

Manifest Destiny

Despite the inherent dangers, humankind has always actively explored and settled whatever wilderness lay before them. In the New Era Regency setting, that wilderness is the trailing wilds of Corridor sector and beyond.

This wilderness is not wild in the traditional sense. Up until eight decades ago, the trailing wilds had been home to billions of people on hundreds of systems that had been settled for over a millenium.

While not a wilderness in the traditional sense, the dangers to prospective settlers are quite real. The Rebellion and subsequent Civil War plunged this region into ruin. When the emperor was assassinated and the war began, Lucan, the heir apparent to the throne, recalled the Corridor Fleet to Capital. Bereft of its fleets, the region was plundered by Vargr corsairs and attacked by the naval forces of the Restored Ziru Sirkaa. To top it off it was eventually razed by the AI Virus which decimated nearly all of civilized space.

For over 70 years the Regency has protected its borders from the threats of this wild region. But now the time has come to return to this lost territory. To recolonize the trailing wilds.

The Manifest Destiny campaign is based in the trailing wilds of the Regency beginning in the year 1212, 10 full years after the frontier was opened during the "Oklahoma Land Rush" of 1202.

Much has changed during the last decade. The Regency, once stagnated by its confinement within self-imposed borders, is beginning to experience the benefits of trade with the trailing colonies.

New cultures have begun to flourish in the colonies of trailing Deneb Sector and the region of Vland Sector known colloquially as "Above the Claw."

In 1206, Regency Quarantine Service (RQS) deep scouts verified that they encountered explorers from a far-flung human interstellar state called the Reformation Coalition (RC). The RQS initially tried

to cover up this discovery, but a well-placed reporter with the Traveller News Service (TNS) uncovered the story. RQS scouts had encountered and reconnoitered several pocket empires in years past, but from all indications, the Reformation Coalition was the largest interstellar state known in the wilds.

Public opinion began to go against the RQS after this incident. People did not understand why RQS officials tried to keep this discovery a secret. Many senators argued that maintaining state secrets went against the spirit of reform that Norris had initiated during the 1150s.

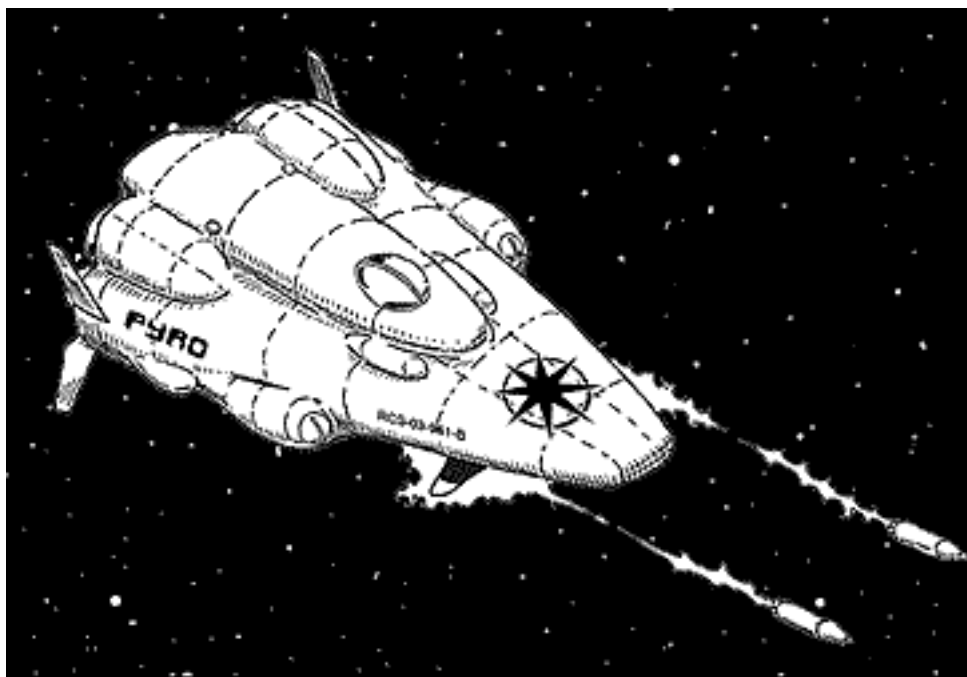
The RQS had not yet endured the worst of its trials, however. Toward the end of 1206, it was discovered that an RQS officer, stationed at a calibration point on the Great Rift, had been using his resources to run a black-market artifact trade, recovering lost property from the trailing wilds. This discovery spawned the RQS scandals.

The RQS was wracked by these scandals, which ultimately led to the organization's dismantling and subsequent reorganization as the Regency Colonial Service (RCS).

The procession of millions of colonists into the wilds has been the most momentous event of the period. In academic circles, this event has come to be called "The Reclamation," fitting in rather nicely in most textbooks after "The Collapse" and "The Abandonment."

While the Reclamation has been largely driven by those souls brave enough to resettle the wilds, it was another event that initiated it: the coming of the Zhodani refugees.

The Zhodani refugees began pouring across the coreward Regency border in the 1190s. The Regency's overpopulation and stagnation problems became more acute than ever. The influx of refugees, more than any other event, necessitated the opening of the border and the Reclamation. Had this event not occurred, it is likely that the Regency



government would have endured many more years of stagnation to avoid the risk of Viral contamination on its trailing flank.

Despite the Regency's obvious lack of preparedness for such an event, it went boldly forward with a plan to open the wilds to colonization. The Regency Ministry of Colonization is the central office responsible for commissioning colonial expeditions and claims.

In the years since the opening of the border, eight colonial states have been formed, one of which has since been admitted into the Regency safes. The Regency loosely administers the colonization effort using the RCS as its instrument.

The RCS is an advocate of the "hub and spokes" colonial model, which was first suggested at the 1200 Colonial Conference on Antra.

The hub and spokes theory hypothesizes that the most successful colonies will be centered on resource-rich, prime real estate systems. These "hub" systems are designated to dominate small astrographic regions. The spokes of a hub generally consist of neighboring systems, 4-6 parsecs from the hub with associate worlds often extending further out.

Prior to the opening of the border, the Regency had several RQS advance teams scout out potential hubs to "scour" them of Vampire activity. In some cases, the RQS even laid the groundwork for

starports in these systems.

This scouring did not prevent the future arrival of more Vampire Fleets, however, so periodic "cleanings" have been required.

In addition to its hypothesized economic benefits, the hub and spokes model is based on the theory that colonies have the best chance to develop and succeed if given protection and guidance by a central authority, located in a single star system. The primary focus of the hub government is colonial defense. Other governmental matters are of secondary importance and looser restrictions are considered acceptable.

While the Regency's presence in the colonies is not considered by most to be intrusive, there are some colonists who believe the Regency should completely remove itself from their governance.

Conversely, there are some in the Regency Senate who believe the Regency should begin to play a more involved role in the development of the colonies, but the Regent himself, Caranda Ale-don-Alkhalikoi, stresses that the primary purpose of the RCS is to provide concerted defense for the colonies, not to harry them with policy.

The secondary purpose of the RCS is to provide border defense for the Regency. The RCS provides valuable intelligence to the Regency military and particularly, Regency quarantine forces. In the event of a major Vampire incursion, the RCS serves

as the Regency's first line of defense, retreating toward the Regency frontier and battling to the last starship.

In both of its roles, the RCS is primarily concerned with defending the spaceways. Planetary defense is left to individual colonial governments. However, advisors from the Regency Armed Forces are often employed to help build and train colonial armies.

The only permanent Regency presence in the colonies is the Enders Consolidat, a colonial expedition funded and defended by the Regency Navy.

Regency fear of Viral contamination is still rather strong and the "No Backflow" policy prohibits any colonial starships from reentering Regency space. The terminus worlds on the frontier are the nexus points for colonial-Regency trade. Hundreds of entrepreneurial Terminus Agencies have sprung up, taking advantage of the trade explosion.

Despite the Regency's efforts to provide some form of advance guard for the colonists, the Reclamation has not proceeded without its share of tragedies. Numerous colonial expeditions have met with utter disaster, either at the hand of ravenous Vampire Fleets or by being cut off from their supply lines for extended periods by such incursions. Other expeditions have failed due to poor planning or unpredictable events.

The colonial life is a hard one with great risks, but this fact does not seem to deter the continued flow of brave souls into the trailing darkness. All told, some 2.211 billion people have fled the Regency safes to colonize the wilds. Records indicate that in 1212, the colonial population has swelled to 2.742 billion. Since most of the colonies can best be described as developing economies, it is not surprising that they have such a high birth rate.

Technology in the colonies is unevenly distributed. Most colonial worlds have a fairly high technology rating of early stellar or better. Sometimes this can be a poor indication of the actual technology level of the system. Because of the exorbitant price of funding a colonial expedition, many of the supplies and tools used to build a colonial settlement are of lower technology. Therefore, the colonial technology level is sometimes more of an indication of the maximum available technology level, rather than a median level.

