

TRAVELLER®

THE DEEP AND THE DARK



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER®

THE DEEP AND THE DARK

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INTRODUCTION

A wild and lawless frontier in the middle of an advanced, long-settled region. A sprawling battleground governed by a peace treaty. Reaver's Deep and the Dark Nebula are contradictions, the intersection of three great powers and two Major Races. To coreward lies the howling emptiness of the Great Rift. To trailing are the Third Imperium and Solomani Confederation, fierce rivals sharing a long and fraught history. To rimward and spinward is the Aslan Hierate, a complicated snarl of competitive, expansionist clans. At the heart of it all is the Buffer, a sprawling neutral zone rife with aliens, pirates, raiders and outcasts, a handful of petty kingdoms struggling in the shadow of titanic interstellar states.

The Buffer offers Travellers ready access to a region teeming with opportunity, danger and mysteries. While much might seem familiar to veterans, understanding what is truly different could be a matter of life and death.

HELP IS FAR AWAY

Although the Imperium and Solomani Confederation control dozens of worlds along the trailing edge of Reaver's Deep and the Dark Nebula, these are very much frontier areas and have far fewer governmental resources available than other sectors. Naval forces are smaller, older and overtaxed – and less ready to render aid to member worlds. The Hierate has no central government, all such functions provided by individual clans and many services are available only to clan members. The small independent states of the Buffer have less of everything. Although the Travellers' Aid Society does operate in both sectors, TAS facilities are much rarer and far smaller than inside the Imperium.

TECHNOLOGY LIMITATIONS

Reaver's Deep and the Dark Nebula are technologically backward sectors. No world is at TL15, the Imperial maximum. Only three Imperial worlds are at TL14, which is also the general maximum for the Solomani

Confederation but even TL14 is rare around the Buffer, where the Confederation controls an unusually large number of low tech worlds. TL14 is also the general maximum for the Aslan Hierate but this is usually only available to the largest and most powerful of clans. The Aslan tend to hoard access to technology and TL12 or 13 is more common for clans. Inside the Buffer, a maximum TL11 or 12 is common. This sharply curtails the type of equipment available to Travellers and can limit starships available to jump-2 or jump-3. The Imperium, and to a lesser extent the Confederation, use a widespread system of standardisation to ensure replacement parts are available in most starports either off the shelf or as a fabricated specification. Sourcing parts and effecting repairs, activities Travellers might take for granted elsewhere, can be much more time-consuming and laborious inside the Buffer.

CAN'T GET THERE FROM HERE

A standard Type A trader will not take a Traveller far in this region, as neither Reaver's Deep nor the Dark Nebula feature long, sprawling mains of stars connected by jump-1 distances. In their absence are smaller star clusters or isolated worlds, some requiring jump-3 drives to reach. This astrography can hinder travel and some destinations require circuitous routes.

COMMUNICATION BREAKDOWN

Galanglic is commonly spoken in both the Solomani Confederation and the Imperium. *Trokh* is nearly universal in the Aslan Hierate. Inside the Buffer, however, is a Tower of Babel. In some areas, nearly every individual world has a local language spoken nowhere else and some of those worlds have multiple such local languages. Many native languages are so obscure no translator software or protocol robot will be helpful. Similarly, no universal express boat network services all worlds of this region. Instead, a patchwork collection of local couriers and packet ships carry messages and parcels. Message delays and lost or misplaced parcels are the norm.

HISTORY OF THE BUFFER

The Buffer lies in the heart of both Reaver's Deep and the Dark Nebula, and its complicated story is intertwined with the histories of these sectors. To inhabitants of this region, the familiar sector boundaries so convenient to astrographers are arbitrary and irrelevant. As it would be difficult to understand one of these sectors without understanding the other, an integrated history of both is necessary.

The region is home to an astonishing diversity of species and cultures: human and Aslan, Imperial and Solomani, not to mention the hundreds of worlds each with their own local language. For simplicity's sake, all dates and measurements are given in Imperial standard units, rather than local datum.

AWAKENINGS (-10000 TO -3000)

On Kusyu, the first modern Aslan emerged around -10000 at TL0, quickly displacing other proto-Aslan subspecies. From -10000 to roughly -3000, the new Aslan slowly built the basis of Aslan civilisation, advancing steadily from TL0 to TL1 and spreading beyond the northern continent of Tafohti to settle lands in Hakah and Hroliar. During this period the Aslan began to organise themselves beyond prides into distinct clans, forming the first permanent settlements. Females developed metal-working, the wheel, agriculture to support traditional animal husbandry, primitive astronomy and early mathematics and writing systems. During this same period the humans of Terra advanced to TL2, the age of sail.

As these events unfolded on Kusyu and Terra, the Vilani were amassing a star-faring empire of staggering size and power. By -9235 the Vilani discovered the jump drive and soon began to expand outward. For reasons poorly understood today, the new Vilani Grand Empire of Stars (the Ziru Sirka) abruptly ceased its relentless expansion, halting all progress just a few parsecs shy of the Sol system.

GRADUALLY, THEN ALL AT ONCE (-3000 TO -2200)

On Kusyu, the first written examples of *Trokh* appeared shortly before -3000 and it quickly became the dominant written language of the Aslan. This development traditionally marks the beginning of the

Aslan Age of Enlightenment (*leakhtefu*). During this era, which lasted until approximately -2200, the Aslan steadily progressed from roughly TL1 through their industrial revolution. The Five Cities of Legend were founded during this period and Aslan explored the southern polar continent of Eahailr. Rapid technological advances spurred social changes and increasingly destructive armed conflict. Toward the end of this period the great teacher Kteahihurko the Wise proposed a limited, regulated form of conflict to resolve personal disputes. Her innovation greatly helped to limit the scope of conflicts, allowing roughly two dozen clans to establish control of different planetary regions.

Many disenfranchised Terrans decided to emigrate far beyond the borders of both the Confederation and the Ziru Sirka. These groups had to raise enormous funds to support colony missions to unexplored areas to spinward, trailing and rimward. One of the most promising destinations was the so-called 'Cygnus Expanse', the spinward wilderness in distant Magyar and Daibei, but at least 21 jumps were required just to reach the Giiri Cluster, a journey easily requiring a year or more with jump-2 ships.

Somewhat surprisingly, these colony missions enjoyed tacit support from the Imperial Vilani rulers, who saw emigration as ultimately weakening Terra and helping to push back the edges of the frontier, facilitating future Imperial expansion. Many of these expeditions never reached the Giiri Cluster but those that did found local guides willing to share stellar charts of the Cygnus Expanse from the earlier, unsanctioned expeditions. While some data may have been fabricated or inaccurate, this information allowed many Terran expeditions to proceed far spinward into the sectors now known as Magyar, Ustral Quadrant, Reaver's Deep and Iwahfuah.

By -2205, just as the Aslan of Kusyu were emerging from their first great age of enlightenment, and in the Cygnus Expanse beyond Solomani Confederation borders lay a series of independent Terran settlements, perhaps 15 or 16 in Reaver's Deep and at least three in the Dark Nebula, on worlds now known as Kahkeheas, Rosal and Ahaiehea.

While comparatively little is known of the Vilani refugee settlements, archaeogenetic analysis of human populations in the vicinity of the Buffer indicates considerable mixing of Terran, Vilani and other human subspecies – suggesting these Ziru Sirka refugees may have generally assimilated into existing Terran communities rather than establishing their own, separate colonies.

FLIGHT OF THE UKHTAI (-2200 TO -1980)

Shortly after -2200 the Aslan of Kusyu reached TL4, with military technology approaching TL5. The social changes wrought by industrialisation were placing Aslan society under great strain; settlements were established across the planet and interclan conflicts were increasing in frequency and intensity. In response, clans organised themselves into larger and larger entangling alliances. In -2190 a series of small engagements triggered the First World War (*Ealya*), drawing in almost every major clan on Kusyu. Fierce battles were fought on all four continents and the first mechanised war levelled entire cities, devastated whole regions and shattered the strength of several powerful clans before ending in stalemate. Two younger rival clans emerged from the *Ealya* as the most powerful: the Yerlyaruiwo and the Khaukheirl.

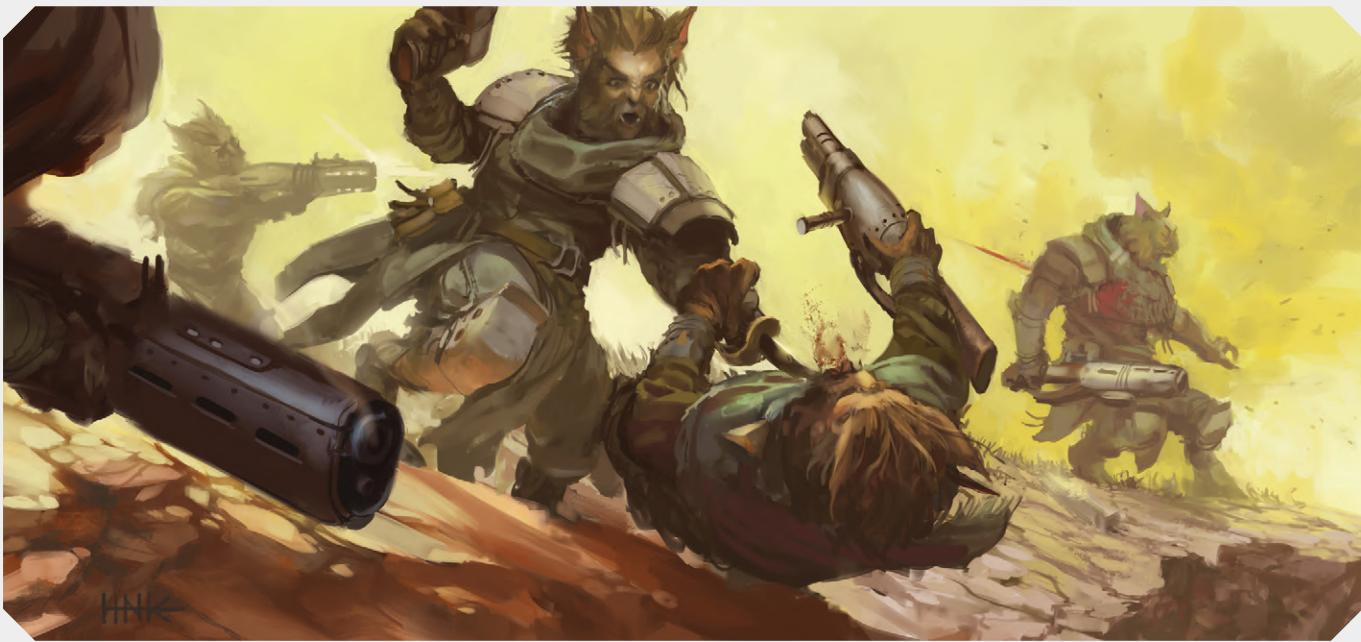
Kusyu had barely time to recover when, in -2160, a localised conflict between two small clans quickly expanded into the Second World War (*Tiealya*), pitting an alliance led by the Yerlyaruiwo against another led by the Khaukheirl. While most clans had reached TL5,

leading clans were beginning to develop TL6 weapons and the Second World War ended in a nuclear exchange. These weapons crippled clan economies and inflicted ecological damage on a planetary scale, rendering entire regions uninhabitable.

Increasing population pressure led to the Third World War (*Iltealya*) in -2098. Although the belligerents agreed not to use nuclear weapons, the war was still fought at TL7, using armoured infantry units, jet fighters and helicopter gunships armed with tactical missiles and cluster munitions. The *Iltealya*, just as the first two world wars, ended indecisively with most combatants exhausted.

It had become abundantly clear to most observers on Kusyu the pace and increasing destructiveness of war was simply not sustainable. In response, in -2083 the Aslan instituted their Hierate – an agreement on the part of the 29 pre-eminent clans to meet and discuss their differences on a regular basis in a great council: the *Tlaukuh*. The *Tlaukuh* helped introduce and enforce the concept of highly limited wars with outside referees, as well as formal treaties between belligerents. So important was this development the current Aslan calendar uses the formation of the *Tlaukuh* as its starting date. Barely a century after the *Tlaukuh* came into being, the Yerlyaruiwo and the Khaukheirl clans produced a working star drive.

In -1999 the first Aslan starship, the *Ukhtai*, opened the stars to the Aslan. Star travel was the ideal way to satisfy their territorial drives although at first expansion



was slow, limited by the gradual development of jump technology. The Yerlyaruiwo and Khaukheairl closely guarded the secret of the new star drive, only offering to transport members of other clans offworld for a fee, but every new planet discovered opened new territories for colonisation.

While human explorers and colonists moved through much of Reaver's Deep, in the Dark Nebula their activities were generally limited to the spinward/coreward fringe of the sector and to the trailing territories along the Magyar border. Early Terrans had discovered the jumpspace phenomenon the Vilani had called the Dark Nebula and confirmed this feature was every bit as hazardous as legend had made it out to be.

By -2000, Terran émigrés within the Dark Nebula were established on some 21 colony worlds, with an estimated total population of approximately 80 million. Several of the older colony worlds, now 300 years old, likely had populations in excess of 5 million. Most of these Terran settlements were at TL11, with some of the more advanced possessing TL12. These colonies were largely self-sufficient and many had embraced ethnic and cultural identities that rejected precepts of the distant Rule of Man. Nevertheless, many trade and information connections continued to snake back to Terra and surrounding worlds in the Solomani Rim.

Meanwhile the Aslan, barely at TL9, were steadily exploring the Kilrai' Cluster, adding seven new worlds to the Hierarchy in less than 20 years. In -1980 the Aslan were shocked to discover they were not alone, when the *Awiyo koheh*, a Yerlyaruiwo exploration vessel in the Bacci system, made first contact with the *Cudi*, a human colony ship from distant Ishnar.

THE AGE OF EXPANSION (-1980 TO -1719)

At first the Yerlyaruiwo and Khaukheairl hid the existence of the Terrans from the other clans but this monumental discovery was soon exposed, sending shockwaves throughout Aslan society. Much like the Terrans after first encountering the Vilani, the Aslan now found themselves surrounded by a much more technologically advanced alien species.

The other clans were incensed: first at having been kept ignorant of this discovery and then by being denied direct contact of their own with the Terrans. The Yerlyaruiwo argued, unconvincingly, they were simply trying to protect their fellow Aslan from a potentially dangerous military threat, while the Khaukheairl claimed they sought only to shield the Hierarchy from corruption by a decadent alien culture. The other clans

did not appreciate this paternalism and assumed – not without reason – the two leading clans were trying to best exploit an advantageous position.

In general, the Terrans respected the boundaries jointly set by the Yerlyaruiwo and Khaukheairl. Given the great technological disparity, the Aslan presented little threat and given the relative abundance of habitable worlds nearby, the Terrans had little cause to present any threat to the Aslan.

Ever since first contact the Yerlyaruiwo and Khaukheairl had, for the most part, successfully kept their fellow Aslan insulated from the Terrans but eventually the *Tlaukhu* leaders relented and allowed a closely-supervised trade station to be established at Bacci. Despite this one relaxation of vigilance, humans were forbidden from coming within two parsecs of Kusyu.

THINGS FALL APART (-1719 TO -1120)

In the Dark Nebula, humans of the Rim were fascinated by the Aslan, having heard rumours and legends of this exotic species for nearly three centuries. For human traders, the Aslan represented a completely untapped market of several billion sophonts and the Tralyeaeawi carefully noted the fascination human markets bore for anything from the distant and exotic Hierarchy. Aslan cultural products soon became highly desired commodities on the worlds surrounding Terra. Some of the most coveted goods were ornamental rifles inscribed with flowing *yoyeaokhtef*, which soon became so popular entire counterfeit markets sprung up to meet the demand.

The long and unprecedented partnership between the Yerlyaruiwo and the Khaukheairl ended as abruptly as it began. Most observers considered the rift as inevitable, as petty jealousies and resentments had long simmered within the partnership. In any case, the Yerlyaruiwo-Khaukheairl War broke out in -1667, with pitched battles fought all across the Kilrai' Cluster over the course of an entire *ftahea*. While the hostilities raged, transportation services for most other clans were suspended, greatly disrupting clan business. The Tralyeaeawi attempted to fill the gap with their own starships but were hindered by blockades and various interdictions.

The war ended inconclusively, the principals exhausted and their militaries expended. The *Tlaukhu* stepped forward to sanction the belligerents, finding both had acted dishonourably in the conduct of the war as well as in their hoarding of vital technology. As war reparations the Yerlyaruiwo and the Khaukheairl were forced to freely share the secret of jump drive technology with all other clans.

THE REAVERS

While the pejorative label ‘reaver’ has been applied loosely to any sort of marauder or pirate, the term has a much more specific application. Like pirates, reavers operate independently and illegally without the support or legal sanction of any state. The chief difference between a pirate and a reaver is simply one of scale: while a pirate might have the capacity to attack a ship or shipping lane, a reaver has the ability to attack entire worlds.

Reavers have appeared at several different times and places in the history of Charted Space, such as the Sylean Main in the -900s. The term is most often associated with the bands of raiders operating out of the Dark Nebula, Magyar and Reaver’s Deep during the late Twilight period of the Long Night between -1500 and -1100. Use of capitalised ‘Reaver’ distinguishes this group from the more generic term.

As Long Night fell over the region some of the less affected states in outlying sectors turned to plundering old Rule of Man worlds without the capacity to build or operate jump drives. The Reavers usually possessed superior technology allowing them to loot these worlds with only minimal resistance. Many victimised worlds, stripped of vital technologies, lacked the basic resources to survive. One notorious example from Reaver’s Deep was Janet, a marginally habitable world in the Keiar subsector. After being sacked by a Reaver band shortly after -1400, the 11 million inhabitants of this world were consigned to a slow and inevitable doom. Such atrocities lent the Reaver name a special horror that still lingers even in the modern era.

During this period several groups of Reavers based out of Magyar formed a loose ‘Reaver’s Alliance’ that raided into the Solomani Rim. Fear of this menace and contraction of the

Terran Mercantile Communities’ area of influence catalysed the creation of the other interstellar alliances that became known as the Rim States. The Reaver’s Alliance was shattered with the defeat of a large Reaver fleet at Jarslav in the Solomani Rim in -1118. With the Aslan becoming ever stronger, the Reaver states in Magyar and the Dark Nebula grew unwilling to risk such losses.

During the same period, several petty warlords flourished within Reaver’s Deep and continued to hold on to power long after Jarslav. These warlords often originated from amongst the refugees that escaped the breakup or takeover of a small state within the sector. With a few working ships, these warlords easily made their way into wild areas and had a good chance of dominating one or several primitive worlds. Some of the most notorious Reaver lords like Blackjack Duquesne, Orchid Wu Lu, and Grand Admiral Izanak belong to this period, which lasted from -1120 to -1000.

During the latter half of the Long Night it became usual to label any opponent a Reaver, thereby justifying practically any action against them. However, the Reavers were not always destructive; they occasionally defended human worlds from *i hatei* raiders and in some cases the Reavers helped preserve technologies and knowledge that might have otherwise have been lost in the Long Night.

Continued expansion by Aslan and Imperial interests into the Deep, culminating in the Peace of Ftahalr, led to a lessening of Reaver influence. Following establishment of the Peace, the neutral strip of border worlds in the Deep became havens for criminals and pirates such as Hellion Murdoch and others of his ilk. To this day, the name is sometimes applied, often in a fanciful or romantic manner, to freebooters, pirates, privateers or occasionally to small interstellar states found in the area.



The Aslan exploded beyond the Kilrai' Cluster; clans sent survey and colony missions into the spinward territories. Aslan travellers and traders followed the winding Tralyeaeawi routes to visit the fabled worlds of Terra, Dignir, Ishnar and Muan Gwi. *Ihatei* and waves of landless Aslan displaced by the Yerlyaruiwo-Khaukheairl War sought new homes in Magyar and beyond. The first Terrans were finally allowed to set foot on legendary Kusyu in -1664.

As the Aslan began to expand, the collapse of the Rule of Man was finally beginning to affect worlds as far distant as the Dark Nebula. Human interstellar states began to splinter into smaller, weaker and more isolated coalitions. Piracy began to fray the delicate trade connections knitting these distant coalitions together, straining world economies and causing technological capabilities to regress. The petty states began to compete with one another for fewer resources and eventually began raiding less capable worlds for basic technology. These marauders became known as Reavers and were a plague in Magyar, the Dark Nebula and Reaver's Deep. Their rag-tag fleets were feared for looting entire worlds in Daibei and as far distant as the Solomani Rim.

By -1500 Long Night had fallen for the former worlds of the Rule of Man, even affecting the most far-flung provinces. Interstellar economies were rapidly contracting and trade was under almost constant pressure from piracy. The Terran Mercantile Community began to withdraw its patrols to systems increasingly closer to Terra, abandoning more distant ports to their fates.

However, less risk-averse Aslan traders were more than willing to step into the gap and none of the Reaver states were significantly stronger than an Aslan clan. The Aslan now controlled nearly 90 worlds across some three subsectors in the Dark Nebula and the Tralyeaeawi established new trade routes and agreements connecting the Dark Nebula and Solomani Rim.

By -1400 conditions in human space had grown so dire interstellar travel was rare and considered extremely risky. Interstellar piracy largely ceased not because governments had reasserted authority but simply because there was too little commercial activity.

Over the next 300 years, the Aslan continued to expand their sphere of influence and slowly improve their technological capabilities. Humans, however, continued to struggle to hold on to their own technology, with many worlds falling back to pre-stellar levels.

In general, those human communities closer to the flowering Aslan Hierate fared far better during this phase of the Long Night than those more distant. Several human worlds along the Aslan trade lanes turned to the clans for protection and technological support. Some entered into formal alliances as effective equals, such as Mizah, now known as Sequel, and the Yerlyaruiwo. Human worlds willing to embrace Aslan culture were occasionally brought in as vassals or even members of the clan. Several human worlds in the Dark Nebula were fully accepted by the Tralyeaeawi as vassal clans, gaining *huweihwoweij* status ('with us in spirit').

Other human worlds wishing to retain their heritage were made protectorates, the clan effectively interdicting the world and controlling all interstellar traffic into and out of the system. In exchange, the clans were allowed to establish settlements on the surface and often given access to the world's natural resources. These arrangements could be mutually beneficial or outright exploitative. Protectorates were especially common in the Akuusir Cluster or on the Savage Main, a string of worlds separated by jump-1 distances running from Khaoliy (Kimson's Stand) subsector in the Dark Nebula to Eery subsector in Magyar.

By -1150 the Aslan Hierate had expanded to more than 2,600 worlds over six sectors, and had hunted down and destroyed the last of the Reaver fleets in the Dark Nebula, but many petty warlords continued to rule in Reaver's Deep.

Within a few decades a series of events would shake up the generally cooperative relationship between the Aslan and the humans.

BLOODY GODDORO (-1120 TO -900)

While the Terran Mercantile Community had been steadily contracting for some time, it mounted a joint task force with Dingir to defeat the last large Reaver fleet out of Magyar at Jarslav in the Solomani Rim in -1118. This would prove to be one of the final notable achievements of the Terran Mercantile Community, which in -1110 transformed into the Old Earth Union. During the same time the alliance of Reavers in Reaver's Deep began to collapse, splintering into small kingdoms controlled by individual warlords.

In the Dark Nebula, the Tralyeaeawi were still considered to be the most powerful clan in the Hierate. They had enforced peace with the humans because they could and because peace was in the clan's best economic interests. However, the lucrative trade with humans that had vaulted the Tralyeaeawi to the top of the Hierate had greatly diminished both in absolute

value as well as a proportion of the clan's portfolio: by far, other Aslan clans had become their most important trading partners. Rival trading clans and corporations were beginning to compete more effectively against the Tralyeaeawi, eroding the clan's position. Accordingly, the Tralyeaeawi began divesting many of their trailingmost assets and ceded control of trade lanes to vassals and allies.

As long as the humans had held a significant technological edge, the Aslan lacked the means to effectively challenge their neighbours and humans, preoccupied by the deepening Long Night, had little reason to antagonise the Aslan. Once technological parity was reached, the Aslan suddenly had the means to challenge humans militarily and increasingly they had motivation as opportunities grew constrained by economic, astrographic and political forces.

Many old inhibitions were discarded once the aggressive clan Hrasua and its ally Hrawoao began harassing independent human worlds in the Mizah Cluster of the Dark Nebula. Many of these worlds were trading partners of Tralyeaeawi and when the antagonists would not relent, the trading clan was forced to declare war in -1120. In the first year of the conflict Hrasua and Hrawoao seized the initiative, driving Tralyeaeawi forces back in battle after battle. In the second year the Tralyeaeawi were finally able to bring their vast logistical advantages to bear and steadily wore down Hrasua and Hrawoao in grinding battles of attrition. When Yerlyaruwi envoys offered to broker a truce, both sides eagerly accepted. Although fought to a draw, the Tralyeaeawi-Hrasua War demonstrated that the Tralyeaeawi could no longer shield the humans from Aslan aggression.

Aslan raids on human worlds immediately began to increase and in -1082 the Htiokh, a fierce vassal of Hrasua, conquered the human world of Godoro, now known as Tenarna. They massacred all humans planetside in one of the first decisive engagements in what would become known as the Aslan Border Wars.

Following Godoro, small Aslan clans and bands of *i hatei* stepped up the pace of raids on nearby human worlds, while other Aslan turned toward unexplored areas beyond Hierate space. Aslan explorers began surveying the Ea, Drexilthar, Eakoi and Drinsaar subsectors of Reaver's Deep, a region of space explored by Terrans centuries earlier but depopulated due to Reaver attacks. The Aslan named this area Aoreriyya ('new garden') after the relative abundance of worlds with climates and ecosystems well-suited to Aslan habitation.

THE ASLAN BORDER WARS

The Border Wars continue to be subject to many misconceptions, in part due to the sprawling and chaotic nature of the conflict. The name is simply a term of convenience applied to thousands of separate, mostly low-intensity, short duration conflicts fought in five or six sectors over a span of nearly 1,500 years. In fact, many scholars suggest the Border Wars are best considered a chronic state of political instability rather than a distinct historical event.

Although the Border Wars are often described as a conflict between Aslan and humans, the reality was far more complex. Although many battles were fought between individual Aslan clans and human splinter states, humans often fought beside Aslan, for Aslan, or employed Aslan forces against both Aslan and human opponents. At any one time the principal antagonists comprised dozens of competing factions in a confusing array of ever-fluctuating alliances and enmities.

In many respects the very name Border Wars itself is a misnomer. Instead of a clearly-defined border there was only ever a moving, heterogeneous *interface* several subsectors wide, with all participants intermixed throughout. Over the centuries the interface slowly widened and grew less distinct as worlds were traded back and forth, sometimes scores of times. Although a few large battles were fought at the beginning and ending of the conflict, most actions consisted of hit-and-run raids. As one Solomani historian put it, 'There weren't always Aslan, there was never really a border and precious little that actually qualified as a war'.

The Godoro Massacre was a wake-up to all nearby human worlds and in response mutual defence alliances and new federations formed. In Reaver's Deep, the Celestine League was founded in Uhtaa, the Iltharans of Dexilthar began assembling a small interstellar polity of their own by conquering nearby worlds, and in the Dark Nebula, the Ormine of Akhlare and their human allies formed the Gerontocracy of Ormine.

THE FALL OF ARAKHAL (-900 TO -300)

In Reaver's Deep, the best generally available technology outside the Celestine League and Iltharan Empire had fallen to TL9 and jump-1, meaning many small clusters of worlds were completely isolated. Many individual worlds in the Deep had dropped far below this and some were completely depopulated. As Aslan continued to press in from spinward and rimward directions, the Loakhtarl, a powerful clan in Ealiyasiyw, made a concerted effort to keep other clans out of the Deep. In -835 they established the Eakoi Corporation to trade with the score or so inhabited worlds in Eakoi and Ea. In Drexilhar, the Iltharans annexed additional worlds into their nascent empire.

In the Dark Nebula, the Aslan Border Wars ground on as Hrasua led several clans against human worlds coreward and trailing of Kusyu. The humans were organised and established, and mounted a strong defence against these incursions. Their valiant efforts were noticed as far away as the Solomani Rim. The Old Earth Union had made concerted efforts to maintain contact with distant human worlds and news of human-Aslan conflict was met with concern on Terra. The Old Earth Union dispatched occasional military expeditions and humanitarian relief missions as far spinward as the Dark Nebula. Although these missions were too small and sporadic to make a material difference, they did help preserve tenuous cultural and communication ties.

Eventually, however, the humans could only hold out for so long against incessant raids. By -600 Aslan clans had absorbed the human worlds of the Mizah Cluster. By -500 they had incorporated the Mechane Cluster and by -400, most of Khaoliy (Kimson's Stand) and parts of the Strin Cluster.

In -404 the capital of the Suleimani Confederation, Arakh, was captured after a brutal siege. The cruel Htiokh clan assumed control of the world and over the following centuries much of the human population would migrate away. The Confederation had stood as a bulwark against the Aslan for nearly 600 years and its fall left independent human populations along the trailing edge of the Hierate concentrated around individual fortress worlds at Strin, New Libdis, Jingleswelt, Rangel and Thalia.

Directly coreward of Kusyu, the Gerontocracy of Ormine and the surrounding human worlds in the Dark Nebula continued to hold out against Aslan raids, in part by successfully cultivating alliances

with Aslan clans and also by exploiting chronic Aslan disorganisation. The Aslan gains up to approximately -300 would represent the end of a distinct phase of the Border Wars, during which larger clans led organised campaigns against strong human worlds. Moving forward, fierce inter- and intra-clan conflict would increasingly occupy them, affording the independent human worlds a welcome chance to regroup and rearm. The next phase of the Border Wars would primarily comprise *ihaeti* bands and small clans raiding far into Reaver's Deep and beyond.

KINSTRIFE AND REFORM (-300 TO 161)

Increasingly, the Hierate was troubled by political instability and interclan conflict driven by economic and political inequality, physical distance and cultural fragmentation. The pace of Aslan expansion had been slowing since -1000 with clans focusing more energy on inter-clan rivalries than exploration. By -300 the expansion had essentially stopped as the large clans imposed arbitrary limits and encumbrances on the smaller clans. Frustrated, the disenfranchised clans turned to violence against each other and, increasingly, the established clans in an attempt to secure new lands. Across the Hierate, frontiers burned with low-intensity wars as much of the energy previously spent on the Border Wars was now turned on other Aslan.

In response to the growing fragmentation of Aslan culture, a Great Conclave (*Sakolusalo*) of philosophers, poets and clan elders was convened on Kusyu in -63 to reassess the place of traditional Aslan customs and practices in an interstellar society. The goal was to reconcile ancient Aslan culture to modern interstellar society and to determine which values and practices had to be retained, which could be modified and which should be discarded. The *Sakolusalo* was a brave attempt to gather the diversifying strains of Aslan culture into one universal system.

Although the Conclave attempted to be inclusive to all clans, debates were dominated by the established clans closer to Kusyu. Frustrated by their lack of representation, in -58 the disenfranchised clans began agitating against the more powerful ones and once more interclan violence increased sharply across the Hierate. So began the 'kinstrife in the stars' (*Aisekhokhe Entse*). As with the Aslan Border Wars, this term describes a long-term, chronic state of political unrest rather than a single, discrete event: the kinstrife occurred across a wide area over nearly 220 standard years and involved thousands of individual engagements.

ROOTS OF THE CULTURAL PURGE

The Cultural Purge was at once a struggle between two opposing ideologies: conservatism and stability versus progressivism and change. The Purge was also very much a political and economic struggle pitting established clans against disenfranchised upstarts and finally, the Purge was a convenient opportunity to settle scores and conclude rivalries that had, in some cases, persisted for centuries.

The Purge and its participants defy easy categorisation. Most histories describe two main factions: the crusaders (*khiraokhaor'ya*), advocating for a return to traditional Aslan practices and the starborn (*tsekho*), who called for change. In reality, these two terms were not commonly used at the time and neither represented a monolithic bloc: at certain points a dozen or more different factions fought each other. Most clans held a mix of conservative and progressive positions and these often modulated or shifted as the Purge wore on. The Khaukheairl, for example, were a deeply traditionalist clan that also advocated for use of primogeniture to determine succession. The Tralyeaeawi, in contrast, were both one of the most established clans in the Hierate as well as a progressive advocate for the rights of non-Aslan sophonts.

In -56 the Great Conclave completed eight *ftahea* of deliberations and issued its first declaration, a preliminary statement of general principles: 'the defence and cultivation of traditional Aslan values was the highest expression of honourable behaviour', and 'the deviant strains of Aslan thought must be brought back into accord with orthodoxy'.

Although the Conclave's work was nowhere near complete, the established clans used the declaration as justification for bringing the disenfranchised clans to heel, claiming they sought to maintain the cultural purity of the Aslan. The resulting struggle, the so-called Cultural Purge (*Uwaralyekose*), was the most intense phase of the wider kinstrife and lasted over 100 standard years.

The Great Conclave concluded in -7 with the issuance of the *Codices of Sakolusalo*, which redefined Aslan philosophy and culture. The Conclave's findings offered numerous concessions to the progressive elements in Aslan society, such as mandating primogeniture. Overall, however, the Conclave declared that to be Aslan was to act in accordance with tradition and many of the *tsekho* clans were not doing so. Its recommendations were adopted by the *Tlaukhu* but resistance continued and fighting in the Cultural Purge actually intensified.

By 49, the Cultural Purge had run its course: over a third of the *tsekho* clans had abandoned their worlds and moved en masse to systems spinward and rimward of the Hierate. The majority of the *tsekho* who remained were willing to adopt – grudgingly, in some cases –



LEGACY OF THE PURGE

The Great Conclave set out what it meant to be a true Aslan in the *Codices of Sakolusalo* which attempted to carefully balance both conservative and progressive considerations, and as might be expected proved bitterly disappointing to ultra-reactionary and radical revolutionary alike. In general, the Conclave favoured traditional cultural practices but also adopted several new economic and social reforms.

Prior to the Cultural Purge, virtually all worlds inhabited by biological Aslan would have been considered part of the Hierate, just as all individual Aslan would have been considered *Fteirle*. An Aslan might be of such low status as to be deemed an outcast or even an outlaw, but would still fundamentally be recognised as an Aslan, albeit a wretched one.

The Cultural Purge created a sharp distinction between 'true' Aslan and 'untrue' Aslan, and between 'true' clans and 'untrue' clans, and thus drew a hard line between those Aslan and clans belonging inside the Hierate and those clans and individuals without. Clans with too little respect for established tradition threatened to corrupt Aslan culture with 'incorrect' ideas or practices. Clans too hidebound to change threatened themselves by refusing to adopt new technologies or failing to adjust to new political realities. Thus clans harbouring extreme, marginal ideas – any extreme – were pushed out or destroyed during the Cultural Purge.

the recommendations of the Conclave. Although the *Aisekhokhe Entse* would persist long after the Cultural Purge, the fighting proceeded at a slower tempo and with far less intensity, as remaining hold-outs were hunted down or driven out of Hierate space.

As the Aslan were distracted by interclan conflicts, the average human Tech Level began to rise for the first time in centuries as several worlds began building starships again. A few of the old splinter states reopened communication and trade ties with nearby worlds and a few new interstellar states formed.

Before the Purge, much of the Dark Nebula and Reaver's Deep would have been considered part of the Hierate. Afterwards, many Aslan worlds were found to be insufficiently Aslan and were either conquered and re-educated, or cut off from the Hierate. Worlds cut off were designated *Hleakhastea*, a word from ancient Kusyu describing the inhospitable wastelands where exiles, outlaws and the dishonoured were forced to live. Local landholders forbade tenants from entering the *Hleakhastea*, affording the wretched inhabitants who dwelt there some measure of protection, but those inhabitants were forbidden from re-entering the landhold on pain of death. A number of Aslan worlds in the Eakoi, Fahlhar, Aotrei, Akuusir, Akhlare and Kilrai' subsectors suddenly found themselves *Hleakhastea*, outside the Hierate, often because they displayed excessive human cultural influences.

One side effect of the Cultural Purge was several major clans were destroyed or their power broken, creating a large number of unbound vassal clans. Many quickly swore fealty to new clans but several others embraced their new independence.

While male Aslan consider the Purge to have been an idealistic examination of Aslan identity, most female Aslan describe it as essentially an economic conflict, in which economically powerful clans shut out of political power asserted dominance over weaker clans wielding outsized political influence. The resulting reordering of status and territories brought political influence back into alignment with actual economic and military power.

In Reaver's Deep the Principality of Caledon was founded in -102. Within two years the Principality was challenged by the Iltharan Empire, which claimed several Principality worlds in Ea but was beaten back from the core Caledon systems in the Scotian Deep.

During the Cultural Purge, the powerful Loakhtarl clan, which had long blocked other Aslan from settling Reaver's Deep, was accused of un-Aslan conduct and under this pretext attacked by a coalition of minor, land-poor clans. Simultaneously a minor human state centred on Solomon in Eakoi launched a trade war against the clan's Eakoi Corporation. The company collapsed and the Loakhtarl were forced to abandon the sector in 128.

With the Loakhtarl out of the way, waves of Aslan from small independent clans pressed into Reaver's Deep, capturing new worlds in Hryaroaa, Yaoueai, Ea, Uhtaa and Eakoi. They encountered resistance from the Celestine League and new human states in Reaver's Deep, centred on Islaiat and Marlheim.

At this time, the newly formed Third Imperium embarked on an ambitious programme to identify and recruit human worlds into the Imperium, and to investigate far beyond the spinward and trailing boundaries of the old Rule of Man. Around 100 IISS teams entered both the Dark Nebula and the Solomani Rim to make contact with the major human states found there. The entrance of the Third Imperium into new regions galvanised interstellar trade. Worlds or states threatened by the Imperium often began building up their own military forces. As the Scout Service entered Reaver's Deep, the Iltharan Empire was at its height and Iltharan raids on surrounding worlds increased dramatically.

PEACE AND WAR (161 TO 380)

The Imperium moved quickly to consolidate its new territories in the Domain of Ileilish. As scouts advanced they established new deep bases allowing them to move even farther rimward and spinward. As they progressed they collected as much information as they could about the Aslan and began developing an understanding of the Hierarchy, which was still quite distant from Imperial territory. The IISS teams were followed by the Imperial Navy, which dispatched large warships to conduct gunboat diplomacy and smaller patrol cruisers to provide welcome protection against Aslan raids.

The scouts and navy were followed by merchants, army trainers and other essentials of Imperial membership. After 150 the Imperium began to incorporate new worlds along the trailing edge of Reaver's Deep. Despite none of these systems having ever been part of either the Ziru Sirka or the Rule of Man, many welcomed the Imperium for trade or protection against the rapacious Iltharan Empire, which had increased attacks on nearby colonies and shipping.

In 170, Aslan raiders in the desolate Mirinda system encountered the first Imperial warship in the Deep: the *Horn*, a 90,000-ton, *Coronation*-class battleship. The *Horn* caught and destroyed the raiders at Mirinda's gas giant but a handful of survivors escaped, carrying the first confirmed account of the Imperium back to the Hierarchy.

As the Imperium was steadily advancing through Daibei and Reaver's Deep, further rimward the human states in the Dark Nebula, for the first time in centuries, were beginning to go on the offensive against the Aslan. As the humans liberated worlds they pushed the Aslan back toward the Magyar/Dark Nebula border. In late 210, after a series of losses in the Dark Nebula, at Neween, Waq, Kanna, Sacrifice and Newquay, lead members of the *Tlaukhu* signalled their openness to negotiations. They were on the back foot and concerned about the looming Third Imperium.

The Wuan Technology Association organised the subsequent discussions, which took 16 months to complete. Seventeen human worlds and 23 Aslan clans participated, while the Imperium sent diplomatic observers – reportedly, without a formal invitation. The talks initially struggled due to a lack of consensus on either side, and after three months of stalemate the Imperial delegation saw an opportunity to extend influence into the region. With the permission of all involved, Imperial representatives joined in the discussions as a neutral facilitator, impressing all with their command of both the issues and the participants.

The Treaty of the Dark Nebula, ratified in 212, established a buffer zone including much of Akusir, Danvers, Kimson's Stand and Staai. Belligerents were expected to remove their military forces and divest direct economic interests from this irregular zone, which jogged along astrographic features but was roughly eight-parsecs wide for most of its length. Worlds within the zone were given the autonomy to organise themselves as they saw fit. While signatories could conduct limited trade with worlds inside the zone, they were generally restricted from exploration or trade with worlds on the far side of it.

In the end, the signatories included the *Tlaukhu* clans of Yerlyaruiwo, Tralyeaeawi, Khaukheairl, Hrasua, Uawairlew, Yulraleh, Estoieie' and Hrawoao, as well as many lesser clans. The leading human worlds, which included Wair, Pindur, Ock, Indet, Iouo, and Agari, were joined by numerous others.

Both Wuans and Imperials agreed to serve as arbiters to any future disputes regarding the Treaty. Although neither human nor Aslan signatories had the ability to impose this peace on non-signatories, they did agree to use their 'influence' to 'encourage' neighbouring worlds and other clans, and in the following years additional clans and human worlds signed on.

THE SAVAGE MAIN

The colourfully-named Savage Main is a sprawling astrographic string of 67 worlds straddling Magyar and the Dark Nebula. First settled by Terran emigres following the Interstellar Wars, the Aslan either absorbed or interdicted many of these worlds during the Long Night, allowing human populations to lapse technologically to pre-stellar levels. Some of these emancipated worlds dropped all the way to stone age levels.

In 290 a lurid fantasy novel by Sol Altamura of Beagle in Magyar was published: *The Savage Main*, an ahistorical, swashbuckling adventure on the edge of Aslan space featuring primitive, sword-wielding humans, piratical Aslan and mysterious psionic aliens. Over the next 200 years *The Savage Main* became a phenomenon throughout the worlds of the former Terran Confederation, spawning an entire genre of ‘Aslanic Romance’ that continues to reverberate in the popular culture of both Imperium and Solomani Confederation. Although often derided as lowbrow, escapist fare, Aslanic Romances remain popular and are sometimes cited by Travellers as the inspiration for leaving their homeworlds to explore the stars.

The Treaty of the Dark Nebula proved highly effective and influential; major hostilities along the buffer ceased almost immediately. In the following decades a host of other, smaller agreements were negotiated – many between individual human worlds and clans, and some as modest as a simple statement of non-aggression. The Treaty gave signatories on both sides of the buffer an opportunity to focus on economic and cultural development.

In contrast to the Dark Nebula, conditions in Reaver’s Deep were quite different. Aslan continued to pour into the region and the Third Imperium continued to expand closer to the Hierate. These small clans, *i hatei*, and pirates were not bound by the Treaty of the Dark Nebula – in fact, the Treaty had actually displaced many of these marauders into Imperial space.

While the Imperium enjoyed significant tactical advantages in tech and organisation, the Aslan had the numbers. Further, their decentralised and distributed structure meant the Imperium had no single enemy



to fight, no capital to sack and no leader to remove. Aslan raiding proved a serious nuisance to the Third Imperium, tying up limited resources and occasionally even leading to loss of life and material. The Imperial Navy launched retaliatory raids into the Deep as far spinward as Balyff, Winnetka and Zemlya.

Even more pressing to the Imperium than the Aslan was the Iltharan situation, which had reached a crisis point. After years of nearly unchecked aggression, the Caledonians finally launched a counter-offensive against the Iltharian Empire, leading to open war and eventually, Imperial intervention. By 267 the last Iltharan subject worlds had been conquered by Caledon and in 268 the Imperial White Fleet (a Caledonian fleet) subjected Drexilhar to nuclear bombardment, ending the Iltharan Empire.

In the years following, Aslan forces clashed again and again with Imperial squadrons in Reaver’s Deep. Increasingly, these encounters involved not just ragtag bands of raiders but organised squadrons of larger clans, often reluctantly dragged into conflict with the Imperium by their *i hatei*, who tried to seize territory. Unlike other human foes, the Imperium was more than a match for any one clan, even a great clan and its

vassals – by 300 the Third Imperium was deploying TL13 capital ships to the region, while even the *Tlaukhu* clans were generally limited to TL11 cruisers.

The Imperium advanced methodically and cautiously into Reaver's Deep and by 300 had absorbed the major worlds of Khagish, Khakhan and Urlaqqash, each with remnant Vilani populations. By 330 the IISS had successfully recontacted the Virushi, a peaceful Minor Race native to Virshash.

The Imperium began to face increased competition from the revived human states in Magyar and the Solomani Rim. By 300 the Wuan Trade Association, Iouo Federation and even the distant Old Earth Union were sending their own scouts and traders into the Deep. The Old Earth Union was particularly aggressive, drawing the ire of several *Tlaukhu* clans as its ships plied systems spinward of the buffer established by the Treaty of the Dark Nebula.

These tensions came to a head in 374, when Khaukheairl patrol ships encountered an Old Earth Union exploration ship in the Irekhala system. While no definitive account of what happened at Irekhala has ever emerged, the outcome is undisputed: the Old Earth Union ship was destroyed. The Old Earth Union began indiscriminately attacking Aslan ships in the Dark Nebula, regardless of clan affiliation.

Yerlyaruwiwo, Khaukheairl, Tralyeaeawi and Hrausua, joined by 16 lesser clans, responded by attacking ships of the Old Earth Union in an all-out war. The battles spilled into Magyar and extended even into the Solomani Rim, where Aslan warships using new jump-3 drives launched daring raids on core worlds of the Old Earth Union.

As much of the Dark Nebula plunged into war, several human worlds petitioned the Third Imperium to intervene. Several Aslan clans blamed the Imperium for the conflict, pointing to its role as arbiter to the Treaty of the Dark Nebula. Sensing opportunity, in 377 Emperor Martin III attempted to diffuse the situation by issuing an apology to the Aslan but his words failed to satisfy the honour of the clans. Several *Tlaukhu* members, perhaps wary of the conflict escalating even further, sent envoys to the Imperium to propose resolving the dispute through a ritual war.

After careful consideration, the Imperium accepted their terms. In 378 the duel was conducted between Imperial and Aslan naval forces in Reaver's Deep and

Daibei, with a general ceasefire observed elsewhere. The Imperium prevailed and over the next two years negotiated a new peace agreement based on the Treaty of the Dark Nebula. Ratified in 380 by the Imperium and four of the Hierate's strongest clans, the Peace of Ftahalr ended the Aslan Border Wars and established a 30-parsec wide buffer zone between the Imperium and the Hierate. Amendments to the Peace incorporated the *Hleakhastea* and neutral zones into the Buffer. Worlds in the Buffer were to have no direct affiliation with either the Imperium or the Hierate.

The Peace almost immediately established strong relations between the Imperium and signatory clans. The Aslan Guard regiment, drawn from Imperial Aslan soldiers, was added to the Imperial Guard as a gesture of peace and mutual respect. Trade between the Aslan and the Imperium grew. Aslan demand for dustspice imported from the Spinward Marches led to the establishment of the Tyeyo Fteahrao Yolr (Tyeyo Dustspice Importers) corporation. In 382 Emperor Martin III authorised the Scout Service to send a cultural exchange mission to Kusyu to further goodwill.

BEYOND FTAHALR (380 TO 693)

With the Peace of Ftahalr in place, the Imperium's expansion into Reaver's Deep was halted at just shy of 60 worlds along the trailing edge of the sector. The Imperium shifted its attention to spinward of the Solomani Rim, despite most of these territories, just like Reaver's Deep, had never been incorporated into either the First or Second Imperium. The motivation was part paternalism and part self-interest, as the Old Earth Union had been aggressively establishing trade routes and forging alliances with worlds and pocket empires in the region.

In the year 400 Emperor Martin III decreed the Imperium had a 'special obligation' to the human worlds outside the Buffer in Magyar and the Dark Nebula, despite few of these worlds having joined the Imperium and many remained uncontacted. The emperor dispatched the navy and scouts to the region to patrol the space lanes, establish trade agreements and bases, and recruit worlds for membership. Several quickly became Imperial client states and a few of these agreed to host navy and scout bases.

Inside the Buffer, growing tensions in the Drexilthar and Fahlnar subsectors of Reaver's Deep prompted the Imperium to 'sponsor' peace conferences in the neutral Carrill system. The resulting Articles of Assembly, signed in 517, federated the feuding parties into the Carrillian Assembly, with Carrill as the capital.

THE RISE OF THE SOLOMANI (693 TO 871)

As the Imperial Civil War was being fought, a virulent new ideology was taking hold in the Imperium: Solomani exceptionalism. These ideas found particularly fertile ground among aristocrats, the military and many ordinary citizens of Solomani descent. Adherents came to believe that the pure humans of Terra, the Solomani, were superior and thus better entitled to rule the Imperium. Political frustrations only seemed to increase the fervour of the movement.

In 685, delegates representing Solomani political parties from across the Imperium gathered on Terra in the first great Solomani Party Congress. Several interested worlds outside the Imperium in Reaver's Deep and the Dark Nebula sent delegates, including Avalon, Factn, New Libdis, Jingleswelt and Treege.

In 702 Empress Margaret I met with moderate leaders of the Solomani Party Congress in order to diffuse tensions and placate the more vocal advocates for the Solomani Cause. Although nothing seemed to come of the meeting at the time, in 704 she unexpectedly granted an Imperial charter creating the Solomani Autonomous Region. This was a sphere of space 100 parsecs in diameter centred on Terra, giving the region its popular name, the Solomani Sphere. The Sphere enclosed all of Magyar and parts of the Dark Nebula, including roughly half of Akuusir, most of Danvers, all of Kimson's Stand and most of Staa, as well as small portions of the Khtoiakta and Yohkui subsectors. No part of Reaver's Deep fell within the Sphere.

For those worlds not under her jurisdiction, Margaret's charter amounted to little more than an acknowledgement the Imperium would refrain from interfering in the affairs of those systems. For Imperial worlds and client states inside the Sphere, the Imperium retained theoretical sovereignty but real power within the region was placed in the hands of the Solomani Party and its political allies. The Imperium ceded jurisdiction over starports but Imperial Navy and IISS bases remained under Imperial control. The Scout Service continued to operate and expand the x-boat network but other aspects of imperial bureaucracy were sharply curtailed.

In theory, the Solomani were not supposed to exercise their own foreign policy. In practice, the Imperium wanted to keep the peace on the Aslan border while the Solomani sought to provide military aid to their brethren outside the Imperium, and in so doing expand the reach of the Solomani Movement. The charter did not allow for the creation of a Solomani Autonomous

Region military force but worlds had the right to raise their own colonial armies and navies for self-defence. The Solomani became adept at evading and subverting the restrictions laid out in the charter.

By combining colonial military forces, the Solomani were able to encroach on Aslan worlds in the old buffer zones, which ran along the trailing edge of the Dark Nebula. Although many human worlds existed here, in the Peace of Ftahalr the Imperium agreed to allow these worlds to reach their own accommodations with the Aslan.

