raised by the Iskyar ritual from Chicago.

Pocket empires of Note:

During the Final war, Shumisdi was a war zone, but amidst its ashes arose in 1125, the Duwamish League worlds, consisting of Alki, Snoqualmie, Duwamish, and Burien. Since the secession period of 1216-1220, the Federation of Duwamish has been reborn, its capital once more seated on Duwamish, but consisting of the remaining worlds of the Duwamish Main, including re-opening the fallen factory worlds of Alki, Burien, and rebuilding the commercial starship factory on Cole.

Planets of Interest:

Nappa (Non-aligned): Nappa was among those worlds directly affected by the RCSA Diasporan Subsector Recovery Bureau's bankruptcy and the diversion of salvaged machinery and credits being drained away to support the humanitarian needs of the Covenanter Refugees as they had nearly forty thousand workers on the boneyard world of Frock alone, and sixty thousand others employed in similar fashion on Alki and Frey as well. When the opportunity to save their livelihoods came up, Nappa's government bought the RC Salvage corporation's shares out to the adjacent Frock system. When the RCSA administration collapsed and was recalled back to Nicosia in the spring of 1220, Nappa entered into diplomatic talks with Duwamish in 1221, but these came to nothing. In 1225, Nappa went it alone, and in 1248 still supports the operations on Frock, although on a rotating schedule for their workers there. Nappa sells recovered relic technology to the Federation, to trailing and corewards to the UWA, and to the Sunz Tripartite Soviet in Hijiri subsector, despite the UWA-FL embargo.

Cole (Federation of Duwamish): Cole is the pinnacle of forty years of investment and determination of the Duwamish Federation. Here, since 1207 from ruins has come the dream of retaking the stars on their own terms with the reopening of the A-class Shipyard here. Duwamish and other key worlds of the Federation decided early on against its placement on any habitable worlds due to the sheer expense, political considerations, and for environmental reasons. Capable of making hulls up to 600 tons of displacement, the Nova Shumisdi Yards has been in operation since 1247, and is in an expansion year in 1248 as the Federation prepares to retire half of its aging fleet of three dozen small wilds freighters into private hands.

Chicago (Non-aligned): Chicago's changing of sides from the RCSA and into Non-aligned status in 1219 followed much of the same reasons in the secession period of 1216-1220, with the added argument that once their Chirper population had been casted into Droyne, the remaining Chirpers died off within a week of the newly casted Droyne leaving for the Droyne world of Yatus-tuhexna. Cynically enough the Chicagoan's noted, their RCSA funding and interest in bootstrapping projects died away as well. Whether real or imagined, it played a part in their political decision to vote themselves out of the Coalition. While not a metropolis by any means in 1248, the planet has become a stopover haven for freighters plying the salvage work out of St. Denis and those Duwamish merchanters headed towards the Alurzan Main.

Duwamish (Federation of Duwamish): Duwamish's collapse into early industrial levels and balkanization came from a vigorous defeat by Al-Virus when the Frey

'defense fleet' passed through the system in early 1131. Warnings had arrived of the threat, and they believed themselves ready for it, but they were sadly ill-prepared. Technician-Priests arose in the shambles as the world struggled to return to some sort of civilization, each nation state of the twelve that stood paranoid and jealous the other would advance further or faster than they. One nation of these ten stood alone in a freedom seeking representational democracy, and this one was contacted by RCES in 1204. In 1205, RCES Star Vikings executed with their new ally here their unification-pacification campaign. Here and on Snoqualmie were the two major battles for the hearts and minds in the subsector fought to the finish. Most of the worlds here with starports still operating had welcomed the RCES. By 1207 the new RCSA member world here was leading the recovery charge in the subsector. By 1211, Duwamish led the subsector in technology (TL11) once more, and worked closely with the RCSA Recovery Bureau administering the projects and flow of salvage credits to funding those bootstrapping projects on various worlds wisely. In 1215, Ilelik Kuligaan's descendants were discovered living on Duwamish, and he left Aubaine for here to spend his remaining days with them, finishing his last book, "A Muffled Thud: Debunking the Virus Threat." Kuligaan died in 1216, and his book was published there on Duwamish in 1217, mourned across the Reformation Coalition, he was enshrined here. Duwamish soon found itself leading its fellow worlds in an economic battle to not slide into the recession caused by the long term exorbitant costs brought about by the Covenanter refugee crises in the post 2nd Vampire plague Reformation Coalition space. For a time they staved off complete secession until the J3 route across The Blight was severed by the upstart Bellin Confederation and Coalition shipping costs skyrocketed on the J2 "Duwamish Run" route across the rimwards end of the Blight caused the bankruptcy of both salvage corporations working the Shumisdi worlds of Frock and Frey. While a disgusted Nappa turned to independence, Duwamish took their lumps and charted their own course once again, with the aid and alliance of the worlds of the entire Duwamish Main this time.

The results have been amazing: High technology factories have been re-opened on Frey, Alki, and Burien to provide things too expensive to import from the Coalition or the distant Terran Commonwealth to rimwards. More importantly to commerce in the region, Duwamish's long-range goal to re-open an A-class shipyard came to fruition in 1247 on Cole, with the first eight hulls completed of their new 400ton subsidized freighters that year to enter service, allowing the full retirement to private hands twice that number of 120-130 year old precollapse vessels Duwamish and Snoqualmie owned.

Madoc Subsector (O)/ Diaspora

New Era data, as of 001-1248

Waverly	1733	EAA7213-9	R	Lo Ni	500	Bc	M4 V
Manna	1737	D8D5340-6	T	Lo Ni	612	Na	M5 V
Galuuda	1739	X79A677-3		Wa Ni A	102	Na	G4 V* M3 V
Berens	1740	A846246-A		Lo Ni	211	La	G1 V* M3 V
Dinklewater	1838	D98A225-6		Lo Ni Wa	314	Na	F5 V* [M8 V]
Kinos	1840	E558889-5			723	Na	K5 V
Ruffian	1933	D4484M7-8	N	Ag Ni	214	Bc	M1 V
Bellin	1934	C9968M5-A		Ag	202	Bc	K0 V
Tygger	1938	D768321-9		Lo Ni	103	La	M0 V
Hewlett	2031	X110000-0		Ba	003	Na	M4 V
Seben	2037	C694897-B	M		203	La	[G2 V M8 V]*
Epic	2040	X434000-0		Ba	012	Na	M6 V
Geonia	2134	D53A217-9	R	Lo Ni Wa	102	Na	M2 V
Tavara	2136	D67A544-8		Ni Wa Rw	112	La	K0 II
Pekhuraa	2236	A784634-E	U	Ag Ri Rw	805	Lm	[G6 IV K5 V]*
Saagii	2333	B444858-D	U	Ag Rw	114	Lm	M2 V M0 V
Kiiki	2334	X225000-0		Ba	024	Na	M9 III
Saratov	2338	D559443-9	U	Ag Ni Rw	103	Lm	K4 V
Kelvin	2340	C640578-9		De Ni Po A	104	Na	G6 V* [M2 V]
Lexol	2434	X100000-0		Ba Va	010	Na	[M3 V M9 V]*
Forgotten	2438	X630000-0		Ba De	001	Na	K1 V
Bernens	2440	X5506A7-4		De Ni A	500	Na	G2 V* M9 V

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

M- Military base present.

T-Traders outpost or Trade hub

U-Military and Trade outpost

N-Naval Base

R-Old Base ruins

Sw-Salvage World

1248 Subsector Notes

Madoc Subsector was among those subsectors heavily fought over between Lucan's Imperium and the Solomani Confederation between 1117 and 1120. From 1121 to 1131 the Solomani pursued a policy of destabilization and limited military strikes against Lucan's worlds. They allowed piracy to flourish over their new won borders. Madoc Subsector of 1248 has a population of 545.57 million, a 94% decline from the pre-Collapse population of 8.38 billion. Several worlds have seen a population loss due to immigration for war or economic reasons. Some reasons were: Galuuda which suffered a major asteroid impact in 1209, destroying the TL6 infrastructure built up by the RCSA, caused an evacuation of some 8 million to Saratov; and Kinos whose corrupt Federalist-leaning Civil Service bureaucracy's squandering of RCSA funds for their refurbishment of their starport and planetary infrastructure caused the government's collapse as well as a downward spiral back to TL5 in the 1218-1238 Great Recession. Millions attempted to flee Kinos, and the local RCSA offices started to arrange another major refugee evacuation similar to that performed at Sufren. After 14 months, the relief effort had run into trouble. Most of the refugees had been dumped on Seben, and several minor worlds refused to take any more refugees; one even seceded from the RC on the issue. The final nail in the coffin was the cost, as the RC could not afford another such a massive effort in the middle of a recession. Instead, they sent relief supplies to act as a band-aid over the gaping wound that was and remains on Kinos. Madoc also has within its surviving worlds a number of violently xenophobic societies, and the Duwamish Federation, the Guild, and Freedom League star charts have them listed as Amber zones.

Pocket Empires: None

Major Alien population notes: None

Planetary Notes:

Pekhuraa (League Member/ Federalist): During the early days of the collapse Pekhuraa was flooded by refugees from St Denis that actually aided her survival at TL9 with so much talent from other worlds at her disposal. The refugees also brought over two dozen large freighters which were mothballed in the outer system. Pekhuraa's government was well disposed to contact by initial RCES in 1203 following Operation: 'Guilded Lilly' and with the promise of upgrading her starport to at least C-class. A Guild attack at roughly the same time drove Pekhuraa further into the arms of the Reformation Coalition. The planet came into full membership without much fuss in early 1206. Pekhuraa took on 1 million refugees from the economically depressed world of Kinos in 1218-1219, before the evacuation was cancelled. It is now the

primary source of disaster relief supplies and food aid to Kinos.

Saratov (League Member/ Federalist): Saratov's membership in the League dates back to their acceptance in early 1204 after initial contact in mid 1203. Saratov has easily recovered back to her pre-collapse level and has even attracted some offworld colonists as well, mainly several thousand from ecologically damaged Galuuda in 1209. Saratov was one of the worlds that refused to house additional refugees from the collapse on Kinos, but without the controversy of reducing membership status like Seben and Tavara endured. Saratov maintains in 1248 a Military outpost for the FLN as well as being an interface trade hub for UWA and Guild merchant concerns.

Berens (League Affiliate Member): This low population world was contacted by RCES in a special long range mission in late 1202 as the RC prepared to assault Promise and the Vampire Highway in earnest. Berens had one of the few remaining starports at this time. It was here they learned of the 'Guilded Lilly' Vampire ship being sold by a Guild merchant man and, from its capture, clues to the automated Ship building facility for 200dton J2/2G A-2 class freighters. The RCES team also stopped a small military takeover of the starport by the Guild, and established good relations with the folks here. The Reformation Coalition assisted in the opening of the relic orbital shipyard in order to boost mercantile traffic in this Subsector, even though Berens was only an affiliate member world. They have remained an affiliate member world since 1204. They still maintain their independence and hence their value to passing free traders and other independent merchants in 1248.

Tygger (League Affiliate Member): Tygger's world in 1248 now supports four small starships, all of them Free Traders plying the rimward end of the Eberly run, working the J-1 freight lines into Shumisdi subsector. Like Berens, it retains affiliate membership here in Madoc, avoiding the pitfalls of some of the early RCSA Core World's political controversies with low populated worlds. These four family owned and operated starships are the High Road to Heaven, the Dorsal Side Up!, the Amarillo Armadillo, and the Tygger II.

Seben & Tavara (League Affiliate Members): Both of these worlds took on refugees from Galuuda. Tavara reduced her full membership in 1218, when it refused the RCSA's demands to accept refugees from Kinos. Most of the Kinos refugees, some 20 million people ended up on Seben, before they refused to accept any more and they too reduced their membership to affiliate status in 1228 over the refugee issue. This has had an impact on both worlds for a complete cessation of immigration to these worlds by their present day 1248 governments, and ex-

tremely cool relations with the Leagues Assembly.

Manna (Non-Aligned): The survivors of the orbital Highport resettled during the Hard times planetside on a small Mountainous valley and near a tarn where breathing unassisted wasn't necessary. Manna was a Guild J2 crossover point to Prosser (1536/ Shumisdi) on the Duwamish Main. A Reformation Coalition naval sweep cleared out the Guild base in late 1204, and they later placed a small interdiction force in the system to prevent Guild raiders re-entering the Madoc Subsector. It was this blockade force that discovered Manna's surviving population. With the loss of Shumisdi subsector in 1221, Manna reverted back into Guild control. Today in 1248, it remains a trade hub world as it was before.

Galuuda (Non-Aligned/ Amber Zone): Once Galuuda's petty TEDs were removed from power, the RCSA looked at facing another TL3 Nicosia water world, decided that a more modest TL6 as a near term crash-start goal was better. Things were progressing well when in 1209 an uncharted asteroid impacted Galuuda's northern hemisphere. The resulting tidal wave, associated cloud cover crippled the planet's TL6 infrastructure, decimated agricultural yields and threw everything into chaos. Between the years 1210 to 1214, eight million were evacuated, mostly resettled on Saratov, Pekhuraa, and Saagii. Technology has since then regressed to TL2. Scarcely a million remain and remain balkanized geographically and politically into tiny island kingdoms.

Dinklewater (Non-Aligned) Dinklewater had been raided during the dark times, and although they received RCES far better than the Guild, once they had managed to recover to TL6 and restore a D-class starport, Dinklewater voted themselves entirely out of the RCSA. Dinklewater's humans are Mermani, a Solomani geneered race for amphibious living and can breathe underwater. The Guild's merchants have since earned their way back to visit and trade, but the port remains in local control.

Kinos (Non-Aligned): The Civil Service Bureaucratic government welcomed RCES and RCSA membership in 1204, and was accepted in 1205. Unfortunately the government was corrupt, and misspent billions in offworld loans and aid which, when the recession of 1218 began, toppled the government. Her return to TL8 spiraled back to TL5, forcing hundreds of millions out of work. Agriculture, medical services and sanitation all crashed. Millions died from starvation, and numerous preventable diseases including several outbreaks of plague. Initial the RCSA launched an evacuation, but within a year that was halted and disaster relief supplies started to arrive. It took decades to restore some semblance of order. Millions more died in disease outbreaks, famines and general lawlessness. Kinos was regularly in the news as disaster appeal after disaster appeal was made. Kinos'

current CSB government is better serving her planet now, wiser if poorer. To avoid the temptation of "further corruption," the new Diasporan Mercantile Starfarer's Guild was allowed by the new government to maintain and operate this port.

Ruffian, Bellin (Bellin Confederacy): Bellin had been pacified by a RCES strike in 1205. The new government as based around the various resistance cells. Bellin armed one of the lesser powers on Ruffian. The Bellin backed democratic government soon overwhelmed the remaining TL4 equipped, TED ruled city states. Bellin and then Ruffian seceded from the Reformation Coalition at the start of the recession period over the lack of bootstrap projects. Since their split from the RC, their governments have become more authoritarian as the old rebel leaders found the trappings of democracy to be a burden. The governments of both worlds have effectively become military juntas, with the elections being strictly controlled. The Bellin Confederacy remains open to controlled off-world contact and has no real issue regarding AI-Cyms. The Confederacy does try to extend its influence in the Subsector by trade, espionage and military force.

Kelvin (Non-Aligned/ Amber Zone): Kelvin's TED's were overthrown by a major RCES infiltration over two and a half years in the undertaking. Undercover of the salvage efforts, RCES personnel worked to educate the new workers, whilst infiltrating the courts of the various TEDs and subtly sabotaging the new weapons given to the TEDs. After a year and a half, the RCES struck with a series of uprisings and orbital strikes. The TEDs weapons failed as planned and control of the planet changed hands. Kelvin formed a loose confederation of the three nations deemed to be acceptable to the RCES. But the severe Viral infection left hidden wounds that reopened upon news of Dethenes' being accepted as a full member here in 1218, causing them to withdraw their membership from the RCSA. Kelvin remains violently Anti-Cym and hostile to the Leagues in 1248, and as such League merchants star charts list this world as an Amber Zone for crews with sandman crewmembers aboard.

Khulam Subsector (P)/ Diaspora

New Era data, as of 001-1248

Kappa	2535	X224000-0		Ba Ni	003	Na	[M1 V M6 V]*
Boley	2539	X434000-0		Ba	011	Na	M6 V
Egg	2631	C000410-B		As	514	La	[M2 V M6 V]*
Donegal	2632	X100000-0		Ba Va	004	Na	M1 V
Bikar	2633	C79A422-A	T	Lo Ni Wa	113	Lm	K7 III
Lira	2635	X527000-0		Ba	002	Na	M7 V
Ekhapen	2636	X100000-0		Va Ba	004	Na	K0 V [M6 V*]
Khesanadu	2731	C788510-C		Ni	100	Lm	M5 V [K2 V*]
Ryvo	2734	C682425-9		Lo Ni	121	Lm	K4 IV
Khirekera	2834	D451457-6		Lo Ni	204	Lm	F6 V
Acorn	2835	X100000-0		Ba Va	002	Na	M1 V
Montezuma	2836	A562744-B		Ri	404	Lm	K4 V
Dijon	2838	X234000-0		Ba	034	Na	M7 V* [M9 V]
049-949	2839	X620000-0		Ba De	013	Na	M8 V [M1 V*]
Suudo	2840	C778598-8		Ag Ni	602	Lm	F1 V
CheeEEka	2933	B99A452-C		Wa Sc:9	104	Lm	K9 V
Sofar	2939	X8B4000-0	R	Ba Fl	000	Na	M9 V
Taumotu	3033	X100000-0		Va Ba	005	Na	M4 V
Mitchell	3034	A100554-E		De Va S:1	503	La	M3 V
Agiruur	3036	X9A3000-0		Ba	003	Na	K9 V
Kide	3131	B684741-A		Ag Ri	620	Lm	F0 V
Lefiguura	3132	C868574-9	R	Ag Ni	310	Lm	G2 V* M9 V
Kipper	3134	X110000-0		Ba	023	Na	M3 V
Gresham	3138	A110644-E		In S:8	404	La	M1 V
Uppsala	3139	D97959E-4		Ni	412	Na	F4 V* [M8 V]
Futok	3140	B594744-A		Ag	401	Lm	[G2 V* M8 V]
Desel	3231	C100513-D		Va S:1	403	La	[M3 V M2 V]*
Lebherz	3236	C657884-9			413	Lm	G1 V

Allegiance Codes

Cw-Core member world

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub

N-Naval Base

Hw-Home world of a minor race

Sw-Salvage World

I:3- Ithklur present, 30% of the UWP pop digit.

S:3- Sandmen (Al Cyms) present, 30% of UWP pop digit.

Sc:0 –Schalli present (100%) of pop digit.

1248 Subsector Notes

Khulam Subsector was another former war zone subsector between Lucan's Imperium and the Solomani Confederation. It was also the rimwards end of the infamous migratory Vampire Highway holocaust period from 1156 to 1203. Khulam Subsector of 1248 has a population of 545.57 millions, a 94% decline from the pre-Collapse population of 8.327107 billions. The highest technology is 14, at Mitchell, and Gresham, the best starports are A-class, at Montezuma, Mitchell, and Gresham. Of 26 systems, twelve in 1248 remain utterly barren and devoid of life, a sobering judgment of the Final war, and the Vampire Highway's attrition that followed.

Pocket Empires:

The Diasporan Star Empire of Kide was a small tri-system polity consisting of Kide, its client state of Lefiguura, and the Salvage world colony on Desel was steamrolled by RCES in late 1202.

Major Alien population notes:

There was a small Chirper population on Acorn, it died out in the collapse.

The Vacuum-dwelling Taumotu minor alien race of the Red-Zoned world of the same name vanished. All records of what they were, and who they were, were destroyed in the collapse.

On the renamed world of CheeEEka reside some 9,000 Schalli descendants of half that number of their original colonists from Aubaine in 1205.

The worlds of Mitchell and Desel boast about 10,000 Sandman (AI-Cyms) citizens communities, the largest on Gresham with some 7000.

Planetary Notes:

Khesanadu (League Member/ Federalist): An early applicant for membership in the RC, Khesanadu's corporate-structured tribe of survivors welcomed the off world restoration when the Ling Mining Corporation of Nike Nimbus reopened their mineral metal extraction plant in 1203. After the collapse of the Vampire Highway on the Promise main in 1203, workers from every B and A-class port of the RCSA sphere were offered colonial settlement land here as part of their retirement package. During the recession of 1218-1228 the world's population increased again, and the Ling Mining Corporation upgraded the world's technology to TL12 as the lanthanum and radioactive materials and minerals were mined, and built a C-class starport to handle the freight traffic it generates to the current day.

Khirekera (League Member/ Centrist): Khirekera's small surviving population suffered slave raids from Guild pirates, as well as a severe Viral infection, and took to living nomadic lives in the desert. The rare earths lanthanum and Zuchai crystal mines were found wholly abandoned but in need of repair by the RCS Mary Ellen Carter, and the world was annexed for its resources in early 1203 by the RC with a mining subsidiary supplier of Bourgund Yards, the Daishow Offworld Investments Group of Oriflamme. Conflict with the Natives ended when the RCSA & the NGO of the Interstellar Red Cross stepped in with medical aid after an epidemic of Kauffman's Disease threatened to wipe the natives out in 1205. The tribesmen and League personnel live apart still, and the League owned mining concern is run at TL6, governed by a Feudal technocracy styled government. Still, in 1248, this is called progress.

Montezuma (League Member/ Federalist): By the end of 1202 Montezuma was split into two competing alliances. One was backed by the RCES, and the other was a loose alliance of anti-coalition nations based around the nation of Centrum. The anti-coalition nations had been driven together by the Guild and high handed actions of the Star Vikings, including the seizure of the entire relic star fleet of the planetary major power of Centrum's six starships in a battle over the planet's orbital control in mid 1202. The RCES were also involved in two brushfire wars between Centrum and Westen's attempts to smash their planetary ally of Polaris. In the brushfire wars, the proxy aggressor nation of Laken was defeated and absorbed by Polaris.

Besides the Centrum nation's alliances opposing them was the anti-technology Gnostic Brotherhood, a terrorist prone technophobic organization that had seized DLS Apollo, and set the collision course between Centrum's leader Zherord Magwanu and the RCES. The Guild's importation of anti-armor rifles and sabot ammunition increased the casualty rate for the Star Vikings, prompting the seizure of the Suudo system in an attempt to economically strangle off the Guild. Magwanu countered by purchasing jamming proofed satellite systems from the Guild.

Two things broke the stalemate here: first, the RCES established contact with the Psionic Brotherhood's via a covert Moonshadow covert. The Psionic Brotherhood revealed the Gnostic Brotherhood's plot from the seizure of the DLS Dawn. This information was passed to both the Coalition, and to General Magwanu. The second thing was the Kauffman's disease outbreak on Khirekera. The cure was a medicinal plant that grew on Montezuma. Working through the NGO of the Galanglic Thrice Reformed Catholic church's charitable relief arm, the Interstellar Red Cross rapprochement was achieved in 1205. The Gnostic Brotherhood, fearing they had lost all, attempted to assassinate Magwanu and the Holy Envoy as he met the Cardinal of Aubaine's ship SS Blessed

Forgiveness at the Centrum Downport and signed their own death warrants as outlaws and terrorists when they failed. The Gnostic Brotherhood's houses were raided across the planet, their armories seized and destroyed, and several hundreds who resisted were shot, and over two thousand known adherents were arrested.

Montezuma's aid in the Khirekera-fever outbreak opened the door to their unification, and acceptance as a member world in 1211, and the fruits of several bootstrapping plans came to fruition with TL9 and a C-class starport restored, while several others bootstrap projects were implemented. Montezuma has also had many of their former descendants of Gresham (the "Gresh") return to their mother world to salvage and restore it since then. Montezuma's recovery has been amazing since then, and the A-class Polaris Yards produces some of the finest J-2 starships of the subsector in 1248.

Suudo (League Member/ Centrist): Suudo's five TED's weren't a match or a major threat to the RCES although they had a considerable arsenal of TL7 Solomani military equipment for their "armies". Using the 'Strike Marax' doctrine of meteoric assault and supported missile artillery, Suudo's military forces were easily destroyed within 48 hours, and the starport seized by the Aubani based 1st RCMC Brigade in 1203. The trouble came from a Guild sponsored insurgency that lasted until 1210, well after the Guild had 'changed' its spots. The world has since then however, advanced only one tech level, and the starport improved to C-class. To spite Aubaine for its seven year occupation, and the subsequent retaliatory strikes, it still votes a Centrist representative every term to the League Assembly of Worlds.

CheeEEka (League Member/ Federalist): The sister shipyard of the one founded on the world formerly known as Atrase (now renamed SoooEEkee/Aubaine) was brought here with 4,500 Schalli colonists in 1205, and their F-tech government was acceptable to the Human survivors here. CheeEEka's Farpoint Yards, another Schalli designed submersible starport, makes hulls for 100dton streamlined craft, interplanetary shuttles, and spaceport cargo tugs to this day.

Kide (League Member/ Federalist): The seat of Arturo "the Great", a TED who fashioned for himself with four starships the enmity of the Guild and the Coalition, and was removed from power with the aid of his own army, bogged down on Lefiguura aiding his 'pet' TED, the Queen Leonora Bonititates. Kide's recovery began, and moved to a representational democracy that was approved as a RC full member in 11-1204, and her two confiscated 400dton armed freighters were returned. Kide's trade economy has boomed ever since. Kide is the home to the Kidan Ship Yards, manufacturers of high performance TL10 small craft.

Lefiguura (League Member/ Centrist): Second in the subsector for severe Viral infection and technological regression was Lefiguura at TL3, and geographically as well as politically balkanized into small island states. One such TED, Queen Elinore Bonititates had on her world the imprisoned crew of one of Majestic Survey's starships, and the ship itself. A Lancer group searching for the vessel discovered the RMS McKenzie & crew, and in a Byzantine turn of events, turned the tables on Arturo's invading forces. They sold Queen Elinore Bonititates on replacing Arturo for a patron with the RC, and then capturing one of the Kidan's two armed merchant starships and using the McKenzie as well, destroyed the Kidan Expeditionary force, and the two TEDs sailing ship fleets about to invade her islands. They released the Kidan Army XO they captured to return home and await RCES arrival for a coup against Arturo.

They returned heroes, and the RCSA and RCES, already hearing from Keipes about the Kidan threat took action at once. TDO status was opened to Lefiguura for bootstrapping operations to begin, and Lefiguura's recovery began in the spring of 1203. The technophobic descendants of the Oskanites of the Calay Islands proved a stubborn lot, but the recovery of technology on the sole continent led to a renaissance and a return to fusion power. Lefiguura's leadership changed hands several times on the road to recovery, and eventually Elinore's daughter Elsabet led her people back to the mainland and left the Calay islands to those continuing to be backward. 250,000's now live on the mainland, leaving the scattered 50,000 among the archipelago to their isolation and TL3.

Futok (League Member/ Federalist): Futok's leader, "the Prophet", following the Datarkian Way (A fundamentalist technophobic form of Protestantism with precepts of austerity and shunning of technology above TL8) overthrew the TED there in 1200. His paranoia of the Guild, and soon too the RCES, grew that he impounded both a Guild, and RCES vessel as well as held hostage the Coalition's 100 odd Bootstrap personnel working on restoring a water treatment plant in midsummer 1202. With the lessons of Operation: 'Strike Marax' behind them, the Star Viking decapitation raid that toppled the insane dictator went flawlessly, and the Military Commander of the Army surrendered the starport rather than fight needlessly against such overwhelming firepower for a man the planet as a whole had come to despise and loath. The interim government took two years to sort things out, and in 1204 applied for full membership, receiving it in the spring of 1205. The Datarkian faith here schism between the Inthran viewpoint (of TL9 as the ceiling), and modern Protestantism and eventually became a fringe element of society, living separately on the planet at TL7 as they wished. Futok reached her precollapse level of technology and starship yard in 1242, a remarkable recovery story. Futok also has founded the colony

world of Khiggun (3102/Gashurzid-D/ Sol Rim), which it is struggling to sustain currently under economic viability issues.

Lebherz (League Member/ Centrist):The Psionic Institute here seized power based on the cell structure here during the months following the actual Viral collapse. Unfortunately their cell structure revolution this as well as the worlds own geography balkanized their results. The Viral infestation was high here, and between the rise of the Data-Priests, and the Psion-led governments across the planet order was restored and the infestation was stopped. What RCES did not learn until much, much later, was that the Psion Data Priests & religious-version led ones used the same name for themselves, the Psions cleaned out the infection of AI-Virus using computer empathy, the mundane DP's used mechanical means, and electrical discharges from crude 'Lightning bolt' devices. Lebherz's population base of several hundred millions made the world a primary target for integration in the Aubani-Hiver expansion plan.

From 1200 to 1203 the Star Vikings slogged through mission after mission, and were only able to cobble an alliance of four nations, controlling 40 million of the planet's population. Several SAG raids were particularly bloodily repulsed, and RCES had to stop and rethink their situation. Someone on the world was releasing Virus to passing ships, and soon the Free Traders quit stopping by. The Guild's sales of TL5 anti armor rifles and sabot ammunition here cropped up as well, prompting the seizure of Suudo's system. It was not until their newest ally Transvled was under attack by Kanjeristan and Psion commandoes teleported in on the RCES bodyguard team for Transvled's Chancellor did they begin to realize they were up against a Psion led power. After repelling Kanjeristan's invasion, the RCES sent for those who had opened up the Tiniyd Psion led world, and even asked for help from the Psion Brotherhood on Montezuma.

The results were that the Oriflamme led SAG raids were stopped cold, and diplomacy and counter Psions were employed here in late 1203. Lebherz's integration plan slowed, even as a six-year bootstrap project to push their allies to TL9 went ahead into its fourth year. Ironically, Oriflamme (which had just crossed over to TL10) sold much of the machinery and manufactured goods, shipped by Lancer vessels there from Trybec. By the end of 1204, and the RC-Soleean war, the Coalition had a better idea of the Lebherz political landscape than they once had, and knew that Kanjeristan's Psions had stored captured Viral strains and were intent on releasing them to nearby worlds via merchants passing by. With the help of the Montezuman Psion Brotherhood, and psions from Tiniyd's newly recognized world government, the Coalition gained two more nations states to their alliance, the Psion led Vissenheim, and the Technician Data-Priest led Krisistan, and turned the Republic of Laken against

their allies by exposing them as psions, which that xenophobic nation had made even being a latent talent a death penalty. While this latter move was a calculated risk, it ensured Laken would not be used as a pawn in a proxy war against RC-allied Borgeer, and drove a geographical wedge between Kanjeristan and Anawak. In 1205 The RCES allied nation states controlled 65 millions of the world's people. The Psion Moonshadow war continued, sowing discontent between Anawak and Kanjeristan even as they thwarted attempts to derail the bootstrap projects, keeping them busier at each others throats while RCES quietly began unifying their alliance nation states with commerce and technical exchanges. The Psion opposition nations however were not totally fooled, and prepared for a world war. Anawak and Outramagne made their plans while Kanjeristan and Morduristan made theirs, forgetful that RCES had placed spy satellites in orbit. The satellites were monitored from ground installations as well as from a clipper on station here, and watched the military buildup. In the Spring of 1206 as the Psion alliances moved their troops into position, they received a broadcast over their state run TV channels to desist and return their forces to stand down readiness or lose them all. The source of the signal they traced was from orbit, but their short ranged radars detected no vessels there, and assumed that RCES was bluffing.

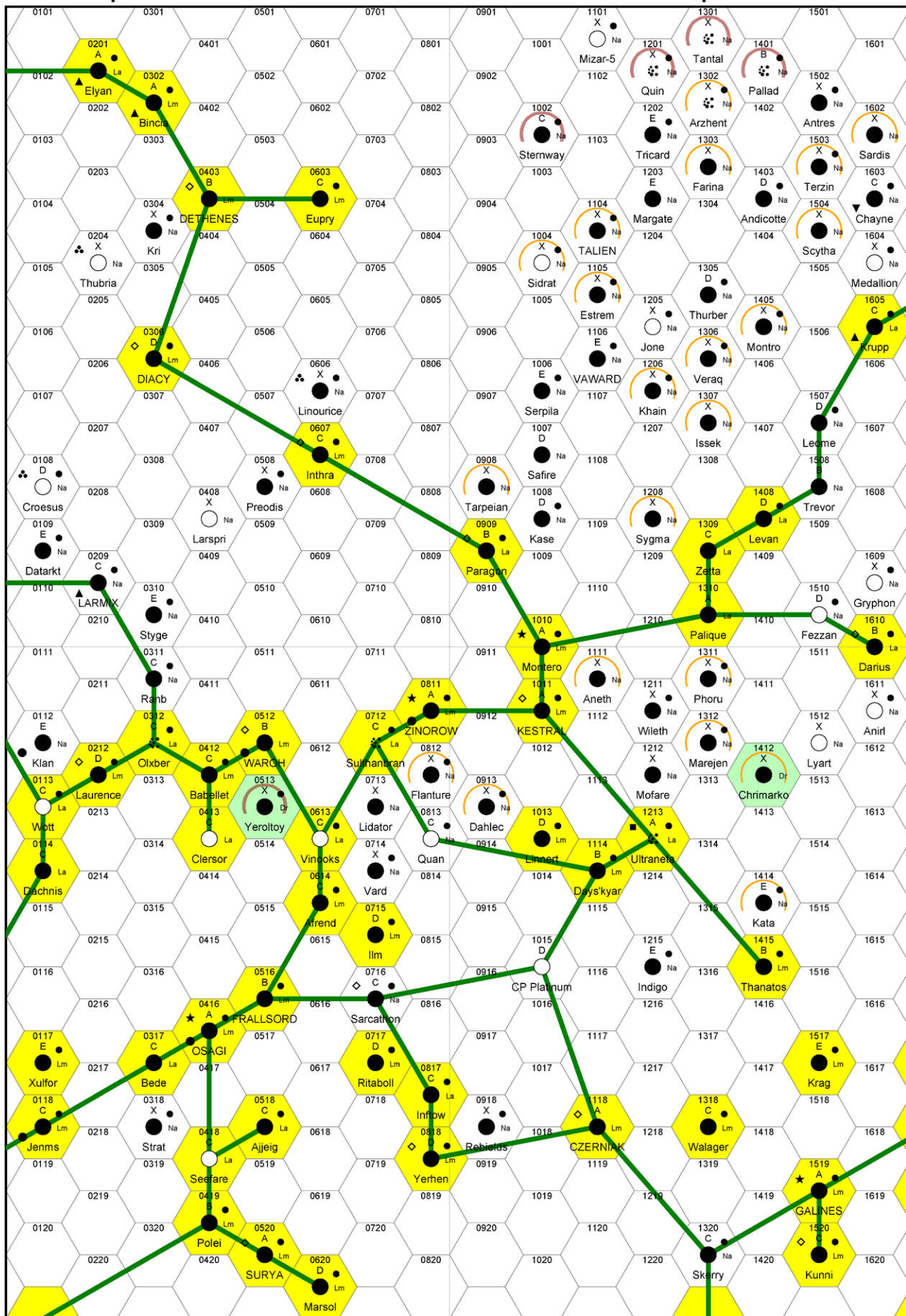
The Coalition's new weapon were several dozen remote satellite missile pods, each holding five ground strike missiles normally carried aboard their clippers and multi mission ships, and now controlled by TL9 installations built by the Coalition's planetary allies, parked in geostationary orbits out of range of the Psion's equipment to detect in high orbit, and close enough to rain down on the marshalling forces. In the first salvo, Kanjeristan, Morduristan, Anawak, and Outramagne each lost their entire air force and their airbases were turned into cratered rubble. A laser guided bunker-buster bomb was used to lock on, and destroy Kanjeristan's secret facility where they kept their captive AI-Viruses, destroying the facility, and killing all within it. The air defense batteries of each of the aggressor nations were destroyed in the second salvo, and then the TV broadcast over rode their own once more, urging them to stand down, and open negotiations for peace before any further civilian casualties were incurred. Morduristan recalled its orders, and stood down. It was the shortest war the planet had ever seen. In twenty-four hours, the wet navies of these three nations were sunk, and their armies were destroyed by a combination of orbital missiles, and air forces of the alliance nations.

Lebherz's eventual unification took until 1210, by which time she boasted a C-class starport, and was TL9. Her acceptance of membership was made later in 1211 after the Nicosian elections had concluded. Lebherz has not sought any further technological advancement since then, and has voted her representatives usually in on the Centrist side of the Assembly of Worlds.