If there is one area in which technology is consistently high it is weaponry. Most colonial expeditions have not been frugal in purchasing tools for self

defense. Consequently, Regency arms manufacturers are experiencing a huge windfall of business. It is not uncommon to see a parcel of colonial raw goods arrive in a terminus port to be bartered for its equivalent in armaments.

While small arms are the most active portion of the colonial weaponry market, many other more elaborate weapons systems have also been sold to colonial expeditions. There are even a few instances in which deepsite meson guns have been sold to lucrative colonies.

Many consider the proliferation of arms in the colonies to be a dangerous situation at best. Some members of the Regency Senate have expressed concern that the colonies could one day become a threat to the Regency with their immense stocks of weaponry. Colonial advocates point out that despite appearances, the colonial armament level is but an infinitesimal percentage of the Regency's overall military might.

Despite arguments against overarming the colonists, the weapons trade in the colonies continues to flourish. The colonial lobby intends to ensure that this continues.

Before the Reclamation, the Regency suffered from an acute shortage of starships. The frontier was largely protected by a rag-tag collection of refurbishments and irregulars. Retired warships were taken out of mothballs and recommissioned.

Now, with the defense of the colonies, this shortage has become more acute than ever. The economic boom has enabled the Regency to issue several large starship construction contracts to the mega-corporations, but the supply simply cannot meet the demand as of yet. Because of this, colonial systems are sometimes underdefended. Nevertheless, the RCS has made sure that each and every colonial system has at least one squadron of SDBs for its defense. Larger colonies are typically afforded squadrons of larger starships and battle riders. These squadrons typically report to fleet headquarters at one of the many RCS bases.

Civilian ships are also in high demand and are fetching premium prices on the market. Dozens of independent manufacturers have sprouted in the Regency frontier and trailing region of the safes. Regulating this industry has been difficult. The Regency Starship Commission, which normally approves each and every design, has found it difficult to hinder "garage shop" operations on the frontier from selling their wares. The result has been

great disparity in the quality of civilian starships. Buyer beware: while most of the independent manufacturers deliver quality products, some do not. Be sure to closely examine the goods before considering a purchase.

With the advent of starship manufacturing facilities at colonial worlds like Shinku and Sluru, colonists now have a resource for new starships without the burden of the seemingly endless slew of tests and inspections required of Regency-imported starships. Colonial-built starships are heavily Virus-proofed to help them survive the dangers of Vampire Fleets.

The colonization of the wilds has extended all the way into Vland sector in recent years. Seven hub-and-spokes colonies are currently thriving in Corridor and Vland, with a half dozen fledgling colonies in development beyond that.

Contact has recently been reestablished with Vland, the Vilani homeworld. Little in the way of information has been made available on this event, however.

As the developing colonies begin to show signs of maturity, a strong desire for independence has begun to surface. Most of the colonies shun the yoke of the Regency and desire the freedom to choose their own route to sovereignty.

This event has caused some turmoil in the Regency Senate, where the colonial issue has been hotly debated. Many senators expected the colonies to be satellite states of the Regency, with strong military and economic ties. Others feel that allowing the colonies to choose their own route will foster positive diplomatic and economic relationships.

It is evident that the colonies, regardless of their independent tendencies, still need the Regency's help. The resettlement of survivor worlds has often resulted in conflict with native populations and Regency military units have been called upon more than once to bail out endangered colonial expeditions or to provide other forms of "colonial support."

The coming years will doubtless bring more conflict, but it is expected that issues will be resolved in a peaceful manner.

As the colonial expeditions settle and mature, it is inevitable that a transition period will occur. How that transition will take place is unknown.



The New Frontier

With the advancing colonial wave, the frontier boundaries of the Regency have expanded. This expansion has moved the Regency frontier zone a full three to four parsecs to trailing, establishing a new boundary adjacent to the old one.

Droves of colonists flow through the new frontier zone, bound for the colonies in Corridor and beyond. The constant flow of traffic has changed the face of the trailing Regency systems from remote frontier outposts to booming metropolises.

When the frontier was opened on 311-1202, the Regency was ill-prepared for what followed. The RQS had done its best in the preceding months to “cleanse” nearby systems of Vampire Fleets and other possible threats to colonists, but ultimately, little could be done to protect the colonists from the dangers of the wilds.

It did not take long before stories of failed colonies began to proliferate in the terminus world starports. Many colonists met their fates at the hand of Virus. Some were killed by xenophobic dictators who did not take kindly to invading offworlders. Many colonial expeditions were quite simply poorly planned and underfunded and collapsed under the burden of their own incompetency. In many cases, such failures were recorded by TNS correspondents and broadcast in the worlds of the Regency.

But for every failed attempt, there was a successful one. TNS holos of the bold colonial enterprises at Shinku, Sluru and Tamilaa inspired the hearts and minds of Regency citizens everywhere. A military beachhead was established at Enders system, once the home of Corridor Sector’s Imperial Navy Depot. While the potential for failure (or worse, one’s untimely demise) was great, the call of the wilds could be heard across Regency space. Risk takers packed up their belongings and headed to trailing to strike their fortunes.

Those who stayed home in the Regency safes applauded the bravery of their colonial brethren. The Regency Senate was pressured to provide more support for the stalwart colonists. The Senate responded by appointing the Regency Quarantine Service (RQS) as the guardian of the colonies, extending their realm of enforcement from the frontier zones to deep in the wilds.

The RQS was ill-suited for the task. RQS starships were designed for defense and early warning, not siege and conquer. Nevertheless, up until 1206, the

RQS provided the best defense it could, becoming involved in dozens of battles and hundreds of skirmishes with Vampire Fleets and other hostiles.

By the time the Regency Colonial Service (RCS) was founded in late 1207, many of the worlds in the trailing colonies had begun to establish themselves as viable ports. As the new flow of commerce between the Regency and the colonies began to emerge, these ports became strategically valuable.

RCS bases and Regency Navy bases in service to the RCS were erected on the hub worlds and other worlds of strategic importance. The colonies began to take shape as a crude collection of interstellar states.

As the Regency began to see the stagnation in its markets fading, the Senate recognized the importance of the colonies. In 1208, corporate and mega-corporate investment in the colonies quadrupled. The colonies shipped raw and processed materials from the long dormant markets of the wilds to the Regency terminus worlds in exchange for technology and supplies. The colonial age had begun.

Boomtowns

Perhaps the three largest jumping-off points in the safes are Antra (Deneb: 1808), Mazirbe (Deneb: 2210) and Jurburk (Deneb: 2414) with the latter system gaining the lion’s share of the traffic. It is often said that “If it goes to the colonies, it goes through Jurburk.”

As a result, the Jurburk system has withstood massive growth over the last decade. Perhaps not since the original colony at Mora in the year 60 has one system seen such rapid growth. At one time, a remote RQS and scout base, Jurburk is now home to 30 million inhabitants. Housing and services come at a premium but there’s no shortage of work. Many ambitious young women and men have come to Jurburk in the spirit of entrepreneurialism. The potential rewards are great, but competition is fierce and not for the faint of heart.

In addition to civilian enterprise on Jurburk, the Regency Navy has also constructed a massive naval base and shipbuilding facility insystem.

Because of its considerable attraction as the Regency’s premiere boomtown and its sphere of influence among local systems, Jurburk has become known as the “safeside hub,” offering the prosperity of the colonies with all the benefits and protection of the Regency safes.

Mazirbe has undergone a similar transformation, but with its larger infrastructure, the system has weathered the storm of expansion a bit better than Jurburk. Growth is managed conservatively, but a more secure return on investment is virtually guaranteed. Mazirbe is the second largest port in the trailing Regency.

Antra, once the frontier's leading facility, has been relegated to the third-largest port on the Regency's trailing edge. Still considerable in size, most estimates have Antra slipping to sixth or seventh within the next decade. Because of its established and venerable infrastructure, however, Antra is currently regarded as the most elegant of the jumping-off points and therefore attracts a more refined breed of traveller than its rough-edged sister systems, Jurburk and Mazirbe.

In addition to the boomtowns, the Regency has expanded its military presence on its trailing flank. Errogel, once a solitary wildside naval port, has been admitted to the safes and has become a major naval base and center for Regency strategic planning.

Regency Naval Intelligence (RNI) maintains a considerable facility at Errogel, whose purpose is to constantly evaluate and prepare for potential wildside threats. The primary threat is Virus, but the RNI facility also conducts many studies on the resurgent survivor worlds and even colonial worlds that aggressively "buck the bridle" of Regency colonists. Errogel is also home to a modest interface port.

Numerous other "boomtown" systems are sprouting up each year. Determining which systems will prevail has been an unpredictable science, but speculators have invested billions of credits in systems they believe to have the highest potential.