The government of the Solomani Autonomous Region took a more direct and interventionist approach, pressing hard to spinward and absorbing independent human worlds in contravention of prior agreements with the Aslan. The clans considered this to be a violation of the treaty, and pressed back. While the conflicts in the old border zone never reached the level of the Border Wars, Solomani Autonomous Region forces fought over three dozen border skirmishes with the clans between 705 and 870. The Solomani first focused on industrial worlds inside the old buffer zone on the Savage Main. These worlds had majority human populations providing inexpensive labour for Aslan owners, which were generally exhortate clans outside the Hierate power structure. One of the largest was the Tiawao clan, former vassals of Tralyeaeawi.

The Aslan inside the Hierate observed this Solomani encroachment with a mixture of alarm and anger. Formal protests from the *Tlaukhru* were treated politely by the Imperium but had no effect. Several clans began quietly providing military aid and intelligence to their beleaguered cousins in the Buffer but with each liberated world the Solomani only grew more emboldened.

In 832 the Solomani launched a coordinated campaign that became known as the War of Kimson's Stand. Solomani propagandists had been quietly laying the groundwork on New Libdis for decades, building up support for the Solomani Cause. Solomani Autonomous Region forces captured the world in a lightning attack but soon found themselves pinned down by a fierce Aslan counter-offensive led by clans Tiawao and Khtewaei.

Although the battles teetered back and forth for nearly a year, the Solomani eventually gained the initiative, pushing the Tiawo and Khtewaei out of the Savage Main, Sovkhersk, Dranweis, and back to their final redoubt at Earltras. Sitting on the edge of Hierate space, Earltras had a large human population well-assimilated into Aslan culture. Despite numerous

attempts, the Solomani had been unsuccessful in cultivating much on-world support for the Cause – nevertheless, Earstras was a valuable industrial world and the ultimate objective of the entire Solomani campaign. At Earstras, the Tiawao were destroyed in a brutal, two-day naval battle high above the mainworld. Within a few weeks the Solomani had complete control of the mainworld surface.

The mighty Hrasua clan were so outraged by the Solomani effrontery that they girded for war, vowing to bring all their allies and vassals with them. Only the intervention of other *Tlaukuhu* members and the Third Imperium prevented a much larger war between Aslan and Solomani. A ceasefire was negotiated but the War of Kimson's Stand had significantly redrawn the borders in the favour of the Solomani.

For the Imperium, the situation along the Buffer was becoming untenable and the War of Kimson's Stand was the last straw. In 835 empress Paula II ordered the Imperial Navy to pull back entirely from the Dark Nebula, Canopus and Ustral Quadrant – leaving the defences there entirely to Solomani colonial fleets.

By 850 most Solomani worlds had replaced much of the Imperial structure of government with their own Party-run institutions, yet continued to pay taxes into the Imperial treasury, a never-ending source of grievance. In addition, Solomani political theory grew increasingly racist and chauvinistic. Margaret's experiment with the Autonomous Region was clearly not working for either the Solomani or the Imperials.

As the Solomani Movement was steadily transforming the entire Solomani Sphere, the small independent states of Reaver's Deep were finally beginning to find their footing. Rather than accelerate growth inside the Buffer, the Peace of Ftahalr had instead depressed it by cutting off external investment and support. Most large Aslan and Imperial corporate interests quickly unwound their operations in the Buffer, while the clans likewise abandoned their holdings. While the Peace greatly reduced piracy and *ihae'i* raids on worlds outside the Buffer, such activities actually increased inside.

As a result, relatively little progress was made for the first few centuries of the Peace. This began to change in the 700s as internal trade within the small independent states of the Deep began to increase. These states, led by the resurgent Principality of Caledon, began to explore surrounding worlds, extend their footprint and establish relations with neighbouring

states. Between 800 and 875 Caledon greatly expanded its mercantile and trading interests in all directions. In 833 Caledon established a trade enclave on Dunmarrow. By 846 rimward trade with Rhys, Brighton and Dunmarrow had increased so much the Scotian Deep Trading Company upgraded the starport on the moon of Rejhappur. In 874 the Company had established a trading post on the surface of the mainworld to support the booming *jaihe* trade.

Such activity was not lost on clans in the Hierate, which began sending exploratory trade missions into the Deep. Nor was this lost on the Third Imperium, which began to establish new diplomatic relations with Caledon, Duncinae and other promising worlds. The Imperium also began cultivating new client states. In 870 the world of Outpost was settled by 500 colonists, many retiring Imperial Navy personnel. Within a year the colony had petitioned to become an Imperial client state and within two years the Imperium had established a naval base on Outpost.

The Solomani tried to get in on the act, sending several cultural missions into the Deep to cultivate support for the Solomani Movement. These efforts found relatively little interest outside of Fahlnar, as most human populations in the Deep felt entirely disconnected from Terra. The Carrillian Assembly was particularly hostile to Solomani activists, as the Assembly had a significant technological edge over all nearby independent states, an advantage jeopardised by Solomani interference.

WAR IN THE RIM (871 TO 1002)

In 871 the Solomani Confederation was founded with the ratification of the Articles of Confederation. The new government's capital was Terra and the respected political scientist and Solomani Party activist Noah Kwan was elected as first Secretary General. One of the first acts of the new state was to establish a Solomani Confederation Navy and to begin construction of new ship classes.

The immediate Imperial response to the formation of the Confederation was somewhat muted, as if the Imperium did not quite take the Solomani seriously, but the election of Sergio Bordoni to Secretary General of the Confederation in 984 reflected the increasingly defiant mood of the Solomani Confederation, as a strongly anti-Imperial slate was brought into power. In 990 Bordoni convinced the Solomani Party congress and then the Secretariat to issue a resolution asserting claim to the entire Solomani Sphere, including systems re-joined with the Imperium.



In 990 the Third Imperium had quite enough of the upstart Confederation. The Imperial emperor, Gavin, declared a state of war.

Although neither the Dark Nebula nor Reaver's Deep saw major engagements in the subsequent Solomani Rim War, these two sectors played notable roles. On the eve of Emperor Gavin's declaration, the Imperial Navy had two named fleets in the region. The Reaver's Deep Sector Fleet, with four numbered fleets, was intended to address Aslan incursions and as such relied heavily on cruiser and carrier squadrons rather than capital ships. It had no Imperial depot. The Daibei Sector Fleet was built to provide a backstop to the Reaver's Deep Sector Fleet and support garrison and patrol missions in systems reclaimed from the Solomani Autonomous Region.

In response to Gavin's declaration of war, the Confederation launched a devastating attack across the coreward borders. Ahead of the invasion, a small Confederation task force led by Commodore Fidel Scheinberg slipped into Imperial space at Sheffield in Reaver's Deep. Employing cruisers disguised as Aslan ships, Task Force Scheinberg launched a series of hit-and-run raids on shipping in Nightgrim and Woomera, which diverted Imperial resources towards Reaver's Deep. Commerce raiders, prepositioned at the start of the offensive, swept deep into Reaver's Deep to further disrupt the Imperial response.

Imperial Captain Miiri Kemper led the search for Scheinberg, whose task force had been terrorising Reaver's Deep. Kemper quickly realised the incursions were no *ihaiei* raids and in late 990 she finally caught Scheinberg at Urlaggash, where she handily destroyed his force in the outer system. Kemper transferred to sector fleet headquarters at Warinir, where she was knighted as a Companion of the Order of Ilelith.

Meanwhile, Solomani Commodore Coglan was given command of a modest patrol flotilla based out of Avalon in Reaver's Deep. This posting provided critical insights into asymmetrical warfare, insights he would put to good use years later when he readied the defence of Magyar. In 990 Avalon was the only Confederation member world in Reaver's Deep but the Avalon flotilla was responsible for the protection of several client states in Fahlnar, including Cerer and Moibeal, which both hosted Confederation naval bases. Coglan soon discovered the tedious posting he had expected was in fact challenging and invigorating. The Rim War had spurred a new wave of *ihaiei* raids up and down the length of the Confederation's spinward frontier and Coglan's flotilla ranged through Reaver's Deep and the Dark Nebula, providing ample opportunity to observe and analyse Aslan attack patterns.

What Coglan realised was surprising: the Aslan attacks, which so often appeared reckless or disorganised, utilised calculated and deceptively effective tactics. Suicidal attacks by overmatched ships were actually planned sacrifices; Aslan bravado lured the unwary into traps; seemingly chaotic swarming assaults screened true objectives. Coglan used these new

insights to anticipate and effectively combat the raiders, and in return the Aslan began to grudgingly call him the *Khteiryos*, after a mythical creature known for its devious and cunning nature.

By 995 Coglan's remarkable success against the Aslan had been noted by his superiors, who wanted to move him to the front lines of the Rim War. Instead, in 996 he was named Admiral of the Dark Nebula Fleet. Based out of Column, Coglan thrived under his new command. Although the Aslan recaptured a handful of border worlds, including Dejeran and Sovkheresk, Coglan's effective defence deterred larger clans from opening up an entirely new front. In 1000, following Admiral Kemper's successful offensive into Magyar, Coglan was recalled to mount the Confederation's defence of that sector. In the subsequent campaign, which is still taught in naval colleges on both sides of the border, Coglan used the experience he gained fighting Aslan to successfully delay Kemper's advance, buying the Confederation forces in the Solomani Rim precious weeks and months of time.

By late 1001 Coglan was trapped and forced to surrender the remainder of his force. While Kemper left a large number of ships behind in Magyar to garrison the captured worlds, she pivoted to the Solomani Rim where she assisted in the Siege of Kidashi, which was undertaken in 1002, just as Imperial forces besieged Terra. After ferocious fighting that cost both sides dearly, Terra was captured by Imperial forces. An armistice was quickly arranged between the two exhausted sides.

Despite Coglan having fought against a much larger and technologically superior force, his reputation following the war was badly tarnished. Many Solomani amateur tacticians felt he should have pulled in the heavy reserve squadrons from the Dark Nebula, instead of leaving them in place. As part of a more recent reappraisal, military historians have noted these reserve squadrons were generally older third rates, suitable for fighting Aslan but lacking meson screens – meaning they would have been useless against Kemper's force, and certainly would not have altered the outcome of the war.

MODERN TIMES (1002 TO 1105)

The period following the conclusion of the Solomani Rim War has not seen major changes in and around the Buffer, which has instead experienced gradual transition as great and small powers alike adjust to the new political reality. The Confederation and

Imperium agreed to extend the armistice indefinitely but no formal peace treaty has ever been signed. Officially, the Imperium still does not recognise the existence of the Solomani Confederation. Reciprocally, the Confederation does not recognise the validity of Imperial claims to worlds lost during the conflict they refer to as the 'War of Solomani Liberty'.

The Imperium ended the war in control of roughly 25% of the former Solomani Sphere but had not captured any Confederation worlds in either Reaver's Deep or the Dark Nebula. Elsewhere, occupied systems were reintegrated back into the Imperium. Over the last 100 years many Solomani supporters caught on Imperial worlds have emigrated to the rimward and spinward frontiers of the Confederation and many others have drifted to the non-aligned worlds of the Buffer in search of a new start.

Although it had not collapsed, the Solomani Confederation had suffered a terrific shock. The economy was a shambles and popular belief in the Solomani Party and the Cause had been badly shaken. Although the fighting was far away, many volunteer infantry regiments had been raised on enthusiastic Confederation worlds in the Dark Nebula. These units, often poorly trained and even more poorly equipped, were shipped to distant battlefields in Daibei, Diaspora and the Solomani Rim. None returned intact; many Dark Nebula volunteers were killed, wounded or spent years in Imperial prisons.

Most Confederation worlds in Reaver's Deep and the Dark Nebula can scrounge together at least one defence battalion of ground forces but few have even a single patrol ship. In reality, even with Confederation support and access to Rim War surplus material, most Confederation worlds in the Buffer are simply too poor, too lightly populated and too technologically backward to support their own system defence forces, much less a jump-capable squadron. Only Avalon, Brimate, Calcutta, Column, Jingleswelt, Treeg, New Libdis, and Satwor have used the opportunity to expand and modernise their naval forces. In addition to these worlds, only Hiatt, Gakdorjaro and Waq have adequate system defence forces. All of the rest – over 100 worlds in total – rely on the Confederation Navy for defence needs, which places great strain on it.

In some ways, the greatest challenge for the Confederation in the Buffer is to police its own worlds and prevent Solomani activists from provoking new conflicts with the Aslan. Every day, idealistic Solomani arrive at the Buffer, having watched far too many colourful holovids about the Border Wars. They

bring no understanding of the Aslan and worse, less understanding of local humans. The natives of the Aslan-human interface share a complicated history and deeply intermingled culture. Certainly, some humans carry ingrained enmity for Aslan stemming from incidents nearly 2,000 years old but most have no notion of the Solomani Cause and feel no pressing need for salvation.

Despite these objections, in 1041 the Confederation began, under great pressure from the expansionist factions of the Solomani Party, absorbing worlds of the Akuusir Cluster. The entire cluster had been placed in the Buffer as part of the Treaty of the Dark Nebula and its worlds have little military or economic value. However, they do contain primitive human populations and call out to the 'Solomaniaries' who claim all such worlds.

Aslan signatories raised numerous diplomatic objections to such violations of the Treaty but the standard Confederation response has always been and continues to be that they are not bound to the terms of any treaties signed prior to the Articles of Confederation in 871. Increasingly, the Aslan responded to Solomani encroachment with military action led by the Yerlyariuwo and Khaukheairl. Several minor incidents have occurred around the Confederation border over the last three decades and tensions have risen to near-war levels.

The newest Confederation government is led by Secretary General Salazar, a former Minister of Justice and ex-mayor of Home's capital district. Under Salazar the Secretariat and High Council have emphasised nation-building on impoverished poor worlds in the Dark Nebula. By every possible metric – education, economic, technology, military – these worlds severely lag behind the rest of the Confederation. More worrisome, many of these worlds exhibit highly divergent cultures, with limited or unorthodox notions of Solomani identity and most do not even speak Galanglic. True success in developing these worlds will require far more effort than simply allocating additional funds.

Since the Rim War, some of the larger Aslan clans in the Dark Nebula have undergone their own transformations. In 1015 the separated Hrasua and Eakhtiyho clans reconciled and their combined assets vaulted the reunified clan to fifth in rank within the Hierate, as well as the leader of the fifth most powerful bloc in the *Tlaukhu*. The Hlyueawi clan, meanwhile, has contended with the antagonisms of the Hlaotyoiho clan, who have pressed in on their holdings on both sides of the Great Rift.

In Reaver's Deep, the Principality of Caledon was wracked by the Dynastic Crisis of 1024, also known as the Second Civil War, which was sparked by the death of Prince Colin without issue. Two rival claimants to the throne, Admiral Earl Maxwell and Lord Edward Campbell, emerged. Campbell, backed by several of the wealthiest mercantile corporations within the Principality, was victorious at the decisive Battle of Dunbarton. In 1025, Lord Campbell ascended to the throne of the Principality of Caledon.

Trade explorers in the Deep continued to discover new opportunities for commerce on isolated worlds and the small interstellar states opened up several such worlds for development. Trade with the J'aadje on Gaajpadje was opened in 1030; the same year Prince Edward of Caledon granted the Scotian Deep Trading Company administration rights on Rejhappur. In 1058 the Aslan a trading corporation Khtyuwi' opened up the world of Roakhoi.

Some of the more worrisome recent events in Reaver's Deep concern the Carrillian Assembly, which is one of the stronger independent states and far and away the most technologically advanced. The Assembly has achieved TL14, matching both the Solomani Confederation and Aslan Hierate. Over the last 100 years, Carrillian society has been faced by growing social unrest. In 1102 the Expansionist party, led by a brash young leader, Eno Daldreem, won a narrow electoral victory on a populist platform. Daldreem was named High Justice, the highest position in the Assembly, and is party immediately began passing legislation to solidify the Expansionist hold on the government.

In 1103 and 1104 the Daldreem administration passed a series of constitutional reforms that would authorise the High Justice, in emergencies, to declare martial law and centralise Assembly resources under his direct control. These moves have been accompanied by reforms to the Assembly military system, and in combination have made many Carrillian citizens and neighbouring worlds deeply concerned about what the Daldreem government might do next.

Emperor Strephon Aella Alkhalikoi was crowned the 43rd Emperor of the Third Imperium in 1071. Two years later, Duke Litininin Horvath of Warinir, who oversees the Imperial nobility of Reaver's Deep and Daibei, was elevated to sector duke. These sectors, part of the Domain of Ilelith, are overseen by the Archduke Dulinor Astrln Ilethian, who was appointed in 1104.

The lesser nobles of Reaver's Deep have grown increasingly concerned that their region has been neglected in the post-war period. They cite lack of economic investment or plans for expansion but their complaints have caught little traction as the sector has enjoyed a relatively long period of stability. Piracy and *ihatei* raiding have been on the decline and even Solomani encroachments into the Deep seem to have slowed.

After centuries of essentially ignoring Reaver's Deep, several Imperial megacorporations have expressed new interest in the sector since the end of the Solomani Rim War and several have suggested establishing a regularly patrolled trade lane running between Imperial space and Kusyu. Following the Peace of Ftahalr, several major routes flowed from the Imperium into the Hierate; these routes were reduced to a trickle and stopped entirely during the Solomani period.

Even today megafreighters would be forced to pass either through the Buffer or Confederation space to reach the most valuable Aslan markets and thus be vulnerable to delays, harassment or even piracy – and megacorporations thrive on reliability and predictability. As it stands, most of their goods are offloaded at Imperial ports and then carried into the Hierate on smaller, less efficient ships.

The Peace of Ftahalr placed such significant limitations on outside companies that most simply wrote off Reaver's Deep as a viable market. In the last 100 years several megacorporations have reappraised this assumption. The Imperium is effectively surrounded by other interstellar states and with no ready access to a frontier, megacorporations have limited access to truly wild, unexplored worlds – and the new resources, untapped markets and exorbitant profits to be found on them. To many Imperial megacorporations, the Deep represents a bottled market of tremendous potential and they have begun to extend their first, tentative feelers.



ALIENS OF THE BUFFER

As is well known, life is everywhere in Charted Space and many worlds produce intelligent life. Reaver's Deep and the Dark Nebula are no exception – both sectors feature interesting and unusual examples of native life forms. Reaver's Deep has at least five native sophont species and potentially as many as 10. The Saie, for example, are an enigmatic species that evidently flourished in the Caledon, Riftrim and Nightrim subsectors during the First Imperium, before vanishing abruptly and leaving behind few clues. The Ancients carried humans to at least three different worlds and possibly more. The Dark Nebula sports one Major Race – the Aslan – and three Minor.

AYANSH'I

The Ayansh'i are a secretive human Minor Race native to Ghost, an Imperial world in the Nightrim subsector of Reaver's Deep. Externally, the Ayansh'i appear to be lightly built humans but with irises covering most of the eye, allowing them better vision in the lower light levels of their homeworld. They have a longer lifespan than most humans, even the long-lived Vilani.

Most of Ayansh'i society is nomadic and generally uninterested in technology. Little is known about their reproduction, except twins seem to be relatively common. The Ayansh'i are also incapable of interbreeding with the rest of Humaniti, due to what appears to have been large scale genetic engineering performed by the Ancients combined with a certain amount of natural selection on their planet. Oddly enough, while the Ayansh'i both recognise and understand these concepts, they claim neither hypothesis is true. They claim their differences are the direct results of the conscious decisions of their ancestors but have not permitted archaeological expeditions on their planet to disprove either idea.

Ayansh'i culture is highly dualistic and revolves around two realms; *Ayata*, the 'world of the living' and *In'chata* the 'world of the mind' or 'spirit'. A specialised class or caste is associated with each. The Inoshans, who reside in massive ceremonial centres, are associated with *Ayata*, while the Patza'itah, the 'disciples of the Oracle' and their highly trained guards, are associated with *In'chata*. Members of both are all twins, with one twin being in the Inoshan and the other in the Patza'itah.

Everything in the *Ayata* is seen as a manifestation of the *In'chata*, but while interpretation of the *Ayata* is up to the individual, only the Oracle and her disciples can interpret the *In'chata*. It is believed this is a continuation of the basic duality of Ayansh'i life, *Ayata* and *In'chata*, and the symbolic importance of twins.

The Ayansh'i are best known for their contribution to the fine arts of the Imperium. Nothing on Ghost goes unadorned, from the humblest carving knife to the most impressive structure; everything on the planet is a work of art. These artworks are currently exported and collected throughout the Daibei sector and may one day become as highly sought after in the remainder of the Imperium. Although the Ayansh'i rarely leave their homeworld they have, on several occasions, been persuaded to do so by clients they judge worthy. Ayansh'i artisans created the 'Ducal Gardens' on Wariner in the Edge subsector of Daibei, the 'Sceptre of Seasons' possessed by the Archduke of the Domain of Sol and the 'K'sium Matan' in the Imperial Palace on Capital.

Due to their insularity and secretive natures, Ayansh'i are not suitable as Travellers.

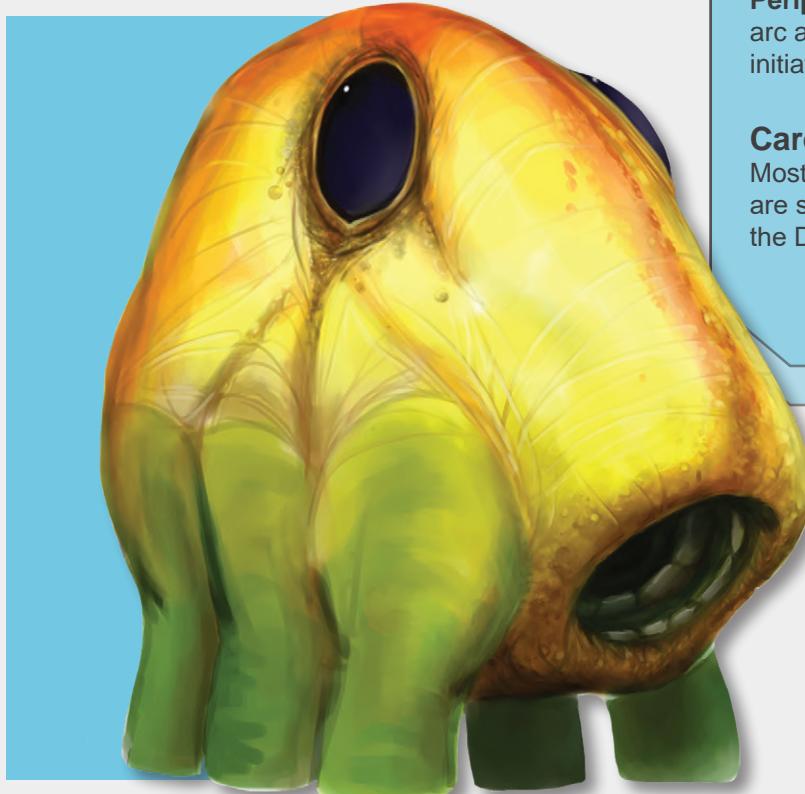
BRUHRE

The Bruhre are an unusual non-human Minor Race native to Corve in the Dudin subsector of Daibei. A large Bruhre agricultural colony is found on Loren, an Imperial client state in the Caledon subsector of Reaver's Deep.

They are a massive, hexapedal species evolved from omnivore/scavengers. They are accustomed to a high atmospheric sulphur content and can readily consume plants and animals poisonous to humans. A Bruhre has a central, bulbous body atop six short, stubby legs. They stand approximately 1.8 metres tall and mass 1,400 kilograms, with two large, black eyes set far apart and a large, gaping maw.

The Bruhre are a complex and often unfathomable species, bound to a life of ritual and ceremony. They have complicated laws covering almost every aspect of their lives; it is said a Bruhre can go for days on end and never say, do or think a single thought not strictly regulated by law and custom. They are also remarkably intolerant and outsiders are expected to comply with their ways totally.

Bruhre Travellers are rare, as they have great difficulty operating outside the rigid structures of their own culture.



BRUHRE

Characteristics

Bruhre Travellers determine STR by rolling 3D, (with a maximum of 18). DEX is determined by rolling 1D. END by rolling 3D+2, (maximum of 20). SOC is determined by rolling 1D.

Traits

Bruhre Travellers all possess the following traits:

Garbage Eaters: A Bruhre can eat anything a human can, plus many things a human could not. A Bruhre receives DM+1 on checks related to ingested poisons.

Intolerant: A Bruhre receives DM-1 on Deception, Diplomat or Persuade checks when dealing with non-Bruhre.

Large (+1): All ranged attacks made against a Bruhre gain DM+1.

No Fine Manipulators: A Bruhre has no fingers or other prehensile appendages, preventing them from easily picking things up, pushing small buttons, reaching into tight spaces and so on.

Peripheral Vision: Bruhre can see in a 270° arc around their heads. This confers DM+1 to initiative and Recon checks.

Careers

Most careers from the *Traveller Core Rulebook* are suitable for Bruhre. A Bruhre cannot enter the Drifter, Entertainer or Rogue careers.

HAPPRHANI

The Happrhani are a human Minor Race native to Rejhappur in the Scotian Deep subsector of Reaver's Deep, a client state of the Principality of Caledon. Rejhappur is a harsh, arid planet with limited resources, but the Happrhani have adapted to these hostile conditions. They have a distinctive skull ridge running backward from the centre of their forehead over the top of their skull and their skin is tough and leathery, broken into scale-like plates, and dark brown in colour. Epicanthal folds protect their eyes from cold winds or hot, wind-blown sand and nostril and ear flaps serve the same purpose. Patches of hair grow on their cheeks and on either side of the skull ridge.

The struggle for survival against an inhospitable environment kept the Happrhani from developing much in the way of technology. When offworlder settlement finally did begin some 250 years ago, the population had diverged into two distinct cultures: nomadic groups living in the steppes and deserts, and farming groups inhabiting the fertile regions near the edges of Rejhappur's dead sea bottoms. While the farming groups had generally reached TL3, the nomadic groups lived simply at TL1 or 2.

As the nomadic groups follow grazing animal herds through their seasonal migrations across Rejhappur, the farming and nomadic communities are periodically brought into regular contact. While these congregations can occasionally result in conflict, in general the two groups co-exist well and migrations become times of trade, celebration, intermarriage and an exchange of ideas, culture and friendship.

The Happrhani evolved several distinctive oral and written languages, although the dialect of the farming groups is often used as a common language for communication between both, as well as offworlders. Individual nomadic groups employ their own mutually incomprehensible dialects. Many Happrhani, especially those employed in the military or on plantations, speak Caledonian Galanglic.

Religious beliefs among the natives of Rejhappur are many and varied, although all have similar rules of conduct. These stress cooperation over competition and support an ethical code which makes a virtue out of honour, courage and dedication to the good of family, people and society. The nomadic groups can be counted upon to obey their codes strictly. They will not kill in cold blood, only in fair fights or tests of justice

HAPPRHANI

Characteristics

Happrhani Travellers have the following modifier applied to their characteristics: END+1.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Happrhani, although steppe and desert nomads should be limited to the Barbarian career.

in which the condemned have a chance to vindicate themselves. A common belief among the nomads is a fear and distrust of ancient 'Sky Gods'.

Rejhappur was ignored by the interstellar community throughout history. In the 800s, the Principality of Caledon significantly expanded its mercantile interests into the distant Ea and Hryarocca subsectors and Rejhappur became an important communication and trade link to these new worlds. In 846 the Principality awarded a charter to the Scotian Deep Trading Company to develop and operate the starport, which was located on Rejhappur's moon. The company also undertook new surveys of the mainworld that identified a tremendous commercial potential of the native *jaihe* plant, grown by Happrhani farming communities. Sensing profits, the company soon moved to the planet.

As predicted, *jaihe*, which when processed can be brewed into a pleasant hot beverage, caught on quickly with markets across Reaver's Deep. The Trading Company expanded its presence on the mainworld in accordance with this new profit centre. After 1024 the company began to exert increasing control over the production of *jaihe*, shifting from small, community-based growers to a larger, industrialised system of company-owned plantations. If the farming communities initially benefited from the plantation system through higher wages, better education and improved access to technology, as the system expanded they soon experienced falling wages as industrialisation reduced the need for labour and increasing amounts of wealth from the *jaihe* trade were extracted from Rejhappur and taken offworld. The Trading Company enforced increasingly more controls over the freedoms of the Happrhani, who found themselves made second-class citizens on their own world.

MOTHER SIMBULA

Mother Simbula is the pen name of Lurana Rihanur, a Happrhani intellectual and revolutionary born in the city of Kaludnawi. Her parents, both Happrhani doctors employed by the Scotian Deep Trading Company, sent Lunawi offworld to study on Germaine in the Caledon subsector. Germaine is an extreme contrast to Rejhappur; an independent, high population world with a high technology economy and ample personal freedoms. Its cities are gleaming, bohemian centres harbouring large expatriate communities from the Principality of Caledon and across the subsector.

Rihanur thrived in this political hothouse, which is where she probably acquired her taste for revolution. She proved an outstanding student, a polymath in the social sciences who gravitated toward economics, taking her doctorate in 1074 from the prestigious University of Galati. Rihanur became well known in the radical circles of Germaine as a bold intellectual and fierce debater.

She returned to Rejhappur, where she taught when she could, became a labour activist and wrote incessantly. She was detained seven times over three years by the security arm of the Scotian Deep Trading Company for disturbing the peace and spent five months in a Kaludnawi jail on a minor vandalism charge. Undeterred and without fear, her ideas were beginning to take hold on Rejhappur.

She was smuggled offworld by supporters, based on a tip that the Trading Company was about to arrest her on much more serious charges. She drifted around worlds of the Principality for a year, always writing, occasionally harassed by company agents, before returning to Germaine where she taught again and lectured on the Rejhappur plight. Rihanur published a provocative treatise, *On Interstellar*

Socially, the Happrhani are very much in transition. Their old ways have disappeared after nearly three generations of Trading Company rule; many offworld customs and patterns have been assimilated but in a haphazard and uncertain fashion. The old farming

Commerce. It proposes that interstellar trade inherently exploits lower technology worlds for the benefit of higher technology worlds.

While Rihanur is an outstanding economic theorist, she is a magisterial writer, able to produce forceful, persuasive arguments expressing complex concepts through vivid examples. Her work uses Rejhappur and its plantation system to demonstrate her ideas and the closing section is a sustained argument for the overthrow of colonial rule. Her work has been widely read and discussed throughout the subsector and even caught the attention of academics in the Imperium. *On Interstellar Commerce* exposed the cruelty of the system and has inspired a loose 'Simbulan' movement of reformists advocating for changes on Rejhappur. The movement, popular among sympathetic intellectuals of Germaine and the Principality, is largely ineffectual but has raised considerable alarm inside the Scotian Deep Trading Company.

Company management may not have understood the arguments presented by *On Interstellar Commerce* but that did not stop them from trying to suppress the book. Nevertheless, samizdat copies were smuggled onto Rejhappur, where they were avidly read and shared among labourers. The Trading Company had no trouble sleuthing out the true identity of 'Mother Simbula' and successfully lobbied Caledonian authorities to place Rihanur on a security watch list, branding her a dangerous subversive. As the Simbulan movement has taken hold on Rejhappur, the company has resorted to increasingly crude means to silence her. After years of threats and slander, Rihanur has narrowly escaped at least two assassination attempts and lived in hiding since 1199. To date, all of the company's efforts have only increased interest in Mother Simbula's provocative ideas.

communities have found themselves confronted with new social problems as discontent increases and nomadic communities increasingly find themselves barred from traditional grazing lands the company has reserved for *jaihe* cultivation.

As the plantation system grew more exploitative, the Trading Company increasingly relied on violence to maintain order. The company brought in offworld mercenary forces and formed a militarised unit of Happrhani troops, the *luvhakkar*. In 1059 tensions finally boiled over into an armed uprising from a coalition of nomads but it was put down brutally at the so-called Battle of Simbula.

After Simbula, Trading Company expansion has continued unchecked. In 1098, the company broke ground at Nahawaijohm, an entirely new settlement built on the steppes, in the traditional territory of the nomadic groups. This encroachment incensed the nomads and Nahawaijohm was burnt to the ground four times before the settlement was actually completed in 1103; only by moving a sizable contingent of mercenaries and *luvhakkars* to the site was the work completed. The settlement continues to be the source of much resentment among the nomad groups.

HLOANS

The Hloans are a mysterious aquatic species native to Hloa, an independent world in the Yataw subsector of the Dark Nebula. Very little is known for certain about the Hloans but many conjectures have been made. What hard data is available has been gleaned almost entirely from orbital surveys.

A typical Hloan is approximately five metres long and estimated to mass approximately 900 kilograms, with a form only vaguely fishlike and consisting of lashing flukes, fins and tentacles. They have at least six black, compound eyes. Hloans are believed to possess psionic talents of great power and astonishing range.

The Hloans appear to be omnivores and inhabit a sophisticated, low-tech society with a well-defined hierarchy. They are tool users and builders, utilising coral-like organic materials to erect complex settlements of eerie beauty.

J'AADJE

The J'aadje are a Minor Race native to Gaajpadje, a non-aligned world in the Ea subsector of Reaver's Deep. They are small humanoids with willowy builds and an average mass of 60 kilograms. While not strong, they are agile and move with a fluid grace. J'aadje have golden skin and large grey eyes. Their heads are wide and flattened, and although they do

not have noses, blunt triangular snouts overhang their mouths. J'aadje breathe through openings located just below their jawline. Their limbs have flexible articulation completely unlike human arms or legs, and their hands have two opposable thumbs and five other very flexible fingers, radiating from a near-circular palm.

The J'aadje are a peaceful and friendly people, and are courteous toward offworlders – although their behaviour is formal and ritualistic. To date, the J'aadje have been largely ignored by the interstellar community and as such have stayed at TL4 for several centuries. J'aadje civilisation places little importance on technology, instead stressing art, poetry and dance. Graceful and delicate artforms and workmanship of high commercial quality are the norm, potentially fetching excellent prices among admiring offworld buyers.

The J'aadje have a complex society organised into small city-states administered under oligarchs or councillors. The society is moderately stratified, with individuals at the uppermost levels periodically demonstrating and reinforcing this status through public displays of wealth. The J'aadje speak a variety of native languages, all dialects of a single J'aadje mother tongue.

The J'aadje are descended from omnivore hunter-gatherers. J'aadje have two sexes, produce live young (usually in male-female pairs), are homeothermic and live for about 70 standard years on average.

ILTHARANS

Iltharans are a human Minor Race native to Drexilthar, an Imperial client state in Reaver's Deep and a cold, light gravity world with very little usable land. Iltharans resemble other humans but are genetically adapted to the harsh conditions of their homeworld. Adult Iltharan males average a little less than 2 metres in height and about 95 kilograms in weight, although females are slightly shorter and lighter. Skin tones vary from light bronze to milk-pale with blue, grey or hazel eyes. Adult male Iltharans always grow beards.

They are relatively infertile but unusually long lived. An Iltharan will reach maturity at about 18 standard years but with reasonable medical care can expect to live over 150 years.

The Iltharans developed into three different ethnic groups, corresponding with each of the three major continents on Drexilthar; the High Iltharans, the Tring and the Akahad, with the High Iltharans eventually



J'AADJE

Characteristics

J'aadje Travellers have the following modifiers applied to their characteristics: STR-2, DEX+2.

Traits

J'aadje Travellers have no special traits.

Careers

All careers from the *Traveller Core Rulebook* are suitable for J'aadje.

ILTHARANS

Characteristics

Iltharan Travellers have the following modifier applied to their characteristics: END+1.

Traits

Iltharan Travellers all possess the following traits.

Longevity: Iltharan age slowly compared to other humans and gain DM+6 to all ageing rolls.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Iltharans.

coming to dominate the other two. During the Long Night the Iltharans acquired jump drive technology and slowly built an interstellar kingdom, the Iltharan Empire, by raiding and absorbing nearby worlds. The empire was extremely aggressive and eventually came into conflict with the Principality of Caledon and later, the Third Imperium. The Iltharan Empire was destroyed in a fiery holocaust in 268 and descendants of the survivors eke out a living on Drexilthar and a handful of the old empire worlds.

Several Iltharan languages remain in use today. The most widely spoken is Common Iltharan, which was the main language of the Empire and is still spoken by most people on Drexilthar itself. Akakhad and Tring are also spoken by some minority communities. Since the end of the Empire, many Iltharans have learned Galanglic.

Perhaps because of their extremely long lifespan, the Iltharans tend to form highly-structured hierarchies that place older members of society in leadership roles.

Iltharan societies are deeply conservative and slow to change, as well as militaristic in the extreme. Individuals are encouraged to be aggressive, obedient to higher authority and without compassion or mercy to the weak. An Iltharan is expected to submit wholly to the state and its rigorous military training. Offworlders are scorned as weaklings and the people of Drexilthar are held to be the highest of all human forms.

The core institutions of Iltharan society are its professional guilds. Iltharan children are given a general education by the state and, upon reaching adulthood, every citizen enters one of the guilds as an apprentice (usually the same guild as one or both parents). The guilds provide advanced training, employment and professional discipline for their members. They also act as matchmakers, help with child care and provide other social services. At times, the guild acts much like a clan or tribe. The system is inefficient, and leads to a great deal of bickering among the guilds, but it seems to fit the Iltharan mindset. Under this system, the military forms one guild among many (although the largest and most prestigious).

ORMINE

The Ormine are a bipedal species of pseudo-reptiles native to Akhlare in the Dark Nebula, belonging to their own independent interstellar state, the Gerontocracy of Ormine. A typical Ormine stands a little less than 1.5 metres tall and masses around 150 kilograms. Their limbs are short and their digits webbed, with a stubby tail and body covered with leathery plates. The Ormine are amphibious and have a set of gills that open when they are submerged, allowing them to breathe water. On land an Ormine moves with a slow, shuffling gait but in water is much more mobile.



ORMINE

Characteristics

Ormine Travellers have the following modifiers applied to their characteristics: DEX-2, END+2.

Traits

All Ormine Travellers possess the following traits:

Aquatic: Ormine gain DM+2 on all checks associated with swimming and do not suffer penalties when attempting tasks underwater. They can breathe underwater indefinitely and dive safely to 30 metres.

Armour (+1): Ormine are covered in a shell of leathery plates that provides Protection +1.

Slow and Steady: Ormine age slowly and their lives follow a slower, much more deliberate pace. An Ormine term represents 28 years rather than the standard four year term and they start their first term at the age of 30. Ageing rolls begin after the Ormine reaches 254 years of age (after their eighth career term).

Slow Metabolism (-2): Ormine require less food than most species and their life support costs are halved. In combat, Ormine suffer DM-2 to initiative rolls.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Ormine.

Ormine are omnivores but the mainstays of their diet are a variety of aquatic plants. They normally eat once a day, but can go for days without any food or weeks with limited food.

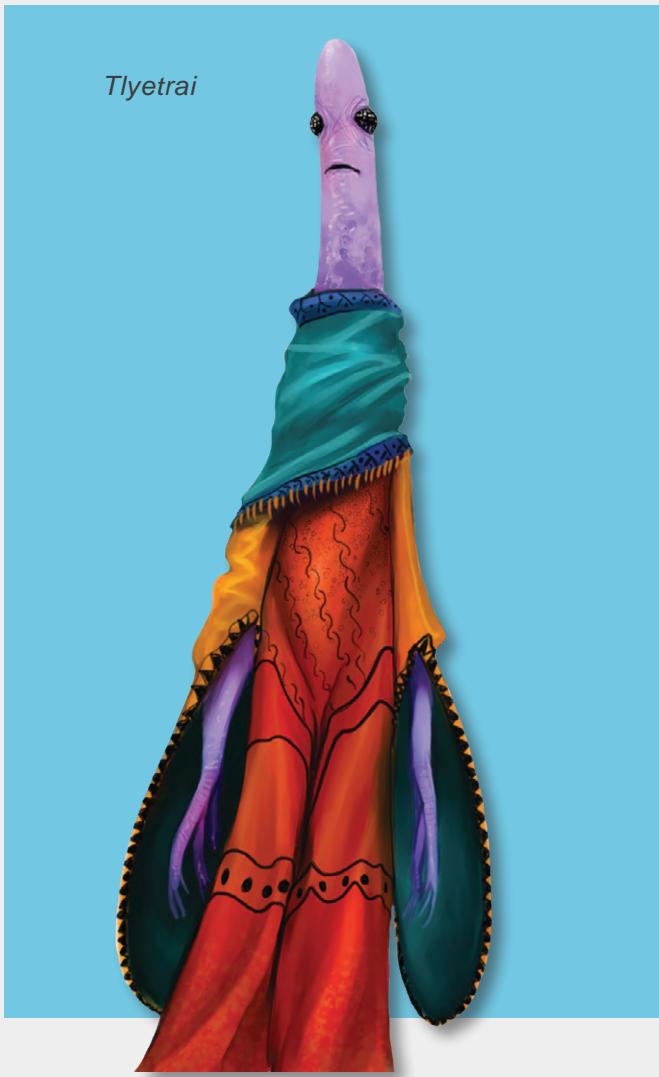
The Ormine are an extremely long-lived race, reaching maturity at 30 years of age and living upwards of 300 years. Their slow metabolism and deliberative nature belies a perceptive and agile intelligence.

Ormine society is highly traditionalist, with every decision made communally and only after long debate and contemplation. They think long term and try to consider all possible consequences of their actions; they would prefer to do nothing rather than act without understanding the ramifications. Ormine possess calm and sanguine temperaments, slow to anger and not disposed to violence but if given no recourse the Ormine are game theorists of terrifying clarity; they will use the most efficient means to decisively bring any conflict to an end.

The Ormine place great value on the wisdom of age and their preferred form of government – gerontocracy – invests primary power with community elders. While the Ormine are often annoyed by the short-sighted, rushed and sloppy nature of humanity, and humans are often frustrated by the plodding, interminable pace of Ormine decision-making, the two species have enjoyed a long and cooperative relationship. The humans have provided technology and the Ormine stability and foresight, allowing both to thrive during the Long Night and the Aslan Border Wars. The Ormine have their own language and are able to learn and speak Galanglic, albeit in a slow and halting drawl.

TLYETRAI

The Tlyetrai are a Minor Race native to Hoa, a non-aligned world in the Farift subsector of Reaver's Deep. A Tlyetrai is bipedal, standing approximately 2 metres high and weighing 40 kilograms, with thin, reed-like frames and long, slender limbs ending in three flexible digits. They have no discernible necks; their conical heads rise out of their shoulders and taper to a slightly rounded top. The Tlyetrai are also hairless, with light violet skin and rubbery flesh. They have two large, black, compound eyes and a mouth but no nose or external ears. Tlyetrai have three sexes: egg donor, activator and bearer, with individuals able to phase through any sex as desired.



TLYETRAI

Characteristics

Tlyetrai Travellers have the following modifiers applied to their characteristics: STR-2, DEX+1, INT+1.

Traits

Tlyetrai Travellers have no special traits.

Careers

Most careers from the *Traveller Core Rulebook* are suitable for Tlyetrai. However, unless a Tlyetrai has emigrated from their homeworld, the Army, Navy, Marine and Rogue careers are not available.

Tlyetrai are gentle, friendly creatures, highly cooperative, with all decisions made through consensus. This results in an extremely stable society slow to change – and vulnerable to external influences. Tlyetrai reached TL5 independently and stayed there for several thousand years. Contact with Aslan traders around -1000 came as a great shock to the Tlyetrai, who had no concept of other worlds beyond Hoa. They required several centuries to absorb this revelation, which spurred new but gradual technological growth. By -100 the Tlyetrai had reached TL6 and in -75 sent experimental sublight generation ships to the nearby worlds of Lliwaiwuah and Turin, where they established colonies.

ULANE

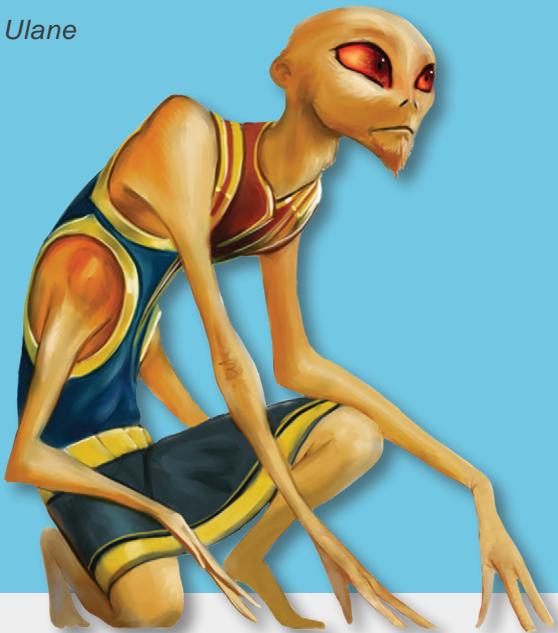
The Ulane are a small, intelligent species native to Ul, a Union of Harmony world in the Earle subsector of the Dark Nebula. Spindly, six-limbed bipeds, a Ulane stands roughly 1 metre high with a slightly stooped posture and weighs approximately 12 kilograms. Their slight frames are covered with short, gold-brown fur and they have large, lambernt eyes with short stubby ears. Ulane evolved from arboreal omnivores who lived in semi-tropical forests and their diet primarily consists of fruits and nuts to fuel an extremely high metabolism. Ulane move in darting bursts as they scamper, jump and climb over surfaces, and their voices are high and chittering. They have their own language but can learn and speak both *Trokh* and Galanglic.

All six limbs are long and end in nimble digits capable of fine manipulation. A Ulane is curious, intelligent and naturally imitative, making them natural tool users. They are also friendly and gregarious, living in small clan-based communities.

The Ulane were first contacted by Aslan shortly after -1400, surprising the Aslan with the rapidity with which they were able to assimilate and adapt to new technology. The Ulane, for their part, were so taken with the Aslan that they quickly adopted their own clan structures to more closely resemble the Hierate, just as they adopted architecture and clothing to resemble Aslan designs; they also added *Trokh* loanwords to their own vocabulary.

Nothing borrowed from the Aslan was brought over without modification or modulation. In temperament, the Ulane are very different from the Aslan; collaborative rather than competitive, peaceful rather than aggressive and playful rather than serious. Within just a few decades after first contact the Ulane had transformed their society into

Ulane



ULANE

Characteristics

Ulane Travellers have the following modifiers applied to their characteristics: DEX+2. In addition, STR and END are each rolled on 1D+1.

Traits

All Ulane Travellers possess the following traits:

Fast Metabolism (+1): Ulane have a heightened metabolism and very fast reactions. They gain DM+1 to initiative rolls.

Multi-limbed: All Ulane can utilise up to two items (weapons, tools and so forth) simultaneously and receive two sets of actions each round to operate them. However, Ulane suffer DM-2 with all equipment not manufactured or modified for their use.

Small (-1): Ulane are very small and present a difficult target. All ranged attacks made against a Ulane suffer DM-1.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Ulane.

a distorted mirror image of the Aslan. While Aslan often feel discomfited by Ulane, the imitation is sincere and the two species have successfully lived and worked together on the same worlds for more than 2,000 years.

VIRUSHI

The Virushi are a Minor Race native to Virshash of Urlaqqash subsector in Reaver's Deep. With a length of nearly three metres, standing close to 180 centimetres at the shoulder and massing almost 1,000 kilograms, the Virushi are among the largest intelligent species known to the Imperium. The Virushi are squat, massively built creatures, covered by overlapping plates of leathery armour. They walk – and can run, with surprising speed – on four tree-thick legs and are capable of extraordinarily delicate manipulation with two sets of arms. The arms of the lower pair are heavily muscled and extremely powerful; the upper pair seem withered by comparison but are amazingly dexterous.

Their semi-erect posture has led some humans to call the Virushi 'centaurs with tank blood' or 'intelligent bulldozers'. They are immensely strong but this strength must be set against poor sensory equipment. Their eyes, nearly buried beneath massive brow ridges, work well in brilliant sunlight but are not at all good for seeing in poor lighting conditions; they are almost useless in darkness. Their ears are evolved for hearing sounds transmitted in the dense atmosphere of their homeworld. Normal sounds in a standard atmosphere are near their lower threshold of hearing.

Although they appear frightening to humans, the Virushi are a gentle race, largely because they are of such great size and strength. As one of the larger lifeforms on their homeworld, they were not forced to aggressively dominate their environment and cultural units never evolved past the cooperative stage. Organised states, large governments and large-scale warfare never came into being. A lack of drive has tended to keep the Virushi from becoming anything more than what they have always been; a contented, pastoral, almost utopian culture. Many individuals, however, do possess an urge to leave their homes, see the universe and try to serve others as they have always served their own cooperatives.

Virushi found off their homeworld are most likely to be engaged in a career involving service to others; others are found in work catering to their highly individualistic

way of life. Their great dexterity makes them excellent doctors – indeed, a Virushi surgeon was recently elevated to the emperor's personal medical staff in the Third Imperium. An extreme dedication and fervour to help others characterises such Virushi encountered in jobs of this kind. Because they will not take orders, Virushi do not join the military despite the fact their great size would make them fearsome fighters.

Virushi require a great deal of space to hold their massive bulk. When carrying Virushi in starships or otherwise providing accommodation, tonnage requirements are twice that for humans. To be comfortable, a stateroom must displace at least eight tons, while cramped or military facilities require four tons.



VIRUSHI

Characteristics

STR and END are both determined by rolling 1D+10. These characteristics can be improved by later modifications earned during the Virushi's career to as high as 20.

DEX is determined by rolling 2D+2.

SOC is determined by rolling 2D-2. Virushi SOC does not improve as a result of service; any increase gained during a career is applied to EDU instead. The Virushi do not care about the intricacies of society and do not fit in well; they simply do not share the same concerns about status as most within the Imperium.

Traits

Virushi Travellers all possess the following traits:

Poor Senses: Virushi suffer DM-2 on all Recon and Survival checks when using their natural senses outside their normal environment. The modifier would not apply to vision in very bright light or hearing in a dense atmosphere, for example, but under 'human-norm' conditions a Virushi is at a disadvantage.

Walking Tank: All Virushi have Protection 4 from their natural armour and can make two attacks with natural weapons (tail lash or stomps) per combat round. Each attack uses Melee (natural) and does 2D damage.

Weapons Aversion: Virushi have little knowledge of or aptitude for using weapons. The first skill earned in either Gun Combat, Gunner, Heavy Weapons or Melee is always at level zero, after which the skill is increased as normal.

Careers

Virushi cannot enter any organised military career such as Army, Navy and Marines.

Virushi receive DM+1 on enlistment checks to join the Scouts, as their way of life appeals to Virushi individualism. Virushi also receive DM+1 on checks to enter professions that require self-reliance and/or involve helping others. The most obvious examples are the medical profession and service aboard a free trader but a case can be made for others.

YN-TSAI

The Yn-tsai are a bipedal Minor Race found on Tsanesi in the Caledon subsector of Reaver's Deep, a client state of the Principality of Caledon. The Yn-tsai stand roughly 1.9 metres tall and are covered with a white, grey or golden fur. Hair on the head is worn long and elaborately braided to denote rank and status in their society. They have seven long, nimble digits on each hand and foot, large barrel chests compensating for the low atmospheric pressure in which they flourish and a broad, flat face. Nictitating membranes over their eyes give them a peculiar 'eyeless stare'.