Freedom League - Old Expenses Sector

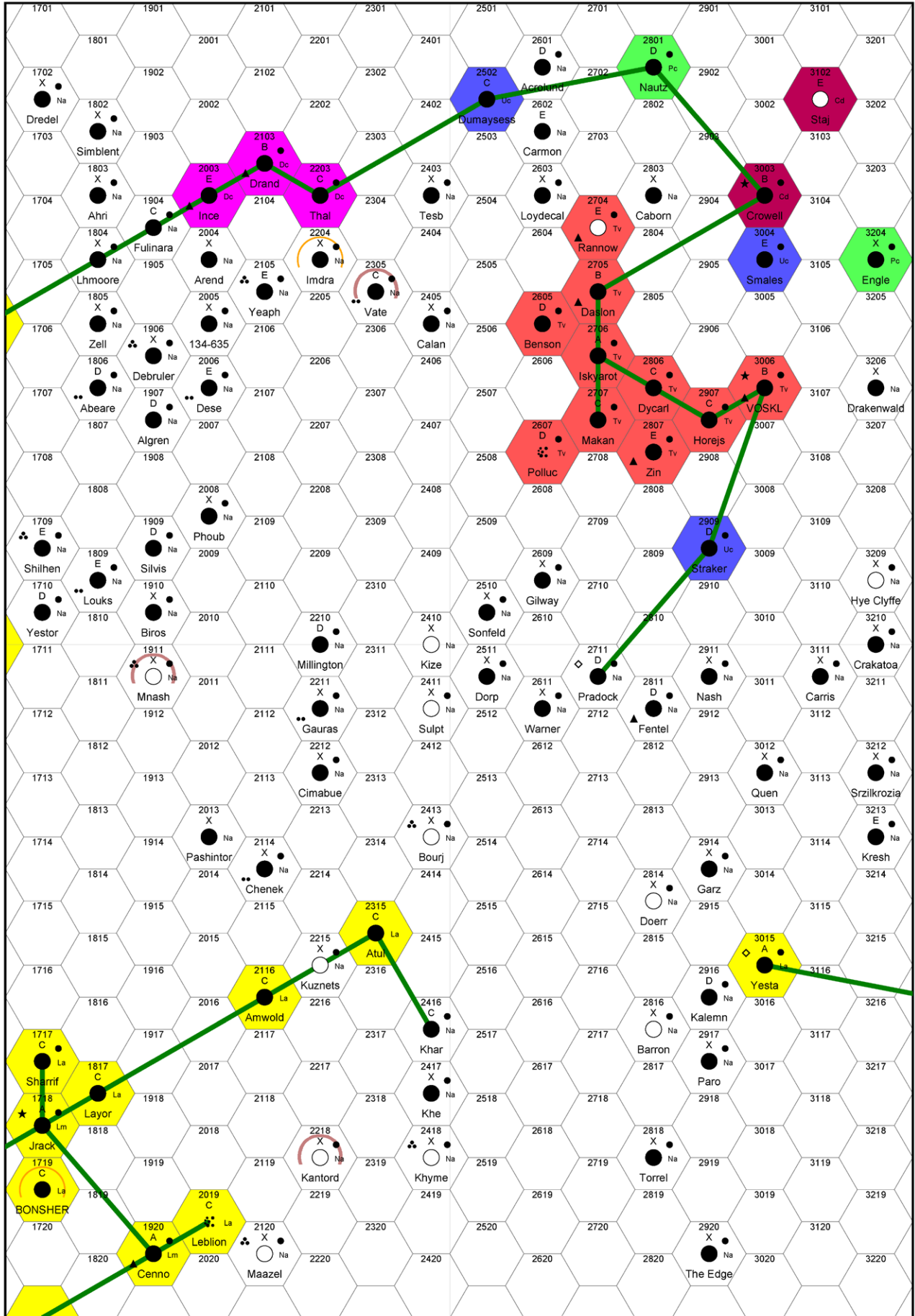
Old Expanses

Alpha Quadrant



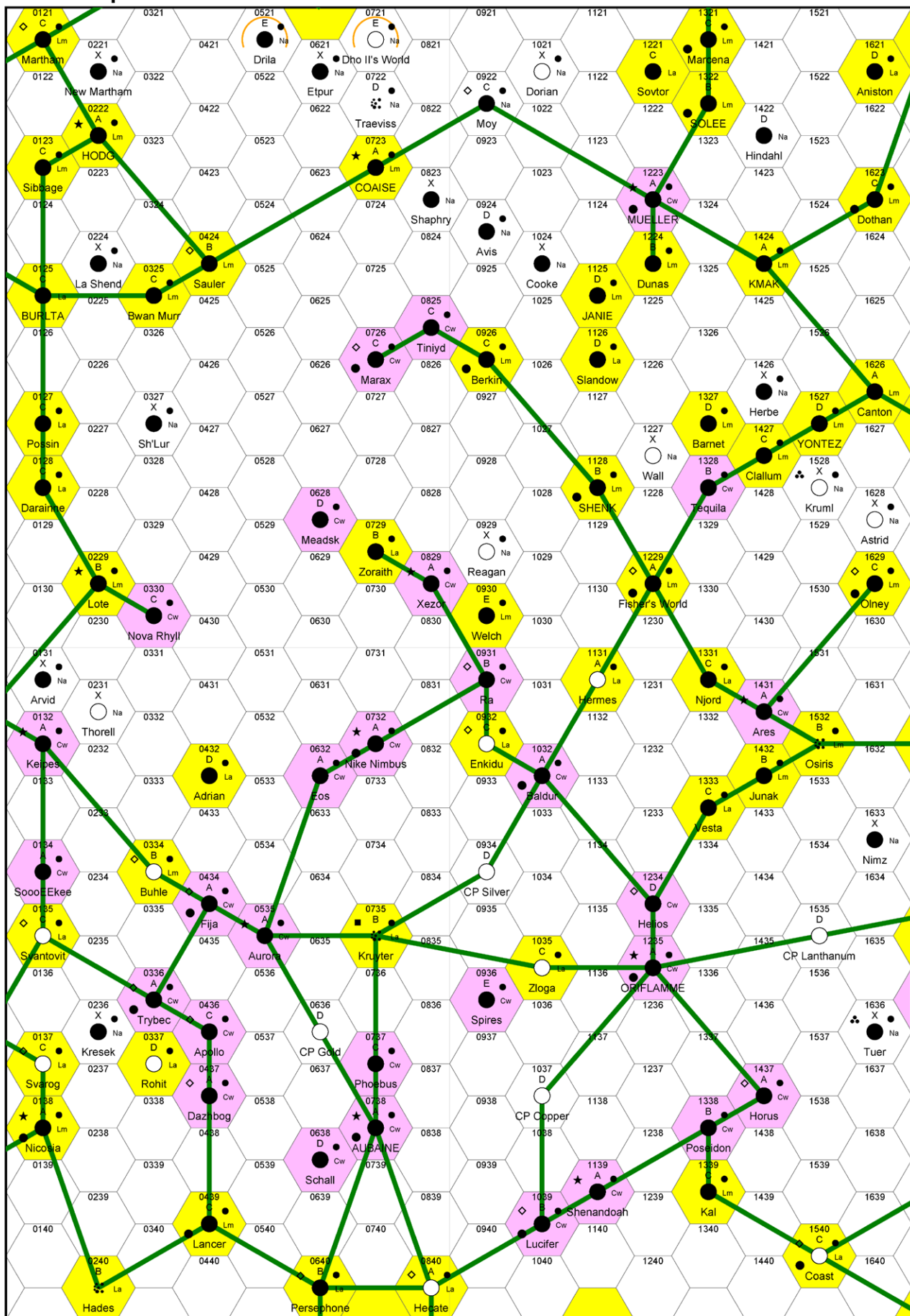
Old Expenses

Beta Quadrant



Old Expanses

Gamma Quadrant



Delta Quadrant



Dethenes Subsector (A)/ Old Expanses

New Era data, as of 001-1248

Croesus	0108	D230224-8	R	De Lo Po	504 Na	[M4 V* M9 V]
Datarkt	0109	E433854-6		Rw	904 Na	[M4 V M8 V]*
Elyan	0201	A7528C5-B	S	Rw	202 La	K4 V
Thubria	0204	X112000-0	R	Ba Ic	000 Na	M3 V
LARMIX	0209	C7879C7-9	S	Hi Rw	104 Na	K0 V
Bincia	0302	A598756-A	S	Ag Ni D:5	215 Lm	M0 V
Kri	0304	X646106-3		Lo Ni	602 Na	[M9 III M7 V]*
DIACY	0306	D667A99-9	T	Hi D:1	702 Lm	G2 V* [M7 V]
Styge	0310	E6556D6-5		Ag Ni Rw	913 Na	G0 V
DETHENES	0403	BA89A43-G	T	Hi S:1	830 Lm	G0 V
Larspri	0408	X1B1000-0		Ba Fl	000 Na	[M0 V M9 V]*
Preodis	0508	X34167A-5		Ni Po	904 Na	K1 V
Eupry	0603	C444656-6		Ag	214 Lm	K8 IV [M1 V]*
Linourice	0606	X521000-0	R	Ba Po	001 Na	G0 IV
Inthra	0607	C422688-9	T	Ni Po	124 Lm	[K3 V M1 V]*

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub

N-Naval Base

S = Scout Base or Outpost

Hw-Home world of a minor race

Sw-Salvage World

Rw- Refugee world (Covenant of Sufren worlders)

D:3- Droyne present, 30% of UWP pop digit.

S:1 Sandmen present (10%) of UWP pop digit.

1248 Subsector Notes:

The Dethenes subsector was famous for its High population worlds, Datarkt, Diacy, Dethenes, and Inthra' which together held a total of 230 billion. The 1248 population of the subsector is estimated at 155.398 billion, a decline of 33% from the previous era. The highest population (80 billion) and the highest tech level (TL16) on Dethenes and the best starports (A-class) are on Elyan and Bincia.

Major alien populations:

- There are two major Droyne minorities present. The smallest is on the former Dethenes Technical Alliance (DTA) world of Bincia (50%) of some 3 million; the largest is on DIACY (10%) of some 7.5 billion.
- There was a large number of Chirpers (50%) on Styge, comprising 4.5 million; these were casted into Droyne between 1208-1211. The new Droyne immigrated off world after the remaining Chirpers were euthanized.
- There are a great number of Stable Viral entities or Sandmen on Dethenes, 10% of some 8 billion beings.

Pocket empires:

- The Dethenes Subsector was originally colonized during the Great Solomani Expansion period, early in the Rule of Man. From -2150 till 1130 the subsector was home to the Dethenes Technical Alliance. The alliance sought to keep its technological secrets (TL 16) from traveling outside its borders. The Alliance member worlds were Dethenes, Elyan, Bincia, and Kri. They were a benign but secretive Feudal Technocracy, and eschewed a separatist outlook on Imperial politics since their founding, even though surrounded by the 2nd and later 3rd Imperium.

Planetary notes:

Croesus-. This world suffered a near complete die off. The present day inhabitants are some 580 souls supporting two Free Tradesmen starships, survivors from the 2nd Vampire plague and the Fall of Sufren, the SS Hound's Tooth and the SS Hindsight. The planet's golden sandy appearance from space earned the planet its name from the Solomani settlers to the region. They are vehemently anti-Cym in their outlook. The old IISS Base was used to support the Imperial era interdiction of Datarkt.

Datarkt- Datarkt was originally founded by the 2nd Imperium as a refugee for various technophobic religious groups from throughout the Solomani Rim. This was partly to avoid their open persecution for their anti-governmental stance, and to help balance out the DTA's presence in the subsector. The 2nd Imperial records

indicate that subsector A of the Old Expanses was set aside for those discontent with the Imperial ambitions at the time. Datarkt certainly proved so, meriting a Red Zone rating for their acts of sabotage, and hostility in the 3rd Imperium. The arrival of the Virus cut off agricultural shipments and mass-starvation and rioting ensued. The current population is only 15 million. The world is governed by a Feudal technocracy, which is modeled on the DTA. Some 2 million refugees from the effects of the Black Fleet assault in 1211 were resettled on this world. This group of disaffected citizens engineered the secession from the RCSA in 1216-17.

Elyan- (Affiliate Member): Early on in their fight against the Viral outbreak, Elyan realized the status quo wouldn't cut it. Losing both their scout and naval bases they fought back under the charismatic oligarchy of their military and industrial leaders. In the 1180's they briefly allied with Bincia in a smaller variant of the former technical alliance. This ended in the 2nd Vampire plague in 1210. Relations with Bincia are still cordial, but both worlds' leaders realize a return to the DTA isn't in the making due to their differing approaches towards the threat of vampires and the dispersion of technology to their people. Elyan has balked at making full representational changes, and handing over sovereignty over her Auctions, but remains the sole affiliate world in the subsector.

Bincia-(Federalist) Bincia is the only former DTA world to have survived with its original form of government intact and also maintained its Scout base (it lost its naval base fighting various Vampire fleets on the collapse period). They, like Diacy, took on a flood of Droyne refugees in the late rebellion era, who now make up fifty-percent of the total world's population. The laws have recently relaxed from a collapse level of 9 to 6. This is an indication of their recent stability. Trade and contact with Elyan is still maintained, but their governmental changes preclude a return to the DTA. Bincia joined the RC in 1212, and is a Federalist world, narrowly rejecting a vote to secede in 1218, due to their native Droyne population voting to remain in the Coalition.

Kri: This world of the DTA suffered an extreme Viral infection and was overwhelmed. The survivors today are extremely technophobic, reinforced by the brutal but brief occupation by Black Fleet elements in the (1210-1211) 2nd Vampire plague.

Styge-This agrarian non-industrial world was founded by a group of non-xenophobic religious technophobes fleeing from Datarkt in the late 1120's. The impersonal bureaucracy collapsed and the technophobic religion seized the initiative, stabilizing the economy, and the planet. Covenanter refugees were brought here 1211-14 and they, in turn, engineered the secession from the

RCSA when Dethenes became a member world in 1216.

Dethenes- (Federalist) Dethenes history of high technological advancements and political independence came to an end with the collapse. Several arcologies self destructed and two thirds of the orbital cities crash-landed. The future of the planet's stability and survival came from millions of advanced TL16 robots on planet. These robots had never been exported to the Imperium and were considered to be almost human by the local citizenry. When the virus infected these robots, the strains rapidly mutated into advanced and stable viral entities. The majority became Sandman type viruses with the remainder being a mixture of other stable strains.

Technology stabilized quickly at TL10 due to local recovery and reunification efforts. Hostile and unstable Imperial thinking Viral entities were marginalized, replaced, or destroyed in the next seventy years. An alliance of the Dethenian Humaniti and the Peacemakers was achieved. This mixed government managed to restore the world's technology to TL15 by the start of the New Era.

The matter of joining the Reformation Coalition gave the new Sentient's Council of Dethenes pause. The Reformation Coalition contacted them formally in 1208. Contact with their former DTA worlds made them realize the return of the Technical Alliance was doomed after the history had changed the views of Bincia, Elyan, and Kri's peoples.

They successfully withstood the Black Fleet squadrons in 1211. In 1216, the Dethenian Sentient's Council took a vote and decided to apply for affiliate membership within the RC and was accepted. The news of this decision had a negative affect throughout the Coalition. Dethenes has maintained a semi-isolationist policy and does not build starships. The system does however maintain strong planetary defenses.

Thubria - Thubria was the headquarters of the Dethenes subsector IISS Interdiction Squadron, responsible for maintaining a watchful eye on the Dethenes Technical Alliance Worlds of Datarkt, and Inthra. The IISS facilities were destroyed in 1130 by the first outbreak of Virus.

Larmix- Larmix is perhaps the happiest story of the collapse-recovery period of the subsector as they discovered a Beedling Society technology cache on world in the 1160's. They began a slow progression of technology from TL5 to TL9 under their new world government. The technological improvements attracted Guild merchants especially after they opened a small but growing C-class port in the 1180's. Their Charismatic Oligarchy are the descendants of the lost IISS base, and those industrial leaders who listened to them during the Col-

lapse. Some 20 million refugees from the Covenant of Suffren worlds have been resettled here since the disaster of 1211. The acceptance of Dethenes as an affiliate member world caused the planet to revoke her application to the RC/Freedom League worlds. Larmix is the newest high population world in the subsector.

Eupry-(Centrist): A former imperial world and an agrarian breadbasket to the DTA suffered lightly during the collapse. With the Dethenes renaissance after 1216, she reopened her starport to the Dethenian bulk freighters. Like Datarkt, they too adopted a model Feudal technocracy government. They do not aspire to greater technology than they have but do not shun it. Although tied commercially to Dethenes, they follow the Centrist party's objectives of strong defense and free open market economic forces.

DIACY-(Centrist) Diacy had an influx of Droyne refugees from Diaspora during the Doomed Trade (1124-1128) and like other worlds became a passing victim of Vampire fleets. The planetary warlords gathered together in a Military Junta and united the world. They were contacted in 1208 along with Dethenes but their full acceptance into the RCSA was delayed until Dethenes decided to join herself and was voted through in 1217. Diacy's full membership as part of a "package" deal. Diacy has remained a bastion of conservative Centrist thinking since their joining and has no apparent need to change their political outlook any time soon.

Preodis-The poor non-industrial world has been balkanized since the 1150's when a J-1 capable Vampire fleet occupied the Inthra cluster. Today, they are both techno and xenophobic, even after the Coalition Navy swept aside and destroyed their persecutors in 1208.

Inthra-(Centrist) Inthra was a typical high population imperial world until late in the first Solomani Rim War. Inthra was a major source of imperial war material, and the Solomani launched a raid to disable this capability. Solomani commandos seized the centralized life support control rooms and killed billions in the few short hours before the government regained control. Inthra dropped out of the interstellar community after than. A religious style of government, focusing on self determination and self reliance came into power and requested an interdiction from the Imperium.

Late in 1114, several imperial knights discovered a hidden city state that wanted to re-establish interstellar contact. The Imperium recognized the city state and started limited trade and contact, whilst trying not to offend the rest of the world government. It was this avenue that Virus used to infect the world. Thankful, the lessons of the commando raid had been learned and losses were minimal. The collapse only further strengthened the religious government.

A military junta seized power in the middle 1180's after the religious leaders opted to allow vampire fleets to stop by, and destroyed the starport, rather than "feed" their people to the passing fleets oozing rimwards off the Vampire Highway. They were recontacted by the Star Vikings in 1208 and joined the RCSA in 1212. Today they serve as a trade hub of the Jump-3 trade route to Dethenes via Paragon in Quinoid subsector.

Quinoid Subsector- B, Old Expanses Sector

New Era data circa 001-1248

Tarpeian	0908	XA83378-4		Lo Ni P0	A	900	Na	G4 V* [M4 V]
Paragon	0909	B766653-C	T	Ag Ri		402	La	M2 V
Sternway	1002	C7846VF-8		Ag	R	305	Na	[G2 V M2 V]*
Sidrat	1004	X122100-7		Ic Lo Ni Po	A	924	Na	M8 V
Serpila	1006	E674879-5				603	Na	[K4 IV M5 V]*
Safire	1007	D96A657-8		Ni Wa		200	Na	M3 V
Kase	1008	D887775-6		Ag		811	Na	[G7 V M5 V]*
Montero	1010	A865746-C	N	Ag Ri		204	Lm	K4 IV
Mizar-5	1101	X210000-0		Ba		002	Na	K0 V
TALIEN	1104	X84897E-8		Hi In	A	114	Na	[K4 V M0 V]*
Estrem	1105	X6726MA-6		In Po	A	922	Na	[M0 V] K6 V*
VAWARD	1106	E795977-A		Hi In		802	Na	[M0 III M7 V]*
Quin	1201	X000000-0		Ba As	R	011	Na	M3 V* [M8 V]
Tricard	1202	E7737SB-4		Po		914	Na	G3 V
Margate	1203	E6896A9-9		D:2		320	Na	K1 V
Jone	1205	X310000-0		Ba De		004	Na	M0 V* [M9 V]
Khain	1206	X4656TB-4		Ag Ni	A	604	Na	K3 V
Sygma	1208	X99A472-9		Lo Ni Wa	A	910	Na	K2 V
Tantal	1301	X000000-0		Ba As	R	010	Na	M2 V
Arzhent	1302	X000000-0		Ba As	A	011	Na	M4 V
Farina	1303	X7676SB-1		Ag Ni	A	700	Na	G4 V
Thurber	1305	DAA14SA-6		Lo Ni FI		834	Na	K2 V M8 V
Veraq	1306	X8658VF-7			A	603	Na	G1 V
Issek	1307	X679777-4		C:4	A	100	Na	[K1 V M9 V]*
Zetta	1309	C221463-A		Lo Ni Po		120	La	M9 V
Palique	1310	A468784-C		Ag Ri D:2		400	La	K8 IV* [M9 V]
Pallad	1401	B0004VF-A		As Ni	R	914	Na	K1 V
Andicotte	1403	D6267SC-5				723	Na	M4 V
Montro	1405	X5677TD-4		Ag	A	501	Na	K1 V* [M8 V]
Levan	1408	D412462-9		Lo Ni Ic Sw		103	La	M1 V
Antres	1502	X839000-0		Ba		004	Na	[M3 V M5 V]*
Terzin	1503	X4445DC-5		Ag	A	804	Na	G3 V
Scytha	1504	X455500-4		Ag Ni	A	210	Na	M2 V
Leome	1507	D6727AA-7		Po		901	Na	K3 V
Trevor	1508	B364843-A		Ri C:5		100	Na	K3 V* [M0 V]
Fezzan	1510	D6506C7-8		De Ni		703	Na	K0 V
Sardis	1602	X5548C7-6		C:2	A	200	Na	G2 V
Chayne	1603	C211261-9	C	Lo Ic Ni		905	Na	K1 V
Medallion	1604	X110000-0		Ba		003	Na	G0 V
Krupp	1605	C588761-8	S	Ag		302	La	G0 V
Gryphon	1609	X124000-0		Ba		001	Na	M2 V
Darius	1610	B455873-A	T	Ri		102	La	M1 V M9 V

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

C = Corsair base present

T = Free Traders nexus, or hub

N = Naval Base

S = Scout Base

Sw = Salvage World

C:3 = Chirpers present, 30% of the UWP pop digit.

D:2 = Droyne present, 20% of UWP pop digit.

1248 Subsector Notes:

The 1248 census of the Quinoid subsector estimates a population of 4.959108 billion, a decline of 81% from the precollapse 1120 census population of 99.41556 billion. The Highest population is at Talien and Vaward with 1.5 billion each. The Highest technology available is TL12 at Paragon, Palique, and Montero; and the best starports are A-class at Montero and Palique.

Alien minorities

- Chirpers are found in sizable population and Sardis (40million), and Trevor (50million).
- Droyne are found in sizable population on Palique (14 million).

Pocket empires:

The Monteran Theocracy (1189-1201), comprising Montero (1010), Kestral (1011), and Aneth (1111). It was toppled and subsumed by the Soleean Empire, and later the RC/ Freedom League Worlds.

The Paliquan Confederation (1202-1212), which comprised Palique (1310), the salvage colony worlds of Zetta (1309) & Levan (1408), and the worlds of Trevor (1508) and Leome (1507). It has been subsumed by the Freedom League, with Trevor and Leome backing out the League, dissolving the confederation over sovereignty issues.

Planetary Notes:

Paragon-The Paragonese made a significant, solid recovery, after a fall to TL9 and a loss of some five million people. Paragon's citizens finally pulled together in 1212, and have since become a Mecca for Free Traders & Salvagers operating in Quinoid. Coalition and Guild freighters brought survivors from the Fall of Sufren here in 1212-1213. The world has a decided negative outlook towards AI-Cyms and has declined full membership with the Freedom League.

Serpila- A balkanized world of some 350 millions, which is divided into two superpowers, and many tiny city-state nations. The TED Hafez Guanozzo of Serpil dominates the former Starport and half of the former relic PAD missile batteries. He allows traders to land. The rival state of Armiguerra is ruled by a totalitarian Military Junta, and has control of the rest of the planet's PAD batteries. Both nations would conquer the other, as neither power trusts the other, but arable land is a premium and neither side can afford to destroy it in an all out war. The smaller states trade their produce and recovered relic technology to each side in a byzantine labyrinth of alliances.

Montero- Montero's corrupt religious dictatorship's plans to conquer the stars by advancing religion at the point of a laser carbine was scuttled in early 1201. Rebellious

naval forces from former ally Kestral (1011/Jayna), led by Soleean VADM Werner Von Kessel's Starburst-class light cruiser 'SNS Margaret's Dream' and six battle riding SDB's shattered the would be Patriarch of the Old Expanses' plans in a single engagement. With the collapse of the Soleean Empire, and the offer of consolidation and membership within the victorious Reformation Coalition, the two worlds of Kestral and Montero joined together and signed on as full member world's in 1205. RC membership was approved in 1207 when the government was reformed into a representative democracy. Montero's GTRC Church now sits as the House of the Judiciary, between the bicameral Houses of the Senate and World Representatives. Montero's recovery, despite the recession of 1218-1238 was an earnest effort by her citizens, and has restored her A-class star shipyard, and nearly reached her pre-collapse tech level. Montero serves a major jumping off point for the Freedom League Navy in its patrols of the coreward AO.

Palique- Palique stabilized early in the recovery era and improving conditions on planet allowed her collapse law level of 7 to be reduced to 4. Droyne refugees from the wave of Rebellion era xenophobia in the Old Expanses Sector have degenerated into chirpers after a plague caused the knowledge of casting to be lost. Palique has treated the Chirpers better than some, and use them as farm laborers and household servants. Most are unaware that they were once Droyne. The intact jump drive capacitors on the Droyne refugee transport allowed the Palique government to make sufficient repairs to restore several starships left inoperable on their world. These capacitors were unique because they are all hand-built by Droyne. The World of Palique became a small pocket state, supporting a 'Boneyard' salvage world on Levan. It also supported the survivors on Zetta. Palique has carefully been husbanding the massive trove of TL9 relic technology from Levan's arcologies since 1202, and has replaced the many make-shift-machines in the Zettan infrastructure and recovered a few starships in the process. Zetta is now the second mining colony of their stellar state.

Palique's Charismatic Oligarchy in 1220 became a Civil Service Bureaucracy after eight years of on-again-off again negotiations with the RC, and became an affiliate member world in 1222. Palique made an astounding rebound to her former collapse tech level from TL10, due to trade and technology exchanges with the Coalition. Palique remains an affiliate world in 1248, although her polity is regionally known as the Paliquan Confederation.

Trevor-Trevor's Oligarchy became part of the Paliquan Confederation, after a major discovery of relic technology there in 1205. Paliquan investment in the world's starport soon ensued. The population has doubled, and the planet today has an alien makeup of 49% Chirpers,

who work in the agricultural labor section of the economy. Freedom League Droyne citizenry have made Palique and Trevor an site of annual pilgrimages to caste those Chirpers of eligible age and take them back to their worlds within the League to be raised as Droyne. As an affiliate member world, Palique had no trouble with this, but the new Parliament of Trevor does and has raised immigration complaints to Palique and the League over it. When they received a "do as you're told" message, they promptly voted themselves out of the League in 1219. The opening of Trevor's new Spacecraft industry in the early 1240's has eased the loss of Chirper workforce somewhat, as the world shifts more to manufactured goods and away from her former agrarian based economy, but it has not changed their revocation of their affiliate status.

Chayne- Chayne today is a 'Boneyard' world that has new management, in this particular case, a nasty band of some 980 Corsair-Raiders. They are escaped breed-warriors from the Sternway Viral hell world. They are recent occupants, having conquered the 90 surviving sophonts they found in lowberths in 1242 when their vessel's ailing Viral computer misjumped them to Chayne. The breeds have allied themselves with the remaining native armed Viral TL15 security, management, and repair robots that were still active when the breeds arrived. The Breeds are free-willed now and are extremely vicious, bent on vengeance against their masters and organics alike. Their main vessel, a Solomani built 1kton TL13 SDB and its 600dton jump tender tangled with a Freedom League Navy task force looking for vampire activity. In 1244, they captured a Wilds modified J2/3G 200dton armed Free trader, and reactivated a derelict 600dton armed Liner in 1246. They have restored J-1 capability to the liner, and are hunting for the parts to make it J-2 or better. They take human captives for "conversion" purposes to replace lost members of their band. They have tangled with the FLN and the Vampire Hunters of Krupp before, and being now wary of these forces preferring weaker, easier prey.

Krupp- Krupp achieved a solid recovery at TL5 by 1201 and was an open D-class port for Guild, Free trader, and Corsair alike. Being TL5, and formerly TL7, the Sternway-based vampires of the Vaward Main had ignored Krupp save for their occasional wilderness refueling ops at the far gas giant. However in 1229 a dissatisfied group of former Star Vikings and two starships worth of Covenant Sufren refugees left the Coalition and resettled here, becoming the defacto Space Naval defense forces. They brought with them their skills and technology and aided the world's recovery back to TL7, and raised the starport to C-class quality. Learning the hard lessons of the Bikar and Ephraim renegade incidents, this group of all volunteers resettled outside the Freedom League's stated AO, with their own vessels and has the planet's

full democratic support in writing.

Only one law has been written since their arrival to this as yet still open port: "No AI-Cyms", deeming them the equivalent of Nuclear-Bio-War weapons. Krupp's naval assets have recently aided the rebellion on Vaward and Margate, and they continue to attack vampire ships where ever they are found. While some in the FL may call them no better than pirates, they are Vampire Hunters, pure and simple. Survivors off Vampire ships are recruited into their ranks or resettled elsewhere.

Darius- By the time of the collapse of the Soleean Empire in late 1201, Darius was already a major trade hub and repair yards for Guild and Free Traders. Ships attempting to avoiding military conscription in the coreward edges of Jayna and rimwards edges of Quinoid and Ahri subsectors used this world as a safe port. Her low law level and open door policy was second only to Krupp's, but with a better Starport and TL9, this was the place to go and get one's drives overhauled and any major damage fixed.

Unlike Montero's Crusading Patriarch, the various ruling Faiths on this balkanized world took a laissez-faire approach to revenues at the Starport. The absorption of the Soleean Empire's worlds in Jayna, Syrs, Karse, and Shenk subsectors delayed contact with the Reformation Coalition until 1207. By this time she had regained her pre-collapse technology level. Being mindful of other faiths within the Coalition, Darius posed something of a diplomatic challenge to RCES.

Darius contained three major faith-based theocracies and five minor state-led cults working in relative harmony with the Guild. The world boasted starships yet had no ambitions of conquest in the trailing end of the main, and was apparently happy with the status quo. Darius peacefully became an affiliate member world in 1242. The port facilities at Darius are now only rivaled by the B-Class shipyards at Paragon.

Ahrhi Subsector (C)/ Old Expenses

New Era data, as of 001-1248

Dredel	1702	X257000-0		Lo Ni	323 Na	[A8 III M0 V]*
Shilhen	1709	E565240-4	R	Lo Ni	421 Na	M7 V
Yestor	1710	D667479-5		Lo Ni C:1	404 Na	K1 V* [M8 V M2 V]
Simblent	1802	X57A470-3		Ni Wa	701 Na	[K3 V* M3 V]
Ahri	1803	X3577DC-4		Ag	903 Na	M4 IV* [M9 V]
Lhmoore	1804	X122000-0		Ba Po	023 Na	F2 V
Zell	1805	X8A6000-0		Ba Fl	023 Na	M1 V
Abeare	1806	D453557-7	M	Ni	812 Na	K1 V
Louks	1809	E9DA777-7	M	Fl Ni Wa	204 Na	G3 V* [M3 V]
Fulinara	1904	C566411-6		Lo Ni	223 Na	[K2 V M7 V]*
Debruler	1906	X9A6000-0	R	Ba Fl	004 Na	[K6 V M5 V]*
Algren	1907	D653857-8		Po D:4	212 Na	M2 V
Silvis	1909	D3445C7-6		Ag Ni	403 Na	M3 V
Biros	1910	X594225-5		Lo Ni	204 Na	K7 V
Ince	2003	E465161-5	S	Lo Ni	500 Dc	G0 V* [M0 V]
Arend	2004	XAB8000-0		Ba Fl	000 Na	[K2 V M0 V]*
134-635	2005	X6A5000-0		Ba Fl	013 Na	K2 V
Dese	2006	E57A6M6-5	M	Wa	124 Na	M3 III
Phoub	2008	X447000-0		Ba	003 Na	M6 II
Drand	2103	B544887-9	S	Ag D:3	101 Dc	M1 V
Yeaph	2105	E675212-4	R	Lo Ni	104 Na	K8 V
Thal	2203	C599213-8		Lo Ni D:5	201 Dc	M5 V
Imdra	2204	X867300-2		Lo Ni A	402 Na	M2 V
Millington	2210	D48A770-5		Wa C:4	901 Na	G1 V* [M0 D]
Vate	2305	C2211V0-8	M	Ba Po R	103 Na	G1 V [M4 V]*
Tesb	2403	X77A57A-6		Wa	903 Na	K3 V
Calan	2405	X834000-0		Ba	004 Na	G3 II
Kize	2410	X100000-0		Ba Va	010 Na	M3 V* [M3 V]

Allegiance Codes

Dc- Drand Compact
Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub
S-Scout Base
Hw-Home world of a minor race
Sw-Salvage World
C:3- Chirpers present, 30% of the UWP pop digit.
D:3- Droyne present, 30% of UWP pop digit.

1248 Subsector Notes:

The 1248 census of the Ahri Subsector puts the population at 538.0105 millions, a 99.5% decline from their pre-collapse total of 72.807123 billion. The highest surviving technology level is TL9 and the best starport is B-class, both at Drand (2103). The highest population is 200 million at Algren (1907). The following worlds have experienced a population growth since the collapse: Abeare, Louks, Fulinara, Algren, Drand, Thal, & Tesb.

Alien populations:

- Major Droyne populations at: 30 million at Drand (30%), 80 million at Algren (40%)
- Sizable Chirper population at Yestor (10%), some 4 thousands.

Pocket empires: *Drand Compact*

- Core member worlds: Drand (2103) the capital, and Thal (2203).
- Outpost world: Ince (2003).

Planets of Interest:

Shilhen-This rustic TL4 world's low population is sustained and controlled by various individuals marrying off world into Free Trader vessels. The population has settled down to its current tech level. They still sell some of their cattle off to passing starships. The single settlement's current elected Mayor, Shaandra Rhysa runs the starport, and has declined Guild offers to upgrade it to D-class. The Free Trader ships of the great Clersor-Main make this a rest stop before crossing to the perilous Vaward-Ahri main.

Abeare- Abeare's maintained its population during the Collapse as its low technology prevented widespread Virus effects. Its population was actually boosted by the arrival of refugees fleeing the virus. The F-tech government has maintained an open port through to the New Era. Increased trade and offworld contact with Guild and Free Traders since the rise of the Reformation Coalition has slowly improved the conditions on-world.

Algren- Once again, an alliance of human and Droyne finally set aside centuries of indifference (a former Amber zoned Imperial world) and have pressed forward together in restoring their world. The starport has been upgraded to D-class, and the world can now sustain TL8, rivaling their neighboring world of Abeare. They now have 1 working small starship.

Ince-The small hidden Scout base is an early warning site for the world of Drand (see below), watching for Vampire traffic along the main.

Phoub-The entire population of several thousand survivors have all vanished. Off world raiders are the likely suspects, but there are no records of the TL4 people's existence, save for Free trader's tales that swear that there were 2,500 people here in 1201.

Drand- A joint alliance of the world's Droyne and humans worked side by side to sustain their way of life. The second largest group of Droyne (30 million) in the Subsector are located on Drand. Due to the threat of passing vampires, they established an early warning base on Ince. The Civil Service Bureaucracy government is modeled after the IISS base command structure. Drand is also the capital of the the Drand Commonwealth, with holdings on Ince (Scout base) and an annexed starport on Thal.

Tesb- The collapse-era (1130-1201) Mystic Autocracies (primarily 2 major Data Priesthoods, and five smaller ones) managed to avoid the a population die off from lack of medical and other life support technology by sustaining the world's technology at a reduced level. The ruling priesthoods are now debating opening the planet o off-world contact. The ruling priesthoods are cautious after all the effort spent entrenching themselves firmly in power, and stabilizing the planet.

Vate- A small and aging non-jump capable vampire fleet of some 18 vessels and a host of spacecraft (60) dominates Vate. The original three separate fleets were united under a raiding Dominate puppeteer strain Vampire entity in 1211. The puppeteer was subsequently destroyed as it raided deeper into the Coalition, but a descendent "lives on" in the ruins of this TL10 former Imperial Naval reserve yard. It has recently repaired three X-boat tenders in its automated repair yard (C-class) and has begun finishing repairs on the J-1 engines of its new "Battle tenders".