Colonial Enterprise

While your average colonist is more likely to set up a normal business, there are big strikes to be made in several of the more dangerous occupations.

Following are several descriptions of some of the riskier colonial occupations.

Trader

Colonial trade is much like trade anywhere else except for the unique dangers one faces plying the routes in the wilds.

Colonial traders tend to be more well armed than

safeside traders. Some go so far as to install EMM packages and laser barbettes on their ships.

However, as any successful trader knows, installing such goodies makes for large monthly payments and takes away from potential cargo space. The most successful colonial traders are those who can tread that fine line between adequately armed and precariously undefended.

Successful colonial traders carry more speculative cargo to more colonial worlds. In the past decade, many a trader has become wealthy by learning the tricks of the trade. Getting to know the individual needs of the colonies, the "lay of the land," is key to a successful trader business.

Several fledgling lines have been spawned in the colonies and threaten to muscle in on the traditional dominance of megacorporate lines such as Al Morai and Oberlindes, whose insurance requirements and bureaucracy make it difficult for them to take the chances that native colonial lines take.

Salvage

During the Abandonment, many Imperial citizens were forced to leave their belongings behind. A great deal of deserted technology and other valuable goods were left in their wake.

For over eight decades, these goods have collected dust in hundreds of arcologies, warehouses, manufacturing centers and even on starport tarmacs. Many have been plundered by pirates, reavers and Vampire ships. Other stores of technological goods have been used by technologically elevated dictators (TEDs) to conquer worlds in the wilds.

Despite all the plunder, millions of tons of valuable goods may still be found on the abandoned worlds of the wilds. Roving colonial salvage teams comb the ruins of abandoned (and unabandoned) worlds for valuable items.

This can be highly dangerous work. Many of the ruins are nuclear hazard zones, burned by orbital strikes from Vampire fleets. Others are patrolled by hostile bandits, Virus-infested robots and the forces of TEDs who would prefer to keep all the salvage to themselves. Many of the dilapidated structures containing salvagable material are unstable.

Despite the dangers, thousands of colonial adventurers have made a lucrative living out of salvage.

In the Regency, wealthy descendents of former noble families will pay top credit for items retrieved

from their families' estates. Established colonies always need useful technology and often find the deals they can make with salvagers are more reasonable than paying the often exorbitant import fees for technological goods from the Regency. Small trinkets, souvenirs from the wilds, also sell well in Regency ports.

There is a wealth of salvage to be plundered in the wilds. You just have to be willing to brave many hazards to get to it.

Mining

Mass exploitation of asteroid belts and heavy-core worlds in the wilds has virtually stopped since the Collapse. With the loss of interstellar trade, most worlds with environments that were poorly suited to sustaining human life died out or were abandoned.

Such worlds await new prospectors to mine their riches.

Mining and belting in the colonies is much more difficult than it is in the Regency safes. Many ambitious prospectors have discovered this the hard way.

It is difficult enough to partake in this career when you have to constantly worry about your life support supply or the dangers of asteroid collisions and seismic activity. In the wilds, you also have to worry about Vampire or reaver attacks and your tenuous supply lines.

Colonial mining expeditions are often funded and supported by megacorporate interests or wealthy investors who can ensure a relatively safe operation. But that's not where the big money is. Why would you want some megacorporate fat cat to cut in on your take?

Wilds prospectors don't have a "big brother watching their back," but neither do they have anyone "watching over their shoulder." To compensate for lack of military support, wilds prospectors watch out for each other. The bonds between these hardy men and women are as strong as the iron they mine. In some of the recolonized belts, clannish arrangements have begun to develop among the various prospector groups.

While the megacorps have already gobbled up huge numbers of claims, there are many more to be made for ambitious individuals. Claims are generally staked at neighboring hub worlds. Thousands of claims remain for the taking, but they are going quickly. Apparently there is no shortage of

people willing to lay their necks on the line for a chance at untold riches.

Wildcatting and Skimming

In the colonies, a simple trip out to the local gas giant can be a hazardous journey. Miners, belters and others who exploit the natural resources of asteroid belts and planetary bodies require fuel to perform their work.

Wildcatters and skimmers extract, sometimes refine and deliver precious fuel to serve the needs of prospecting communities and developing colonies.

All manner of fuel is in demand, not just liquid hydrogen. After all, many colonies are not able to sustain themselves with fusion power. While fusion is ultimately the most efficient means of generating energy, the startup costs can be exorbitant.

Wildcatter and skimmer vessels tend to be utilitarian. Ugly as sin and armed to the teeth. They have to be if they expect to make more than one fuel run in their owner's lifetime.

For more information on wildcatting and skimming, refer to the MegaTraveller campaign sourcebook, *Hard Times*.

Insystem Freight and Transport

Interstellar travel is not cheap. Especially for a developing colony that has spent most of its precious funds on supplies and equipment.

Insystem freight and transport services help ferry people and goods from place to place on system mainworlds, satellites and between inner and outer system worlds and planetoid belts.

Insystem flight can be dangerous, especially the further you go to trailing. Since insystem freighters and transports do not require jump drives or immense power plants, they often use more space for armament.

While this occupation is probably not appealing to player characters, they are likely to encounter daring individuals who perform this service in colonial systems.

Mercenary

There is a great deal of potential for violent conflict in the wilds. For thousands of years, interstellar mercenaries have thrived in the markets of the Imperium, fringe states and the Regency. There is no shortage of qualified "death dealers."

However, it takes a special breed of merc to operate in the wilds. Accustomed to the bureaucracy of the Imperium and its successor the Regency, many mercenary soldiers are ill prepared for operating in this chaotic environment. While in principle, the Regency rules of warfare are still in effect, units operating in the wilds know better.

Fighting a belligerent TED or Viral entity that knows no quarter requires a merc with a nasty edge. The rules are often broken. Many mercenary units operating in the wilds are said to have “gone native,” becoming little more than well-armed pirate bands.

For every unit that has slipped into the dark side, however, there is another that has toed the line amicably. Despite the many dangers and temptations of the wilds, many mercenary units operate ethically and honorably, defending colonial expeditions and performing surgical strikes against TEDs, Virus-controlled starports and other hostiles.

Many colonial mercenary units are “specialists,” with expertise in one or more job types that frequently occur in the wilds. Some of the common types are:

- TED Decapitator

Specializing in commando missions to eliminate or remove from power dictators who have gained power by oppressing the masses with superior technological armament.

- Anti-Virus

Destruction of Viral elements, whether they be Vampire ships, Virus-infested robots or other computer systems. Units that specialize in this area usually have expensive cutting-edge Regency anti-Virus technology at their disposal.

- Colonial Security

These units generally serve as convoy security, guiding colonists safely to their ultimate destinations; or planetside security units, providing protection from possible Virus elements or hostile survivor populations.

- Cadre

Since the colonies are responsible for their own ground defense, many mercenary units find ample employment training militia units and helping to build planetary armies.

While most mercenaries are paid with cash in the wilds, contracts are sometimes paid for with barter. Not everyone who needs the assistance of a profes-

sional soldier has access to large stores of money, but most colonists have access to some form of valuable commodity. Because of this, many colonial mercenary units have an agent in their organization who performs trade activity for them. You will often find such agents busily making the rounds at colonial starports and terminus worlds, trying to convert raw goods into cash.

Despite the dangers and irregularities, operating as a mercenary in the wilds can be a very lucrative profession. There is certainly no shortage of work.

Many colonial mercenaries have said that they find the work more rewarding in the colonies than in the Regency proper. This is primarily because they feel as if they are truly helping people instead of just protecting the cash stores of some corporate billionaire in the safes.

Events

The Reclamation is not the only notable event that has occurred during the last 10 years. In fact, the last decade can best be described as tumultuous.

The following sections describe the major events that have occurred in the Regency and the other spinward states, in the surrounding wilds and, of course, in the colonies themselves.

In the Regency

Back in the safes, the last decade has not passed by uneventfully for the Regency. The Reclamation and the revived economy have provided a much-needed transfusion of life into the Regency. If only all the news were that good.

During the last decade, the Regency has been the site of battles, political struggles and the mysterious phenomenon known only as the “Empress Wave.”

Following are descriptions of some of these events:

Conflict at Swords

In 1204, the Sword Worlds, indignant about the Regency policy of containment and occupation of many of their former worlds, once again took up arms against their oppressor.

On 182-1204, Sword Worlds battle fleets came out of jump at Gram, Tyrving and Sacnoth. They struck quickly and violently, destroying or disabling dozens of starships from the 151st Fleet. Regency forces were caught completely off guard and it showed.

Smaller groupings of Sword Worlds strike cruisers hindered Regency communication lines to Invendo (Lanth: 2319), delaying the expected retaliation of the 88th Fleet, a.k.a. the “Swing Fleet.”

For 100 days, the Sword Worlders helped their brethren on the occupied worlds capture and destroy key Regency facilities on the three worlds they assaulted.