Although the Yn-tsai are almost exclusively found on Tsanesi, they are apparently not native to that world. Current xenoarchaeological theory believes them to be a population transplanted to Tsanesi from an unknown world of origin, probably by the Saie; at least one school of thought credits the Ancients but historical evidence is against this.

The Yn-tsai are an intelligent, civilised species that had achieved a Tech Level 3 feudal culture when discovered by Caledonian explorers in 563. When first contacted, the Yn-tsai presented an enigma to human explorers; they do not fit into the pattern of life on Tsanesi and could not have evolved there. The first explorers found them to be a peaceful (indeed, pacifistic) culture – odd for descendants of carnivores.

It took many decades to overcome racial distrust and fear of 'visitors from the sky' – a remnant, most sophontologists agree, of their memories of the devastating civil war which destroyed their Saiean masters. The traditions of the Yn-Tsai have afforded many of the building blocks for the as yet incomplete knowledge of the Saie.

The Yn-tsai remain reclusive, somewhat xenophobic and few in number. Their technology has progressed over the centuries but they show a definite desire to avoid warfare or space travel. Scientists continue to study the Yn-tsai in hopes of learning the secret of their origins and the explanation for certain odd facets of their culture, such as their incongruous pacifism.

They flourish at a thin atmospheric pressure and are likely descended from carnivore stock. Although Tsanesi lies outside the boundaries of the Principality of Caledon, due to their limited numbers the Tsanesi have been placed under the Royal Protection of the Caledonian Government.



Yn-tsai

YN-TSAI

Characteristics

Yn-tsai Travellers have the following modifiers applied to their characteristics: STR-2, INT+2.

Traits

Yn-tsai Travellers all possess the following traits:

Low Pressure: A Yn-tsai always DM-1 on checks when in a high pressure (8, 9 or 13) atmosphere.

Careers

All careers from the *Traveller Core Rulebook* are suitable for Yn-tsai.

Only some two million Yn-tsai are estimated to live on Tsanesi. Consequently, Yn-tsai Travellers are rare, even in Reaver's Deep.

GOVERNMENTS OF THE BUFFER

The Buffer is surrounded by the Great Rift and three large interstellar powers: the Aslan Hierate, the Solomani Confederation and the Third Imperium. Inside the Buffer are a number of smaller, independent states, making politics in the region a tangled, ever-shifting affair.

CARRILLIAN ASSEMBLY

Worlds: 21

Population: 14.1 billion

Language: Rim Galanglic

TL: 14

Capital: Carrill (Reaver's Deep 2330)

The most technologically advanced independent interstellar state in Reaver's Deep, the Carrillian Assembly has experienced remarkable stability since its founding but internal tensions and external pressures threaten to transform this loose federation of human-dominated worlds into a totalitarian state.

The origins of the Carrillian Assembly reach back to 517, when territorial conflicts in Drexilthar and Fahlnar brought the entire region to the brink of interstellar war, even jeopardising the Peace of Ftahalr. With the support of the Aslan signatories to the Peace, the Third Imperium intervened to bring the belligerents into settlement discussions. In 519 a series of conferences held in the neutral Carrillian Belt led to an agreement to federate into a single state for regulation of trade, economic coordination and common defence. The Articles of Assembly were signed later that year and designated the Carrillian Belt as the capital of the new federation.

The Assembly enjoyed initial success as an optimistic, egalitarian spirit took hold; the Assembly steadily incorporated new systems, expanded trading territories and most dramatically, increased the common Tech Level of member worlds. By 800 the Assembly had reached TL13, higher than any other independent state in the Buffer, providing the Carrilians with an enormous advantage over neighbouring systems.

By 1000 the Assembly's rapid growth had flagged. Where dozens of political parties had once vied for power, only two rival factions remained; the

conservative Assemblist party, focused on stability and maintaining the status quo, and the opposition Expansionist party, which sought to incorporate new territories through economic and military domination. In parallel, most Carrillian businesses had merged or been absorbed, leaving only a handful of large corporations. This consolidation increased market efficiencies and multiplied margins, but also exacerbated wealth inequality which fed social unrest. Externally, the Solomani Rim War triggered widespread anxieties that either the Imperium or Solomani Confederation, only a few parsecs away from the Carrillian border, might expand into the Buffer, threatening both the Assembly's advantageous technological position as well as its sovereignty.

In 1102 the Expansionist party won a narrow electoral victory over an incumbent Assemblist government beset by a weak economy, political scandals and a series of labour riots on Assembly worlds. The Expansionists were led by a brash young leader, Eno Daldreem, who had risen from modest beginnings to earn a law degree from the elite University of Carrill, and became an Assembly Prosecutor on an anti-crime platform. The charismatic Daldreem used this position to inflame populist sentiments, holding himself up as champion of the Carrillian people, fighting Assemblist corruption, guarding against Imperial and Confederation interference, and ensuring that freeloading Assembly worlds pulled their own weight.

After centuries in opposition the Expansionists took full advantage of their long-awaited opportunity in power. They elected Daldreem as High Justice, the highest position in the Assembly, and immediately began passing legislation to solidify their hold on the government and hinder the Assemblist party from returning to power. In 1103 and 1104 the Daldreem administration passed a series of constitutional reforms allowing the High Justice, in emergencies, to declare martial law and centralise Assembly resources under his direct control. While these changes have triggered protests on many Assembly worlds, the Daldreem government is quick to point out they have all been accomplished through entirely legal means.

The Daldreem government has also undertaken a sweeping reform of the Peacekeepers, the armed forces of the Assembly. These had previously been simply federated units contributed by individual member worlds, serving under their own officers and primarily interested in the safety of their own world. While the reforms remain incomplete as of 1105, Daldreem seeks to consolidate the Peacekeepers under a centralised command and quadruple their numbers by 1108.

Assembly observers also report Daldreem has been quietly eliminating rivals within his own party. His purges have extended to some of his closest allies and mentors, such as Orion Jaenke, considered to be the intellectual father of the modern Expansionist party. The respected Jaenke was arrested on corruption charges in 1103, quickly tried, and sentenced to an Assembly prison somewhere in the Carrillian Belt.

As of 1105 Daldreem is wildly popular within the Assembly, particularly in the Carrillian Belt. To the surprise of everyone, including Daldreem himself, the harder he pushes against political norms, the more popular he seems to become. Assembly dissidents have pointed out Daldreem now has all of the pieces in place to transform Carrill overnight into a police state. The Travellers' Aid Society has been monitoring the situation closely and in late 1104 announced it was prepared to issue an Amber Zone for the system should Daldreem enact his emergency powers.

The Assembly has an increasingly strained relationship with both the Third Imperium and the Solomani Confederation. Daldreem recognises the existential threat either poses to his government and has so far successfully played them both against each other. Surprisingly, the Daldreem government has been reaching out to several different *Tlaukhu* clans as well as the independent Yehaso clan, perhaps as a way to counterbalance the great human powers of the region.

In any case, the Carrillian Assembly maintains a tremendous industrial and technological edge over other independent worlds and interstellar states in the Buffer. Carrillian corporations operate aggressively throughout the region. Although the Carrillian Belt has a smaller population (6.67 billion) than the Assembly's most populous world of Lanixohn (7.88 billion), the belt is a much more important economic centre, possessing the highest Tech Level with shipyards able to manufacture large, jump-5 starships.

The Assembly Peacekeepers, organised into the familiar tripart structure of navy, marines and army, remain a force in transition. The planned reorganisation to centralise the command structure is incomplete and only a minority of units are outfitted to TL14 standards. The Assembly navy in particular remains small even for regional power, consisting of a few dozen ships, none which are more than 5,000 tons in size – mostly frigates, escorts and small destroyers. Although perfectly adequate to maintain internal order and suppress piracy, the Assembly has only a limited ability to fight an external war. While the Carrillian Belt already has the capacity and technology to construct cruisers or even capital ships, Daldreem understands he must proceed carefully in order to avoid drawing undue attention from either the Imperium or Confederation. For now, his grand vision of Assembly cruiser or battleship squadrons remains decades away.

CARTER TECHNOCRACY

Worlds: 3

Population: 4.3 billion

Language: Enlis (Galanglic dialect)

TL: 11

Capital: Carter (Reaver's Deep 1740)

The Carter Technocracy is a tiny interstellar government located in the Murphy Cluster of Drinsaar. The economy of the Technocracy, as the name implies, is based around the manufacture of technological items for export to surrounding, less advanced worlds. The Technocracy has a narrow technological edge over most neighbouring systems and its corporations supply military starships and weapons to many non-aligned human and Aslan worlds within eight parsecs of Carter, its capital.

While theoretically a representative democracy, the Technocracy is dominated by a single political faction, the Industrialist Party, which supports a libertarian platform. The Party holds seats on the boards of all important corporations and controls all major governmental functions. The leader of the Industrialist Party and General Secretary of the Technocracy is Doran Trent, who came to power in 1088. Trent is widely popular, a former corporate executive who tightly controls all the levers of government and carefully doles out contracts, sinecures and other favours to his supporters.

Although the Technocracy has enjoyed centuries of reasonable prosperity and independence, the government is increasingly anxious about the growing influence of both the Solomani Confederation and

the Carrilian Assembly. The Technocracy maintains a small but well trained navy consisting mainly of 4,000-ton, jump-2 frigates sufficient to deter state-sponsored piracy or incursions from neighbouring systems. The active duty ground forces comprise no less than 10 field armies made up of advanced combat rifle-armed infantry equipped with combat armour and backed by grav units armed with plasma cannons.

CONFEDERATION OF DUNCINAE

Worlds: 7

Population: 145 million

Language: Caledonian Galangic

TL: 10

Capital: Duncinae (Reaver's Deep 1624)

A small, independent interstellar state located entirely within Ea, in the heart of Reaver's Deep; although lacking a significant population base and possessing only early stellar technology, the Confederacy contains no less than five worlds with the agricultural trade classification and three designated rich.

Most of the Duncinaen worlds were settled during the Rule of Man but all lost interstellar technology during the Long Night. Traders and colonists from Caledon and the Scotian Deep had re-established contact by -200 but unfortunately, the Duncinaen worlds had barely re-joined the interstellar community before becoming subject to raids by the expansionist Iltharan Empire. By -100 Iltharan conquistadors had captured most of the Duncinaen worlds, which were used as platforms for attacks against the newly formed Principality of Caledon.

The Caledonians were able to successfully hold back the Iltharans and by 250 were well under way with beating back the Empire. The Principality engineered the rebellion of the former Duncinae, Ranald and Fulton, triggering open war and Imperial intervention. By 267 the last Iltharan subject worlds had been conquered by Caledonian forces supported by the Imperial White Fleet. Most of the Duncinaean worlds were then incorporated into the Principality.

In 309 the Principality of Caledon was wracked by the First Civil War (309 to 328). Political refugees from the conflict helped engineer the secession of Duncinae, Ranald and Fulton and the creation of the new Confederation of Duncinae. The Confederacy has since re-established close relations with Caledon and enjoys cultural and economic ties that benefit both. The Confederacy has also cultivated strong

trade and communication ties with the Third Imperium, which has several client states in nearby Drexilithar. The Confederacy enjoys much less cordial relations with the neighbouring Grand Duchy of Marlheim and tensions between the two states have been on the rise for quite some time.

The Confederacy is ruled as a loose hegemony of states where individual freedoms are highly valued – where conditions permit – and local governments enjoy considerable independence. The Confederacy has no significant manufacturing base of its own and is limited to the construction of jump-2 ships. The agricultural products of the Confederacy are highly desirable for export to Caledonian and Imperial markets, and it maintains only a small navy for piracy suppression and a small scout service to support trade exploration.

DIENBACH GRÝPEN

Worlds: 2

Population: 300 million

Language: Frankonan

TL: 9

Capital: Orkney (Reaver's Deep 2919)

An autonomously governed region consisting of two worlds in the Nightrim subsector of Reaver's Deep, Orkney and Maiden. These worlds have been quarantined by the Imperium, although the specific reason has not been publicly disclosed. This quarantine is monitored by the scout base at neighbouring Khagish.

GERONTOCRACY OF ORMINE

Worlds: 17

Population: 300 million

Language: Thirmone

TL: 10

Capital: Akhlare (Dark Nebula 1313)

An independent interstellar state located in the Buffer in the Akhlare and Kyaenka subsectors of the Dark Nebula, the Gerontocracy is dominated by the Ormine, a bipedal Minor Race. Descended from aquatic pseudo-reptiles, the Ormine are native to Akhlare, the economic centre of the Ormine Cluster. Notable for their extremely long lifespans as well as highly conservative and deliberative culture, Ormine society is remarkably stable, cohesive and cooperative, with very few inter-group conflicts.



Terran explorers first made contact with the Ormine around -1880. While the Ormine had independently developed advanced mathematics and biological sciences, the society had only advanced to approximately TL8. After years of laborious negotiations, the Terrans were eventually able to reach a trade agreement giving the Ormine access to jump drives and other early stellar technology, allowing them to slowly expand across the Ormine Cluster and beyond.

The Gerontocracy, as the name implies, is ruled by councils composed of the elders of the Ormine community. No decisions are made quickly or without consensus and even then only after thorough and interminable debate. Although humans and Ormine have radically different outlooks, the Ormine feel indebted to humans for providing the technology essential to expand across the stars and most Gerontocracy worlds have significant communities of humans living beside the Ormine in relative harmony. Most Ormine elders have human advisors who are valued for their ability to provide rapid-fire counsel, insights into other human communities and knowledge of cutting-edge technological developments.

The Gerontocracy remains reliant on humans for many technological goods. While Akhlare is an industrial world with a population of over 50 billion, it is generally limited to the production of TL10 items or lower. As no Ormine world possesses significant shipyard capacity, most starships are imported from human worlds.

Similarly, the Gerontocracy relies on humans to supply and populate its modest defence forces, which include a small ship navy for anti-piracy activities and limited planetary armies sufficient to deter most invaders. While senior command positions are invariably held by Ormine elders, rank-and-file troops and spacers are almost always human or rarely, Aslan.

GRALYN ASSEMBLAGE

Worlds: 3

Population: 105 million (95% human, 5% Droyne)

Language: Gralynan (Galanglic dialect)

TL: 10

Capital: Gralyn (Reaver's Deep 1735)

A small independent state controlling two worlds – Gralyn and Botany Bay – on the Drinsaar Loop in Reaver's Deep, the Gralyn system also contains a significant secondary world, Askoapoy, which is a Droyne colony. The human inhabitants of Gralyn and the Droyne population of Askoapoy have a long history of collaboration stretching back to the Long Night.

Following the conclusion of the Solomani Rim War, Botany Bay was abandoned by the Solomani corporation that had been running it. The citizens of Botany Bay then appealed to Gralyn for aid. Gralyn agreed and later admitted the world as a member of the Gralyn Assemblage.

GRAND DUCHY OF MARLHEIM

Worlds: 8

Population: 8.45 billion

Language: Platt

TL: 11

Capital: Marlheim (Reaver's Deep 1230)

A tightly controlled expansionist totalitarian state controlling eight worlds in the Ea and Eakoi subsectors, the Grand Duchy of Marlheim was founded in -347 by Admiral Katarine Tang, one of the last successful Reaver warlords in Ea. She found the inhabitants of Marlheim worn down by the depredations of the Long Night and all-too-willing to accept the rule of a strong protector. For her part, Tang's rag-tag fleet of jump-capable ships was falling to pieces and she needed to hole up in a defensible port.

Tang relished the role of planetary saviour, declaring herself the first Grand Duchess of Marlheim. In addition to establishing a strong system defence force, she styled herself a defender of Marlheim culture – a striking contrast to the reputation for brutality and ruthlessness she earned as a Reaver warlord. In the depths of the Long Night, Tang and her successors repelled Reaver, Aslan and Iltharan attacks while cultivating a reputation as patrons of the arts. Marlheim became known as a haven from the violence and lawlessness reigning elsewhere in the Deep.

Following the fiery destruction of the Iltharan Empire in 268, Marlheim envoys contacted the Third Imperium to establish informal relations. Although not a signatory to the Peace of Ftahalr, Marlheim was a consulted party to the treaty conferences. Marlheim was surprised and disappointed that, rather than being drawn into the prosperous Imperium, the world was instead abandoned inside the Buffer.

By the 800s Marlheim had finally regained native TL11 capacity and had assembled a small fleet of jump-2 frigates. The world began to aggressively expand into nearby systems under the pretext of ‘preserving’ vulnerable native cultures from external powers such as the Imperium, Hierate and Confederation. Marlheim first claimed Dran in Ea as a colony world and then conquering St. Denis in Eakoi. In 831 Marlheim captured Pendang, a world with twice its population but lagging a full Tech Level behind, allowing the Marlheim navy and marines to take the world with relatively little bloodshed. Marlheim needed time to absorb Pendang, only resuming its expansion after 1000.

In relatively quick succession Marlheim annexed Theodora, Fask and Mirak, while Lestrow petitioned to join the Duchy in 1091. Marlheim has had difficulty absorbing these latest acquisitions; while the Duchy was able to install a puppet regime on Fask, Theodora and Mirak remain under military rule. The current Grand Duke, Felix, is very much interested in continuing with the expansion but has been focused on consolidating his power within the Duchy and stamping out dissent on annexed worlds. Tensions have been high between the Grand Duchy and the Confederation of Duncinae for some time.

ISLAIAT DOMINATE

Population: 145 billion

Worlds: 31

Language: Islai

TL: 7 but TL13 capabilities

Capital: Islaiat (Reaver's Deep 0221)

A large independent human state sprawling across Keiar and Hryaroaa in Reaver's Deep and extending into the Ealiyasiyw sector, its capital is a hospitable world with many similarities to Terra, and was settled early in the Interstellar Wars period by emigres from the Terran Confederation. Islaiat rapidly grew during the Rule of Man, as several colonies were established on nearby worlds.

As the Long Night began to fall across the Deep, Islaiat turned to raiding neighbouring worlds in order to maintain its slowly degrading technology. By -1000 Islaiat was the centre of a notable Reaver kingdom including all systems in its small, five-world cluster. As the Aslan Loakhtarl clan began to push into the Deep, the Islaiat kingdom increasingly found itself on the defensive. By -900 Islaiat was forced to turn to the powerful Tralyeaeawi for aid, essentially becoming a vassal to the great trading clan. The Tralyeaeawi provided protection and jump-capable ships to Islaiat and Islaiat invited the Aslan to establish enclaves on its worlds.

Frequent contact with the Aslan transformed Islaiat society and an entirely new culture flourished incorporating elements from both human and Aslan traditions. Central to this transformation was a new religion, founded on Maijarra, which built on several different belief systems from ancient Terra. Arielism, as it became known, is a dualistic religion that envisions a divine Creator opposed by a destroying Enemy. Serving both of these forces are spirits depicted in Arielist art

as winged humans with lion heads – leontocephaline figures bearing more than a passing resemblance to Aslan. Arielism holds that modern Aslan are the descendants of these spirits, sent into the universe as both teachers and tempters for humanity.

During the Cultural Purge, the Loakhtarl clan suffered a series of reversals and were forced to abandon many of their holdings in the Deep. With the blessing of their Tralyeaeawi overlords, the Islaiat kingdom was best positioned to absorb many of the former Loakhtarl worlds. Centuries later, during the negotiations for the Peace of Ftahalr, the Tralyeaeawi agreed to cede many of their holdings around Islaiat and emancipate their human vassals, positioning the Islaiat kingdom to incorporate these worlds as well.

Arielism has continued to evolve, becoming fundamentalist, dogmatic and increasingly technophobic. Islaiat art and architecture, however, is widely recognised as an monumental cultural achievement, an elegant blend of Aslan and ancient Terran influences, with its highest expression in the soaring Arielist temples of Maijarra. The modern Islaiat Dominate continues to enjoy a strong relationship with the Tralyeaeawi and cordial relations with other Aslan clans. Human worlds and interstellar states are viewed with some wariness as they are populated by unbelievers.

While the Islaiat mainworld is a cosmopolitan, prosperous planet with a high stellar Tech Level, most of the Dominate languishes far behind: impoverished, underdeveloped and saddled with pre-stellar technology. This is exacerbated by Arielist teachings, which counsel distrust of technology. The median Tech Level for the Dominate is only TL7 and in Ealiyasiyw the Dominate has two worlds at TL2 and one world, Iwyeyilka, arrested at TL1. The Dominate contains only a single industrial world, Erlaw, but that is at TL7. Outside of the shipyards at Islaiat, the Dominate has limited capacity to build starships. Nine Dominate worlds, all abandoned Aslan planets, are classified as low population.

The Dominate maintains a small navy with bases at Islaiat and Ktbehkaaoas. The primary mission of the fleet, outfitted at TL13, is piracy and *ihae* suppression. The Dominate has a relatively large army with major bases on 10 different worlds. These ground forces have widely varying capabilities, reflecting the wide spread of Dominate Tech Levels. Only a few elite units, assigned to protect political and religious

leaders, are outfitted at TL14. The army is largely engaged in domestic pacification, with two worlds under military rule: Iwioiar and Ktbehkaaoas.

The temporal leader of the Dominate, the Islaiatko, is chosen by a council of aristocrats to serve for life. Islaiatko Azar X was elevated to the position in 1094. He rules from his palace on Islaiat and aspires to modernise his state. He has relatively few checks on power except from the spiritual leader of Dominate, High Priest Razin, who issues guidance from the great temple complex on Maijarra. Razin is deeply conservative and reportedly significant friction exists between the high priest and the reformer Azar.

KHAN WORLD LEAGUE

Worlds: 4

Population: 3.08 billion

Language: Burath

TL: 10

Capital: Khan (Reaver's Deep 0817)

The Khan World League is a tightly controlled group of worlds all ruled from Khan, one of the last Reaver states established in the Deep. It is a small independent state consisting of four worlds in the Hryaroaa subsector of Reaver's Deep: Marie, Tembo, Cyne and Khan.

KOLAN HEGEMONY

Population: 406 million

Worlds: 3

Language: Galanglic

TL: 10

Capital: Kolath (Reaver's Deep 2313)

The Kolan Hegemony is a common term for three human worlds within Caledon, in Reaver's Deep: Kolath, Kurat and Rock. The exact legal status of these worlds is subject to confusion and no small dispute. Most independent library data lists the three worlds as non-aligned and placed inside the Buffer established by the Peace of Ftahalr, although they are occasionally listed as Imperial client states. Kolath insists these three worlds are members of an independent sovereign state, the Kolan Hegemony. The Third Imperium does not formally recognise this political entity and claims they are Imperial members 'administratively'



independent from the authority of the neighbouring Nightrim subsector', which governs other Imperial territory in this area.

All parties agree the dispute dates back to the final years of the Aslan Border Wars, as the Imperium was just beginning to expand into Reaver's Deep in the face of opposition from Aslan clans. Then Kolath was a late Reaver kingdom, encompassing its present area, plus the worlds of Gash, Garim and Mer. As these six worlds were already organised, the region promised to serve as an excellent springboard for an Imperial presence in the area.

After some negotiation the Imperium and Kolath arrived at a formal agreement binding the Hegemony worlds to the Imperium but granted Kolath a measure of autonomy to administer these worlds as possessions. The unique resulting arrangement gave the Hegemony worlds more freedom than full Imperial membership but also more obligations than an Imperial client state – akin to an autonomous region.

Initially, the arrangement seemed to suit both parties but as time went on Gash withdrew from the Hegemony and the Imperium found it convenient to detach Garim and Mer. Gradually, the Imperium made fewer and fewer accommodations to Kolath. Many indicators suggest Rock will be the next world to be absorbed into the Imperium. Kolath continues to insist on internal autonomy, ruling its possessions in accordance with tradition. The Hegemony is experiencing considerable turmoil, since it seems likely the Imperium is determined to strip away Kolath's remaining possessions.

LANYARD COLONIES

Population: 9.9 million

Worlds: 4

Language: Rim Galanglic

TL: 11

Capital: Lanyard (Reaver's Deep 1938)

The Lanyard Colonies are a tight cluster of systems settled around 995 by Solomani citizens from Daibei fleeing the Solomani Rim War, just as that conflict was beginning to settle into a stalemate. These worlds, all reasonably habitable, had been previously settled by Aslan during the Long Night but abandoned after the Peace of Ftahalr. Each world was named in honour of the first ruling governor.

Initially, the Solomani Confederation provided the Colonies with financial and technical support due to the quality of their agricultural and aquacultural exports. The Lanyard worlds were generally allowed to govern themselves until 1008, when Party activists began to tout the cluster as a staging area for Solomani expansion into Reaver's Deep. Soon the Party increased its presence and activity in the Colonies. However, the Confederation has struggled to assimilate new worlds in the Dark Nebula, greatly reducing enthusiasm for further expansion into the Buffer. Since 1096 the Party appears to have sharply scaled back its long term plans for the Lanyard Colonies.

PRINCIPALITY OF CALEDON

Population: 30.3 billion

Worlds: 22, plus 4 client states

Language: Caledonian Galangic

TL: 11

Capital: Caledon (Reaver's Deep 1815)

The largest independent, human-governed state entirely within Reaver's Deep, covering large portions of the Caledon and Scotian Deep subsectors, the Principality is a constitutional monarchy established in -102 by Jamieson Dundas of Caledon. Closely allied with Imperial interests and often described as a commercial kingdom, it is well-known for its great trading houses. Since its founding, the Principality has remained relatively stable, save for two periods of dynastic crisis and civil war.

HISTORY

The general area now comprising the Principality was initially settled near the end of the Interstellar Wars by Terrans. These emigres were variously dissatisfied with the Terran Confederation, with many believing Terra would be unable to absorb the vast Vilani populations they had conquered. Financed by the prominent banker Charles Stuart Scott, these emigres organised a colonising expedition bound for far beyond either Terran or Vilani space. Settlement on Caledon, and exploration of several adjacent systems, followed. A period of struggle against new untamed environments resulted in the loss, for quite some time, of jump drive technology, just as the surrounding region began to succumb to the Long Night.

After -200 Caledon was contacted by traders from one of the petty states in Daibei that emerged during the Long Night. These traders provided jump drive



technology, allowing for the formation of the Principality in -102. While the Principality prefers to claim it was the first interstellar state in the Deep to check the piracy and lawlessness of the so-called 'Reavers', less charitable histories often refer to the Principality as the last and greatest of the Reaver kingdoms.

Almost immediately after its founding, the Principality was challenged by the encroachment of the Iltharan Empire, which claimed several Principality worlds in Ea but were driven back from the core Caledonian systems in the Scotian Deep.

Scouts from the Third Imperium entered the region around 100 and interstellar trade between worlds of the Deep increased considerably. This led to a sharp increase in Iltharan attacks on neighbouring worlds and finally to a direct confrontation between the Iltharan Empire and the Imperium. Around 250, the Caledonians

engineered rebellions on several of the Empire's subject worlds, triggering open war and Imperial intervention. By 267 the last Iltharan subject worlds had been conquered by Caledonian forces supported by the Imperial White Fleet. In 268, the White Fleet subjected Drexilthar itself to nuclear bombardment, devastating the Iltharan homeworld and bringing the Empire to a fiery end.

During the years 309 to 328 the Principality of Caledon was wracked by the First Civil War. During this conflict the worlds of Duncinae, Ranald and Fulton seceded from the Principality and organised themselves into the Confederation of Duncinae.

Between 800 and 875 the Principality of Caledon greatly expanded its mercantile and trading interests, opening up a new era of exploration and expansion by the Principality in all directions.

In 1024 the death of Prince Colin without issue triggered the Dynastic Crisis within the Principality of Caledon, also known as the Second Civil War. Two rival claimants to the throne, Admiral Earl Maxwell of Clavverse and Baron Edward, Lord Campbell, emerged. Although Maxwell was a powerful earl and Campbell a relatively low-ranked baron, the latter was backed by several of the wealthiest mercantile corporations within the Principality. This support was enough to ensure Campbell was victorious at the decisive Battle of Dunbarton, which forced Maxwell into exile outside the Principality. On 1025-004 Edward, Lord Campbell ascended to the Princely Throne of the Principality of Caledon.

GOVERNMENT

The Principality today is a constitutional monarchy headed by the Hereditary Prince of Caledon, backed by a House of Lords, a House of Delegates and a Grand Senate. Most worlds in the Principality retain a great deal of local freedom, while the Principality directs interstellar relations, warfare and the regulation of trade.

Caledon is a self-conscious reversion to a semi-feudal society, although updated for application to a high-tech age. A hereditary nobility provides leadership and a focus of personal loyalties but is not out of reach for any common citizen. Patents of nobility may be awarded to any individual for outstanding service to the Crown, which inspires loyalty and effort unheard-of in more blatantly egalitarian societies. The nobility includes knights, lords, margraves, viscounts, counts and earls, all answerable to the Sovereign Prince. The Prince reigns not as an absolute monarch but as the leading nobleman of the Principality and his powers are checked by the Constitution.

The Sovereign Prince Keath, Lord Campbell, currently sits on the Princely Throne. He is the grandson of Edward and has proven himself an able administrator. His heir, Fraser currently serves as a commander in the Royal Navy.

The Principality has warm relations with the Third Imperium and the Confederation of Duncinae, and is wary of the Solomani Confederation with which it has had only limited dealings. Increasingly, fierce competition between Principality and Carrillian companies has brought these two states into conflict. Prince Keath is closely monitoring the political upheavals in the Carrillian Assembly.

Within the Principality is the semi-independent Grand Duchy of Douglass in the Scotian Deep, consisting of Douglass and two neighbouring systems – Pentland

and Lanark. The Duchy has close hereditary, political and economic ties with the Principality but exercises a degree of independence, more so than systems directly under Principality control.

The Principality has four Caledonian client states: Shannon and Rejhappur in the Scotian Deep, and Tsanesi and Glenshiel in Caledon. Its common language is Caledonian Galanglic, an unusual dialect of standard Galanglic, filled with obscure and archaic words and highly variant pronunciations. While most speakers of Caledonian Galanglic can readily understand Galanglic, many Galanglic speakers can only follow a conversation in Caledonian Galanglic haltingly and with great difficulty.

The government has many organisations that parallel those in the Third Imperium. A Principality Diplomatic Corps performs similar functions as the Imperial Ministry of State and the Royal Mail Service maintains communication ties across the Principality much like the Imperial Express Boat network. The Caledon Research Institute on Caledon is a prestigious institution for scientific inquiry, similar to an Imperial research station, while the Principality Scout Service is expressly modelled on the IISS, and can recommend vulnerable worlds for Royal Protection, similar to Imperial interdiction. The Yn-Tsai of Tsanesi, for example, were placed under protection due to their limited numbers.

Along the same lines, the Caledonian Defence Forces are organised into the familiar divisions of army, navy and marines. Standard infantry units are outfitted at TL12, with combat armour and advanced combat rifles supported by PGHP-12s. Armoured units utilise grav tanks with plasma guns and elite infantry units are outfitted at TL13 with gauss rifles, supported by PGHP-14s. The Principality's Cross of Andrew is roughly equivalent to the Starburst of Extreme Heroism in the Third Imperium and is the highest award bestowed by the Principality.

The Principality Navy is organised along similar lines as the Imperial Navy, trains with Imperial squadrons and utilises similar doctrines – although adopted for a much smaller and far less technologically advanced force. Realistically, Caledon has neither the capacity nor the need to construct capital ships and the major naval yards at Stirling, Douglass and Caledon are limited to jump-3 ships.

The Peace strictly restricts direct sale of warships to worlds inside the Buffer but the Imperium has shared obsolete ship designs allowing the Principality to develop its own classes. The backbone of the

Principality Navy are seven frigate squadrons (Caithness, Stirling, Dunbarton, Stuart, Caledon, Clavverse and Rob Roy), each backed by eight 4,000-ton *Wulver*-class frigates, with one flagship squadron of eight 10,000-ton *Claymore*-class armoured destroyers and one mixed squadron anchored by a carrier with troop transports.

Lately, the Principality has been split by factionalism developing among the nobility. The precedent by which a comparatively minor baron, Lord Campbell, asserted a claim to the throne against the most powerful earl in the realm has caused other nobles to look to developing more stable power bases and led to incidents of violence between ambitious members of rival houses. The incidence of sedition, the formation of small private armies and reckless political manoeuvring have all been on the rise for nearly a century and could lead to trouble in the not too distant future.

PURITY UNION

Worlds: 2

Population: 8 billion

Language: Galanglic

TL: 10

Capital: Purity (Reaver's Deep 2440)

A small independent polity consisting of two worlds in the Drinsaar subsector of Reaver's Deep: the religious dictatorship Purity and its subject world, Purgatory.



TLYETRAI ASSEMBLY

Worlds: 2

Population: 201 million

Language: Tlyetrai

TL: 8

Capital: Hoa (Reaver's Deep 0310)

A small independent state in the Farift subsector of Reaver's Deep, the Assembly is populated by a Minor Race, the Tlyetrai. Hoa is the capital of the Assembly and homeworld of the Tlyetrai. The Assembly does not have the ability to produce starships of its own and only possesses a single jump-capable ship. The second world, Luiwaiwuah, was colonised by sublight ships and only reconquered by Hoa several decades ago.

UNION OF HARMONY

Worlds: 21

Population: 32.9 billion (62.9% Aslan, 36.7% human, 0.4% Ulane)

Languages: Various, *Trokh* predominant

TL: 12

Capital: Gustave (Reaver's Deep 0737)

The Union of Harmony is an independent state with worlds in the Uhtaa and Eakoi subsectors in Reaver's Deep and Earle in the Dark Nebula. Three different races populate the Union: humans, Aslan and Ulane.

The origins of the Union stretch back to the Terran Confederation period, when emigres from the Interstellar Wars settled First Law in Eakoi, a habitable world similar in planetary parameters to Terra. Over the next 700 years Terrans slowly expanded from First Law, establishing more colonies on nearby worlds in Uhtaa.

Meanwhile, the Aslan Age of Expansion had begun, with Aslan explorers making first contact with the Ulane around -1400 on their homeworld of UI in Earle. Despite their temperamental differences, the Ulane and Aslan quickly formed a cooperative relationship, with the Aslan carrying the Ulane to nearby worlds.

By -1000 the Aslan Border Wars were underway and human worlds in Uhtaa formed a mutual defence organisation based on Gustave: the Celestime League. Meanwhile the Ulane formed their own state, the Ulane Hierate, consisting of UI and Usun. Both of these interstellar states were able to hold their own throughout the Border Wars and the Peace of Ftahalr put both the Celestime League and the Ulane Hierate inside the Buffer.

In the ensuing centuries the two independent states grew and incorporated new worlds. Following the establishment of the Solomani Autonomous Region in 704, the Solomani Party sent several cultural missions into Reaver's Deep, seeking to evangelise the Solomani Cause to distant populations descended from Terran colonists. In general, these missions were met with indifference at best and outright hostility at worst, with one exception: the leadership of the Celestime League was receptive to establishing closer ties with the Autonomous Region.

With the encouragement of the Solomani government, the League accelerated its expansion in Reaver's Deep and by the 800s was actively trading with the Ulane Hierate. Both states had large human populations which pushed for increased cooperation and in 856 merged into a single new state: the Union of Harmony. The four Aslan signatory clans, concerned about the Union's close ties to the Solomani, opposed this move, but the Peace of Ftahalr did not specifically disallow it. A low level of tension between the Union and the Hierate has been ongoing since.

The Union government maintains two separate capital worlds: the primary capital is located on Gustave in Reaver's Deep and a secondary 'regional' capital is located on UI in the Dark Nebula. Although the Union incorporates territory inside the Buffer, it has a relatively small population for its size and even smaller industrial base. The sole industrial world, Khea, is interdicted

and limited to Tech Level 6. The Union, therefore, is reliant on trade with neighbouring worlds. Although the Solomani would very much like to fill that need, Aslan corporations are much closer and better positioned to supply Union markets. The Union can manufacture its own jump-3 starships at the yards on Gustave but its navy is small and focused on anti-piracy missions rather than warfighting.

LANGUAGES OF THE BUFFER

The Buffer nurtures an astonishing array of languages, many of which emerged during the Long Night when large numbers of worlds were isolated for centuries. Any independent human world in Reaver's Deep or the Dark Nebula may have its own language and some might have three, four or more languages, adding to the problems of assimilation and integration into the interstellar community. Both sectors contain several examples of ancient Terran languages still in use, including many dialects extinct on Terra itself.

GALANGLIC

One of two official languages of the Third Imperium and the only official language of the Solomani Confederation. A distant descendent of Terran English, Galanglic was the language of the Rule of Man and remained a common interstellar language for trade and commerce during the Long Night. In both Reaver's Deep and the Dark Nebula the most common dialect heard is Rim Galanglic, although Caledonian Galanglic is dominant in the Principality of Caledon and the Confederation of Duncinae.

While Rim Galanglic is frequently the primary language for Imperial and Confederation worlds, inside the Buffer Galanglic is mainly a second language used only for system traffic control, commercial operations and interstellar communications. The Solomani Party strongly encourages the use of Rim Galanglic on all Confederation worlds.

ASLANIC

A language commonly spoken by humans in areas of the Dark Nebula, Reaver's Deep and Magyar, Aslanic is a *patois* of *Trokh*, utilising *Trokh* grammar and morphology but with phonology more suited to human vocalisation. Aslanic arose during the Long Night and soon spread across human communities within Aslan space. The language does not employ gender-specific rules and contains many Galanglic loanwords. Most Aslan can follow a conversation in Aslanic but to non-fluent humans it sounds much like *Trokh*. Use of

Aslanic generally signals low social status, but Aslan are far more tolerant of *faux pas* made by humans speaking Aslanic than *Trokh*.

ISLAI

A human language dominant in the Islaiat Dominate, Islai is a non-Galanglic language, possibly related to one or more extinct ancient Terran languages and showing some influence from *Trokh*, including the adoption of many *Trokh* loanwords. Islai developed on the worlds of the Islaiat Cluster during the Long Night, reaching its modern form sometime around -800.

OSMANI

A distant descendent of ancient Terran Turkish with a large number of Vilani and *Trokh* loanwords, Osmani is a common language on human worlds near Kusyu, with additional communities of native speakers in Magyar. Linguists have recently established a convincing connection between Osmani and the Turkophone language of Suleiman in the Solomani Rim.

STANDARD VILANI

The descendant of the ancient language of the Ziru Sirka, Vilani is the second official language of the Third Imperium and its use is mandated as co-equal to Galanglic in all Imperial facilities. Standard Vilani is the formal commercial language of the Vilani worlds and megacorporations. It is a complex, multi-tonal language incorporating different sociolects used in specific social circumstances. Many Vilani words and names have been integrated into Galanglic and Vilani is taught in many schools in order to provide a greater understanding of common word origins. Vilani is spoken as a native language on several Imperial worlds in Reaver's Deep.

THIRMONE

The language of the pseudo-reptilian Ormine, Thirmone is spoken throughout the Gerontocracy of Ormine, developed on ancient Akhlare before -2500 as a common trade language. The basic syntax and semantics of Thirmone are remarkably similar to Terran languages and most humans can learn to read written Thirmone with little difficulty. Spoken Thirmone utilises several vocalisations that humans cannot easily reproduce and Ormine speech is so slow and measured that human listeners have difficulty following a conversation. Xenolinguists have calculated that

it takes nearly 10 times longer to express a concept in Thirmone than in Galanglic. Ormine, for their part, have equal difficulty in processing spoken human languages, which sound like nothing more than unintelligible chittering. Most communication between the two species is therefore carried out through either computerised assistants or written messages.

TROKH

The common language of nearly all Aslan, *Trokh* is difficult for humans to pronounce, split into gender-specific dialects and weighty with formalisms. A holophrastic language using one word to encompass the meaning of an entire sentence, *Trokh* makes extensive use of metaphor and simile, and words whose meanings depend heavily on context. Proper pronunciation of vowels has often proved the most difficult aspect of the language for humans, as some are pronounced while inhaling rather than exhaling.

Trokh was previously the trade language of the *Tlaukuh* and developed into its present form over 4,500 years ago on Kusyu. The language is tightly controlled by the *Tlaukuh* and remains almost entirely free of offshoots, local dialects or corruptions.

Communities of *Trokh*-speaking Aslan and humans can be found throughout Reaver's Deep and the Dark Nebula, although the language is generally suppressed on Confederation worlds. Despite this, Solomani traders bound for these sectors value having fluent *Trokh* speakers aboard.

VIRUSHI

The native language of the Virushi, modern Virushi was formed by the merger of several dialects shortly after humans first contacted Virshash in -2250 and improved the world's communication networks. The very structure of their language reflects the Virushi mindset, with limited ability to express legalistic concepts and no equivalent of an imperative mode. The spoken language can be hard to humans to follow because deep Virushi voices occasionally slip into a subsonic range, becoming inaudible to human hearing. Likewise, human conversations are often too shrill for Virushi. Virushi have short two- or three-syllable personal names in their own language, although some adopt single-syllable human names for convenience when dealing with humans.

CORPORATIONS OF THE BUFFER

The unusual nature of the Buffer and the disruptions of the Solomani Rim War have left both Reaver's Deep and the Dark Nebula economically and technologically backward. Inside the Buffer, most worlds have received little interest or investment from either corporations or governments, leaving numerous opportunities for smaller companies to fill the gaps. Several worlds have been almost entirely ignored for centuries, making them ripe for exploration – and exploitation.

Imperial megacorporations were largely frozen out of Reaver's Deep by the Peace of Ftahalr and the Rim War has left them without easy access to the rimward frontier and the new materials and markets found there. Increasingly, megacorporations have turned their attention to the Buffer and its untapped resources. Their legal analysts have been poring over ancient treaties, looking for openings to move more aggressively into the region. While the Peace restricts corporate ownership in the Buffer, it does not prohibit long-term occupation or even perpetual leases of facilities.

The Solomani Confederation, which has consistently claimed to be unbound by prior treaties, has never stopped looking to expand further into Reaver's Deep and the Dark Nebula. The Solomani, however, have encountered increasing resistance from large clans and native human populations. Only the companies of the Wuan Technology Association, which have worked in this region since the Long Night, have been consistently successful here.

The Aslan have closely watched the Imperials and Solomani manoeuvring around the Buffer and the largest clans have, from time-to-time, intervened to push back against the most egregious exploits. Increasingly, many Aslan companies are themselves investigating ways to work around the Peace of Ftahalr. After all, Aslan corporations wield considerable influence inside the Hierate and are responsible for many basic functions.

Finally, the independent states of the Buffer are home to a wide array of smaller companies aspiring to compete with – or at least outhustle – the megacorporations. Both the Principality of Caledon and the Carrillian Assembly have produced companies that have thrived working in and around the Buffer.

TRADE ROUTES OF THE BUFFER

Although the Buffer is an isolated and relatively wild region, several notable trade routes wind through it.

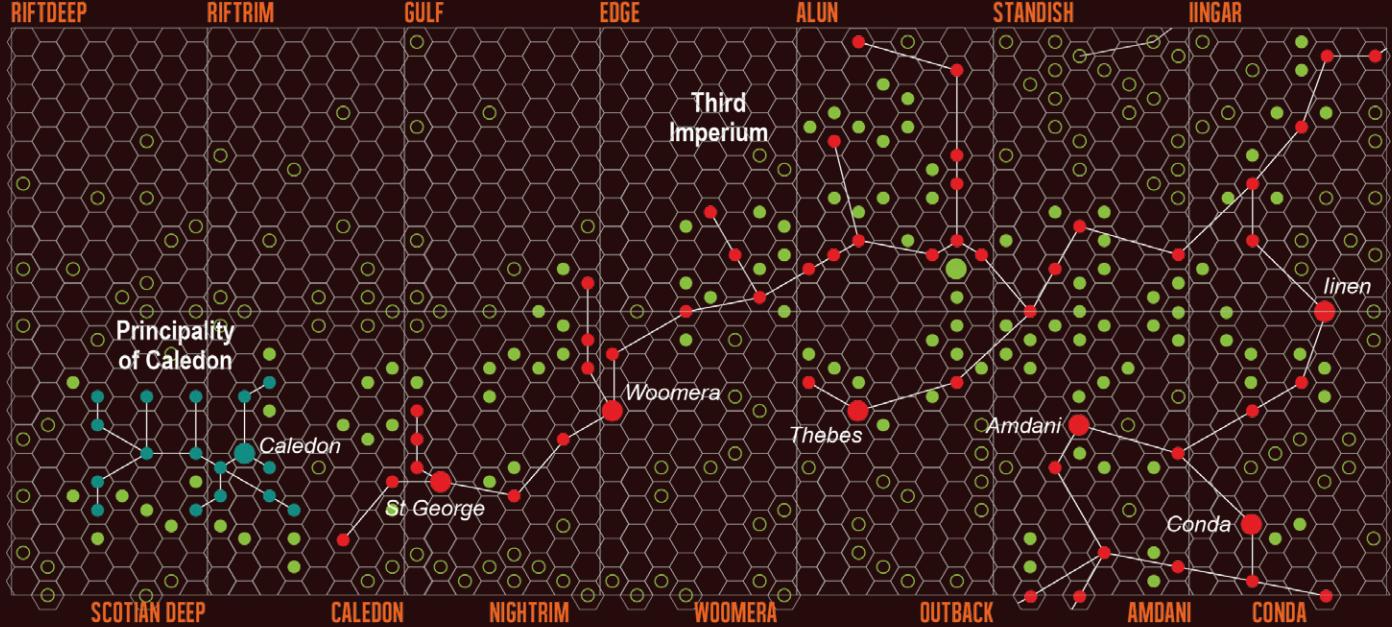
The **Caledon Run** is a major trade route connecting the Imperial worlds of Daibei to the Principality of Caledon in the heart of the Deep. This route is dominated by the large freighters and liners of Imperial megacorporations.

The **Trans-Deep Route** is a major trade route connecting Third Imperium and Solomani Confederation worlds in Daibei with the Carrillian Assembly, Grand Duchy of Marlheim and various Aslan Hierate worlds in Ealiyasiyw and beyond. Along this route Imperial and Aslan megacorporations and large Wuan, Solomani and Carrillian companies operate freighters, superfreighters and even megafreighters.

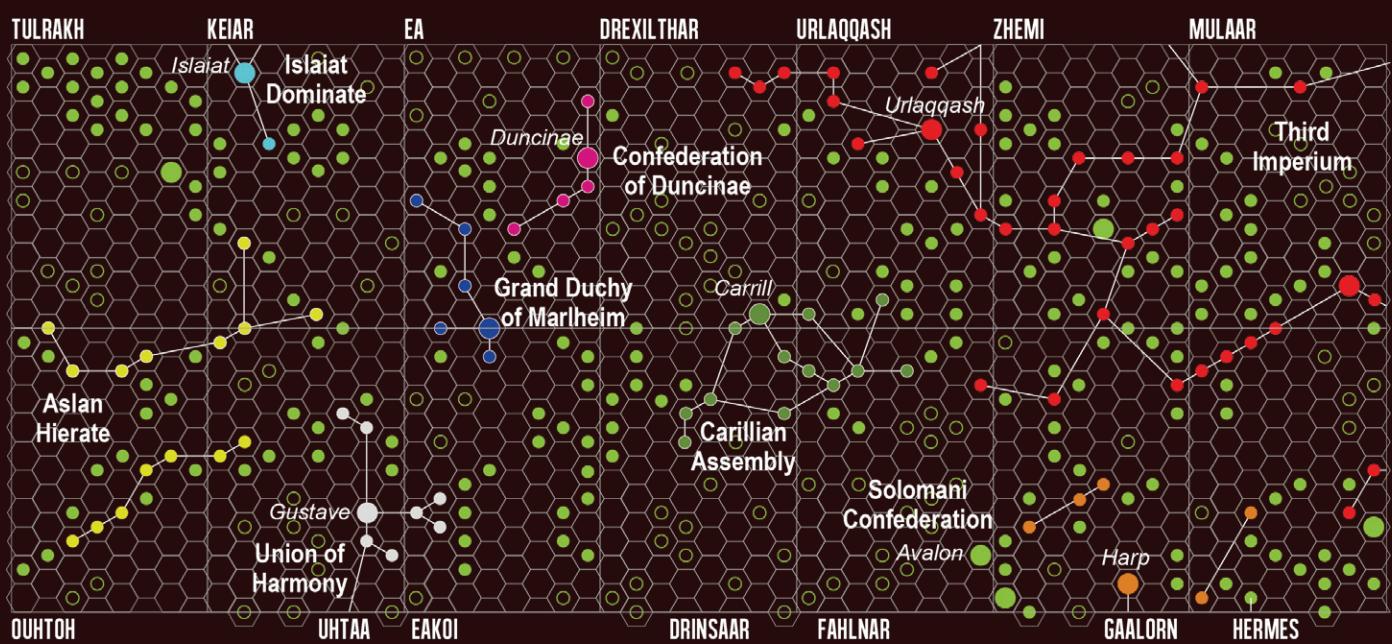
In the Dark Nebula, the **Kuzu Route** is a sprawling major trade route ranging from Magyar to the Ustral Quadrant and Iwahfuhah, connecting the Aslan homeworld with high population worlds in the Hierate, the Wuan Technology Association and the Solomani Confederation. This route is dominated by large freighters operated by Aslan corporations, *Tlaukhu*-affiliated companies and a handful of large Solomani and Wuan companies.

No one major trade route directly connects the Third Imperium with Kusyu. The megacorporations, which plan on a scale spanning sectors and decades, deem the Hierate too unpredictable – and the Buffer too unregulated – to afford the detailed planning necessary to establish a major route. Instead, a thriving community of independent operators fill this gap. These operators, willing to risk the vagaries of clan politics, shuttle megacorporation goods back and forth between Imperial and Hierate space – sometimes as contracted freight, sometimes as speculative trade.