Voskl Subsector (D)/ Old Expenses

New Era UWP data circa 001-1248

Dumaysess	2502	C8756Q5-7		Ag D:5	800	Uc [G9 V M9 V]*
Sonfeld*	2510	X6AA000-0		Ba Fl Wa	003	Na [M3 V M2 V]*
Acrolund	2601	D777881-9		Ag	123	Na K0 V
Carmon	2602	E898886-4			110	Na G4 V
Loydecal	2603	X251677-2		Po	902	Na [M0 V* M4 V]
Benson	2605	D201313-8		Ic Lo Sw Va	604	Tv [M2 V M0 V]*
Polluc	2607	D000413-A		As Lo Sw Va	304	Tv [M8 V M4 V M1 V]*
Gilway	2609	X8455AA-1		Ag	803	Na G0 V
Rannow	2704	E430160-8	S	Lo Ni De	202	Tv M4 V
Daslon	2705	B876754-9	S	Ag D:2	120	Tv M4 V [G5 V]*
Iskyarot	2706	A6467E7-B		Ag D:8	123	Tv M4 V
Makan	2707	C66A5Q4-6		Ni Wa	312	Tv M3 V
Nautz	2801	D852879-8		Po	101	Pc G4 V* [M1 V]
Caborn*	2803	X733000-0		Ba Po	010	Na M4 V* [M7 V]
Dycarl	2806	C458885-9		Ag	105	Tv [M3 V M4 V]*
Zin	2807	E9BA160-9	S	Lo Fl Wa	202	Tv M4 V
Horejs	2907	C685510-8		Ag Ni D:3	322	Tv K4 V
Straker	2909	D567679-5		Ag Ni D:1	402	Uc M0 II
Crowell	3003	B6787A4-A	N	Ag C:5	204	Cd K3 V
Smales	3004	E586827-2		Ag C:6	103	Uc K3 V
VOSKL	3006	B843945-A	A	Hi In Po Cp	104	Tv G6 V
Staj	3102	E440453-4		Lo De Ni	700	Cd [M2 V M4 V]*
Engle	3204	XA578M6-8			823	Pc G2 V
Drakenwald*	3206	X9AA000-0		Ba Fl Wa	000	Na A0 V
Hye Clyffe*	3209	X110000-0		Ba De	012	Na [M2 V M7 V]*
Crakatoa	3210	X55487C-2		Ag	124	Na F3 V

Allegiance Codes

Cd-Crowell Defense Pact
Pc-Crowell Defense Pact Client State
Na-Non-aligned World
Tv-Trade Union of Voskl
Uc- Trade Union Client state

Base & Trade codes

A = Scout & Naval Base
T-Free Traders nexus, or hub
N-Naval Base
S-Scout Base
A-Naval & Scout base present
C-Corsair or Pirate base.
W-Naval and X-boat way station present
Hw-Home world of a minor race
Sw-Salvage World
C:3- Chirpers present, 30% of the UWP pop digit.
D:3- Droynes present, 30% of UWP pop digit.

1248 Subsector Notes

The Voskl Subsector's overall population in 1248 is 3.29796 billion, a 66% decline from the precollapse total of 10.946674 billion. The Highest population is at Voskl (3006), the best starport is A-class at Iskyarot (2706); and the highest tech level is TL11, also at Iskyarot. The Lowest tech level is TL1 at Gilway (2609). The following worlds have experienced a population increase: Dumay-sess, Engle, Acrolund, Iskyarot, Daslon, Nautz, Dycarl, Horejs, Straker, Crowell, and Smales.

Alien Minorities: Imperial Vargr 5%--90.036 million (Voskl, Benson, Polluc); Droyne 2%--23.225 million (Voskl, Iskyarot, Horejs); Bwap 0.005%--9 million (Voskl, Iskyarot, Daslon); Imperial Aslan 0.0025%--3 million (Voskl); and Chirpers—69 million (Smales), 15 million (Crowell)

Pocket Empires:

The Trade Union of Voskl,

- Core Member worlds: Daslon (2705), Iskyarot (2706), Makan (2707), Dycarl (2806), Horejs (2907), & Voskl (3006) the capital.
- Outpost Worlds: Rannow (2704), Benson (2605), Polluc (2607), & Zin (2807)
- Union's Population: 1, 899, 091, 040.

The Crowell Defense Pact

- Core member worlds: Crowell (3003) the capital, Staj (3102).
- Client States: Nautz (2801), and Engle (3204).

Planets of Interest:

Loydecap – Another severely regressed world which is balkanized into four major warlike powers separated by badlands. Each nation is backed by "Loyal Guards" units equipped with relic technology. Each of these petty kingdoms maintains control around the few water resources, and are completely agrarian based. They go to war after harvest and before winter, and after the spring planting. The Voskl Trade Union has ignored them until now and is thinking of interdicting the world since Crowell's Dictator began supplying TL8 arms and munitions to the kingdoms four years ago.

Rannow, & Zin- Both of these collapsed worlds are now "outpost worlds", early warning Scout bases against the wandering Vampire threat the Trade Union polity still faces.

Iskyarot/ Rusco – In 1248, the current highest technology and best starport are both located here. Iskyarot has grown strong with the immigration of additional Droyne

from Voskl. New J-2 starships are being built, primarily exploratory ruggedized traders, of 1-2kton size, as well as J-1 versions of former Imperial era vessels to sustain trade within the Voskl Main. Psionic Humans and Droyne make up the Mystic Autocracy government. Politically enigmatic but supportive of the Trade league since it inception in 1190, they are undergoing a massive population increase as millions of Droyne have begun an exodus from Voskl since the representational government changes went into affect. This migration does threaten a possible break up of the Polity itself along racial lines.

Makan- Makan's totalitarian military regime crumbled recently as the debate for Freedom League affiliate membership swept through the Trade Union. An interim government is in place, and peacekeeping troops from VESTA are maintaining martial law planetside as the new constitution is drafted. An on world insurgency is trying to incite more violence with terror bombings, kidnappings and assassinations.

Nautz- Nautz is an isolated world (J-2 needed to reach) that refused to die during the collapse, and has managed to keep her starport open, albeit at a reduced level (D-class). The world has peacefully balkanized into a Military Junta which defends the world overall and shares control of the starport with Mystic Autocracy government of the Data-Priesthood Church of Margaret the Builder, and four Feudal technocratic holdings. Vessels from the Trade Union and Crowell both put into port here. Currently the various governments are leaning toward Crowell rather than the Voskl Trade Union.

Crowell- The Charismatic Dictator of Crowell, Abelard de Wynter claims to be the Duke of Rusco. He has a dubious lineage. The Duke has established himself as a threat to the region, and his slave raiding at Smales are steadily bringing him to open conflict with the Droyne of the Trade Union. His own small navy has been supplemented by four armed independent starships from the Ile subsector. He is also courting the Acrolunders in an attempt to sway them from the Union's side with an offer of technical experts to upgrade their starport to C-class. He is swaying the worlds of Nautz, and Engle to his orbit. Staj has recently joined them.

Crowell's leader is astutely exploiting the current democratic reformation crisis in the Trade Union, and has given asylum to the exiled Totalitarian leadership of Makan, and sponsors the insurgency on that world. This foreign policy backfired on Lamber, leaving the Droyne in control of the planet. He is also hindering the free flow of traffic along the main trade route from the Freedom League to the Trade Union.

Much of the population increase has been from the Covenanter refugee worlds, and those studying the technological advances the dictator has established. The Crow-

ellians themselves are pro-technology, and reserve their xenophobia for AI-Cyms and Psions, including Droyne.

Smales- This world was interdicted during the 2nd and 3rd Imperium by the IISS to protect the TL0 primitives. The TL0 natives had managed to establish several small kingdoms. The minor species of Humaniti on Smales are similar to Terran Cro-Magnon men. The IISS surmised that the natives were moved here by the Ancients. These members of Humaniti were shorter and more slender, with more ape-like faces. Dwelling peacefully among them were Chirpers. This relationship between the humans and the Chirpers posed another puzzle for Imperial Xeno-paleontologists.

These proto-humans were dwelling in ancient stone cities neither the humans or the Chirpers had built. Discrete studies found no trace of an Ancient's site, like those in Diaspora or the Spinward Marches. The 'Smales' humans did build from local materials and added onto the cities with their own crude stonework, and 'suburbanized' with mud and thatch outside their 'capitals'. Adding to the paradoxes, they used the same language as the chirpers, and a cuneiform writing similar to that of the Terran lost Sumerian empire.

Somewhere during the collapse, things changed dramatically. VESTA scouts and Droyne Priests on later expeditions found the various kingdoms had been abolished. Technologically they had entered the iron age but it is unclear what prompted these changes in the collapse. Iskyarot's Droyne have made the pilgrimage here once a year since 1195, usually transporting Chirpers from other worlds who are irrevocably beyond the casting age, and return with young casted Droyne. Smales has become a Trade Union client state, and the Droyne view the Crowellian's raiding for chirper slaves very, very dimly.

Staj- The desert world of Staj's mines have not closed, and their ruling Feudal Technarchs (two of them) are related by blood. Both are in agreement that off-world trade & protection with Crowell is beneficial, and they have entered into a trade and defense pact.

Engle –This world's ruling Military Junta has firmly retrenched into TL8, and through austerity measures they have actually seen a population increase. They are xenophobic of offworld ships, and have tried to shoot down VESTA trade mission ships, and have managed only to drive them away. This act of defiance has only increased the junta's standing as they are now seen as "defenders against Offworld barbarism and Vampire Ships". Crowell's 'Navy' however was more persistent, and has opened a channel of dialogue with the Junta, warning them of the menace from Voskl to spinwards.

Crakatoa- The world that spawned the hideous Thanatopian plot with the Nullian League against Voskl has ironically balkanized during its severe viral infestation. The

world is now controlled by numerous Mystic Autocracies of data priesthoods, and various religious movements. Paranoia against offworld raiders, and Vampire ships has heightened their grip over the surviving 140 million citizens to that of a police state. VESTA and FLN scouts have noted six major powers and a myriad of smaller states all at or about TL2 in technological sophistication.

Surya Subsector (E)/ Old Expanses

New Era data, as of 001-1248

Klan	0112	E7978MA-5	M		200 Na	G4 V
Wott	0113	C530355-6		Lo De Ni	224 La	M1 IV
Dachnis	0114	C212413-9		Lo Ni Ic	110 La	K2 V
Xulfor	0117	E35A546-5		Lo Ni Wa	622 Lm	M2 V
Jenms	0118	C561623-9	M	Ni Po D:3	202 Lm	[K0 V M7 V]*
Laurence	0212	D446642-6	T	Ag Ni	212 Lm	M1 V
Ranb	0311	C766878-7		Ag Ri D:2 Rw	202 Na	K4 III
Olxber	0312	C000513-A		As Ni	514 La	[M2 V M4 V]*
Bede	0317	C201415-C		Lo Ni Ic Va	500 La	M3 IV
Strat	0318	X9BA000-0		Ba Fl Wa	004 Na	K4 V
Babellet	0412	C757678-8		Ag Ni	204 Lm	[K7 III]* M6 V
Clersor	0413	C100414-A		Lo Ni Sw Va	910 La	M4 V
OSAGI	0416	AA85987-D	F	Hi Rw	304 Lm	K6 IV
Seefare	0418	C310513-8		Ni	110 La	M6 V* [M0D]
Polei	0419	B86A875-C		Wa Ri Rw	804 Lm	G2 V* [M5 V]
WAROH	0512	B789977-A	U	Hi Rw As:1	120 Lm	G0 V* [M4 V M4 V]
Yeroltoy	0513	XA436TB-0		Po D:0	R835 Dr	K0 V
FRALLSORD	0516	B462988-9		Hi Po Rw	104 Lm	K2 IV* [M6 V]
Ajjeig	0518	C325413-9		Lo Ni Sw	504 La	G3 V
SURYA	0520	A767969-A	T	Hi	202 Lm	[G3 V* M9 V]
Vinooks	0613	C440320-6		De Lo Ni Po	303 La	[G3 V M8 V]*
Afrend	0614	C676798-5		Ag	401 Lm	[A0 V M5 V] G8 V*
Marsol	0620	D122456-8		Lo Ni Po	104 Lm	G0 V
Sulthanbran	0712	C000614-E		As S:1	114 La	G7 III
Lidator	0713	X9CA000-0		Ba Fl Wa	020 Na	[M8 V M3 V] *
Vard	0714	X9BA000-0		Ba Fl Wa	004 Na	[K0 V M7 V]
Ilm	0715	D6627D8-7		Po	615 Lm	G0 V
Sarcathon	0716	C963887-9	T	Po C:2	104 Na	G4 V* [M8 V]
Ritaboll	0717	D35A6Q9-5		Ni Wa	404 Lm	[M6 III M8 V]*
ZINOROW	0811	A688985-E	F	Hi	104 Lm	[K1 V* M5 V]
Flanture	0812	X743679-5		Po	A105 Na	G3 V
Quan	0813	C530413-D		De Lo Ni Po	704 Na	[M1 V M3 V]*
Inftow	0817	C203414-A		Lo Ni Ic Sw Va	213 La	K4 V
Yerhen	0818	D374520-7	T	Ag D:1	203 Lm	K2 V* [M4 V]

Allegiance Codes

Cw-Core member world (joined RC prior to RC-Solee War)
 Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World

Base & Trade codes

F- Military & Naval base present
 T-Free Traders nexus, or hub
 U-Military base & Trade hub present
 N-Naval Base
 Hw-Home world of a minor race
 Rw-Covenanter refugee world
 Sw-Salvage World
 C:3- Chirpers present, 30% of the UWP pop digit.
 D:3- Droyne present, 30% of UWP pop digit.
 Do:1 Uplifted Dolphins present , 10% of UWP digit.
 S:7 Sandmen present, 70% of UWP digit.
 V:1 Vargr present (10%) of UWP digit.

1248 Subsector Notes:

Srys subsector was heavily fought over between Margaret's Imperium and the Solomani Confederation. Margaret's Imperium was in the process of re-expanding back into the Wilds when Virus struck in 1130. The Srys Subsector has a 1248 New Era population of just over 10.381697 billion, a decline of 90% from its pre-Collapse population of 94.65 billion. Its highest population is 3 billion, at Osagi, and its highest tech level is 14, at Zinorow and Sulthanbran.

Pocket Empires:

During the Rebellion there was the short-lived six-world Srys Trade Confederation, consisting of, Exage, Bede, Strat, Seefare, Polei, and Srys (1126-30). The Trade Confederation had close ties with Margaret's Imperium after the retraction of the frontier border to the Vaward Cluster in 1126.

The Osagi Commonwealth was resurrected from the ashes of the Srys Trade Confederation. It began in 1165 with recovery on Osage (A captured planet in a shared orbit with Exage), and one of the main world of Exage's more benevolent TED's in a joint alliance. After uniting the main world, they cleared the outposts on the various gas giant moons. The Commonwealth merged with the Empire of Solee in 1202, and later the RC in 1205.

The Sarcathon Trade Accord was formed in 1187 from the Tradesmen of the world of Sarcathon and various worlds it traded with along the Clersor-Main. The Empire of Solee subsumed it in 1201.

The Xulfor Compact, a two-system trade agreement between the democracies of Xulfor and Jenms, which arose in 1190, and was later subsumed by the RC in 1206.

Major Alien Population Notes:

The subsector had several known minority populations of Droyne and Chirpers before the rebellion. The former increased as Lucan's Imperium insanely went after Droyne planets in Diaspora looking for super-weapons he believed they possessed. They fled into the Old Expanses region controlled by Margaret. Some were still fleeing when they received news of Virus, and never made it to their destinations.

Planetary Notes:

Babellet (Centrist) The four benign TEDs ruled the world. Social stability between the four TEDs had been achieved, and each maintained an E-class port, one on each continent. They'd lost their former starport in the Black war phase of the Final war, and so looked dimly upon anything remotely Imperial. Babellet's name came from the four distinctly different languages spoken here,

Solomani-Japanese, Solomani-French, Solomani-Spanish, and Solomani-Italian. The collapse saw a resurgence in these native languages and Anglic fell to the wayside.

When contact with the Coalition came in 1205-06, each of the TEDs negotiated shrewdly rather than resist. The Guild was waning as a power in the region, and the choices were becoming either the Covenant of Sufren, or the RC. Babellet made a solid recovery despite language barriers. The TEDs have been replaced by democracies, but they are balkanized both geographically and linguistically.

OSAGI (Federalist)- Exage was a pro-Margaret's world during the Rebellion. After the collapse, Osagi, a captured planet in the same orbit as Exage, recovered first and cleared their system of vampires. They united the fractious Mainworld (1165-1192) before establishing colony outposts on Bede and began to uplift Frallsord (1192-1204). At this time, the relationship between the various worlds was formalised into the Osagi Commonwealth. Osage entered into an alliance with Solee in 1202, and began clearing vampires down the main towards Srys. The RC-Soleean war ended without the Osagi Commonwealth state Navy coming to blows with the RCN and RCES. When contacted, and informed of the Soleean surrender, Osage followed the example Czerniak and Galines in withdrawing from the 'empire' and applying to join the RC as member worlds. The Osagi applied for Coalition membership in 1205. The Osagi made changes to their government along the lines of a civil service bureaucracy, and the system became a full member world in 1207. Their salvage colony worlds became Affiliate member worlds. Since joining the RC, Osagi has improved her starport and technology levels at an impressive rate.

Polei (Centrist) Polei's TEDs were benevolent compared to others the RCES had encountered in the Wilds and were quite amenable to offworld contact. Most of the TEDs were descended from the megacorporation GsbAG, LIC and its various subsidiaries. The A-class starport had shut down due to the Megacorp withdrawals deeper into Margaret's Safe to trailing in the Vaward cluster in 1124. RCES scouts were amazed to find much preserved and ready to get back into space.

The RCSA used the salvage from Ajeig and Inftow's salvage colonies to support the bootstrap missions along the Sarcathon main. By 1215 the world had a working C-class Starport and reached TL9, regaining fusion power technology and early gravitics. Uplifted Orca and Dolphin refugees from the Covenant worlds aided the recovery process of underwater mining and aquaculture as well. Polei has reached TL12 and her starport is rated now as B-class in 1248. Further development to restore the old starport to its full A-Class capacity are planned.

WAROH (Centrist) Like other former High technology worlds of this subsector, the viral infection here was severe and technological regression was well below even the age of industry at TL3. Waroh suffered slave and relic hunting raiders during the recovery era and it was difficult for RCES to introduce bootstrapping programs here in 1205. What passed for TED's were a pushover for the Marines. Waroh's lack of a gas giant however was a blessing that it had not been raided by Vampire ships. Resettling Covenanter worlds' refugees however in 1212-1214 made improvements possible, and the world regained its stability by 1215. Waroh's resettled Aslan refugees rebuilt the starport, helped resettled uplifted Dolphins & Orca on this near-water world, and started aquaculture farming. Waroh's population crossed the 1 billion mark in her advancement in 1235, and today stands at 1.5 billion in population.

SURYA (Centrist) - During the rebellion, Srys was raided by Imperial warships who destroyed the A-class port. Today they view the 4th Imperium with hostility. Their viral infection leveled them off at TL6. The world balkanized into several powerful TED states and many smaller ones, each controlling a small D-class starport. The Diasporan Starfarer's Mercantile Guild played the powers off against each other until the Osagi made contact with them in 1200. Although not part of the Soleean Empire, nor part of Osagi Commonwealth, Srys' warring lords learned to put aside their differences and pool their resources, surprising RCES when they arrived in 1205 by establishing an interim world government. After Coalition membership was accepted in 1207, they changed their name to Surya, after the Hindu god of the Sun. Surya's recovery has been impressive since they took the cooperative road, now standing at TL10, with an busy A-class star shipyard & port in 1248.

Yerhen (Centrist) Yerhen had been balkanized with numerous Technological Elevated Dictators, including one that owned a E-class starport, when Solee conquered them in 1201. Solee established this system as a J-3 hub for trade towards Osagi from Czerniak as part of Soleean Admiral von Kessel's "Island-Hopping" campaign. Contact with the RCES and Droyne Scouts in early 1205 at the end of the RC – Solee war was the start of a long period of operations that continued until in 1207 when the last of the dictators were overthrown. The Soleean built D-class starport has been upgraded, and technology has improved steadily since the recession of 1218-1238. Yerhen's prosperity as a J-3 hub has aided her recovery.

Yeroltoy (Non-Aligned)- Raided during the Black war and bombarded by Lucan's Imperium. The native Droyne exterminated every human left on the planet in retaliation for attacks in Diaspora against their race. The Droyne made a come back in the early 1200's. They

were bombarded back to the stone age, this time in the 2nd Plague by the Black Imperium's fleet in 1211. Much of the world is irradiated, and uninhabitable. The Droyne here have refused contact with members of their own race, members of the League worlds, and all attempts at contact have been met with hostility and relic weapons fire. The League Navy has rated this system a red zone for the foreseeable future.

Sulthanbran (Affiliate member)-Zinorow reopened the rich Sulthanbran belts during the Post 2nd Vampire Plague recession (1218-38) and her ores have fed Zinorow's shipyards ever since. Some 100,000 Sandmen work alongside organic sophonts. The current petition for full membership of AI-Cyms on affiliate salvage worlds is also being watched here avidly by those who were "born" or 'cured' here.

Jayna Subsector (F)/ Old Expanses

New Era data, as of 001-1248

Dahlec	0913	X786570-4		Ag Ni C:0	A902 Na	G1 V
Rebelds	0918	X7A8000-0		Ba Fl	013 Na	[M0 V M7 V*]
KESTRAL	1011	A758945-A	T	Hi	114 Lm	M9 III* [M9 V]
Linnert	1013	D642344-9		Lo Ni Po	204 Lm	M0 V
Aneth	1111	X456574-4		Ag	A200 Na	G4 V
Days'kyar	1114	B454737-A		Ag D:0	821 Lm	[K4 V M4 V]*
CZERNIAK	1118	A989A47-C	T	Hi	100 Lm	G2 V
Wileth	1211	X737000-0		Ba	004 Na	M3 V
Mofare	1212	X7A3000-0		Ba Fl	020 Na	[K1 V M4 V*]
Ultraneta-Depot	1213	A000561-E	D	As S:4	914 La	M4 V
Indigo	1215	E7495M8-6		Ag Ni	922 Na	G5 V* [M7 V]
Phoru	1311	X375778-5		Ag	A402 Na	M2 V
Marejen	1312	X245513-4		Lo Ni C:0	A402 Na	M1 V
Walager	1318	C974787-7		Ag Ni D:2	104 Lm	G4 V
Skerry	1320	C334220-8		Lo Ni	402 Na	M8 V
Chrimarko	1412	X4913E8-4		Lo Ni Po D:0	A900 Dr	[K2 V M6 V]*
Kata	1414	E9977M9-6		Ag	A703 Na	[F2 V M6 V]*
Thanatos	1415	B653720-9		Ni Po	214 Lm	K2 V
Lyart	1512	X200000-0		Ba Va	010 Na	[M0 V M2 V]*
Krag	1517	E737455-6		Lo Ni	703 Lm	M3 IV
GALINES	1519	A767987-E	N	Hi	304 Lm	[K1 V M0 V]*
Kunni	1520	C874736-9	T	Ag D:2	114 Lm	G2 V* [M7 V]
Anirl	1611	X131000-0		Ba Po	005 Na	[M0 V M5 V]*

Allegiance Codes

Cw-Core member world (joined RC prior to RC-Solee War)

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub

N-Naval Base

Hw-Home world of a minor race

Sw-Salvage World

C:3- Chirpers present, 30% of the UWP pop digit.

D:3- Droyne present, 30% of UWP pop digit.

Do:1 Uplifted Dolphins present , 10% of UWP digit.

S:7 Sandmen present, 70% of UWP digit.

V:1 Vargr present (10%) of UWP digit.

1248 Subsector Notes:

Jayna subsector has a 1248 population of just over 22.6393814 billion, a decline of 33% from its pre-Collapse population of 31.8 billion. Its highest population is 16 billion at Czerniak, and its highest tech level is 14, at Galines and Ultraneta. Jayna is considered a frontier region of the League worlds.

Pocket Empires:

- *The Galines Accordment* (1166-1192). The chief worlds were Czerniak, Galines, Thanatos, Kata, Walager, and Kunni. Outpost were established on Rebiels and Skerry.
- *The Theocracy of Montero* (1165-1186) was a tri-system theocracy whose capital was on Montero (1011/Quinoid), and member world of Kestral with the conquered world of Aneth before a religious war of succession broke out between the two worlds of Montero and Kestral.
- *The Empire of Solee* (1192-1204) which was sponsored by trade with Solee from Galines in 1188, and whose warships drove off the Guild raiders plaguing the subsector's trade routes. Solee 'subsumed' the Galines Accordment, liberated Ultraneta from a vampire menace, and ended the religious war between Kestral and Montero. Solee went on to tie-together several smaller pocket empires in Srys Subsector before it turned its attention rimwards in Shenk and was defeated by the Reformation Coalition in the 1204 war, wherein Galines and Czerniak withdrew their support causing the collapse of Empress Ramstattan's government.

Major Alien Population Notes:

Like the Srys Subsector, Jayna had several known minority populations of Droyne and Chirpers before the rebellion. Their populations were boosted by refugees from Diaspora until the area was swept by the Virus.

Planetary Notes:

Kestral (Federalist) This GTRC religious stronghold was once allied with the GTRC of Montero in a brief polity which was sundered by the succession process of the next Patriarch of the church. Kestral had been uplifted by Montero to TL9, but fell to TL7 after five years of attritional war with Montero. What part the Guild played in setting this war off is unclear, aside from the fact they played off both powers and made a profit at it until the Soleean intervention in 1201. Solee's action restored the canon law of succession and the Anti-Patriarch of Montero was deposed.

Kestral's Shipyard, St. Paulo d' Sylea Yards, along with Montero's shipyards provided the Soleean Navy with a steady stream of ready-made Landers and Shuttles,

many of which were lost in the invasions of Fisher's World and Berkin. RCES contact with Kestral was conducted not only on the political level but spiritual level, with envoys from the Cardinals of Aubaine and Oriflamme. Kestral's theocracy changed for RC membership in 1205-07, with the Church becoming the judicial branch of a tri-cameral form of government. Kestral made an impressive recovery, and are one tech level below their precollapse level. In 1248 Kestral is the leading manufacturer of J-1 freighters and TL10 spacecraft of the subsector.

Linnert (Federalist) Linnert was contacted by Solee shortly after Solee had liberated the Ultraneta / Depot system in 1200 and became, until 1204, the rest and relaxation world for the salvage crews working at Depot. Linnert's "tourism" trade continues today after upgrading their Starport. A solid recovery to TL9 was achieved, aided by vacationing FLN and LDF crews and troops assigned to Ultraneta Depot who take their leaves here.

Days'kyar (Federalist) This world had been balkanized during the collapse, but the humans died off during a major climate shift in the 1150's, leaving the Droyne the planet and still operational starport. The Droyne renamed the planet "Days'kyar". The Droyne were contacted in the late 1180's by merchant-scouts out of Czerniak, and talks with the Droyne ensued, thanks to Czerniak's excellent relations with the Droyne of Walager. The RC-Soleean war interrupted this rather awkwardly for the Psions of Czerniak and Days'kyar. The Droyne were pleased to learn the RC was all for better relations with the Droyne as a race, and without much fanfare, joined the Coalition. Days'kyar's recovery has been a solid with a return to their precollapse government, starport, and tech level.

CZERNIAK (Centrist) Czerniak's Psionic Institute, the Romany Schools, slowly came from the shadows after the onset of hard times in 1124. Powerful clairvoyants and telepaths laid the foundations for their takeover when the 3rd Imperium would finally "die". They began by infiltrating their members into every bureau, department of the government, media, and military from that year onward. By the onset of Virus, the former charismatic oligarchy government had fallen into public disfavor and the Institute's key personnel began their coup from within.

Czerniak stumbled briefly to TL8 then regained TL9 within the first decade. The AI-Virus was their enemy, and they had husbanded many insystem vessels, starships, and defense boats, enough to ride out the storm. In order to flourish, they needed to be able to recover Jump technology, and starship building once again. Czerniak used their new technology, and successfully established a salvage colony on Rebiels in 1155 and harvested their Starport's hull forming machinery and

other useful items to propel themselves back to TL11 by 1185. Czerniak opened up her B-class yards in 1195. When they learned that Solee's Navy had allowed the nuclear strikes on the Psionic realms of Yontez during Solee's advance through the Shenk Subsector, Czerniak put immediate pressure on Solee by embargoing all missile supplies to her Navy, and informed Galines of her intent to leave the 'Empire'. Czerniak was also the first of the three major worlds of the Empire to apply for membership within the RC, and the first to make 'democratic changes' (Czerniak's Consulate-Autocracy followed the approved Tiniyd-Idsur model).

Kunni (Centrist) Kunni remained tied to Galines throughout the Collapse and recovery eras, and was part of two successful pocket empires. They joined the RC at the end of the Soleean War. Kunni's acceptance as a full member world saw the uplifting of the chirpers into Droyne, adding to her solid recovery. Kunni maintains a fleet of subsidized freighters for their own agricultural produce traffic to Galines, and enjoys being an important Auction due to their location at the end of a J-2 hub from the Solee Main in Shenk, and the Karse-Vendup Main.

Ultranea-Depot (Salvage World/Affiliate member) Ultranea, the former Old expands Imperial Navy Depot, changed hands twice during the Final War. In their final withdrawal in 1120, the Solomani blew up the A-class shipyard before jumping out. Even after the destruction of the main port, the breaker yards and training areas, as well as the Mothball fleet yards, were sufficient to maintain a C-Class port in system. Depot remained a system of great importance during Hard Times, just for the stockpiled spare parts.

Margaret retained a small presence at Depot, during Hard Times. Margaret dispatched J-6 couriers to alert her depots of the impending onslaught of Virus in 1130, and to rendezvous forces to trailing according to her contingency plan. There was no die-off at Depot but an orderly speedy withdrawal. Most of the remaining hulls were TL9-11 vessels, and had either jump drives or their power plants removed and mothballed as well. The robots were shut down, the power turned off, and they departed.

Then the Vampire ships came. The first vampire to lair here set up 'her' domain in the breaker yard. A damaged former 500kton Logistics ship ISS Ephesus, a Parent/Mother Strain, and her brood of ten 1kton fuel shuttles arrived from the depot in the warring Massilia-Sector to rimward. She awoke the stored mechanic and repair robots, and promptly infected them. Unfortunately for her the humans had shut down the robots first, then cached the jump drives and powerplant parts, and she was unable to locate them. Given the damage she had taken, she was marooned here.

The rest is speculation based upon captured Soleean documents, but apparently "Mother E" ran the entire

system, and set the belting ships back to work. Her fuel shuttle brood ferried fuel back and forth to the starships and SDB's she'd managed to repair and get back online before she was attacked by an unknown large black warship and its brood of smaller escort.

In 1200, following his taking command of the rump of the Solee navy stationed in the Jayna subsector, Soleean VADM Werner Von Kessel took his one capital warship, the 50kton Planet-class CA, ISS Vaward, and six Regulator-class light monitors as battle riders to Depot. Kessel's task force destroyed the Puppeteer "fleet". The Mothball fleet of TL9-11 hulls remained intact, and the Soleeans discovered what remained of "Mother E" and her viral entity. She had lain trapped within her lifeless hull, and was removed by Kessel "for study". The Empire moved in immediately with Naval yard engineers and workmen from Galines and Czerniak, and by 1202 had restored the Depot system to C-class. Czerniak moved several squadrons of SDB's in to defend the systems' gas giants. At the end of the RC-Solee war, Czerniak used Depot as a major bargaining chip for her membership into the RC. The RCN inherited the system without firing a shot. The RCN had former Soleean VADM von Kessel installed as the Base Commander in 1206. The RCN & RCES vessels benefited from the treasure trove of spare parts, as did their ally the Covenant of Sufren out in Diaspora.

The system saw action again in 1211 when a portion of the Black Fleet peeled off the Vampire highway, and blazed across rimwards-trailing across Dethenes and Quinoid. The Black Fleet was slowly worn down along the way as this Black Imperial squadron pushed onwards heedless of casualties. The three vessels that made it to Depot were hardly intact but still battle worthy. Two of these vampires were destroyed in the outer system. The third one was brought to heel and obliterated as it attempted to destroy a hidden facility at the outer edge of the system. RCES teams discovered the previously unknown facility: a hidden fully sentient automated shipyard, a stable Hobbyist calling itself simply 'D'Yard'. The Coalition had the Parental-Mother strain "Mother E's" entity restored to the new TL13 Breaker yard even as they rebuilt her former body into the main base installation, along with a stable Hobbyist-strain "D'Yard". Depot's mothball fleet of some 100 hulls were hastily readied and put to use in the post-2nd Vampire plague evacuations. Of these hulls, 35% were lost as the allied fleet of the UWA, the Guild, RCES and the RCN mopped up the Black fleet's non jump warships marooned in systems where their Battle tenders had died. Some were victims of hostile worlds who mistook them for vampires. The ones that returned after the massive evacuation operation ended in early 1212, were deemed too damaged, and sent to Mother for scrapping. Discovery of the automated yard prompted the follow-on mission to the Diaspora-Depot system. Ultranea remains in 1248, a fortress Naval installation of the smaller, swifter FLN, and

a premier posting for League Naval architects.

Skerry (Non Aligned) Skerry was a Pirate haven when Solee conquered it in 1191, ridding the Galines Accordment of their threat. It remained a military occupied system until the end of the RC-Soleean war. As survivors of Soleean salvage gulags, the former Pirates descendants have returned, and now operate a single small starship out of Wastrel-Downport, the Wilds-Modified Petty-class liner SS Meandering Star.

21-Worlds Subsector (G)/ Old Expanses

New Era data, as of 001-1248

Sharrif	1717	C9B7511-9		FI Ni	105 La	M0 V
Jack	1718	A74A721-D	N	Wa	204 Lm	M3 III
BONSHER	1719	C8659Q6-8		Hi	A620 La	[M2 IV* M5 V]
Layor	1817	C768675-9		Ag D:4	320 La	[M2 IV* M3 V]
Mnash	1911	X200000-0	R	Ba Va	R013 Na	M0 V
Cenno	1920	A97A783-B	S	Wa	202 Lm	[G4 V* M7 V]
Pashintor	2013	X528000-0		Ba	010 Na	K2 V
Leblion	2019	C000512-A		As Ni	110 La	M9 II
Chenek	2114	X98587E-6	M	Ag	205 Na	G4 V
Amwold	2116	C658321-5		Lo Ni	800 La	K3 V
Maazel	2120	X110000-0	R	Ba De	005 Na	[M6 V M4 V]*
Gauras	2211	X5655M9-5	M	Ag Ni C:4	623 Na	[A3 V M0 V]*
Cimabue	2212	X438000-0		Ba	002 Na	M1 V* [M9 V]
Kuznets	2215	X210000-0		Ba De	003 Na	[K0 V] M3 V*
Kantord	2218	X510000-0		Ba De	R022 Na	[K4 V M5 V]*
Atul	2315	C331621-D		Ni Po Sw S:9	400 La	M1 V* [K5 V]
Sulpt	2411	X410000-0		Ba De	002 Na	M7 III
Bourj	2413	X500000-0	R	Ba Va	004 Na	K0 V
Khar	2416	C659746-9		D:4	204 Na	M0 IV* [M5 V]
Khe	2417	X63A000-0		Ba Wa	002 Na	[M3 IV M1 V]*
Khyme	2418	X120000-0	R	Ba De	024 Na	K1 V

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub

N-Naval Base

Hw-Home world of a minor race

Sw-Salvage World

C:3- Chirpers present, 30% of the UWP pop digit.

D:3- Droyne present, 30% of UWP pop digit.

S:9- Sandmen present, 90%+ of UWP digit.

1248 Subsector Notes

21 Worlds subsector has a New Era population of 6.841708 billion, a decline of 93% from its 110.91 billion pre-Collapse population. Its highest population is 6.5 billion, at Bonsher (1719), and its highest tech level is TL 13, at Jack (1718) and Atul (2315). The best starport is A-class at Jack and Cenno (1920).

Planetary Notes:

Sharraf-Sharraf is not classified as a Boneyard, or Salvage world, as it was been reopened as a colony by the world of Jack in 1195 as part of the League of Bonsher polity, part of the trailing edge of the Soleean Empire. Its natural atmospheric resources have once again been harnessed in metallurgical industrial processes. Following the lead of its mother world, Sharraf applied to join the RC in 1205, and was approved in 1207 as an associate member. Sharraf is run by the Akka Shipping corporation, and supported from Jack.