Subsector Governor Esteban Hanreddy was furious. On 223-1204, he apparently suffered a nervous breakdown and had to bestow his duties upon his lieutenant governor.

Finally, on 283-1204, the Swing Fleet arrived, and was surprised to find only token resistance in the occupied worlds. The few remaining Sword Worlds squadrons launched a brief assault at the first Swing Fleet elements to arrive and then jumped outsystem, bound for home.

Regency troop transports landed on Gram, Tyrving and Sacnoth to dislodge Sword Worlds resistance troops from the facilities they had conquered.

The majority of the Sword Worlds fleets returned to their homeworlds, primarily Narsil and Excalibur to prepare for the inevitable Regency retaliation.

After mopping up in the occupied worlds, the 88th Fleet waited for reinforcements and then planned their retaliatory attacks on the Sword Worlds. The 18th Fleet soon arrived from D’Ganzio (Lanth: 1920) and combined with the scattered elements of the 151st Fleet.

The combined fleets arrived at Excalibur, Orcrist, Anduril and Narsil within the following weeks to find that the Sword Worlders had entrenched themselves. They had laced the orbital perimeters of their worlds with mines and missile drones from close orbit to 100 diameters and placed their fleets in point defense of their worlds. The battle was fierce. The vastly superior Regency fleets inflicted major damage on the Sword Worlds, but took higher than expected casualties themselves.

Entrenched in defensive positions, the technology disadvantage suffered by the Sword Worlds fleets played less of a role than if they had fought in open space.

After two weeks of fighting, the Regency pulled out of the Sword Worlds and returned to Gram and Sacnoth. Both sides claimed victory.

While the Regency succeeded in quelling the uprising, the event has triggered a new era of Sword World irridentism. Resistance and terrorist activities have swelled in the years since the battle. The Narsil Column, wracked by Regency-imposed sanctions, stands defiant and isolated.

The invective coming from Hanreddy’s office was intense, but the Sword Worlders seemed to turn a deaf ear to it. Even though they were beaten back after their initial invasion, they achieved each and every goal they had set for themselves, first and foremost of which was to ignite a new insurrection against the Regency occupation of their worlds.

The insurrection has plunged the Sword Worlds into chaos. Non-Sword Worlders are fleeing the occupied worlds in droves to avoid the violence. In 1208, the Regent himself intervened by removing the belligerent Hanreddy from power and initiating the Sword Accords, a series of talks designed to bring lasting peace to the region.

Most experts in the Regency believe that at some point, the Regency government will be forced to liberate the occupied Sword Worlds, most likely in the next 5-10 years.

The biggest mystery that has yet to be solved is how the Sword Worlds so effectively checked the Regency fleets early in the battle. It was almost as if they knew what the Regency would do before even *they* themselves knew. The answers to this mystery are either unknown or buried in the Naval Intelligence office.

The Arrival of the Empress Wave

Perhaps the most momentous development in the last 10 years has been the arrival of the Empress Wave in Regency space.

The Empress Wave broke the Regency border in 1205. It wasn't long before Regency citizens began to feel its effects. With the flowering of psionics following Norris' reforms, practice of the psionic arts had become far more common. The arrival of the Empress Wave has wrought strange undulations through the developing psionic culture in the Regency.

A marked rise in the number of individuals with psionic potential has been noted on most worlds. Established psionic cadres, schools and cults have altered their practices. Leadership struggles have toppled the status quo in these organizations and many have become fanatical about embracing or fleeing the effects of the Empress Wave.

While it is still uncertain what the origin of the Empress Wave is or why it has the effects it does, it has become much more clear why it affected Zhodani society so much. A society built upon a psionic elite like that of the Zhodani must have been rocked to its foundations by such fluctuations in the psionic power structure.

While travel into the coreward wilds is still rigidly controlled, several studies into the Zhodani Consulate and Vargr Extents have been conducted. As expected, the effects of the Empress Wave in the Vargr Extents has not been nearly as traumatic as it has in the Consulate. If anything, it has merely stirred the pot a bit in the typically chaotic Vargr environment.

Regency psionic researchers continue to monitor the Empress Wave, looking for patterns and other features that will help them understand this startling phenomenon.

The Founding of the Regency Colonial Service

The furor of the RQS scandals brought into question the somewhat haphazard organization of the RQS and ultimately the very value of an organization that could be so easily breached by a pervasive lack of duty and honor.

On 316-1207, the RQS was disbanded and dismantled once and for all. The brave deeds of millions of young women and men who had served in the organization's ranks through the decades was overshadowed by the wanton greed of a select few of the agency's corrupt elite.



Symbol of the Regency Colonial Service

Still, it was obvious that a successor organization must be formed to fill the void left by the RQS's dismantling. Senator Remina Chalmers of Aramis authored a bill announcing the creation of the Regency Colonial Service. This organization would be a strictly military organization, not a cross-breed umbrella organization like the RQS. The organization would have its own distinct identity and its own personnel corps. In Chalmers' historical address on Mora, she stated the following:

"Once the quarantine had been broken by the stalwart colonists of the land rush, there ceased to be a quarantine. With no quarantine, what need have we of a 'Regency Quarantine Service'? We move forward into a new era, no longer cowering behind the shield of an ephemeral wall. Now, we determine the boundaries, not the bogeymen of Virus or any other hostile entity beyond our borders. The Regency Colonial Service shall be the guardians of this new order."

The Terminus Conflict

In the infancy of the colonization, a new profession was created: terminus agent. Terminus agents were given the extraordinary power to serve as the focal points of trade between the Regency and the new colonies.

The extremely taut nature of the quarantine has made it exceedingly difficult to ship one's goods from the colonies into the Regency. The reverse is also true to some extent, but for the most part only the transfer of very high-tech computer equipment and weaponry is strictly regulated.

The resulting system is rife with corruption. Colonists desperate to sell their goods and acquire the technological items they need for survival are dependent on the good will of terminus agents. Without regulation, many terminus agents began to exploit the colonists by forcing them to pay "Excess Levies," "Transfer Taxes," and other artifices designed to line their own pockets.

This has resulted in conflict between various colonial interests and the terminus agents' guilds, with the Regency government caught in the middle. While a resolution to this problem has not been made, further conflict is virtually guaranteed until a more equitable arrangement is made.

In the meantime, the situation has begun to get ugly. Several terminus agents on the interface worlds have turned up dead, purportedly murdered by colonial groups unwilling to tolerate them any longer.

It is uncertain what will develop next in this burgeoning conflict, but it will doubtless get worse before it gets better.

In the Other Spinward States

The Aslan Question

Ever since the Regency announced that it intended to open the trailing wilds to colonization, the Aslan have angrily insisted that they should be allowed to do the same on their rimward flank.

Regency Quarantine officials protested vehemently, believing that the Aslan ability to prevent Viral outbreaks was weaker due to a lack consistent strength in Aslan Viral countermeasures. While some clans possessed significant countermeasure technology, other clans had little in the way of anti-Viral defense. Regency studies indicated that this inconsistency could result in a major Viral incursion

across the Riftspan Reaches, rimward of the Aorlakht states in Trojan Reach sector.

Despite Regency protests, officials from the Yeryaruiwo clan revealed on 086-1205 that they too had opened their frontier to recolonization.

While no major Vampire elements have crossed the Riftspan Reaches as of yet, the Aslan have admitted that they have encountered and combatted significant Vampire fleets on the rimward side of the Great Rift.

With the permission of the Lakht Aorlakht, the Regency has dispatched several teams of Virus experts to help establish a more consistent baseline of anti-Viral countermeasures among the Aslan clans.

In the Wilds

Light in the Darkness: The RCES

In 1206, the Regency discovered that it was not the only large human interstellar government in what was once the Imperium.

Deep scouting missions conducted by the RQS encountered emissaries from a far-flung interstellar state known as the Reformation Coalition.

The Reformation Coalition is located on the common border between Diaspora and Old Expanses sectors far to rimward. The tenets of Coalition society are honor and commitment to building a new, better interstellar society, not fraught with the inherent weakness of the Third Imperium.

The Regency, traditionally known as the "Keepers of the Flame," custodians of Imperial virtue, have obvious points of contention with the Reformation Coalition.

Perhaps an even greater source of conflict is that the Reformation Coalition has embraced a purported benign strain of Virus called the "Peacemaker" strain. The Regency's staunch anti-Virus stance is well known.

Despite their philosophical differences, the two interstellar states are attempting to build a rapport, though the immense distance between the two states makes it difficult.

The RQS Scandals

When the Extended Duty Scout *Mariner* was impounded at Errogeel Down on 197-1206, no one



Holo of the first meeting between the Reformation Coalition and the Regency.

thought the cargo hold would be filled with the contents of a noble family's wine cellar and selected pieces of art from the Kumorle Museum of Living Art.