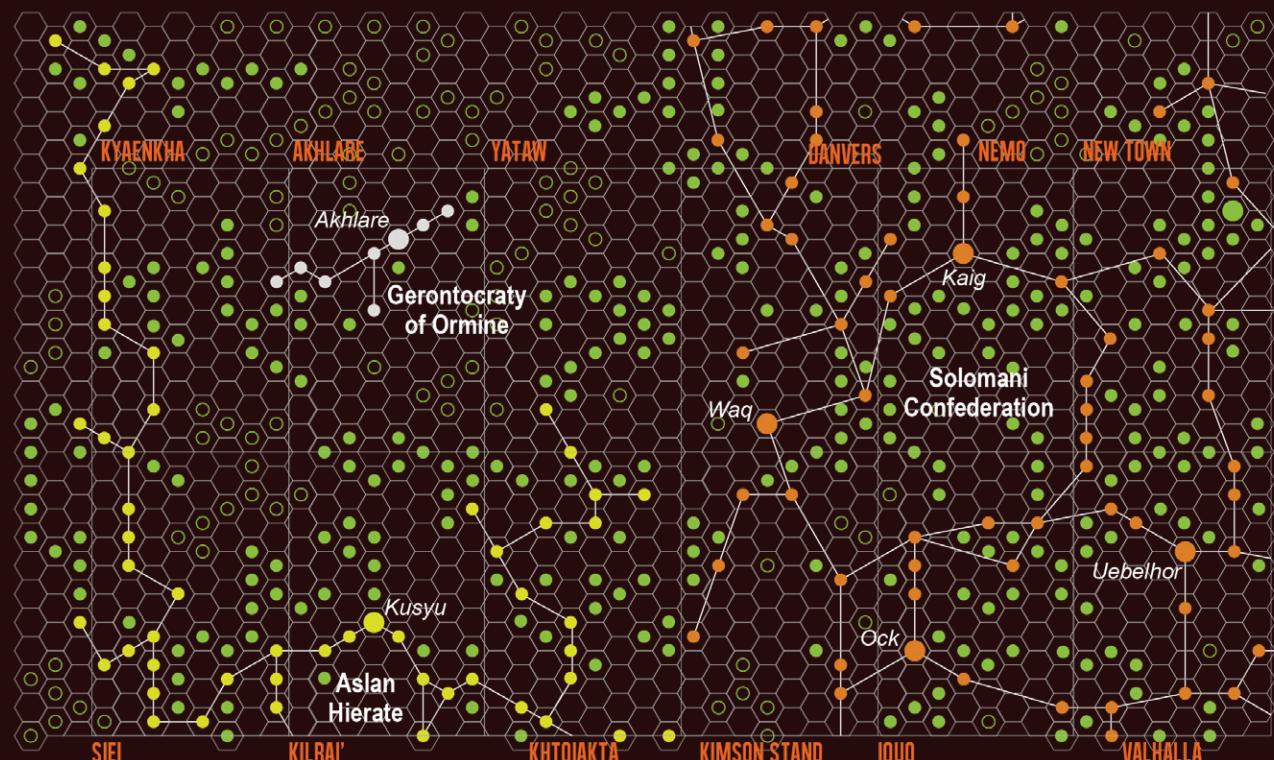
CALEDON RUN



TRANS-DEEP ROUTE



KUZU ROUTE



AARISKIN CORPORATION

An interstellar merchant line with branches or offices on a score of worlds across Reaver's Deep. A Carrillian chartered concern, Aariskin operates *Daakar*-class freighters. Its corporate headquarters is Ildrissar in Drexilthaar subsector.

AGILITRIX

A manufacturer of synthetics and a principal member of the Wuan Technology Association, with headquarters on Uston in the Gaalorn subsector of Daibei, Agilitrix is famed for its Spectrum line of androids, now in its fifth generation, which represent some of the most commonly encountered androids in Magyar and the Dark Nebula. Spectrum models are designed with exaggerated physical characteristics for easy identification: these androids resemble well-built humans without hair, navels or sexual organs, their skin dyed with clearly artificial pigments to indicate their associated product line.

AIKHIY DEVELOPMENT TRUST

A Reaver's Deep agribusiness venture jointly owned by Gralynite and Venician interests. The Trust owns the agricultural world of Aikhiy, located in Eakoi, and produces high-yield crops for export throughout the Drinsaar Loop.

ARBUTHNOT MINERALS AND RESOURCES LTD.

A small mining corporation active in the Caledon subsector of Reaver's Deep. The company notably owns the world of Linda, which contains rich deposits of lanthanum. Arbuthnot's corporate headquarters are located here.

ASLANIC EXPEDITIONS

Perhaps the largest human-owned corporation specialising in tourism inside the Aslan Hierate. While there is always intense human interest in visiting ancient Hierate worlds of the Dark Nebula, the perils of travelling among the notoriously touchy Aslan are considerable. Aslanic Expeditions and similar corporations provide carefully scripted tours of select Hierate worlds – while paying a handsome honorific to the local clan. Aslanic maintains a small fleet of safari ships to transport its customers. Tourists are always carefully shepherded by veteran guides fluent in *Trokh* and familiar with local customs. The corporate headquarters are on Waq, a Solomani Confederation world in the Danvers subsector of the Dark Nebula. The company also maintains many branch offices on Aslan worlds throughout the sector, including Kusyu.

CALEDON HIGHLANDERS

A human-owned mercenary regiment active in Reaver's Deep and adjoining Imperial and Solomani territories. When possible, the regiment hires out as a single force and in this capacity can act as the spearhead for a local army or a training cadre for militia or conscript troops. The unit was organised by Colonel Sir William Fraser, KC shortly after his retirement from service with the Principality of Caledon Marines in 1098. The regiment's headquarters are located on Caledon.

The Caledon Highlanders have since earned a reputation for fighting skill. Fraser's mercenaries have fought in several of the petty wars that have kept the region in turmoil over the past decade. Between active campaigns, the unit has been employed in such diverse occupations as furnishing guards to mineral exploitation firms operating in the heart of the Deep, garrisoning a new settlement on a hostile world and acting as a cadre force for an expanding nation-state on a balkanised world.

They have adopted a flexible, efficient organisation which enables the unit to function effectively as a self-contained, independent force under most circumstances. Only two real weaknesses exist; first, the lack of standardised heavy equipment and second, a lack of interstellar transport. Employers must furnish shipping in order to transfer the Highlanders from world-to-world.

The regiment consists of three infantry battalions, a pioneer battalion, a battery of regimental artillery and a logistics unit. The pioneer battalion is an elite reconnaissance force, intended to operate ahead of the main body of troops. The Caledon Highlanders are equipped at TL13 and basic infantry equipment includes chameleon combat armour, gauss rifles and RAM grenades. They are most effective against technically unsophisticated opposition and luckily, such situations are common throughout the Deep.

CALEDON VENTURES LTD.

A human-owned trading firm based on Caledon in Reaver's Deep. A fairly young company, Caledon Ventures has been aggressively expanding trade contacts throughout the Deep and is a primary competitor of the Aslan firm Tlasayerlaahel. A Caledon trading post has been established on Dunmarrow in Ea, from which trade pioneering teams are beginning to open up markets hitherto monopolised by Aslan companies. Among other vessels, Caledon Ventures operates a number of far traders for its exploratory trade missions.

CARRILLINES LTD.

A Carrillian trading firm operating throughout Reaver's Deep, Carillines is an expanding company well known for turning a profit even under the most trying circumstances. The firm owns and operates several subsidised merchants and although their activities often border on piracy, the loose political structure of the Reaver's Deep has allowed them to remain a thriving enterprise. Carellines has strong political ties to the Carrillian Assembly and has occasionally been able to influence policy to their benefit. The Carillines corporate headquarters is located on Carrill in Drexilthar.

CARGONAUT TRADERS AND FACTORS AMALGAMATED

A prominent mercantile interest operating within the Principality of Caledon in Reaver's Deep, the Cargonaut corporate headquarters is located on the Principality's capital at Caledon.

CONTECH

A Solomani biotechnology firm based in the Dark Nebula, with branch offices in Magyar and the Solomani Rim, the company was established by noted philanthropist Roberto Conwell to delve into the mysteries of the life sciences and is still supported by Conwell's investments and patronage of the Solomani government. As with many companies in the Confederation, the Solomani Party owns a significant minority position in ConTech. The company has close ties with the Confederation's Ministry of Genetics and has worked on genetic modification programmes to better adapt Solomani settlers to harsh colony worlds in the Dark Nebula. ConTech has developed its own aquamorph variations for Yakoru and Ipallan, as well as light gravity modifications for use on Kanna, Ziha, Newquay and Mamalt. The company has been involved in various controversial eugenics related programmes aimed at creating 'perfect' Solomani. ConTech's corporate headquarters are located on Column in the Akuusir subsector of the Dark Nebula.

DAKAAR CORPORATION

A subsector-wide conglomerate headquartered on Dakaar, the world itself is owned by and run for the company. The Dakaar Corporation is typical of many large companies based on independent worlds of the Deep: a far-ranging, unscrupulous organisation whose activities are not far removed from the Reavers. The firm was founded three centuries ago by a handful of independent miners on profits earned from a lanthanum strike on Dakaar, one of the richest ever discovered in the sector.

The conglomerate has several divisions. Dakaar Minerals runs the planetary lanthanum mines and seeks to exploit mineral wealth elsewhere in the subsector. Dakaar Trading operates a small fleet of starships in trade and commercial ventures. Dakaar Brokers matches up buyers and sellers of everything from cargos to starships. Dakaar Brokers has offices on most worlds in the Deep with a starport of Class C or better, excluding the Imperium and the Carrillian Assembly. Dakaar Surveys operates a private scout organisation for research and survey work.

The world of Dakaar itself continues to be the Corporation's single largest asset but the conglomerate's other interests are collectively much greater in terms of fame, profits and attention. Although by no means as powerful as the regional office of an Imperial megacorporation, the Dakaar Corporation thinks big and is doing everything possible to continue growing by leaps and bounds. This includes any number of unethical, immoral, or even outright illegal, actions. The management's motto might well be 'If we don't get caught, it's worth a try!'

Dakaar, for example, is heavily involved in activities centring on worlds like Drellesarr, where an absence of local law enforcement has made the world a favourite place to buy and sell merchandise obtained or used illegally. The Dakaar Brokers agent on Drellesarr has no qualms about handling pirated, hijacked or stolen cargos or material, and is equally happy to locate weapons, ships and other equipment that eventually end up in the hands of terrorists, criminals and other lawbreakers.

The loss of control over the Cassandra Belt two decades ago has set Dakaar Minerals back somewhat; the company continues to make periodic attempts to exploit the Belt illegally.

DELGADO TRADING, LIC

The youngest of the Imperial megacorporations, Delgado excels in several businesses, including manufacture and sales of military hardware, mining and refining of heavy minerals, publishing, antiquities and most recently, toys. Delgado is well known for its work in miniaturisation and for its distinctly suspect employment practices.

Founded in 997, its rise can be traced to profits made in military contracting during and following the Solomani Rim War. The company has designs on eventually breaking into the notoriously difficult Hierate market. Delgado's regional headquarters are located on St.

George in Nightrim and the megacorporation owns outright the poor Imperial world of Vetzeal, also in Nightrim. The company has made a recent push into the Buffer and recently begun competing with Caldeonian companies. Delgado has established operations in the Cassandra Belt and on Tashrakaar and Diablo.

DIVERSECO

A small mining corporation operating in the Drexilthar subsector of Reaver's Deep, Diverseco's corporate headquarters are on Tharrill, an independent world just beyond the borders of the Carrillian Assembly. The company works the deserts of Tashrakaar.

E'AL HTOUKHA

A large, private military company controlled by the Hlaotyoioho clan. Very active in the Dark Nebula and Iwahfuah sectors, E'al Htoukha specialises in providing highly trained and well-equipped ground forces of up to battalion size.

EHRYAFYA

A large, independent Aslan corporation operating elite schools for females, Ehryafya was founded shortly after the Cultural Purge to instil traditional Aslan values in its pupils but is renowned for producing shrewd, highly efficient managers of households and businesses. Admission into these schools is exceedingly competitive and students receive rigorous training in mathematics, economics, sociology and political science. Ehrafya schools can be found on most worlds with Class A or B starports in Ealiyasiyw, Reaver's Deep, the Dark Nebula, the Ustral Quadrant, Uistlrao and Iwahfuah. The corporate headquarters are located on Uiaour, a split-control world in the Ealriyeihwi subsector of Iwahfuah.

FAIEKHAS

A large, highly diversified Aslan corporation controlled by the Tralyeaeawi clan, the Faiekhas Corporation oversees the rimward Tralyeaeawi trading fleet and has several research and development divisions. While Faiekhas is not active in the transrift territories, the company carries goods and passengers to many Aslan worlds and services to Imperial and Solomani ports near Kusyu. The corporation was originally founded early in the Aslan Age of Exploration by three unmarried daughters of Hkiyrerao, the famed Tralyeaeawi navigator who plotted the first successful Aslan voyage to the Solomani Rim. Faiekhas was the largest Aslan merchant corporation until approximately -1100, when it was overtaken by Tlasayerlahel. In the Dark Nebula, Faiekhas runs the starport and shipyards at Ao'iyaulra,

a Siei subsector world controlled by the Tralyeaeawi vassal clan Heaafa. Faiekhas' corporate headquarters are located on Kuwiwyosyo, the Tralyeaeawi capital in the Realitaukhei subsector of Hlakhoi.

FARSTAR PUBLISHING

A human-owned publishing company based in the Ea subsector of Reaver's Deep on Marlheim, the capital of the Grand Duchy. Farstar is known for its comprehensive travel handbooks, detailing not only worlds of the Dark Nebula but also worlds of other sectors in this region of space. Farstar materials are widely available in both the Imperium and Solomani Confederation.

FULTON METALS

A small mining and refining corporation based out of Fulton, a Confederation of Duncinae world located in Ea subsector of Reaver's Deep. Fulton Metals has operations in Ea and Drexilthar subsectors, including on the desert world of Tashrakaar.

GESELLSCHAFT FEUR STERNSCHIFFBAU AG

An Imperial megacorporation specialising in high-end starship manufacturing, Gesellschaft feur Sternschiffbau AG (GSbAG) is the primary supplier of starships to the Imperial family and the Imperial Navy. GSbAG has only a limited footprint in the Imperial territory of Reaver's Deep and has had mixed success in the sector; in the 1090s GSbAG were forced to abandon operations on Bryn in Caledon after a reform government came to power. GSbAG operates the shipyards at St. George in Nightrim, Gerim in Caledon and Mauve in Fahlnar. The nearest regional headquarters is located on Warinir in the Edge subsector of Daibei.

HORTALEZ ET CIE, LIC

Primarily a banking and investment house, Hortalez specialises in loans to planetary governments, underwriting of large-scale projects and other fiscal activities. Hortalez is one of the major insurance houses in the Imperium. It maintains a regional office on Warinir in the Edge subsector of Daibei and also owns and operates the highport in orbit above Diablo, an Imperial world on the edge of the Buffer in the Drexilthar subsector of Reaver's Deep.

HWYROAR

A large Aslan corporation with an ancient and storied lineage, Hwyroar is controlled by the females of the Hrasua clan. The company is a leading military supplier within the Hierate, manufacturing products ranging in scale from personal firearms to starship weapons.

Hwyroar's roots reach back to Kusyu before the First Aslan World War, when Hrasua consolidated several different companies into a global conglomerate. Hwyroar eventually became the third largest megacorporation in Aslan space.

A bitter succession crisis split Hrasua into two separate clans in 534 and also saw Hwyroar divided into two separate companies. Hrasua, which was left with clan territories rimward of the Great Rift, controlled Hwyroar – but the resulting company could no longer claim megacorporation status. Although the two separate Hrasua factions reunified in 1015, the two clan corporations continue to operate separately. Hausa plans to merge these separated companies together by 1115 and the resulting company should once again qualify as a megacorporation.

INSTELLARMS, LIC

An Imperial megacorporation that manufactures, buys and sells military hardware of almost every kind, Instellarms does not deal in weapons of mass destruction, nor does it sell warships. It finds it easier to operate inside the Buffer than other megacorporations as, unlike the others, the Imperial family does not directly own shares. This allows the company to avoid provisions written into the Peace of Ftahalr limiting corporations with direct financial links to any of the signatories.

As such, Instellarms is perhaps the Imperial megacorporation most active in the region, where military equipment is always in high demand. Most Class A starports in the Imperial section of the Deep have an associated Instellarms demonstration-negotiation facility. The usual customer at such facilities is a corporate or government client from independent worlds or clan representative from the Hierate.

Instellarms also operates a number of mercenary units in the region, including both ground forces and specialised starship squadrons. Instellarms has so far been unsuccessful selling mercenary services into the Hierate, as the market is already saturated with Aslan companies.

The regional headquarters are located on St. George, an Imperial world in the Nightrim subsector of Reaver's Deep. It wholly owns the Imperial water world designated 815-205, also in Nightrim.

IYALIL

The third largest Aslan megacorporation, specialising in heavy industry and electronics, Iyalil was for many centuries the backbone of the Hierate's military

industrial complex. It was previously associated with the Hlewela clan, who founded the corporation in the early days of Aslan space exploration, before development of the jump drive. Iyalil benefited greatly from the rush into space, providing hulls and other components for the Khaukheairl/Yerlyaruwiwo jump engineers, as well as terraforming and life support gear for the new colonies. Iyalil's corporate headquarters is located on Eafoarei, a split control world in the Araiw subsector of Staihaia'ylo.

JERICORP MINING

A small, family-based mining and refining concern founded in 1098 and active in the Drexilthar subsector of Reaver's Deep. Jericorp was brought to the desert world of Tashrakaar in 1102 by stories of the planet's mineral wealth and is typical of the dozen or so small independent companies working the Tashrakaar mineral flats.

KAHA A'HUYE

The Brotherhood of the Rose-Tinged Waters is a storied Aslan mercenary company sponsored by the Afaikhiyoi clan. The company, led by the veteran Raearu, is based out of the city of U'khai-of-the-Red-Dawn on Kusyu. Kaha a'huye has an honourable lineage stretching back to the dawn of the Age of Expansion. The company can field a brigade of elite light infantry; all of its warriors are disciples of the Hoawli'ukhtai school and experts at close combat. Kaha a'huye warriors are highly valued as guards for their skill and unbreakable discipline. Their traditional, rose-coloured dress robes are highly distinctive.

KHTULAROIHOWA

Khtularoihowa is the youngest of the four great Aslan corporations. Originally founded to trade with human colonies along the trailing border, Khtularoihowa adapted to supply weapons and ships to raiders during the Border Wars. Its clever managers predicted (and, some say, influenced) the course of the Border Wars and Khtularoihowa profited greatly from every phase of the conflict. By the time the wars ended, the corporation's position was unassailable and today Khtularoihowa wholly owns the Dark Nebula worlds of Riyakahail, Yoreah and Yasai. The company's home port is Kusyu.

KHTYUWI'

A large Aslan mercantile firm with interest through much of the Aslan-explored part of Reaver's Deep. The company's headquarters are on Roaa, a split control Aslan world in the Uhtaa subsector of Reaver's



Deep. Khtyuwi' is controlled by the Yehaso clan, an offshoot of the mighty Yerlyaruwiwo. In fact, on occasion Khtyuwi' may be disparagingly referred to as 'Tlasayerlaahel,' a diminutive of the name for Yerlyaruwiwo's clan-controlled megacorporation.

Khtyuwi' is engaged in trade with several independent worlds in the Ea subsector: Tlaospice with Roakhoi, risthscent with Htalrea, and some commercial contact with the natives of Gaajpadje, from whom glassware and other *objets d'art* are obtained. Khtyuwi' is currently engaged in stiff economic competition with the human merchants of Caledon Ventures, Ltd.

LARLEAFTEA HRYAWAORWYA

A large Aslan commercial concern with interests in everything from shipbuilding to interstellar trade. Larleaftea Hryawaorwya operates the shipyards on Roaa in the Uhtaa subsector of Reaver's Deep, famed as the source of some of the finest examples of shipbuilding found in the Aslan Hierate.

The company is completely independent, owned by Director Weiotela, the latest in a long succession of unmarried females stretching back centuries. The company's corporate headquarters are on Roaa but maintains regional headquarters in Ealiyasiyw, Iwahfuhah and the Dark Nebula. Larleaftea Hryawaorwya operates the small shipyard on the split-control world of Aohoikiy in the Earle subsector of the Dark Nebula.

LING STANDARD PRODUCTS

Ling Standard Products (LSP) is a highly diversified manufacturing and mining megacorporation that has greatly increased activity in Reaver's Deep since the end of the Solomani Rim War. LSP prefers to establish relations with local strongmen, oligarchs and dictators using bribes and military contracts to ensure access to resources and markets – and the Deep offers ample opportunity for these practices. Often targeted by civilian protests and direct attacks, many new LSP facilities have come to resemble fortresses staffed by offworld employees and protected by large and unfriendly mercenary security forces.

In Reaver's Deep, LSP operates the large Imperial shipyards at Concorde in the Caledon subsector and Kaagin in Nightrim. LSP has been exerting political pressure to obtain lanthanum mining rights on Lurammish in Caledon but has encountered fierce local resistance. Elsewhere in Caledon, LSP wholly owns the Ikuna Belt, having bought all rights to exploit the star system from the Imperium 200 years ago.

LONGSHOT INC.

A mercenary artillery company operating in Reaver's Deep with headquarters located on Solomon in Eakoi, Longshot is an experienced and well-regarded mercenary outfit founded in 1045. The company employs several veterans of the Imperial Army. It is frequently hired to oppose Aslan mercenary units and has encountered Teahleikhoi on more than one

occasion. One of Longshot's rocket sleds is even named 'Aslan Woe' to commemorate one particularly interesting meeting.

Longshot has 12 separate batteries of artillery for hire, with each battery consisting of four to six weapons plus support and communications vehicles. The command unit is a small staff manning a specialist fire direction centre vehicle and has several forward observers attached, although they are rarely anywhere near the battery itself.

Each weapon is mounted on a grav sled with a crew of two. Longshot has three batteries of TL10 missile artillery sleds, each armed with 100 launch rails grouped into four sets of 25 rails. Longshot's mainstay are six batteries of TL12 artillery sleds, each armed with a fix-mounted 12 centimetres electrothermal-chemical (ETC) cannon with a high speed automatic loading system. Longshot also has three batteries of TL14 Point Defence Sleds, designed to shoot down incoming rounds, missiles or robotic drones, each with two 40mm VRF mass driver cannons. The cannons are slaved to a wide spectrum radar/ladar tracking system. Finally, Longshot's premier units are three batteries of Solar Wind artillery sleds, the primary artillery piece for the Imperial armed forces during the Solomani Rim War. These weapons feature a 18 centimetres mass-driver cannon with an effective range of 200 kilometres.

MAGYARCHEM

A Solomani manufacturing company and one of the larger producers of pharmaceuticals in the Dark Nebula, this company's roots are in the Imperial megacorporation SuSAG, which owned considerable business interests in Magyar and Daibei prior to the establishment of the Solomani Autonomous Region. After 871 these assets were seized by the Solomani Confederation government and nationalised as MagyarChem, with headquarters at Fornorb in the Kline subsector of Magyar. During the Solomani Rim War the headquarters was removed to Ramaniam in Swan subsector of Magyar, where it remains today. MagyarChem has large manufacturing facilities on Avalon in Fahlnar of Reaver's Deep, as well as Jingleswelt, Treege and New Libdis in the Dark Nebula.

MAKHIDKARUN

An Imperial megacorporation catering to the luxury markets of industrial and rich worlds, Makhidkarun specialises in the communications and entertainment

industries, producing musical recordings of all types, holovids, books, magazines and art reproductions of all sorts. Its communications division produces a wide variety of data processing, storage and retrieval equipment and the requisite software for it. A gourmet division trades in all manner of rare and expensive foods, wines and delicacies, while the robotics division has established Makhidkarun as the most innovative robotics manufacturer in the Imperium.

Makhidkarun has a relatively limited presence in the Buffer; its closest regional headquarters is located on Warinir in the Edge subsector of Daibei. That said, Makhidkarun keeps agents in Reaver's Deep and the Dark Nebula to monitor the antiquities markets there. Ancient Aslan artwork can fetch astronomical prices with collectors outside the Hierate, although the Aslan deeply resent the trafficking of their cultural materials, particularly from any of the Ancestral Worlds. Lately, Makhidkarun operatives have been nosing around the Caledon subsector, looking for ancient Saie artefacts. Finally, Makhidkarun has acquired a long-term lease for operation of Kaaniir, an independent agricultural world in Drexilthar.

NAASIRKA

An Imperial megacorporation specialising in information technology, data storage, software, computers, robots, and other electronic devices, Naasirka is a primary supplier of communications, data storage and software for the Imperial Express Boat Network. Naasirka has attempted to market its products in the Imperial region of Reaver's Deep but has met surprising resistance.

NEW HORIZONS

An Imperial scientific research firm works out of Urlaqash in Reaver's Deep, New Horizons operates a small fleet of unarmed laboratory ships to conduct planetary surveys and transport scientific materials, including excavated antiquities.

OAKHOWUS

An Aslan company controlled by the females of the Khaukheairl, Oakhowus directs and coordinates the activities of the clan's trading fleet and has offices throughout the Hierate. The corporate headquarters is on the Khaukheairl's capital on Foiwaliri in the Eahe subsector of Iwahfuah, although regional offices are maintained on Kusyu and Roaa in Reaver's Deep. In the Dark Nebula Oakhowus operates the shipyards at Syailei and Iyaiah.

OPTIMUM HEAVY INDUSTRIES

A principal corporation of the Wuan Technology Association specialising in starship construction and sales, Optimum has been in operation since the Long Night, when it was one of the few human shipbuilders in the region still able to manufacture and repair jump-2 drives. The company operates several Class B yards in Daibei, Magyar and the Dark Nebula. Optimum's corporate headquarters are located on Wu in the Clan subsector of Magyar.

PANSTELLAR

A Solomani Confederation company specialising in high technology solutions, Panstellar's expert robots are renowned in Solomani space for their ability to design and construct buildings under the widest range of environmental conditions. In addition, the corporation also manufactures and sells starships. In the Dark Nebula, the company operates the yards at Ninnihrang and Shobind in the Danvers and Dranweis in Kimson's Stand. In Reaver's Deep Panstellar operates the yard at Hiatt in the Fahlnar subsector.

REASTIRLАО

The number two megacorporation in Aslan space is Reastirlao, an independent corporation grown from a small trading company which served parts of the Hlakhoi sector. During the clan war between Yerlyaruwi and Tralyeaeawi, Reastirlao provided transport support to the Tralyeaeawi and reaped large profits. During the war, the company also established many trading bases, often displacing existing bases belonging to Yerlyaruwi's Tlasayerlahel corporation. When the war ended, Reastirlao was positioned to retain those bases and build on the foundation they had created. By 900, the company had attained megacorporation status with trading bases in all of the Hierate's sectors.

Reastirlao has retained its independence by prohibiting marriage of its higher level managers; they thus cannot be influenced by male leaders of various clans. Successful managers are rewarded with large cash settlements when they leave the company, and many pursue marriage and family after their career is over. Reastirlao, in addition to merchant operations, maintains a base of heavy industry in the Hlakhoi and Ealiyasiyw sectors, and its products include starships, machine tools and construction materials. The company's headquarters are on Htyaaeirl in the Koa subsector of Hlakhoi.

SAIETAIE CORPORATION

A highly regarded Aslan company, jointly owned by the 29 members of the *Tlaukuh*, Saietaie owns and operates many starports on split control worlds near Kusyu and undertakes shipbuilding. The company named for the small companion star to Kusyu's primary, was first established to operate Kusyu's main starport, located on the southern coast of the Tafohti continent. The company's unique ownership structure was

SELLSWORDS OF GILEAD

An unusual human mercenary company, named after a historical band of warriors for hire who were active on Gilead, a non-aligned world in Kimson's Stand. For centuries the Sellswords fought for the various warring Gilead city-states and their associated exploits are legendary. The latest incarnation of the company is based on Sequel in Khtoikta.

The Sellswords are highly controversial for recruiting children from low technology worlds like Gilead, Wang or Nabebe, worlds with harsh societies where life is cheap and violence common. The recruits are shipped to Sellsword facilities where they receive intensive training in unarmed and edged weapon fighting techniques. Those who survive become fearsome and skilled practitioners of close combat. Sellswords are typically tall, muscular and thoroughly vicious – their uniforms are a caricature of traditional tribal dress, incorporating furs, hides, leather and horned helmets (actually a decorative form of advanced cloth armour). Despite many serious concerns about their labour practices, Sellswords are highly coveted as bodyguards, particularly inside the Buffer and are often found in the employ of criminals, warlords and similarly unsavoury characters.

Sellswords of Gilead

STR 10 DEX 8 END 9 INT 8 EDU 7 SOC 6

Athletics (endurance) 3, Athletics (strength) 2, Carouse 0, Melee (blade) 3, Melee (unarmed) 2, Persuade 0, Recon 2, Survival 1

Weapons: Blade (2D), Broadsword (4D)

Armour: Cloth (TL10)

designed to prevent any single *Tlaukhu* member from gaining a monopoly on the starport's critical benefits. By extension, Saietaie runs the starports and shipyards at Ktaherl, Teayokhtae, Asefihea, Ehairiwa and Yohkui in the Dark Nebula.

SCOTIAN DEEP TRADING COMPANY

A mercantile firm based on Stirling, a Principality of Caledon world located in the Scotian Deep, it operates numerous trading posts on worlds outside the bounds of the Principality and dominates trade in the subsector.

Although dating back to the heyday of Caledonian merchant expansion in the 800s, the company's fortunes are founded largely upon the *jaihe* trade out of Rejhappur. After the Dynastic Crisis of 1024, the leadership of individuals such as Robert, Lord Armstrong helped bring the company to a pinnacle of power and prestige in the subsector.

STARSTREAM ENTERPRISES

A small Principality of Caledon starship designer and manufacturer based in Reaver's Deep, Starstream has a royal patent to operate the shipyards at Caledon. The company developed the design of the Dakaar freighter that is ubiquitous throughout the Deep. Starstream also owns and operates a number of these vessels within the Principality.

STERNMETAL HORIZONS, LIC

An Imperial megacorporation primarily engaged in mining and manufacturing, Sternmetal produces power generation equipment of all types (including power plants for starships, air and ground vehicles, cities and industrial installations). The megacorporation is the largest manufacturer of food synthesis equipment in the Imperium.

Sternmetal has a regional headquarters on the Imperial world of St. George in the Nightrim subsector of Reaver's Deep and wholly owns Inura, a poor hellworld in Urlaggash. Since the end of the Solomani Rim War the megacorporation has pursued several opportunities inside the Buffer. Miners from Sternmetal have recently obtained a licence to explore and exploit diamond mining sites on the Principality of Caledon world of Macbeth and ship the proceeds back to the Imperium. Sternmetal quietly owns Far-Star Mining Equipment, Inc., a wholly-owned subsidiary with its corporate offices on Caledon. Far-Star has designed and built the Mark XIV Orecrawler used by Sternmetal on the desert

world of Tashrakaar in the Drexilthar subsector. Finally, Sternmetal has acquired a perpetual lease to manage the independent world of Luushakaan in Drexilthar, skirting the Peace of Ftahalr.

SCHUNAMANN AND SOHN AG

An Imperial megacorporation and the market leader for a wide variety of chemical, pharmaceutical and biotech products. Schunamann and Sohn AG (SuSAG) has a rather bad reputation due to allegations of unethical human testing and poor safety practices. Since its facilities are often targets of sabotage, it maintains a large and very well-equipped security force.

SuSAG maintains a regional headquarters on St. George, an Imperial world in Nightrim. Although SuSAG has relatively few operations in the region, the megacorporation is carefully assessing independent worlds of the Buffer as sources for new natural products and potential markets for mature product lines. On Daken, an independent world in Drexilthar, SuSAG is investigating goldsand, a desert lifeform similar to Terran corals with potential pharmaceutical uses. SuSAG is also analysing the opportunities for marketing skilled clones to less developed worlds in the Buffer.

SOLOMANI SHIPPING

A large Solomani Confederation company operating the old Solar Shipping routes which now fall outside of Imperial territory, this corporation is facing difficult times as it has been steadily losing ground for years to Transstar. Solomani Shipping officials suspect losses are due to deliberate discrimination on the part of the Solomani government. Its regional headquarters for the Dark Nebula and Reaver's Deep is located on Column in Akuusir.

TECHNOPLEX CORPORATION

A major economic factor throughout the Urlaggash subsector of Reaver's Deep, Technoplex has a diversified portfolio of heavy manufacturing, energy production, prefab habitats, life support and terraforming interests. One of corporation's smaller subsidiaries is Ecoform Research Associated which specialises in information and research, not manufacturing. Its primary involvement is with terraforming assessments and, occasionally, mutagenic research to create hybrids for introduction to alien worlds. Technoplex's corporate headquarters is located on Urlaqqash.



TEAHLEIKHOI

An Aslan mercenary company organised and operated as a regiment, Teahleikhoi loosely translates as 'Soldiers of the Falling Night' or 'Knights of the Setting Sun', and is typical of mercenary units in the Hierate. The corporation controlling the unit was organised some 150 years ago by an unmarried female of the lyhlua clan and has maintained continuity through a series of handpicked successors to this day. The current owner, lyqli, is a distant relative of the founder. Like all of the corporation's senior executives, she will hold her post until she dies or marries, when her chosen successor will take charge of the business.

Teahleikhoi has served on tickets throughout Reavers' Deep and is outfitted to TL14 standards, which generally provides a significant advantage. The regiment is set up to handle a variety of situations, from formal clan wars within the Hierate to operations without rules outside the Aslan sphere of influence. The regiment can mount operations of any size that may be required, from actions involving a single company up to the commitment of the entire regiment.

Ships supplied by Larleaftea Hryawaowyia, the prominent shipbuilding firm, are essential to its operations, giving the regiment interstellar mobility, and control and support at the scene of battle. Thirteen

ships are available to the unit; nine transports for company-level transportation, three battle leaders for command and control purposes, and a large regimental command ship of 5,000 tons equipped to coordinate large-scale operations. This last ship can carry a small fighter squadron and transports other support units as required when the regiment as a whole is committed.

The company is frequently employed by other interstellar governments besides the Aslan but it chooses employers based upon the preferences of lyhlua clan diplomats. In this way, they extend the clan's influence without direct interference.

TLASAYERLAHEL

The largest existing Aslan merchant company in the Hierate, Tlasayerlahel ('Interstellar Merchants' in *Trokh*) is clan-controlled, operated and managed by Aslan females from the Yerlyaruwiwo clan. Aslan males from the clan hierarchy provide basic policy guidance to the company but day-to-day management is provided by more capable females. Tlasayerlahel was originally established to provide transport service between worlds owned by, or subservient to, Yerlyaruwiwo. As the clan grew, the company grew as well and today it provides cargo and passenger service between major worlds in all sectors of the Hierate. The home port for Tlasayerlahel is Kusyu.

TLEKTAOWA

A cross-clan Aslan corporation headquartered on Kusyu; more through quantity than quality, this robotics producer maintains its strong position in the Hierate based on its original designation as the 'official' robot builder for the Twenty-Nine Clans. Considered innovative during the Aslan Border Wars, Tlektaowa has well and truly fallen from the leading edge of technological advancement within the Hierate, although their products are still popular, including the TL7 mousebot (*khyeseir*), TL12 slave machine (*arerl*) and TL14 technician (*hikare*).

TRANSSTAR

Often called the only Solomani megacorporation, Transstar is the largest transportation line in the Solomani Confederation. Its influence does not extend more than a few parsecs into Imperial space,

however, and so most Imperial business experts do not regard it as a true megacorporation. Transstar is actually wholly owned and operated by the Solomani Party. Its political connections grant it access to every market in the Confederation and its profits provide a significant portion of the Party's operating budget. Its sector headquarters for the Dark Nebula is located on Gakdorjaro in Danvers. Transstar operates the Gakdorjaro shipyards, as well as the yards at Petal in Kimson's Stand.

TRAVIS COMMODITIES

A human-owned and operated mining and refining company active along the Great Rift in Reaver's Deep, the corporate headquarters for Travis Commodities are located on Houndd, an independent world just inside the Buffer in Reaver's Deep.

TRYLOUWEAS

A cross-clan Aslan corporation operating hospital, emergency and rescue services in the Dark Nebula and Iwahfuah, its logo of three diamonds coloured red, blue, and green is ubiquitous throughout its region of operation. The company has been able to leverage this near monopoly into lucrative contracts and high profits. Every Aslan settlement of any size will likely have a Tryouweas firehouse, ambulance or medical facility. Aslan medical services, it should be noted, favours trauma care rather than preventative measures.

WOLMARAN'S BLACK JACKETS

An infamous Solomani mercenary company currently based out of Damiel in the Danvers subsector of the Dark Nebula, it was founded on Satwor in 1073, and composed of battle-hardened Home Guard veterans. The Black Jackets can field three battalions of assault troops outfitted with TL14 battle dress and specialises in cross-border raids and attacks on fortified positions. The company's ranks are rumoured to be swollen with virulent, anti-Aslan racists but what is not disputed is the role the Black Jackets have played in several atrocities inside Hierate space. The company was expelled from Satwor in 1097 and is barred from operating on most Confederation worlds with a Law Level of 2+. The Yerlyaruwiwo, Hrawoao and Khaukheairl clans all have standing arrest warrants for any members of the Black Jackets, while the Hrasua has issued orders to shoot on sight.

BEASTS OF THE BUFFER

The sectors of Reavers Deep and the Dark Nebula teem with worlds nurturing a wide variety of native life.

AFEAHYALHTOW

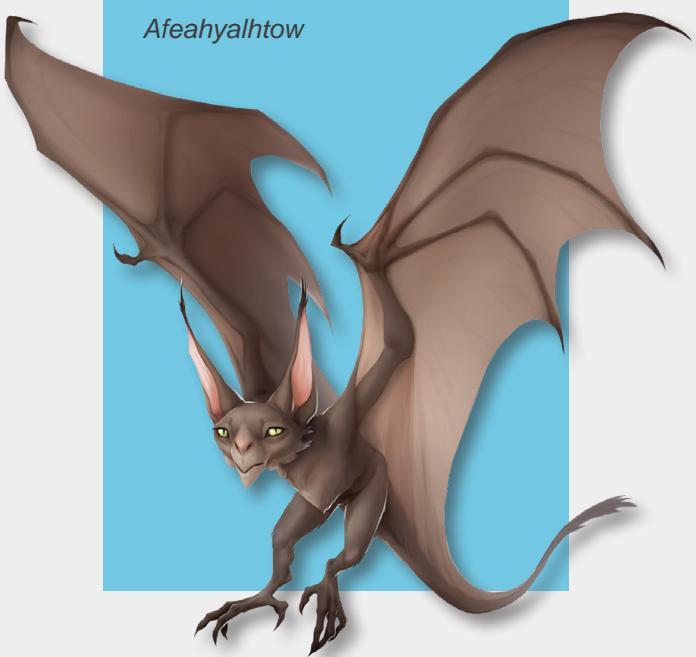
A life-form native to Kuzu, the homeworld of the Aslan, the afeahyalhtow (known to humans as the batsting, winger or falconbat) was domesticated by Aslan hunters long before they achieved star flight. They became popular as pets and are found almost everywhere Aslan are found, as common in Aslan space as dogs, cats and other pets are in the Solomani Confederation, and are regarded in much the same way.

The afeahyalhtow is distantly related to the Aslan in evolutionary terms, much as Terran bats are genetically related to humans. Like the bat, this creature is a flyer, massing roughly 1 kilogram and with a wingspan of about 0.75 metres. The lower limbs have evolved as grasping claws to carry prey or perch on tree limbs or high rocks.

Afeahyalhtow have sharp eyesight, with cat-like eyes that can adjust to a wide range of lighting conditions. Their common practice is to soar at altitude, then swoop down on prey. Its grasping claws include one sharp, specialised claw that injects venom which is not usually harmful to creatures greater than 5 kilograms, but can be deadly to humans who develop an allergic reaction to it. The primary purpose of the poison is to slow prey or render it unconscious, so the afeahyalhtow can feed.

Domesticated afeahyalhtow are raised and trained much as falcons in human space. Properly trained, they can be used to track and hunt prey, administering poison to prey but feeding only when permitted to do so by their owner. They are easily cared for, eating almost any variety of small animals or, if necessary, raw meat. However, afeahyalhtow do not respond well to being caged; most grow listless and lose any hunting spirit if confined for more than a few days. They will eventually die in close confinement. Most owners let them fly free, first attaching small straps around their feet to prevent the stinger claw from functioning. On a starship, they require an hour or two per day of flying time in the ship's cargo compartment or some other open space.

Afeahyalhtow



Animal	Hits	Speed
Afeahyalhtow	2	5m
Skills	Athletics 0, Melee 0, Survival 0	
Attacks	Claws and Bite (1)	
Traits	Flyer (slow), Heightened Senses, Poison (Routine/D3/1 hour), Small (-4)	
Behaviour	Carnivore, Killer	

ARROW SLASHER

Arrow slashers are aquatic natives of Yarhfahl, an independent world in the Drexilthar subsector of Reaver's Deep. They are the most frequently encountered pelagic carnivore and widely considered the most dangerous of the planet's many marine lifeforms. Many types of arrow slasher inhabit the seas of Yarhfahl, all characterised by a broad, flat, triangular head with an anterior-ventral gaping mouth lined with blade-edged teeth. All have anterior feeding tentacles, many lined with barbed spines which help grasp wiggling prey.

The smallest slasher is a bottom dweller which rarely weighs more than five or six kilograms. A larger bottom dweller called the rock pouncer, for its habit of springing out of crevasses in caves in a sudden rush upon its prey, can weigh up to 400 kilograms. The largest and most dangerous are the sea slashers weighing 800 kilograms and growing over five metres long.

Arrow slashers are generally encountered in groups of three or four but may group into hunting packs of as many as 10–12. They circle their prey warily, peeling off one at a time to make darting, slashing attacks, as much to dismember and cripple as to win mouthfuls of food.

Slashers have one weak spot – the roof of the mouth where the skull is thin. A harpoon, gunshot, or even a knife driven into this area is generally enough to kill the animal outright. To strike at this weak point, however, a Traveller must be able to reach into the slasher's mouth and will generally already be grasped by the barbed tentacles.

Animal	Hits	Speed
Small Slasher	5	5m
Skills	Melee (natural) 1, Stealth 1, Survival 1	
Attacks	Claws (D3), Bite (D3)	
Traits	Camouflaged, Small (-3)	
Behaviour	Carnivore, Chaser	

Animal	Hits	Speed
Rock Pouncer	30	7m
Skills	Melee (natural) 2, Stealth 2, Survival 2	
Attacks	Bite (3D)	
Traits	Camouflaged, Large (+1)	
Behaviour	Carnivore, Chaser	

Animal	Hits	Speed
Sea Slasher	50	10m
Skills	Melee (natural) 3, Stealth 2, Survival 3	
Attacks	Claws (3D), Bite (4D)	
Traits	Camouflaged, Large (+3)	
Behaviour	Carnivore, Chaser	

Arrow Slasher



Ayakhyulr



Cragdevil



Elyosa



AYAKHYULR

A carnivore native to Kusyu and known for both its speed and its ferocity, the ayakhyulr has four limbs and a long tail, and usually stands upright on powerfully muscled back legs. It is covered with grey fur with distinctive brown stripes. A female ayakhyulr is approximately 2.5 metres long and weighs some 150 kilograms.

All ayakhyulr were hunted to extinction by the Aslan centuries ago but the Khaukheairl paid a small fortune to the Solomani biotech firm ConTech to genetically resurrect the species. After decades of work ConTech finally arrived at a product matching all the fearsome descriptions of the animal – and possibly exceeded historical accounts. The Khaukheairl have established special reserves on several of their worlds where the most honoured of guests are allowed the privilege of hunting an ayakhyulr.

The Khaukheairl have carefully guarded their ayakhyulr specimens from other clans and ConTech is restricted by contract from publicising the genetic sequence. This has led to bitter debates within other clans about the ethics of one clan owning a species. The Khaukheairl maintain any criticisms are petty jealousy.

Animal	Hits	Speed
Ayakhyulr	35	12m
Skills	Athletics (strength) 2, Recon 2, Stealth 2, Survival 2	
Attacks	Claws (2D), Bite (2D)	
Traits	Camouflaged, Heightened Senses, Large (+1)	
Behaviour	Carnivore, Pouncer	

CRAGDEVIL

An omnivore native to Glenshiel, an agricultural world in Caledon subsector of Reaver's Deep, cragdevils are typical of most higher lifeforms on Glenshiel in that they are warm-blooded, six-legged, have twin-forked tails and bear their young live, although they are not mammals. Young animals suck pre-digested food from the mouth of an adult. A typical cragdevil is over two metres long and weighs 100 kg.

The cragdevil is found in the rugged regions of Anekthor and other mountains. They stay on the move almost constantly, eating just about anything they encounter. Fast and mean but not bright, cragdevils are dangerous to unwary climbers. Their Ornery trait means they will attack Travellers on a roll of 8+ on 2D, increasing to 10+ on 2D if the creatures are heavily outnumbered.

Animal	Hits	Speed
Cragdevil	21	12m
Skills	Athletics 0, Survival 1	
Attacks	Claws (1D) and Bite (1D)	
Traits	Fast Metabolism (+2), Ornery	
Behaviour	Omnivore, Eater	

ELYOSA

A herd animal originating on Helene, an independent world in the Aotrei subsector of the Dark Nebula, elyosa are warm-blooded, thickly furred hexapods, exported to many worlds of the Hierate and rimward Imperium. They can reach 7.5 metres long and 400 kilograms or more at maturity, at least 60% of which will be lean meat. Their flesh is tasty and nutritious, and tinged with a mild alkaloid encouraging continued consumption by humans and Aslan. If allowed to run wild, they are self-sufficient and able to fight off most predators with ease.

Within the Hierate, Aslan prefer to raise them as free-ranging herds and enjoy the thrill of the hunt when harvesting. Outside the Hierate, elyosa are pasture-raised; their branching horns and leg spurs removed to make fights between the males less damaging. While elyosa do feed their young with milk, they are rarely milked; the strong flavoured cheese made from it is definitely an acquired taste. Elyosa fur can be woven into sturdy textiles.

Transporting elyosa is a chore, as they take up entire cargo holds converted into a barn-like holding pen; each requires ten times the life-support of humans. On average, Elyosa are valued at Cr3400 each for their multiple uses. Elyosafur has a luxurious feel, is available in a wide range of colours (all tinged with black) and possesses substantial water repellent qualities.

Animal	Hits	Speed
Elyosa	33	6m
Skills	Athletics (strength) 3, Survival 1	
Attacks	Horns (2D), Trample (2D)	
Traits	Large (+1)	
Behaviour	Herbivore, Grazer	

GRENDALS

A bipedal, sea-dwelling amphibian, so fearsome its entire homeworld is named after it, grendals live in coastal waters down to a pressure of six to seven atmospheres but can also visit the surface and walk, albeit awkwardly,

on land. It is a fierce and dangerous creature, massing up to 300 kilograms and has been known to raid colonial settlements for food. Grendals steal livestock, game, garbage and unwary colonists indiscriminately.

Primarily nocturnal, grendals have rarely been seen for more than a few minutes at a time. Little is known about their habits or natural environment, for they shun noisy undersea craft and make short work of individual divers. Based on these limited accounts, environmentalists have speculated grendals may be at least semi-intelligent.

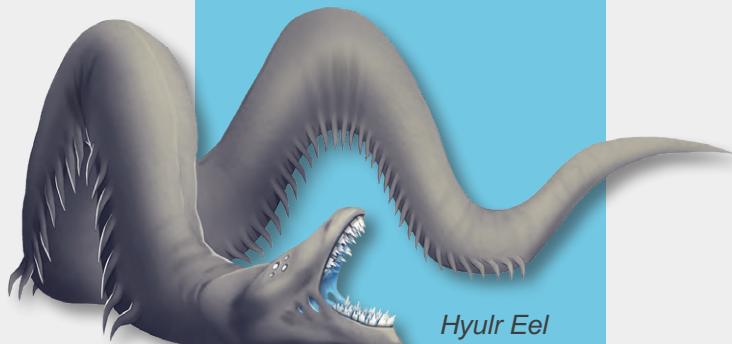
Animal	Hits	Speed
Grendal	40	10m (5m on land)
Skills	Athletics (strength) 3, Melee (natural) 3, Stealth 2, Survival 2	
Attacks	Claws (4D)	
Traits	Amphibious, Armour (+2), Heightened Senses, Large (+1)	
Behaviour	Omnivore, Hunter	

GRUUT

A small pseudo-reptile originating on Oihoiei, an Aslan garden world in the Keiar subsector of Reaver's Deep, the *Trokh* word for these animals is kehe'ea. The gruut is remarkably adaptable, having been successfully transported to several Aslan worlds within three parsecs of Oihoiei. A gruut has two large eyes as well as four legs and a long, curling tail. Their scaly skin is coloured dark blue except for wide white circles around their eyes and white bands around their paws. They can grow up to one metre long and weigh up to 20 kilograms.

A Gruut is a nocturnal herbivore that lives near water, feeding on grasses and fruits. They are egg layers and store the eggs in specialised pouches much like Terran marsupials. Gruuts have shy, retiring personalities and despite their rather fetching appearances, have resisted all attempts to domesticate them.

Animal	Hits	Speed
Gruut	6	5m
Skills	Athletics (dexterity) 1, Survival 0	
Attacks	None	
Traits	Heightened Senses, Small (-2)	
Behaviour	Herbivore, Intermittent	



HARASCHJARRIPA

The largest predator on Rejhappur, located in the Scotian Deep, a haraschjarripa is an awkward sight belying its dangerous nature; the creature waddles about on two short legs, which connect to a bulbous body with a stubby tail and a long snake-like neck ending in a bullet-shaped, beaked head with a single black eye in the centre of its forehead. A typical specimen is 3.5 metres long and weighs 400 kilograms.

The haraschjarripa is a slow but persistent animal relying on tremendous endurance to remorselessly pursue prey until the victim is exhausted. Its tenacity is proverbial; even decapitation does not break the powerful bite.

Animal	Hits	Speed
Haraschjarripa	32	5m
Skills	Athletics (endurance) 3, Survival 2	
Attacks	Bite (2D)	
Traits	Large (+1)	
Behaviour	Carnivore, Chaser	

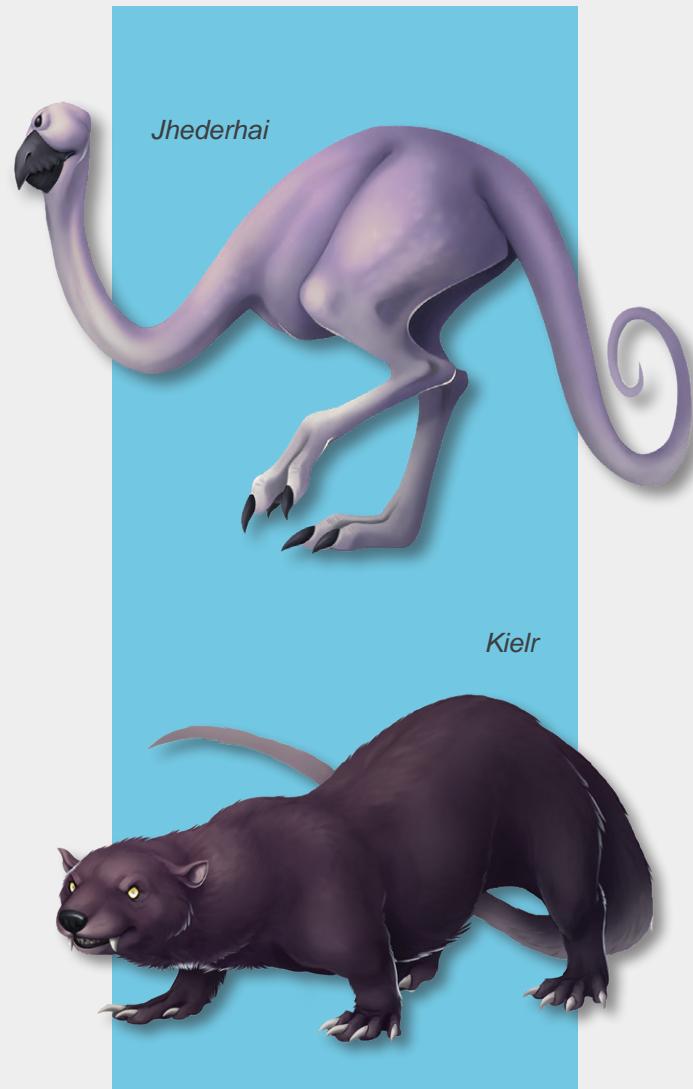
HYULR EEL

A burrowing predator native to Erloufteaw in the Siei subsector of the Dark Nebula, these horrors have long, sinuous bodies with doughy grey flesh. They move on hundreds of small legs and their enormous maw can open wide to reveal rows of jagged teeth. A hyulr eel can grow up to seven metres in length and weigh some 700 kilograms. These creatures dig out tunnels or appropriate abandoned mining shafts where they wait for prey.