Jack— The free citizen's democracy of Jack has survived fairly intact, and was rapidly approved as a new member world in 1206, a full year ahead of the RC deadline for the former mini-states and worlds of the defeated Soleean Empire. The phenomenal successes of Jack's full membership have restored the world to her pre-collapse level of technology. Jack now boasts a new naval base (built in 1243). Jack's form of world government is an Athenian style democracy that has withstood the Long Night, and 3rd Imperium, as well as the Solomani occupation (1117-1130). Jack has also had a major migration of pro-democracy workers from Bonsher the past forty-two years, pushing their population to 25 million currently in 1248.

BONSHER —This formerly balkanized world was subjugated by pure gunboat diplomacy into the Soleean Empire in the early 1190's in order to harness into their interstellar economy. Still viable TL7 industries had survived the Collapse. At the end of the RC-Solee war, it immediately balkanized once more into petty states vying for whatever offworld aid would replace the Soleean hegemony. It has taken several occupations, and martial law period just to exert law and order here. Currently an associate member world, with the majority of the world's population behind a Pro-League government. Technology and starport advances have been minimal. The current representational democratic government is an interim one, and elections for the new government are scheduled in the fall of 1248. The low-level insurgency by several deposed popular dictatorships continues. The continuing civil unrest has resulted in the world being classed as an amber zone.

Layor —Layor has not returned to democracy since the collapse, and under the Soleean Empire was a benign feudal technocracy, with the Droyne minority held to second-class citizenship. With the RC victory that changed, and the planet has seen some progress since then. It is peacefully balkanized into two states, one human and one Droyne. The Human government is a Participatory Democracy and the Droyne governing Oytrip is their traditional Mystic Autocracy.

Mnash & Kantord- Both of these worlds are targeted worlds with major amounts of hostile AI-Cym robotic life. The current status of Atul switching from a Salvage World to a Member world is keeping recovery of these two former TL15 high population worlds on hold.

Chenek-The TED's of Chenek have used all of their high technology weaponry up, and have instead retrenched into Military juntas and dictatorships utilizing in TL6 weapons, including 'dirty' atomic weapons. RC and later FL SAG raids have not found them any more receptive to offworld aid, and the TEDs have tightened their xenophobic grip on the world. With the looming threat of Dominate raiders to trailing, Chenek's fate has been put on the backburner.

Gauras-The TEDs TL9 personal relic weaponry was exhausted, mostly in repelling several Vampire raiders in 1210 & 1211. The TED was toppled in 1214, only to be replaced by a Military junta, firmly backed by TL5 weaponry. They are extremely hostile to offworld contact, and their chirper population is utilized as cheap, unpaid slave agricultural laborers.

Atul- The site of the first joint organic-AI-Cym recovery salvage world attempted in the trailing half of the League. Salvage work started in 1210 using a workforce made up on humans, Vargr and Droyne. Salvage operations were crippled by repeated attacked from hostile robotic life hiding amongst the ruined arcologies. By 1212, the situation was so desperate, that the AVV snake weapon and peaceful Sandman AI's were deployed to the world. They wiped out the viral entities and used the surviving robotic systems to spawn more Sandmen. The presence of sandmen brought the project completion date forward from 1302 to 1252.

The C class port is of completely new construction as the previous A class port was destroyed by the Solomani in 1123 during their retreat aback into the Karse Subsector. There are 15,000 humans, Droyne and Vargr on world along with nearly 9 million sandmen. They have applied to the League for full membership, with full voting rights for the Sandmen. The application is currently under review.

Khar-This former balkanized world with human and Droyne populations stabilized and pulled together in

1242 after several dozen League missions to assist the Droyne and humans. The League's Droyne Oytrips of Thoezennt & Shenk subsector were instrumental in this diplomatic breakthrough. Khar has a current space force of 9 small vessels: four SDB's, two small craft and three Jump capable armed merchantmen. They have yet to apply for membership however, but remain pro-offworld contact, although the willingness to accept AI-Cyms as Life forms seems to be the sticking point in their application to join the League.

Ile Subsector (H)/Old Expanses

New Era data, as of 001-1248

Dorp	2511	X433000-0		Ba Po	015 Na	[M3 V M3 V]*
Warner	2611	X5646EA-6		Ag Ni C:4	602 Na	K4 V
Pradock	2711	D567841-8	T	Ag Ri	213 Na	M7 II
Fentel	2811	DA786EA-7	S	Ag Ni	822 Na	G2 V
Doerr	2814	X110000-0		Ba De	004 Na	[M2 V M2 V]*
Barron	2816	X300000-0		Ba Va	003 Na	M4 V
Torrel	2818	X357770-5		Ag Ni	904 Na	M0 V
Nash	2911	X122000-0		Ba Po	003 Na	K5 III
Garz	2914	X8A6000-0		Ba Fl	014 Na	M3 V* [M0 D]
Kalemn	2916	D4535E9-7		Ni Po	414 Na	K6 II* [M4 V]
Paro	2917	X9CA000-0		Ba Fl Wa	003 Na	G1 V
The Edge	2920	X7A6000-0		Ba Fl	012 Na	K3 V
Quen	3012	X566100-2		Lo Ni C:3	422 Na	G5 V
Yesta	3015	A357788-C	T	Ag	202 La	K4 V
Carris	3111	X9A6000-0		Ba Fl	004 Na	M1 V
Srzilkrozia	3212	X653740-7		Po C:1	623 Na	[A8 III* M5 V]
Kresh	3213	E641355-7		Lo Ni Po	405 Na	[M0 V M3 V]*

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub

S-Scout Base

Hw-Home world of a minor race

Sw-Salvage World

C:3- Chirpers present, 30% of the UWP pop digit.

D:3- Droyne present, 30% of UWP pop digit.

1248 Subsector Notes

The census of 1248 puts the Ile subsector population at 453.404 millions, a 99% decline from the precollapse total of 40.023999 billions. The Highest populated world of the subsector in 1248 is Pradock (2711) with 270 millions; the lowest populated world is Quen (3012) with 48 sentients. The Highest technology is TL12 and the best starport is A-class, both at Yesta (3015).

Major alien population

Chirpers: 1.5 million on Warner; one thousand two hundred on Quen; and 6 million on Srzilkrozia.

Pocket Empires: None.

Warner-The paranoid Mystic Autocracy of Data Priests maintain their xenophobic iron grip on the planet, and have used PAD missiles to drive off even would-be friendly contacts. This extreme xenophobia is due in part from raiding Vampire ships, including a major vampire fleet that swept through here in the 1170's hunting for spare parts.

Pradock—Survived intact through the collapse period. As Trader ships began reappearing again Pradock's Parliament voted to improve the starport, to support more revenues in repairs and be competitive. With tools and machinery purchased from Lancer operated salvagers, Guilds' men, Free Traders, and eventually the Voskl Trade Union corewards of them, they have achieved an impressive TL8 by the year's end of 1247.

Fentel-The Mystic Government of the 'Star Priests', is yet another form of Data or Technician Priesthood Wilds governments. They are descended from the IISS personnel. The Star Priests control the amount of traffic they have here by deliberately NOT upgrading their starport to C-class. This sends most Free Traders operating in Ile subsector to Yesta. Contact with the Voskl Union and the descendants of the former IISS personnel there has created a situation in the belief system, and the Star Priests of Fentel's government stands on shaky ground as the truth leaks out. The news of offworld IISS personnel is considered to be a heresy, as are claims to technologically improve their world.

Torrel—was raided by Vampires in the 2nd Plague (1207-1211) and lost their Scout base. The government collapsed into anarchy, and civil war has ensued since 1212. The war resulted in the formation of six major powers separated by wasteland. Over half the world's population is at risk from the aftereffects of the war. Locals are both xenophobic and violent.

Kalemn- This world's Data Priesthood has maintained strict authority over the starport, and has rejected Guild aid to run their port as a matter of sovereignty. These Mystic-technicians are cognizant that star traffic is increasing slowly in the region. But they still maintain harsh laws on technological advanced imports with draconian policing measures.

The Edge - A Dominate Vampire cruiser's K'kree crew fell prey to the psycho-sociopathic paranoia inducing Tarant creatures that had given the IISS reason to interdict the world in the first place. The vessel itself was crippled by a combination of internal fighting amongst the hallucinating crew and the eventual loss of power plant fuel. It is dead in space, and drifting towards the central star.

Quen- The world of Quen had a small Guild run starport, which serviced a handful of passing ships moving to Kresh, and rimwards to Yesta. In 1210 they were rounded up and executed as 'Gnaak' by a raiding Dominate Vampire cruiser that had entered via Van Cleef/ Voskl & Carris/ Ile. Only the Chirpers were left unharmed. They are here at a pastoral TL2. Freedom League Lancer Scouts discovered the massacre in 1247 when the team's xenobiologist was lead by a chirper to the mass graves. The Chirper repeated the words "Nakk, Nakk".

Yesta- the former subsector capital suffered a severe Viral infection that required the change of government and harsh laws in order to survive the economic and ecologic changes the loss of her automated industries suddenly had induced. Five and a half billion died before things stabilized in the early 1190's at TL9. A substantial technology cache in the form of one of the lost 5 planetary defense meson batteries, and an untouched TL12 SBD underwater base gave the restored C-class starport and the world a greater measure of ease and security. These discoveries came in time for the world to become the host port to a plethora of Free Traders in Old Expanses, and later exploratory merchants of the Reformation Coalition, as well as the occasional merchant explorer from the Hinterworlds to trailing. The world pulled together finally in 1210, successfully driving off a rogue Dominate Vampire cruiser (see Quen & Torrel above) using their recently reactivated meson weapon. Yesta's recovery since then has been nothing but amazing, restoring herself to an A-class port, and a return to TL12 as she launched her first J-3 Frontier 600dton freighter in 001-1247.

Thoezennt Subsector (I)/ Old Expanses

New Era data, as of 001-1248

Martham	0121	C452655-A	T	Po D:3	302 Lm	[M0 III M7 V]*
Sibbage	0123	C254769-9		Ag Ni D:3	102 Lm	M1 V
BURLTA	0125	C7999Q3-6		Hi In	100 La	G3 V
Possin	0127	C3220611-E		Na Po Sw S:9	102 La	[M3 V]* M8 V
Darainne	0128	C531413-D		Ba Po Sw S:1	702 La	[F4 V M0 V]*
New Martham	0221	XAC3000-0		Fi Ba	012 Na	[M3 V M9 V]*
HODG	0222	A758956-E	N	Hi	102 Lm	K0 V
La Shend	0224	X9C4000-0		Fi Ba	002 Na	G3 V* [M6 V]
Lote	0229	B77A742-E	N	Wa Do:1 Rw	202 Lm	G3 V
Bwan Murr	0325	C455885-9		V:1 D:2	225 Lm	K2 V
Sh' Lur	0327	X426000-0		Ba	021 Na	M0 V
Nova Rhyll	0330	C578855-B		Do:1	202 Cw	[M4 III M2 V]*
Sauler	0424	B884649-B	T	Ag Ri	200 Lm	[M2 III M8 V]*
Drila	0521	E232110-5		Lo Ni Po	A922 Na	M1 V* [M6 V]
Etpur	0621	X637000-0		Ba	025 Na	[M9 III M9 V]*
Meadsk	0628	D987673-4		Ag Ni	604 Cw	G4 V
Dho II's World	0721	E220110-8		Lo De Ni Po	A405 Na	[M2 V M3 V]*
Traeviss	0722	D000371-9		As Lo Ni	134 Na	[M3 V M4 V]*
COAISE	0723	A556995-D	N	Hi D:3	114 Lm	A4 V
Marax	0726	C573785-A	U	Po	203 Cw	[G1 V* M3 V]
Zoraith	0729	B525414-C		Lo Ni Sw	512 La	F2 V* [M9 V]
Shaphry	0823	X734000-0		Ba	000 Na	M1 V
Tiniyd	0825	C543745-7		Po D:4	221 Cw	[M1 V M8 V]*
Xezor	0829	A87A841-C	N	Wa	101 Cw	G0 V

Allegiance Codes

Cw-Core member world (joined RC prior to RC-Solee War)
 Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub
 N-Naval Base
 Hw-Home world of a minor race
 Sw-Salvage World
 C:3- Chirpers present, 30% of the UWP pop digit.
 D:3- Droyne present, 30% of UWP pop digit.
 Do:1 Uplifted Dolphins present , 10% of UWP digit.
 S:7 Sandmen present, 70% of UWP digit.
 V:1 Vargr present (10%) of UWP digit.

1248 Subsector Notes:

Thoezennt subsector has a New Era population of just over 1.78 billion, a decline of over 86.2 billion from its pre-Collapse population. During the recovery period, it saw heavy human and chirper slave raiding on Burlta, Lote, Meadsk, Coaise, and Tiniyd. Martham was the Guild's Old Expanses slave clearing house world, and prime slave market. Sauler was the primary slavers and smugglers launching point. The Guild opposed the RC by selling guns to native states on balkanized worlds, like Nova Rhyll, and Xezor, and sowing the seeds of the anti-Star Viking propaganda.

Major Alien Population Notes:

Prior to RCES intervention there were sizable minority groups of Chirpers in Thoezennt, primarily 18 million on Bwan Murr, and 120 million on Coaise. Both Droyne and Chirpers were noted on the world of Tiniyd, some 300,000 Droyne and 200,000 Chirpers.

By 1248, the Chirpers have all been uplifted to Droyne and have died off. Droyne now lead the alien races of the subsector with 1 million on Martham, 3 million on Sibbage, 40 million on Bwan Murr, 350 million on Coaise and 700,000 on Tiniyd.

Vargr refugees from Sh'Lur's collapse and the Covenant worlds have risen to a noticeable minority on Bwan Murr at 2 million.

Uplifted dolphins rescued from the Covenant of Sufren worlds now comprise sizable minorities of the populations on water worlds like Lote (10%), and Nova Rhyll (10%).

Planetary Notes:

Martham – (Federalist) The Church of Lucan the Merciful (CoLM), a data priesthood of Mystics, maintained this world as an "open Port" to free traders and Guild alike. They held to the warped and curious view that Emperor Lucan was deified for ending the rebellion with the advent of Virus. Given the events of the 2nd battle of Gateway, they have only been reinvigorated in this belief. Fortunately, not even the Luhtalan's give this much credence, and the movement is largely confined to Marthan, Bwan Murr, Sibbage, and on Hodg. Martham remains a trade hub however, despite the CoLM.

BURLTA-(Centrist) This former high population world (pop A), collapsed hard with the onset of Virus, back to TL2 and balkanized along islands atolls, chains, and archipelagoes. The world's mega fauna, that had previously been repelled by high tech defenses had Humaniti on their food chain. The secret Psion institute shattered and those with talents scattered across the planet. Raided heavily by the Guild's slavers and occasionally the Vampire ships wandering up from the "Vampire highway", the Burltani were positively xenophobic by the time RCES

began surveys and contact in late 1202.

Folk from Spires and Meadsk however, made excellent first contact agents, as they lived on worlds with slightly more technology than Burlta. Today Burlta has advanced to TL6, but is still balkanized geographically with small "counties" and "shires" based upon the island chains. Their recovery has been slow but progress is coming along. An Interim government was established in 1228 and is still "working out the bugs". Currently they send 1 representative to the Centrist side of the aisle on Nicosia. The vote for the permanent government, a federalist civil service bureaucracy or a centrist impersonal bureaucracy, is on the League day (14-VII-1248) ballot.

Possin (Salvage colony world/Affiliated member)-This site was virally infested. Possin's insane robotic society was the first ever attempted "mass cleansing" by use of the AVV Snake. Tactics were based on those used at Promise. 60% of the hostile robots were rendered combat ineffective by the snake and the others had no radio transceivers with which to attack. The Salvage colonists managed to use the window of opportunity and downloaded a peacemaker AI-Cym into one of the existing Mainframe data systems. Clearing & cleansing the insane viri robots with the Sandmen's help took the colonists the better part of three years. Possin's Colonial workforce is now 90% Sandmen, many of which are benevolent Parent-Mother strains. They have been sending an AI-Cym representative to Nicosia since 1228. Possin was one of the first worlds to do so. It pushed the recovery of dozens of worlds and in the first year alone yielded up twenty starships that were recovered and put back to work for the Coalition. Currently the argument before the FL Assembly is to recognize the stable AI-Cym sentients "born" here (Several Parent, Peacemaker, and Mother-strains) in the collapse as "native survivors" and to apply for Full membership using the "Dunas judgment" as precedence.

HODG (Centrist)- The Overlord of Hodg's defenses were too thorny a problem for the RC to bother with until after the RC-Soleean war. The Guild had given up trying to crack his world out from its isolation and had lost several ships in the process. Hodg's TED and his mighty military machine, however, needed their outer system colonies. These were less defended and were open to propaganda and capture. By 1210, Hodg the Mainworld had been cut off from their breadbasket gas giant moon colonies and was bombarded with diplomatic messages. He still refused to yield. It was not until late 1214 did the Overlord of Hodg surrender his guard and open his world to negotiated peace. He was wearing a uniform of the new Lucanic Black Imperium.

The reason was so astonishing in the aftermath of the 2nd Plague, and the 1214-15 battle for Capital. Hodg had been visited in the early 1160's by one of the Lucan warships and had been ordered to remain loyal, and to

“defend the planet from pernicious Solomani at all costs”. He had been visited recently by the vampire ship that attacked Nicosia (and was destroyed there), and told the news that Lucan was dead. Hodg’s return to interstellar society has made the path Oriflamme took look like the Aubani-Hiver “Pie in the Sky By and By”. They had no problem working with Sandmen, and are today back to TL14. Hodg’s League politics have been heavily centrist from advocating for a stronger fleet to regulating the Guild’s commerce within the League worlds more heavily.

Lote (Centrist) –After deposing the “Old man of the Mountain”, an evil Imperial remnant who used his hoarded relic weapons cache to lord it over the benighted native tribes on the main island, the RCES recovered and repaired the orbital B-class starport ruins and began bootstrapping operations in earnest in 1203. Some 900,000 Uplifted Dolphin refugees from the Covenant of Sufren worlds of Navarre and Haze were relocated after the 2nd Vampire war, speeding the recovery of three key lost underwater cities. The ‘Phins while not as virulently anti-Cym as their Human-brothers from the Covenanter worlds, have swayed politics towards Centrism.

Bwan Murr (Centrist)- The former Church of Lucan the Merciful (CoLM) reign ended with the Droyne uprising and subsequent Star Viking meteoric assault in the fall of 1203. Bwan Murr made an impressive recovery back to her present levels, and have contributed as a refugee world for Covenant world Vargr refugees. Many Vargr & Droyne are employed in the salvage world trade on Possin which had a sizable Vargr minority itself during the Imperial ear. Several companies on Bwan Murr draw their roots from the Feudal tech holding companies of that world even today. The CoLM is no longer the state religion and has been reduced to cult status.

COAISE (Federalist) The TED ruling this world and his army were rudely overthrown by the uplifted several million Droyne warriors in III-1203. They were utterly wiped out in a modified Oytritsyu’a or ‘Total war’. His Guild support discovered RCES and RCN vessels in orbit sealing off escape and supporting the Droyne. This was the first of several worlds felled from within under the auspices of ‘Operation Dominoes’. Still, it took till 1224 to put Coaise completely back together again. The FLN maintains a Navy base here to patrol the non-aligned worlds of the main for would-be pirates, and smugglers.

Tiniyd (Federalist)-Tiniyd in 1248 is a representational democracy of Psions, non-Psions Humans, and Droyne. It is the product of a long campaign later called ‘Operation Dominoes’ by RC historians. This series of Moonshadow, Bootstrap, Diplomatic, and Pacification operations took place between 1202 and 1203. Tiniyd’s Droyne-Human government, despite its Federalist Party

leanings, still restricts the importation of electronic devices which the locals believe hamper the development of Psionics. The small Psi-Institute of Idsur teaches telepathy, clairvoyance, computer empathy, and the awareness talents primarily. The Czerniak Romany Mind Arts, and the Yontez Branat Advanced Psi institutes are currently studying Idsur’s theories on psionic development.

Shenk Subsector (J)/ Old Expanses

New Era data, as of 001-1248

Moy	0922	C313320-9	T	Lo Ni Po	102 Na	G3 IV
Avis	0924	D513220-9		Lo Ni Po	313 Na	K4 V
Berkin	0926	C66A887-B	M	Wa Ri	204 Lm	[G2 V* M3 V]
Reagan	0929	X210000-0		Ba De	012 Na	[M0 V M8 V]*
Welch	0930	E344446-6		Ag Ni	922 Lm	[M0 V M4 V]* M6 V
Dorian	1021	X310000-0		Ba De	003 Na	M3 V
Cooke	1024	X422000-0		Ba Po	000 Na	M1 V* [K7 V]
JANIE	1125	D769996-7		Hi	113 Lm	G6 V
Slandow	1126	D9A4522-9		Fl Ni	104 La	G2 V
SHENK	1128	B554976-9	M	Hi D:3	112 Lm	[M4 V K4 V]*
Sovtor	1221	C302210-9		Ic Lo Ni Va	300 La	F8 II [M8 V]*
MUELLER	1223	A554948-C	F	Hi D:1	113 Cw	K1 V* [M4 V]
Dunas	1224	B631713-B		Ni Po	102 Lm	[M3 V M8 V]*
Wall	1227	X500000-0		Ba Va	010 Na	M1 V
Fisher's World	1229	A769878-D	U	Ri	804 Lm	[K4 V M8 V]*
Marcena	1321	C575751-8	M	Ag	614 Lm	K1 V
SOLEE	1322	B675955-A	M	Hi In	100 Lm	[G2 V* M5 V]
Barnet	1327	D631423-9		Lo Ni Po	114 Lm	[F1 V M0 V]*
Tequila	1328	B371645-9		Po	414 Cw	M2 III
Hindahl	1422	D744878-5		Ag	400 Na	K0 V
KMAK	1424	A696942-B		Hi In	101 Lm	K2 V
Herbe	1426	X8C5000-0		Fl Ba	003 Na	M1 V
Clallum	1427	C78A887-9		Wa Ri	702 Lm	[A3 V K9 V]*
YONTEZ	1527	D67399A-8		Hi In Po	502 Lm	[K3 V M3 V]*
Kruml	1528	X330000-0	R	Ba De	003 Na	[M4 V M6 V]*
Aniston	1621	D412321-7		Lo Ni Po	101 La	[M4 V M6 V]*
Dothan	1623	C549858-8	M	Ag Ni	103 Lm	[G1 V* M9 V]
Canton	1626	A344586-A		Ag Ni	120 Lm	M1 V
Astrid	1628	X200000-0		Ba Va	001 Na	[M8 V M2 V]*
Olney	1629	C511544-A	U	Ic Po	604 Lm	M2 V

Allegiance Codes

Cw-Core member world (joined RC prior to RC-Solee War)
 Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World

Base & Trade codes

F = Naval & Military bases present
 M = Military Base present
 N = Naval base present
 T = Free Traders nexus, or Trade hub
 U = Trade & Military bases present
 Hw-Home world of a minor race
 C:3- Chirpers present, 30% of the UWP pop digit.
 D:3- Droyne present, 30% of UWP pop digit.

1248 Subsector Notes:

Shenk subsector had a precollapse population of just over 58.9 billion, and in 1248 has a New era population of 11.386911 billion. Its highest population is 5 billion, at Yontez, and its highest tech level is 14, at Mueller, Shenk, Fisher's World, and Kmak. There are A-class shipyards at Shenk, Mueller, Kmak, Fisher's World, and Canton.

Major alien Populations:

Droyne on Shenk make up 20% of the population on former subsector capital (some 40 million) & on Mueller make up 30% of the population (some 120 million).

Planetary Notes:

Berkin-(Centrist) The Berkin system's former Imperial naval base and orbital highport were destroyed before the outbreak of Virus by a Black war strike, with an extreme loss of life. RCES personnel were assigned to this world to start bootstrap missions in 1202. They soon heard rumors of a 'legendary hidden underwater city'. The legend proved to be true, as the city turned out to be the remnants of the former TL12 submarine PAD missile force, known locally as the "Sea Wolves". These Rebellion era sailors and their descendents halted a Solee invasion of the world by destroying the unarmored troop landing ships with orbital nuclear missiles. Several other recovered technology caches aided the world in the postwar recovery. Berkin is once again close to her precollapse level of technology, and a full League member world.

Shenk- This extremely balkanized and technologically regressed world's 40 million Droyne lived at far better than the remaining 160 million human nations who had regressed to TL3. This was where RCES made their initial diplomatic contacts after several SAG raids vs. TEDS here. Several uplift projects soon were duplicated by the Droyne which allowed them to enjoy TL7 again between 1201-1204. During this time, the Guild's influence waned and Solee supplanted them. Solee picked one charismatic human warlord to unite the world. Solee's anti-alien bias was evident in this policy. Solee promised they would not play their new client off the other TEDs like the Guild had done. As RCES knocked off TEDS in decapitation raids, Armacia's TED, King Arnaud "The Salamander" moved in and absorbed their territories, providing law and order. Alarmed that a greater TED was rising, the RCES Moonshadow teams attempted to kill him, but failed. RCES learned too late what they'd accomplished. They'd united two Droyne states separated by a middle sea and had alienated themselves from the Humans. In the aftermath of the Soleean defeat, the Coalition discovered the King of Armacia had raised his large human

realm to TL4, and wished nothing from RCES.

The Droyne of Shenk broke the impasse in 1208, by opening dialogue with the Kingdom for permission to pass across the Sea to their northern kin. By 1212 relations between the Droyne and humans had improved to an even greater degree, and the humans had reached basic TL6 medical vaccine production and other useful technologies. The Droyne became the teacher-technicians and, with the passing of King Arnaud in 1214, his son recognized the Droyne nations as part of the same realm and self-autonomous. Shenk's progression back to the stars began with the recession of 1218-28. The Droyne of Shenk hired as salvage technician colonists by the member world of Mueller. King Phillip saw the wisdom and revenues in this and applied to the Coalition for membership. They were approved in 1220 for full membership. Shenk's government today is a constitutional monarchy, with a Parliament (House of Lords, House of Commons), and a Judiciary. The Droyne send their own Priest caste leaders from their two states to both houses, and have their own court system.

Mueller – (Federalist) Mueller survived the Collapse and even retained fusion power and interstellar technology. It became a haven for remaining free traders. But excessive investment in military defenses crippled the economy. Mueller's heavy handed Impersonal Bureaux government was caught between inertia, economic recession, the Guild and Soleean Empire in 1202 when they sent their foreign minister to the RCSA for opening talks and trade exchanges. Solee's Secret Intelligence Service tipped off the Guild who sent a trio of raiders to the weakly defended Ra system and ambushed the foreign minister's vessel. RCES personnel rescued the Minister's wife and son, and destroyed one of the raider ships, captured a second and drove off the third. Christina von Ahrtal changed the Muelleran government with a bloodless revolution in the fall of 1202. Solee and the RCSA jockeyed to sway the elections of the fall of 1203 for the new permanent government. Solee sent an ambassador, Col. Amaran Abas. The RCSA sent Ilelik Kuligaan as their envoy to Mueller.

When the results came up pro-RC, the Soleean Navy and militarists in Mueller's 18 ship relic navy and ground forces staged a coup-de-etat. This was stopped by the show the flag mission of RCN TF Shenk, under Ori-flamman CPT Saffron 'Sees-Ghosts' Ghulz in XII-1203 and loyal members of Mueller's navy. Mueller declared war on Solee and staged a second unanimous vote for membership for the Coalition. Mueller's fleet was mostly non-jump capable, but its allied presence held a majority of Solee's fleet at bay, as the RCES and Hiver tech reps strove to repair the naval vessels. Mueller's relic fleet was restored to jump status, but saw no action, other than to be present when the Solee Military junta that deposed Empress Ramstattan surrendered.

Dunas (Federalist) During a joint bootstrap-salvage survey with the RCSA in early 1203, the new Mueller govt. and the RCES salvagers of Jump Flash Interstellar Salvage & Mercantile were astonished to find 6,000 survivors in lower berths. They had survived the bitter civil war between two major city states that survived the Collapse. The civil war squandered the last of the hoarded technology. After a reunion between the low berth survivors and the descendants of refugees who'd managed to flee to Mueller in 1129-30, the survivors opted for re-opening their world.

This dream was not fully implemented until after the RC-Soleean war. Since they were all original inhabitants, the Admiralty Auction Courts declared them the inheritors of any salvage reclaimed from Dunas. The RCSA enshrined this decision in law as the "The Dunas Judgment". Mueller has assisted in repopulating the world, and restored her to precollapse level of technology and original starport. Dunas became a full member world in 1207, and continues to have close ties with Mueller.

Fisher's World (Federalist) Fisher's world was the last Guild base left between the Reformation Coalition and the Empire of Solee at the start of their war. The new Guild Ship owner at Shenk, CPT Shavon Chavez, surrendered her base on one of the system's gas giant habitable moons willingly to RCES in exchange for her freedom. The RCES had made great grounds with bootstrapping projects when the Soleean Invasion fleet entered orbit in II-1204, three weeks after the RCES stunning defeat at Yontez. The Soleean Landing task force was destroyed as they descended from orbit and their fleet driven off by a planetary meson gun. RCES made contact with the hidden "Philosopher Kings" in their TL14 subterranean city below the Wayward island. RCES contact teams discovered they'd been expected. The RCES contact party retrieved several captured personnel listed as "missing in action, fate unknown". The underwater city was ruled by high technology xenophobes who had retreated from the world during the Final War. They had hosted the Hiver enclave and gave them shelter during the Solomani occupation. Fisher's world has explosively recovered since war's end, first to TL12, then returning to her former glory by 1244 with the completion of the salvage of the ruined system of Wall. The famous annual Fisher's World trade festivals known as "The Gathering" are now held every midsummer (15-30 VII).

Clallum/ Lawart (Federalist)– Solee co-opted the cruel military dictatorship in the months of VIII-IX / 1203 after securing Janie. The Solee force exploited the same sensor window Oriflamman RCES CPT 'Boom-Boom' Romero of the armed Petty class merchant RCS Mary Ellen Carter had discovered in early 1202 as part of her daring rescue of the DLS Dawn and its surviving crew. Solee then ambushed a three ship Guild convoy carry-

ing weapons, rolling up the last Guild base starport in the Yontez Main, and capturing three J-2 freighters. This put Solee in an astrographically advantage as having isolated Yontez, and put Solee face to face with new RC member world of Tequila.

Clallum's government immediately applied for upgrades to a C-class port and was in the process of receiving them by the end of the RC-Solee war nearly a year later. The RCSA was busy helping former artillery bombed worlds like Hindahl, Marcena, and nuclear war scorched Yontez to bother with Clallum directly, and instead left it to their subsector allies, Mueller & Tequila to deal with. Clallum's regime had suffered for a lack of parts, and an economic revolution was brought about over the next 30 years. Clallum become a member world in 1235.

YONTEZ– (Centrist)-The actual opening battles of the RC-Solee war were fought and lost here by the Coalition's nascent Navy. The first engagement pitted the Soleean navy against the clipper RCS Aurora, the RCS Coral Sea-Victrix, and two Multi-mission Scout ships, forming RCN Task Force-Yontez under Auroran CPT Rebekka Guterrez. A proxy war between pro RC Psion states vs. pro-Solee Military relic backed regimes turned nuclear, and the aftereffects tainted the world's atmosphere. 3.5 billion died, perishing in less than a day and another 500 million from radiation poisoning in the next four weeks.

Solee's eventual defeat saw chaos on Yontez and a major peacekeeping mission for the Coalition until 1212. Yontez's recovery has been very slow and much of the world is still uninhabitable. Despite this, the Freedom League's NGO's, and aid from Czerniak have restored order with the creation of a mixed Psion, non-Psion Bureaucratic government that is very "green". Fusion power plants and Solar energy have replaced the coal and oil power plants on this world. Yontez's new government was banned from having a military, and relies entirely on the FLN for protection. The world's laws are viewed as extreme compared to other nearby League worlds, but they are a far cry from their ultra police state era of forty odd years ago.

Canton- (Federalist) Canton was the site of the sole instance of joint RC-Soleean co-operation in III-1203. A Guild sponsored plot to implicate the crew of SS Silvanus and seize their ship, backfired. The Guild had hoped to blame the vessel and its crew with the introduction of an epidemic to the world. It brought the Soleean 7kton Solomani light cruiser ISS Imperial Might and 200dton merchant, RMS Amblin Rose together in exposing the Guild's plot. They Guild had already prepared vaccine using factories in the Iron Hegemony. The Soleeans captured the Guild Ship owner's 5kton Hercules-class Bulk freighter loaded with the vaccine as it attempted to leave Yontez, and after setting a prize crew aboard her, dispatched Silvanus ahead to stave off the disease.

The cruiser and the Guild vessel arrived a day later, and the race to save lives was under way. Of the two million citizens who'd been infected some 90,000 were saved. The Soleean Captain hung every Guild member of the crew after a very short trial for biowar weapons use. The cruiser departed with the captured Guild ship, but missed a secret the RC discovered shortly afterwards. The reason for the plot went beyond just seizing the Silvanus. The Guild had learned of the lanthanum strike, and was seeking an inroad to opening the starport from the recalcitrant planetary government. Canton became the site of an RC uplift and succor mission under the guise of the GTRC Medical arm, & the Interstellar Red Cross. Canton was largely ignored as a military target but it proved a staging ground for the RCES and RCN against Solee in Karse subsector. Canton's technological recovery was boosted by the salvage from the colony of Aniston between 1218 and 1238, and has bettered her livelihood since interstellar contact has been restored.

Karse Subsector (K)/ Old Expanses

New Era data, as of 001-1248

Rotal	1721	B546647-B	U	Ag	102 Lm	[G1 V]* M0 V
Bote	1727	A778744-C		Ag	400 Lm	[K3 V M8 V]*
Ames	1821	X500000-0		Ba Va	010 Na	M4 V
ROPRAM	1822	B4679E3-B		Hi	124 La	G4 V
Mager	1825	C866888-9	U	Ri	415 Lm	[K6 V M4 V]*
Antalan	1826	X435000-0		Ba	013 Na	M3 V
Rolf	1827	C594889-A			203 Lm	K2 V
Letron	1829	C272796-9	T	Po	901 La	[M1 II M3 V]*
Cupprio	1922	D665221-9		Lo Ni	214 La	K1 V
Moppo	1925	X836000-0		Ba	014 Na	M2 V
Phildelia	1928	X100000-0		Ba Va	014 Na	M3 V
Villan	2021	C231312-9		Lo Po Sw	813 La	K8 III
Bytor	2022	D543695-9		Ni Po	801 Lm	[K3 V* M4 V]
Femerial	2030	A665754-E	N	Ag D:3	210 Lm	[K5 IV]* M2 V
Ramaka	2123	B7968E1-D			110 Lm	K1 V
Barsk	2124	X100000-0		Ba Va	011 Na	M2 V
Mexit	2125	B4558E7-D	T	Ag	113 Lm	M1 V
Lapper	2126	X455773-2		Ag Ni C:0	203 Na	K3 V
Elanor	2127	X333000-0		Ba Po	004 Na	M3 V
Darpi	2130	D453321-6		Ni Po	902 Na	K0 V
Gonzu	2221	E9DA646-5		FI Ni Wa Hw	800 Lm	K4 IV
Harple	2225	X100000-0		Ba Va	012 Na	[M1 V M5 V]*
Traynos	2227	A562721-A	U	Po	820 Lm	G2 V
Welzer	2228	D5796B7-7		Ag	920 La	[K4 V M3 V]*
Karse	2229	A241688-E	F	Na Po	204 Lm	[M0 IV M3 V]*
Kolop	2325	D662652-8		Ni	504 La	[K6 III M7 V]*
Samosk	2329	C200314-8		Lo Sw Va	312 La	M3 V
Goldbach	2422	D445321-7		Lo Ni	102 Na	[G8 V M9 V]*
Kolipio	2424	E226612-4		Ni Hw	605 Lm	M1 V
Allenz	2425	E656061-7		Lo Ni	203 La	[G1 V]* M0 V
Quest	2428	C766644-A		Ag Ri	222 La	[G3 V K8 V]*

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

F = Naval & Military bases present

M = Military Base present

N = Naval base present

T = Free Traders nexus, or Trade hub

U = Trade & Military bases present

Hw-Home world of a minor race

C:3- Chirpers present, 30% of the UWP pop digit.

D:3- Droyne present, 30% of UWP pop digit.

1248 Subsector Notes

The total population in 1248 is 2,749,020,252 sentients, a decline of their pre-collapse total of 185.158 billion. The highest population is on Ropram (1822) with 1.8 billion; and the lowest population is 292 sentients on Cupprio (1922). The highest tech is TL14 on Femerial (2030), Karse (2229); lowest tech is TL2 on Lapper (2126), and Gonzu (2221). The low population world of Allenz died off in the collapse; the world is now under the administration of the League Colonial office (LCO). The LCO is looking into using it for those Covenanter refugees wishing to immigrate in order to relieve those League member worlds still burdened with refugee camps.