The ship had just run a gauntlet of Regency system defense networks and was thought to be a potential Virus hazard. That it was not destroyed outright was a miracle in itself. It is suspected that a well-placed informant revealed the nature of the ship's manifest to Errogel's chief of staff.

It did not take long to trace the ship to one Lt. Cmnldr. Marl Zumetaxis, nephew of the one of the RQS's most decorated officers, Commodore Roland Zumetaxis.

A full investigation was performed and within two months, Zumetaxis' intricate network of deep-cover operatives was exposed. For paltry millions of credits, Zumetaxis and his crew were recovering family heirlooms and other unclaimed possessions of great value from the deep wilds, all at the

expense of Regency security.

It did not take long for several whistle blowers to surface at other RQS stations, revealing over a dozen similar operations in which RQS officers were abusing the privileges of their stations for personal gain.

Each was brought down in a spiraling series of events from which the RQS would never fully recover.

What Lies Ahead?

While the above sections describe some of the events that have made headlines in Regency news publications over the last decade, the era has been literally rife with momentous developments. When conducting a Manifest Destiny campaign, the modus operandi of the referee should be "anything goes." As the ancient Chinese curse goes: "May you live in interesting times."

The Colonies

The Regency colonies are a disparate group of star clusters, each operating under the metaphor of a central “hub,” surrounded by several “spokes.” The spokes are the worlds that operate under the protective umbrella of the hub world.

Currently, there are seven official hubs containing 125 star systems in the Regency colonies (one headquartered in Deneb, five in Corridor and one in Vland). The first of the colonial hubs, formerly headquartered at Atsah (Deneb: 2913), has been incorporated into the Regency Frontier and therefore no longer qualifies as a colony.

Information on the following hubs is available:

- The Shtievlio Theocracy
- The Shinku Amalgamation
- The Sluru Union
- The Lemish Cluster
- The Rehman Protectorate
- The Enders Project
- The Trailing Territories

The hub system is intended to provide structure and a defense network for the colonies. In the chaos of the early Reclamation period, this system was hastily devised so that the colonists would have some means of “circling the wagons” in the event they encountered an unexpectedly powerful Vampire Fleet or other significant threat. The hub system was primarily devised for defense purposes but has expanded in many cases to include other policies.

In addition to the colonial hubs, there are 72 unincorporated colonial star systems. These systems are independent and do not have a central interstellar colonial government. Unincorporated status does not prohibit a colony from having the protection of the Regency Colonial Service, however. An unincorporated colony is thought to be in a transitory state from which it will one day either be admitted or annexed by a nearby hub, or perhaps some future governmental body.

When the “Oklahoma Land Rush” began in late 1202, the Regency had only a framework system in place to manage such an enterprise. The Regency was primarily concerned with maintaining the security of its borders which it has so carefully guarded for over seven decades.

To prevent unwanted Viral threats from entering the Regency, the “No Back Flow” policy was enacted. This policy prevents starships and other equipment that includes computer components from reentering the Regency after it has been in the trailing wilds. The No Back Flow policy does not prevent *people* from returning to the Regency, but Quarantine policies make this a difficult task as well.

The colonies are a diverse bunch whose individual cultures are colored by their astrography, location, the makeup of their citizenry and their distance from the Regency.

The spinward colonies tend to be relatively more civilized with “relative” being the operative word. Each colony is no older than 10 years as of 1212 and therefore no colonial expedition has yet built a completely sturdy societal foundation. All are works in progress.

Many colonies have been built upon the survivor cultures of worlds in the wilds, including some systems with billions of inhabitants and cultures that originated when the region was first settled a thousand years ago.

Most inhabitants of the spinward colonies are attempting to establish “roots” on their respective planets. They seek to establish lasting personal and business relationships and contribute to a community of one sort or another.

As one travels further trailing, the tenets of civilization become less and less apparent and a stronger frontier feel becomes apparent. There is less concern with permanence and more concern with survival and meeting one’s daily needs.

Many of the colonists in these systems lead transitory lives, roving from system to system to collect salvage, mine the belts or wildcat gas giants. While there are permanent populations on these worlds, their existence is less stable, subject to the vagaries of the prospectors and speculators.

Essentially, life is uncertain in these parts. Thriving colonies do exist in the trailing region, but one also finds a large number of ghost towns, passed by after the initial waves of colonists have come and gone.

The following sections describe the seven current colonial hubs, their cultures and events that have shaped them into what they are today.

The Shtievlio Theocracy

Hub:	Ezhatlel (Deneb 2904) (unofficial)
Total Systems:	20
Population:	152.69 million
Highest TL:	10 at Taproban
Members:	Tubb (2502), Binz (2603), Fosfog (2702), Azenjia (2704), Akkip (2804), Gabrael (2807), Tensas (2810), Epiens (2903), Ezhatlel (2904), Ikhaba (2905), Shtevraoshtik (2906), Nali (2907), Wyn (2908), Crozat (2910), Gnaedzrrang (3004), Arleshanu (3005), Taproban (3008), Aerfor (3104), Olokono (3110), Goukhsar (3201)

When the Zhodani refugees began pouring across the Regency borders, one problem was quickly apparent: whatever catastrophe had stricken the Zhodani Consulate, it was ravaging the psionic noble caste who had ruled the Zhodani for millennia.

Hundreds of millions of leaderless proles found themselves strangers in a strange land. Accustomed to the unquestioned rule of the psionic noble caste, the proles did not know where to turn for leadership. The local Regency governments in the Jewell Cluster and other astrographic regions beset by refugees had neither the resources nor the desire to govern these thronging masses.

However, one organization did volunteer its services to manage the camps. Unfortunately for the refugees that entity was the Pack. The Pack is the Vargr-controlled organized crime syndicate that runs rampant in most of the coreward Regency, especially on worlds with a large Vargr population. They are known for running all sorts of underworld operations including gambling, extortion, prostitution, narcotics, smuggling and just about any other unseemly manner of obtaining wealth. The Pack saw a great opportunity to exploit the refugees and did so mercilessly.

Zhodani governments in the Cronor, Jewell and Shiadlia subsectors of the Spinward Marches sought to protect the refugee populations, but a lack of influence over the Regency planetary governments and the strict quarantine policies that limited their egress into the Regency and back prevented them from being effective in this role. The presence of psionic nobility in these subsectors might have

curbed the suffering of the refugees had these barriers not impeded them.

Nevertheless, Zhodani humanitarian agencies such as the Prietl Foundation, did much to quell the exploitation, but often the Pack's influence was so subtle that it could not be detected. The vices that occurred within the refugee ghettos were attributed to the squalorous conditions created by the refugees themselves, when often they were the direct result of Pack exploitation.

In the early 1200s, however, a savior appeared from an unlikely place. Missionaries from the religious governments of Halifax and Wisconsin (both in the Sword Worlds subsector) came to Jewell looking to provide spiritual guidance to the refugees. These adroit missionaries, many of them Vargr, immediately recognized the source of the refugees' problems and began to design programs that would help the refugees transcend the conditions created by their Pack oppressors.

Public awareness programs aimed at Regency citizens were effective in getting local governments to sympathize with the refugees.

The Pack did not sit by idly, however. Through human cover agencies, they initiated propaganda programs designed to divert blame from themselves and redirect it to the "weakness of Zhodani society." Through the popular media, they spread stories that described the Zhodani style of government as an accident waiting to happen.

"The prole class," they claimed, "had had its collective impulses controlled for millennia by the psionic elite. In fact, because of pervasive psionic interference over the centuries, the Zhodani gene pool had become horribly diluted with strains that frequently cause criminal behavior. Only through psionic inhibition have these 'homicidal tendencies' been curbed. These so-called 'sheep' have naturally reverted to wolves once their psionic shepherds disappeared."

While the Pack propaganda was largely ignored by the more educated citizens of the Regency, the masses embraced these ideas. Centuries of anti-Zhodani propaganda is a difficult barrier to overcome. Most Regency citizens remain suspicious of the refugees.

Besides the cultural integration problems, overpopulation has become a serious issue on many Regency worlds. Many of the strictly managed economies of Regency worlds were not designed to

take in large refugee populations, much less those from an alien culture.

Ultimately, the Zhodani would have to move on to a new home.

Guided by altruistic Zhodani governments, the Prietl Foundation and the missionaries from the Halifax Protocols and Wisconsin Synod, the refugees were transported en masse to the trailing wilds from 1204-1208. A select core of worlds in the Million subsector of Deneb has become their new home.

The unofficial hub of this colony is Ezhatlel (Deneb: 2904). The endemic disorganization of the Zhodani colonies has prohibited this world from being recognized as an official hub. Ezhatlel has shown much promise, quickly developing an independent economy under the guidance of its religious overseers. Trade flow through Ezhatlel has increased dramatically over the past three years, giving the Zhodani hope that their colonies may survive after a dismal start.