Animal	Hits	Speed
Hyulr Eel	60	10m
Skills	Athletics (strength) 2, Melee (natural) 3, Stealth 2, Survival 1	
Attacks	Bite (5D)	
Traits	Camouflaged, Large (+3)	
Behaviour	Carnivore, Killer	

JHEDERHAI

A large grazer and one of the most common animals on Rejhappur, the jhederhai is found in various adaptations in steppes and desert. All native cultures use the creature as a beast of burden and most nomadic societies make use of meat and the tanned hide as well.



A jhederhai somewhat resembles a muscular, featherless Terran ostrich. It has long legs, a gently curling tail and a snake-like neck ending in a single black eye and a short toothed beak. Large specimens can weigh 400 kilograms. Jhederhai defend themselves with their teeth and slashing kicks of clawed feet; although usually gentled by domestication, wild jhederhai or those trained as war mounts by certain nomad tribes are quite dangerous in battle.

Animal	Hits	Speed
Jhederhai	30	10m
Skills	Athletics (endurance) 1, Survival 1	
Attacks	Claws and Bite (2D)	
Traits	Large (+1)	
Behaviour	Herbivore, Grazer	

KIELR

Small, dark, fast-moving creatures native to the Aslan world of Ahaiehea in the Dark Nebula, kielr are gnawing and burrowing vermin haunting the edges of Aslan cities and are notorious for plaguing Aslan starships. Kielr appear something like a Terran otter, approximately 40 centimetres long and are known for their wiles, adaptability and difficulty to kill. Kielr eat almost anything up to and including starship components, and quickly befoul their living spaces. Many Aslan starports will swiftly quarantine any starship showing signs of infestation.

Animal	Hits	Speed
Kielr	3	10m
Skills	Athletics (dexterity) 2, Recon 3, Stealth 3, Survival 2	
Attacks	Claws (D3)	
Traits	Fast Metabolism (+3), Small (-3)	
Behaviour	Omnivore, Reducer	

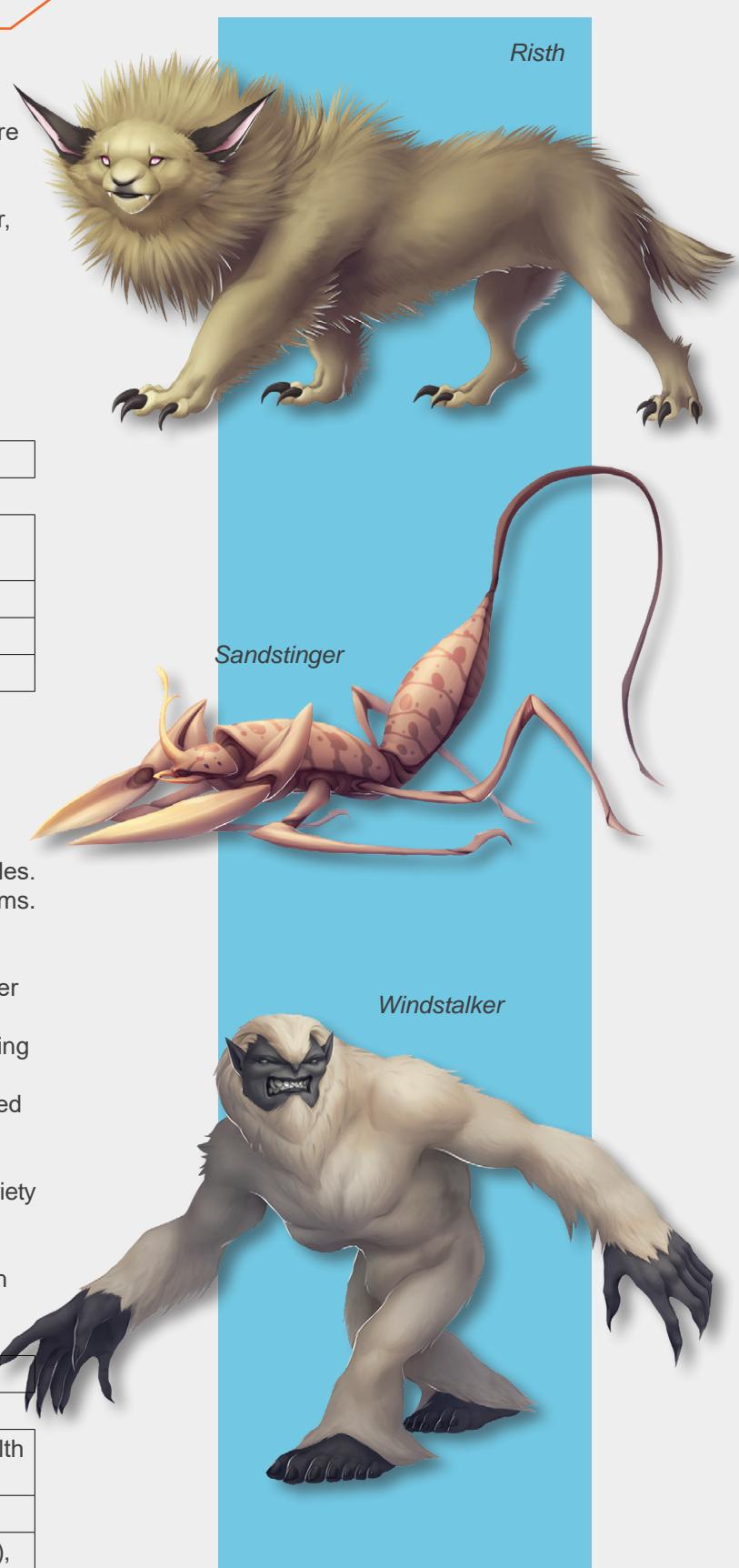
RISTH

A valuable beast native to Htalrea, an independent world in the Ea subsector of Reaver's Deep, the risth is a large, agile carnivore with a vaguely leoline appearance, its body covered with long, coarse bristles. A large specimen can weigh as much as 200 kilograms.

The risth is found in forested areas, making its lair among boulders or caves in tree-covered hills or other rugged areas. It prefers to attack prey from above, dropping from trees or the tops of boulders and making use of its highly effective claws. Although they hunt separately, a risth often is found as part of a life-mated pair, sharing the same lair.

The scent glands of the risth are used to produce a variety of odours, which play a role in the creature's courtship, hunting and tracking habits. These glands are much in demand as the base for a line of luxury perfumes. Each gland produces about $\frac{1}{2}$ litre of chemicals.

Animal	Hits	Speed
Risth	29	10m
Skills	Athletics (dexterity) 2, Recon 2, Stealth 2	
Attacks	Claws (2D)	
Traits	Armoured (+4), Fast Metabolism (+2), Heightened Senses, Large (+1)	
Behaviour	Carnivore, Pouncer	



SANDROLLER

A small (25 kilogram) animal native to Daken in Reaver's Deep, a sandroller resembles nothing so much as a large, lumpy grey pincushion. These highly venomous spines are quite deadly to humans. The chief food of the sandroller is goldsand, a simple coral-like lifeform native to Daken. Goldsand is a lucrative trade good that is difficult to harvest, in part because sandrollers typically infest goldsand colonies.

Animal	Hits	Speed
Sandroller	6	0m
Skills	Recon 1, Stealth 0, Survival 1	
Attacks	Spines (D3)	
Traits	Camouflage, Poison (Difficult/2D/1D minutes)	
Behaviour	Carnivore, Grazer	

SANDSTINGER

A small animal resembling arthropodal forms of other worlds, the Sandstinger is native to Tashrakaar in Reaver's Deep. The front pair of its six legs have developed into shovel-form pincers which it uses for burrowing, while a whiplike tail delivers a potent neurotoxin through a stinger in its tip. The animal burrows into soft sand, remaining completely hidden. Animals of any size which tread near the sandstinger's hiding place may be attacked.

They are found only in soft sand, particularly in dune country on or near the desert fringe. They use their poison to paralyse or kill animals much larger than themselves, which the entire sandstinger community then feeds upon. Sandstinger venom is tailored by evolution to quickly kill native Tashrakaaran life but it does not work so speedily on humans.

Animal	Hits	Speed
Sandstinger	2	2m
Skills	Athletics (dexterity) 2, Recon 2, Stealth 3, Survival 3	
Attacks	Sting (D3)	
Traits	Armoured (+1), Poison (Average, 2D, D3 hours), Small (-3)	
Behaviour	Omnivore, Hunter	

WINDSTALKERS

A furtive creature reported to live in the higher elevations of the mountain Anekthor on Glenshiel, while many adventurers have claimed to have seen the legendary windstalkers, little actual evidence of the creature's existence has ever been produced. They are described as large, shaggy bipeds with an unnerving, eyeless stare. Based on footprint casts they would appear to weigh approximately 100 kilograms.

Based on the most credible accounts, windstalkers plainly have no place in the biology of Glenshiel. They have four limbs – as opposed to the characteristic six of other life forms found on the planet – and stand erect. Seven digits, long and nimble, are present on both feet and hands; these seem to be remarkably well adapted to climbing, grasping and the use of tools. Windstalkers have a large, barrel-like chest out of all proportion with their other features and a broad flat face. Their teeth show them to be descended from carnivore stock.

Fur varies from grey-white to golden in colour and covers the body. None wear ornaments of any kind but they seem to understand the concept of tools and weapons, at least makeshift ones. The size and shape of the skull suggests a fair intelligence.

The characteristic eyeless stare of the windstalker is caused by the presence of semi-transparent nictitating membranes, possibly to protect the eyes from ultraviolet, glare and wind effects.

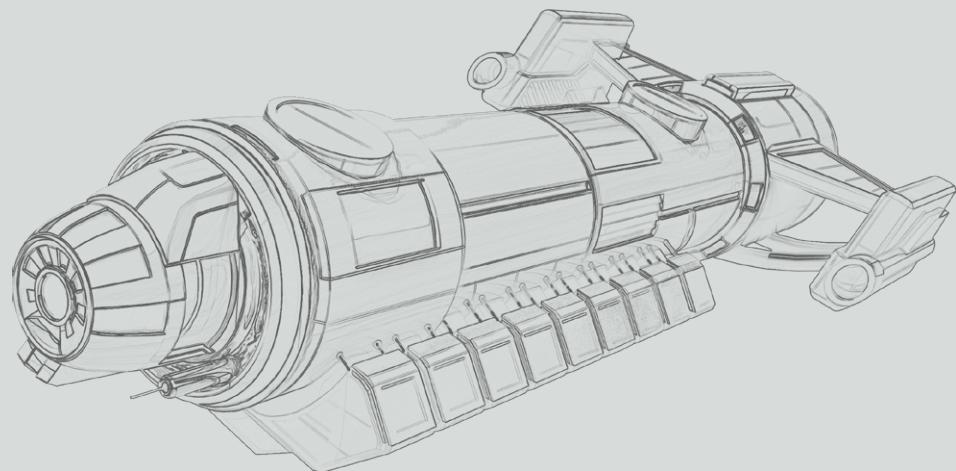
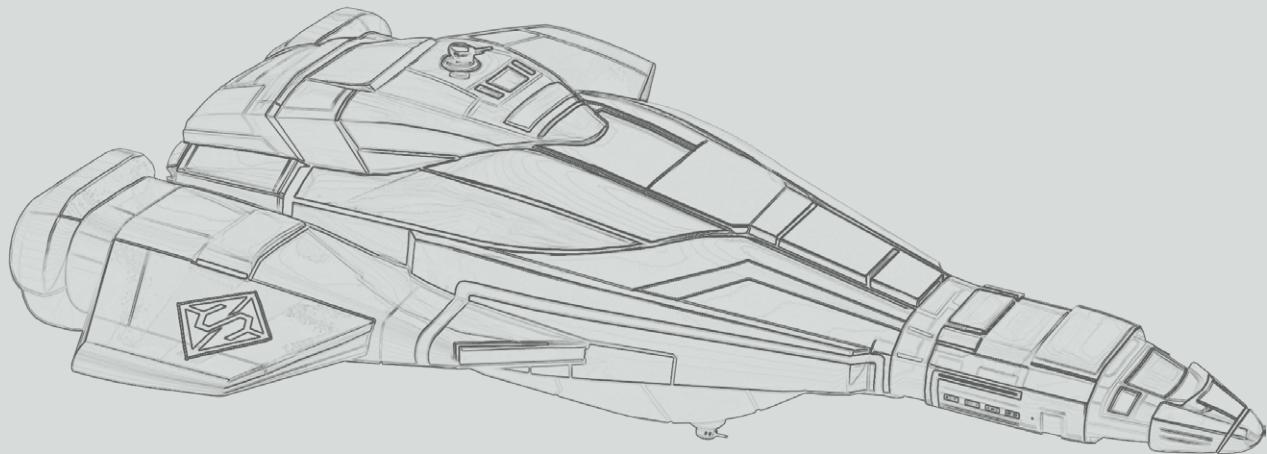
Animal	Hits	Speed
Windstalker	24	5m
Skills	Athletics (endurance) 2, Stealth 2, Survival 2	
Attacks	Claws (1D), Bite (1D)	
Traits	Heightened Senses	
Behaviour	Carnivore, Hunter	



HIGH GUARD: THE BUFFER

Starships in Reaver's Deep and the Dark Nebula are heavily influenced by several unusual features of the region. Due to the lack of large mains connecting worlds by one parsec distances, common types of starship, such as the Type A free trader or Type R subsidised merchant, are much less frequently employed. Instead, jump-2 or jump-3 ships are standard in this area of space.

The overall lower Tech Level means most starship designs are limited to TL12 or 13; TL14 is relatively rare and use of TL15 ships generally limited to either the Imperial Navy or – even more rarely – megacorporations. Small ships are the norm and Travellers will rarely encounter ships larger than 1,200 tons or so. A few unique ship designs are used in and around the Buffer but rarely seen outside.



DECKPLAN KEYS

— DOOR

☒ IRIS VALVE

☒ AIRLOCK

□ LIFT

☒ IRIS VALVE UP

☒ IRIS VALVE DOWN

☒ IRIS VALVE UP/DOWN



G/CHAIR



COMMON AREA



FRESHER



SHIP'S LOCKER



LOW BERTH



DRONES



STATEROOM BEDS



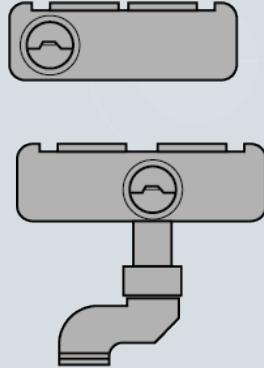
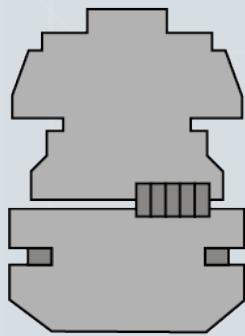
AIR/RAFT



CARGO BAY



CARGO CRANE



TURRETS

POWER PLANT/JUMP DRIVE/ MANOEUVRE DRIVE/MACHINERY



HULL



FUEL

PATROL FRIGATE

CLASS: AVENGER

The Avenger-class of patrol frigates employed in the navy of the Carrillian Assembly is generally assigned to independent patrol duties. They function as mobile enforcement vessels and are popular in anti-smuggling and anti-piracy roles. The pinnaces and troop contingents enable each ship to set up effective spot checks of shipping in potential trouble spots, land

recon parties, or maintain a wide surveillance net by sending out scouting pinnaces. The frigates are also considered useful for convoy duties.

Most Avenger-class frigates are in the service of the Assembly Navy in Reavers' Deep but surplus vessels have been sold elsewhere.

TL14

		Tons	Cost (MCr)
Hull	800 tons, Standard	—	40
Armour	Bonded Superdense, Armour: 4	25.6	12.8
M-Drive	Thrust 5	40	80
J-Drive	Jump 3	65	97.5
Power Plant	Fusion (TL12), Power 795	53	53
Fuel Tanks	J-3, 6 weeks of operation	249	—
Bridge		20	4
Computer	Computer/15	—	2
Sensors	Military Grade	2	4.1
Craft	Docking Spaces (40 tons) x3 Pinnaces x3	132 —	33 29.04
Weapons	Double Turrets (beam lasers) x4 Double Turrets (missile racks) x3 Double Turret (sandcasters)	4 3 1	6 6 1
Ammunition	Missile Storage (missiles x48) Sandcaster Canister Storage (canisters x80)	4 4	— —
Systems	Forced Linkage Apparatus (TL12) Medical Bay Workshop	2 4 6	0.1 2 0.9
Staterooms	Standard x17 Barracks x20	68 20	8.5 1
Software	Evade/2 Fire Control/2 Intellect Jump Control/3 Library Manoeuvre	— — — — — —	2 4 — 0.3 — —
Common Areas		19	1.9
Cargo		90	—

Crew

Captain, Officers x2, Pilots x3, Astrogator, Engineers x4, Maintenance, Medic, Gunners x16, Small Craft Crew x3, Ship's Troops x20

Hull: 320

Running Costs

MAINTENANCE COST

Cr32428/month

PURCHASE COST

MCr389.136

Power Requirements

Basic Ship Systems

160

Manoeuvre Drive

400

Jump Drive

240

Sensors

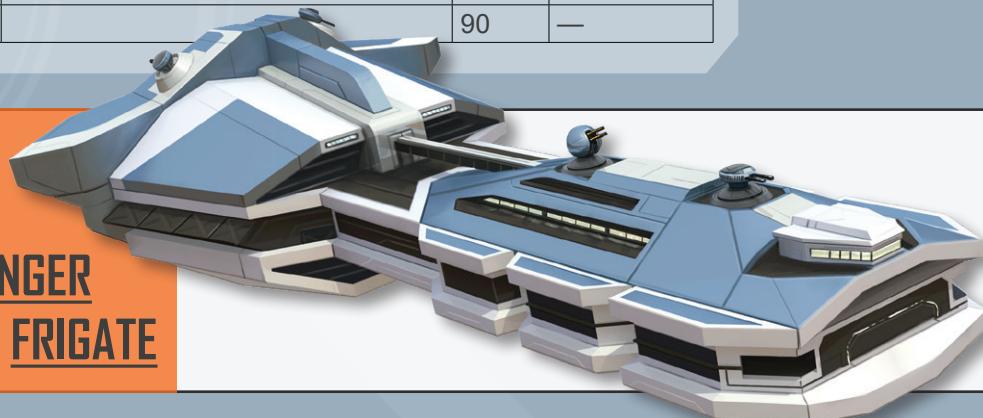
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Weapons

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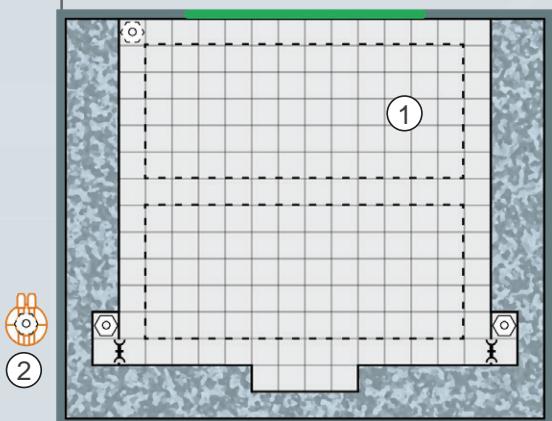
Medical Bay

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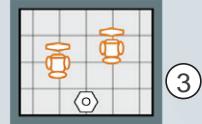


**AVENGER
PATROL FRIGATE**

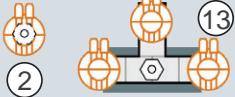
1 square = 0.5 Ton



DECK 1 (UPPER DECK)

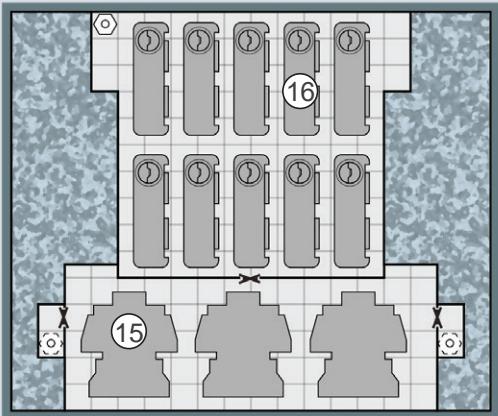
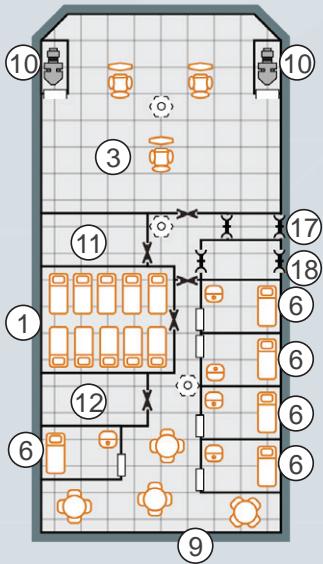


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(2)

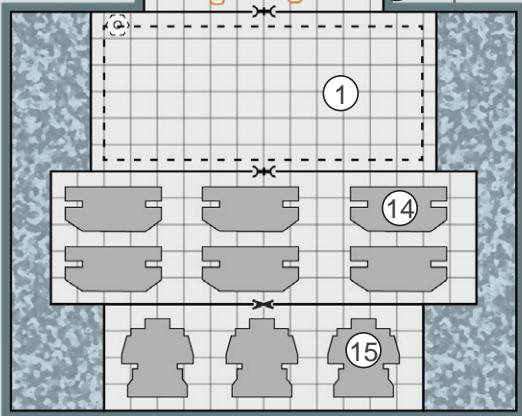
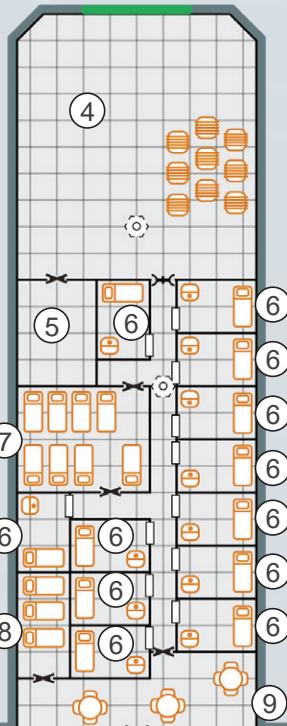
DECK 4
(LOWER DECK)



DECK 2

1. Docking Space (with lift)
2. Double Turrets (beam lasers)
3. Bridge
4. Cargo Hold
5. Workshop
6. Staterooms
7. Barracks
8. Medical Bay
9. Common Area
10. Sensors
11. Missiles Storage
12. Sandcaster Barrels Storage
13. Double Turret (missile racks)
14. Manoeuvre Drive
15. Jump Drive
16. Double Turret (sandcasters)
17. Airlock
18. Forced Link Apparatus

DECK 4
(LOWER DECK)



DECK 3

FREIGHTER

CLASS: DAKAAR

These freighters are based upon a design first developed by Starstream Enterprises on Caledon and are a popular merchant vessel for long-range exploratory trade in Reaver's Deep. They have excellent range and sufficient cargo capacity for profitable operations among the independent worlds of the Deep. Scorned as under-gunned by some safety conscious merchants, they are nonetheless sturdy workhorses of the Caledonian merchant marine.

Various groups outside the Principality of Caledon purchased a number of the freighters. The Aariskin Corporation of Idrissar owned eight (one, the *Drenslaar*, was recently lost), the Carrillian Assembly government shipping line Carrillines owns a handful, and several independent corporations also own ships of the class.

TL12

		Tons	Cost (MCr)
Hull	1,800 tons, Streamlined	—	108
M-Drive	Thrust 2	36	72
J-Drive	Jump 3	140	210
Power Plant	Fusion (TL12), Power 900	60	60
Fuel Tanks	J-3, 4 weeks of operation	546	—
Bridge		40	9
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (pulse lasers) x2	2	5
Staterooms	Standard x6	24	3
Software	Anti-Hijack/1	—	6
	Intellect	—	—
	Jump Control/3	—	0.3
	Library	—	—
	Manoeuvre	—	—
Common Areas		6	0.6
Cargo		945	—

Crew

Pilot, Astrogator,
Engineers x6, Maintenance,
Gunners x2

Hull: 720

Running Costs

MAINTENANCE COST

Cr39908/month

PURCHASE COST

MCr478.9

Power Requirements

Basic Ship Systems

360

Manoeuvre Drive

360

Jump Drive

540

Sensors

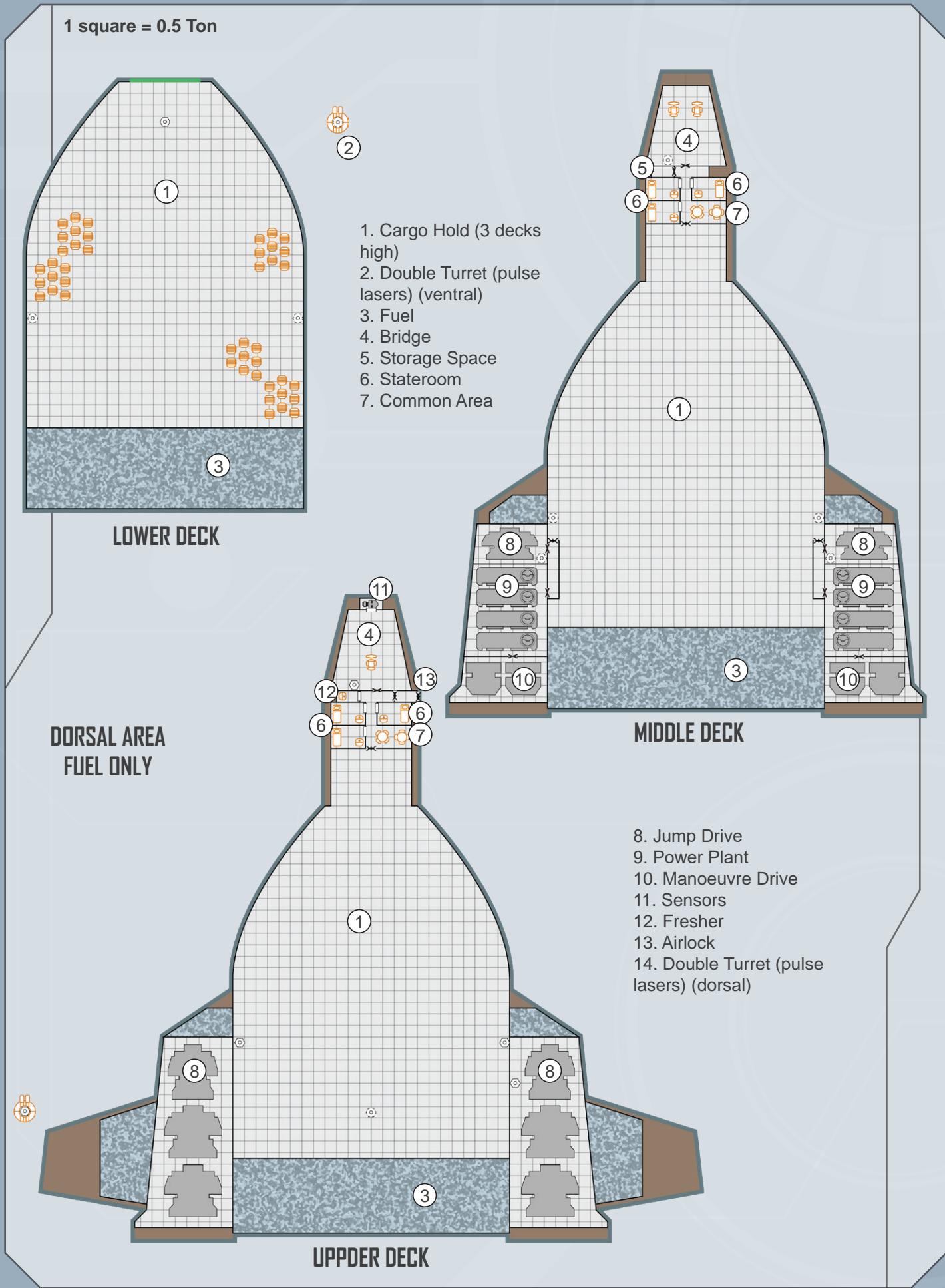
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Weapons

18



DAKAAR
FREIGHTER



Designed to transport and support a full company of mercenary troops and their equipment, the *Eiaikeiar* (usually translated as ‘Hero’; also ‘Honoured Warrior’, ‘Valorous Conqueror’, and so forth) intruder transport is an excellent example of Aslan ship-building at its finest. The vessel is built not just to transport troops to the field of battle but also give them support once they arrive. Intended for a broad range of mercenary duties, the ship is completely self-sufficient. It is

not, however, well suited for deep space combat situations. Against well-coordinated orbital or planetary defences, or a fighting ship of the same size, the intruder transport fares very poorly indeed.

The lowermost deck contains storage bays for eight 10-ton vehicles used by the mercenary contingent. These vehicles are purchased along various lines, according to the needs of the unit.

TL14

		Tons	Cost (MCr)
Hull	3,000 tons, Streamlined	—	180
	Reinforced	—	90
	Radiation Shielding	—	75
Armour	Crystaliron, Armour: 13	488	97.5
M-Drive	Thrust 4	120	240
J-Drive	Jump 3	230	345
Power Plant	Fusion (TL12), Power 3,000	200	200
Fuel Tanks	J-3, 4 weeks of operation	920	—
Bridge		60	15
Computer	Computer/30	—	20
Sensors	Improved	3	4.3
	Countermeasures Suite	2	4
Craft	Docking Spaces (20 tons) x2	44	11
	Launches x2	—	4.734
	Docking Spaces (10 ton) x8	88	22
	Docking Spaces (4 tons) x6	27	6.75
	Air/Rafts x6	—	1.5
Weapons	Triple Turrets (pulse lasers) x10	10	40
	Double Turrets (fusion guns) x8	8	36
	Small Missile Bays x2	100	24
Ammunition	Missile Storage (missiles x384)	32	—
Screens	Nuclear Dampers x2	20	20
Systems	Shrine	4	0.5
	Fuel Scoops	—	—
	Fuel Processor (1,000 tons/day)	50	2.5
	Fuel Scoops	—	—
	Medical Bays x4	16	8
	Workshops x4	24	3.6
	Briefing Room	4	0.5
Staterooms	Standard x46	184	23
	Low Berths x190	95	9.5
	Barracks x63	63	3.15
Software	Manoeuvre	—	—
	Library	—	—
	Jump Control/3	—	0.3
	Evade/3	—	3

Crew

Captain, Executive Officer, Officers x7, Pilots x3, Astrogator, Engineers x15, Maintenance x6, Gunners x42, Administrators x3, Small Craft Crew x2, Medics x2

Hull: 1,320

Running Costs

MAINTENANCE COST

Cr124620/month

PURCHASE COST

MCr1495.434

Power Requirements

Basic Ship Systems

600

Manoeuvre Drive

1,200

Jump Drive

900

Sensors

5

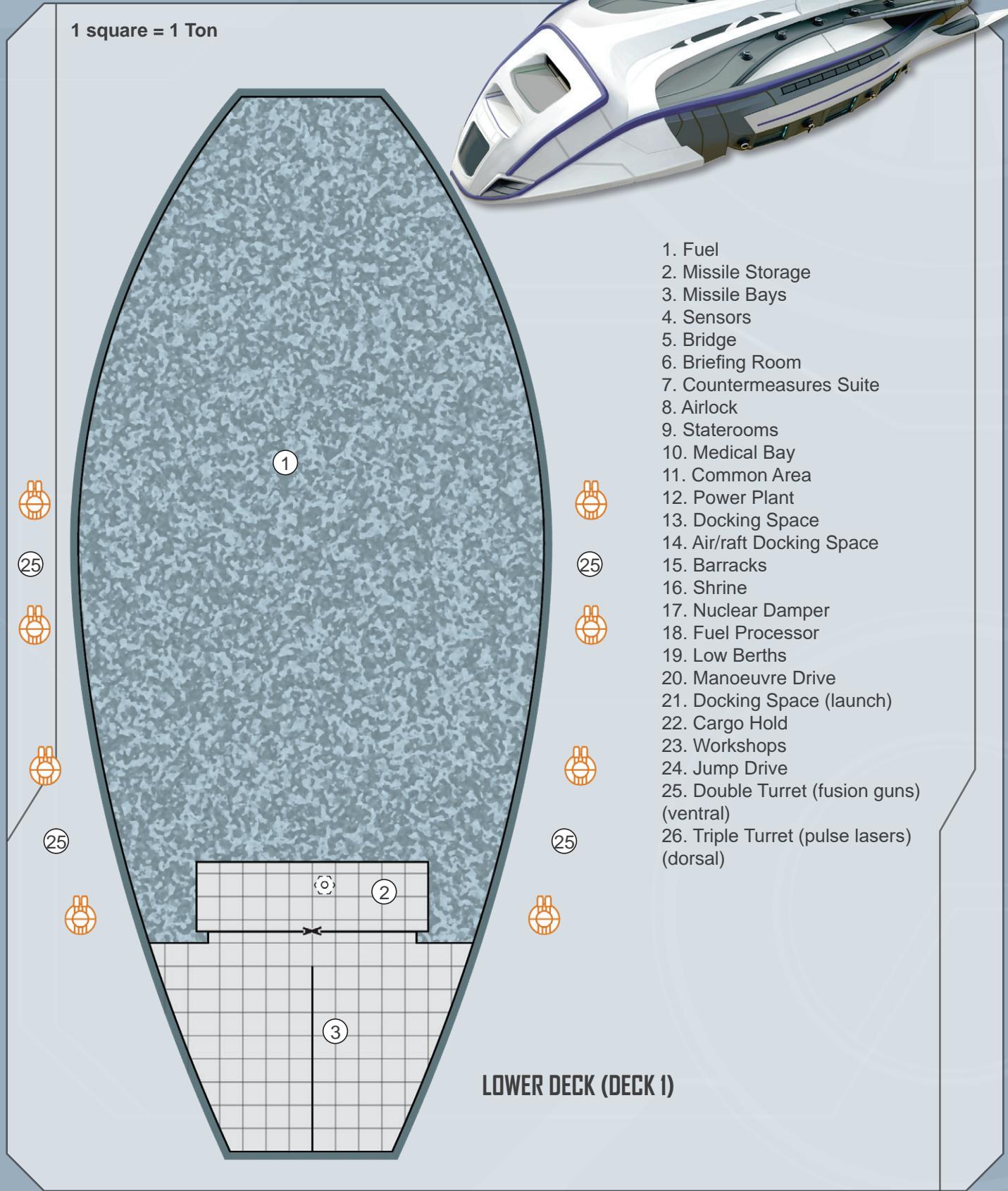
Weapons

340

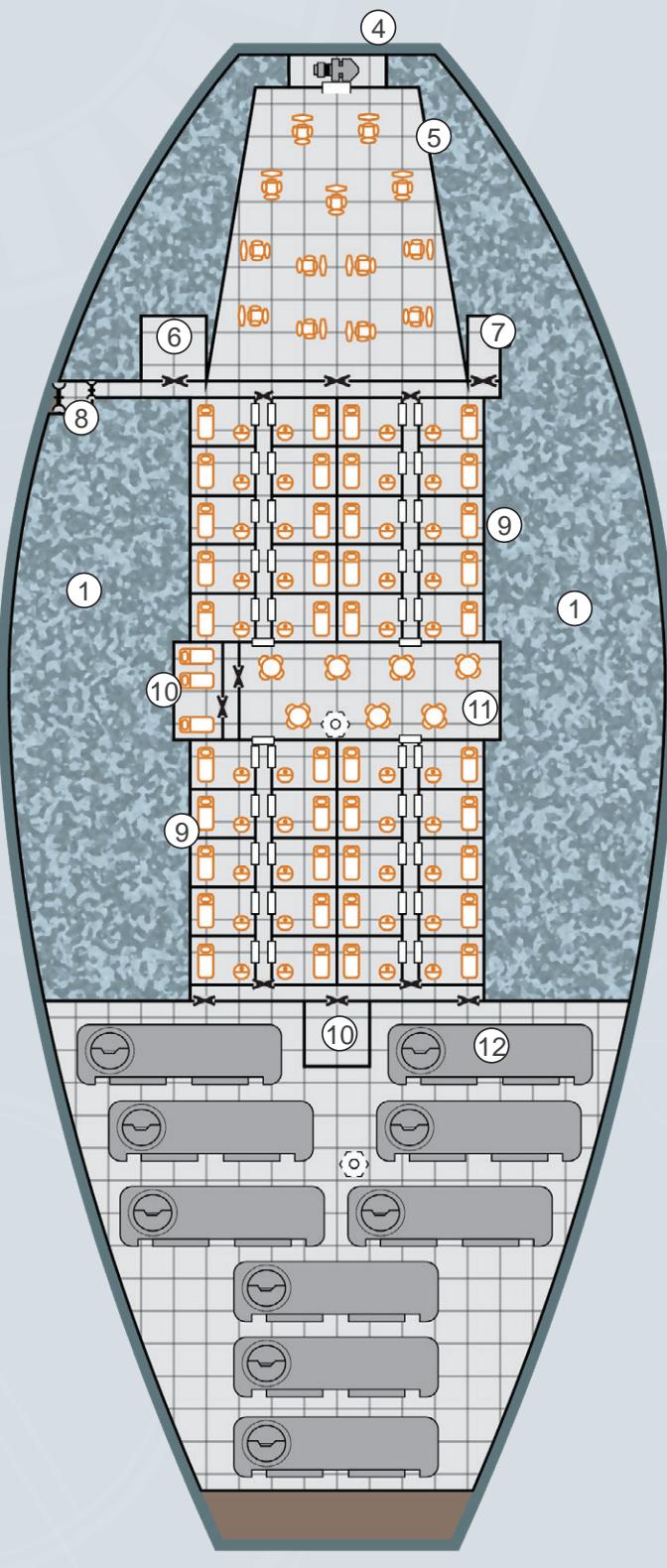
Fuel Processor

50

Common Areas		46	4.6
Cargo		241	—



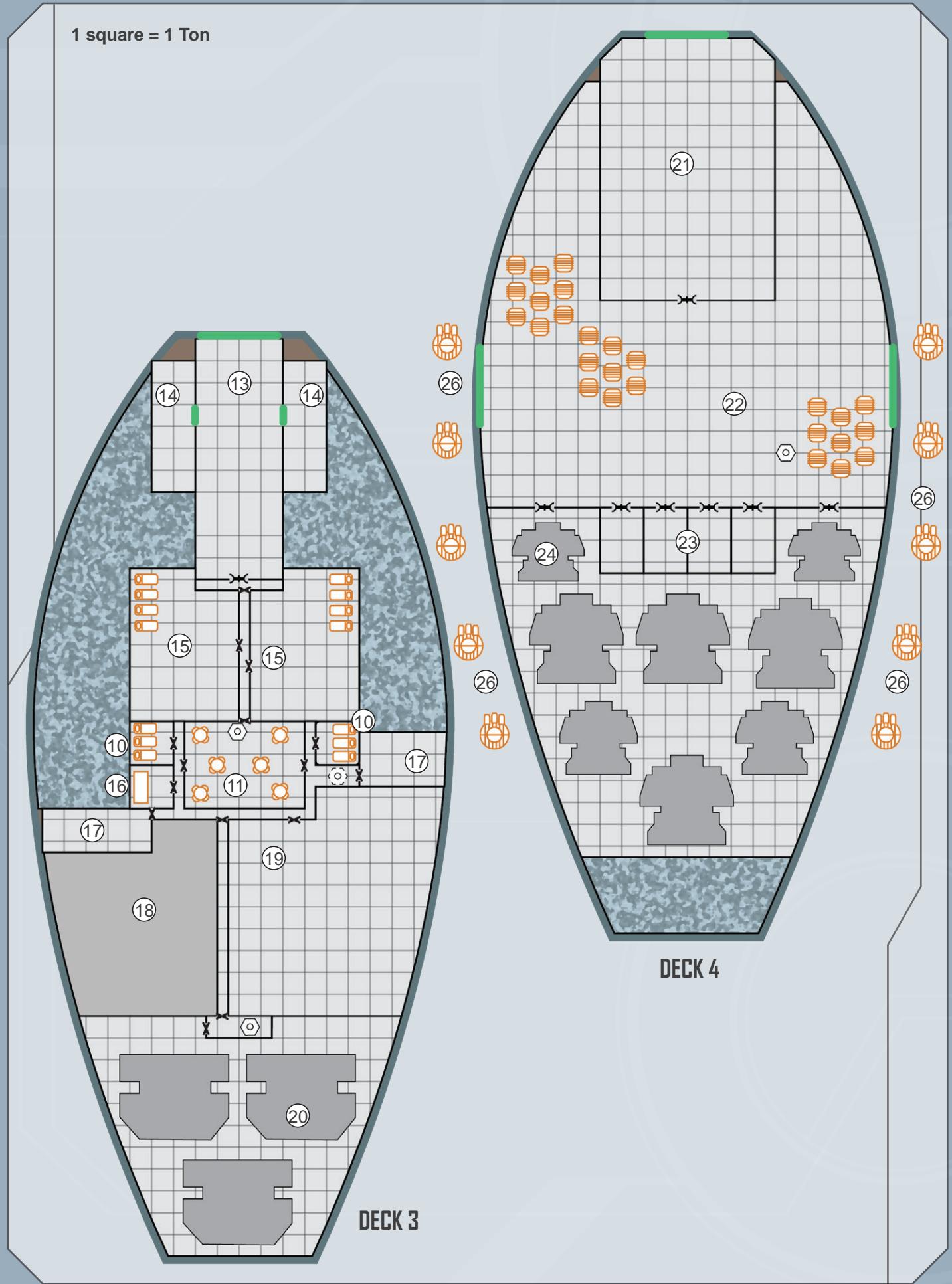
1 square = 1 Ton



1. Fuel
2. Missile Storage
3. Missile Bays
4. Sensors
5. Bridge
6. Briefing Room
7. Countermeasures Suite
8. Airlock
9. Staterooms
10. Medical Bay
11. Common Area
12. Power Plant
13. Docking Space
14. Air/raft Docking Space
15. Barracks
16. Shrine
17. Nuclear Damper
18. Fuel Processor
19. Low Berths
20. Manoeuvre Drive
21. Docking Space (launch)
22. Cargo Hold
23. Workshops
24. Jump Drive
25. Double Turret (fusion guns)
(ventral)
26. Triple Turret (pulse lasers)
(dorsal)

DECK 2

1 square = 1 Ton



DECK 3

DECK 4

SCOUT CRUISER

CLASS: QASAR

The Qasar-class scout cruiser was originally designed for the IISS prior to the Solomani Rim War to support long-range cruises in uncharted territory outside the Imperium. The design incorporated multiple levels of redundancy required to survive months or even years at a time out of contact with the Imperium and has proven so reliable it continues to be used on the Imperial frontiers.

Today, several Qasars based out of Daibei and Reaver's Deep are currently engaged in long-range surveys inside the Aslan Hierate and even more are exploring the vast wilds to spinward and rimward of the Hierate. Because of its mission profile, the Qasar has some defensive capability, sporting two triple sandcaster turrets and two triple beam laser turrets. Qasars usually carry a scout/courier, used as a large ship's boat allowing extended missions away from the parent cruiser, jumping to neighbouring systems to widen coverage of the mission.

TL13

		Tons	Cost (MCr)
Hull	1,000 tons, Streamlined	—	60
M-Drive	Thrust 2	20	40
J-Drive	Jump 4	105	157.5
Power Plant	Fusion (TL12), Power 795	53	53
Fuel Tanks	J-4, 4 weeks of operation	406	—
Bridge		20	5
Computer	Computer/20	—	10
Sensors	Improved	3	4.3
	Life Scanner	1	2
	Enhanced Signal Processing	2	8
Craft	Docking Space (20 tons)	22	5.5
	Launch	—	2.367
	Docking Space (100 tons)	110	27.5
	Scout/Courier	—	36.9405
Weapons	Triple Turrets (beam lasers) x2	2	5
	Triple Turrets (sandcasters) x2	2	3.5
Systems	Fuel Processor (400 tons/day)	20	1
	Fuel Scoops	—	—
	Medical Bay	4	2
	Laboratories x3	24	6
	Workshop	6	0.9
	Advanced Probe Drones x50	10	8
Staterooms	Standard x16	64	8
Software	Manoeuvre	—	—
	Intellect	—	—
	Jump Control/4	—	0.4
	Library	—	—
Common Areas		16	1.6
Cargo		110	—

Crew

Pilot, Astrogator, Engineers x5, Maintenance, Gunners x4, Small Craft Crew x4

Hull: 400

Running Costs

MAINTENANCE COST

Cr37376/month

PURCHASE COST

MCr448.5075

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

200

Jump Drive

400

Sensors

7

Weapons

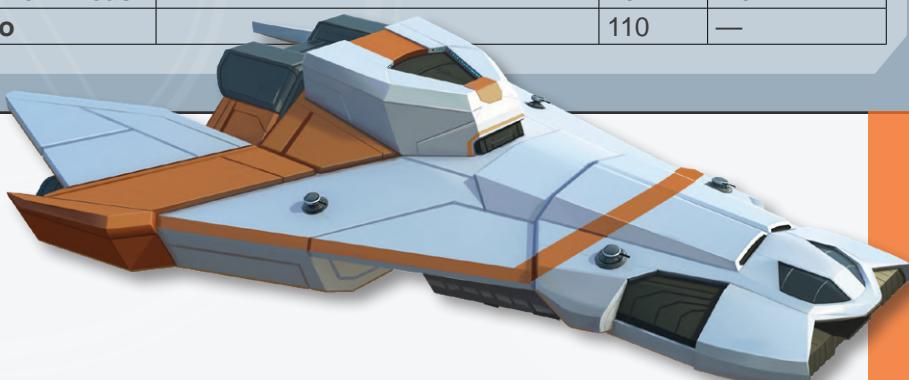
28

Fuel Processor

20

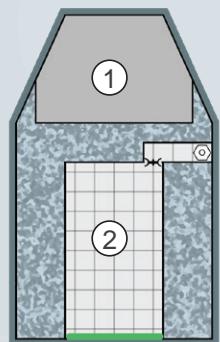
Medical Bay

1

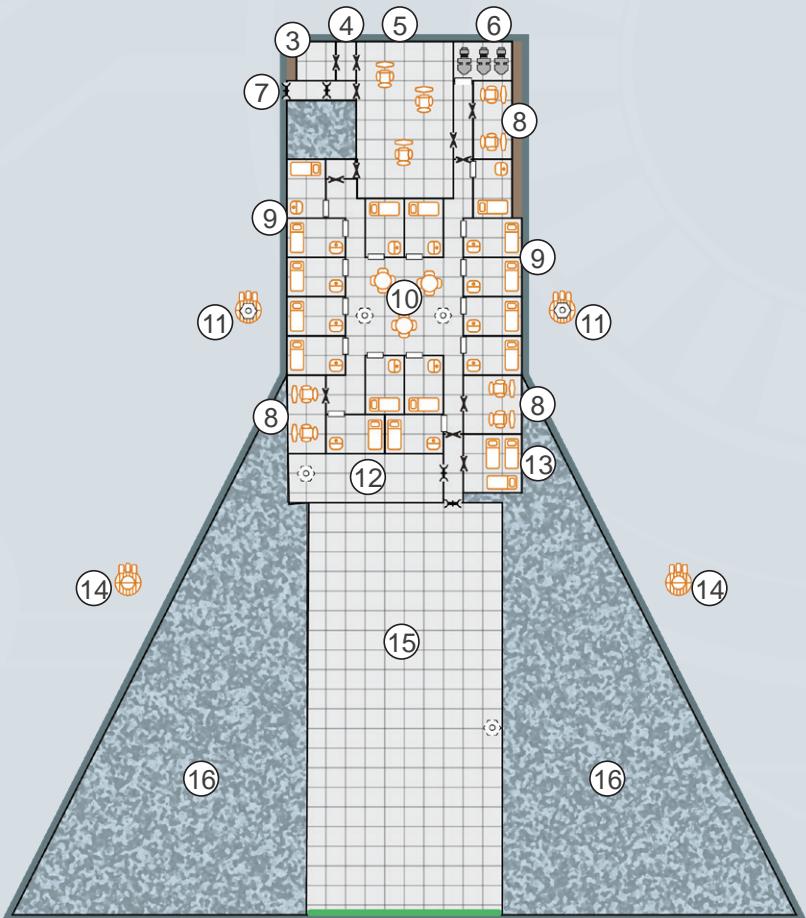


**QASAR
SCOUT
CRUISER**

1 square = 0.5 Ton

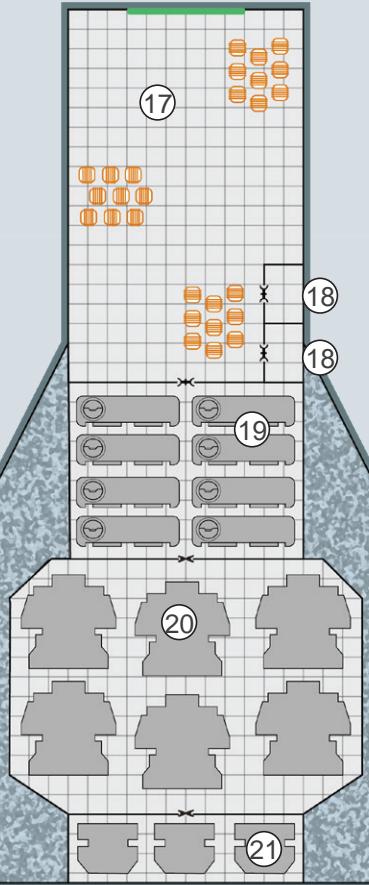


UPPER DECK



MIDDLE DECK

LOWER DECK



- 1. Fuel Processor
- 2. Launch Docking Space
- 3. Enhanced Signal Processing
- 4. Life Scanner
- 5. Bridge
- 6. Sensors
- 7. Airlock
- 8. Laboratory
- 9. Staterooms
- 10. Common Area
- 11. Triple Turret (sandcasters)
- 12. Probe Drones
- 13. Medical Bay
- 14. Triple Turret (beam lasers)
- 15. Docking Space (Scout Courier)
- 16. Fuel
- 17. Cargo Hold
- 18. Workshop
- 19. Power Plant
- 20. Jump Drive
- 21. Manoeuvre Drive

SOLOMANI COLONIAL TRANSPORT

TYPE: SCT

The *Siberia*-class colonial transport is an obsolete 'sleeper ship' used to transport passengers in low passage to frontier planets. Smaller than the giant ships used for major colonisation missions, the *Siberia* is intended to carry a group of migratory labourers or poor immigrants – sometimes

prisoners, aliens or orphans – to marginal backwater worlds that could not support a visit from a larger ship. Colonial transport operations are often subsidised by the Colonial Office or Solomani Party, and some are also operated by SolSec as prison transports.