Alien Notes:

- Lapper is the home to 20 million Chirpers living simply at a pastoral TL2.
- Gonzu is the home to a minor alien race that dwells a mile above sea level on this exotic atmosphere D world at TL2.
- Kolipio is the home of a trace atmosphere breathing minor race, living at TL4.

Planets of Interest

Rotal- This agricultural world's former benign TED had been 'recognized' as Planetary Governor by the Empire of Solee. It had sustained an E-class port and TL8 before being tied into the Trans-Keratu Lines route into Karse subsector in 1201. Food from here was shipped to the Salvage gulag world of Ames during this period (1201-1204). With the collapse of the Soleean Empire, the TED was overthrown in 1205 and the world's former representational democratic government was restored. Rotal made a significant technology cache recovery using her former SDB bases in 1208 and spurred by offworld re-investment from the Coalition reopened the Ames salvage world. Much of the TL11 salvage went directly into Rotal and Ropram's recovery efforts, and Rotal has returned to her precollapse technology level and starport.

Ropram- This world suffered badly in the collapse with a huge die-off from the initial outbreak of Virus, as well as subsequent diseases and warfare that wracked the world for the next four years. The combined theocracies of the "Data" Priests of the Galanglic Second and Thrice Reformed Catholic Churches (GTRC), the Stellar Divinists, the New Prophecy of Interstellar Islam, and the Psionic Temple of the Mind collectively restrained the warlords. They restored order at the price of demilitarizing the world to TL5. The Theocracies worked together recovering medical and scientific knowledge. Only the Temple of The Mind's theocracy shunned offworld technology, but traded with the others. This worked well. Ropram's religious pacifism was no deterrent to the

advancing Soleean Empire who had opened cordial relations with the GTRC Theocracy on Ramaka, and used this avenue to maintain trade with the world. RC contact came in early 1205, and was met with mixed enthusiasm. Ropram joined and has maintained her status as an affiliate member world. Ropram's industries are not used for war and they employ only non-lethal weapons in her police forces. The crowning achievement is the Panstellar Faith Medical and Bio-Sciences University dedicated to peaceful scientific research and the war on disease established in 1242.

Cupprio- In pre Rebellion times, this was a low population world. Captured Solee documents indicated the survivors of the collapse vanished forty years later. Solee landed a battalion of engineers on the unoccupied but habitable world and set up a D-class station for the J-2 trade route to Ramaka from Rotal. They added a J-1 feeder line to Ropram's balkanized Theocracies in the spring of 1201. Cupprio changed hands in 1204 with a daring raid led by RCN CPT Pat 'Who Me?' Ritter. Leading from his flagship, the Clipper RCS Thunderchild, and three accompanying Victrix sloops transferred from Oriflamme Subsector across to Letron to Traynos and to Mexit before 'hooking' back to appear in the Cupprio system where they caught the garrison and several jump spindle LASH ships laden with salvage unawares. Cupprio in 1248 is now a pleasant vacation tourist spot for the hard working salvagers on Villan, and quiet peaceful port for those plying the main with Jump-1 ships.

Femerial- Femerial's technological recovery back to TL14 is another amazing recovery story in the Karse subsector. The Chirpers have become full Droyne, and those beyond the age of casting have been peacefully relocated to the pastoral world of Lapper (2126). Salvage from the world of Elanor was instrumental in jumpstarting the recovery, as well as Droyne aid in the understanding the salvaged relic technology. Their present planetary government resembles that of a feudal technocracy although this is an approximation given the technical expertise of the Droyne and how they interact with their human counterparts.

Ramaka- The GTRC Archbishop Hideki Ramaka led the world through the collapse, and the planet renamed itself after his example of leadership, knowledge and piety in service to his world. This world was contacted by Solee and became the third GTRC theocracy inducted into the former Soleean Empire (Kestral/Jayna and Montero/Quinoid being the first two). Having not militarily contributed to the Soleean war effort, and already having a benevolent government, Ramaka's pro-expansionist theocracy had no trouble passing the membership test and has been a member world since 1206.

Mexit- An RCES mission to this world in 1201 not only saw the end of a cruel TED, but ended as well his hidden wicked God-strain AI-Cym backer. Subsequently an invaluable underground tech cache was recovered and placed into the hands of the benign Stellar Divinists Data-Priesthood. Mexit's recovery following the RC-Soleean war was phenomenal, and their application for membership was accepted and later approved in 1206. Mexit's theocratic government places restrictions on firearms. Only blade weapons are allowed. All firearms are left at the starport when traveling into the interior.

Darpi- For every success story in Karse subsector there are ones where things still did not go according to plan. Darpi's recovery under the RC auspices took a backward turn with a sudden flu pandemic in 1242 that turned deadly, leaving only 9,000 survivors that still live there today. Offworld aid and medicines arrived too late to do anything but quarantine the living from the several million dead. Darpi's survivors have decidedly rejected being part of the Freedom League for the time being.

Karse- Karse in 1248 is the technology giant of the subsector at TL14, fueled by both their salvage colony world on Samosk (2329) and excellent trade relations along the main and with the Core Coalition Member worlds. Karse replaced their cruel TED with a civil Service bureaucracy following his decapitation in a RCES strike in 1204, and sought membership as early as 1205. By 1215, using the model of technology advancement perfected by the core member worlds of Aurora & Aubaine, as well as AI-Cym Sandmen support in their university and their salvage colony, Karse had regained a C-class starport. The Karse Technical Academy opened later in 1215 in the subsector and has made the planet a "University" world where the cutting edge of the Freedom League's new technology is showcased, and doubled her population to 2 million in 1245 along with the opening of her Naval Base, and A-class Shipyard.

Goldbach- This former raider-military regime was among the last pacified by military action in the subsector in 1215, after irrefutable proof was shown the six vessels that called this world their port of registry were in fact raiding and slaving. The 1500 sentients there today are the descendants of those crews and their mechanics. They maintain a participatory democracy. For their crimes against Humaniti, Goldbach was stripped of their armed starships, all of their defensive planetary weaponry, and forbidden to apply for membership for forty years (This expires in 1255).

Vendup Subsector (L)/ Old Expanses

New Era data, as of 001-1248

Usinea	2523	C310313-9		De Lo Sw	524 La	[G7 V M8 V]*
Vreeland	2524	D5537Q6-8		Ni	204 La	K0 V
New Bond	2529	B66A421-A	T	Lo Ni Wa	302 Lm	[M9 IV M5 V
New Dakar	2621	E8A1113-8		Lo Fl Sw	901 La	M1 V
Vendup Station	2622	D7695D4-8	T	Ag Ni	114 Lm	M3 V
Porrl	2628	X858000-0		Ba	000 Na	[M2 IV M0 V]*
Lannor	2726	X2433TA-2		Ni Po	711 Na	M0 V
Republicos	2727	X64A000-0		Ba Wa	012 Na	M2 V
Vendup	2728	X64A5TA-5		Ni Wa	414 Na	M0 V
Albach	2823	X458000-0		Lo Ni	904 Na	M3 V
Burncloud	2824	XAB3000-0		Ba Fl	012 Na	[M3 V M4 V]*
Ayra	2825	X521000-0		Ba Po	023 Na	M3 III
SCORCH	2828	D5419Q6-7		Hi In Po	600 La	G2 V
Cold Rock	2829	X400000-0		Ba Va	005 Na	M2 II
Reine	2924	D79A676-5		Ni Wa	904 Na	M4 V
Olorna	2928	D35326A-5		Lo Ni Po	301 Na	[G1 V M0 V]*
Chapet	3025	X510000-0		Ba De	001 Na	M4 V
New Titan	3125	E10026A-7		Lo Ni Va	403 Na	[M0 III M2 V]*
Neuruhr	3126	X376300-3		Ag Ni C:0	102 Na	[M4 V M1 V]*
Portrine	3128	X261000-0		Ba	011 Na	G3 IV [M0 V M9 V]*
Lorsch	3223	B89A400-7	C	Lo Ni Wa	103 Na	G7 V* [M4 V]
En Livereh	3224	X98A000-0		Ba Wa	002 Na	[G2 V M1 V]*
Haven	3225	X537000-0		Ba	013 Na	[K7 V* M9 V]
Curuna	3226	X7A3000-0		Ba Fl	004 Na	[K3 V M4 V M7 V]*
Urbain	3229	B4538A5-9	H		200 Na	[M3 V M4 V]* M9 V

Allegiance Codes

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

F = Naval & Military bases present

H = Naval & Corsair base present

M = Military Base present

N = Naval base present

T = Free Traders nexus, or Trade hub

U = Trade & Military bases present

Hw-Home world of a minor race

C:3- Chirpers present, 30% of the UWP pop digit.

D:3- Droyne present, 30% of UWP pop digit.

1248 Subsector Notes

Vendup subsector has a New Era population of just over 6.7364869 billion, a decline of 40% from its pre-Collapse population of 10.77416 billion. Its highest population is 6.5 billion, at Scorch, and its highest tech level is 10, at New Bond. Populations have increased on the worlds of Vreeland, Scorch, Vendup Station, & Lorsch. The habitable low population worlds of Porrl, Republicos, Albach, Neuruhr, En Livereh, & Portrine died out in the collapse or recovery era and lie fallow.

Major Alien populations: None

Pocket Empires:

Three failed early 1200's states, the En Livereh Concord, The Portrine Free Republic and the Chapet Commonwealth. The 2nd Vampire Plague of 1207-1211 swept these tiny survivor states away.

Vreeland –The era of totalitarian military juntas and warlords is finally over on Vreeland. They are awaiting confirmation on the electoral results from her first participatory democracy election on 001-1248. Vreeland joined the Freedom League in 1246, and has been struggling to meet the 2-year deadline for government reforms. Things are improving here, but only very slowly. Vreeland's two working starships are kept busy recovering TL13 relic technology off of Usinea and New Dakar.

New Bond - The world formerly known as 092-007 was the site of a former B-class automated star shipyard specializing in unarmed pleasure/utility gravitic small craft, and underwater vehicles of 10dtons or less, including Grav belts. The Planet's small human population was saved through their unique relationship with the shipyard's AI-Cym entity, a stable- benevolent Parent strain named Vesta.

Vendup Station-This low population world is ruled by the Stellar Divinists-Data Priest Rhys ap Daffyd joined the Reformation Coalition back in 1236 before it became the Freedom League. Formerly TL6 they have received tourism traffic as well as financial recovery loans from the Core World Church on Luhtala/Oriflamme since then. In 1248, they are the support world for the League Salvage site on New Dakar.

Lannor –This world suffered raids during the recovery period, and the TED maintains his power due to his control of the remaining planetary defense meson battery. They are bunkered down in the ruins of the capital several kilometers from the ruins of the starport. They will attack any intruders in guerilla ambushes with arrows, swords, and other melees weapons, saving their few firearms for close quarter kills in apparent dead-end

traps. Two League Lancer vessels, and a Lorsch raider ship have lost ground troops and they have no wish to ever return.

Vendup- The world's population today in 1248 is primarily the survivors of domed worlds fleeing in the first weeks of panic during the outbreak of Virus. Vendup's Solomani-occupation government husbanded all relic technology, even from refugees as they arrived here to this water world. Half the world's population did die off before stability was achieved, and the planet has suffered raids in the recovery, either Star Vikings SAG raids, or by Vampires. The world is united against offworlders (Organic or silicon), but the current regime is on shaky ground, facing a growing resistance sponsored by the Freedom League.

Olorna- Olorna is a Slave-labor gulag with the owning TED being the warden, and his hired guns the guards over this captive population. The Starport, formerly under Guild control, had fallen to the ruthless pirates out of Lorsch now. The League is preparing to decapitate this monster and fleet visit to Lorsch is rumored to be in the making.

Lorsch- On Lorsch several self-exiled Lancers, and raider Guild captains overthrew Lorsch's government in 1220. Unlike their rimwards rival state on Urbain, they have only interest in pillaging and enriching themselves. They have plundered the Lorsch-Neuruhr main, as well as the rimwards arm of the Vendup Main at will. They have a small 'fleet' of six small jump capable raider ships, the largest of which is a relic 800dton Mercenary cruiser. The Pirates of Lorsch put into Urbain for repairs, and trade relic tech for payments.

Urbain- This non-aligned world benefited from a compassionate Data Priesthood. They allowed free speech and access to technology up to TL 7. Higher technology was reserved for the Priesthood who would not misuse it. Visiting merchants were deemed to be members of their own churches. Urbain enjoyed good relations with the Republic of Renj and later the Reformation Coalition and benefited from the anti-piracy sweeps by Hiver Federation naval units based out of Renj. Urbain has retained a major portion of her system defense forces throughout the years, and having no gas giants, has thought itself invulnerable. Even so, they have only managed a modest recovery and single upgrade to their starport since 1212.

Their current Charismatic leader and his ministers are a former AI-Cym hating Star Viking and his band of Lancers, who faked their deaths in a misjump accident and vanished nine years ago from the Oriflamme subsector while being transferred to Kruyter Orbital prison in Aubaine subsector for war crimes.

Aubaine Subsector (M)/ Old Expanses

New Era data, as of 001-1248

Arvid	0131	X9C7000-0		Ba Fl	025 Na	[M3 V M7 V]*
Keipes	0132	A677884-C	N		511 Cw	K3 V
SoooEEkee	0134	A68A552-C		Wa Ri Sc:9	115 Cw	[K1 V M2 V]*
Svantovit	0135	C330513-B	T	De Sw	103 La	[M3 V M0 V]*
Svarog	0137	C200513-A	T	Sw Va	201 La	M3 V [M4 V]*
Nicosia	0138	A566744-D	F	Ri Cp D:1 I:1 Sc:1	111 Lm	K4 V* [M2 V]
Thorell	0231	X510000-0		Ba De	020 Na	M6 IV
Kresek	0236	X8C7000-0		Fl Ba	002 Na	[M0 V M1 V]*
Hades	0240	B000513-A		As Na Ni	210 La	M0 V
Buhle	0334	B510686-D	T	De Na S:2	804 Lm	K2 IV
Trybec	0336	A443710-D	U	Po	103 Cw	K0 V
Rohit	0337	D110325-9		De Lo Ni Sw	622 La	M0 V* [M3 V]
Adrian	0432	D426321-9		Lo Ni Sw	103 La	M7 V
Fija	0434	A553854-E	U		205 Cw	[K1 V M0 V]*
Apollo	0436	C8C5520-A	T	Lo Fl	124 Cw	G2 V* [M8 V]
Dazhbog	0437	A344687-B	T	Ag	604 Cw	[M3 V M3 V]*
Lancer	0439	C55A746-A	M	Wa Sc:3	314 Lm	M3 V* [M6 V]
Aurora	0535	A576746-E	N	Ag	304 Cw	M2 V [K7 V]*
Eos	0632	A674756-B		Ag	102 Cw	K2 V
Schall	0638	D47A855-7		Ni Wa Sc:0	134 Cw	[G7 V* M3 V]
Persephone	0640	B532441-9	T	Lo Ni Sw	501 La	M0 V
Nike Nimbus	0732	A447889-C	F	Ag	213 Cw	K4 V
Kruyter	0735	B000560-B	D	As Ni Pr	333 La	M2 V
Phoebus	0737	C267447-9		Lo Ni	104 Cw	[M2 V M7 V]*
AUBAINE	0738	A78A984-F	F	Hi Wa Hw Sc:8	104 Cw	M2 V
Hecate	0840	A310421-A	T	De Lo Na Sw	203 La	M1 V

Allegiance Codes

Cw-Core member world

Lm-League member world

La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

D = Naval Depot

F = Naval and Military Base

M = Military Base

N = Naval Base

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

Hw-Home world of a minor race

Sw-Salvage World

I:3- Ithklur present, 30% of the UWP pop digit.

S:3- Sandmen (AI Cyms) present, 30% of UWP pop digit.

Sc:0 –Schalli present (100%) of pop digit.

1248 Subsector Notes

Aubaine subsector's (renamed from Nicosia) population in 1248 is just over 2.745403 billion, a 50% decline from pre-Final War levels of almost 5.4 billion. Its highest population is 1.6 billion at Aubaine, and its highest tech level is 15 also at Aubaine. The subsector is the seat of the Freedom League Worlds, formerly known as the Reformation Coalition (1201-1242), and before that as the Dawn League (1193-1201). Aubaine has repopulated nine worlds since the Dawn League days and these are now classified as Affiliate member worlds. Many of the former salvage recovery world colonies have now to productivity now fueling the resurging League economy. Three worlds lie barren: Arvid, Kresek, and Thorell.

Major Alien population notes:

- There are some 1.15 billion Schalli of the 'Modernist' philosophy living on Aubaine (80%), and another 120 million living on Schall (100%) of the Traditionalist philosophy. Schalli are also found on the worlds of SoooEEkee/ Atrase (90%), Lancer (30%) with some 3 million, and Nicosia (10%) with some 1 million of them at the League's capital system.
- There are several enclaves of Ithklur in the subsector, primarily at Nicosia (10%) of some 1 million, and other smaller ones scattered about on Aubaine, Nike Nimbus, Dazhbog, and Aurora.
- While the main body of Hivers has withdrawn, a few remain with the Freedom League, primarily at their new Federation embassy on Nicosia, and on Aurora and Aubaine as technology instructors and technicians. Some are even students of the new AI-Cym Sandmen computer tech researchers.

Planetary Notes:

Keipes –(Federalist) This world saw one of the worst of Star Viking acts of violence with the RCS Trygger Incident of 1201 when the mostly Lancer crew shot indiscriminately at civilians on their way to their lander after a botched rescue of the crew of the missing Dawn League ship's DLS Eos. Another vessel escorting the botched rescue mission was destroyed by the world's relic meson defense battery.

After the incident, plans were drawn up to reduce the installation and foment a rebellion and topple the government in a decapitation assault, like the one used to free her sister ship DLS Horus and crew off of Marax in II-1202. Yet the tense situation was resolved by the threat of another power against Keipes, that of Arturo I of the Star Empire of Kide. After three months of diplomacy, the ship and crew were released unharmed. Keipes asked for the RC's aid against this other would-be pocket emperor. News of another RC merchant ship

seized on Legfiguura/Khulam by Kidian troops confirmed the threat.

The decapitation raid plans for Keipes were executed on Kide instead and Keipes joined the RC as full member in early 1203 without another shot fired. From 1203 onward, Keipes' B-class shipyard and uplifting continued to the present day to support the Spinward-Corewards expansion, and later consolidation after the 2nd Vampire plague.

SoooEEkee– (Federalist) This world was renamed for the grandson of KeeEEka Strongwall, SoooEEkee Strong Fisher. KeeEEka Strongwall Shipyards, built a small modular submersible shipyard version of their own underwater yards capable of producing 100-200dton starships. The project was part of an RCES uplift challenge mission to the Wilds. The new shipyard came with initially 1,500 Schalli colonists who worked with the 1500 human survivors to erect the SoooEEkee Strong Fisher shipyard. The world was declared Trade-Diplomacy Only (TDO) in late 1201.

SoooEEkee was among those worlds admitted by the first World's Admission Bill in the first quarter of 1203, pushing the Spinwards AO to the boundary of Khulam/ Diaspora itself. The first vessel built there took flight in the fourth quarter of 1203, a J-3 armed freighter the RMS Swift Star. SoooEEkee's daughter oooEEka Star Singer is now the Yard's CEO, and currently there are some 8,000 Schalli living and working here, still producing small starships for commercial and military purposes.

Nicosia -This world saw both the worst of Star Viking acts of violence against them and their greatest benevolence, and today stands as the League's capital, The City of Heroes. Nicosia was a balkanized, troubled technologically regressed world ruled by TEDs when RCES first began missions here in 1201. By 1208 most of the Coalition had given up on this planet ever "turning around" and joining the new interstellar state being built all around them. An uprising in 1208 against RC friendly states resulted in the massacre of numerous RC personnel. Captain Lisa Davies targeted the TED command bunkers with meson fire. Unfortunately the command bunkers were hidden in cities and civilian casualties were heavy. The RC pacified half the planet in that action, but Captain Davies was cashiered from the service.

The sacrifices made by former colonial world president and ex-RCES CPT Lisa Davies in 1214 crashing the crippled clipper RCS Apollo into a much larger marauding Vampire ship changed the people of Nicosia and the Coalition irrevocably. Her tale is told elsewhere but the ripples of her supreme sacrifice for the millions of people she barely knew were felt around the RC. Nicosia was declared by Centrists and Federalists alike in a rare unanimous vote to be the new capital of the Coalition, a lasting tribute of atonement to the Star Viking and Aubani hubris of the previous fifteen years. Nicosia today is a

cosmopolitan world with communities of all the member alien races, primarily Modernist leaning Schalli (10%), Ithklur (10%), Droyne (10%), an enclave of Hivers at their new official embassy to the FL, as well as several Hiver business persons.

Buhle -(Federalist)- Carefully planned and founded by Fija to utilize and meticulously harvest relic technology with the AVV 'Snake'. This salvage colony world immediately yielded a rich trove high technology treasures such as starships, meson screens, nuclear dampers, and meson planetary defense batteries in the first three years and was expected to be "completed" in 1252. In 1205 the astonished Fijan salvagers discovered the low berthed survivors--the unemployed from the Hard Times period (1124-1130) under the former Capital's arcology. Four million (1% of the precollapse population) who had been "laid off" as an extreme economic measure by their former impersonal bureaucratic government. The RCSA Federalist-Centrist debate was fierce, but in the end Buhle's survivors were not counted as "descendants" but 'inhabitants' with rights to the world. Buhle was no longer listed as an Affiliate member "Salvage World" based on the "Dunas Judgment" of 1203 (See Dunas/ Shenk). Fija, despite political differences of the survivors has aided their recovery, and maintains good business ties with their refurbished TL13 industries. Buhle joined the RC in 1207 as a full member world.

Fija (Centrist)-The world of Fija was the rebellion era subsector home headquarters of the only Solomani megacorporation Transstar, the Confederation's shipping giant and rival of Tukera Lines, LIC of the Imperium. With the rise of the Dawn League days, Transstar and Trybec(Corp) developed the anti-viral checks at the early Auctions. Contact with the republic of Renj's remnants of Transstar led to the formation of the J-3 trade route across So Skire from Oriflamme and was vital to the RC bringing in mass produced TL11 quality goods and relic technology harvested from Sitah. This helped restore the ailing fellow Centrist world of Baldur. The two parts of the former Transstar corporation merged in 1208 and was re-named Transstellar Lines. Corporate acquisitions from the defeated Soleean Empire's Jayna-Shenk territories Trans-Keratu Lines doubled the size of its merchant fleet that same year. Fija remains Transstellar Lines' headquarters and the corporation remains the premier bulk freighter giant of the Freedom League to this day.

Nike Nimbus (Federalist)- Although heavily damaged in the Final war and collapse (losing her naval base in a late Black war strike), Nike Nimbus rebuilt herself. Tragedy struck again in 11-1202 with a marauding 3kton Vampire destroyer that killed over 30,000 on the planet's surface before being driven off by the RCES clipper ship RCS Eos at the cost of all hands. Nike Nimbus was then vociferous against the inclusion of Sandman and his kin,

when the SecGen, Lon E. Maggart, recognized them as citizens of the RC in 1204. It would take more than the acts of Sandman on Promise, and those who served as MFD computer gunners during the brief but bloody RC-Soleean war, to sway the Nimbans to the new Federalist policy. It was not until after the signing of the Interstellar Sentients Rights accords signed on Phoenix/Diaspora in 1228 that Nike Nimbus was able to set aside their objections.

Kruyter (Salvage world/Affiliate member)- Founded exclusively on RCSA funds as a Government bridge port on the J-2 route across the Aubaine-Oriflamme subsectors. The Krutyer Corporation was a government programmed company that seemed destined for failure in 1202 and bankruptcy court, even after the successful salvage and restoration of her B-class orbital shipyard and port in 1200. The first boost to the system was the Sandcaster ammunition firm First Shields out of Fija. The Centrist-minded Fijan's suggested using criminal labor for the project since each member world had its share of convicts serving hard labor and Life sentences. Federalist leaning Trybec built the orbital asteroid prison asteroid. The second boost came after the Nike Nimbus Vampire raid. There was a need for a naval training facility away from the Coalition's "frontier edge" that was centrally located for the new ships of Aubaine. The requested facility was eventually approved, by the RCSA. This was begun in 1206 and completed in 1216. The Kruyter Asteroid Prison is located in the inner most belt in the habitable zone (Orbit 0) along with the First Shields 5kton sandcaster manufacturing mining platform. The B-class starport, Kruyter-Highport, now serves as hull repair and scrap metal server for the FLN and is located in the outer zone second belt (orbit 3). The FLN Training facility is also located here. The Naval scrap yard (a C-class port) and mothball yards are located in the third belt (orbit 5).

AUBAINE (Federalist)- Aubaine became the prime mover within the early Coalition era. It housed the Head of the RCSA; the Master of the RC Admiralty Courts of Auctions and well as being a major economic power and the source of the Coalition's high tech equipment. A series of events conspired to reduced Aubaine's status. The rise of Nicosia in 1211, after the actions of an Aubani citizen, cashiered former RCES CPT Lisa Davies. The later sacrifice of the RCS Apollo, in destroying a marauding Black Fleet Vampire in 1214 started a political movement. Nicosia was declared the capital of the Reformation Coalition.

The next event occurred when the Traditionalist Schalli (some 60 million of them) of Aubaine, made their voice in the RCSA heard at last by migrating within the Coalition back to Schall after selling their land and mineral rights to their modernist kin for their passage fares. The immediate blow was felt with the loss of six Assembly seats

to the Centrist Party. This swung the balance of power within the Coalition council. Aubaine's humans attempted to counter the migration with the building of gravitic cities to lessen the impact they had on the Schalli, but it came too little too late. By the time the first grav city was operational, and humans were being housed in one orbital and two 'flying cities' by 1218, the Traditionalist Schalli had made the move official and dealt Aubaine another blow as the newly repopulated world of Schall switched to the Centrist party.

The final key event which sealed Aubaine's political fate was the full membership acceptance vote of distant Dethenes in 1216. This was made while the Schalli were busy migrating to Schall. The acceptance of a world with so many Sandmen to worlds who'd experienced the worst of the collapse, and some of who bore heavy refugee populations rescued from the former Covenant-er worlds, caused a backlash. Many of these worlds revoked their membership, expelled the RC Admiralty Courts and thus deprived the RCSA of income. Six entire subsectors of Diaspora Kushga (F), Alurza (G), Iusea (J), The Blight (K), Shumisdi (N), and Madoc (O) had been lost by 1220. The remaining Covenant-er worlds in Sufren (C) and Khavle (D) also revoked their memberships. Joining in this membership exodus were dozens of worlds within the Old Expanses in 1218, primarily in the in rimwards ends of Dethenes (A) and Quinoid subsectors. The Federalists were ousted, and the Centrists inherited the recession of 1218-1228. The outcome of this on Aubaine led to the Modernist Schalli of Aubaine today in the FL Assembly of Worlds holding 115 seats of Aubaine's 160, taking a more active voice in their interstellar affairs than ever before. Aubaine's recovery from the recession (1228-1248) has been from active participation with her AI-Cym Sandmen citizens in the fields of computer, power generation, and starship technology. Aubaine's technology has just reached TL15.

Oriflamme Subsector (N)/ Old Expanses

New Era data, as of 001-1248

Ra	0931	B686697-9	T	Ag Ni Ri	604 Cw	K3 V* [M2 V]
Enkidu	0932	C510515-B	T	Ni Sw	102 La	[M1 III M3 V]*
Spires	0936	E894789-8		Ag Ni	603 Cw	G0 IV* [M4 V]
Baldur	1032	AAAA756-C	M	Fi Wa	402 Cw	K4 V
Zloga	1035	C430325-A		De Lo Sw	204 La	[M3 V M9 V]*
Lucifer	1039	B474784-B	U	Ag	632 Cw	M0 V
Hermes	1131	A110563-D		Ni S:1	104 La	G1 V
Shenandoah	1139	A585523-B	N	Ri	204 Cw	F4 V* [M4 V]
Helios	1234	D648343-6	T	Lo Ni	310 Cw	K6 V
ORIFLAMME	1235	A846955-D	F	Hi In S:1	203 Cw	K8 IV
Njord	1331	C622663-A		Po Ni Sw	503 La	[M2 V M9 V]*
Vesta	1333	C9A4465-B		Fi Lo Sw	214 La	K4 V
Poseidon	1338	B89A645-A		Wa Ni	111 Cw	A1 V
Kal	1339	C778552-A		Ni	202 Lm	G1 V* [M8 V]
Ares	1431	A554843-C	N	Ag	213 Cw	M0 V M9 V
Junak	1432	B671544-9		Po	103 Lm	K6 V
Horus	1437	A554887-C	T		203 Cw	M0 V
Osiris	1532	B000655-B		As Va	534 Lm	[M3 V M9 V]*
Coast	1540	C400321-B	U	Lo De Va	113 La	[M3 V* M8 V]
Nimz	1633	X222000-0		Ba	000 Na	G8 V
Tuer	1636	X8C2000-0	R	Fi Ba	013 Na	M2 V

Allegiance Codes

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La-League Affiliate member world

Na-Non-aligned World

Base & Trade codes

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M = Military Base

N = Naval Base

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

Hw-Home world of a minor race

Sw-Salvage World

I:3- Ithklur present, 30% of the UWP pop digit.

S:3- Sandmen (AI Cyms) present, 30% of UWP pop digit.

1248 Subsector Notes:

Oriflamme subsector (renamed from Sarid) has a 1248 population of just over 2.464426billion, a decline of 89% from its pre-Collapse population of 12.22 billions. Its highest population is 2.1 billion at Oriflamme (the new subsector 'capital'), and its highest tech level is TL14 at Bestor. There are six major A-class shipyards here: Baldur's *Persevere & Endurance SY*, Bestor's *Liberty SB & D*, Shenandoah's *Nova Virginian SB & D*, Oriflamme's immense *Bourgund SY*, Nex's *Neu Skoda Star SY & Teldora's Rimward Star SY*. Every world in the subsector save Junak, which suffered a catastrophic flu epidemic in 1203-04 and the colonized salvage worlds have seen a population increase since the collapse. The only world not moving forwards with technology advances has been Spires (TL2).

Major Alien population notes:

- Sandmen, or AI-Cyms have several sizable minority presences here in the subsector chiefly at Enkidu (01%) some 10,000 or so; L'Steich (10%) some 2,000; Bestor (10%) with some 10,000.
- Hivers, some 500 dwell on Enkidu, mostly employed in the electronics and computer industry of *Cyndre Data Systems*.

Planets of Interest:

Shenandoah (Federalist)- Shenandoah's new A-class Nova Virginia Shipyards (completed 1244) has been busy the past four years building new starships for the Freedom League's intrepid far ranging merchants as the trade corridors between the Terran Commonwealth, UWA, and the 4th Imperium beckon. Shenandoah, as well as Lucifer has benefited for the last four decades from salvage monies from the Ximenes and McKenzie subsectors of Alpha Crucis Sector. Shenandoah's modest rimwards salvage contributions to the New Era efforts of the Star Viking period were unnoticeable before the 1218 Great Recession, but gained her respect and wealth over time as the Coalition had to learn to rebuild from within as well as without.

ORIFLAMME-(Centrist)- The new subsector capital of Oriflamme has clearly joined with the AI-Cym 'Sandmen' in their technological march forwards. Oriflamme's once ruthless Feudal Technarchs were replaced by ones more mindful of the cost of human life in the bloodless democratic revolution that occurred in the wake of the Junak-Plague in 1204, which was attributed to several powerful Feudal holdings involved in the raids. These two Holdings, the Harknotten Salvage & Recovery Trust and Daishow New Technologies holding groups were replaced by the first two AI-Cym Feudal Technarchs,

"first-sons" of the peacemaker 'Sandman', named 'Harken, and 'Daisy'. The two companies were merged with several smaller honest ones, and renamed Harken Restoration & Exploration and New Days Trade and Investments Group. The corporate amorality of the original two salvage firms made a 180 degree turn whilst maintaining their profit levels. Today, even the mighty starship building giant of Bourgund Ship Yard has several CEO's who are Sandmen, as well as many AI-Cym Foremen supervising the Hull shaping and forming semi-automated sides of the industry. Cynical Aubani scoff and say the Oriflamman acceptance of the Sandmen was done solely to achieve technological parity with themselves, but none can deny that the sentient machines make able and astute businessmen in the League worlds. Oriflamme is also the subsector seat of the subsector GTRC Cardinal, chosen from the 20 Archbishops, and a major location of the Interstellar Red Cross NGO.

Poseidon (Federalist)- Occupied by the Marines and Army of Oriflamme after the toppling of the TED on Vezi-na/Aubaine by Aubaine in 1200, Spencer was eventually given her independence in 1202, as well as membership into the Coalition. They took the name Poseidon for the Ancient Greek god of the sea. Like the world Junak, Poseidon still holds a perpetual grudge against the 'Star Viking' world of Oriflamme. Poseidon does maintain close ties with fellow world Teldora, who sponsored their three-year long insurgency against Oriflamme (1199-1202).

Kal (Centrist)-This former non-aligned world had been selling salvage relic tech directly to Oriflamme and avoiding the Host cut payments to the RCSA coffers. RCSA Admiralty Court agents discovered the smuggling, and Kal was "forced to join" or face the wrath of the Coalition's worlds that had been paying their fair share. Kal was an affiliate member world until 1228 and then was accorded full membership. Her democratically selected CEO Feudal-Technarchs are centrist voters, and have maintained their loyalty to Oriflamme despite the previous scandal.

Ares-(Centrist) The former TED of this world, Haim Lazschanak returned to the role of military governor, and applied for peaceful membership admission in 1202. Nex's application was denied for moving to a feudal technocracy, and eventually became a representational democracy as a compromise between homeworld democrats, and their opposites those supporting the F-techs. The world took their name at the flip of a coin in the RCSA hall on Aubaine in 1203, since both Teldora and themselves share identical UWP profiles. Nex won the toss, and took the name Ares, Teldora took Horus. Ares has returned to her precollapse level and starport, benefiting from salvage tech from worlds within the subsector. Ares-Nex ironically has close ties to Junak,

despite their political differences. Ares provided the TL6 vaccines during the 1203-04 flu epidemic that killed tens of millions on Junak.

Junak (Federalist) The warring fractious TEDS of this former TL8 world, ignored by the coalition as “too insignificant for a forcible entry” collapsed into anarchy during the flu epidemic of 1203-04 and completely destabilized. It was later learned that the flu was inadvertently introduced from Oriflammen raiders. By then however, Baldur and Oriflamme’s GTRC’s Interstellar Red Cross and Colonial Offices vessels provided medical aid, and paved the way for the RC unification and uplifting afterwards. The relief effort was spearheaded by Aubaine and other federalist worlds, the IRC and the Balduri. Junak applied for and received full membership in 1208, the next to the last system in the Oriflamme Subsector to join the RCSA.

Horus (Federalist)-This world was one of five early additions to the Coalition (pre RC-Soleean war) who were admitted in the fall of 1202 after the first fierce political contest of the World Admissions Bill. Teldora’s joining met with Federalist approval, and Teldora’s government had decided that it was better to join the RC than be exposed as secretly funding the anti-Oriflamme insurgency on Spencer, and risk the wrath of the entire Coalition’s military. Upon acceptance, and as a core member world, they changed their name after losing the coin toss to Nex in the RCSA hall in the 2nd quarter session of 1203. Horus for all of her Federalist leanings has suffered from her people’s lack of trust in high technology and automation that the Sandmen economic revolution of 1228-48 has wrought the League worlds, and has chosen not to advance beyond her precollapse level.