There is still a considerable number of Zhodani who subscribe to the notion of psionic rule, but apparently due to the strange effects of the Empress Wave, Zhodani nobles cannot function coreward of parsecs xx04. Furthermore, now that some revelations have been made about the nature of the Empress Wave and what it portends for the future of psionic rule, many proles rimward of the Wave have wisely determined that psionic rule is not in their best interests.

Oddly enough, however, some semblance of old Zhodani culture seems to be redeveloping on some of the coreward worlds that have already been subject to the Empress Wave phenomenon. Despite the apparent reemergence of a caste system on some of these worlds, Regency sociologists have yet to pinpoint who is playing the role of "noble" in such societies. Additional research over the next few years should reveal more about this unusual occurrence.

Many parasitic Vargr Pack cartels have followed the Zhodani to their new home. The Pack's presence has put them into conflict with the Willies, who have begun to engage in strong-armed tactics against the Pack. The devoted Society of the Will has begun to build "monasteries" in the Zhodani colonies. These monasteries recruit Zhodani proles to teach them the way of the Will as well as martial skills that will help them against the Pack.

The Zhodani colonies are very poor for the most part. Teaching the proles to govern themselves has proven to be a herculean task, absorbing large amounts of resources and time. The plan is to have them on their own feet within the next decade.

The Shtievlio Theocracy is not entirely dominated by the Zhodani. There are large non-Zhodani human settlements on worlds such as Taproban and Tensas. These worlds tend to be less involved with the Willies, but nevertheless contribute to joint defense exercises and other de facto requirements of colonial government.

The Shinku Amalgamation

Hub:	Shinku (Corridor 0111)
Total Systems:	23
Population:	9.368 billion
Highest TL:	14 at Shinku
Members:	Corfinium (Deneb: 3011), Lamar (Deneb: 3111), Berth (Deneb: 3112), Prevsla (Deneb: 3113), Salaam (Deneb: 3213), Synez (Corridor: 0109), Pergzitt (Corridor: 0209), Dry (Corridor: 0210), Faraway (Corridor: 0308), Sigma 7 (Corridor: 0407), Pamock (Corridor: 0510), Kiran (Corridor: 0112), Aga Sugek (Corridor: 0113), Erlu (Corridor: 0213), Jubal (Corridor: 0311), Muugagen (Corridor: 0312), Yubitty (Corridor: 0313), Daban (Corridor: 0411), Linux' Cha (Corridor: 0511), Beta Regilis (Corridor: 0512), Kumorle (Corridor: 0513), Ikhur (Corridor: 0611)

Following the failure of the Segan Project in 1203, the Regency worked in concert with independent parties to develop the first hub of the colonies. Two colonial expeditions were established, one to Atsah and one to Shinku (Ian: 0111).

Most historians consider Atsah to be the first colonial hub since ground was broken by the Regency army engineering corps before anyone had set foot on Shinku. However, there is a faction that considers Shinku to be first because civilian colonists set foot on its surface months before non-military personnel had arrived on Atsah.

Shinku system was first cleansed of Vampire activity by several squadrons of Storm-class assault ships and a few detachments of larger naval vessels. Under heavy military escort, the initial colonial foundation was laid.

The Shinku colony was primarily funded by Ling Standard Products (LSP). The groundwork was laid for what would at first be a modest B-class starport facility with the fittings to upgrade it to an A-class facility as it became practical. By 1207, the starport had begun the upgrade process and the refit was completed in early 1210.

Concerted Vampire Fleet attacks were made on the system, but the Regency was determined to make this project a success. Hardened veteran fleets of

the Quarantine War were sent to secure and hold the system. They were very effective in defeating the various Viral elements that plagued the system.

As the primary investor in the Shinku Amalgamation, LSP has made huge profits during the early colonial era. In the first five years of colonization, over half the trade traffic from the colonies went through Shinku on its way to Interface ports.

The Shinku Amalgamation has recently come under fire from the more independent-minded colonies who refer to Shinku as an LSP "puppet state." The colonies believe LSP plans to use its megacorporate power to dominate the other colonies. In the Colonial Senate, representatives from hub worlds Sluru, Tamila and Rehman have been very vocal in their opposition to Shinku's heavy-handed tactics and have recommended that safeguards be put in place to avert majority interests taking hold in any of the colonies.

Amid much fanfare Regent Caranda Aledon-Alkhalikoi came to the colonies for the first time in 1209. He attended a conference on colonial issues at Freedom Center on Kaasu (Corridor: 1209) and addressed an audience of diplomats, politicians and business leaders from the various colonies. Aledon-Alkhalikoi, whose considerable megacorporate investments were well known, was expected to support LSP's bid for colonial dominance. In a shocking address, he endorsed the independent colonies' plan to limit megacorporate investment in colonial concerns.

LSP corporate officers were furious but have not made overt anti-Regent statements for fear of a popular backlash. On Mora, however, megacorporate advocates and the New Moot lobby have begun to criticize the Regent's statements.

Today, the Shinku Amalgamation remains the most populous and financially prosperous colonial hub. Citizens of the Shinku Amalgamation enjoy the highest standard of living in the colonies. This has not come without a cost however. The extremely driven nature of Shinku's industry-driven culture has resulted in a society that works longer hours and often in more dismal conditions than citizens of the other hubs.

Regency influence on the regulation of labor exploitation in the colonies has been lax up until recently. Several initiatives and laws are being drafted to ensure that Shinku and its colonial neighbors more closely adhere to the laws of the Regency.

The Sluru Union

Hub:	Sluru (Corridor 1405)
Total Systems:	23
Population:	2.044 billion
Highest TL:	12 at Sluru and Zontra' Lee
Members:	Tylupa (1003), Wieresh (1006), Goseppi (1104), Formation (1107), Voorghish (1203), Tetraggoe (1204), Durima (1205), Courage (1207), Latu (1210), Iceball (1304), Sebastion (1307), Naasakiira (1309), Zontra' Lee (1402), Vwogeck (1404), Sluru (1405), Xinox (1408), Draack Elka (1409), Buianah (1504), Errd Lomon (1506), Silibast Ti (1605), Khukish (1606), Shishkala (1607), Veu Belle (1609)

Arguably the most well-developed of the “independent colonies” (translation: low megacorporate funding), Sluru is leading the way with their bold and efficient establishment of a large colonial hub.

The Sluruans view their worlds as the foundation of an independent interstellar state. The colony's founding fathers envision a collection of such states developing within the boundaries of what was once the Third Imperium.

Citing the momentum of Norris' Representational Reforms and the dissolution of the Moot in the Regency, the Sluruans seek to democratize space.

Because of the idealistic nature of the Sluru Union, its colonies tend to attract intellectuals, revolutionaries and entrepreneurs. Most believe that Sluru offers a chance to begin anew, correcting all of the mistakes made by the Imperium and its successor state, the Regency.

Sluru frequently finds itself at odds with the LSP-sponsored Shinku Amalgamation. Sluru has drawn public attention to the fact that many of the members of LSP's powerful board of directors are wealthy disenfranchised nobles who see the Reclamation as an opportunity to reinstate the nobility. Drawing from grassroots support, Sluru is seeking to prevent this from ever occurring.

One of the ways Sluru has been working to ensure that megacorporate interests do not dominate colonial space is by advocating the Stake Charter and the Majority Ownership Limitations, two measures intended to universally alter current colonial laws.

The Stake Charter requires all corporations in the Sluru Union to grant a percentage of ownership to their employees. Theoretically this gives each and every individual a stake in the development of whatever enterprise they are involved in.

The Majority Ownership Limitations prevent megacorporate interests from obtaining majority stakes in colonial enterprises. This way, megacorporations can realize profits from colonial ventures, but they can not fundamentally influence colonial progress.

Sluru seeks to promote these policies among the trailing colonies to prevent megacorporate domination of colonial markets. Regent Aledon-Alkhalikoi endorsed the policies in his 1209 colonial tour.

The Sluru Union contains several jewel systems, including Courage, Sebastion, Naasakiira, Zontra' Lee, Shishkala and Sluru itself. While it has been slow to develop many resources within its colonial borders, the Sluru Union has become the leading supplier of agroproducts among the colonial hubs and is making strides in the manufacturing industries on Zontra' Lee and Courage.

The Sluru Union is actively courting the unincorporated colony at Kaasu and the non-aligned worlds of New Vland and Shushaka for membership. Because of the internecine strife on Kaasu, Sluru has found it difficult to make headway there. As a good will token to the Kaasuan people, Sluru built “Freedom Center” on their homeworld.

Freedom Center is a meeting place for commerce and a neutral site for diplomacy. Sluru is hoping that the promise of economic development and prosperity will bring the warring factions of Kaasu to the peace table and subsequently into the Union.

While not without its problems, the Sluru Union has done a remarkable job of establishing successful colonies and building a rapport with the native populations of its worlds. Politically, it is one of the more stable colonial hubs.