TL11

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Titanium Steel, Armour: 1	5	0.25
M-Drive	Thrust 1	2	4
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL8), Power 80	8	4
Fuel Tanks	J-2, 4 weeks of operation	41	—
Bridge		10	1
Computer	Computer/5bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Single Turret (pulse laser)	1	1.2
Staterooms	Standard x4 Low Berths x150	16 75	2 7.5
Software	Manoeuvre Jump Control/2 Library Intellect	— — — —	— 0.2 — —
Common Areas		4	0.4
Cargo		23	—

Crew

Captain/Pilot, Astrogator, Engineer, Gunner, Medic

Hull: 80

Running Costs

MAINTENANCE COST

Cr4858/month

PURCHASE COST

MCr58.295

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

20

Jump Drive

40

Sensors

1

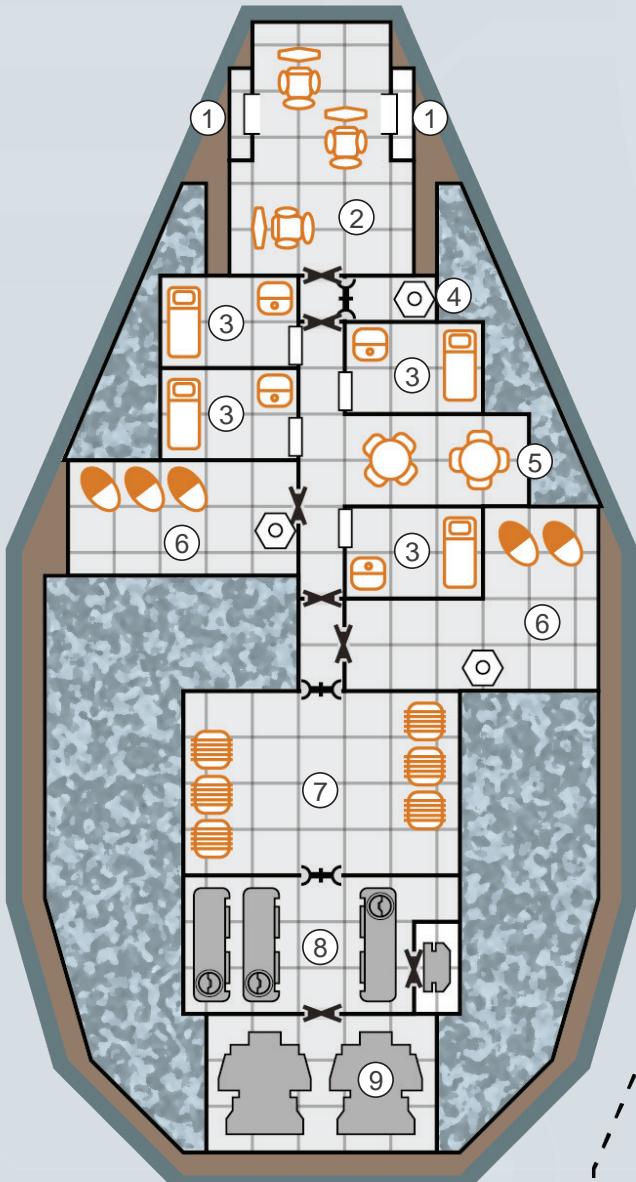
Weapons

5



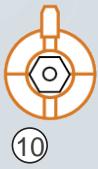
**SOLOMANI
COLONIAL
TRANSPORT**

1 square = 0.5 Ton



1. Sensors
2. Bridge
3. Stateroom
4. Airlock
5. Common Area
6. Low Berths
7. Cargo Hold with Lift
8. Power Plant
9. Jump Drive
10. Single Turret (pulse laser)

UPPER DECK



SOLOMANI ESCORT

TYPE: SF

The *Uriel*-class Solomani escort is a small warship intended for extended long-range patrol missions and escorting merchant convoys in dangerous regions. The vessels are also used for survey operations in frontier subsectors, filling a role similar to the Type S scout.

The *Uriel* is a reliable TL13 design first entering naval service as far back as 920. Its design was

inspired by similar Aslan warships encountered along the spinward frontier of the Solomani Confederation. Unlike standard Imperial practice, the ship uses fixed mounts rather than turreted weapons; *Uriel* pilots often fly their vessels more like fighter jocks than warship commanders. Personnel serving aboard *Uriels* tend to become very close due to the combination of small crew size, tight quarters and lengthy missions.

TL13

		Tons	Cost (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour: 4	10	2
M-Drive	Thrust 4	8	16
J-Drive	Jump 4	25	37.5
Power Plant	Fusion (TL12), Power 195	13	13
Fuel Tanks	J-4, 8 weeks of operation	84	—
Bridge	Holographic Controls	10	1.25
Computer	Computer/20fib	—	7.5
Sensors	Military Grade	2	4.1
Weapons	Fixed Mounts (beam laser, missile rack) x2	—	2.7
Ammunition	Missile Storage (missiles x24)	2	—
Systems	Fuel Processor (20 tons/day) Fuel Scoops	1 —	0.05 —
Staterooms	Standard x5	20	2.5
Software	Evade/2 Fire Control/2 Jump Control/4 Library Intellect Manoeuvre	— — — — — —	2 4 0.4 — — —
Common Areas		5	0.5
Cargo		22	—



Crew

Captain, Pilots x3,
Astrogator, Engineer, 4
Gunners

Hull: 80

Running Costs

MAINTENANCE COST

Cr7811/month

PURCHASE COST

MCr93.735

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

80

Jump Drive

80

Sensors

2

Weapons

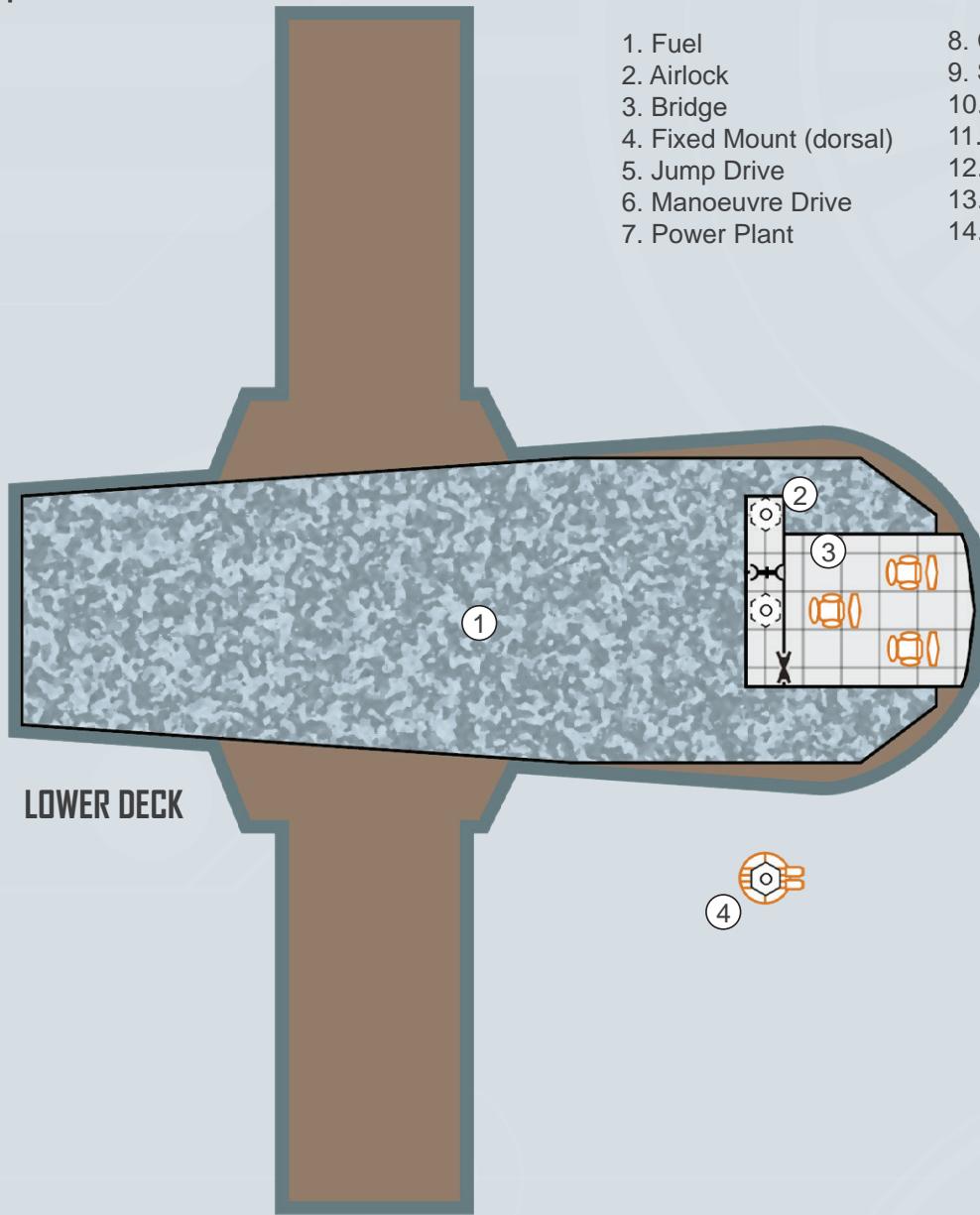
8

Fuel Processor

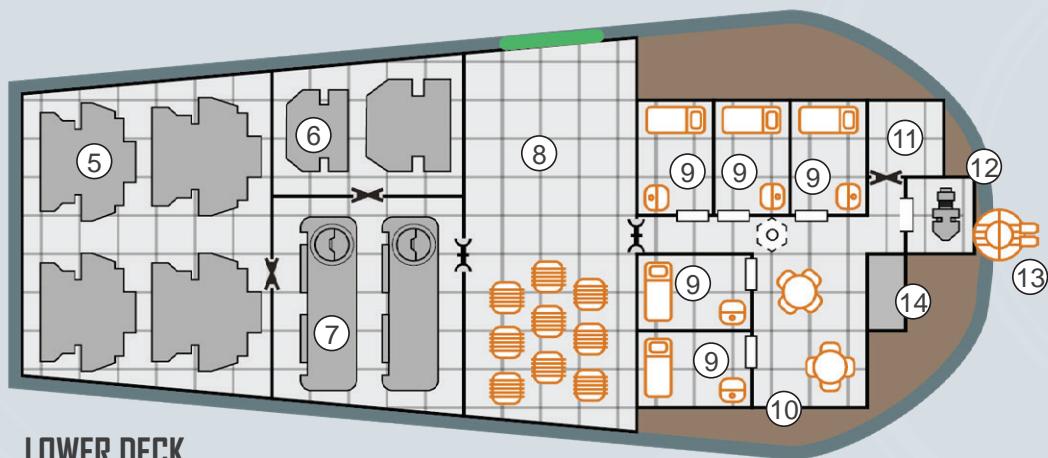
1

**TYPE SF
SOLOMANI
ESCORT**

1 square = 0.5 Ton



LOWER DECK



LOWER DECK

- 1. Fuel
- 2. Airlock
- 3. Bridge
- 4. Fixed Mount (dorsal)
- 5. Jump Drive
- 6. Manoeuvre Drive
- 7. Power Plant
- 8. Cargo Hold
- 9. Stateroom
- 10. Common Area
- 11. Missile Storage
- 12. Sensors
- 13. Fixed Mount
- 14. Fuel Processor

BULK CARRIER

TYPE: SK

The Magyar-class bulk carrier is a cylindrical 1,000-ton commercial transport designed to handle medium to high volume cargo runs. An older TL12 design, it is a mainstay of corporate fleets in the Solomani Confederation. Two turrets are fitted but are usually only equipped with weaponry when the

bulk carrier is operating in pirate-infested or hostile border regions. Its lack of streamlining means it will usually dock with orbital highports or rely on local shuttles to unload cargo, although it can use its ship's boat to do so slowly if necessary.

TL12

		Tons	Cost (MCr)
Hull	1,000 tons, Standard	—	50
M-Drive	Thrust 2	20	40
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL12), Power 390	26	26
Fuel Tanks	J-2, 4 weeks of operation	203	—
Bridge		20	5
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Craft	Docking Space (30 tons) Ship's Boat	33 —	8.25 6.822
Weapons	Single Turrets (pulse laser) x2	2	2.4
Staterooms	Standard x21 Low Berths x10	84 5	10.5 0.5
Software	Manoeuvre Jump Control/2 Library Intellect	— — — —	— 0.2 — —
Common Areas		21	2.1
Cargo		530	—

Crew

Pilots x2, Astrogator,
Engineers x2,
Maintenance, Gunners x2

Hull: 400

Running Costs

MAINTENANCE COST

Cr17807/month

PURCHASE COST

MCr213.6888

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

200

Jump Drive

200

Sensors

1

Weapons

10

Low Berths

1

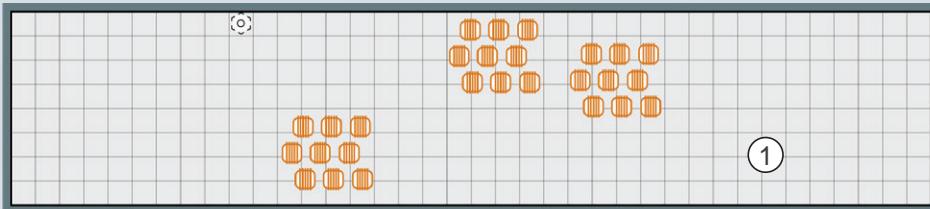


TYPE SK
BULK CARRIER

1 square = 0.5 Ton

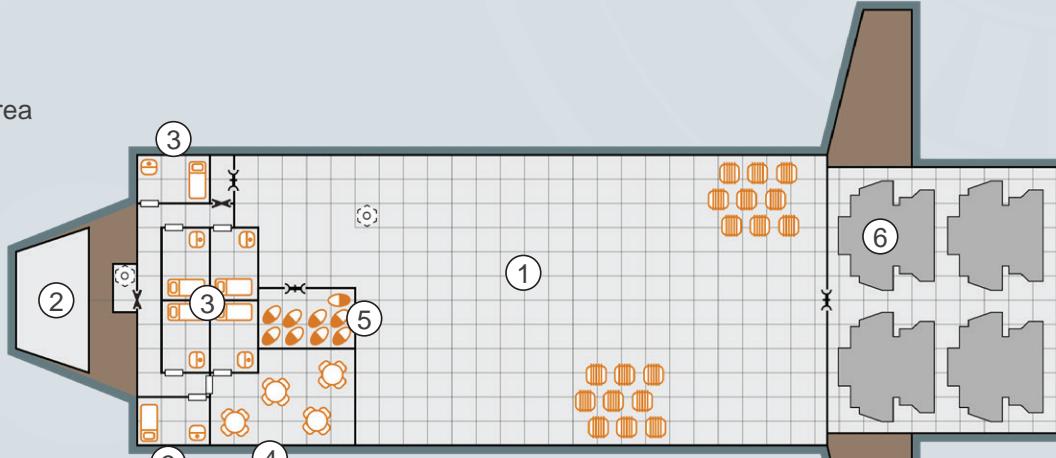
LOWER DECK
FUEL ONLY

1. Cargo Hold
2. Bridge
3. Stateroom
4. Common Area
5. Low Berths
6. Jump Drive



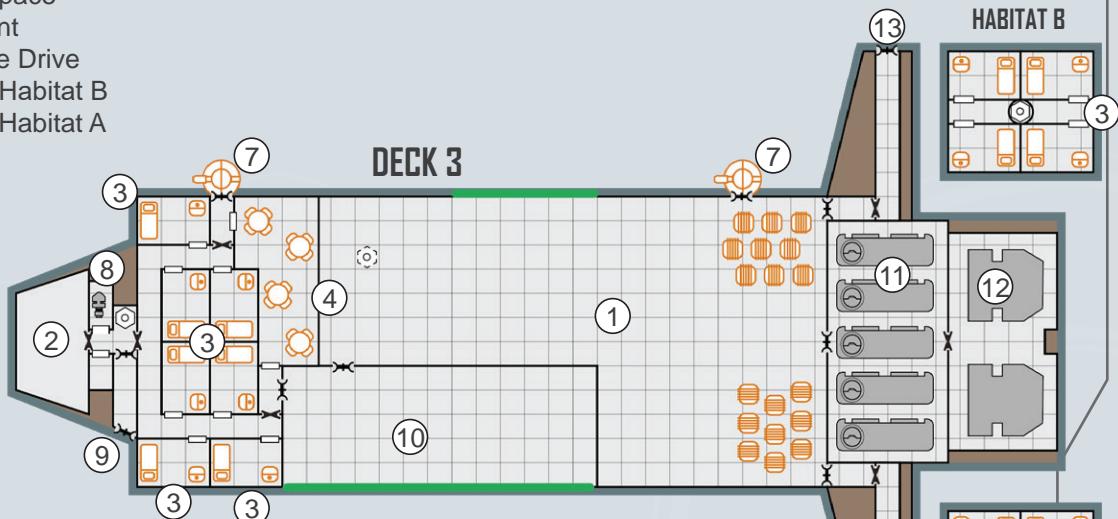
DECK 1

7. Single Turret (pulse laser)
8. Sensors
9. Airlock
10. Docking Space
11. Power Plant
12. Manoeuvre Drive
13. Access to Habitat B
14. Access to Habitat A



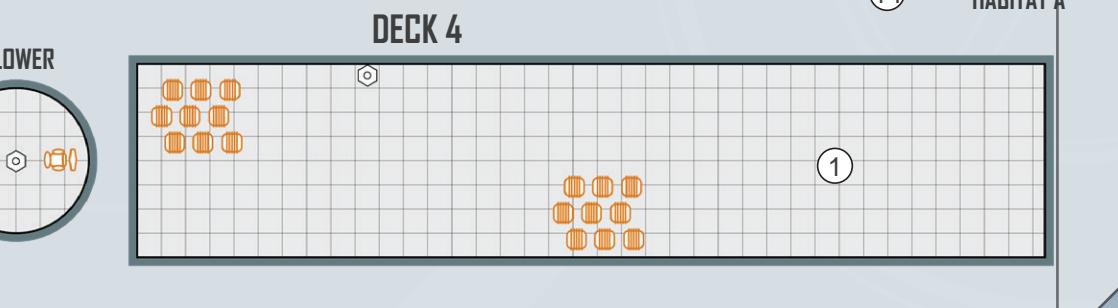
DECK 2

HABITAT B

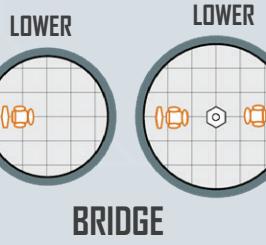


DECK 3

HABITAT A



DECK 4



COLONIAL CRUISER

TYPE: SM

The *Independence*-class Solomani cruiser is a multi-purpose heavy patrol ship, euphemistically called a colonial cruiser. It is intended for convoy escort, piracy suppression, border patrols, exploration and minor naval and police actions. A TL13 design entering service during the internal conflicts presaging the Solomani Rim War, the *Independence* remains one of the more common classes of escort used by the Confederation Navy. Vessels are named after famous wet navy ships from Terran history. Its all-beam armament is a

holdover of traditional Solomani preferences dating back to the Terran Confederation era.

These ships spend most of their time patrolling low-population frontier worlds, asteroid mining outposts and isolated stations where a well-armed warship with a few squads of Confederation Marines can make a difference. The cargo hold is filled with a mix of military gear for the marines and emergency supplies such as medicines, generators and rations for humanitarian contingencies.

TL13

		Tons	Cost (MCr)
Hull	1,000 tons, Streamlined Reinforced	—	60
Armour	Crystaliron, Armour: 4	50	10
M-Drive	Thrust 4	40	80
J-Drive	Jump 4	105	157.5
Power Plant	Fusion (TL12), Power 750	50	50
Fuel Tanks	J-4, 8 weeks of operation	410	—
Bridge	Holographic Controls	20	6.25
Computer	Computer/25fib	—	15
Sensors	Improved	3	4.3
Craft	Docking Spaces (50 tons) x2 Modular Cutters x2	110 —	27.5 23.86
Weapons	Fixed Mounts (beam laser) x3	—	4.8
Systems	Fuel Processor (200 tons/day) Fuel Scoops Armoury	10 — 2	0.5 — 0.5
Staterooms	Standard x35	140	17.5
Software	Evade/3 Fire Control/4 Jump Control/4 Library Intellect Manoeuvre	— — — — — —	3 8 0.4 — — —
Common Areas		35	3.5
Cargo		25	—

Crew

Captain, Officers x3, Pilots x3, Astrogator, Engineers x5, Maintenance x2, Gunners x6, Administrator, Small Craft Crew x2

Hull: 440

Running Costs

MAINTENANCE COST

Cr41884/month

PURCHASE COST

MCr502.61

Power Requirements

Basic Ship Systems

200

Manoeuvre Drive

400

Jump Drive

400

Sensors

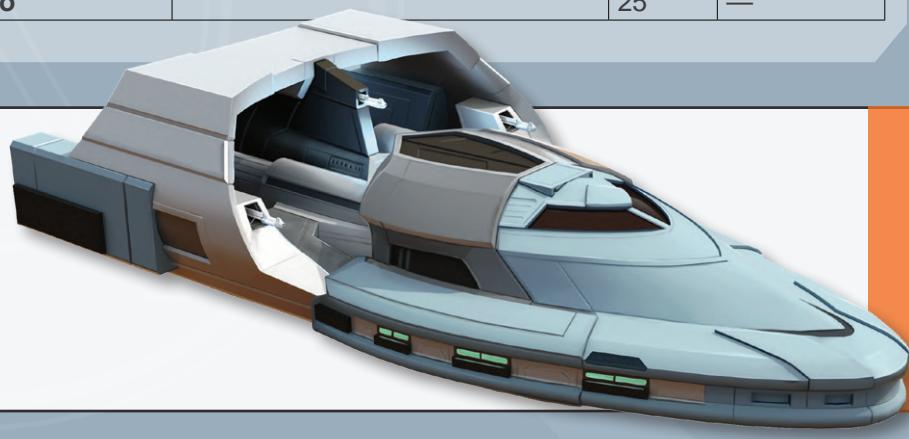
4

Weapons

36

Fuel Processor

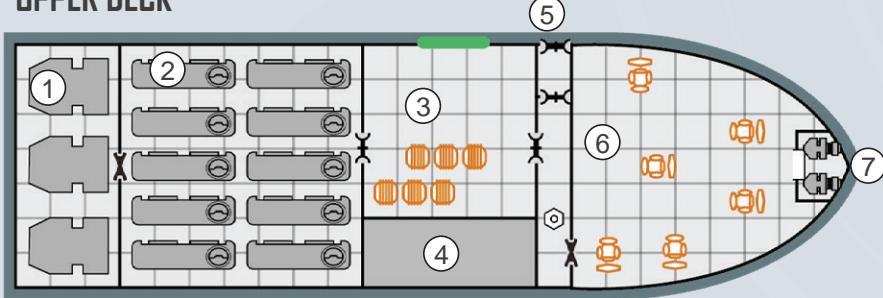
10



**TYPE SM
COLONIAL
CRUISER**

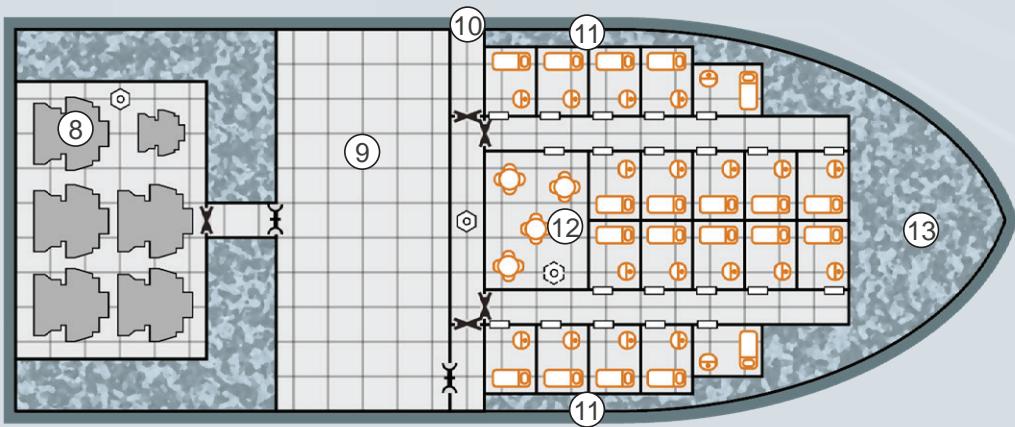
1 square = 1 Ton

UPPER DECK

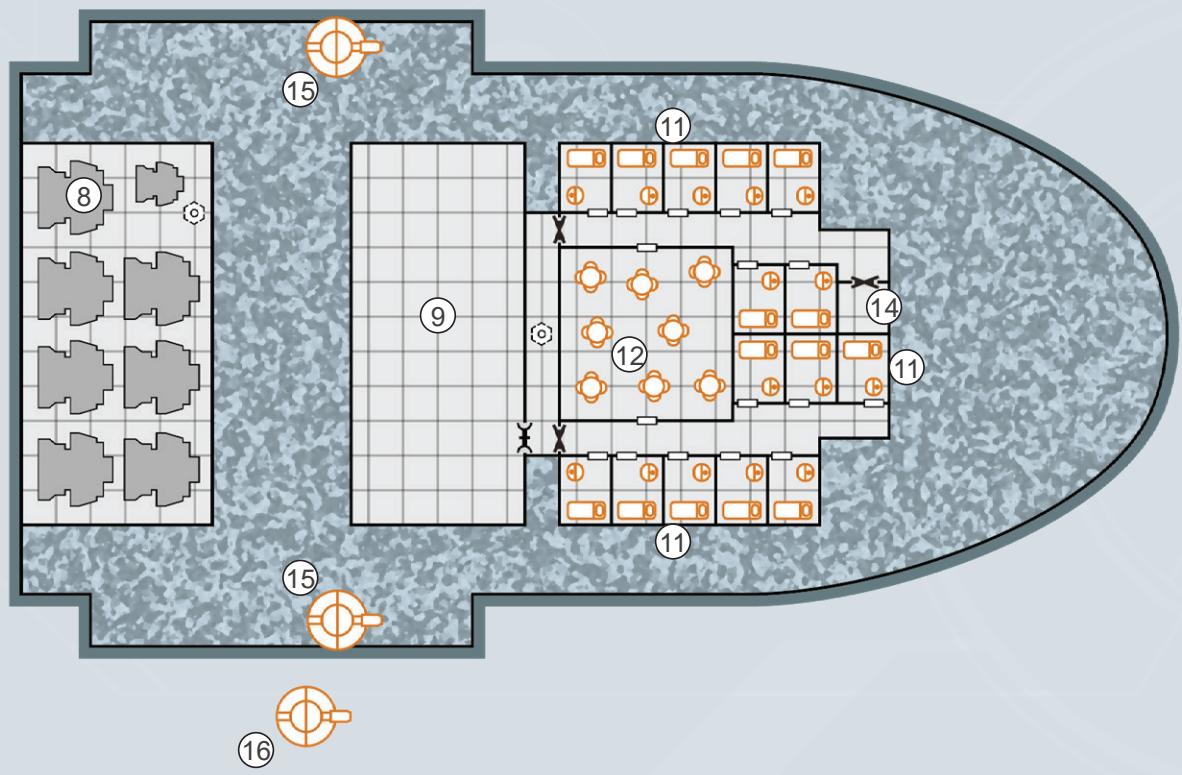


1. Manoeuvre Drive
2. Power Plant
3. Cargo Hold
4. Fuel Processor
5. Airlock
6. Bridge
7. Sensors
8. Jump Drive
9. Docking Space
10. Storage Space
11. Staterooms
12. Common Area
13. Fuel
14. Armoury
15. Fixed Mount (beam laser) (dorsal)

MIDDLE DECK



LOWER DECK



ARMED PACKET

TYPE: U

The Type U armed packet provides unscheduled passenger service throughout the Imperium but is particularly popular around the Imperial fringe. Much of its business comprises corporate charters transporting executives to dangerous worlds and bringing them back safely. A packet lacks the armour and firepower to last in a stand-up fight; its greatest assets are speed, agility and range.

The armed packet is a standard Imperial design with many variants, all easily recognised by two distinctive sets of wings; a smaller pair above a

larger pair. This sesquiplane airframe configuration is designed to improve handling in atmosphere without adding substantial weight to the craft.

Variants of the Type U are used throughout the Solomani Confederation. Transstar builds and operates an armed packet service exclusively for high level members of the Solomani Party, while louo Interstellar Yards builds a particularly attractive armed packet, with sleek, graceful lines clearly inspired by Aslan design. This Yeao-class is very popular in Solomani-held territories in the Dark Nebula.

TL12

		Tons	Cost (MCr)
Hull	300 tons, Streamlined	—	18
Armour	Crystaliron, Armour: 4	15	3
M-Drive	Thrust 3	9	18
J-Drive	Jump 3	27.5	41.24
Power Plant	Fusion (TL12), Power 240	16	16
Fuel Tanks	J-3, 4 weeks of operation	92	—
Bridge		20	1.5
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Weapons	Triple Turrets (missile racks) x2	2	6.5
	Triple Turret (beam lasers)	1	2.5
Craft	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.25
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Medical Bay	4	2
Staterooms	Standard x16	64	8
	Low Berths x4	2	0.2
Software	Manoeuvre	—	—
	Jump Control/3	—	0.3
	Intellect	—	—
	Library	—	—
Common Areas		16	1.6
Cargo		25	—

Crew

Pilot, Astrogator, Engineer,
Gunners x3

Hull: 120

Running Costs

MAINTENANCE COST

Cr10458/month

PURCHASE COST

MCr125.49

Power Requirements

Basic Ship System

60

Manoeuvre Drive

90

Jump Drive

90

Sensors

1

Weapons

15

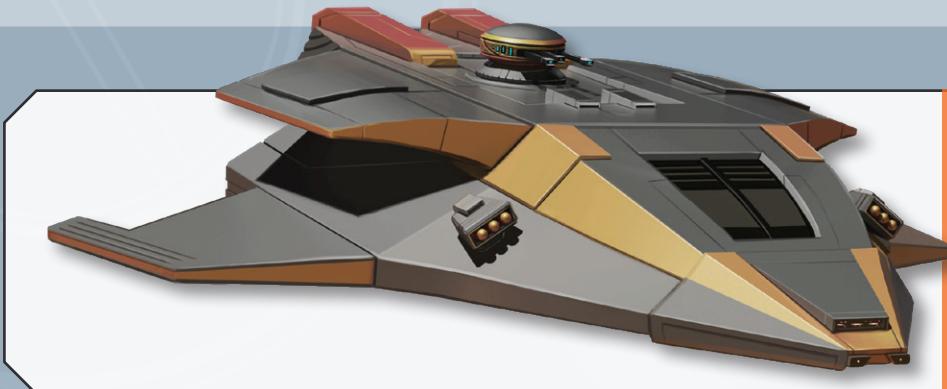
Fuel Processor

3

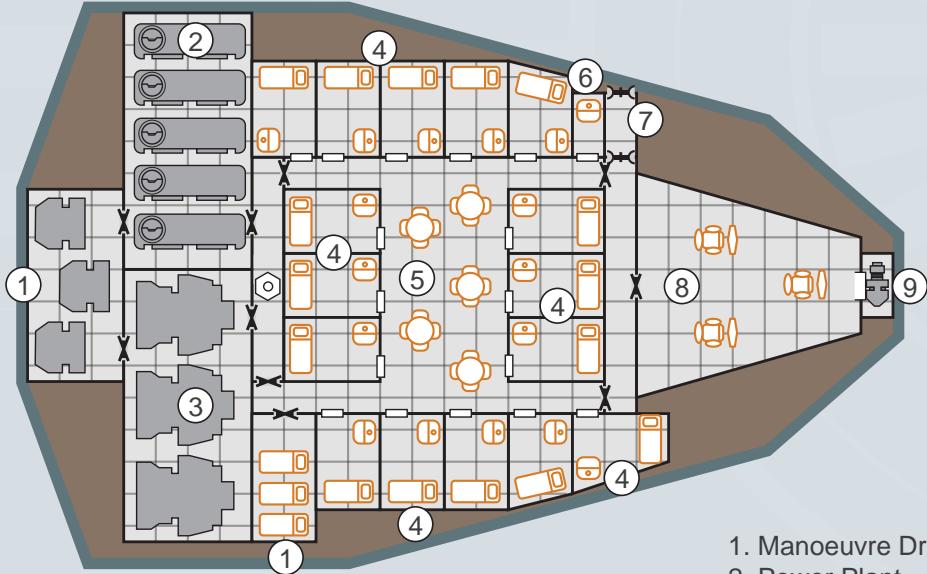
Medical Bay

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**TYPE U
ARMED
PACKET**

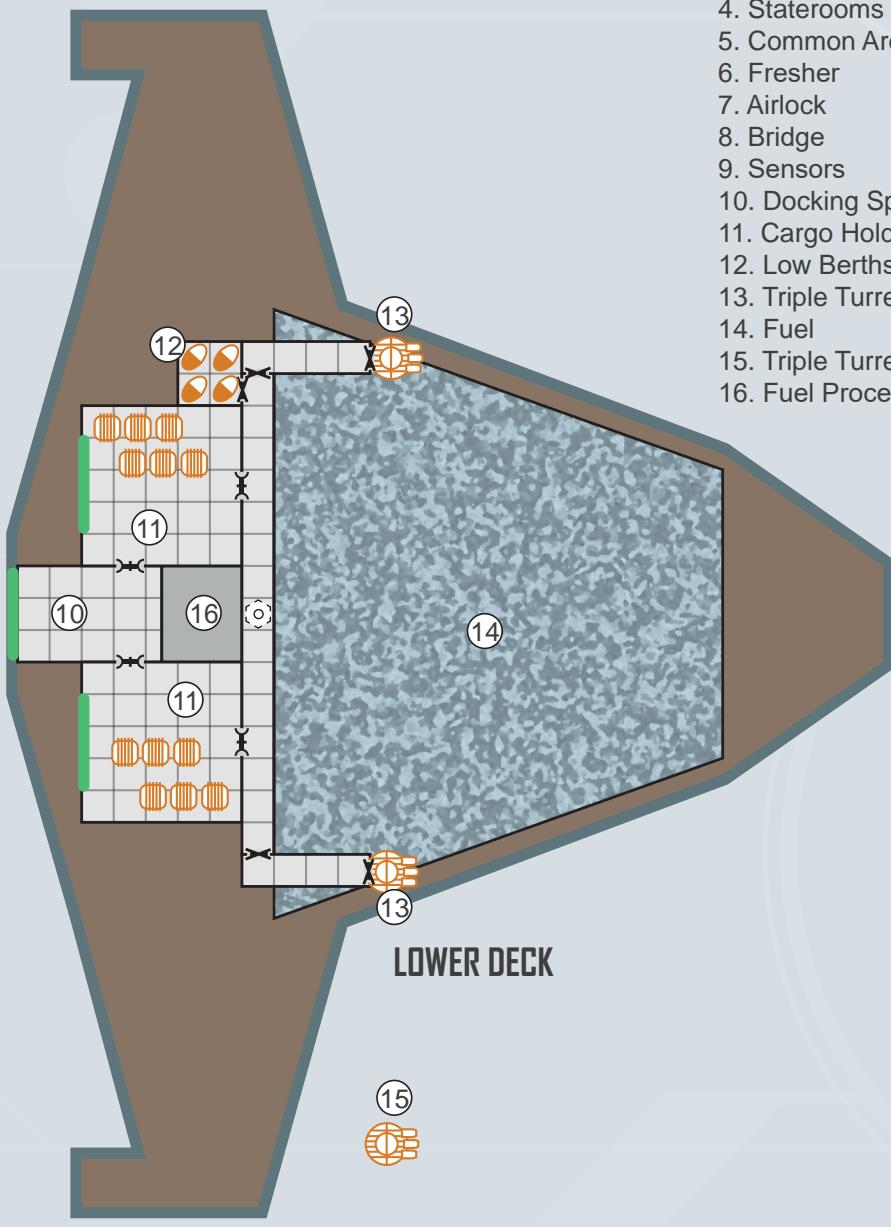


1 square = 0.5 Ton



UPPER DECK

- 1. Manoeuvre Drive
- 2. Power Plant
- 3. Jump Drive
- 4. Staterooms
- 5. Common Area
- 6. Fresher
- 7. Airlock
- 8. Bridge
- 9. Sensors
- 10. Docking Space
- 11. Cargo Hold
- 12. Low Berths
- 13. Triple Turret (missile racks)
- 14. Fuel
- 15. Triple Turret (beam lasers) (dorsal)
- 16. Fuel Processor



LOWER DECK

ASLAN ATTACK BOAT

Class: YEYUELA

The *Yeyueia* is a small, non-jump capable vessel, said to resemble an armoured pseudo-beetle native to the Aslan world of Ewirle, notable both for its vermillion carapace as well as its painful bite. *Yeyueia* are usually deployed in packs of eight, shuttled by a large tender from system-to-system.

The basic concept goes back to the Aslan Border Wars but the lower Tech Level and emphasis on firepower continues to appeal to space forces of small and medium-sized clans along the trailing edge of the Hierate.

TL10

		Tons	Cost (MCr)
Hull	200 tons, Standard Reinforced	—	10 5
Armour	Crystaliron, Armour: 10	25	5
M-Drive	Thrust 3	6	12
Power Plant	Fusion (TL8), Power 100	10	5
Fuel Tanks	12 weeks of operation	3	—
Bridge		10	1
Computer	Computer/5fib	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (missile racks) Medium Torpedo Bay	1 100	3.25 6
Ammunition	Missile Storage (missiles x48)	4	—
Systems	Shrine	4	0.5
Staterooms	Standard x6	24	3
Software	Fire Control/2 Library Intellect Manoeuvre	— — — —	4 — — —
Common Areas		6	0.6
Cargo		5	—

Crew

Captain, Executive Officer,
Pilots x3, Gunners x4

Hull: 88

Running Costs

MAINTENANCE COST

Cr4958/month

PURCHASE COST

MCr59.495

Power Requirements

Basic Ship Systems

40

Manoeuvre Drive

60

Sensors

2

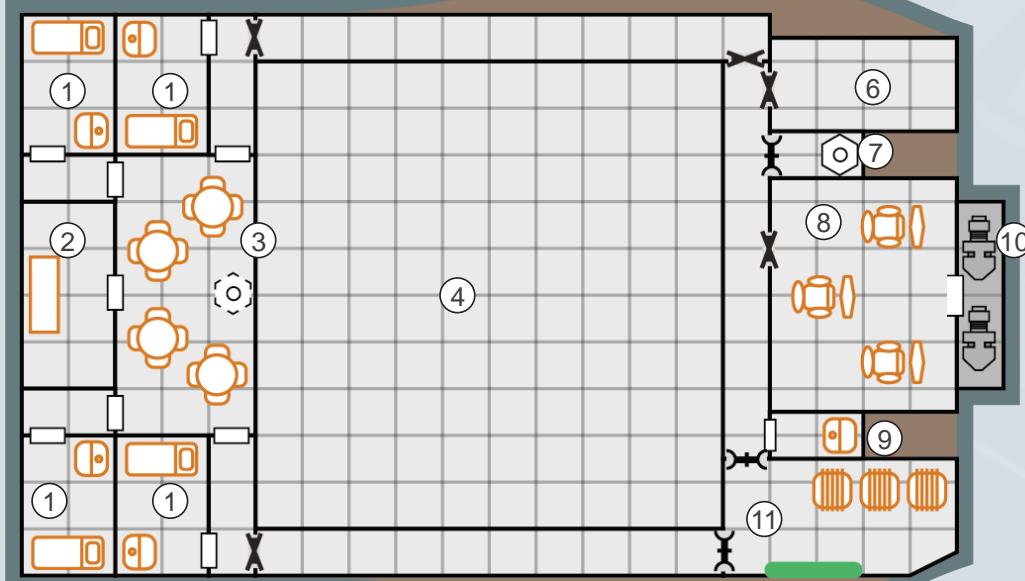
Weapons

6

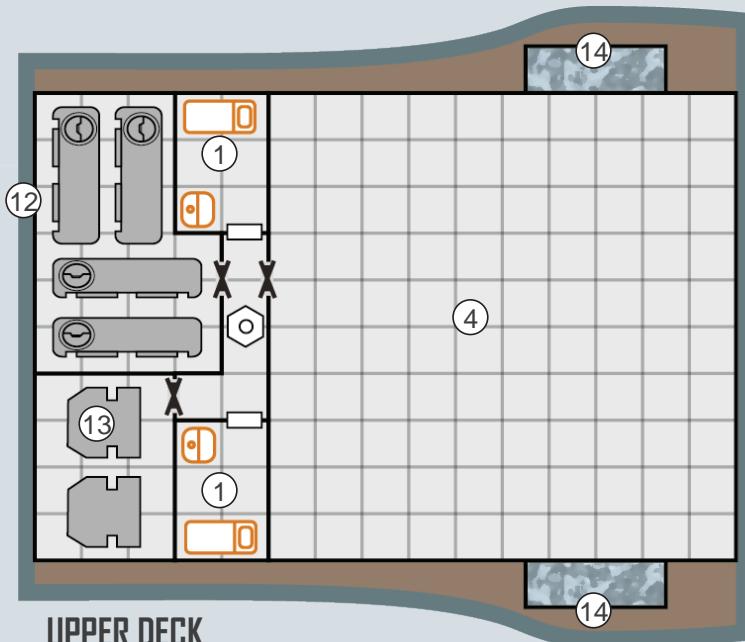


YEYUELA
ASLAN
ATTACK BOAT

1 square = 0.5 Ton



LOWER DECK



UPPER DECK

1. Stateroom
2. Shrine
3. Common Area
4. Torpedo Bay (two decks high)
5. Triple Turret (missile racks)
6. Missile Storage
7. Airlock
8. Bridge
9. Fresher
10. Sensors
11. Cargo Hold
12. Power Plant
13. Manoeuvre Drive
14. Fuel

THIRD IMPERIUM TERRITORY

The mighty Third Imperium might occupy only a small portion of Reaver's Deep but casts a long shadow over all of the Buffer and surrounding sectors. The Imperial goals for the region are first, to preserve the existing balance of power by enforcing the Peace of Ftahalr and supporting allied Aslan clans. Second, to enhance Imperial influence through expanded trade with independent systems and Aslan clans. Third, to contain the destabilising influence of the Solomani Confederation through diplomatic and cultural isolation.

Several notable Imperial institutions represent the Emperor across this region. The nobility guides and directs Imperial policy, while the armed forces and civilian ministries implement these directives. The Scout Service helps to bind all of these efforts together by gathering and analysing information, and by maintaining vital communication links between Imperial representatives.

IMPERIAL NOBILITY

The Third Imperium is ruled by Emperor Strephon Aella Alkhalikoi, who sits upon the Iridium Throne in his palace on Capital in the distant Core. Because of the vast size of the Imperium, the Emperor delegates authority down through a feudal network of nobles.

Thus, the Imperial territories of Reaver's Deep are administered as part of the Daibei sector, which in turn belongs to the greater Domain of Ilelith, ruled by the Archduke Dulinor Astrln Ilethian. Born in 1066, the young Duke of Dlan was promoted by Emperor Strephon to the archduchy when the former Archduke of Ilelith died without a clear heir in 1104. The Emperor's decision was widely criticised as the Duke had a controversial reputation and Archduke Dulinor has not yet had an opportunity to change anyone's opinion. He is largely unknown in Reaver's Deep and Daibei, and for now the Imperial nobles of these sectors seem to be withholding judgement.

The Imperial nobility of both Reaver's Deep and Daibei ultimately owe fealty to Sector Duke Craig Litininin Horvath of Warinir. Duke Litininin, as he prefers to be known, was born in 1026. He is an indifferent administrator, far more interested in the churning, cutthroat politics of the high nobility. He

became the Duke of the Edge subsector in 1059 following the death of his father, Duke Craig Logan Horvath, and was greatly aided in the transition by his father's loyal seneschal, Baronet Kilishigi of Nyanar, who continued to serve in this post until 1099. Litininin was elected sector duke in 1073 following the death of Duchess Senapai of Amdani. His primary accomplishment since his promotion has been to revive the moribund Moot of High Nobles, a regional assembly of nobility from Reaver's Deep and Daibei. The Moot, which meets at Warinir, is now a lively chamber for debate on trade and military policies.

Duke Litininin's only heir, Count Craig Anton Hovath, is a career Imperial naval officer. Count Craig attended the Naval Academy and upon graduation selected the navy's technical services branch. Although his military career has been notably undistinguished, he has steadily risen through the ranks to become a commander, with a promotion to captain expected soon. Count Craig has been posted to Depot in Daibei for several years where he has served as a senior lecturer at the Academy there. Although he was favourably married to a daughter of House Lannes, a most prominent noble family, the count has disappointed his father by showing no interest in sector politics. It is widely assumed that upon the death of Duke Litininin, the position of sector duke will pass out of Warinir, possibly to linen or Conda.

Reaver's Deep has only two subsector dukes who owe direct fealty to Duke Litinini: Duchess Nessa of Nighthrim and Duke Argadeg of Urlaggash. The duchess, whose seat is at St. George, also oversees the Imperial worlds in Caledon and Gulf. Born in 1047, her father was a popular figure among the nobility of Daibei and her grandmother had been a decorated naval commander in the Rim War. Nessa herself attended the Naval Academy and, once commissioned, she joined the flight branch and became a decorated fighter pilot. Injured in a training mission and honourably discharged, she returned to St. George and was promoted to duchess after her father died in 1180.

The duchess is a small but steely presence, the mother of five children. Highly disciplined, she believes deeply in Imperial service. Her husband, Lord Paolo, is a senior

financier for Hortalez et Cie. She is trusted by Duke Litininin for sensitive diplomatic missions with other nobles, client states or independent worlds of the Deep.

Four nobles owe fealty to Duchess Nessa: Count Makhii of Kaagin, Countess Iir of Khagish, Count Daugin of Khakhan and Contessa Kuna of Gerim. Although the Duchess is a very engaged and active noble, her efficiency and relentless drive have won her the respect, if not the affection, of her counts and countesses.

The Duke of Urlaggash oversees not just the subsector but also Imperial worlds in Drexilhar and Fahlnar. Duke Argadeg is a stark contrast to Duchess Nessa; he attended the University of Warinir before returning to his father's estates on Urlaggash where he dabbled in various amusements before inheriting the title in 1092. The current duke is a smooth, louche figure not much given to worrying about matters of governance. He is an avid equestrian who enjoys breeding, racing and selling Terran horses.

Three nobles in the Deep owe direct fealty to Duke Argadeg: Countess Kagisga of Garrison, the Virushi Count Hyrvatym of Virshash and Count Kiirkuur of Narisagiir. Tragically, none of these nobles share the duke's interest in horses.

Every world in the Imperium, save those under interdiction and worlds with no permanent populations, has an assigned member of the nobility who represents the Imperium to the inhabitants of this world. In Reaver's Deep, Arthur and Merisun – both in Nightrim – are the only Imperial worlds without an assigned noble.

This position is normally filled by a knight, as higher ranked nobles on-world typically represent the interests of their assigned worlds or regions to the rest of the Imperium. The specific title held by an Imperial representative to a member world varies by region – 'legate' or simply 'representative' are common – but in Reaver's Deep the title 'consul' is most frequently used.

The specific role each representative plays on their assigned world varies considerably but one constant is that the representative works with the Imperial Consulate, the diplomatic office seeing to the welfare of Imperial citizens, particularly offworlders. These facilities, normally located near the starport, range in size and purview from little more than a glorified kiosk on a low population world to an entire office complex on a high population world.

The terms 'consul' and 'consulate' are, admittedly, subject to frequent confusion – particularly in border regions such as the Deep. An Imperial Consulate

on an Imperial world is an office of the subsector bureaucracy. This is very different from a consulate operated by a foreign power on an Imperial world, or a consulate maintained by the Imperial Ministry of State on a foreign world.

IMPERIAL NAVY

The 'senior service' of the armed forces of the Third Imperium, the navy defends the Imperium against internal and external enemies in the name of the Emperor. The Imperial Navy is the most prestigious service and inextricably tied with the Imperial nobility. Its ships are often the only representatives of the Imperium in a system, carrying the burden of defence and law enforcement in far-off places.

Naval personnel posted to Reaver's Deep often expect to find a dangerous and lawless sector in turmoil, overrun with Aslan raiders and murderous pirates. What they find is usually far different. True, the Imperium only controls a small portion of the Deep and those worlds are generally poorer, more lightly populated and less advanced than most Imperial sectors. However, the Imperium has been in the region for nearly 1,000 years, and the Peace of Ftahalr in place for over 700. As backward as Imperial worlds in the Deep might be, they are far more advanced than most of the independent systems inside the Buffer. None of the independent interstellar states have navies large enough to challenge an Imperial force and any Aslan clan with such capabilities has to cross 30 parsecs before reaching an Imperial system. Even the Solomani Confederation, much closer to the Imperium both astrographically and technologically, has serious distractions of its own that limit the threat it presents.

Accordingly, the Admiralty views the region as a relatively safe area and its primary goal is to conserve precious resources and maintain the status quo by observing the Peace and not antagonising neighbouring powers. Thus, a posting to the Deep might actually be one of the safer assignments for a navy hand. Which is not in any way to say being stationed there is not challenging. Aslan *i hatei* entering Imperial space are more likely to represent a potential refugee crisis rather than a destructive attack on colonists. The politics of the Buffer are complex and ever changing, and conditions inside the Buffer can be dangerous and unpredictable for civilian merchants and Travellers alike.

Therefore, the mission of the Imperial Navy is somewhat different than in neighbouring sectors. Its mere presence creates an overwhelming deterrence to outside

aggression. Rather than warfighting, the Imperial Navy in the Deep is more likely to be engaged with internal security, worldbuilding and peacekeeping activities.

The Imperial Navy has four distinct components in the Deep. A named sector fleet, the Reaver's Deep Fleet, contains the heavy elements to deter an assault by a major Aslan clan, the Solomani Confederation or a coalition of independent states. Four numbered subsector fleets (the 47th, 78th, 173rd and 174th) are tasked with maintaining the security and stability of their assigned subsectors as well as neighbouring client states. As such, their forces are mainly light patrol ships and destroyers, with the fleet flagship usually being a heavy or light cruiser. Four numbered colonial fleets, corresponding to the subsector fleets, back up the regular navy, using older ships of lower capability. Finally, a special fleet – the Ftahalr Enforcement Fleet – is tasked with patrolling and monitoring the Buffer to ensure the terms of the ancient treaties with the Aslan are being observed.