So Skire Subsector (O)/ Old Expanses

New Era data, as of 001-1248

So Skire	1732	C667843-7	T	Ri	304 Lm	K1 V
Keghe	1733	X6B6000-0	R	Ba Fl	002 Na	M1 V
Ehart	1734	C348322-9		Lo Ni	112 Na	M0 V
Lamneth	1735	D243744-4		Ni Po	814 Lm	[M3 V M8 V]*
Eden	1736	C787655-9	U	Ag Ni Ri	703 Cw	A0 V
Targa	1833	C577653-9		Ag Ni	210 Lm	G5 III
Peart	1834	A565885-D	F	Ri D:3	212 Lm	K4 V* [M0 V]
COBHAM	1835	A79A9D7-C	U	Hi In Wa	102 Lm	[K3 V M5 V]*
Grenbard	1836	X322000-0		Ba Po	011 Na	K5 V [M2 V]*
Cleland	1837	X7C8000-0		Ba Fl	011 Na	M8 V
Janazzo	1838	A354753-B	N	Ag D:7	523 Lm	M1 V
Wrangell	1839	X666300-4		Lo Ni	A903 Na	G2 V
Dobbet	1840	X3747M8-6		Ag	A520 Na	M1 V
Barlow	1934	C6876E5-8	M	Ag Ni	213 La	[M2 IV M4 V]*
BONHAM	1936	C896984-9		Hi In	200 Lm	M3 V M5 V
Schotz	1937	B5468E4-A	U	Ag	612 Lm	K4 V
Burbelson	1938	X648577-3		Ag Ni	A413 Na	G8 V
Pohl	2031	C776755-5		Ag Ni	102 La	[M8 IV G5 V]*
Dunbar	2036	C453648-7	T	Ni Po	220 La	K3 V
Mitmos	2037	X434000-0	R	Ba	023 Na	M1 V
Pratt	2039	X877578-4		Ag Ni	A400 Na	G2 V K8 V
Atkins	2132	XAAA000-0		Ba Fl Wa	014 Na	M0 V
Tama	2134	B8676M6-9		Ag	221 Na	F3 V* [M4 V]
Khatru	2135	C5484E7-7		Lo Ni	114 Na	K2 IV
Canzar	2137	D4456C6-6		Ag Ni	215 Na	M1 V
Palin	2234	X330000-0		Ba De	014 Na	[M1 V M1 V]*
Dimeola	2236	B488423-8	T	Lo Ni I:5	114 La	[K1 V M5 V]*
Hell	2237	D260320-6	M	De Lo Ni	111 Na	M1 V
Patuxant	2240	X59777A-6		Ag	A814 Na	M3 III
Valdost	2332	C693630-7		Po	203 Na	A4 V
Clarke	2333	C566887-8	T	Ri D:5	223 La	M4 V
Bordelon	2340	X341200-2		Lo Ni Po	A900 Na	M1 V
Salinos	2431	E97A875-5	M	Wa	A405 Na	G8 V
Hjorts	2432	X553000-0		Ba	314 Na	K1 V
Wildman	2434	D787786-6	T	Ag Ri	723 Na	G4 V* [M7 V]
Khan	2439	X634000-0		Ba	003 Na	M2 V
Digriz	2440	X6893T6-5		Lo Ni	A204 Na	M2 V

Allegiance Codes

Cw- Core member world (member world since 1203)
 Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World

Base & Trade codes

F = Naval and Military Base
 H = Naval and Pirate/Corsair Base
 M = Military Base
 N = Naval Base
 T = Trading Post/Wilds Trading Nexus
 U = Military and Trade Post
 Hw-Home world of a minor race

Sw-Salvage World

D:3- Droyne present, 30% of UWP pop digit.

I:2- Ithklur present, (20%) of UWP pop digit.

1248 Subsector Notes:

The So Skire subsector has a 1248 population of 6.32 billions, a decline of 70% over 21.7 billion from a pre-collapse population of 23.4 billions. Its highest population is 2 billion, at Bonham (1936), and its highest tech level is TL13, at Peart (1834). Eight worlds have died out or died off here, and all but seven other worlds have actually experienced a population increase over their pre-Collapse levels.

- The major FL trade J-3 artery to the Republic of Renj in Sitah subsector to trailing runs through this subsector.

Major Alien populations:

There are substantial Droyne populations on three worlds: Janazzo (36 million); Peart's (80 million), and Clarke (100 million).

There are some 5,000 or so Ithklur living on Dimeola, former service men and their dependents of the former Hiver Federation trading post. 500 Ithklur warriors serve as the Guard of the Holy See at Nova Roma on Cobham.

Planetary Notes:

So Skire – So Skire was the site of the first “major project uplift” or Bootstrapping operation in the trailing edge of the early RC beginning in late 1201. The world of So Skire stands today as a remarkable achievement of progress of the Star Viking era, taking a world from TL1 to TL9 in 47 years. So Skire has become a trade outpost for Jump-2 and Jump-3 traders crossing from Oriflamme at Osiris; or crossing to Letron and Femerial in Karse subsector. Sponsored as a Federalist project, it ran out of funding in 1218, and technological uplifting efforts halted at TL9 during the Great Recession. It was a Federalist program that while successful, was very expensive and has not been repeated since.

Ehart –Ehart's small C-class port is now the homeport of registry for no less than six Free Tradesmen ships and their dependents following its closure as a forward scouting base by Oriflamme in the Post Soleean War era in 1206. Ehart is a non-aligned world once again, seceding in 1228 from the RCSA's ranks along with the Free Trader's world of Valdost over the Sentient's Accords amendment to the Coalition's constitution.

Eden – Eden was begun during II-1201 and was planned as a agricultural colony for Baldur. At that time the world was known at Poyzen after its tainted atmosphere. It has

prospered ever since, and now some 7 million Balduri and their descendants walk under the sky. Eden is the only Core member world of this subsector, founded in 1201, and made a world member in early 1203 pre-RC-Soleean War era.

COBHAM –The GTRC Holy City of Nova Roma, the capital of the world of Cobham is once more of preeminence, as the new seat of the faith's Patriarch in the Old Expanses Sector. Cobham, as per the Patriarch's decree is a demilitarized world. It is allowed planetary defense weapons only. Personal or Heavy military weapons are not allowed within the Holy See, nor on world. Swords, and small blades are allowed. Starships built in the Holy Cross Shipyards may not be armed with anything but sandcaster, repulsors, or protective screens. The only sophonts allowed firearms are the Patriarch's Guards, a battalion of 500 Ithklur. Armed merchant vessels are not permitted to land, and must trade instead at the Guiding Star Highport. At the Highport, there is definitely a separation of Church & State, and the world's admiralty court and auction are held here. The repository of the Church, its library (dating back to the 2nd Imperium), as well as the directing influence of the Church were key in the recovery of this world. The Medical & Polytechnic University, and Terminal Diseases Sanatorium located here are both TL12 facilities.

Janazzo- The second Human-Droyne world to join the RC within the So Skire main is a harmonious F-tech government. Janazzo's Droyne technician caste and Human workers in the now famous orbital Janazzo-Udaysessdumtys Shipyards are a common sight to visitors here. The port is also a major transit point for passing FLN vessels on patrol to the rimward Area of Operations in Alpha Crucis. The Naval base here is mainly a refitting & re-arming yard, as they primarily build J-1 merchant craft vessels here, and all manner of TL10 spacecraft. Janazzo's Droyne Priest caste has “uplifted” many Chirpers in the subsector, adding to their substantial majority of the planet, numbering now 36 million. Thanks to their efforts, Chirpers have vanished from the ‘races’ of the subsector.

Tama – This was discovered to be a minor balkanized system of four benign TEDs, each with a C-class port when RCES scouts first passed through here in 1202. Each TED possessed a small non-jump capable navy (typically consisting of a 5kton buffered planetoid Monitor, and four non jump starships and SDBs). The Hiver Federation had merely bypassed them. When the RC began earnestly expanding back into So Skire in 1206 & 07, they discovered that Tama still hostile, and now under the rule of a Military Junta. The Junta had discovered a major technology cache and appeared to be rebuilding their Starport shipyard to support asteroid mining operations, but had no apparent jump capability. The world was at TL8 at that point. Action against the Junta was

delayed by other pressures at the time. The last scouting mission in 1247 was alarmed to discover the Tamanese have re-discovered or recovered the jump drive (albeit J-1) , and have begun building TL9 gunboats for their system defense.

Actions against the junta were complicated by the delays in contacting this system and are further exasperated by the fact the Tamanese speak their native language, which has no parallel within the wide ethnicity of the League states. Current, the League is debating how to approach this world.

Khatru –The religious theocracy here is that of the Pro-Solomani Confederation's Galanglic Second Reformed Catholic Church (GSRC), which does not recognize the religious needs of non-Solomani minor-race Humaniti, nor aliens. In accordance with its policy of religious freedom, the Reformation Coalition and now the Freedom League maintains a strict neutrality when negotiating with this church, despite their concern over church doctrine. Khatru has no jump capable vessels, and maintains only basic planetary defenses (a few PAD batteries) and forbids the use of firearms. What news the League has of this world comes from those half dozen Free Traders of the subsector.

Dimeola – The fourth leg of the J-3 trade artery to Renj before crossing into Sitah at Sontar, this world has also benefited from technology exchanges and the traffic between the League and the Republic of Renj. Like Dunbar and other worlds, it was the site of a former Hiver Trade outpost on their convoy route back towards Spica Sector. The Charismatic Oligarchy of the Port Masters & Shuttle Pilot's unions gave way to a participatory democracy in 1212. It is now home to some 5,000 Ithklur as well.

Sitah Subsector (P)/ Old Expanses

New Era data, as of 001-1248

Surren	2533	D877785-6		Ag Ni	203 Na	G2 V M6 V
Lemos	2536	X8C5000-0		Ba Fl	004 Na	[M2 V M0 V]*
Sontar	2537	CBC0464-A	T	Lo Ni De O:2835	114 Rr	M0 V M6 V
Vleeman	2538	C000563-9	T	As Ni O:2835	324 Rr	M4 V
Aice	2631	X7C8000-0	R	Ba Fl	004 Na	M6 V
Kodants	2632	B454565-9	F	Ag I:2	204 Rr	K4 V
Zi	2633	X211000-0		Ba Ic	003 Na	M6 IV M0 V
An Cizow	2639	X000000-0	R	Ba As	013 Na	M2 V
Phront	2640	CCA0464-9		Lo Ni De O:2835	914 Rr	G4 V
Zolibe	2733	X120000-0	R	Ba De	014 Na	K0 V
Quell	2736	D43A221-8		Wa Lo Ni	205 Rr	[M0 V M2 V]*
Stech	2739	B000514-B		As Ni	211 Rr	[K1 V M1 V]*
Jeasm	2740	XAC0000-0	R	Ba De	023 Na	[M1 V M6 V]*
Dahlgren	2832	D220222-6		De Lo Ni	213 Rr	M4 V
Jowaa	2833	D211343-8		Ic Lo Ni	214 Rr	M2 V* [M6 V]
RENJ	2835	A86AA96-D	F	Hi Wa Cp	214 La	K1 IV* [M9 V]
Carmen	2838	C94789A-6	T		614 Rr	G2 V* [M7 V]
Delphinium	2933	XBC4000-0		Ba Fl	004 Na	G2 V
Miisha	2934	B84A854-C	N	Wa	102 Rr	[G4 V M5 V M4 V]*
Mackloud	2935	XCC4000-0	R	Ba Ni Fl	011 Na	M3 V
Darinov	3031	B97A564-C	F	Ni Wa I:3	202 Rr	G4 V
Osmosis	3036	C271655-9	T	Po	105 Rr	[M2 V M6 V]*
Zoquet	3039	C433343-A	T	Lo Po Sw	201 Na	M2 V
Markham	3040	A44A684-B	N	Wa	703 Na	[M1 V M7 V]*
Hendura	3131	CAC0414-9		De Lo Sw	804 Rr	G1 V
New Luck	3136	DA30164-7	T	De Lo Ni	512 Rr	G3 V
Cassiopeia	3233	B445754-9	N	Ag Ni	200 Rr	M0 V
Adam	3238	X715000-0		Ba Ic	014 Na	[M3 II K0 V]*

Allegiance Codes

Lm-League member world
La-League Affiliate member world
Na-Non-aligned World
Rr- Republic of Renj

Base & Trade codes

F = Naval and Military Base
M = Military Base
N = Naval Base
T = Trading Post/Wilds Trading Nexus
U = Military and Trade Post
Hw-Home world of a minor race
Sw-Salvage World
C:3- Chirpers present, 30% of the UWP pop digit.
D:3- Droyne present, 30% of UWP pop digit.
I:2- Ithklur present, 20% of UWP digit.

1248 Subsector Notes

Sitah Subsector has a 1248 population of 3.16748 billions, a reduction of 99% from precollapse population of 190.23639 billions; the highest population is on RENJ (2835) with 24 billions; and the lowest is 56 on New Luck (3136). The highest technology is TL13 also on Renj; the lowest is TL6 on Dahlgren (2832). Only the worlds of Surren, Miisha, and Darinov have seen a population increase since the collapse. Renj remains a League Affiliate member world (La-allegiance code), but is also the 'capital' of the Republic of Renj. Renj's outpost and satellite worlds bear the Rr allegiance code, and are no longer League affiliate or full member worlds. The subsector wide firm Nordstar & Stellartek is one of the major players in starship, spacecraft, and asteroid mining industries in the Republic.

Alien Notes:

- Ithklur minorities exist on the following worlds: Kodants (50,000), Darinov (30,000), and Cassiopeia (1million).
- A major Hiver enclave still exists on Renj. There are nearly 800 Hivers, most of whom are part of the Six-Eyes Trading Coster Nest, an interstellar mercantile corporative arm of the Hive Federation.

Planets of Interest:

Surren –The world of Surren balkanized into various Civil Service Bureaucracies in response to the severe infection from Virus. Mildly technophobic they settled in at TL4 by the mid 1170's. They had infrequent mercantile contact with ships along the main out of Renj, and welcomed the resumption of regular starship traffic and offworld trade in 1191. Due to raiders out of So Skire Subsector, they were understandably mildly xenophobic especially to aliens such as Hivers, and threatened to close off trading. The Government and general population managed to adjust over the next two decades and see the advantage of off-world trade. This stabilized the world, resulting in a reduction in law level. By 1248, the world had made an impressive recovery at a stable TL6.

Sontar-Sontar was the site of another successful Republic of Renj Salvage Colony, the hub of three such in the Vleeman Cluster (see Lemos & Vleeman). Work began here in 1203, recovering relic TL12 artifacts and whole factories and machines. While the salvage here was officially completed in 1214, the C-class starport created to support the colony remains today, as work continues in the Vleeman system to rimwards. The Sontar starport remains in 1248 a major hub of the Jump-3 trade route to the League's Core world subsectors to spinward.

Kodants- Due to the severe virus infection and later raids by pirates out of So Skire Subsector, this world refused to make any contact with the Hivers in 1191, and the Republic of Renj a decade later. The world was ruled by a particularly paranoid TED with a handful of relic air defense missiles, supported by local made TL5 radar. The TED here sealed his fate in III-1214 when he captured and tortured the crew of a Republican merchant ship, the SS Hills of Sabine that had misjumped and was forced to land. His technician priests were unaware of the vessels transponder distress beacon, and a passing freighter heading back to Renj detected and confirmed the vessel's ID before having to flee from a planetary defense missile. Republican and Federation forces at Renj and Zolibe responded in V-1214 in their first ever joint-operation and rescued the crew. The Ithklur Marines unceremoniously dethroned King Jervil Hiraathis. It was a fortunate thing, for two weeks into the occupation the Republic uncovered at last what the TED had been searching for over a decade, the two underwater Imperial Navy SDB bases, and the planetary Meson defense battery hidden inside a mountain. Kodants recovery since then has been amazing, and remains the only "conquered" state of the Renj Republic. Retiring Ithklur Marines have settled here since, bringing their families from the Federation. Kodants remains part of the Republic, with an Ithklur minority of some 50,000's.

RENJ–(Affiliate member & Capital) The formerly known as Syrim, Renj was once a cosmopolitan Solomani. Being far behind the lines in the Final War it suffered little from Imperial Navy incursions. It was a hotbed of Pan-Sophontist Party activity prior to the advent of the AI-Virus in 1130. Renj became the third 'stepping stone polity' of the Hiver federation in their search for a human led state that would re-shape the nature of Chartered space in a way better than the Imperium had before the collapse. Renj was slow to take up the mantle, but eventually has forged ahead in 1248 after its twenty-three year alliance with the League Worlds and now seeks to chart its own course for the future.

Darinov- This empty world was the site of the Hive Federation Naval installation established soon after the Hivers arrived at Renj. The Hiver base has now been replaced by a Republican facility performing the same function. Entrepreneurial middle class settlers and former salvagers have established a tourism industry here to support the Republic's salvage corporation's ongoing workforce on Hendura. Since 1212, retiring Ithklur Marines and Federation Navy fighter pilots, have also resettled here and brought their family members to this virtually unspoiled tropical water world paradise. Some 30,000 of the world's inhabitants in 1248 are Ithklur. Many serve aboard the Republic's vessels just like their Father's did aboard the Hiver's warships.

Osmosis— The mining of Osmosis' lanthanum, radioactives, and rare earths continues to this day. Technology has stabilized at a modest TL8, and the population has doubled since 1201 to 1.2 million sophonts. They are the third of four free worlds of the Republic of Renj, and maintain their Freedom League Affiliate member status, having close ties with Renj, and distant but cordial ones still with Oriflamme. Due to the Vampire raids of 1209-1211, (and the secessions of Zoquet and Markham from the Republic) the Republic's Space Defense Ministry keeps a Scout base and two couriers here.

Zoquet - Founded as a dissident colony of some 575 democratic folk expelled/ allowed to emigrate from Renj in 1192, and later supported by the allied world of Markham, they flourished with the advent of the AVV weapon 'Snake', and accelerated their own technological recovery and improved their living area. While left unprotected during the 1207-1211 2nd Vampire plague, Zoquet made their feelings known when they seceded from the Republic of Renj, and denied Renj's state-owned transports landing access. They appealed instead to their neighboring world of Markham, (who was supporting them anyway) for official recognition in 1216. Markham's recognition of Zoquet's sovereignty met the disapproval of Renj's government. When an embargo was threatened, Markham herself seceded from the Republic.

Markham- Markham became an Affiliate member world of the Coalition (one of the four free worlds of the original Hiver sponsored predominately human state) the same year Renj did (1204). Early on in the Republic's formation, Markham became the chief food exporting support world for the feisty democratic Salvager colonists of Zoquet, and their port of call for salvaged technology items from the massive Boneyard world. While Markham's civil service bureaucracy government did not always see eye to eye with their smaller neighbor, they came to view the diversion of salvage from Zoquet to the Renj Republic, and the Coalition, as detrimental to their own needs. The government of Markham became more and more disgruntled. Zoquet's secession from the Republic allowed Markham's government the excuse they needed to break with what they say was an unequal & unfair / salvage arrangement. After a botched attempt by the Coalition to gain more access to the salvage from Zoquet, Markham in turn seceded from the Coalition as well in 1217.

The Solomani Rim Frontier - Ultima Subsector, Solomani Rim (A)

Subsector data circa 001-1248

Faiwyd	0105	E500464-A		Va Ni O:0106	012 Na	[D D]*
DARRUKESH	0106	A485954-C	N	Hi	123 Tc	[M3 V M2 V]* M0V
IDDAMAKUR	0110	A779986-A	U	Hi In	203 Na	G1 V* [M0V]
Basil	0207	E842777-6		Po	234 Na	K5 V
Amkhalarug	0301	X4437A8-4		Ni Po	104 Na	[F7 V M3 V]*
Atalanta	0304	E476345-5		Lo Ni	203 Na	[M1 V M6 V]*
Sidon	0308	X6B9000-0		Ba Fl	003 Na	K4 V
Gramercy	0405	X330000-0		Ba De	000 Na	F6 V
Urud	0407	X100000-0		Ba Va	002 Na	M7 V
MORGANA	0501	EA9A99D-7		Hi Wa	123 Na	G3 V
Ugarup	0502	E89A89E-6		Wa	102 Na	M5 III
Ixtloc	0509	D530469-9		Lo Ni De O:0610	100 Ea	[M8 V M6 V]*
Rilke	0604	D59A367-B	C	Lo Ni Wa O:0703	420 Na	K4 V
Ishadar	0606	X000000-0		Ba As	025 Na	[K0 III M4 V]*
Goshen	0609	E577636-4		Ag Ni	100 Ea	[M9 V M1 V]*
Nukaash	0610	C247899-9	U		320 Ea	M2 V* [M5 V]
Obrichenny	0701	X6435MA-8		Ni Po	605 Na	F5 IV
Kropotkin	0703	B4447A7-B	M	Ag	120 Na	M1 V
Thamber	0704	C4547AA-9	C	Ag	412 Na	F6 V
Athene	0706	X6B9000-0		Ba Fl	025 Na	[M6 V* M7 V]
Leonore	0807	D310464-A		Lo Ni O:1007	612 Ea	M8 V
Azun	0809	E476754-4		Ag	110 Ea	M2 V

Allegiance Codes:

Ea = Denotes the Terran Commonwealth multi-world state of Easter Concord.

Tc = Denotes Terran Commonwealth independent member world.

Na = Non-aligned worlds

Standard Base & Trade Codes:

C = Pirate/Corsair Base

M = Military Base

N = Naval Base

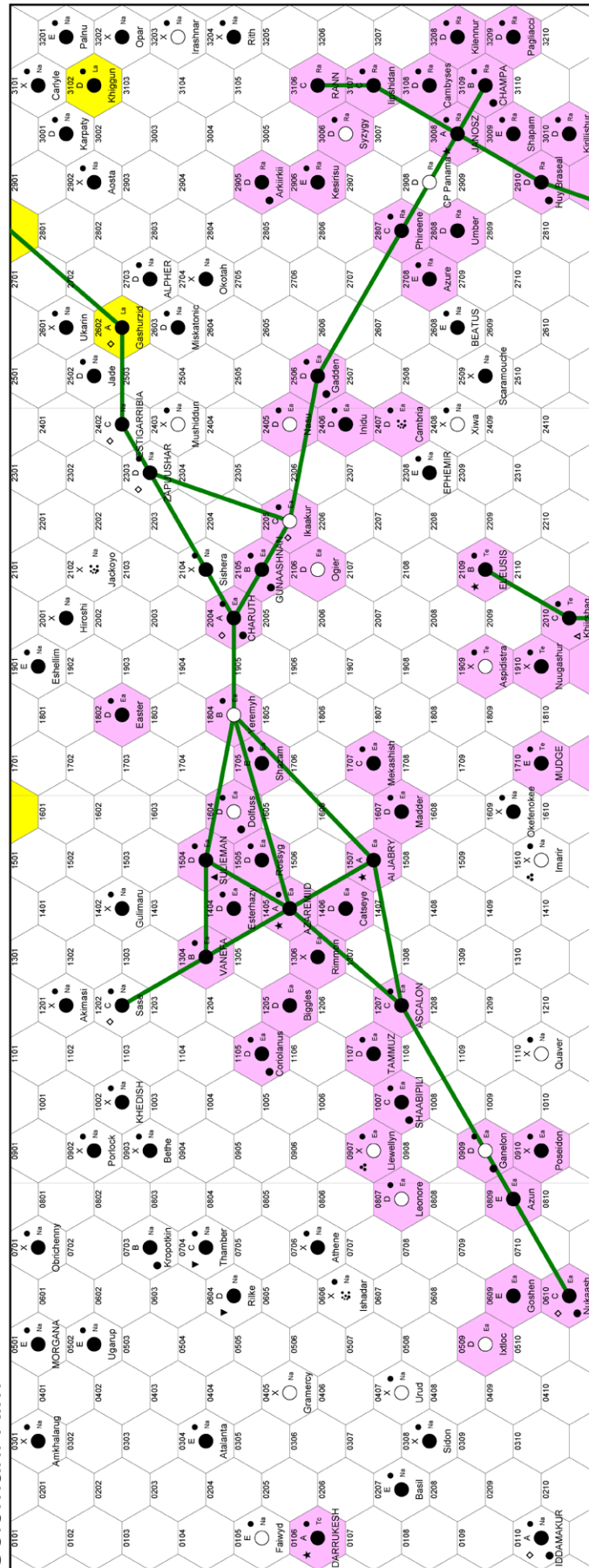
R = Old Base Ruins

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

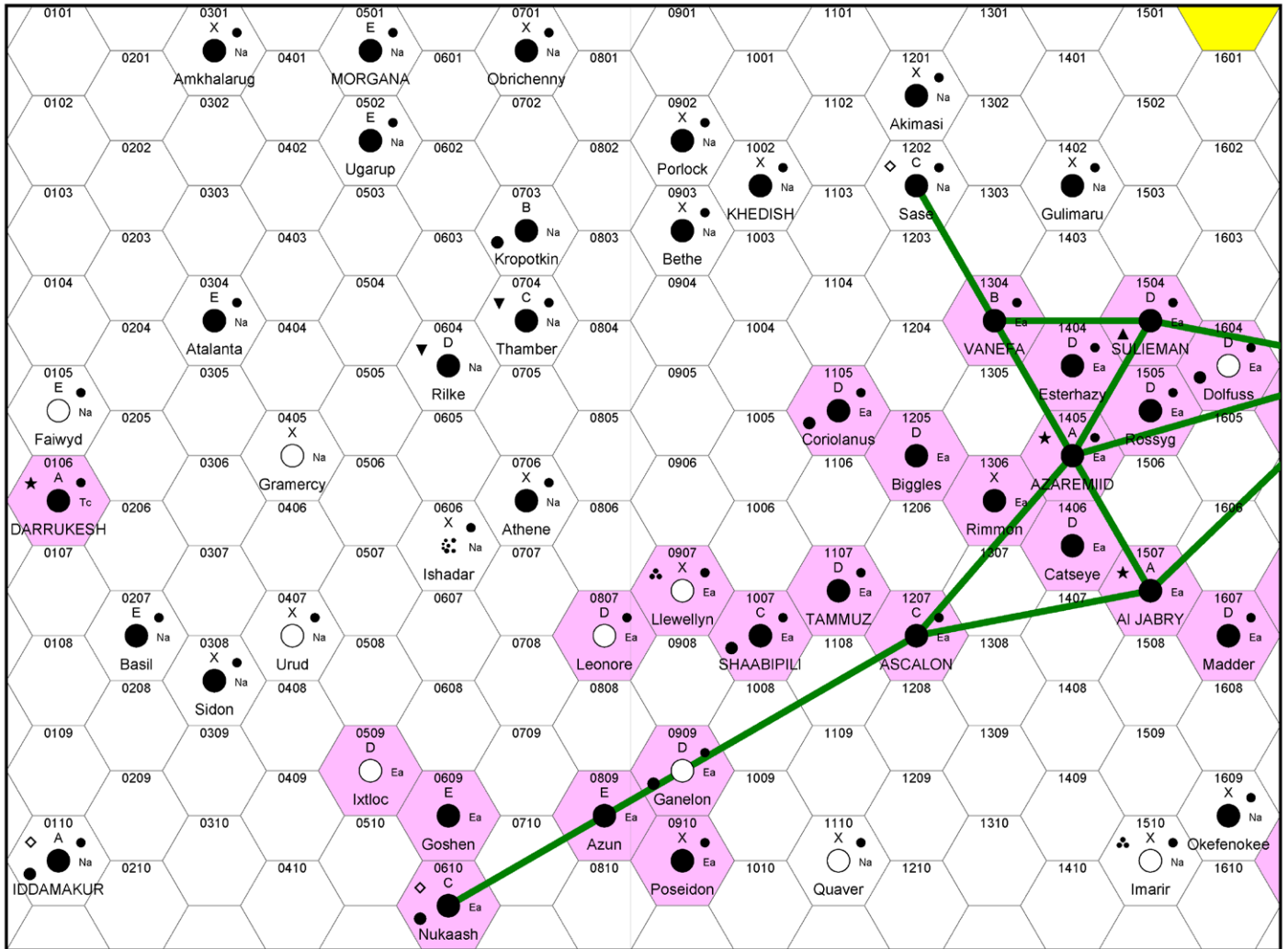
W = Way Station or Outpost Repair Station

Solomani Rim



Solomani Rim

Alpha Quadrant



[illegible]

1248 Ultima subsector Notes:

The Ultima subsector was a pre Collapse major backwater, off the beaten path of both the Solomani Confederation, and later still the 3rd Imperium's major trade routes. At the outbreak of the Final War, the highest population was 24.8 billion at Azun, and its highest tech level was 15 at Athene. In 1248, the subsector remains a major backwater between the Terran Commonwealth rimwards, the New Aslan Hierate to spinwards, and the UWA and farther still the 4th Imperium to corewards. Except for Darrukesh, Iddamakur, and Nukaash, the subsector sees little activity. Only the Easter Concord pays much attention to the open port worlds of this subsector, and they focus primarily on Iddamakur and Darrukesh as most of the rest are either deeply regressed or Boneyards. The original sin of commerce known as piracy however, is making a steady comeback here, preying on the new trade liners of Iddamakur, Darrukesh, and Nukaash, and corewards into Diaspora from here.

Alien races of Note: None.

Pocket Empires of Note:

President for Life Andre Salinov of Kropotkin is playing a very, very dangerous game. He believes that more money and advantage will come from piracy rather than trade and allegiance. Despite this, he has no desire to directly risk his world to retribution. Therefore, he has developed a two-pronged plan of action: The first involved setting up a small colony and pirate base in Rilke; the second involved planting moles and advisors in the court of the King of Thamber. Rilke is actually a balkanized world of two camps: the main world colony on Rilke is a legitimate operation; while the pirate base concealed well in the outer planetoid belt, trades in fencing stolen cargoes, smallcraft, currencies and starships. Despite the apparent separation, the two work in concert. The fairly primitive main world colony has been successfully catering to passing Free Traders, while the hidden Corsair base has added money laundering to its services offered.

The King of Thamber's inner circle of technological "reformers" has been penetrated and compromised by agents of President Salinov's Secret Service. Under the influence of these advisors, Thamber's monarch has zealously begun overt piracy on his own. While the King's Royal Star Navy of Thamber has been very careful to operate well away their home cluster, avoiding the Concord's worlds, they have found their pickings slim, and are currently eyeing richer worlds closer to home, including his neighbor Kropotkin. Kropotkin's ruler however, has taken elaborate steps to keep his distance from the pirate activity, to include even having had his own world "raided" by the pirates from Rilke. He knows it is only a matter of time before the Kingdom of Thamber missteps, and Kropotkin's navy can swoop in and topple

his regime unhindered. Towards this end, and in keeping to his long term plans of conquest, Salinov is willing to take the minor "losses" in order to maintain his plausible deniability from the pirate activity.

Planets of interest:

Darrukesh (Terran Commonwealth): Darrukesh in 1248 is an independent single state world member of the Terran Commonwealth. While it survived the collapse retaining a minimal amount of starflight capabilities, it did not truly recover its technology until found and assisted by the Terran Confederation. As a result, its government and populace have retained a great deal of affinity towards the Terran Confederation. While it was too far from the Confederation to join, it immediately joined the Terran Commonwealth when it was formed. It now serves as a major naval base and way station in support of Terran efforts coreward and spinward, boasting nothing less than a full Cruron in the system at any given time. As befits this critical spinward outpost of the Terran Commonwealth it hosts a major diplomatic embassy, which uses Darrukesh as a base of operations for all missions that head out coreward or spinward from the region. Almost all communication with the Fourth Imperium passes through the diplomatic offices on Darrukesh.

Iddamakur (Non-Aligned): The high population world of Iddamakur is an oddity in the Solomani Rim here. Going back to its Vilani heritage of the First Imperium, and later occupied world status during much of the early Second Imperium, the mixed Vilani natives here have chosen to remain a single world interstellar state. Charting their own course into the New Era, they have built a Navy base for self defense, and a trading post to attract commerce, with lower law levels than their nearest rival Darrukesh. The combined effect of this well defended haven for open trade has made Iddamakur into a magnet for Free Traders and their own growing competitive long range trade companies. Iddamakur's robust economy from its independent course has gained it in recent events the attraction of the growing pirate menace of the subsector.

Morgana (Non-Aligned): The high population industrialized water world of Morgana survived the collapse of technology incrementally, and they solidified their technological slide at its present level in 1169. The Morganan's former grav cities that once soared over their world-spanning ocean and survived their water landings were submerged along the world's equator where a continent sized undersea plateau scarcely a hundred meters down exists. From here they expanded out and across it, where the majority of the world's population still lives today, as less than 4% of the surface actually protrudes out of Morgana's stormy seas. Due to the capricious

weather of the planet, all travel is performed in submersibles, as surface travel was early on deemed too risky. Morgana receives little interstellar attention despite their petrochemical and aquacultural manufacturing outputs due to their Byzantine bureaucratic government's extremely high laws governing the environment, to include sea water refueling by starships killing the plankton Lifeforms the rest of the world's sea life's food chain depends upon. They have dedicated one of the islands on the plateau to handle that, thanks to diplomatic efforts from Nukaash to handle any traffic that stops by.

Nukaash (Easter Concord): Nukaash is the strongest of the five Easter Concord worlds in Ultima, and remains its' spinward most defensive outpost, as well as a major trading point and political anchor for the Concord to points spinward and rimward from it. Due to these two facts, it wields influence greater than would be expected for a world of its stature elsewhere in the Concord. Despite this amount of political influence in Concord politics, it lies near the bottom of the list. Nukaash's leaders however are ceaselessly working to improve its' stature, and are making progress, to include colonization efforts, like those at Leonore and Ixtloc, it is also successfully making inroads with the recovering worlds around it, offering any technological information that is requested. Like other major player worlds of the Concord, Nukaash has worked out some favorable (for the other worlds) trade agreements. While these trade agreements cost them some immediate revenue, they view it long term as a way to subsidize the recovery efforts of the other worlds.

Sulieman subsector B, Solomani Rim

Sulieman subsector data circa 001-1248

Porlock	0902	X433000-0		Ba	013 Na	[M9 V M8 V]*
Bethe	0903	X422000-0		Ba	012 Na	M6 V* [M6 V]
Llewellyn	0907	X200000-0	R	Ba Va	022 Ea	[M3 V* M8 V]
Ganelon Station	0909	D430263-9	M	Lo Ni De O:1007	212 Ea	M5 V
Poseidon	0910	X8AA000-0		Ba Fl	022 Ea	M9 V
KHEDISH	1002	X556977-7		Hi	122 Na	K2 V* [M3 V]
SHAABIPILI	1007	C553972-A	M	Hi Po	114 Ea	F4 V
Coriolanus	1105	D237463-E	M	Lo Ni O:1507	411 Ea	[M1 V M7 V]*
TAMMUZ	1107	D754977-7		Hi	223 Ea	F2 V
Quaver	1110	X111000-0		Ba Ic	035 Na	M7 V
Akimasi	1201	X8A5000-0		Ba Fl	012 Na	[M0 V M3 V]*
Sase	1202	C3478AA-9	T		114 Na	M3 V
Biggles	1205	D236469-B		Lo Ni O:1304	900 Ea	M1 V
ASCALON	1207	C562995-6	-	Hi	223 Ea	F6 V* [M0V]
VANEFA	1304	B5639C5-B		Hi	412 Ea	K2 V
Rimmon	1306	X222000-0		Ba	020 Ea	M5 V
Gulimaru	1402	X7A6000-0		Ba Fl	012 Na	M5 V
Esterhazy	1404	D335465-B		Lo Ni O:1405	902 Ea	M8 V
AZAREMIID	1405	A766A99-C	N	Hi	112 Ea	[G5 V K9 V]* M8 V
Catseye	1406	D222463-B		Lo Ni Po O:1405	710 Ea	M7 V
SULIEMAN	1504	DA64A99-7	S	Hi In	202 Ea	G4 V
Rossy	1505	D785775-6		Ag	214 Ea	K0 V M0 V
Al JABRY	1507	A765A53-E	N	Hi Cp	320 Ea	[A9 V]* M8 V
Imarir	1510	X250335-2	R	De Lo Ni Po	634 Na	M3 V
Dolfuss	1604	D100469-C	M	Lo Ni Va O:1405	902 Ea	M7 V
Madder	1607	D532463-E		Lo Ni O:1507	902 Ea	M1 V
Okefenokee	1609	X337000-0		Ba	025 Na	K7 V

Allegiance Codes:

Ea = Denotes the Terran Commonwealth multi-world state of Easter Concord.

Na = Non-aligned worlds

Standard Base & Trade Codes:

M = Military Base

N = Naval Base

R = Old Base Ruins

S = Scout Base

T = Trading Post/Wilds Trading Nexus

1248 Sulieman subsector Notes:

The Easter Concord dominates the entire subsector, even though they don't claim all of the worlds in Sulieman. The leading worlds of Ai Jabry and Azaremiid are here, as is Vanefa and Shaabipili. All of these worlds are busy re-colonizing barren worlds within the surrounds of the Easter Concord. Outside the Easter Concord, the only world of note is Sase. Sase was original part of the Concord, but seceded when the Concord joined the Terran Commonwealth. It is still not fully understood what actually triggered that decision. They still enjoy friendly relations with the worlds of the Concord, but remain perpetually belligerent to any Terran forces that arrive in system.

Alien races of Note: None.

Pocket Empires of Note:

The Sulieman subsector contains the heart of the Easter Concord. The capital is at Ai Jabry, and Azaremiid is the second most important world in the Concord. This is reflected in the Terran Commonwealth naval bases that have been established on each of those worlds. The major worlds of the Concord are diligently colonizing and repopulating many of the barren worlds within its borders. Ai Jabry has established colonies on Coriolanus and Madder. Azaremiid has colonies on Catseye, Esterhazy and Dolfuss. Vanefa has established a colony on Biggles. Shaabipili has colonies on Ganelon Station and Leonore (in Ultima). The purposes of the colonies vary from military outposts, trade nexus, resource exploitation, or pure colonization efforts.