The main concern for the Sluru Union is its lack of business savvy. While they fight the megacorporate interests of the Shinku Amalgamation tooth and nail, they continue to lose market share in several crucial segments. Sluru will need to recruit more of the “best and brightest” from the Regency's industrial universities if they intend to win the battle.

The entire board of the Sluru Union Ministry of Economics was recently dismissed and replaced by a new board. They are said to have a plan which will make Sluru a colonial player on the level of Shinku.

The Lemish Cluster

Hub:	Tamilaa (Corridor 2006)
Total Systems:	18
Population:	2.343 billion
Highest TL:	12 at Tamilaa and Aurollee
Members:	Lemish (1808), Port Coldren (1905), Sutton (1906), Weyland (1908), Croftstein (2003), Egami Nivek (2004), Tamilaa (2006), Specti (2009), Angi (2106), Ginning (2108), Amwaz (2109), Brariun (2205), Aurollee (2206), Luuga (2208), Voegrr (2209), Pruughoe (2306), Aking (2307), Gravista (2405)

Nominally headquartered at Tamilaa, this colony is believed by many to be in the throes of its formative stages. No formal constitution exists between member systems, and the powers-that-be on Tamilaa seem only marginally interested in creating one.

Virtually the entire Lemish Cluster is comprised of an extensive jump-1 route, making trade and egress between worlds easy.

The Lemish Cluster is the only colony that has not expanded its membership beyond its original charter. This seeming lack of imperialistic tendencies and the laissez-faire approach of the Lemish Cluster government has made for good relations with the subsector's unincorporated colonies. Active recruitment of member worlds is virtually unheard of, reducing barriers for meaningful commercial relationships.

Despite the rather libertarian government, Lemish Cluster defense forces are among the best trained in the colonies. Joint exercises between member systems are performed frequently and most of the planetary armies have excellent working relationships with their RCS counterparts.

The Lemish Cluster Defense Forces had perhaps their finest moment in 1209 when the colony on Aking fell to an invading Vampire fleet. In a concerted effort with several squadrons of RCS starships, Lemish Cluster marine and naval forces retook the system from the Vampire fleet and destroyed or disabled all Viral elements within six weeks.

Located on the axis of the Reclamation procession, the Lemish Cluster contains a diverse colonial pop-

ulation. Among its worlds, one is likely to meet all manner of colonial personalities. Transient prospectors and miners abound, as do permanent settlements on the higher population worlds.

Vicennis, Aurollee and Gravista are some of the more popular destinations for colonists looking to strike it big. These systems are known for an abundance of natural resources and therefore command strong attraction to prospective developers. Weyland, Egami Nivek, Angi and Ginning are considered to be viable "up-and-comers," however.

Gravista's population is 1.702 billion making it by far the most populous system in the Lemish Cluster. Due to the Lemish Cluster's rather loose federal structure, Gravista carries no more "official" weight than the other 17 systems in the hub. However, the voices of almost three quarters of the colony's population must be heard. Gravista has had a strong influence on local culture and the "Gravistan Way" is fairly prevalent.

Despite its precarious position near the wilds of Provence and Vland, the Lemish Cluster is a booming colonial hub. Its moderate size is somewhat misleading since its remarkably good relationship with neighboring unincorporated colonies has made external trade activity quite strong. In fact, because of its strong ties to the unincorporated colonies, most analysts rate Lemish's growth potential as higher than its sister colonies.

The Lemish Cluster's reputation for staunch defense forces, loyalty to its citizens and free enterprise have made it the leading magnet for colonial expeditions. The freewheeling atmosphere of this hub promise to make it a power to be reckoned with in the future.

The Rehman Protectorate

Hub:	Rehman (Corridor 2905)
Total Systems:	14
Population:	5.473 billion
Highest TL:	12 at Rehman
Members:	Lemish (1808), Port Coldren (1905), Sutton (1906), Weyland (1908), Croftstein (2003), Egami Nivek (2004), Tamila (2006), Specti (2009), Angi (2106), Ginning (2108), Amwaz (2109), Brariun (2205), Aurollee (2206), Luuga (2208), Voegrr (2209), Pruughoe (2306), Aking (2307), Gravista (2405)

The Rehman Protectorate is known for being well organized and pragmatically led even though it is considered to be in its formative stages.

Grissom is home to 5.214 billion sentients, comprising 95 percent of the colony's population. Like Gravista in the Lemish Cluster, Grissom strongly influences colonial culture and initiatives. The remaining 259 million inhabitants of the colony are spread out among its other 13 worlds, making Rehman one of the more sparsely populated colonies.

Personal freedoms are somewhat curtailed in the worlds of the Protectorate making it stand in stark-contrast with its colonial neighbor, the libertarian Lemish Cluster.

This is deemed a necessity due to the fact that little in the way of civilization exists beyond its borders. The Trailing Territories are considered to be in the infancy of colonial development and do not constitute a dependable bulwark against attacks by Virus or other hostiles to trailing. As such, the Protectorate sees itself as the first line of defense against large Vampire incursions into the colonies.

The Rehman Protectorate has suffered from more Vampire attacks than any other colony. Early warning systems in the neighboring Trailing Territories have helped in recent years, but the continued onslaught of random Vampire attacks has not subsided.

The dangers of living in the Rehman Protectorate have made it difficult to build permanent installations on its worlds. Most colonists prefer the relative safety of the more spinward hubs at this stage.

Nevertheless, the Rehman Protectorate doggedly

rebuilds its worlds, hoping that continued colonial expansion will eventually result in greater stability and prosperity.

Because of its inherent dangers, standing on the precipice of the wilds, the Protectorate attracts a hardy breed of colonist. You are less likely to encounter permanent communities in Protectorate space because of the dangers posed to one's family. Roving salvage and development teams are more frequently encountered.

Life on Protectorate worlds has a rough edge. Its stalwart inhabitants are suspicious and often unapproachable. They are here for one purpose: to make it big where no one else could.

Salvage and other resources are there for the taking if you have the wherewithal to get in, make your retrieval and get back out with your hide intact.

Life in the frontier towns of Protectorate worlds has been described as much like that of the trail towns of Terra's North American west during the 19th century or the colonies in the Near Bootes cluster during early Terran interstellar colonization. Businesses cater to the needs of the colonists and provide little beyond the basic necessities.

Despite the outwardly gloomy prospect of living in the Protectorate, life is not without its joys. Colonists here share a unique lust for life. When any day could be your last, you learn to make the best of each waking moment.

When not actively engaged in their myriad occupations, colonists are engaged in sport, gambling and other forms of merriment in various public venues. For example, the beltors of Blustar system's asteroid belts hold a semiannual starship race known as the Stellar Flare Derby. Hundreds of custom seekers participate in the event. (Seekers in these parts tend to have higher performance engines than traditional seekers of the pre-Collapse Imperium. You never know when you're going to have to flee from a random Vampire attack!)

The marked lawlessness of this far trailing colony has somewhat overshadowed the strong sense of community that can be found on many Protectorate worlds. Life in the Protectorate is not, as they say, for the faint of heart, but frontier life is not without its rewards.

The Enders Project

Hub:	Enders (Corridor 1511)
Total Systems:	10
Population:	7.14 million
Highest TL:	12 at Enders
Members:	Enders (1511), Vanquet (1611), Naadi (1711), Getz (1712), Denlaar (1713), Munhofen (1810), Antezeno (1811), Enrick Down (1912), Shargishu (1913), Faplion (2012)

Heavily funded by the Regency Navy, this colonial hub is centered at Enders system which contains Corridor's former Imperial Naval Depot. The colony's sparse population is a reflection of its remote astrography and the inconspicuousness desired by the Regency Navy.

Enders is unlike any other colony. It is predominantly inhabited by citizens of the Regency. Unlike most people in the trailing colonies, these people view themselves as Regency citizens and not members of a fledgling colonial society. Many Enders citizens are only here on a temporary basis, serving a rotation with a safeside corporation or military service.

Be that as it may, service in Enders is considered an honor by most. Enders citizens serve a twofold goal: first and foremost is to provide intelligence and early warning to the Regency in the event of a largescale Viral incursion; second is an advisory role, helping the various colonies learn to defend themselves and to build viable military infrastructures.

The Enders Project is viewed by many outsiders with a degree of suspicion. Many are concerned that one day, Enders will be used by the Regency to leverage its will upon them. Many cite Enders' close relationship with the megacorporate Shinku Amalgamation as evidence of this. Regency officials claim that Shinku's high degree of industrial development is the only reason for their relationship and that the other colonies need not fear otherwise.

In an attempt to foster good will and trust, civilian and military personnel from Enders frequently travel the colonies, providing much needed technical training and other services, all at the expense of the Regency government. In addition, the Enders Project has been establishing ties with corporations in the Sluru Union, although negotiations for large contracts have been slow going so far.