Because of the extremely complicated political situations in both the Buffer and Hierate, the navy maintains a notably large attaché corps in the Deep. The officers of this branch are skilled diplomats, while enlisted personnel are trained as assistants and staff members. All personnel are carefully selected and vetted before commencing their training. The attaché corps supports the many Imperial embassies scattered throughout the region. The attaché corps also provides naval officers as liaison or advisors to friendly powers and colonial navies, for example, the Principality of Caledon and Confederation of Duncinae. Many such are in fact ordinary naval officers on special duty with the attaché corps, although liaison officers tend to be experienced diplomats and may in fact be permanent members of the corps.

Each fleet in the Deep maintains a large pool of 400-ton, jump-6 fleet couriers allowing communication between client states in Reaver's Deep. These fleet couriers are available to the diplomatic service, carrying messages to missions in the Dark Nebula.

REAVER'S DEEP SECTOR FLEET

The Reaver's Deep Sector Fleet maintains a fighting force of heavy warships such as battleships and battle rider/tender units that could repel an assault by a

major enemy force. Battle Squadrons (BatRons) are backed up by heavy cruiser squadrons (CruRons) and a carrier group to provide an effective first line of defence. The Peace of Ftahalr prevents most of these assets from entering the Buffer except under a few limited, very specific circumstances.

The Reaver's Deep Fleet is backed up by the much larger and stronger Daibei Fleet. In the unlikely event of an external threat, the Reaver's Deep Fleet would be expected to delay the enemy force long enough for reinforcements from Daibei to organise and respond. In fact, the Depot system for Daibei, which would provide the bulk of such a force, is located only three parsecs away in the Zhemis subsector, so reinforcements are always close at hand. As such, the Reaver's Deep Fleet is somewhat understrength and largely composed of older, second rate ships, although they are expected to be more than adequate to address most external threats.

The Sector Fleet is commanded by Admiral Khashga Kashadiirku. The assignment is likely Admiral Kashadiirku's last before her retirement. A meticulous traditionalist who cut her teeth with the Old Expanse Fleet, the admiral is not much for diplomacy with member worlds and has struggled to adapt to the very different mission of the Reaver's Deep Fleet.

The headquarters of the Reaver's Deep Fleet is the naval base at Khakhan in Nightrim. Khakhan is the home port of Flag Group Deep, the only true first rate force in the Sector Fleet. The Flag Group is anchored by the *Aella*, a fleet carrier accompanied by a light cruiser and support ships.

Other Sector Fleet assets are distributed at naval bases across the Imperial territories. The naval base at Kaagin in Nightrim is the home port to the 494th CruRon and 222nd BatRon, the base at Gerim in Caledon is home to the 93rd CruRon, the base at Kaanash in Drexilthar is home to the 103rd and 195th CruRons, as well as the 32nd BatRon, and the base at Nexus in Urlaggash is home to the 284th and 22nd CruRons as well as the 137th BatRon.

The 32nd and 137th BatRons are anchored by older *Ershur*-class battleships, the 200,000-ton, TL14 precursor to the TL15 *Heleish*-class. The *Ershur* was a new configuration introduced in 1063 as a smaller, general purpose battleship able to support a wide variety of missions. The *Ershur* debuted shortly before the Navy's transition to TL15, and although successful with the rimward fleets, was quickly considered obsolete. The 222nd BatRon is composed of *Quiquilat*-class battle-

riders, a design used in the Solomani Rim War. The 103rd and 284th CruRons are anchored by TL14 *Inkaalur*-class heavy cruisers, another Rim War era design.

The Reaver's Deep Sector Fleet also provides heavy monitors for defence of the capital worlds of St. George and Urlaggash, as well as the naval base at Mauve in Fahlnar.

COLONIAL FLEETS

Colonial squadrons are based at worlds that can provide the personnel and technology to maintain them, and are equipped with third-line but serviceable ships and levels of personnel training lower than in the Imperial Navy. Unlike the Imperial Navy, whose squadrons usually comprise identical ships, colonial squadrons often intermix different vessels of a similar general class.

Reaver's Deep has four separate colonial fleets, each associated with a numbered subsector fleet of the Imperial Navy. These colonial fleets back up the regular navy, using older ships of lower capability owned and operated by individual world governments. Inactive assets are mothballed at the naval depot in Daibei and would be pulled from this facility only in the event of hostilities.

The Solomani Rim War represented the high watermark for these colonial fleets. While Imperial worlds of the Deep never appeared to be threatened by actual invasion, Confederation commerce raiders and opportunistic Aslan and human pirates harassed shipping both inside and outside the Buffer, particularly in the early years of the war. Many of the Deep's reserve ships that had been kept in the Daibei depot were destroyed in an unsuccessful Confederation attack in the opening campaign. With the Imperial Navy pinned down in Daibei, the colonial fleet needed to step up. The large shipyards at St. George, Gerim and Khakhan went into overdrive building new ships for the colonial fleets, while the boatyards at Garrison and Kaagin undertook rapid expansion programmes to upgrade their starports to Class A standards.

By the end of the war, most of the colonial squadrons had been modernised and outfitted with full compliments of ships. While the four colonial fleets were kept in good to excellent condition for nearly 70 years, after 1072 many assets were beginning to show

their age and have since been retired or scrapped without replacement. The Imperium does not currently provide significant subsidies to any worlds of Reaver's Deep to maintain colonial assets. Given that the in-sector Imperial Navy squadrons are understrength and mostly composed of second rate ships themselves, colonial squadrons often deploy ships that, while well-maintained, might better qualify as museum pieces.

FTAHALR ENFORCEMENT FLEET

The Imperial fleets along the Buffer are augmented by a special force created solely to enforce the Peace of Ftahalr. The fleet, commanded by Admiral Reva Yan, is based out of Mauve in Fahlnar. The Enforcement Fleet consists mainly of patrol ships and light cruisers, and is manned by personnel who have received general training in diplomacy, and dealing with Aslan in particular. All ships carry a team of negotiators and diplomatic advisors.

The fleet has a difficult job on its hands. It must deal with Aslan *ihaeti* forever attempting to grab new territory, human commercial interests expanding where they should not, plus small groups on both sides of the Buffer seeking revenge for casualties inflicted in the last skirmish, trying to redress a perceived slight or just looking for a fight.

The region is a hotbed of incidents, each with the potential for escalation into a serious conflict, and matters are not helped by the pride and sensitivity of Aslan. The Enforcement Fleet's duties take its ships – often without backup of any form – into dangerous situations on a regular basis. Captains (and their diplomatic advisors) must resolve each crisis as it happens, then rush to the next. Sometimes this means firing on Imperial-registered vessels, at other times attempting to face down a flotilla of *ihaeti* intent on claiming everything in sight no matter who is already in residence. The Enforcement Fleet's personnel and vessels are veterans of many close scrapes, diplomatic incidents and live-fire incidents.

Thus far, the Enforcement Fleet has done an admirable job of maintaining the peace and has won the respect of many Aslan clans, some of whom even supply advisors, in return for its even-handed and honourable treatment of both sides.

IMPERIAL INTERSTELLAR SCOUT SERVICE

The IISS explores new areas, maps and surveys known or newly discovered areas, and maintains the communications ships carrying information and messages between the worlds. In many respects, Reaver's Deep is the ideal sector for the scouts. Rather than military prowess, the Imperium's greatest needs in this region are related to information and communication, the stock-in-trade of the Scout Service.

Reaver's Deep is the site of one of the greatest triumphs of the IISS: preparing the Third Imperium for contact with the Aslan. At the founding of the Imperium, knowledge of the Aslan amounted to little more than fanciful stories and wild conjecture, and the scouts were tasked with tracking down these rumours. Advance teams in Daibei and later Reaver's Deep worked up a detailed assessment of the Aslan that guided the navy and ministries, ensuring Imperial representatives were well-prepared for encounters with this Major Race. During the negotiations for the Peace of Ftahalr, scouts provided critical information on Aslan psychology and culture as well as the complicated politics of the Hierate, resulting in an equitable treaty that remains in place today.

The IISS continues to be the leading service for the region, working in distant systems where no other Imperial agency would be able to venture. It is often said no starport bar in the Deep would be complete without at least one active and three detached duty scouts on the premises. While this is probably an

exaggeration, Reaver's Deep does represent one of the Scout Service's largest sector operations in terms of budget and staff. Scouts supply critical information to the Ministries of Commerce, Colonisation, and State, as well as to the military. The scouts also maintain communication links to Imperial client states inside the Buffer as well as the many Imperial embassies in the region.

Scouts carefully assess and direct Imperial contact with the large number of underdeveloped cultures within and without the Buffer, occasionally bringing the service into conflict with corporate interests. The Scout Service also advises the Principality of Caledon, which has developed its own organisation expressly modelled on the IISS.

For Reaver's Deep and the Dark Nebula, the IISS is the lead intelligence agency working inside the Solomani Confederation. IISS political scientists, sociologists, ethnologists and economists collect and monitor publicly sourced data while covert operatives gather more sensitive intel. The Scout Service tracks demographic trends, hoping to identify potential hot spots in the region, particularly Solomani Party activity.

Similar services are performed inside the Aslan Hierate. The Hierate is not a true government but rather a confederacy of thousands of different clans, which presents serious challenges for intelligence gathering. No central authority exists to direct policy or collect census data, so information must be gathered at the clan level. The clans are highly competitive and protective of their interests, with some outright hostile to the Imperium. The scouts also perform a vital courier service inside the Hierate, carrying personnel and material between Imperial embassies.

The Sector Scout Leader for Reaver's Deep is Herris Elsers, a savvy veteran who has spent his entire career working out of this region, having successfully made the rare transition from field to bureaucracy. The scout base at Kylian is the sector headquarters for operations in the Deep, the Dark Nebula and surrounding Aslan sectors.

Two scout leaders report to Elsers. Kafa Freve, a by-the-book product of the bureaucracy, is a rising star operating out of the scout base at Lurammish in Caledon. This base serves as the headquarters for operations in the Gulf, Nightrim, Caledon and Scotian

Scout Service logo



Deep. Scout Leader Au Kukegudsa operates out of Urlaggash, which coordinates operations in Drexilthar, Urlaggash, Drinsaar, and Fahlnar. The bases at Lurammish and Urlaggash are regional headquarters for the Offices of Administration, Operations, Technical Services and Detached Duty.

Four different branches of the Scout Service are in particular demand in the Deep: Intelligence, Contact and Liaison, External Mapping and the Imperial Courier Service.

INTELLIGENCE BRANCH

The Intelligence Branch of the Detached Duty Office is the service's covert operations arm and the lead Imperial intelligence agency for the region. While fierce rivalries between various Imperial agencies are common, both Army Intelligence and the Office of Naval Intelligence are willing to defer to the IISS in the Deep.

The branch's openly acknowledged function is to interview the many detached duty scouts operating in the region, gathering information on events both inside and outside the Buffer. Secretly, the Intelligence Branch maintains an extensive network of espionage assets inside the Buffer, Solomani Confederation and Aslan Hierate. Given the recent political turmoil inside the Carrillian Assembly, the Intelligence Branch is scrambling to shore up resources on those worlds too.

CONTACT AND LIAISON BRANCH

The Contact and Liaison Branch of the Exploration Office was originally charged with locating, contacting and maintaining friendly relations with foreign cultures, including non-human sophonts as well as isolated human cultures that had deviated greatly from the interstellar baseline during the Long Night.

As the Imperium expanded, the C&L Branch was given the additional duty of monitoring these foreign cultures and helping to integrate them into interstellar and Imperial life. Another function is the controlled dissemination of technological information to backward worlds within the Imperium, with a goal of bringing them up to Imperial standards slowly enough to minimise cultural shock effects.

The C&L Branch is in high demand in the Deep. Many Imperial worlds remain only partially assimilated into interstellar life and require careful supervision and guidance. Inside the Buffer are many backwards and isolated worlds not yet ready for establishing relations with the Imperium. In fact, the Buffer may yet harbour completely uncontacted cultures or sophont species.

The Imperial worlds of Loren, Gaargir and Marianne, as well as the client states of Loren, Drexilthar and Bakuur, all have cultures in long-term liaison status, meaning they have not fully assimilated Imperial culture and require additional guidance. Scout bases in each of these systems are operated by the C&L Branch. C&L operatives work with local authorities and institutions to keep the process of integration running smoothly. The C&L Branch also maintains a base at Khaggish in Nightrim to support the quarantine of Orkney and Maiden.

The C&L Branch has established four trading stations along the border to encourage interstellar commerce with the independent worlds of the Buffer. These installations, at Ankara, Mer, Hope and Devonia, serve as clearing houses for merchant dealings and have a small staff of no more than 15-20 scouts. Their services include brokerage, arranging warehouse storage, small-scale commodities exchange, linguistic and cultural translation, commercial database access, and so on. These services are free and available to anyone on a first-come, first-served basis.

EXTERNAL MAPPING BRANCH

The External Mapping Branch of the Survey Office is responsible for maintaining maps of areas outside the Imperium, used for navigation, colonisation or economic planning. The accuracy of such information is critical for operating inside potentially dangerous areas such as the Buffer, or in regions where the political situation is fluid, such as the Aslan Hierate. A single clan war can reshape the allegiances of an entire subsector in a few short weeks.

The Solomani Confederation, some Aslan clans and many worlds inside the Buffer are more or less hostile to the Imperium and likely to object to an Imperial mapping expedition in their territory. Most survey ships used by the branch in the Deep are specifically designed for stealth, self-defence and long-range independent operation. External Mapping also works closely with the Intelligence Branch, combing through reports of espionage assets for astrographic data.

The Scout Service in the Deep has two bases running active extra-Imperial exploration operations using scout cruisers and couriers. Long-Missions generally use detached duty scouts and even experienced non-scout personnel to fill specialist roles. The 23rd Extra-Imperial Exploration Detachment, operating out of the scout base on Mirinda in Gulf, sends missions to Reaver's Deep, Ealiyasiyw, Hlakoi, Verge and the Riftspan Reaches. The 38th Extra-Imperial Exploration Detachment, operating out of Virshash, sends missions to the Dark Nebula, Iwahfuah, Ustral Quadrant and Uistilrao.

IMPERIAL COURIER SERVICE

Reaver's Deep is the terminus of the Imperial Express Boat Network. The scout bases at Urlaggash, Virshash, Kaanash and Kylian all have facilities to support x-boat operations.

The Imperial Courier Service of the Communications Office takes up where the Express Boat Network leaves off. The Courier Service carries small cargoes and important personnel that cannot travel by x-boat, often using 300 ton armed packets. Meanwhile, the x-boat routes are laid out so few Imperial worlds are more than three or four parsecs from the nearest x-boat station. The Imperial Courier Service carries messages to worlds off the main routes as needed.

Finally, the Imperial Courier Service maintains communication links with Imperial diplomatic missions in foreign regions. The scout bases on the Imperial client state worlds of Hernne, Grendal, Kaaniir and Bakur all have facilities for the maintenance and supply of Courier Service ships, greatly extending its reach into foreign territories.

IMPERIAL MARINES

The Imperial Marines are the elite military force charged with making initial landings on hostile planets, boarding hostile vessels in deep space and enforcing Imperial law, most notably violations of the Imperial Rules of War. The marines also act as ship's troops, along with guarding Imperial installations and starports. The unusually large number of Imperial embassies in Reaver's Deep and the Dark Nebula all require marine guards.

The marines are closely tied to the Imperial Navy, which provides support ranging from logistical supply to orbital fire on hostile targets. The chain of command for the marines comes directly from the Emperor through the Admiralty. Unlike the army, marines do not answer to local nobility under most circumstances, although units are occasionally loaned for specific purposes.

Imperial Marine units are all outfitted at TL15 and generally considered capable of taking on much larger forces. In many ways the marines are ideally suited for deployment in Reaver's Deep; small, high tech and nimble, they are right for most situations that require Imperial military force. The Imperial Marines have posted five line regiments to Reaver's Deep, each commanded by a colonel. A brigadier coordinates the actions of each regiment with their assigned fleet and advises the fleet admiral and civilian leadership on the current status and possible uses of the marines in any given situation.

The marines have several rapid deployment units ready to be dispatched on short notice. Each regiment has at least one 40,000-ton marine carrier, operated by naval personnel.

IMPERIAL ARMY

The Imperial Army is the body of troops designed to be the heavy defence force on the surface of member worlds. Because the Imperium is so vast and faced with different threats on every border, day-to-day control of the army is given to the subsectors. Each subsector has its own army, and is expected to operate independently, organising and planning for its own particular needs.

Individual worlds raise their own ground forces and are expected to contribute to the greater Imperial Army, sharing certain methodologies, technological standards, tactics and traditions. Individual worlds provide regiments organised into divisions during deployments and, if necessary, subsector divisions can be further organised into corps and whole armies if a larger deployment is necessary.

In Reaver's Deep, the Imperial Army faces fewer external threats than many other sectors in the Imperium. None of the independent worlds or interstellar states inside the Deep could field ground forces capable of seriously challenging most Imperial worlds in the Deep. While some of the larger Aslan clans could, doing so would mean violating the Peace of Ftahalr. The Solomani Confederation too could potentially mount a credible attack but the Imperial counterattack would be swift and devastating.

The army also faces fewer internal threats than other sectors. The relatively small number of Imperial worlds, in addition to the general backwards nature of the Deep, results in fewer internal disputes between member worlds requiring police actions. The Solomani Movement has yet to gain traction on the Imperial worlds of the Deep, resulting in less demand for garrison missions than in neighbouring Daibei or Magyar.

Most Imperial Army units in the Deep are equipped at TL13, meaning infantry outfitted with combat armour and gauss rifles, supported by battle dress-equipped units armed with PGHP-13s. Fusion guns, damper fields and grav tanks round out the battlefield. TL14 units use largely similar equipment but a greater proportion of troops are equipped with battle dress and PGHP-13s. Either force will outmatch most opponents. Only a small number of elite units, mostly Huscarles, are outfitted at TL15.

NIGHTRIM SUBSECTOR ARMY

The Nightrim Army is charged with protection of Caledon, Gulf and Nightrim. The force is commanded by General Rachi Fekin on St. George, who reports to Duchess Nessa. General Fekin, a product of the Khakhan army system, is a tireless advocate for military preparedness, despite the current lack of an external threat to Nightrim. She has ensured the Nightrim Army is outfitted at the highest Tech Level available and established a popular officer exchange programme with the Principality of Caledon.

Nightrim has the theoretical ability to field the equivalent of 16 regular lift infantry field armies, with most regiments outfitted at TL14. In reality, the subsector has not required the formation of any units larger than a corps since the Solomani Rim War. As would be expected, most of these forces are drawn from a handful of high population worlds. Gerim and Khakhan could each provide the equivalent of seven TL14 armies, while St. George could provide the equivalent of one TL12 army and Khagish one TL13 army. The rest of the Imperial worlds combined provide only five additional regiments. A not-so-subtle military rivalry between Gerim and Khakhan necessitates that every division formed by the army blends together regiments from these two powers.

Nightrim formed the 336th Lift Infantry Field Army during the Solomani Rim War along with two armoured infantry

corps and one grav tank corps. While the field army was primarily used to garrison captured worlds in Daibei, the three corps saw considerable action in Magyar.

The world of Concorde provides an elite TL14 assault infantry unit, the Wyaseokhta battalion. The battalion is composed entirely of Imperialised Aslan troops and was highly decorated during the Rim War, serving as assault troops in the 669th Armoured Infantry Corps. The Nightrim Ducal Guards are an elite TL15 grav tank regiment composed of seven battalions, huscarles of Duchess Nessa who have a long and storied history.

The Army has stationed at least a regiment on all 12 agricultural worlds in its territory and occasionally deploys a full division. Two divisions of regular lift infantry have been placed on Merison, an interdicted, low-tech balkanised world and the entire 1416th Armoured Grav Cavalry Corps is assigned to protect St. George.

URLAGGASH SUBSECTOR ARMY

The Urlaggash Subsector Army, commanded by General Rashad Odom, is charged with the defence of Imperial worlds in Urlaggash, Drexilthar and Fahlnar. Headquartered at Urlaggash, it is answerable to Subsector Duke Argadeg. The general, like the duke, is a fanatical equestrian and the two men probably spend more discussing horses than subsector defence. Both Countess Kagisga and Count Kiirkuur have expressed concern about the readiness of the Urlaggash Army but so far they have failed to extract any commitments from Duke Argadeg.

The Urlaggash Army has numerous responsibilities but can only field the equivalent of a single understrength, TL13 lift infantry field army. While the region has three high population worlds, none provide ground troops in significant numbers; Virshash is the homeworld of the Virushi, who are inherent pacifists, Narisagiir is an asteroid belt system and Garrison is under military rule and thus not allowed to raise its own military forces. In fact, instead of being a source for troops, Garrison is a net drain on resources as the army has to pull regiments from worlds across its territories to form the two lift infantry corps stationed on Garrison to assist the marines there with maintaining order. Another world under military rule, the asteroid belt at Olympus, has required the formation of the 2553rd Protected Forces Infantry Division to enforce its rule there.

Duke Argadeg's Huscarles are the Urlaggash Grenadiers, a TL13 lift infantry regiment made up of five battalions. The unit does not have a particularly distinguished combat record but does have a nasty reputation for debauchery and disorder. Despite the Duke's attempt to suppress such stories, the Grenadiers' sorry history of wanton violence and criminality, often fuelled by drunkenness, has been well documented.

IMPERIAL CIVILIAN MINISTRIES

All Imperial ministries have headquarters on Capital, which provide coordination and oversight for the regional offices. For Reaver's Deep, sector offices are maintained at Warinir in the Edge subsector of Daibei, with subsector offices at St. George and Urlaggash. Sector and subsector level administrators are chosen from local nobles, and are appointed, promoted and dismissed by the minister, usually upon the advice of the sector duke. The sector and subsector dukes, with the advice and consent of the local ministerial department head, appoint lower-level positions within each agency.

MINISTRY OF JUSTICE

The Imperial Ministry of Justice exercises authority over violations of Imperial law, especially when those violations occur on Imperial territory, including within the extrality boundary of starports. Judges, justices and the other personnel of the Imperial justice system are part of the Ministry of Justice. Special agents of the Ministry of Justice travel throughout the Imperium to investigate specific cases and to ensure fair and impartial administration of justice.

In addition to the Imperial court systems, the Ministry of Justice administers the Imperial prison system. The Imperium has one prison camp in the region, at Eilis in Fahlnar. Eilis occasionally receives transfers from the notorious and aptly-named prison on Purgatory in Daibei.

MINISTRY OF STATE

The Ministry of State is in charge of diplomatic relations with the Imperium's neighbour states and client states. The primary goal for the Ministry is to maintain the current balance of power in the region, which chiefly favours the Imperium. Ministry officials assist the sector and subsector dukes in ensuring all obligations required under the Peace of Ftahalr are met. However, certain elements within the Ministry, said to be influenced by the megacorporations, have recently advocated

for expansion of the Imperium into the Buffer. Such recommendations are generally opposed by both the Admiralty and the Scout Service.

In the Deep, the most important ministry office is the Imperial Diplomatic Corps, overseeing the embassies and consulates sent to foreign powers and Imperial client states. The Imperium maintains relationships with its neighbours by exchanging embassies with them. All of the small interstellar states inside the Buffer have at least one embassy and the Imperium maintains embassies on many of the important worlds, such as Aosewa, Khan, Houndd, Kingston and Germain.

The Imperium sends a separate ambassador to each of the 29 *Tlaukhu* clans, as well as a separate 'Ambassador to the Hierate' who is posted to Kusyu. This last position is technically an Ambassador Extraordinary and Minister Plenipotentiary. This ambassador, not assigned to any one clan, carries an Imperial Warrant that conveys the ability to make or break treaties and agreements, and declare or end wars, with the voice and authority of the Emperor. Additional embassies or consulates have been established in Aslan space on interface worlds and regions of importance.

The Imperium has no embassies in the Solomani Confederation. On Confederation worlds Imperial officials need to work through unofficial back channels. Aslan clans or corporations occasionally work as intermediaries.

MINISTRY OF COLONISATION

The original function of the Ministry of Colonisation was to select worlds suitable for colonisation or other exploitation by member worlds of the Imperium, and supply the expertise needed to oversee their settlement. Over the centuries the Ministry has been much reduced in size and influence, and its duties are now merely to advise sector and subsector officials who wish to undertake colonisation efforts.

While such projects are rare in the current Imperium, since the end of the Solomani Rim War a determined faction of officials inside the ministry sees Reaver's Deep as offering a rare opportunity for growth. As a backward, under-developed region close to several highly populated sectors, the Deep represents unusual potential. The Imperium claims several marginal, low population worlds that might harbour useful resources, such as Dundee, Inura, Mirinda, Hela or Mull. Duke Litininin has been largely supportive of these colonisation efforts, in part because he sees a

chance to increase his own political base and in part for the benefits of shuffling discontented citizens from poor, over-populated worlds in Daibei to poor, under-populated worlds on the edge of the Buffer.

The ministry faces much the same challenges in the Deep today that it faced in the Spinward Marches centuries ago in that virtually no amount of money will entice an individual to leave their home and livelihood for the bleak desolation of a colony world. The ministry has therefore turned to the same programmes used to recruit personnel to that frontier.

Under the Deferred Adjudication programme, a criminal defendant is able to plead guilty in exchange for being transported to a frontier world in Reaver's Deep. This affords the defendant an opportunity to avoid prison and begin a new life, and for the member world eliminates the high costs associated with imprisonment. Daibei is home to the notorious Imperial prison on Purgatory, so defendants accused of Imperial crimes are particularly well incentivised to find some sort of alternative sentence.

In the Unemployment Insurance programme, high population Daibei worlds such as Ilin, Orvon, Nu Polis, Tukera have successfully used the colonisation project as a means of reducing unemployment costs over the long term.

With the Medical Insurance programme, indigents unable to obtain medical treatment are provided with their needs in exchange for signing on to a colony. This option is particularly popular on poorer worlds such as Zenone, Vaarini or Pierson.

In the Anagathics Programme, qualified (and aged) individuals can be provided with anagathics to extend their life spans in return for providing such skills as administration, mechanical crafts or medical expertise to a colony world.

Finally, Land Grants to retiring veterans provide an experienced cadre for the military and police forces of a colony world.

So far these efforts have demonstrated mixed results in the Deep. While the Anagathics Programme has been particularly popular, Deferred Adjudication has been controversial for the receiving worlds. Many resent having the dregs of Daibei dumped on them, although incidents of recidivism are low.

IMPERIAL CLIENT STATES

Client states are systems that have aligned themselves with a larger power, either a single world or a group of worlds. The relationship is usually beneficial and normally economic in nature, although political and defensive arrangements can exist. Client states allow the Imperium and many Aslan clans to maintain a presence inside the Buffer in accord with the terms of the Peace of Ftahalr.

The Imperium has carefully cultivated 14 different worlds as client states here, occasionally to the consternation of neighbouring worlds and Aslan clans. In addition to these individual worlds, the Principality of Caledon and the Confederation of Duncinæ maintain strong relations with the Imperium and are occasionally referred to as Imperial client states, although neither the Principality nor the Confederacy would accept that description. In any case, client states provide an important springboard for the Imperium into the Deep and the Hierate – seven client states host scout bases and another five host navy bases. In all cases the facilities are leased from the host world, rather than owned by the Imperium, in order to avoid violating the Peace.

The Imperium maintains embassies on the capital world of all client states and invites client states to establish embassies at Capital. The Imperium provides the client state access to high stellar technology and other goods not otherwise available. In many cases the Imperium protects and encourages commercial traffic to and from the client state, although both parties have to maintain a certain level of discretion in order to avoid drawing too much scrutiny from the Aslan signatories to the Peace.

At the time the Peace of Ftahalr was signed the Imperium had already signalled its intention to absorb Drexilthar and Urlaggash. The Imperium had been drawn into both subsectors as part of the conflict with the Drexilthan Empire in the 200s and Imperial forces were still occupying the Ilharan homeworld when the Peace was ratified. The treaty forced the Imperium to relinquish claims on all those worlds falling inside the Buffer, though Imperial oversight of Drexilthar was grandfathered into the agreement.

Although the Imperial Starport Authority operates the starport at Drexilthar, all other client states in the Buffer operate local starports under the control of their own planetary government. The Imperium ensures these local facilities are administered much like an Imperial starport, including establishing extrality.

SOLOMANI CONFEDERATION TERRITORY

The Solomani Confederation is a human-dominated interstellar community located directly to rimward of the Third Imperium. The majority of its worlds are part of the old Solomani Sphere, which was originally defined as the worlds within 50 parsecs of Terra in the Solomani Rim. The Confederation is a breakaway territory of the Imperium, having declared independence in 871. At first ignored by the Imperial government, the belligerent and extremist policies of the Confederation eventually led to the Solomani Rim War (990–1002). Since the war, the Confederation government has maintained an official détente with the Imperium.

Solomani systems in Reaver's Deep, the Dark Nebula and the Ustral Quadrant are informally described as the Lion's Mane of the Confederation. A combination of lucrative trade and sporadic conflict with the Aslan Hierate clans dominates politics and business. The population is predominantly human, with a small Aslan minority.

Terrans settled the Lion's Mane during the Interstellar Wars and the Rule of Man, and an estimated 90% of humans in the region have some Solomani ancestry. However, the majority have a mixed genetic background and pure-blooded Solomani are actually a minority. The Long Night largely corresponded with the

Aslan Age of Expansion, meaning human populations could be more connected and mobile than other areas of Charted Space. Consequently, many Terran populations freely intermixed with Vilani and other human lines such as the Darmine, Liberts or Murrissi. Pure Solomani populations are generally limited to either isolated worlds cut off from interstellar society during the Long Night or more recent emigrants from Confederation sectors.

In the Lion's Mane two distinct subcultures occupy significant positions within Confederation society: Yelars and Aslanic humans. While these population groups have radically different outlooks, both present serious challenges to the Confederation.

Many humans in the Dark Nebula are descended from Terrans who originally settled hospitable worlds now lying deep inside the Aslan Hierate. During the Aslan Border Wars their ancestors were driven from their homes and forced to settle grim and unforgiving worlds in the Dark Nebula and Ustral Quadrant. These refugees and their descendants adopted outlooks just as grim and unforgiving as their new homes and are now known as Yelars, after Yehlya'aow, a long-lost garden world in the Iwahfuah sector.



These displacements occurred over 1,000 years ago but the trauma has been seared into Yelar cultural memory. Communities still speak fondly of worlds 50 parsecs inside the Hierate no living human has ever stepped foot upon, using names first given in languages now extinct. Today, many Yelars retain an abiding hatred for Aslan and gravitate to some of the darkest and most violent strains of radical Solomani ideology.

Aslanic humans, in contrast, are descended from Terrans who originally settled worlds in the Lion's Mane but came under the cultural and political influence of the Aslan during the Long Night. While human interstellar culture dwindled and receded, Aslan culture flourished and expanded. The Aslan kept interstellar trade, travel and communication alive throughout the Long Night and many human worlds welcomed an Aslan presence, adopting certain elements of Aslan culture and occasionally fully assimilating into Aslan life. The frequent contact between the two species led to the gradual emergence of Aslanic, a simplified version of the Aslan language – much easier for humans to pronounce than the notoriously difficult *Trokh*. Aslanic quickly spread throughout human worlds during the Long Night, becoming the dominant trade language of the region and remaining in common use today.

In current use the term 'Aslanic' can refer specifically to humans speaking Aslanic as their primary language but also generally to the many human cultures that remain heavily influenced by the Aslan. Some of these Aslanic communities in the Dark Nebula live in a primitive technological state by choice and regard outsiders with distrust. They cling fiercely to their culture and language and have proven remarkably resistant to assimilation into Solomani life. Conversely, there are deep and ugly Solomani prejudices against these Aslanic communities: *Asmani* is a regional, highly disparaging term used to describe humans in societies culturally dominated by the Aslan.

THE SOLOMANI PARTY

Because of the prevalence of mixed humans in the Dark Nebula and Reaver's Deep, Solomani Party ideology has not enjoyed widespread adoption in the region. As membership in the Party is only open to pure Solomani, this minority forms a sort of aristocratic elite not unlike the nobility in Imperial society. Further, the small number of pure Solomani makes it all-too-easy for Solomani washouts from Confederation sectors to find success in the Lion's Mane as low level, carpetbagging Party officials.

Conversely, ambitious young Party members born in the region tend to migrate to the core sectors for greater challenges and rewards. As a result, the Party organisation is swelled with an unusually high number of incompetents and slackers.

This phenomenon was parodied in the *Borys from Aldebaran* holovid series. Each week the titular Borys – a hapless, entitled bureaucrat toiling in the offices of an unnamed civil service department – ruins the life of a beleaguered citizen through an unholy combination of neglect, ineptitude and arrogance. Borys, of course, always escapes without consequence, usually due to his unseen 'Uncle in the Secretariat'. The programme, wildly popular in the Treege Cluster, ran from 1093 until 1095, when unspecified 'production problems' resulted in its unexpected and much-lamented cancellation.

PARTY Factions

The Solomani Party holds sway to a lesser or greater extent on all Confederation worlds. There are also branches of the Party on many non-aligned worlds in the Buffer, although these may be operating covertly or illegally. The Solomani Party is divided into dozens of powerful and hundreds of local factions. A few of these factions are strong enough to exert significant influence on many Solomani worlds.

ASLAN HAWKS

This faction believes the Aslan are a cruel, violent species representing an existential threat to the Confederation and that no rapprochement is possible. Hawks are opposed to any trade or travel between the Confederation and Aslan clans, believe in strong human militaries and feel the Confederation must use all means to liberate human populations inside Aslan space. The faction is associated with virulent, anti-Aslan racism and is said to sponsor violent border militias and terrorist actions on Aslan worlds.

Although Aslan Hawks are a clear minority even in the Dark Nebula, they have historically wielded an outsized influence on Solomani Party politics and continue to dominate Home Forces. Their near-fanatical devotion to this single issue has allowed them to drive many Confederation policies, including expansion into Akuusir. While opportunistic Party leaders have used the Aslan Hawks as a reliable source of political support, since the end of the Solomani Rim War the faction has become something of a liability and their leaders are increasingly alarmed by their sharply reduced influence over Party decisions. Aslan Hawks remain an important bloc on Jingleswelt.

THE BROTHERHOOD OF MAN

Also called the Embracers, the Brotherhood accepts the notion that humans are the masters of Charted Space but rejects the idea of any distinctions between different types of Humaniti, at least those who can still interbreed with Solomani. This faction has a large following in the Lion's Mane, where the majority of humans have a mixed genetic background. Activist factions in the Brotherhood of Man engage in actions like protecting these mixed humans from discrimination. A key platform for this faction is 'Human Enfranchisement', which would expand Solomani Party membership to include all humans. Another key platform is support for the rights of humans living on Aslan worlds in the Hierate or Buffer. This faction was formerly dominant in the region but is currently out of favour. In the Dark Nebula, there is considerable overlap between the Brotherhood of Man and the Aslan Hawks.

HIERATE RECONCILERS

This faction is composed of pragmatic, mercantile interests who are quick to point out that, like it or not, the Aslan are the single most important trading partner for the Confederation worlds in the Lion's Mane, representing a large market as well as a key source for high stellar goods. Reconcilers view increased trade and collaboration with Aslan clans as a vital counter-balance to trade with the Imperium. The Reconcilers are opposed to further spinward expansion of Confederation borders and seek to end antagonistic Party interference with human populations inside the Hierate. This faction is particularly popular inside the Wuan Technology Association and the Treege Cluster, as well as on Avalon in Fahnar and – somewhat surprisingly – represents a vocal minority on Jingleswelt.

INDIGENE PROTECTIONISTS

This faction, popular on the spinward and rimward frontiers of the Confederation, believes the greatest Solomani quality lies not in genetic coding but rather in an inherent aptitude for creativity and adaptation, as expressed through the development of language and culture. Protectionists celebrate the incredible diversity of human cultures and deplore the 'Imperial' impulse to flatten these natural differences under one interstellar monoculture. Over two dozen worlds in the Dark Nebula alone meet the Low Tech trade classification and most of these worlds have vibrant local cultures, sometimes thousands of years old.

Protectionists want to give these worlds greater self-determination in order to preserve their unique and increasingly endangered cultures. Such worlds should be allowed to develop naturally without outside intervention and provided the freedom to be left alone if desired. While this agenda has received limited support outside the frontiers, the faction managed to secure protections for Cengmang in Ruih, a TL1 world incorporated into the Confederation as part of the post Rim War annexation of the Akuusir Cluster.

NEBULA CENTRALISTS

This faction wants a strong, centralised Confederation government to direct policy rather than an assortment of high population worlds and regional multi-world associations. The Centralists believe post-war reforms went too far, giving too much power to worlds that did not need or deserve it, while leaving behind a majority of smaller, poorer and backward worlds – like most of the Lion's Mane. This faction wants a strong central government able to implement robust world-building programmes to bring the impoverished border worlds up to higher standards. This faction has support on many of the lower-tech worlds in the Dark Nebula such as Karziv, Nigdye, Iruma or the Macario Belt.

NEBULA FEDERALISTS

The Nebula Federalists want to reduce bureaucracy and central control by the Confederation, a devolution of power to local Solomani Parties so they can get on with the important business of creating the perfect Solomani society. Nebula Federalists seek to lower military spending to reduce Confederation taxes, favouring a smaller Confederation Navy, drastic reductions in the manpower of the Confederation Army and greater emphasis on local Home Guard forces. The Nebula Federalists are highly influential on strong worlds such as Avalon, Satwor, Column, Jingleswelt and Treege.

POST-SOLOMANISTS

This controversial faction embraces widespread genetic modifications to better adapt Solomani for new worlds. The Confederation is more culturally accepting of genetic modifications than the Imperium, in part due to the storied role geneering has played in Solomani history. However, even the Solomani have reservations around this technology; given the cultural fixation on genetic 'purity', most Solomani are at best uncomfortable around geneered humans or genetic augments. The average Solomani is also concerned about geneering efforts to produce a superior breed of human, the so-called supermen. Moderate Post-Solomanists might advocate only for

geneering to correct for problems or allow colonists to be better suited to a high-gravity or tainted atmosphere worlds but radical Post-Solomanists push for genetic modifications to increase abilities above the human baseline.

SOLOMANI PURISTS

This faction believes maintenance of racial purity is of vital importance. This group is particularly concerned the human populations in the Dark Nebula and Reaver's Deep are largely mixed, with genetic surveys demonstrating a large amount of Vilani and other human genetic backgrounds. The goal of the Purists is to keep these populations on the frontier and prevent further expansion of the Confederation into the Buffer. They fear close contact may be corrosive to the Solomani Cause and lead to the rise of factions like the hated Embracers. Solomani Purists emphasise strong Home Guard forces and stringent genetic testing and laws to prevent and control the immigration of non-Solomani. While this faction is rare in the Dark Nebula and Reaver's Deep, its preferred policies have important implications for the region.

LOCAL GOVERNMENTS

Local governments are guaranteed almost complete autonomy, although they must remain within limits set by the Charter of Confederation, requiring them to support the Solomani Cause, pay taxes and respect the sovereignty of the Confederation government over interstellar matters. The Charter of the Solomani Confederation requires world governments be approved by the Party and espouse the Solomani Cause but the government itself will usually be separate from the Party system. In the Dark Nebula, local governments are frequently at odds with the Party and it is not unusual for the Party to nullify the results of a popular election or remove a government head who is too frequently at odds with Party policy.

Local governments in the Confederation can exist in a variety of forms, from corporate states to religious dictatorships, as long as all recognise the primacy of the Solomani Party. On worlds in which most of the population are Solomani, nearly every adult may be a Party member and the world is therefore a fully participatory democracy. On other worlds, such as Satwor, the Party is an oligarchy controlling politics through doling out patronage. On Morlisbon, a bureaucracy, senior service posts are controlled by Party leaders.

On worlds where Party influence is strong, positions in the Party hierarchy correspond directly to parallel positions in government. For example, on Iruma, the planetary dictator is also the leader of the Party; the chairman of every city's Solomani Party is also its mayor and the Solomani Party educational committee runs the local school and picks its teachers. On Gakdorjaro, a representative democracy, the Party is a network of patronage and privilege that vets all candidates for office and controls the civil service and big-money political donors. All candidates stand for the Solomani Cause and elections turn on their support of other issues or their personal character.

MULTI-WORLD GOVERNMENTS

Most member governments control a single mainworld and its associated star system, although there are some multi-world governments or regions that are the territory of an important world. In addition, a number of alliances exist within the Confederation. The right to make such an alliance is enshrined within the Confederation's constitution, although occasionally the actions of an alliance threaten the Confederation as a whole and action must be taken to break it. This is more commonly by means of economic and diplomatic pressure than military action, but sometimes force is required to back up sanctions. This typically occurs when a Confederation embargo is ignored and the navy is deployed to enforce it.

IOUO FEDERATION

A former independent interstellar state with a capital on Iouo in Magyar, the Federation was founded in 140 and became a formidable interstellar coalition of human and Aslan trading interests. Allied with neighbouring human worlds, the Federation repelled a series of Aslan incursions out of Kimson's Stand. The Federation enjoyed considerable prosperity brokering trade between the Imperium, various Magyar states and the Hierate.

The industrious Aslan of the Ereyo clan were a founding partner of the Federation. The Ereyo prospered during the Long Night by partnering and trading with human worlds in Magyar but during the Aslan Cultural Purge the clan was exiled from the Hierate for becoming too familiar with the humans. The Ereyo homeworld, the water world of Iouo, became the capital of the Federation and in the Imperial period grew into one of the most advanced and important worlds in Magyar.

The Solomani period, however, saw a steady series of reversals. Proudly Aslan but ultimately loyal to the Solomani Confederation, the Ereyo illustrate the

dilemma facing non-humans within the Confederation. The Federation was not allowed to join the Confederation as a multi-world government and over the last 200 years the Solomani have placed more and more restrictions on the Aslan population. In 1069 the Confederation moved subsector administrative offices offworld, imposing direct military rule shortly thereafter. For all of these struggles, Iouo remains an important economic power in the region and is the source of many high-tech goods for New Libdis, Treege and Jingleswelt.

AKUUSIR CHARTER ORGANISATION

The Akuusir Cluster in Ruih and Akuusir was initially settled by humans but fell under Aslan control during the Long Night, with many human populations regressing to low Tech Levels. Following the disastrous Rim War in 1002, most of the Cluster remained outside the Confederation, although Solomani activists had established settlements on several independent worlds such as Satwor. In 1037 a conference of these activists drafted and signed the Akuusir Charter, which asserted that because the Cluster had been originally colonised by Solomani, the worlds rightfully belonged to the Confederation. The Charter included a mutual defence agreement and several resolutions, including petitioning the Secretariat for admission and coordinating development efforts. In 1041 Satwor became a member of the Solomani Confederation, beginning the rapid absorption of other Cluster worlds.

The Charter formed the basis for the Akuusir Charter Organisation, a multi-world government with a political and administrative centre on Satwor. In addition to Satwor, member governments include Meskok, Mosarelel, Springflow and Fonfado in Ruih and Akuusir. The Charter Organisation coordinates economic and defence activities for the member governments. As might be expected, Party members from Charter Organisation worlds are generally aligned with the Aslan Hawk and Embracer factions.

TREEGE CLUSTER

The Treege Cluster is an astrographic grouping of four systems in the Staa subsector of the Dark Nebula: Treege, Caperro, Miken and Sacrifice. The Cluster occupies an important communications and trade nexus running spinward from Aldebaran, Canopus, Ustral Quadrant and Magyar to Jingleswelt and the Hierate. All four systems belong to a political alliance advocating for free trade with the clans of the Hierate.

The Treege Cluster worlds contain strong support for the Hierate Reconcilers and Nebula Federalists factions of the Solomani Party. The worlds generally advocate for good relations with Aslan clans. Treege is generally opposed by Jingleswelt, a hotbed for the Aslan Hawks and Embracer factions, and has a long history of working cooperatively with the Aslan, stretching back to the Border Wars. A popular, unflattering slogan on Jingleswelt is *While Jingleswelters died, the Treegeans dealt.*

WUAN TECHNOLOGY ASSOCIATION

A notable multi-world coalition with a capital on Wu in Magyar, Wuan culture evolved during the Long Night to prioritise collaboration, cooperation and efficiency. Whereas the Vilani used social engineering to achieve similar goals, the Wuans turned to bioengineering. An ambitious eugenics project allowed Wuans to self-geneer themselves into a distinct subspecies of Humaniti. Nearly every niche in Wuan society has an associated, highly specialised genotype expressly engineered to perform that role. While there may be dozens of different roles and hundreds of variants, the apparent conformity of Wuan society can be unnerving to visitors.

The Association arose during the Long Night as a loose coalition of allied corporations and held considerable economic and political influence across the region. The Association helped broker the Treaty of the Dark Nebula in 212, which brought a temporary halt to human and Aslan conflict.

The Wuans attempted to maintain their independence after the Solomani Autonomous Region was established in 704 but eventually the Wuan worlds conceded to the inevitable. The Association was instrumental in the development of starships for the colonial navies of the Autonomous Region and although Wuan representatives argued the 871 Confederation constitution was needlessly provocative toward the Imperium, the Association was admitted into the Solomani Confederation as a founding multi-world government. Similarly, the Association unsuccessfully attempted to stave off the Solomani Rim War, correctly predicting the disastrous outcome for the Confederation.

As of 1105 the Association consists of several large Wuan corporations with principal status and twice that number with associate status. The principal corporations are the equivalent of sector-wide concerns operating within 30 parsecs of Wu. The associate corporations are generally limited to a few worlds or subsectors in scope. The Association has been



extremely successful in exporting goods and services outside the Confederation, cultivating markets within the Aslan Hierate, on the unaligned worlds of Reaver's Deep and the Dark Nebula, and with independent polities such as the Carrillian Assembly and the Gerontocracy of Ormine.

THE INTERSTELLAR SOLOMANI PARTY

The Interstellar Solomani Party is the hierarchy above the level of individual and multi-world governments, and consists of higher-level permanent bodies and committees charged with organising Party affairs at the subsector, sector and Confederation levels. While the Interstellar Party was significantly weakened in most of the Confederation following defeat in the Solomani Rim War, in Reaver's Deep and the Dark Nebula it has remained important because so many member governments have weak planetary Parties. While the Interstellar Party has limited ability to direct the actions of an individual government, it dominates the Confederation's interstellar bureaucracy in the region.

The Parties of individual Solomani worlds in Reaver's Deep, the Dark Nebula and the Ustral Quadrant are all represented by one of seven District Party Committees, roughly corresponding to one of the old Imperial subsectors. These Committees are Fahlhar, Akuusir (which also represents Confederation worlds in Ruih), Danvers (which also represents Yataw), Kimson's Stand, Staai, Thalia (which also represents Yewoiauehoah) and Iselle (which includes worlds in Adere).

The seven District Committees roll up to a single Regional Party Committee, headed by a Regional Secretary. The Committee meets every 60 days at its offices on Treege in Staai. The current secretary, Telze Zise, is a veteran Party member from Treege and the daughter of high-ranking Party officials. She attended the prestigious Descartes University on Home, where she received her first taste of Party politics and found it much to her liking. She is intelligent, empathetic and a natural operator, able to connect with anyone from backwater colonists to high-placed Party officials. She is a staunch Nebula Federalist, believing in strong powers for member governments.

For years the Regional Party Committee was dominated by Aslan Hawks and the Brotherhood of Man, two Party factions determined to liberate oppressed human populations beyond the Confederation's border. Their enthusiasm led to several ill-advised interventions on Aslan worlds but the breaking point came with the annexation of the Akuusir Cluster, a move denounced

by the powerful Aslan clans and one that has imposed a significant burden on district and regional resources. The worlds of the Akuusir Cluster are generally poor, low tech, and Aslanic-speaking, and have proven stubbornly resistant to assimilation.

Zise was placed into the Regional Secretary position to pull back on many of these Embracer and Hawk policies. In a few short years she has purged the Regional Committee of these factions and has focused her energies on trying to prevent future cross-border debacles.

SOLOMANI SECURITY

SolSec is the internal intelligence agency of the Solomani Confederation, charged with 'the maintenance and protection of the Solomani Cause against all enemies'. SolSec has broad, constitutionally granted powers of investigation and arrest, and its political officers are embedded with army and navy units to ensure conformity with Solomani ideals. SolSec's most potent capabilities come from the many undercover or sleeper agents it inserts into targeted organisations, supplemented by an extensive monitor programme, which in concert with highly automated data processing systems give it a society-wide capacity for surveillance.

SolSec is subdivided into three directorates and these are divided into sections and offices, each of which is a huge organisation in its own right. Out on the frontiers of Reaver's Deep and the Dark Nebula, each faces challenges far different than any encountered in the core of the Confederation, where the SolSec's supremacy is all but unquestioned.

EXTERNAL DIRECTORATE

The External Directorate is charged with engaging in intelligence and covert operations intended to further the Solomani Cause beyond the Confederation's borders. It is organised into sections responsible for particular areas of operation and for the Dark Nebula and Reaver's Deep, the Imperium is not a priority target. Instead, more relevant in the region is the Aslan Section, which also covers human independent states inside the Buffer.



The Aslan Section operates in support of human populations on worlds inside the Hierate and Buffer. Agents infiltrate these worlds to cultivate local intelligence assets, which helps SolSec assess the political situation. The goal is to build and support local pro-Solomani movements by providing needed resources such as money, technology or weapons. SolSec is believed to have successfully placed agents inside small independent states such as the Union of Harmony, Lanyard Colonies, Gerontocracy of Ormine and Carrillian Assembly.

SolSec has traditionally had difficulty working on more primitive human worlds, particularly those that have partially or fully assimilated Aslanic populations. On such worlds offworlders are easy to identify and Aslanic-speaking populations are suspicious of and particularly resistant to *Hisol'i* (Solomani) advances.

The Aslan Section is also in charge of gathering intelligence on clans inside the Hierate and Buffer but the agency's efforts have been severely hampered by a reluctance to utilise Aslan assets, as well as a generally dismissive attitude toward Aslan capabilities. Confederation Naval Intelligence has proven far more adept at collecting military intelligence inside Aslan space than SolSec.

Historically, the Aslan Section was given free rein to operate in Reaver's Deep and the Dark Nebula, and it took full advantage of this allowance. The Section,

filled with passionate Aslan Hawks and Embracers, engaged in a crusade to subvert Aslan governments and annex human worlds on the border. To this end, agents are believed to have engaged in sabotage of Aslan facilities, armed insurgents on Aslan worlds and promoted anti-Aslan ideologies.

The Section took a scattershot approach and got scattershot results in return, with several notable fiascos over the years. An ill-conceived uprising on the split-control world of Earle in 1077 was easily put down by the Eteawyolei' clan, with human insurrectionists quickly identified and executed. The Aslan Section was instrumental in making the case for annexation of the Akuusir Cluster, a collection of poor, backward worlds that subsequently became a headache for the Confederation.