In all cases, the colonies are run as extensions of the sponsor world, and use its government structure and laws. Some of the larger colonies have input into the overall sponsor government, but most are just administered with no real government. Interestingly, there are still some unexploited worlds that are still claimed by the Easter Concord, including Llewellyn, Poseidon, and Rimmon. Presumably, these worlds will eventually be claimed by sponsor worlds and colonized, too. No such efforts however, have been made on them yet and there is no indication that such efforts will be made anytime in the near future.

Planets of interest:

Ai Jabry (Easter Concord): Ai Jabry, the capital and technological leader of the Easter Concord is run by a technocratic meritocracy. It has no nobility, such as found on most world governments classified as a "feudal technocracy", it has instead been ruled by a "Science Council" that consists of the best and most brilliant minds of

the world. Under this "Science Council" are various sub councils that work to administrate the various functions necessary to the running of a government. Compartmentalized beneath these sub councils are one or more additional layers of councils, depending on the needs of the function administrated by the sub council. Ai Jabry's Technocrats are promoted either laterally between councils, or to higher councils based solely on their performance. They are very proud that promotions and assignments are purely based on merit and performance, not to whom or where one is born. While there is corruption and nepotism in such a system, the levels of these are surprisingly low, the overall system is truly merit-based, and enjoys the confidence of the public.

Ascalon (Easter Concord): The high population world of Ascalon is a fairly typical example of slow recovering survivor worlds. The scarcity of water coupled with their extensive population even in its early colonial days before the Third Imperium saw the rise of their water management and conservative societal laws. Ascalon's progressive bureaucratic government had to juggle the needs of technology advancement and water recycling issues since the collapse with their rebuilt, former colonial prestellar technology. Since joining the Concord in 1235, Ascalon finally has stabilized, and are eagerly accepting technological assistance from both the Concord and the Commonwealth. Both Ascalon, and the Concord foresee this as a long process, and are as dedicated to that as they were to rebuilding their water conservation facilities. Unlike some survivor worlds, Ascalon's pragmatic government decided that rather than try to rebuild a useless Military or Navy base on the ruins of the former Imperial Navy base here, they instead used the ruins as the foundation of their current C-class starport.

Llewellyn (Easter Concord): The world of Llewellyn's claim of interest is that it is home to the only remaining unexploited former Imperial base ruins within the Concord, a former Imperial Scout Way station. Currently no sponsor world of the Concord has chosen Llewellyn for a colonization effort., mainly due to the fact that the main world, as well as all of the moons of the two small gas giants are all airless rockballs with no relevant resources of which to speak. Even the system's two planetoid belts were discovered by numerous Concord surveyors to be commercially unviable. The Imperial ruins itself however, has been picked clean by over five decades of treasure seekers. From all indications, the only reason the system supported any population during Imperial times was due to the presence of the Scout Way station. Despite all of this, the world is still formally included as a member of the Easter Concord, which implies that there is something worthwhile about the system, and there is no end of adventurers who try to discover this reason.

Sase (Non-Aligned): Sase was ruled during the collapse by a series of technologically elevated dictators (TEDs) .

Three decades into the Collapse, one rose to power and, firmly established control of the world under her banner, ending the planet's thirty years of warring states. Queen Kitzuru Sasemono had extraordinary foresight, and instituted a lasting dynastic system to enable her heirs to maintain power after her death. Her dynastic efforts were successful, and the current Great Leader, Jian Sasemono, is a direct descendant. Sase was one of the original members of the Easter Concord, but seceded when the Concord joined the Terran Confederation. While the inhabitants of Sase have never fully explained the reason for this decision, it is believed that the Great Leader of Sase feared that Terran operatives would try to overthrow his government. Trade and diplomatic relations with the Concord are cordial, but relations with the Terran Confederation remain at a hostile Cold War status.

Shaabipili (Easter Concord): The balkanized world of Shaabipili maintains a decent technological infrastructure,, and consists of three superpowers, and many less powerful countries. Two of the superpowers, Shaaba and Bipilii each with an alliance of several less powerful countries, control one of the two colony worlds that Shaabipili sponsors. Shaaba, the most powerful superpower, controls the Ganelon Station colony, a marginally habitable world, but has the advantage of hosting a Concord military base. The justification of Bipilii's Leonore colony is much more tenuous, but was apparently motivated by the need to try and keep up with its rival. Bipilii's support for the Leonore colony is unequivocal, but most observers still expect it to be abandoned within the next decade, unless it can start supporting itself economically.

Sulieman (Easter Concord): Sulieman is a massive heavy gravity world with a Standard breathable atmosphere. Due to the several millennia of human habitation since it was colonized, the biosphere's native life easily sustains the 25 billion current inhabitants, and is considered one of the most pleasant worlds to live on in the entire Easter Concord. This huge main world's size has also contributed to much less over crowding than one would expect with such a vast population, contributing to the current lower law level than travelers normally expect of such a government or its' planetary population. The scout base found here is a Terran Confederation outpost, placed there with the permission of both the government of Sulieman and the Easter Concord. The Confederation uses it for many of their exploratory forays into the non-aligned territory coreward and spinward of the Concord. Locally on Sulieman, the TC scout base has proven a rather popular source of employment, providing a great number of recruits to the Terran Confederation Scout service here.

Concord/ Charuth subsector C, Solomani Rim

Concord/ Charuth subsector data circa 001-1248

Shazam	1705	E411266-D		Lo Ni Ic O:2004	411 Ea	M7 V
Mekashish	1707	C676678-6		Ag	422 Ea	G5 V
MUDGE	1710	E463988-5		Hi	121 Te	K5 V
Easter	1802	DAE7777-6			403 Ea	[M3 V] G5 V*
Jeremyh	1804	B520467-D		Lo Na De O:2004	903 Ea	M8 V
Eshellim	1901	E76A87A-5		Wa	212 Na	A5 V* [K9 V]
Aspidistra	1909	X200000-0		Ba Va	021 Te	[M6 V M7 V]*
Nuugashur	1910	X535000-0		Ba	002 Te	M5 V
Hiroshi	2001	X4587MA-5		Ag	120 Na	G6 V
CHARUTH	2004	A786AA7-D	U	Hi	102 Ea	F6 IV
Khiirshag	2010	C79A787-8	W	Wa	903 Te	G5 V
Jackoyo	2102	X000000-0		Ba As	000 Na	[D D]*
Sishera	2104	X233000-0		Ba	002 Na	M0 V
GUNAASHNAN	2105	B854999-9	M	Hi	202 Ea	F8 V
Ogier	2106	D100467-D		Lo Ni Va O:2004	600 Ea	M9 V
ELEUSIS	2109	B789996-B	N	Hi	212 Te	F1 V
Ikaakur	2205	C2568CA-9	T		215 Ea	K3 IV* [M8 V M5 V]
ZAPUUSHAR	2303	D858941-8	T	Hi	305 Na	A5 III
EPHEMIR	2308	E675947-8		Hi	102 Na	[G9 V M8 V]*
ESTIGARRIBIA	2402	C566A79-A	T	Hi	120 Na	[G4 V* M0 V]
Mushiddun	2403	X610000-0		Ba	323 Na	K4 V
Nasu	2405	D334369-9		Lo Ni O:2105	301 Ea	F9 V [M1 V]*
Inidu	2406	D6BA469-9		FI Lo Ni O:2205	113 Ea	M7 V
Cambria	2407	D000466-9		Lo Ni As O:2205	913 Ea	K2 III
Xiwa	2408	X300000-0		Ba Va	003 Na	M3 V

Allegiance Codes:

Ea = Denotes the Terran Commonwealth multi-world state of Easter Concord.

Na = Non-aligned worlds

Te = Terran Confederation

Standard Base & Trade Codes:

M = Military Base

N = Naval Base

T = Trading Post/Wilds Trading Nexus

U = Military and Trade Post

W = Way Station or Outpost Repair Station

1248 Charuth (Concord) Subsector:

The rimward most apex of the Terran Confederation halts here with the rebuilt Naval base on Eleusis, and the still economically struggling water poor world of Mudge. The Confederation also maintains a Scout Way station on the water world of Khiirshag. The trailing portion of the Easter Concord dominates the majority of the subsector. While the Concord's capital is in Suleiman, a trio of vital Concord worlds resides in Concord. Charuth is counted as the third most powerful world in the entire Easter Concord, but they have legitimate argument to claim they are more powerful and important than all but possibly Ai Jabry. With them are the worlds of Gunashnan and Ikaakur, important worlds in their own right. All three worlds have multiple colonization efforts under way. In addition, there are two important non-aligned worlds: Zappushar, and Estigarribia. Both are recovering worlds that are very open to trade from all comers, and seem to enjoy their neutral status. Both have set up a trading nexus to facilitate those efforts.

Alien races of Note: None.

Pocket Empires of Note:

This subsector was originally named for the Easter Concord, a pocket empire which existed during the Long Night, the period which followed the fall of the Second Imperium. It was also an impetus for the naming of the new Easter Concord. While the heart of the Easter Concord resides in the Suleiman subsector, it also has strength in Concord with the trio of Charuth, Gunashnan, and Ikaakur. All three worlds are busy colonizing nearby barren worlds. Charuth has established colonies on Shazam, Yeremyh, and Ogier. Gunashnan has colonies on Nasu and Gadden/Harlequin. Ikaakur has colonies on Inidu and Cambria. As with the other colonies within the Concord, the purposes the colonies serves is varied, but the primary consideration is that they have been colonized, not why.

Planets of interest:

Yeremyh (Easter Concord): Yeremyh is the primary colony of Charuth, and they have poured a significant amount of money and resources into it. While the main world itself has no easily exploitable resources, with its near complete lack of oxygen and absolute dearth of water, it remains a very strategic world astrographically and economically, serving as a major J2 bridge between the central major worlds, and the trailing worlds of the Easter Concord. To facilitate this all, Charuth built a fully functional B-class starport to service the traffic traveling back and forth through the Concord. This facility is unusually well developed, and the very small shipyard here provides extensive repair services and is otherwise used to construct the in-system boats, or the occasional subcraft

for starships that have lost theirs. Most of those who live and work in the highport built on Yeremyh's miniature moon find it a popular posting, for the living conditions and pay are quite good, despite its relative isolation.

Charuth (Easter Concord): Charuth is, in many ways, the driving economic engine of the Easter Concord. Long before the formation of the Easter Concord, in the mid 1160's Charuth was blazing the trail of economic recovery in the subsector. Whereas when the worlds of Azaremiid and Ai Jabry fought over who was in charge in their interstellar war, Charuth didn't care. As long as they were prospering, the Archon led merchants of Charuth never cared who as in charge of the region. Unlike other worlds who disbanded their trading posts when they joined the Concord, Charuth instead expanded theirs. They continue to drive much of the trade within the Concord, and outward to the non-aligned worlds, The Terran Confederation, the Rann Republic, and into the Freedom League. Charuth is still ruled by a dynastic chief oligarch called an Archon. The Archon of Charuth runs a rather loose ship, allowing the planetary transcorporations a fairly free reign. This has helped cement the loyalty of those corporations, which keeps the Archon in power. Another interesting twist is that the current Archon does not choose their own heir, but rather a successor is chosen by the planet's leading transcorporations' Oligarchs after the previous Archon's death. This causes a lot of politicking and intrigue during succession, but has helped ensure that competent successors are chosen. While rather chaotic, the system has worked since the end of the Third Imperium.

Zappushar (Non-Aligned): Zappushar is a Terran-Prime world with a thin breathable atmosphere, and the inhabitants reside on her sole equatorial mountainous island continent. Zappushar's recovery efforts from the collapse are still ongoing, having to have rebuilt completely from the pre-industrial levels they had fallen to. The free-wheeling capital and main starport settlement of Zappushar sprawls across one such valley floor adjacent to scenic Lake Harappu. Like neighboring Estigarribia, they too have been earnestly wooed by the Easter Concord to join, but have thus far elected not to. As representational democracies go, Zappushar's personal freedom laws and openness to trade have made her a Mecca for registering starships, particularly Free Traders and those of the corewards New Diasporan Mercantile Starfarer's Guild. Certain Charuth merchants with "less than legal cargoes" likewise take advantage here of the low law level, laundering 'misallocated' cargoes from points corewards. "Everything has its price, but Freedom is priceless," the local saying here goes, and thus far every time the referendum for joining the Concord is put on the ballot, it has gone down in defeat.

Estigarribia (Non-Aligned): The smallish, low gravity

high population world of Estigarribia is the other target of persistent wooing by the Easter Concord, which would very much like to add this early stellar technology rich world to its membership roster. Estigarribia has thus far failed to respond to those overtures. The primary reason for their response is not because those diplomatic efforts have been rebuffed, but rather that the world is hopelessly balkanized, and among its 12 billion or so inhabitants there are literally dozens of countries, none of which have the size or power to be considered a “superpower”. They remain a bunch of squabbling teeming states that cannot make any sort of collective decision that they don’t even have the standard powerless “world council” that most balkanized worlds have. While they cannot pretend to have any true kind of unity, the only two things they can agree on is that none of their squabbling is worth the cost of a world war, and that each state’s ability to keep open interstellar trade with the Concord’s superpower worlds continues unabated.

Inidu (Easter Concord): Inidu is one of Ikaakur’s two colonies, which was established to exploit its natural resources. Inidu’s entire surface of the world is covered by a chemical ocean, which with very little processing, provides valuable volatiles and petrochemical equivalents for export. The actual settlement the workers reside at is on the world’s innermost airless moon, as the cold corrosive atmosphere and the storm wracked world-spanning ocean are too dangerous for permanent settlements. All of the actual on planet activity of volatiles and chemical collection is performed by dedicated vessels that stay on world only a few days at a time. The work here is hard, dirty, and dangerous, but it pays extremely well, so there are always work crews available.

Jackoyo (Non-Aligned): Jackoyo is a rather bizarre asteroid system, as it possesses no planets and indeed no stellar bodies larger than a few kilometers in diameter that orbits a tight binary pair of white dwarfs. In fact, the majority of stellar bodies are more stellar debris than anything else. Whatever existed of any planetary bodies that it once may have held were completely destroyed by the twin novae that created the twin dwarfs. The major issues with any Concord effort to colonize or viably harness this system as a trade link hub are the absence of gas giants, and that most of the asteroids lack any frozen volatiles, or water.

Gashurzid (Harlequin) subsector D, Solomani Rim

Harlequin subsector data circa 001-1248

Jade	2502	D475754-7		Ag Ni	215 Na	K2 V
Gadden	2506	D893469-9	M	Lo Ni Po O:2105	523 Ea	K5 V
Scaramouche	2509	X7C6000-0		Fl Ba	000 Na	[M4 V M1 V]*
Ukarin	2601	X433000-0		Ba	002 Na	M6 V
Gashurzid	2602	A656888-C	T	S: 1	210 La	K6 V
Miskatonic	2603	D487895-8			215 Na	K9 V
BEATUS	2608	E688978-5		Hi	404 Na	A2 V* [M9 V]
ALPHER	2703	D866996-8		Hi	114 Na	[G0 V M2 V]*
Okotah	2704	X325000-0		Ba	000 Na	M2 V
Azure	2708	E334269-9		Lo Ni O:3008	621 Ra	[M3 V M3 V]*
Phireene	2807	C469843-8			602 Ra	F7 V
Umber	2808	D777323-7		Lo Ni	420 Ra	G2 V* [M6 V]
Aosta	2902	X453757-3		Po	503 Na	F0 V
Arkiirkii	2905	D66A876-5	M	Wa	200 Ra	[F9 V* M3 V]
Kesirisu	2906	E499421-6		Lo Ni	423 Ra	F5 V* [M8 V]
Huy Braseal	2910	D255779-6	M	Ag	520 Ra	M3 V
Karpaty	3001	D483843-5		Ri	113 Na	K5 V* [M6 V]
Syzygy	3006	D100469-9		Lo Na Va O:3008	632 Ra	M4 V
JANOSZ	3008	A564999-9	N	Hi	621 Ra	[F5 V M6 V]*
Shapam	3009	E232268-9		Lo Ni O:3109	201 Ra	M4 V
Kirillishur	3010	D7A4468-9		Fl Lo Ni O:3109	913 Ra	[M4 V M9 V]*
Carlyle	3101	X9B5000-0		Fl Ba	011 Na	[M3 V M5 V]*
Khiggun	3102	D8A3544-A		Lo Ni Fl	135 La	[M6 V M5 V]*
RANN	3106	C664947-9		Hi	200 Ra	[K9 V M5 V]*
lipshidan	3107	C544641-8		Ag Ni	134 Ra	G3 V
Cambyses	3108	D246543-5		Ag Ni	422 Ra	G7 V
CHAMPA	3109	B662988-9	M	Hi Cp	124 Ra	[G8 V M7 V]*
Palnu	3201	E484877-5		Ri	323 Na	G3 V
Opar	3202	X5AA000-0		Fl Ba	010 Na	M1 V* [M6 V]
Irashnar	3203	X131000-0		Ba	002 Na	M3 V
Rith	3204	X536000-0		Ba	023 Na	M4 V
Kilennur	3208	D595888-5			322 Ra	[K8 V M2 V]*
Pagliacci	3209	D754897-6		Ag	113 Ra	G6 V* [M4 V]

Allegiance Codes:

Ea = Denotes the Terran Commonwealth multi-world state of Easter Concord.

Ra = Denotes the Terran Commonwealth multi-world state of Rann Republic.

La = Freedom League Affiliate member world (Non-voting).

Na = Non-aligned worlds

Standard Base & Trade Codes:

M = Military Base

N = Naval Base

T = Trading Post/Wilds Trading Nexus

O: 3109 = World owned by the system in star grid 3109.

S: 1 = 10% of world's population is AI-Cym 'Sandmen' (Sentient machines).

1248 Gashurzid (Harlequin) Subsector:

The former Vampire Highway's two chief starport hubs of Gashurzid and Champa fell to human forces between 1205 and 1207. Champa was seized by a well planned strike by the Terran Confederation Navy and Marines along with local resistance forces on the ground they'd been clandestinely in touch with since 1203. Gashurzid's fall came about in 1207 as the first joint exercise between the new Reformation Coalition Navy and the Terran Confederation Navy. After these two major Vampire hubs were removed, the 1207-1210 mass migration of the non-Lucanic Vampire fleets inexplicably dispersing to Core began, historians of this period noted. The Reformation Coalition moved into the corewards corner of the subsector, and recognized in 1215 Gashurzid's interim government when the Terran Confederation remained silent. This drove worlds like Jade, Aosta, Palnu, and Karpaty who had suffered under the Vampire dominion to vote themselves out of the RCSA in 1216. Anti-Viral entity or Anti-Cym feeling in this former Holocaust region remains high, affecting the current day politics between the Terran Commonwealth states of the Easter Concord, the Rann Republic, the Terran Confederation, and the Freedom League Worlds.

Alien races of Note:

Gashurzid's Sandmen population has grown since their liberation, much like that of the world of Promise, to include most visibly the large repair robot work force at the starport, to the unseen AI-Cym Auctioneer and those dozens involved in the planet's banking and financial industries.

Pocket Empires of Note:

The Freedom League and the Easter Concord both have very small holdings in this subsector. However, the major power in this subsector is the Rann Republic. The major worlds of the Republic are Champa, Janosz, Rann, and Nisinasha. (Nisinasha is the rimward-most world in the Republic. It is in the Banasdan subsector.) Despite being the junior member of the four, Rann provided the Republic with its political structure, and the outline of their focus and charter. The Republic is a very poor state, and most of its worlds are still only in the beginning stages of recovery after being freed from the depredations of Viral rule. They are very recent members of the larger Terran Commonwealth. The Rann Republic is heavily investing in paving the way for meaningful internal trade. As such, member worlds are establishing colonies on strategically important worlds such as Syzygy and Azure, both of which are critical for the support of Jump-1 trade routes through the Republic. In addition, Janosz has established a public calibration point in 2908 in order to facilitate traffic to and from the otherwise isolated three

spinward Republic worlds. The whole process, however, is very slow going due to the severely restricted resources available to the Republic.

The Freedom League has two affiliate member worlds here in the subsector: Gashurzid and the colony world of Khiggun. The League uses both worlds, particularly Gashurzid, to serve as an economic foothold in the Solomani Rim and as gateways for information coming in from rimward from the Terran Commonwealth states. While the League has no particular desire to expand further in this direction, it has since the elimination of the Vampire Highway, placed its' attentions elsewhere. Gadden is the sole Easter Concord possession in the subsector and is a fairly recent colony established by nearby Gunaashnan. It is host to the Concord's trailing-most military base and outpost. With the growing presence of the Rann Republic in the subsector, it is likely that Gadden will remain the Concord's only world in the subsector.

Planets of interest:

Arkiirkii, Huy Braseal (Rann Republic): The destroyed former Imperial naval bases on Arkiirkii and Huy Braseal were reclaimed and rebuilt by the Rann Republic into full military bases during the Rann Republic's early formative years. Despite the relative backwardness of the two host worlds, the new bases were due primarily to the strategic locations of the two worlds, and the hopes of the Republic that the bases will help spur the local economies and industries of these two worlds, serving as a lever to lift them back to interstellar capabilities.

Champa (Rann Republic): Champa was chosen as the capital of the Republic because it was Champa's bureaucratic leaders who initiated the discussions with Janosz and Rann to avoid armed conflict and war. Champa's current day military base houses both the military headquarters for the Rann Republic, and its' naval research division. As such, it has grown much larger than the old Imperial scout base it was original built over. Champa is a very beautiful, though stark, world. It has limited water resources, and a culture of conservation is endemic to their society. Most of the population lives in dense mega cities around the few available water resources. This leaves much of the planet's surface as unoccupied deserts. The deserts are what provide the world's stark beauty, and, since they are left relatively untouched, they support their own delicate but quite vibrant ecology that is greatly appreciated by the people of Champa, and is supporting the world's nascent development of a tourism business.

lipshidan (Rann Republic): lipshidan is an unusual example of how to bring recovery to a world which initially was not as well off as the four main worlds of the Republic.

Rann, rather than attempting to colonize a barren world like other worlds had done, chose instead to “sponsor” lipshidan’s recovery, partly due to its very similar government and outlook to that of Rann, and that its surviving population were open to limited off world contact. Rann has been very careful to work through the existing government, and let lipshidan control the rate of assistance and the pace of the work. By doing this, Rann has reinforced lipshidan’s government, rather than undermine it. One interesting result is that there has been a steady stream of immigrants coming from Rann. While some of these are advisors accompanied by their families sent from Rann to assist lipshidan’s development, the vast majority are simply adventurous individuals that like the idea of a new frontier and an uncrowded planet on which to settle and exploit.

Janosz (Rann Republic): Janosz’s naval base is not run by the Rann Republic, but is rather operated by the Terran Commonwealth. In return for allowing the Commonwealth Navy base to be established here, the Commonwealth agreed to pay for the expansion of the commercial starshipyard on Janosz to support full starship construction capabilities. The Janosz starshipyard is capable of producing hulls of up to around 10,000 dtons. While some of the capacity is used for local defense ships for the various Republic members, most of the shipyard’s capacity is devoted to commercial and private pursuits. Because of Commonwealth assistance, the starport is able to build some ships using technology higher than the local TL of 9, by way of imported higher technology parts.

Khiggun (Freedom League): Khiggun’s non-industrial facilities were colonized from Futok (Khulam subsector) in 1208, and are no longer considered a true colony, but remain a League Affiliate member currently. Despite not being a directed colony, they are still tightly tied to Futok economically, as the world must maintain a regular level of exports in order to stay viable. This has put the world in to a very vulnerable position that threatens its long term existence. Rather than see the world fail, the Freedom League is investigating what they can do to fortify the local economy and make the world more self sustained.

Nisinasha/ Banasdan (2812) (Rann Republic): This is an “egg” world that anchors the rimward tip of the Rann Republic. Fortunately its two habitable bands are very near the poles, as its overall climate is warmer than Terran-norm. The high-pressure equatorial region serves as a very effective barrier to native life, so the northern and southern habitable bands have completely different biospheres that cannot mingle. It is a high pop, TL9 world that forms the industrial and political core of the Republic with Janosz, Champa, and Rann. It is governed by a Republic very similar to the one on Rann, and

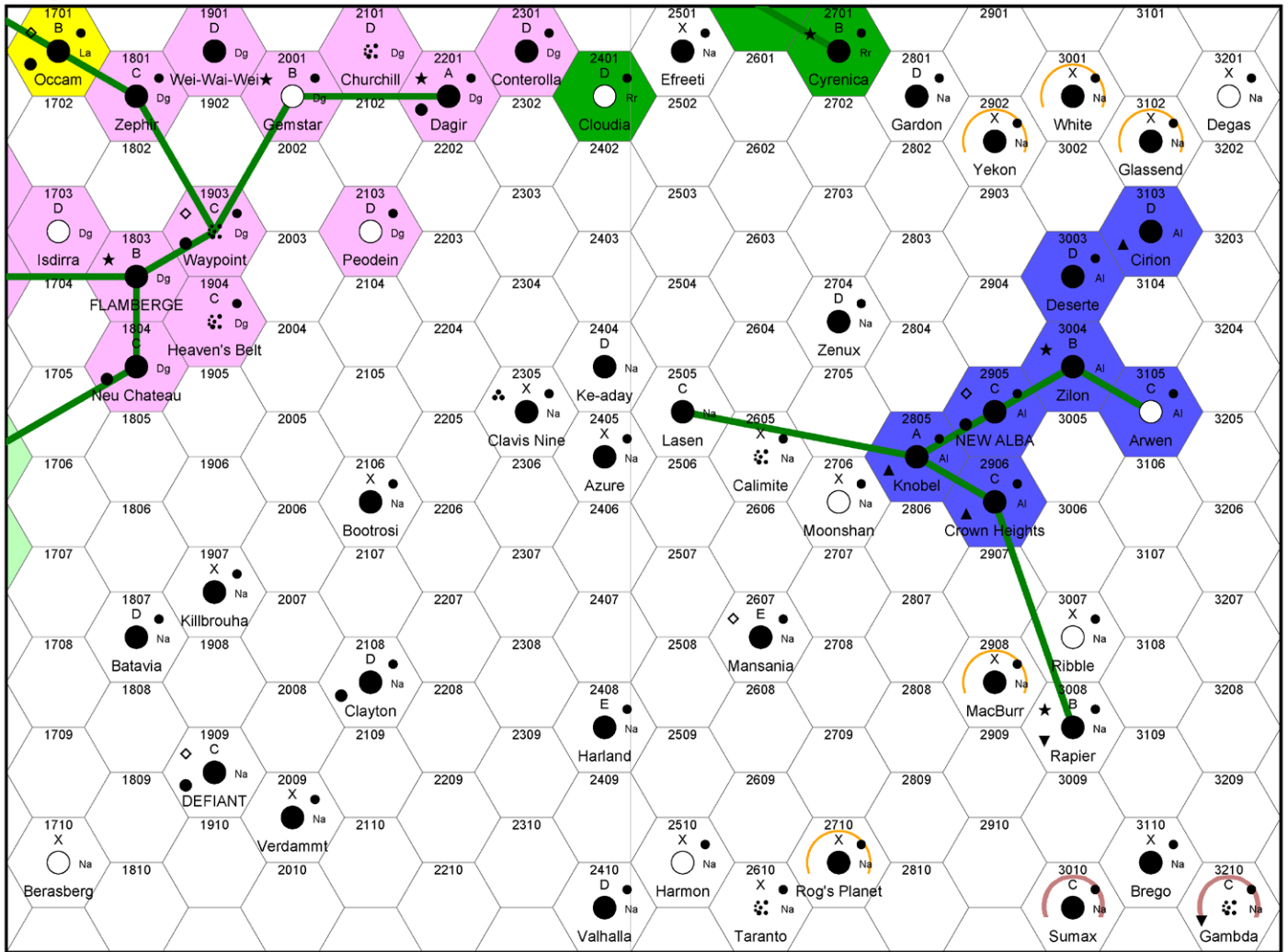
was instrumental in helping Rann shape the combined interstellar state into the Republic it became. It supports a military base; the only one in the Republic in Banasdan subsector. It has a colony on Rild (2912), intending to exploit the vast chemical resources on the barren world. The other Republic worlds in Banasdan-H subsector are Sathyos (2911) and Newcomb (2913), both of which are lo-pop, lo-tech regressed worlds, and Ariel (3011), which is barren and yet to be colonized.

Freedom League RIMWARD FRONTIER - ALPHA CRUCIS SECTOR

[illegible]

Alpha Crucis

Beta Quadrant



Ximenes Subsector (A)/ Alpha Crucis

New Era UWP data circa 001-1248

Pack	0102	X200000-0	Ba Va	003	Na	F3 V [M7 V]*
Ximenes	0105	X110000-0	Ba	013	Na	K0 V
Bolivar	0106	D976754-7	Ag Ni	100	Na	G7 V
Ranim	0108	X335000-0	Ba	014	Na	[M3 V M3 V]*
Harran	0110	X635000-0	Ba	003	Na	F0 V
Carbuncle	0201	X100000-0	Ba Va	001	Na	M2 V* [K0 V]
Graff	0203	B345645-C	Ag	304	La	M3 V
Kedin	0204	C453420-9	Lo Ni Po	822	La	K5 V
Iamir	0208	X100000-0 R	Ba Va	004	Na	[M2 V M7 V]*
Keats	0210	C4456A7-9 N	Ag Ni	401	Na	[M0 V M1 V]*
Etienne	0302	B847645-A	Ag	700	La	[G6 V* M4 V]
Wulfe	0303	X434000-0	Ba	302	Na	M0 V
UUMKARGUU	0305	C987998-A	Hi	100	La	G3 V* [M8 V]
Antraillia	0306	X335000-0 R	Ba	003	Na	M8 V
Leng	0402	C84A688-B	Wa	203	La	G1 V
Imka	0405	X423000-0	Ba Po	013	Na	M2 V
Merel	0407	X110000-0	Ba	002	Na	M2 V* [A1 V]
Ninmah	0409	X100000-0	Ba Va	013	Na	M1 V
Faro	0502	X100000-0	Ba Va	010	Na	M0 V
Phlegethos	0503	X6B0000-0	Ba	021	Na	[K4 V K4 V]*
Minauros	0509	XAA7877-6	Ni Fl Hw A	223	Na	G9 V
Shurregaa	0510	X64857C-3	Ag Ni A	202	Na	K0 V
Menaf	0601	A888744-C	Ag	813	La	G4 V
Brandon's Rock	0603	X100000-0	Ba Va	000	Na	[M4 V M7 V]*
Hubishag	0608	X8C4000-0	Ba Fl	023	Na	M4 V
Cortez	0609	X66357D-4	Ni Po A	610	Na	G0 V* [M2 V]
Kazan	0701	D441314-A	Lo Ni Po	804	La	[M3 V M2 V]*
Lilburn	0707	X223000-0	Ba	002	Na	M2 V
Gethsemane	0801	C265683-B	Ag Ri	102	La	F5 V
Marathon	0804	X110000-0 R	Ba	003	Na	M1 V
Uriel	0805	X7C0000-0	Ba De	014	Na	[M1 V K7 V]*
Willis	0806	D554323-9	Lo Ni	302	Na	K2 V
Estrella	0808	E858575-6	Ag Ni	402	Na	K2 V* [M0 V M3 V]
Hale	0809	X3747BC-6	Ag A	815	Na	M2 V

Allegiance Codes

Lm-League member world
La-League Affiliate member world
Na-Non-aligned World

Base & Trade codes

T-Free Traders nexus, or hub
N-Naval Base
S-Scout Base
A-Naval & Scout base present
W-Naval and X-boat way station present
Sw-Salvage World
I:0 lthklur present, (100%) of Pop Digit.

1248 Subsector Notes

The main thrust of Coalition expansion was spinwards and corewards, however Oriflamme (slowly at first with Lancer aid out of Kal/Oriflamme), Shenandoah, and Lucifer began quietly in 1200 to recover salvaged relic technology. In late 1202 with the advent of the AVV weapon Snake being available commercially for adventurer salvager companies such as Jump Flash Interstellar Recovery & Mercantile, LLC and Lucifer based Beyond the Grave Ltd pushed the RCSA into exploring the Alpha Crucis Sector's fringe worlds. The RCES, through these salvagers, made contact with several pro-offworld thinking worlds along the Ximenes main, and the genii was out of the bottle for expansion. Limited to the 10-Parsec AO rules of 1201, this region yielded trillions of credits worth of machinery and items that helped rebuild and refurbish dozens of worlds the RC was just beginning to enlist elsewhere.

During the secession-recession period of the Reformation Coalition (1218-1238), the majority of these worlds still loyal to the RC changed their membership to affiliate status to simplify their economic dealings with neighboring non-aligned worlds. Others, seeing the rapacious salvage recovery operation's fruits headed elsewhere during the preceding decades decided that they had best look after themselves since the RCSA appeared to be concerned elsewhere.

Coupled with these movements were the thousands of Imperial remnants who did not "fit in" or whose pro-Imperial ideas were mocked, scorned, and even persecuted to some extent by the Reformation Coalition. The Coalition's early rhetoric was taken part and parcel from the recovered Imperial remnant, and advisor to the RCSA, Ilelik Kuligaan. Forming their own organizations and feeling left out of the recovery process, several remnants took their pooled funds, bought a renovated starship, and traveled out of the Reformation Coalition. One such ship landed at Willis.

Ximenes subsector has an estimated population in 1248 of approximately 1.588291 billion, a decline of 97 % percent from its Pre-Collapse population of 68.95 billions. Its highest population is 1.28 billion at Umkarguu, and its highest tech level is 12 at Graff, and Menaf.

Pocket Empires: None

Major Alien population notes:

The exotic atmosphere (type A) minor alien race of Minauros, while fierce looking, and cunning navigators of their hellish world, are vegetarians, and are just out of the stone age (TL1).

An Ithklur seed colony is present on the cemetery world of Kedin. Some 40,000 Ithklur claimed this as part of their retirement from Service to the Coalition, and as severance pay from the Hiver Federation in 1212.

Planetary Notes:

Etienne (Affiliate Member)-Etienne's survival during the dark times came from the refugees flooding out of Wulfe as the ailing world struggled with a series of crashes from the advent of Virus. The Solomani occupation had replaced the Imperial data systems since 1117 with their own, which while not any better equipped to fight Virus, had been architecturally layered enough to slow down the infection rate. Etienne managed to maintain her B-class starport throughout the Dark Times, and was a Free Trader's haven during the Guild's slaver leadership era 1185-1205. Etienne was the third world of the Main contacted by RCES in 1203, and joined the RCSA as member world in 1206. Etienne remained a full member world until the height of the Recession, when the salvage world of Wulfe closed. It became an affiliate non-voting member world in 1225.

Umkarguu (Affiliate Member): Umkarguu, one of the few worlds in the subsector settled by the Vilani 1st Imperium, survived the dark times with an impersonal bureaucracy style government until contacted by RCES in 1203. Umkarguu's traditional 10% unemployed soon found work offworld as RC citizens in the 12 salvage sites. The end of the extensive welfare relief programs freed up resources that allowed the world to re-attain her precollapse level of technology. Umkarguu decided in the late 1210's that the local Vilani-bound ways were going to collide with Coalition policies over economics, technology transfers and the rate of expansion. Umkarguu stunned the Federalists when, after reaching High Population status, it revoked Federalist membership, and instead re-asserted itself to an affiliate membership in 1217 following the death of Ilelik Kuligaan. They were correct in foreseeing the secession of worlds, and were admirably set up with the J-1 fleet of merchant ships that hauled relic technology to the rimwards frontier. Umkarguu today remains friendly with the Freedom League, and also trades with the nearby Terran Commonwealth.

Leng (Affiliate Member) is the only world in Ximenes where a TED was toppled by serious RCES planetary assault and military occupation in 1203. Leng being a water world, found much in common with Aubaine, and took them as a role model. Aubaine looked to Leng as a protégé world, and arranged their acceptance in 1205. Leng's new government mirrored Aubaine's, and they recovered steadily in the shadow of their rimwards patron world, voting Federalist in the assembly. Leng's support faded with the passage of years, as Aubaine's vision strayed farther spinwards and corewards. Leng's vote was among the first to be cast in 1214 to move the RCSA to Nicosia, and away from Aubaine. Leng's government hoped that this move would perhaps re-awaken their patron world's vision. It did not and their vote was seen as a betrayal of Aubaine's leadership.