Despite its pacifistic message to the colonies, the Enders Project has been the recipient of a considerable military build up. While Enders' indigenous shipyards are capable of building only TL-12 starships and weaponry, several fleet elements in the TL 14-15 range have been stationed at Enders as the founding members of the newly commissioned 315th Fleet. This build up, while not secret, has only served to further fuel the aire of intrigue that surrounds the hub.

From the naval base on Enders, the RCS coordinates its rift defense strategy. Classified information that proceeds to the calibration points in Naadi and Uantil subsectors almost invariably goes through Regency Naval Intelligence (RNI) at Enders first.

Enders Project culture tends to be conservative, committed to "higher goals" than base financial pursuits. Travellers to Enders have found its worlds are short on amenities, high on efficiency. The atmosphere on Enders Project worlds was described as "friendly and courteous" by TAS officials performing a survey of the colonies in 1210.

Despite the undeniable suspicion and intrigue associated with the Enders Project, most of the other colonies appreciate its presence. Squadrons from the 315th Fleet have already fought in several battles against Viral elements and have displayed their commitment to protecting colonial interests.

The Trailing Territories

Hub:	Anert (Vland 0303)
Total Systems:	17
Population:	12.28 million
Highest TL:	11 at Anert
Members:	Aakhorn (0101), Rokii (0102), Maluuf (0104), Gikkon (0105), Kalkako (0202), Bannon's World (0203), Khankari (0205), Anert (0303), Skathi (0306), Enard (0307), Kuk (0402), Apkeraas (0403), Katti (0404), Lugaluru (0502), Athanuez (0601), Stronghold (0701), Ogerrgh (0801)

Yet to be designated with an official name, the Trailing Territories (a.k.a., "The Territories" in the local vernacular) in Vland sector comprise the most far-flung Regency colony. Settlement of this region began in 1210. Life in this colony truly exemplifies the New Era frontier.

The colonists who annexed the Territories met with surprisingly little resistance. Because of the fairly meager settlement and adverse conditions on most worlds of the region, there was little opposition to colonial claims. In those situations where the colonists have inhabited survivor worlds, they have apparently made their best effort to be sensitive to the local cultures.

The Trailing Territories have yet to establish a formal agreement between their systems on such things as colonial defense or economic infrastructure. In the meantime, free trade is allowed to take care of their needs as best it can.

The Quarantine Protocols

With the opening of the Regency's trailing borders to colonists, the Regency has willingly engaged in a venture that could have dire consequences.

After over seven decades of Viral infestation, Vampire elements have consumed nearly all the starships in the trailing wilds. While Vampire fleets pose a threat to the colonists and the RCS starships that protect them, for the most part, the Vampires encountered are easy to destroy because of the dilapidated quality of their starships. It is typical for Vampire fleets to be poorly maintained and battle-damaged.

However, with the return of sentient interstellar travel in the wilds, thousands of new starships have been placed at risk in Virus-infested territory. While these starships take every precaution to avoid infection and have the best in anti-Viral technology, they are nonetheless susceptible to infection, particularly to the more crafty, advanced strains of Virus.

The Regency has pondered the remote possibility that a large Viral outbreak could occur, consuming

large numbers of new highly maintained and in many cases, armed, starships.






In preparation for such a disaster, the Regency has created a detailed set of contingency plans known as the Quarantine Protocols.

Simply put, the Quarantine Protocols describe several Viral threat levels and the corresponding actions the Regency will take. The Quarantine Protocols are measured on the system or regional level as the situation requires. Therefore, a protocol level may be applied to a particular system, a colony, or any other identified region.

In addition to the actions taken by colonial forces, the Regency responds with specific actions depending on the proximity to the Regency and the threat level.

Generally, Code Red or Amber threats within six parsecs of the Regency border result in all Terminus and Interface ports being grounded for the duration of the threat. This causes quite a tumult in the operation of commerce, but due to the high level of Regency defense forces in the spinward portions of the colonies, these threats rarely occur.

Quarantine Protocols

Symbol	Level	Description
	Code Blue	No threat. No known Virus elements within 12+ parsecs.
	Code Green	Possible Viral threat within 12 parsecs. Further investigation required.
	Code Yellow	Known Viral threat within 12 parsecs. Take caution. Task force assigned to eliminate threat.
	Code Amber	Known Viral threat within 6 parsecs. Systems under code amber are interdicted for the duration of the threat.
	Code Red	Known Viral threat in system. Systems under code red are interdicted for the duration of the threat. All space flights are grounded.

New Careers

The following careers may be used to create player characters or to provide detailed NPC information. Not all the careers described are unique to the colonial era, but each of them have great importance to the events leading up to the colonial era and the continuing development of the colonies.

Regency Colonial Service

The successor organization to the RQS, the Regency Colonial Service is a military organization dedicated to the defense, formation and continued progress of the Regency colonies. The organization has several branches of duty including system defense, civil defense, infrastructure development and the pathfinder branch among others. Skill selection during the course of a career in the RCS should be the primary indicator of what type of service the character undertook.

Prerequisites: INT or CON 7+. Homeworld Tech = Early Stellar+.

First Term

Commission: 8+, DM +1 if CON 9+, DM +1 if INT 8+. If on Low Gov or High+ Gov world, DM +1 for SOC 8+. A commission makes the character an officer; all other characters are enlisted. (Minimum SOC 7)

Skills

Officers: Spacehand 1, Space Vessel 1, Space Tech 2, Explore 1, Determination 1, Tactics 1, Gun Combat 1.

Enlisted: Spacehand 1, Space Vessel 1, Space Tech 1, Explore 1, Technician 2, Gun Combat 1.

Subsequent Terms

Commission: 10+, DM +2 if EDU 8+, DM +2 if INT 8+. (Minimum SOC 7)

Skills

Officers: Spacehand, Space Vessel, Space Tech, Engineering, Determination, Charm, Tactics, Gun Combat, Perception.

Enlisted: Spacehand, Space Tech, Technician, Vice, Perception.

All Terms

Special Duty: 8+ for Gun Combat, Melee, Personal Transport, Explore, *Language*, Interaction, *Medical*,

Engineering, Perception.

Promotion: 6+, DM +1 if INT 8+. If on Low Gov or High Gov world, DM +1 for SOC 8+.

Contacts: One per term, government, military or trader.

Other Effects: 2 ship DMs per term as enlisted, 5 per term as an officer, for a Scout/Courier, Trader or Warship (character's choice).

Clergy

This career may be used to emulate membership in Deneb's *To Will One Thing* technical priesthood or the derivative Halifax Protocols and Wisconsin Synod sects from the Sword Worlds. Each sect has engaged in prolific missionary campaigns in the colonies. Several branches of service to the church may be reflected in this career, including the clergy, evangelist, missionary or the controversial Society of the Will, who take a more martial approach to spreading the faith.

Prerequisites: CHA or CON 7+.

First Term

Commission: 9+, DM +1 if INT 8+, DM +1 if EDU 8+, DM +1 if CHA 8+. A commission makes the character a clerk of the Will; all other characters are acolytes.

Skills

Clerks: Social Science 1, Physical Science 1, Interaction 1, Technician 2, Engineering 1, Determination 1, Charm 1.

Acolytes: Social Science 1, Physical Science 1, Interaction 1, Technician 2, Artisan 1, Melee 1.

Subsequent Terms

Commission: 9+, DM +2 if INT 8+, DM +2 if CHA 8+.

Skills

Clerks: Social Science, Physical Science, Interaction, Charm, Technician, Engineering, Determination, Perception.

Acolytes: Social Science, Physical Science, Interaction, Technician, Artisan, Melee, Perception.

All Terms

Special Duty: 7+ for Gun Combat, Melee, Economics, Explore, *Language*, Interaction, *Medical*, Spacehand, Space Tech, Space Vessel.

Promotion: 6+, DM +1 if EDU 8+.

Contacts: One per term, business, government or trader.

Other Effects: None.

Table of Ranks (Clerks only)

O1 Apostle

O2 Advocate

O3 Technician

O4 Polytechnician

O5 Bishop

O6 Archbishop

Colonist

Striking out into the wilds takes a special breed of human. One with daring, commitment and a strong will. Your character may be a settler, a transport pilot, a starport officer or any functionary who takes part in settling and rebuilding the blighted worlds of the wilds. The primary activities of this career involve actively working to promote the interests of one's colony and its flourishing society.

Prerequisites: None.

First Term

Skills

Acrobat 1, Determination 1, Explore 2, Gun Combat 1, Interaction 1, Technician 1, Vehicle 1.

Subsequent Terms

Skills

Acrobat, Determination, Engineer, Explore, Gun Combat, Interaction, Melee, Perception, Technician, Vehicle.

All Terms

Special Duty: 6+ for Animal Handling, Crime, Economics, *Medical*, Physical Science, Spacehand, Space Vessel, Vice.

Promotion: 6+, DM +1 if INT 8+.

Contacts: One per term of any type.

Other Effects: None