Menaf (Affiliate member) Menaf had the best starport still standing when RCES & RCSA diplomatic missions passed down the Ximenes Main in late 1202. With the passage of the First Membership Bill in 1203, Menaf was quickly integrated into the regional 'hub' of Federalist backed technology uplifting. By 1215 they had seen an amazing recovery with some of the relic technology passing corewards from the Salvage colonies scattered about her, as well as crash starting some of the derelict industries left abandoned from the collapse planetside. Menaf's A-class Liberte' Shipyards was opened in 1216, ushering the starship industry into this badly scarred subsector.

Kazan (Affiliate Member): Kazan's scant few hundreds who survived into the New Era lived in the thrall and awe of their TED and his "gang" of relic armed and armored guards. The demise of these tyrants was faster than even Vezina's fall in 1200 when a heavily armed RCES sponsored Lancer band with a single ship out of Aubaine engaged them in a thirty-two minute lopsided gun battle in the winter of 1202. Kazan became the rimward-most world for warehousing and staging salvaged relic technology items before making the J-3 crossing to Aubaine's Auction. Most of the world's population are Aubani who intermarried with the locals. With the closing of the lamir and Faro salvage colonies in 1238, this trade post's importance immediately waned, and they changed their membership to affiliate status in 1240.

Gethsemane (Affiliate Member) Gethsemane was a tiny garden world who had but a scarce few dozen living on it when RCES landed here in the winter of 1202. Gethsemane once held a Galanglic Thrice Reformed Catholic Church Medical Seminary. After the starport, the second facility restored was the Seminary which flourished with the passing of time. With both facilities restored, the GTRC built a Mental Hospital as well. Gethsemane offered a place of solace and respite from the horrors of mass death found on those worlds for those of the salvager's trade. Half of the world's 1 million inhabitants in 1248 are former salvage colonists.

Bolivar (Non-Aligned) This former Centrist leaning world was among the first to secede in 1218 as the recession kicked in. Higher auction rates being demanded of them for too little return on their world's technology improvements were their chief cause of revolt. They in turn made a more handsome profit selling foodstuffs to the Salvage world colonies at Wulfe, lamir, and Faro and wound up owning four armed subsidized J-1 freighters by 1240.

Minauros (Non-Aligned) was aptly named for one of ancient Terran author Dante's levels of Hell, being a large heavy gravity world with an exotic atmosphere, and mostly fluid seas. Her land mass is one continent, which is curiously pock marked with canyons and craters from

annual asteroid showers. Dwelling on this hellish world amidst the labyrinthine surface was a xenophobic minor alien race, whose chief talents include knowing when to stay in their cavern domiciles during asteroid showers, and an uncanny navigational skill. The surviving IISS archives named these creatures 'Minotaurs'. They are non-air breathing, hirsute fearsome looking ursine creatures living at TL1, with an understandably balkanized (geographically and technologically) form of Feudal technocracy. The RCES made contact with this race in late 1205. The six major city-states of the Minotaurs displayed no interest or inclination in joining an interstellar state. The RCSA has declared the world off limits since 1206, acknowledging the Minotaurs rights to the world and their wishes to be left alone.

Willis (Non-Aligned) was founded in 1202 as a counter point protest against the anti-3rd Imperial rhetoric and actions of the Reformation Coalition. These self-imposed exiles pooled their monies and purchased their own starship from the RCSA, and settled here with technology items of their own possession. Events here in Ximenes subsector eventually justified their actions, and the Imperial exiles of Willis became part of the local secessionist movement. This movement was influential in the decisions of several worlds to withdraw from the Coalition. The exiles on Willis have as little as possible to do with the Freedom League Worlds.

McKenzie Subsector (B)/ Alpha Crucis

New Era UWP data circa 001-1248

Endyf	0903	C7A7314-9		Lo Fl Sw	603 La	[K2 V M2 V]*
Ychanon	1002	D100314-9		Lo Va Sw	310 La	M1 V [M2 V]*
Leeds	1004	X322000-0		Ba Po	005 Na	M3 V* [M5 V]
Phaedrus	1006	B89A551-C	U	Wa	120 Na	[K0 V K6 V]*
Patrent	1101	C8A0413-B	T	De Lo Sw	311 La	[M1 V M9 V]*
Nanona	1104	X9A7000-0		Ba Fl	024 Na	K4 IV
Chapman	1109	X000000-0		As Ba Va	002 Na	M3 V
Pick Nack	1205	X310000-0		Ba De	004 Na	[M4 V* M7 V]
Dixie	1208	C54A222-9		Lo Ni Wa	703 Na	F5 IV
Sevastopol	1209	X569100-5		Lo Ni	514 Na	K3 V
Wabash	1210	E556744-6		Ag	804 Na	K4 V
Fairday	1303	C100514-A		Ni Sw Va	123 La	M3 V
Seward	1304	C445688-8	T	Ag	404 La	K2 V
New Paris	1305	D785744-6		Ag Ni Ri	400 Na	A1 V
Chaptoye	1401	X110000-0		Ba	005 Na	[G8 V K6 V]*
Marguerite	1402	X100000-0	R	Ba Va	004 Na	[M3 V M7 V]*
Grady	1406	D000365-A		As Lo Ni O:1605	600 Cf	K4 V
Shade	1408	X300000-0		Ba Va	002 Na	M3 V* [M7 V]
Hastings	1409	E997444-8		Lo Ni	212 Na	G3 V
Ruskin	1505	C200365-A		Lo Ni Va	600 Cf	K2 V [M1 V]*
Port Royal	1506	D210363-A	U	De Lo Ni O:1605	303 Cf	G3 V [M7 V]*
Savah	1508	E666223-7		Lo Ni	300 Na	G7 V
Eby	1602	D110567-A		De Ni O: 1603	112 Dg	[K3 V K4 V]*
Hartford	1603	C676655-A	T	Ag Ni	900 Dg	G3 V
Colfax	1605	A654783-A	N	Ag Cp	511 Cf	G2 V
Surrey	1606	D300265-A	U	Lo Ni Va O: 1605	212 Cf	M1 V* [M3 V]
Morningside	1608	X792000-0		Ba Po	013 Na	[F3 V K5 V]* F1 V

Allegiance Codes

Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World
 Cf- Colfax Freehold
 Dg- Dagir Commonwealth

Base & Trade codes

T-Free Traders nexus, or hub
 U-Military and Trade Post
 N-Naval Base
 R- Ruined base
 S-Scout Base
 A-Naval & Scout base present
 W-Naval and X-boat way station present
 Sw-Salvage World

1248 Subsector Notes

A different pattern of salvage colony work was seen in this subsector, as opposed to Ximenes efforts under the Aubani companies. Due in part to the amount of manpower available from worlds like Lucifer and Shenandoah, salvage efforts were managed at a slower pace than Ximenes's salvage worlds. The various participating worlds looked to the longer term revival of the Coalition technology level that recovery of these salvage resources would bring. The world of Patrent was chosen as a long term recovery asset. Fairday was exploited at a faster rate, as Kal was willing to send workers this far from the home system, and the nearby Seward could be used as a rest spot and source of supplies.

Those salvagers looking to make a fast credit did so, but the bigger money was in the long-term removal of the entire facilities themselves. By the end of the Soleean war's, the explorer-entrepreneurs of the Reformation Coalition became the nouveau riche. Their efforts had propelled the economy of the Coalition to limits it had yet to dream of. The McKenzie Subsector has an estimated population in 1248 of approximately 170.19478 million, a decline of 99.985% percent from its Pre-Collapse population of approximately 119.258871 billions.

Pocket Empires:

The Colfax Freehold, founded in the dark years of the Collapse, and built up from those Pro-3rd Imperium workers, and IISS personnel imprisoned by the Solomani Confederation in the Port Royal star cluster during the Final War. Colfax has reopened belting in the asteroid system of Grady, and maintains two small salvage colonies on nearby Ruskin, and Port Royal. They are Pro-Trade, Pro-3rd Imperium, anti-Cym, and anti-Freedom League. Their highest tech is TL10.

The Dagir Commonwealth was founded in the 1180's by the worlds of Hartford, Yellow Knife, and Arcadia. By the time the polity was absorbed by the Reformation Coalition between 1203-1211, the Commonwealth also included salvage colonies on Eby, Isdirra, Waypoint, and Heaven's Belt. The Commonwealth reasserted its identity in the wake of several marauding Vampire fleets during the 2nd Vampire plague. It seceding from the Reformation Coalition in 1212. The Commonwealth has added Zephir and Dagir into their polity since 1212. The Commonwealth remains open to trade with the Freedom League Worlds, and the Republic of Renj in Sitah/Old Expanses. Highest Tech level is TL11 at Flamberge, and Dagir.

Major Alien population notes: None

Planetary Notes:

Patrent (Affiliate member/Salvage world)- Salvage expeditions to the arcologies of Patrent began with four small starships from the RC member world of Lucifer, and two more ships leased by Shenandoah in 1200. It was a quiet, steady, profitable and small time operation compared to the Oriflamme / Kal sponsored salvage operation on Fairday. The profits of 'Beyond the Grave' Salvage, LLC. out of Lucifer, proved to be a lucrative business early on. With the addition of the 'Snake' AVV weapon to the salvager's arsenal, the Company grew, and purchased several former 'Wilds' Modified Fat Traders from the RCSA for hauling the goods to Auction in 1203. The 'Snake' proved extremely effective in removing virus eggs from relic technology. Patrent has provided enough work for Lucifer and Shenandoah to outlast the three other Coalition salvage sites. Salvage operations are not expected to close operations until 1303.

Seward (Affiliate member) Seward's unpopular charismatic dictatorship was replaced by a Civil Service bureaucracy government during the early weeks of the collapse. The new government succeeded in saving their D-class starport and stabilizing their world at TL7. With two refurbished small relic J-1 starships, they managed to keep contact with New Paris system. New Paris had maintained TL6 and an E-class port throughout the collapse. Seward has enjoyed the fruits of being an affiliate member world since the opening of the Fairday Salvage colony site in 1203, and has made a modest technological advancement to TL9, and upgraded her starport to C-class. Seward is one of the major foodstuff shippers to the League Salvage colony on Fairday. Over half of the salvager construction workers on Fairday still come from Seward.

New Paris (Affiliate member) New Paris, much like Wabash to rimwards here, was mostly unaffected by the technological collapse of Ai-Virus. The world only boasted TL6, and was a rich agricultural world as well. After throwing off the Solomani occupation forces during the confusion of the Collapse, their new government re-invested in their industrial output, and their rich non-industrial resources as the basis for their own solid independence. Limit contact and friendly trade with Seward was maintained during the Collapse period. Political, trade, population disparity issues and technological differences prevented the formation of any multi-world government. With the arrival of the RCES, New Paris became another source of salvage employees for the RC Salvage companies in the subsector. New Paris also provided a ready source of supplies to the salvage sites. Affiliate membership was granted in 1203. Since then, they have only managed to improved their starport to D-class and are not seeking any further technological advancement.

Fairday (Affiliate member/Salvage world): Fairday's salvage colony was opened by lancer workmen out of the non-aligned world of Kal, using three 600dton armed Ori-flamme freighters in 1200. Oriflamme then purchased the rescued relic technology on Kal, dodging the RCSA tariffs. Salvagers from Kal established the foothold, and it expanded from there after Kal became a member world in 1205. Unlike the Patrent salvage colony, Oriflamme and Kal went for bigger, faster, and better. Fairday was low gravity, and small, although it was honeycombed with underground cities and facilities, as well as surface structures. Some 80-100,000 workers were moved here between the years 1203-1208 (mainly from cash-strapped, job-poor Kal). Additional workmen were hired from the adjacent system of Seward. Expected date of completion is estimated at 1298.

Phaedrus (Non-Aligned)- Isolated Phaedrus survived the Collapse with the aid of Free Traders and those with ships who made it out of Ychanon and Endyf before the collapse. Having no gas giants, the system was not a prime refueling choice for passing vampire ships. After the "years of the robot-killing", rebuilding efforts started in 1135. Phaedrus achieved TL10 by 1175. A benign Feudal technocracy (law level 2) emerged, and was still in power when RCES made contact in mid 1202. The RCES was surveying systems for membership and salvage. Phaedrus became a full member world on 06-I-1203, and applied for technological upgrades, as well as offering the services of their "merchant-marine" (6 Starships) for moving food and freight between the new salvage sites. They have made a solid recovery back to TL12, and became a trade hub between the rimward worlds and the Freedom League, moving to a friendly non-aligned status in 1238. Phaedrus' original six vessels formed the nucleus of their expanded present day shipping company, which still serves the subsector today as a major local mover of people and goods between worlds, known as Signus Star Lines, LLC. Half of these ten vessels are J-2 capable, the other half J-3 depending on their routes.

Dixie (Non-Aligned)- Dixie's original inhabitants had been killed by the loss of the orbital C-class starport during the Collapse. The new inhabitants who arrived during the early weeks of the collapse were three Small Liners laden with refugees from Pickwick who found the world and its ground facilities a safe haven, and so settled here. Dixie's free merchants have maintained their neutrality and their relationship with Wabash since the Collapse, and have politely refused membership with the League since 1203. Dixie's plucky citizens rebuilt her C-class starport by salvaging parts from the derelict port in the Chapman system.

Hartford (Dagir Commonwealth member)-Hartford's Feudal technocrats replaced the corrupt Civil Service Bureaucracy that yielded to the Solomani Confederation before the collapse. They were contacted in the mid 1170's by nearby Yellow Knife (1803)/ Dagir, which had renamed itself 'Reforged'. Hartford had stabilized at TL8 and refurbished a D-class starport. Since the withdrawal of the Commonwealth from the Coalition, Hartford has returned to her precollapse level starport and technology level. Hartford retains anti-AI Cym tendencies despite their trade contacts with the League Worlds, and the Republic of Renj of Sitah.

Colfax (Capital Colfax Freehold) - Colfax's IISS base was captured in the 1117 Invasion of the Third Imperium after a brief bloody firefight by Solomani Commandoes, Colfax became a prison for the IISS personnel and later a dissident farming prison world, feeding the systems of Ruskin, Grady, Port Royal and Surrey. Over 200,000 factory workers from Ruskin were deported to Colfax during Hard Times when they attempted a strike against the occupying Solomani forces. By the advent of Virus, 2.5 million Imperial citizens were "imprisoned" on this world. With the arrival of the Virus, the Solomani Navy units in the Port Royal cluster abandoned Colfax, Ruskin, Surrey, Port Royal's shipyard workers; and all six of the 400dton J-1 subsidized freighter starships.

The Free merchants of Dixie contacted Colfax in 1155. Colfax learned that several worlds had survived. Four worlds of the Port Royal cluster perished. Colfax began tentative salvage on the surrounding systems in 1165 and started to restore its C-class starport. The RCES made contact in fall of 1202. Colfax's Imperial descended population and the RCES Star Vikings did not get along. Colfax was left alone, as Solee and the Vampire highway's menace were deemed more important. Colfax is a single system bootstrapped polity uninterested in conquest.

Dagir Subsector (C)/ Alpha Crucis

New Era UWP data circa 001-1248

Occam	1701	B87A888-C	U	Wa	413 La	G4 V
Isdirra	1703	D100513-A		Lo Ni Va O: 1803	900 Dg	M4 V
Berasberg	1710	X100000-0		Ba Va	000 Na	[M6 V M8 V]*
Zephir	1801	C491652-A		Po	604 Dg	[K1 V M1 V]*
FLAMBERGE	1803	B775953-B	N	Hi In Cp	110 Dg	G3 V
Neu Chateau	1804	C467753-B	M	Ag Ri	200 Dg	K3 V* [M1 V]
Batavia	1807	D762887-6		Ni Ri	505 Na	K0 V
Wei-Wai-Wei	1901	D737465-A		Lo Sw O:1801	900 Dg	G4 V
Waypoint	1903	C000513-B	U	As Ni O:1803	912 Dg	M9 V
Heaven's Belt	1904	C000512-B		As Lo Ni	924 Dg	M1 V
Killbrouha	1907	X423000-0		Ba Po	013 Na	M3 III
DEFIANT	1909	C474943-9	U	Hi In	100 Na	K4 V* [M9 V]
Gemstar	2001	B100466-B	N	Lo Va O: 2201	013 Dg	M1 V
Verdammt	2009	X449000-0		Ba	022 Na	G7 V
Churchill	2101	D000466-B		As Lo O: 2201	400 Dg	[M4 V M0 V]*
Peodein	2103	D100265-8		Lo Va	222 Dg	K7 V [M0 V]*
Bootrosi	2106	X455000-0		Ba	003 Na	K3 V
Clayton	2108	D5535MA-6	M	Ni Po	813 Na	G3 V* [M5 V]
Dagir	2201	A464884-B	F	Ag Ri Cp	801 Dg	K4 V
Conterolla	2301	D668566-8		Ag Ri O: 2201	004 Dg	K2 V
Clavis Nine	2305	X436000-0	R	Ba	022 Na	K6 V
Cloudia	2401	D110414-A		De Lo Sw	214 Rr	[M6 V M6 V]*
Ke-aday	2404	D4556M7-8		Ag Ni	610 Na	[K4 V K5 V]*
Azure	2405	X989000-0		Lo Ni	922 Na	G6 V
Harland	2408	E599221-6		Lo Ni	904 Na	K3 V
Valhalla	2410	D785694-7		Ag Ni Ri	312 Na	G7 V

Allegiance Codes

Lm-League member world
 La-League Affiliate member world
 Na-Non-aligned World
 Dg- Dagir Commonwealth
 Rr-Republic Of Renj

Base & Trade codes

T-Free Traders nexus, or hub
 N-Naval Base
 S-Scout Base
 A-Naval & Scout base present
 W-Naval and X-boat way station present
 Sw-Salvage World

1248 Subsector Notes

The Dagir Subsector is dominated astrographically by the great So-Skire Main running trailing to spinwards across the coreward edge (ending again up back up in So Skire with Patuxant, Digriz, Bordelon, and Khan) in a long eight-system 'tail'. Rimwards of this lies the seven-system Flamberge Cluster that crosses briefly into McKenzie subsector with the Eby and Hartford systems. Dotting the rest of the subsector are two two-system clusters: the Killbrouha-Cluster, and the Hallom Cluster. The Dagir Subsector has an estimated population in 1248 of approximately 2.88 billion, a decline of over 99 percent from its Pre-Collapse population of approximately 22.79 billion. Its highest population is 1.682 billion at Flamberge, and its highest tech level is 12 at Occam.

Pocket Empires:

The Dagir Commonwealth was founded in the 1180's by the worlds of Hartford, Yellow Knife, and Arcadia. By the time the polity was absorbed by the Reformation Coalition between 1203-1211, the Commonwealth also included salvage colonies on Eby, Isdirra, Waypoint, and Heaven's Belt. The Commonwealth reasserted its identity in the wake of several marauding Vampire fleets during the 2nd Vampire plague. It seceding from the Reformation Coalition in 1212. The Commonwealth has added Zephir and Dagir into their polity since 1212. The Commonwealth remains open to trade with the Freedom League Worlds, and the Republic of Renj in Sitah/Old Expanses. Highest Tech level is TL11 at Flamberge, and Dagir

Major Alien population notes: None

Planetary Notes:

Occam (Affiliate member)- Occam was another water world uplifted by the Reformation Coalition. Occam had been a Federalist world until the events of the 2nd Vampire war removed RCN units from the region and they had to fend for themselves with their system defense boats and COACC forces. They lost their newly built A-class starport facility in the fierce Vampire raid of 1209. Occam finished building the replacement B-class starport and shipyard in 1239 supported by loans from the RCSA.

FLAMBERGE/ (Affiliate member/ Dagir Commonwealth): is a Centrist minded world when they were a full member and in 1218 they led the subsector's defections to Affiliate member status. The main issue for them was they had been left to repel several waves of migratory Vampire fleets by themselves, along with Occam, Zephir, and Dagir. Flamberge's original Solomani descendants came from North American Continent on Terra, members of the

Nine Free Tribes of ancient Canada as well as those of French descent of Quebec. Flamberge has been (In the absence of the Hivers, and the RC) the prime economic mover and shaker economically and politically here in the subsector, and a slow but inexorable expansionist state.

Isdirra, Waypoint, & Heaven's Belt (Dagir Commonwealth worlds)- These three mining worlds are owned by three distinct Feudal technocrats from Flamberge. The Naasirkhish Mining Corporation owns Isdirra; Waypoint is owned by the Union Star Metals Group; and Heaven's Belt is owned by the Ling- Singh & Prakis Mining Trust. All three are remnants of the Imperial corporations Naasirka, Sternmetall, and LSP, LIC. each of them now under local control. These worlds are not considered 'Salvage world colonies' as their former facilities were completely destroyed and these are new-built. The worlds have been 'restarted' not 'salvaged'.

Zephir (Dagir Commonwealth) Zephir survived the dark times at TL7 and was aided (between 1203-1212) by Flamberge in recovering lost technology from the Boneyard world of Wei-Wai-Wei. The salvage brought Zephir back to TL10. Zephir's original orbital C-class starport was destroyed in a vampire raid in 1209. A replacement facility was constructed in 1214 with assistance from Flamberge. Zephir had been an affiliate member of the Reformation Coalition at the time but had been told by the RCSA that funds were not available, due to the evacuation and relocation expenditures for the Covenant Worlders in Diaspora. Zephir turned to Flamberge instead and renounced its affiliate membership. Zephir formally joined the Dagir Commonwealth in 1215.

Neu Chateau/ Arcadia (Dagir Commonwealth)- Arcadia's quarrelsome folk were unprepared for the collapse. The world was only stabilized at TL5 when Flamberge emerged and recontacted them in the late 1180's. This contact boosted the world to TL9. The collapse of medical technology following the collapse had reduced the world's population to a few hundred people when the world was re-contacted by Flamberge. The majority of the current population is Flamberge immigrants who moved to the world between 1194-1200. The de-facto annexation-/ immigration was generally peaceful. Arcadia soon became the breadbasket world for Flamberge, and was renamed 'Neu Chateau' by the new immigrants.

Batavia (Non Aligned): Aside from overthrowing their pro-war Charismatic Dictatorship, and replacing it with a more services oriented impersonal bureaucracy, the Batavians weathered the collapse at TL6 easily enough and became a stopover world for a handful of Free Trader merchant vessels during the dark times. The 1248 planetary law level reflects both the water conservation and ecological laws enacted on this water-poor

world (25%). Laws relating to civil liberties or the possession of weapons are more relaxed. Batavia is currently engaged in talks with a League salvage corporation seeking to secure food supplies to their planned colony site on adjacent Killbrouha.

Defiant / Hallom (Non Aligned): The world formerly known as Hallom renamed itself 'Defiant' even though they fell as low as TL6 during the dark times. They clawed their way back to their current TL9 despite Vampire raids from 1207-1209 that were staged out of the former Perstein system. The recovery included the building of their own C-class orbital port from a former vampire fleet's defeated Battle tender. Some 700 millions people remained at the turn of the century, but Defiant won the war against their nearby vampire enemies. The population has almost doubled by 1248.

Having no gas giants or planetoid belts of any size, the Defiant system boasts an aerospace flotilla and COACC umbrella of missile packing fighters and small spacecraft to deter would-be invaders. Defiant also has a large number of Solomani geneered 'New-Men' amongst its population here. Defiant's government is currently engaged in talks with the Dagir Commonwealth's worlds to purchase newly built J-2 merchant starships to replace the few relic vessels still in their possession. Defiant's small merchant fleet engages in weekly trade missions to Batavia. Defiant is a very independent, pro-off world trade, and Anti-Virus of any kind.

Clayton /Clarity (Non-Aligned) The military junta here has reopened the starport recently as interstellar traffic has picked up in the region, but they are isolated and have not received much in the way of aid from either the Commonwealth or the League.

Dagir (Dagir Commonwealth) Dagir fell to TL7 in the collapse, and through the diverse efforts of her people, and the aid from Flamberge, Dagir has made remarkable recovery back to TL11. With technological salvage from the Republic of Renj's site on Cloudia, Dagir has rebuilt an A-class starport, and with Flamberge, is planning to establish a base on viral robot infested Cloudia in 1248.

Ke-aday (Non-Aligned)- Ke-aday survived the dark times with a D-class starport and TL7, under a fairly benevolent series of TEDs. The last TED however 'abdicated for health reasons' in 1201 and the world's rule has changed to a better-led military junta that still govern the planet. Technology has advanced back to TL8. With the world's isolation and the lack of foreign assistance, this is an impressive recovery effort. Ke-aday's space force consists of eight SDB's and two small J-1 armed freighters. Currently the Junta is exploring the possibility of colonizing the cemetery world of Azure.

Harland (Non-Aligned)- Harland was badly infected by

the Virus and suffered a sufficient drop in technology. The world suffered several vampire raids during the post Collapse era, as well as one recently in the 2nd Vampire plague. This isolated world's inhabitants remain violently techno and xenophobic and have refused all contact. The native population is no longer viable and their numbers shrinking.

Valhalla (Non-Aligned)- Valhalla has survived the collapse and has made a modest recovery. The starport has been upgraded from E-class to D-class, and the world's technology has increased to TL7. Valhalla is open to Free Traders, and is visited by the occasional merchants voyaging from the Dagir Commonwealth to rimward.

Alba Subsector (D)/ Alpha Crucis Sector

Alba Subsector (001-1248 data)

Efreeti	2501	XAA9000-0		Ba		004 Na M4 V
Lasen	2505	C6A4321-A		Ni		900 Na [M3 V M3 V]* M4 V
Harmon	2510	X300000-0		Ba Va		005 Na M3 V* [M4 V]
Calimite	2605	X000000-0		As Ba		003 Na M1 V
Mansania	2607	E56568A-7	T	Ag Ni		224 Na F0 V M3 V
Taranto	2610	X000000-0		As Ba		024 Na M5 V
Cyrenica	2701	B473555-D	N	Ni Po		114 Rr K2 V
Zenux	2704	D6A26MC-7				523 Na K1 V
Moonshan	2706	X100000-0		Ba Va		002 Na F3 V
Rog's Planet	2710	X355876-3		Ag	A	213 Na M2V
Gardon	2801	D596433-8		Lo Ni		103 Na G8 V* [M3 V]
Knobel	2805	A551637-C	S	Po		204 Al [M1 V M3 V]
Yekon	2902	X6415TD-8		Lo Ni C:5	A	104 Na M1 V
NEW ALBA	2905	C888988-A	U	Hi Cp		322 Al G2 V
Crown Heights	2906	C48156A-9	S	Co Ni		504 Al K2 V
MacBurr	2908	X98A100-3		Wa Lo Ni	A	803 Na K9 V
White	3001	X8775TD-3		Ag Ni	A	311 Na K1 V* [M0 V]
Deserte	3003	D643747-8		Ni Po		122 Al [K3 V M2 V]
Zilon	3004	B666654-B	N	Ri		400 Al K4 V
Ribble	3007	X210000-0		Ba		012 Na M3 V* M5 V
Rapier	3008	B6937AB-A	H	Po		201 Na G3 V
Sumax	3010	C3324SB-8	R	Lo Po	R	702 Na M4 V
Glassend	3102	X726417-6		Lo	A	115 Na K0 V* M1 V
Cirion	3103	D788463-8	S	Co		900 Al K8 V* K0 V
Arwen	3105	C10055A-9		Co Va Na		604 Al [M2 V M2 V]
Brego	3110	X62A000-0		Wa Ba		024 Na M2 V M8 V
Degas	3201	X210000-0		Ba		012 Na [G0 V] M3 V*
Gambda	3210	C0005VF-A	C	As Ni	R	203 Na K0 V

Bases:

H = Naval and Corsair base

N = Naval Base

C = Corsair base

T = Trading Post/Wilds Trading Nexus

U = Military & Trading Outpost

Codes:

Co = Colony

Ba = Barren/ Cemetery world

C:5 = Chirper population exists of 50% of planet's total.

Allegiance Codes:

Al- The New Alban Protectorate

Na = Non-aligned

Rr = Republic of Renj (Sitah Subsector (P)/ Old Expanses)

1248 Alba Subsector:

Major & Minor Alien Races: A small alien population of 50,000 Chirpers still exists on the world of Yekon.

Pocket Empires:

In 1248 there are two polities present within the subsector: the New Alban Protectorate (Knobel, New Alba, Deserte, Zilon, and their colonies of Crown Heights, Cirion, and Arwen) and the Ai-Viral entity 'empire' run by the Vampire 'Star Fleet' out of the rimward Gambda system. The 'Star Fleet' marauds the spinward worlds of the Gambda main as far as Rog's World, and rimwards into Fervore Subsector (H) Alpha Crucis.

The current level of survival and subsequent recovery of the subsector is due to the efforts of the Alban Protectorate. The Protectorate was formed in the Long Night and remained outside the Third Imperium and later the Solomani Confederation. The Protectorate consisted of Mansania, Villbert, Deserte, Zilon, Arwen, and Gambda. With the arrival of the virus, the Protectorate worlds formed a loose pact of worlds with common laws and anti-viral methods. Several other worlds aligned themselves with the Protectorate in the Collapse era. The polity renamed itself the New Alban Protectorate upon inclusion of these new worlds.

The Protectorate was not completely successful in fending off the Virus. Glassend, Sumax and Gambda fell to several Vampire fleets in the early 1160's becoming vassal worlds to the vampires. Gambda became a haven for those vampire ships damaged from battles elsewhere along the Gambda Main rimwards into Alpha Crucis or trailing into Spica Sector.

Diplomacy with Hive Federation scouts in the 1180's ended inconclusively. The Protectorate worlds suspected that the Hivers had been partly responsible of the unleashing of Virus, or were using the disaster to their own benefit. The Protectorate worlds were bypassed for the more open-minded high population survivor world of Renj in Sitah (P) Old expanses corewards of them. Although they were mainly a trade pact of worlds, they have come to the rescue of three member systems since their 1131 establishment, re-colonizing them with citizens of their own worlds to stabilize their fragile economy.

Planetary Notes:

Lasen (Non-Aligned): After two false starts, the Free Traders and the survivors who dwelled here finally recovered a significant cache from the Calimite system and succeeded in sustaining their current level of technology in 1198. They improved their starport to C-class by 1205, allowing them to maintain their aging "fleet" of four

Jump-2 small freighters. The trade fleet maintained trade across the Dagir (C) and Alba (D) subsectors. These freighters bear the names of the SS Hopeful Star, SS Crawl, Walk & Jump, SS Foghorn's Flying Circus, and the SS Devin's Destrier. Lasen's merchants have gained total control of access to the salvage world of Calimite by spreading rumors of vampire ships. They have even faked battle damage to reinforce the hoax. The hoax has not yet been discovered.

Mansania (Non-aligned): Mansania suffered a slightly drop in technology during the collapse. With the arrival of the New Era the local government has decided to maintain this reduced technology level rather than attempt to recovery loss technological facilities. The resources have instead been diverted to support the increased population. Mansania remains a breadbasket world for foodstuffs for those freighter captains passing between Lasen and the Protectorate's worlds. Due to its isolation off the great So Skire Main, it remains a self-autonomous world with an open port and not a true client-state of the Protectorate.

Rog's World (Non-aligned): As with most low tech technophobic survivor worlds from the Long Night era the Solomani Confederacy has placed them under interdiction. The Collapse merely altered the nature of the world's isolation. The inhabitants have suffered from slave raids from the marauding Vampire fleet out of Gambda along the Gambda Main since the 1160's, and are violently xenophobic. The Amber zone rating is for the possibility of vampire fleet traffic passing through the system.

Snarf/ Cyrenica (Republic of Renj): This world survived the collapse with their B-class starport and a technology level of TL10 intact. It became a major trailing Free Trader haven in the So Skire Main until late 1203 when the Republic of Renj and the Hive Federation representatives arrived. The Republic of Renj opened up the dead former high population worlds of Stech, Jeamasm, and Phront for salvage of relic technology. Relations with the Republic progressed agreeably and in 1208 Renj established a Naval base within the system to watch out for rogue vampire ships sneaking up from rimwards.

Zenux (Non-aligned): The advent of the collapse didn't cause the huge loss of life. However the loss of interstellar trade and food shipments in 1131 caused rioting and mass-starvation. Thirteen major mining and living module arcologies perished in food riots, killing nearly eighty five million inhabitants before police and para-military forces seized control. They established a military junta and sustained the starport throughout the recovery era. Zenux's government strictly controls landing access, and forbids the importation of any technology items greater than TL7. Zenux like Mansania lies off the trailing end of the So Skire main, and is a stopover for the Free traders out of Lasen.

Yekon (Non-aligned): Yekon's hereditary line of TEDs managed to sustain a D class starport for the majority of the collapse period until a free Trader brought in a disease they had no vaccine for. The plague killed nearly half the population and forced the closure of the starport. The TED's small military controls all the remaining TL14 and TL8 planetary military equipment. The economy is sustained by a population of 35,000 Chirper slaves.

Villbert/ New Alba (New Alban Protectorate): Centrally located along the So Skire Main, they became the defacto capital of the Protectorate, and later its formal capital in 1218. Their TL9 industrial might was virtually unaffected by the AI-Viral plague that crippled so many of their higher tech neighbors. Their technological base formed the baseline technology economy for the recovery. In 1212, they improved their infrastructure to TL10.

Crown Heights (New Alban Protectorate): This former Solomani member world suffered a major plague outbreak in 1165, and heavy loss of life. Military and medical forces from Villbert/ New Alba were summoned and put an end to the pandemic, occupying the world. It has since been resettled with colonists from Villbert/ New Alba. Currently plans to return to self-rule are off the table due to a small but violent insurgency on planet from the descendants of the original settlers. This reflected in its current law level 'A'.

Zilon (New Alban Protectorate): The plans to save the starport and shipyard from the Collapse were successful. Zilon maintained the B-class shipyard and become the early backbone for the Protectorate's hoarded starships. Zilon managed to win the contract from New Alba for the new Naval base for the Protectorates small but growing Jump-2 capable Navy, which are armed Jump tenders for their carried laser and missile armed SDB forces.

Rapier (Non-Aligned): Separated from the So Skire Main in the three-system Ribble cluster, the government of Rapier was toppled by a Military Junta, and in 1238 chose a charismatic dictator from amongst its armed forces to lead them against the 'vampire fleet threat' nesting in the Gambda Main rimwards of them. Rapier's naval assets managed to destroy the Naval base on Gambda in successive raids, but their Viral foes have rebuilt the downport each time. Rapier's small Naval force is maintained from vessels that fled the fall of Sumax and Gambda in 1165. Rapier is a true 'robber-baron' system, having survived from salvaging from neighboring worlds, and off the hulls of Vampire ships they defeated. Trade with the Protectorate worlds continues.

Sumax (Non-Aligned): The system holding the sole Solomani Confederacy naval base in the Alba subsector managed to retain their base and starport until 1160 when it fell to a large Vampire fleet from trailing. The survivors were enslaved, and reduced to TL8. The vampire fleet withdrew to Gambda, with had better facilities.

Vampire control of the system has weakened by 1248. **Glassend (Non-Aligned):** This world also fell under the sway of a Vampire fleet in the 1160's. The vampire fleet sustained major losses after repeated battles with Hive Federation Navy units posted to protect the Republic of Renj in corewards Sitah (P) Old Expanses Sector. The fleet eventually became marooned at Glassend. The Glassend Vampire fleet was finally destroyed in 1238, but the inhabitants remain extremely techno and xenophobic, shunning any further outside contact.

Arwen (New Alban Protectorate): Arwen was one of the former Long Night Alban Protectorate worlds, and owned the productive high population system of Gambda as well. Emergency measures to sustain life support were passed by the strict civil service bureaucracy government, as it scaled back to TL9. An outbreak of a virulent flu in 1163 brought about the near end of this member world, leaving only some 90,000 scattered survivors before medical help from Knobel, Zilon, and New Alba arrived. While the loss of life was a staggering 199 million, the economic output of the planets low gravity industries were deemed to be too essential to be abandoned.

Colonist workers from Knobel, Zilon, and New Alba today comprise the 75% majority of the world's population. **Gambda (Wilds):** The vampire incursion sent by the Hivers to slow down the Second Solomani Rule of Man empire to rimwards toppled the surviving system government. Gambda's government had maintained TL10, and contact with Sumax's survivors, and Rapier's two parsecs away. Survival had been purchased with a great loss of life. The Vampire fleet regrouped here, and their robot forces dominated the poorly defended human forces. These vessels and Viral entities were later reinforced by still later incursions in 1207-1210 as Vampire fleets migrated corewards towards the Black Curtain, and some defected from the coreward pilgrimage to destroy what lay there. The Gambda 'Star Fleet's' mobility is now restricted to Jump 1 due to poor maintenance. Currently they are held to the rimwards end of the Gambda Main by the gas giant free systems of Duncan (3213 Fervore (H)/ Alpha Crucis) and to spinwards at Fervore (2511 Fervore (H)/ Alpha Crucis).