The coordinator general of the Aslan Section is Yaroslav Cooney, a grey, obese man with an unctuous demeanour and a veteran of many bureaucratic battles. Cooney was born on Home in the Aldebaran sector and after college did a tour with the Solomani Interstellar Development Corps, assigned to Turnovo in Kimson's Stand as a Galanglic teacher. He left the Corps transformed by the experience and spent most of his SolSec career pressing for the liberation of humans living under Aslan rule. The previous coordinator was ruined by the Akuusir affair and Cooney only barely escaped being dragged down himself by the mess. Speculation within SolSec is that Cooney may have given up his superior to save his own career.

INTERNAL DIRECTORATE

The Internal Directorate of SolSec is focused on operations within Confederation society. It has the highest status within the agency and the largest size; it also administers the SolSec monitor programme. The Internal Directorate exerts pervasive influence on Confederation worlds but like the other SolSec directorates faces unique challenges in the Lion's Mane. The Aslanic human population have been highly resistant to assimilation and more than quarter of all Confederation worlds in the region do not even have Internal Directorate offices.

The Directorate is concerned with the recent radicalisation of some local strains of Solomani ideology inside the Dark Nebula. Ironically, the Internal Directorate bears some responsibility for the creation and growth of them. It was decided that fostering anti-Aslan sentiments would help unify disparate Solomani communities and speed the assimilation of Aslanic populations. To this end the Internal Directorate quietly nurtured factions such as the Aslanic Hawks or the Brotherhood of Man but these factions have begun to produce particularly radical offshoots threatening the Confederation. Within the last 20 years the Directorate has undertaken an abrupt change of direction and begun trying to actively tamp down these more radical groups by withholding support and, in some cases, forcing a change of faction leadership.

The Integration Section of the Internal Directorate has the responsibility to ensure non-Solomani are properly integrated into Confederation society. This includes both mixed-heritage humans as well as non-humans such as Aslan. The Integration Section monitors and handles individuals or populations causing problems. To this end, the section recruits low-level agents and monitors from non-Solomani citizens so cooperative members of such non-Solomani minorities can better help police their own kind.

The section also monitors non-human aliens legally visiting the Confederation. For example, when Aslan visit the Confederation the Integration Section may assign agents to unobtrusively ensure they do not become involved in local politics. Sometimes more direct and overt measures are taken, such as the

assignment of 'cultural aides' to 'assist' the visitors. This does help avoid problems due to the outsiders' unfamiliarity with, or insensitivity toward, Solomani culture, laws and politics but also makes close monitoring very easy.

Another important role of Integration is to assist planetary Parties or their governments in dealing with racial unrest among non-Solomani. The Integration Section maintains special paramilitary units ranging from squad to battalion size, trained to assist political cadres in quietly and efficiently removing troublesome elements without the need to involve ordinary police, the Solomani Army or Home Forces.

The monitor programme of the Internal Directorate relies upon Solomani volunteers who file reports on the actions and behaviour of those around them, especially actions reflective on their loyalty to the Solomani Cause or affecting the safety of the state. While monitors have been highly effective in core Confederation sectors, the Internal Directorate struggles with implementation in the Lion's Mane. Many of these worlds, heavily shaped by Aslan culture and its notions of honour, struggle with the very concept of monitors. For Aslanic citizens, loyalty – whether to clan, leader or interstellar state – is essentially the same as honour. The idea of anonymous informants secretly questioning the honour of their neighbours is anathema. Such a serious charge is to be made openly as a prelude to a challenge.

The Internal Directorate struggles to recruit monitors, for to be a monitor is considered shameful and dishonourable in Aslanic culture. Further, the lifespan of a known monitor on these worlds is short and the end typically brutal; in Aslanic society, dishonour is a far more serious transgression than murder. The usual fate is to publicly mount a monitor's head on a pike in a brazen display of defiance. This custom is purely a human invention, as Aslan themselves have no precedent for monitors.

TECHNICAL DIRECTORATE

The Technical Directorate is in charge of assisting the other directorates through the maintenance and development of specialised scientific and technical capabilities and equipment. The Technical Directorate has been essential in the creation and maintenance of the Solomani surveillance state. Monitoring

such a large and diverse population can only be accomplished through extensive use of databases, AI analysis and robots.

These tools have proven difficult to deploy in Reaver's Deep and the Dark Nebula as the Technical Directorate has struggled to adapt to the many low-tech, unassimilated worlds in the region. Most Aslanic populations distrust technology and are reluctant to adopt conveniences such as hand comms or computer networks, which readily allow for automated monitoring. They avoid providing genetic samples or accurate personal information to government officials and Party databases are clogged with fake addresses, made up names and fabricated data. Video cameras, data transmitters and surveillance drones are all frequent targets for vandals. Directorate staff are rightfully wary of verifying data in-person, as many survey takers have been harassed, assaulted, or gone missing.

The External Directorate and Internal Directorate of the Dark Nebula are engaged in a fierce and long-running rivalry inside SolSec. The External Directorate has generally had the upper hand for most of these interneccine struggles but since the Akuusir affair it has suffered a serious reputational loss and the Internal Directorate appears to have emerged on top. The Internal Directorate is firmly opposed to further expansion into Aslan territory, citing the already formidable struggle to assimilate the Aslanic worlds of the Akuusir Cluster. It is widely rumoured that the Internal Directorate was behind the installation of Telze Zise as the Regional Secretary of the Solomani Party.

CONFEDERATION NAVY

The Solomani Confederation was once part of the Imperium and its navy inherited its ships, doctrine and traditions from the Imperial Navy. Although there has been significant change in the intervening time, many practices of the Confederation Navy are virtually identical to those of its Imperial opponent. However, the destruction of much of the Confederation's warship tonnage in the Solomani Rim War resulted in a doctrinal shift and construction of a fleet to match it.

The post-war navy transitioned from primarily a battlecruiser force to one incorporating larger battleships and battle riders, foregoing greater agility for heavier armour and armament. As one Imperial Naval Intelligence assessment put it, 'There were certainly lessons to be learned from the Rim War, but it is unclear if the Confederation actually learned any of them'. Post-war procurement has embraced a 'bigger is better' philosophy, despite meson spinals making

larger ships more vulnerable than smaller ships, and the battlecruiser doctrine followed in the Rim War could have advantages in a TL14+ navy.

The central command for the Dark Nebula fleets is located on Morsang in Danvers. Since 1103 the Dark Nebula fleets have been led by Admiral Kirill Furukawa, who served with distinction on the Canopus frontier. He replaced Admiral Terra Delacroix, who was promoted to Admiral of the Solomani Rim Fleet. Admiral Furukawa, a creative and energetic officer, is experienced in dealing with Aslan clans but less sure in navigating complicated Party politics of the Dark Nebula.

The primary mission of the Dark Nebula fleets is to deter Aslan incursions into Solomani border systems. In truth, Aslan raids are sporadic, hit-and-run actions. The large clans are reasonably effective at keeping smaller clans inside the Aslan border and most exhortate clans in the Buffer are too small to pose a serious threat.

A vital secondary mission for the fleets is to deter piracy in the region, which remains a persistent problem, but an equally important secondary mission, although rarely acknowledged publicly, is to deter civilian *Solomani* antagonism in either the Buffer or Hierate.

The Dark Nebula command has three separate regional fleets. The Column Fleet is charged with the defence of Solomani worlds in Akuusir and Ruih, the New Libdis Fleet is charged with defence of Yataw, Danvers and Kimson's Stand, and the Treege Cluster Fleet is charged with defence of Staai. Both the Column and New Libdis fleets are expected to cover extremely large territories consisting of low population, low tech human worlds. All three consist of smaller, older ships. While no reserve fleet is maintained in the sector, neighbouring Magyar does have one of the larger reserve fleets in the Confederation. Naval simulations suggest that any kind of organised Aslan incursion into Confederation space would dissipate within 10 parsecs of the border due to Aslan infighting and other distractions, allowing time for the Magyar fleets to respond in force.

The Dark Nebula Fleet continues to maintain large numbers of battlecruisers, backed up by several TL14 *Planet*-class dreadnaughts, 300,000-ton vessels named after occupied Solomani worlds. A mainstay of the Confederation Navy, the class is beginning to show its age and is about to be downgraded to a battleship. These vessels originally entered service in 999 near the end of the Rim War but not in numbers sufficient to turn the tide. The ship immediately proved effective and reliable, and has been upgraded several times in the last century.

The Column Fleet, headquartered out of Column, has the equivalent of one carrier squadron (CarrierRon) and two patrol squadrons (PatRon). The PatRons consist of nearly two dozen small combat ships, typically a mix of 200-ton close escorts and 1,000-ton patrol cruisers. These assets are broken up into single or paired-vessels and divided between the four other Akuusir bases, at Colcan, Renfrew and Angle. A small flotilla of destroyers and escorts is stationed at Satwor.

The New Libdis Fleet, actually headquartered at Waq in Danvers, has assets roughly equivalent to one fleet squadron (FleetRon), which is anchored by *Planet*-class battleships, one CarrierRon and three PatRons. The CarrierRon is assigned to the base at Waq, the FleetRon to the Dark Nebula headquarters at Morsang and the patrol assets divided between those bases plus Damiel, Shin and Abmi.

The Treege Cluster Fleet, headquartered at Caparro, has the equivalent of two FleetRons, one assault squadron (AssaultRon), one CarrierRon and four PatRons. The 126th FleetRon and 83rd AssaultRon are stationed at Jingleswelt, with the 79th CarrierRon at Caparro. The 133rd FleetRon is stationed at Brimate. Patrol assets are divided between those bases, plus the base at Miken.

A fourth regional fleet, the Avalon Defence Fleet, is operated under the Daibei Sector command and charged with protection of Confederation worlds in Fahlnar. The primary mission of the Daibei command is deter an Imperial incursion. The Avalon Fleet has assets comparable to a FleetRon and two Patrons, divided between flotillas assigned to bases at Calcutta, Moibéal, Cerer and Avalon.

The Confederation Marines are directly subordinate to the navy, rather than being a separate organisation. They are used as a rapid-reaction strike force but their primary duty is to serve as ship's troops and security force for the navy. They are trained for shipboard boarding and counter-boarding actions and spend most of their time protecting naval bases and vessels in starports. The marines also serve as an elite protected forces unit trained in assaulting asteroids, highports, space stations and vacuum worlds. Confederation Marines are typically equipped with combat armour, although some units are trained in battle dress operations. They do not have the grav armour and artillery that Imperial Marine regiments are equipped with, expecting to rely on navy fire support and ship-launched fighters instead.

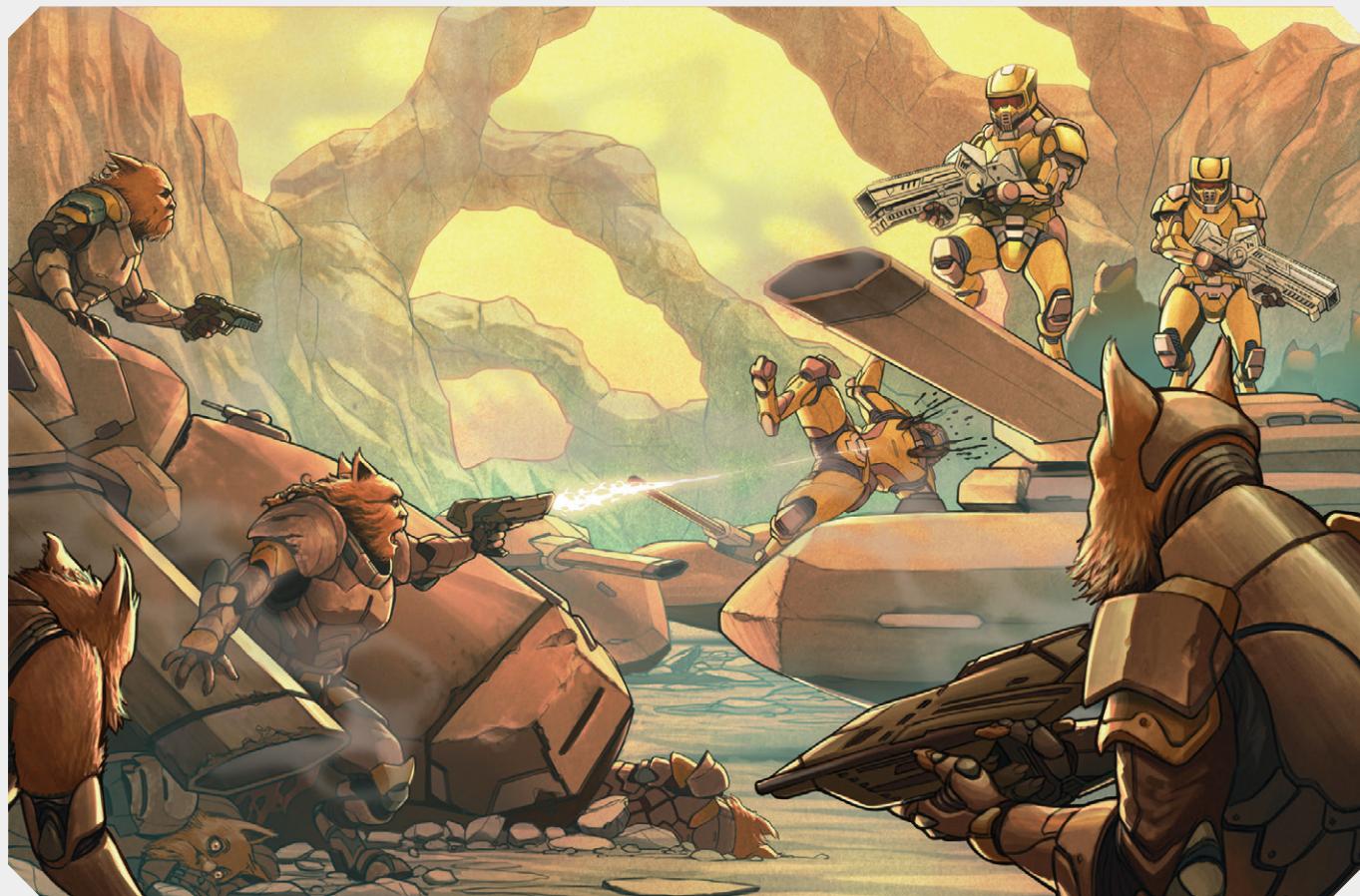
ARMY OF THE CONFEDERATION

The Army of the Confederation has a broad remit covering peacekeeping, disaster relief and suppression of insurgency as well as warfighting against internal and external foes. Most of its assets are deployable but the army does garrison and operate several large fortresses on key worlds. In the Dark Nebula the world of Jingleswelt is one of the Twelve Great Fortresses of the Confederation.

The army trains to defend and assault worlds and to fight wars on them. It has no space assets – that is the preserve of the marines – and relies on the navy to get its forces to the ground. Once there, the army fights as an all-arms force with ground, aerospace and maritime elements deployed as needed. Aerospace assets operate at high or low orbit but are ground-based for the most part. Most army units are trained to operate out of a navy carrier or transport but this is more in the manner of troops advancing out of a base in vehicles rather than fighting as marines.

The primary external threat for the Army of the Confederation in Reaver's Deep and the Dark Nebula are the many Aslan clans living just beyond the border in the Buffer and Hierate. Although the Aslan may often have numerical superiority, they tend to lag slightly behind the Solomani in technology and prefer light infantry units that are usually no match for Solomani armour. A more pressing threat is internal in origin; conflicts between member governments, pacification campaigns on human worlds not fully assimilated into the Confederation and unsanctioned civilian militias determined to start a war with the Aslan.

A Marshal of the Confederation has been appointed to take overall command of army forces in Reaver's Deep and the Dark Nebula. General Liisa 'Laser' Drummond was born on Jingleswelt in 1046 and attended an elite preparatory school before entering the Brachmann Confederation Army Academy. As a newly commissioned lieutenant in the 188th 'Red Dragon' Grav Tank Division of the 1st Staaï Lift Infantry Field Army, she was deployed to the Akuusir Cluster where she fought the rogue Aslan clan Hlawya on Chacimu. During the Battle of Taiwaeaa her grav tank platoon was caught in a withering counter-attack as Hlawya troops attempted to break out of the pocket they had been trapped in. Although one of her platoon's four Sartorius heavy grav tanks was destroyed almost immediately upon engaging the Hlawya, she held her position for nearly six hours under heavy enemy plasma gun fire before reinforcements could arrive.



Lieutenant Drummond was wounded during the action and awarded a Blood Crest and her first Order of Sol medal for conspicuous gallantry during the battle.

After Taiwaeaa she rose steadily through the ranks of the 1st Staaï Army. Although she gained a reputation for being a real ‘blood and guts’ officer, General Drummond’s greatest talent may have been managing the fiendishly complicated logistics of an extended ground campaign. Being appointed Marshal of the Confederation may be her toughest assignment yet, as the Secretariat has charged her with curbing frequent Solomani incursions into Aslan space, which threatens to kick off a real war with one of the big clans.

The Army of the Confederation fields approximately 120 regiments in Reaver’s Deep and the Dark Nebula, drawn from member governments across the two sectors. Most regiments are formed as lift infantry, with each battalion possessing sufficient grav transport for the entire force. Most infantry soldiers are equipped in TL12 combat armour with gauss weapons, supported by plasma and fusion gun operators in battle dress.

HOME FORCES

One legacy of the Aslan Border Wars is that worlds throughout the Aslan-Human Interface have a long tradition of maintaining their own system and planetary defence forces, often bolstered by private militias. The military reforms implemented by the Confederation after the Solomani Rim War simply channelled and standardised these individual efforts into a common programme.

The ground and naval forces of a member government are termed Home Forces, whilst those equipped and trained to an equivalent standard to Confederation forces are given the title Home Guard. All Confederation worlds are required to spend a minimum percentage of their GDP on Home Forces and given a set of roles these forces must be able to fulfil. The exact nature of Home Forces is up to the government, as is the decision to spend additional funds. Strategic worlds are granted a subsidy to augment their defences and may be assigned Confederation Navy or Army units on a long-term temporary basis.

Member governments are expected to maintain a force capable of enforcing interstellar law and protecting orbital traffic from piracy, assuming they have a sufficient level of technology or can buy the necessary assets. Most member governments are satisfied with this plus a reasonable ground force and most of those with additional capabilities limit themselves to in-system patrols. However, the Home Forces of some worlds include significant naval assets, sometimes including capital ships. Home Forces units can be transferred to Confederation Army or Navy command but usually operate under the control of their home government. The ability of some worlds to project power over interstellar distances can be problematic for the Confederation government but it is an integral part of the Confederation's structure.

Any Confederation world with a population of 10 million or more and a Tech Level of 7+ will have non-jump capable Home Force navies. In the Dark Nebula and Reaver's Deep, this would only represent 15% of all Confederation systems. At the lower end of the scale, such forces might consist of as few as a dozen 300-ton system defence boats. At the other end of the scale, the fortress world of Jingleswelt has over 3 million tons of system defence craft, ranging from entire wings of system defence boats to squadrons of heavy monitors.

Only nine Confederation worlds (8%) have Home Force navies with jump-capable ships: Calcutta and Avalon in Fahlnar, Column and Satwor in Akuusir, Waq in Danvers, New Libdis in Kimson's Stand, and Jingleswelt, Brimate, and Treege in Staa. All of these worlds except for Calcutta, Waq and Brimate have capital ships.

Even with subsidies, less than a third of all Confederation worlds have the population and technology base to field Home Forces ground units that could reasonably fulfil the most basic requirements. Only 22 worlds in Reaver's Deep and the Dark Nebula can raise at least one brigade of Home Force army units of TL6+. Of these, only eight worlds can field a corps or more of Home Force army units at TL10+: Calcutta, Hiatt, Avalon, Column, New Libdis, Jingleswelt, Brimate and Treege.

In the Dark Nebula, Home Forces have traditionally been dominated by members of the Aslan Hawk and Embracer factions. The Party has long encouraged this, as these factions were obsessed with military

readiness. Since the end of the Solomani Rim War, this enthusiasm has become a problem, as Home Forces have been caught up in a series of provocative cross-border adventures, led by Jingleswelt and Satwor, and contributing to increased tension between Confederation Navy and Army units and Home Forces. Rumours that SolSec has been interfering in Home Forces personnel decisions has created an environment of distrust and paranoia.

INTERSTELLAR DEVELOPMENT CORPS

A Confederation-wide nongovernmental organisation, founded in 1021 and dedicated to giving young Solomani citizens fresh out of school the opportunity to perform developmental and educational work among disadvantaged people, low-technology regressed worlds, and aliens. Development Corps missions are the face of the Solomani Party on primitive worlds inside the Buffer.

Development Corps mission teams work busily on the annexed Akuusir Cluster worlds to help the population adapt to life in the Confederation. They teach them to understand Galanglic, use Solomani technology and perform useful work within Solomani communities.

Educational teams help spread Solomani culture and technology. Where there is trouble, Development Corps relief teams distribute emergency supplies to non-Solomani worlds suffering from poverty, plague, natural disasters and war.

The Development Corps missions are full of earnest, well-scrubbed Solomani youths bent on bringing civilisation and culture to pretty much everyone and they do occasionally get in over their heads. Incidents involving Development Corps youth being captured, murdered or otherwise abused have resulted in intervention by Solomani Army forces, followed by an increased presence to protect Solomani citizens.

PRIVATE MILITARY COMPANIES

The Lion's Mane has always been fertile ground for mercenary units. Mercenaries are hired not only by planetary governments but also by the Confederation government to support overstretched army forces for both military occupation and intervention duty. In such cases these units would be attached forces – only units raised, trained, equipped and commanded

by the Confederation as a whole are considered to be part of the Confederation Military. This distinction is sometimes useful in avoiding responsibility for a fiasco but more commonly it is an administrative function; Confederation forces will always meet certain standards, attached forces may or may not.

Most mercenary units are composed almost entirely of ex-Confederation military veterans. Mercenaries are often part-time members of their respective Home Forces and subject to reserve call up and where a unit's political reliability is often more important than combat capability when finding tickets.

The Lion's Mane has a long history of armed vigilantes and private militias operating alongside government forces. Some of these independent groups have been notoriously bloodthirsty and lawless, little better than brigands. The military reforms implemented after the Solomani Rim War attempted to tamp down on these groups by channelling them into the Home Forces, where their activities could be monitored and controlled.

Instead, the most radical anti-Aslan militias took advantage of the legalisation of mercenary units to reform themselves as private military companies. These groups have continued to engage in violent, cross-border excursions but now do so with semi-legal and semi-professional credentials. SolSec has struggled to infiltrate these groups, which are disruptive and dangerous.

HOMESTEADERS

The Golden Planet, a 37-hour holonovel, premiered on the Bootean Federation network in 1047. This smash hit followed a group of Solomani homesteaders as they sought a new life for themselves on an untamed garden world in the Dark Nebula following the Rim War. The

homesteaders persevere through challenges ranging from natural disasters, crop failures, pirates and Aslan raiders. *The Golden Planet* inspired many disaffected Solomani to make for the Lion's Mane, many the children of war refugees who had been forced to abandon worlds in the Rim.

Meanwhile, the Solomani Party in Magyar spent decades actively recruiting colonists for the Akuusir Cluster in an ill-advised attempt to shore up these newly gained worlds. Private organisations targeted disaffected citizens on poor, high population, Imperial-occupied worlds such as Arrid, Esuan, Austa, Hyalin, Amon and Anerin. These groups lobbied the Ministry of Foreign and Colonial Affairs to expedite immigration from the Imperium, raised considerable funds for passage and supplies but then failed to invest in basic training or support, essentially dumping hundreds of thousands of ill-prepared refugees into hostile, low technology environments and leaving them to fend for themselves.

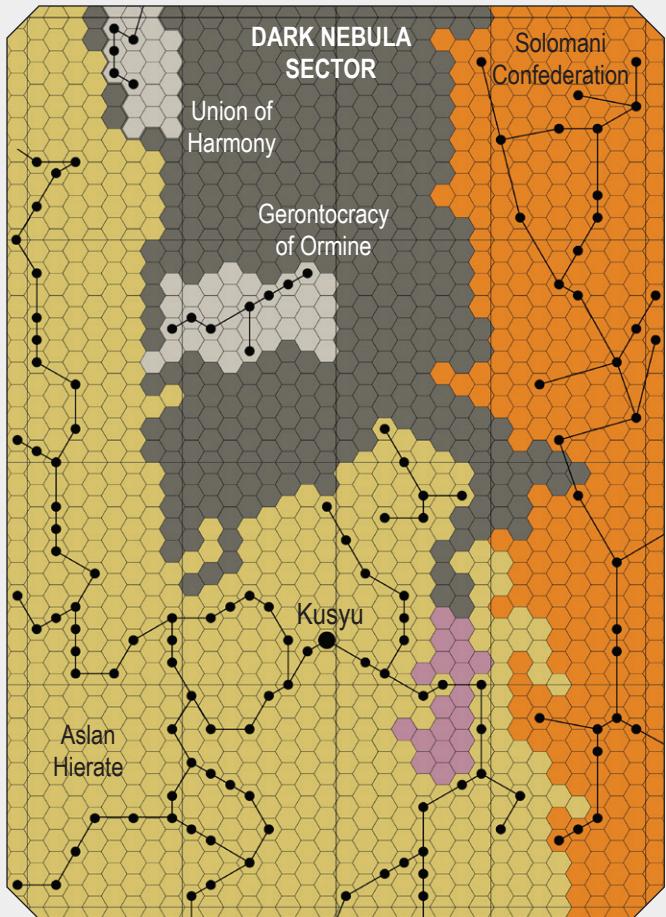
Many transplants perished while others became so reliant on external aid they have pushed local governments to the breaking point. In desperation, the Ministry of Foreign and Colonial Affairs finally stopped issuing new visas to worlds in the Cluster in 1101. Despite this, new homesteaders arrive in the Lion's Mane every day.

TERRAN ADVENTURERS' SOCIETY

Travellers' Aid Society hostels and operations in the Solomani Confederation were taken over by the Solomani Party in 870. They became the Terran Adventurers' Society, a similar organisation whose membership is open only to racial Solomani. Membership can be purchased but it is also used to reward loyalty to the Solomani Cause.

Members receive a subscription to *Rising Phoenix News Service* which provides up to date reports focused on the Solomani Sphere. Its business news and economic forecasts are of a high quality, while general news is good but political reporting follows the Party line.

A SLAN TERRITORY



I'aheako, the Aslan name for the Dark Nebula, is the beating heart of Aslan space despite it sits on the trailing periphery of the Hierate. Within I'aheako lies the homeworld of all Aslan, Kusyu. I'aheako, along with neighbouring Iwahfiah, form the Ancestral Worlds, a region of Charted Space first settled by the Aslan during their glorious Age of Expansion. Aeitle Sakh, or Reaver's Deep, is also important as a largely neutral area established by a historic Aslan peace treaty with the Third Imperium.

The Hierate is, in many ways, the inverse of the Third Imperium; if the Imperium is a federation of diverse cultures and worlds unified by a single central government, the Hierate is more like a federation

ASLAN HIERATE WORLDS

Generation of Aslan Hierate worlds is detailed in *Pirates of Drinax*. The process is similar to standard world generation but results in a few notable differences.

Law Level

For Aslan Hierate worlds, this code means much less as far as governing weaponry which may be carried than it does for human worlds. The real use for Law Level is to represent the touchiness of the local clan government. It shows the frequency with which authorities may be encountered; a higher Law Level will result in a greater frequency of encounters with the authorities or easily insulted males looking for a duel.

Bases

Aslan worlds have different types of bases available to them:

- **Naval:** There are two types of naval bases, those belonging to clans of the *Tlaukhu* and those belonging to lesser clans. Naval bases of the *Tlaukhu* are larger and better equipped. All bases are maintained by individual clans.
- **Clan Stronghold (ACS):** A large clan facility – the world is likely the home of an important pride or is strategically important.
- **Corporate Facility (ACF):** A highly important factory or corporate headquarters.
- **Research Station (ARS):** A clan-funded science facility
- **Ihatei Camp (AIC):** A camp for landless males looking for retainers or conquests.

of diverse governments united by a single, unifying monoculture. Many Hierate worlds are inhabited by many different clans, often with their populations intermingled. Differences between clan members are handled by the family structures; differences between clan members of different clans are handled by negotiations and agreements between the clans themselves.

The 29 strongest clans place their heads or a representative on a council called the *Tlauku*, which means '29' in *Trokh*, the common Aslan language. The *Tlauku* meets continuously on Kusyu to arbitrate disputes, settle matters of common interest and otherwise deal with the problems confronting any interstellar society. Clans are independent; an agreement with one clan binds no other clan and a peace treaty with one clan does not assure peace with all other clans.

There are no Hierate military forces, each clan having its own, and rarely acting in concert with other clans. The Hierate itself can call upon military forces only insofar as the clans agree to provide such forces. Even the minor forces conveying the 29's decisions are under the control of individual clan leaders.

Many Aslan clans live outside the borders of the Hierate in the buffer zones of Reaver's Deep and the Dark Nebula, as well as inside the Third Imperium and Solomani Confederation. These exohierate clans might adhere to traditional Aslan culture or deviate from this baseline in significant ways. A common deviation would be to adopt human cultural practices, such as relaxation of gender roles.

ASLAN CLAN DIRECTORY

The following directory of clans is but a small sampling of the more than 4,000 recognised clans in the Hierate, as well as the 80 or so significant exohierate clans living in and around the Buffer. All of these clans either play, or once played, important roles in Reaver's Deep or the Dark Nebula. These listings of vassals, allies, rivals and enemies are merely a selection of most relevant figures and not intended to be a comprehensive catalogue.

AEAHEKIHICKHIY, MULTI-WORLD CLAN

/ ah-EE-ah-EEK-ih-AYK-heh-yee /

Ally Eakhtawa

Rival HweaoLriya

Capital Au'aiyee (Dark Nebula 0220)

A powerful clan controlling a great deal of territory both inside and beyond Kyaenka. In Kyaenka alone the Aeahekihykhiy own the world of Hakekhea outright as well as a secondary world in the Ayeiyfua system and have holdings on the split control worlds of Hteoe, Waeorsya, Au'aiyee, Huuir'a'l, IyyoIy and Atayekhe. The most important Aeahekihykhiy pride in Kyaenka are the Khitaift, who control Hakekhea.

AEHIKEW, EXOHIERATE CLAN

/ AY-ee-HI-kew /

Capital Ftahalr (Dark Nebula 1208)

An honourable clan that chose duty over personal comforts. When the Peace of Ftahalr established the Buffer in 380, the Aehikew clan elected to remain behind as caretakers of the treaty world.

AFAIKHIYOI, MULTI-WORLD CLAN

/ AF-ah-IK-hi-YOI /

Corporation Kaha a'huye

Capital Kusyu

An ancient clan known to have landholds on Kusyu, including the city U'khai-of-the-Red-Dawn, which serves as the clan capital. The AfaikhiyoI are renowned for founding one of the oldest secret schools in the Hierate, the Hoawli'ukhtai, said to preserve fighting techniques and martial arts. Although many Hoawli'ukhtai teachings are known only to initiates, a basic precept, the philosophy of *taro* ('it comes') has become well known outside the school. *Taro* is widely considered a virtue among Aslan, for patience can be the greatest weapon a hunter possesses. The AfaikhiyoI also sponsor the mercenary company Kaha a'huye, the Brotherhood of the Rose-Tinged Waters.

AKHAILRAU, MULTI-WORLD CLAN

/ ahk-ha-EEL-raw /

Vassals Uihao'e, Htarlea'

Corporations Ktaia Aeaei, Sakhae, Tosua Eaya

Capital Ahaiehea (Dark Nebula 0726)

An ancient clan dominating agricultural production within the Dark Nebula, renowned for the quality of its livestock. Originating on Kusyu as a vassal of Tralyeaeawi, Akhailrau was one of the first clans to expand outside the Kilrai' Cluster. Akhailrau is extremely conservative, particularly about maintaining strict divisions between male and female roles. Clan females treat men as dolls too emotional to be trusted with important decisions. Akhailrau aggressively crushes competition, buying out or wearing down rival companies and makes very shrewd use of marriage to consolidate its gains. Although not a particularly militaristic clan, Akhailrau is wealthy and employs mercenaries to protect its fields, ranges and processing facilities. The clan controls three important corporations: Ktaia Aeaei, a shipping concern specialising in agricultural products; Sakhae, a brokerage and auction firm; Tosua Eaya, a mercenary firm providing security.

In the Dark Nebula, Akhailrau directly controls the worlds of Eaoer, Afteariw, Sualriyw, Khtyasitrap and Ahaiehea. Its vassal Uihao'e administers the worlds of Aoliyyaea, Wuarloikh, Wyuyetro, Tyakhyo and Euhisai in fief. Akhailrau also holds lands on the split control worlds of Hai Ei, Ktaherl and Taiea and has modest landholdings on Kusyu itself.

AOKHALTE, TLAUKHU CLAN (BLOC LEADER)

/ AY-ock-HAL-tay /
Allies Ouokhoi, Sahao'
Vassal Aule'ehei
Rival Tralyeaeawi
Capital lykte (Karleaya 1306)

Lands and Glory

The *Tlaukhu* clan ranked tenth in the Hierarchy and leader of its own power bloc. The Aokhalte and its *Tlaukhu* allies struggle with overpopulation and a lack of habitable worlds, forcing its *ihafei* to colonise hostile planets on the fringes of settled systems. They are plagued by internecine strife and border conflicts.

The Aokhalte are an extremely aggressive clan, swift to take offence and shed blood. Aokhalte are feared for their fanatical morale and a willingness to sustain terrible losses in order to achieve military objectives. The clan is notorious for committing wave after wave of ground troops in order to overwhelm defenders by sheer numbers.

While the Aokhalte have many holdings in the central and coreward sectors of the Hierarchy, the clan and its allies increasingly look to the trans-rift territories for future expansion. Near Kusyu, the Aokhalte control the worlds of Feakh, Khteaow and Khtaoreh. The clan also has holdings on the split-control worlds of Easouyao, Troi', Asefihea and Kusyu. On Kusyu, the Aokhalte control the city of Tarouhoatleih on western Hroliarl.

ARAO'E, MULTI-WORLD CLAN

/ AYR-ay-oh-ee /
Vassals Eihewia, Eihewiafiyhawakel,
 Ftoehka, Iyare, Ikhawa.
Corporation Iyi
Capital Taoahaiw (Ustral Quadrant 1421)

A clever trading clan active in the Dark Nebula and Ustral Quadrant, the Arao'e successfully negotiate with both Aslan and humans alike.

AROAYE'I, TLAUKHU VASSAL (HLYUEAWI BLOC)

/ AYR-oh-AA-yee-ih /
Overlord Hlyueawi
Vassal Wahtoi. **Corporation** Khu Su'ikh (Five Shields)
Capital Aulryakh (Riftspan Reaches 0507)

A former *Tlaukhu* member, known as The Gatekeepers of the Great Rift, the Aroaye'i are notoriously conservative and slow to expand, but they keep what they conquer. They are experts at building fortifications and defensive emplacements, as well as armed satellites and system defence boats; clan corporations are sought after experts in construction.

The Aroaye'i and the Wahtoi clans are intertwined in Aslan history, as the two clans long controlled the route across the Great Rift. Both clans and their vassals established the Ya'soisthea council -802 to cope with the communications delay back to Kusyu.

AWIYKHALR, EXOHIERATE CLAN

/ AW-eek-HAL-er /
Homeworld Bacci (Dark Nebula 1123)

A former vassal of Yerlyaruiwo, the Awiykhalr are an ultraconservative pariah clan notable for several unusual cultural practices. First, the clan speaks *Haeto*, an Aslan language originating on ancient Kusyu but nearly extinct within the Hierarchy, having been displaced by *Trokh*. Second, the Awiykhalr have rejected all technology more advanced than combustion engines or calculating machines. Finally, the clan embraces a monotheistic religion dominating all aspects of daily life.

Their fanatical devotion to a divine Aslan creator strangely resembles human worship, although the clan claims their religion is the inheritor of a pure Aslan belief system that thrived prior to the corruption from alien contact. The clan leader is also the head of the religion and considered a divine figure in his own right. During the Cultural Purge the Awiykhalr were targeted by several zealous clans but only the might of the Yerlyaruiwo protected their vassals from destruction.

AUSIKHAHEAR, EXOHIERATE CLAN

/ AW-sik-HAY-hee-ar /
Capital Irekhal (Dark Nebula 1508)

A clan forced out of the Hierarchy during the Cultural Purge for adopting human customs; in particular, Ausikhahear males are inveterate – and generally,

ineffectual – gamblers, able to handle just enough money to throw away on wagers and gaming tables. Fortunately, as clan females control gambling interests on Ausikhahear worlds, the lost monies generally stay within the clan. In addition to Irekhali, the clan controls the non-aligned worlds of Tahwyafe, Ewuia, and lopfen.

EAKHTAWA, MULTI-WORLD CLAN

/ ee-ak-TA-wa /

Allies Aeahekihiykhii

Vassals Steiliye

Capital Leftearl (Dark Nebula 0615)

A relatively small but prosperous clan specialising in resource extraction and processing, Eakhtawa controls the Stataorlai Belt, a notable secondary world in the Leftearl system. The clan also controls Aiearye, a world advantageously located on a trade route in Kilrai' subsector, only three parsecs from Kusyu.

EAKHTIYHO, TLAUKHU CLAN

/ EE-akh-TIE-yuh-OH /

See Hrasua page 114.

EASYU, EXOHIERATE CLAN

/ ee-AS-yoo /

Capital Besmam (Dark Nebula 2523)

A small clan living on the edge of Solomani space in the Dark Nebula, the Easyu have fallen on hard times, having been driven out of several worlds by the Solomani. They are now scattered across the Buffer. In addition to Besmam, the clan clings to sizable holdings on Jardeng, Eiyriou and A'awi. A highly aggressive pirate clan, the Easyu have managed to cobble together a rag-tag fleet of older cruisers and frigates, and use these ships to launch raids into Solomani space.

EIKTYES, EXOHIERATE CLAN

/ EE-ik-TIE-ez /

Corporation Eiktyesaeaa (trading company)

Capital Naco (Dark Nebula 1321)

A successful merchant clan operating inside the Buffer of the Dark Nebula, the Eiktyes, which was founded in the Mir Cluster during the Aslan Age of Expansion, was simply caught on the wrong side of the Buffer when the Peace of Ftahalr was signed. The clan refused to give up its holdings and instead chose to slough off all ties to the Hierate. Despite this, the Eiktyes remain a traditionalist Aslan clan that has capitalised on the

dearth of competition inside the Buffer. In addition to Naco, the clan controls the neutral worlds of Samarorn, Aseahya, Asati and Mihraga.

EISOHIYW, TLAUKHU CLAN (YERLYARUIWO BLOC)

/ AYE-soh-HEE-yow /

Allies Yerlyaruiwo, Hrawoao, Ferekhearl

Rivals Khaukheirl, Tralyeaeawi

Capital Khiui (Hlakhoi 0831)

A *Tlauku* clan, ranked fourteenth in the Hierate, and member of the powerful Yerlyaruiwo political bloc, the Eisohiyw fought fiercely on behalf of the Yerlyaruiwo during the great war with the Tralyeaeawi and successfully advanced their position within the *Tlauku*. The young Eisohiyw princess lyao was married to the former Yerlyaruiwoko, a great honour for the entire clan. She has remained at the Yerlyaruiwo court since her husband's untimely death in 1099, tasked with identifying suitable wives for the new Yerlyaruiwoko.

On Kusyu, the Eisohiyw control the city of Hwioheaolyah in eastern Hroliarl.

EREYO, EXOHIERATE CLAN

/ er-EE-yo /

Capital louo (Magyar 0624)

A proudly Aslan clan loyal to the Solomani Confederation. Formerly a vassal clan to Yetahikh, starting in -400 the Ereyo established several outposts in the louo subsector of Magyar for trading with nearby human pocket empires. By -200 the Ereyo had moved their clan homeworld to Mitaro and established enclaves throughout the louo Cluster. The clan corporation Tyuiyhti Ktiyeh ranged throughout the quadrant.

The Ereyo prospered by cultivating partnerships with the humans, drawing the ire of the fiery Htiokh clan. Occasional clashes led to an all-out clan war between Ereyo and Htiokh in -54, part of the larger Aisekhokhe Entse. Ereyo, allied with Ock and other human worlds, drove Htiokh out of the subsector by -30. In 13, during the height of the Cultural Purge, the clan leaders of Yetahikh renounced their own vassals, claiming the Ereyo had become too familiar with the humans. In response Ereyo became an independent clan but avoided being purged altogether, unlike their doomed enemies the Htiokh.

In 140 the Ereyo clan became a member of the louo Federation, a formidable interstellar coalition of human and Aslan trading interests. The Federation, allied with

Ock, fought a series of wars against Aslan incursions from Kimson's Stand, culminating in a rout of the Hrasua clan at Kanna in 211, leading directly to the Treaty of the Dark Nebula. The Ereyo were largely indifferent to the formation of the Solomani Autonomous Region but concerned by the growing Solomani movement. Iouo was unsuccessful in preventing the War of Kimson's Stand in 832, but did broker a peace.

When the Charter of Confederation was being formulated in 871, delegates from Iouo pressed for the enfranchisement of loyal non-human citizens. These arguments were ignored, and the Federation was not allowed to join the Confederation as a multi-world government. As racial furore swept across the Confederation in the 880s, Ereyo holdings were seized, Tyuiyti Ktiyeh dissolved and members of Ereyo relocated to Iouo where they became an important part of the world's emergence as a successful state. During the Solomani Rim War the Ereyo clan raised an entire corps of *ihaeti* who fought at the Battle of Terra.

ERO'EA, MULTI-WORLD CLAN

/ EHR-oh-EE-ah /

Vassals Htaihé, Htaihefuyuo
Corporation Ero'eak.
Capital Ewirarl (Dark Nebula 2021)

A clan with heavy manufacturing and mining interests, Ero'ea produces many high-quality goods under contract to Tlaukhu members on its factory world of Ye'aeaaoafokh in Siei.

ESTOIEIE', TLIAKHU CLAN (KHAUKHEAIRL BLOC)

/ eez-TOY-ee-AYE-ee /

Vassal Hfeastyuo.
Allies Khaukheairl, Toaseilwi
Corporation Steasehaor (warship design and construction).
Capital Syailei (Dark Nebula 1724)

Victory Above

A *Tlaukhu* clan, ranked sixteenth in the Aslan Hierate and member of the Khaukheairl power bloc, the Estoieie' are an ancient naval power stretching back to the Border Wars. Although the Yerlyaruiwo possess the largest navy in the Aslan Hierate, the Estoieie' probably have the finest on a per tonnage basis. Today their fleets provide force projection for the entire Khaukheairl bloc and defend Aslan space from Solomani incursions.

In some ways, the laconic Estoieie' seem very different from their Khaukheairl partners. While the latter favours ornamentation and grand displays of status, the Estoieie' prefer spartan, utilitarian designs. However, beneath the surface, both are obsessed with structure, formality and tradition – in the case of Estoieie', a grand naval tradition.

Estoieie' companies such as Steasehaor design and build the clan's own warships, which are generally sparse, grim-looking affairs but feature the best defence and weapons technology available. Estoieie' crews are well-trained and highly disciplined. While most Aslan navies fight in a chaotic free-for-all once battle is joined, Estoieie' squadrons conduct methodical operations as a cohesive whole, much like Solomani or Imperials. This allows the Estoieie' to meet and defeat much larger enemy forces. Many retired officers from the Imperial Navy have found lucrative second careers as military advisors to the Estoieie'.

Estoieie' naval doctrine holds that more, smaller spinal weapons are more effective than fewer, larger spinals. As such, the clan eschews giant capital ships in favour of armoured cruisers. Estoieie' warships are smaller than Imperial designs but larger than those built by most other clans. First rate Estoieie' squadrons are built to TL14, jump-4 standards and generally anchored by either *Ktekta* armoured cruisers or *Aelreihte* battle tenders. The *Ktekta* is a 80,000-ton design with a particle accelerator spinal mount, while the *Aelreihte* is a 600,000-ton monstrosity carrying six 20,000-ton *Ktifa'* battle riders.

In the Dark Nebula, the Estoieie' capital world Syerakhir is also the ancestral seat of the ruling Easouhi pride. The gas giant moon of Iyaiah is dominated by the solemn Eihtira pride, the second largest in the clan. The Estoieie' have holdings on some nine split-control worlds in the sector. Their vassal clan Hfeastyuo holds another two worlds in fief: Tylewoiw and Kteaesyah. Near Kusyu the Estoieie' have naval bases at Eoyaea, Syerakhir, Yehta, Iyaiah, Roaa and Kusyu itself, where Estoieie' have the honour of defending the outer system. Kusyu is also home to Steasehaor's largest shipyards. On the surface of Kusyu, the Estoieie' control the city of Ihraaohealraoa on Tafotii, one of the Five Cities of Aslan legend.

Estoieie'ko is a slim figure, impeccably dressed in his naval uniform, although relatively short for an Aslan male. He has little patience or aptitude for pleasantries and is accustomed to barking orders. A member of the Easouhi pride, he ascended as clan

leader in 1090 when his father abdicated following a disastrous battle with the Solomani at Resengen, in which an Estoieie' squadron lost two battle riders and was forced to jump out of the system.

Estoieie'ko's youngest sister, Tyul, was married to the heir of Khaukheairl in 1087. Although Tyul was supposed to be the prince's first wife, he instead caused a minor scandal by eloping with another woman before marrying Tyul. This dishonour was largely forgotten when the prince was invested as Khaukheairlko in 1090. Although Tyul has borne two daughters, none of Khaukheairlko's wives have yet produced a male heir.

Estoieie'ko married his first wife, Harlyol, in 1089. She bore his first son and heir, Eaoias, in 1093 and his first daughter, Weafui, in 1094. The clan leader married his second wife, Seiliyr, in 1093 and she bore four daughters. His third wife, Eaaos, and his fourth, Auiharl, were married in 1095 and 1100, respectively. Neither has yet produced children. The former ko, known again as Khtayaui'au, serves as clan admiral, and has thrown all his remaining energies into preparing his navy for the next Resengen.

ETEAWYOLEI', TLAUKHU CLAN (HRASUA BLOC)

/ EE-teh-AW-yo-LEE-ih /

Vassal Hkeifatyaiy.

Allies Hrasua, Fteweyeakhh

Enemies Ikhtealyo

Capital Hrealeiwea' (Reaver's Deep 0531)

The Blade is Tempered by Fire

A clan of warrior-philosophers that produces soldiers famed for their steely endurance, and great teachers who emphasise discipline, sacrifice and focus. The Eteawyolei' can trace their history back to ancient Kusyu. They revere the works of their ancestor Khaiao, one of the great philosophers from the first Aslan Age of Enlightenment. Her brief *Meditations on Suffering* is still considered a vital source of Aslan wisdom.

Aslan history is replete with stories of Eteawyolei' troops completing gruelling marches, enduring withering sieges and fighting to the last soldier without complaint or question. During the First Aslan World War, a single Eteawyolei' regiment in a lonely outpost held off a much larger force for eight days until relieved. Although the enemy Ulyolr clan threw wave after wave of troops at the Eteawyolei' trenches, the defenders refused to surrender despite suffering a nearly 90% casualty rate.

The clan is also renowned for its minimalist aesthetic, which has been highly influential on Aslan art. It has produced some of the finest poets in the Aslan canon, classic Eteawyolei' forms seek maximum emotional impact with striking imagery and an economy of words. The Eteawyolei' have also mastered several forms of ceremonial dance, including the ferocious *Ahtaoul*, traditionally performed by groups of Aslan warriors before a battle. Somewhat resembling the ancient Terran haka, the *Ahtaoul* was originally used to intimidate enemies and inspire allies.

The Eteawyolei' were one of the founding members of the *Tlaukhu* and are ancient allies of the Hrasua, a bond forged by millennia of campaigns fought side-by-side. The Eteawyolei' have traditionally been seen as a moderating force on their more bellicose ally. During the great sundering, when Hrasua and Eakhtiyho split into two separate clans, the Eteawyolei' refused to side with either faction. The encouragement and persistence of Eteawyolei' envoys were critical in healing the rift between the two factions.

The Eteawyolei'ko is drawn from the leading Eihyehui pride, becoming clan leader when his older brother unexpectedly died in 1098 without issue. As a literal and figurative second son, the future ko had entered the clan ground forces with the intention of becoming his brother's Field Marshal for the Eteawyolei' armies. Instead, he found himself leading the entire clan.

In addition to their homeworld, the Eteawyolei' wholly control the world of Tee'airlakho in the Keiar subsector of Reaver's Deep; the traditional seat of the Yaherlaw pride. The Eteawyolei' have holdings on six split control worlds in the Dark Nebula, including Kusyu. On Kusyu, the Eteawyolei' control the mountain city of Stausye'ashrerheah on western Hroliarl. Their vassal clan, Hkeifatyaiy, holds in fief the rich world of Ktarua in Kyaenka.

FEREKHEARL, TLAUKHU CLAN (YERLYARUIWO BLOC)

/ feh-RECK-hee-ARL /

Allies Yerlyaruiwo, Hrawoao, Eisohiyw

Rivals Khaukheairl, Tralyeaeawi

Capital Uayer (Heakhafaw 1324)

A *Tlaukhu* member, ranked nineteenth in the Hierate, and a partner in the powerful Yerlyaruiwo political bloc, the Ferekhearl anchor Yerlyaruiwo interests along the rimward border of Aslan space. The clan has sponsored several expeditions to disconnected Aslan colonies rimward of the Hierate, in hope of bringing some of these wayward clans back.

In 1097 the Ferekhearl launched a large and well-outfitted migration fleet bound for the Malorn sector. In 1102 all contact with the fleet was lost, much to the concern of the clan, as two *i hatei* brothers to Ferekhearlko were numbered among the expedition's senior command staff.

FTEAAIKHE', EXOHIERATE CLAN

/ feh-TEE-ah-AYKH-ee /

Homeworld Pannusgario (Dark Nebula 1003)

A pariah clan driven from the Hierate during the Cultural Purge for embracing a peculiar clan religion. Although the Aslan are a deeply spiritual people, veneration of ancestors is fundamentally a secular practice, stopping well short of worship. The Fteaaikhe', in contrast, came to hold that their clan founder, Fteaaikhao, and his five wives were divine beings and his descendants charged with a divinely-inspired destiny to unite all Aslan under one rule. The clan emerged on Kusu before -1500 and by -700 had been driven offworld. They wandered the fringe of Hierate society before being pushed outside altogether during the Purge, arriving on Pannusgario around year 0.

FTI', EXOHIERATE CLAN

/ fi-TEE /

Capital Eakoi (Reaver's Deep 1235)

A minor clan, former vassals of the Loaktarl and currently the dominant Aslan clan on the world of Eakoi, by -100 the Fti' were bade by their overlords to relocate to Eakoi, where they were directed to hold several Loaktarl worlds in fief.

When the Loaktarl were forced to withdraw their military forces from Reaver's Deep in 128 to retrench their positions in Ealiyasiyw, the Fti' seized the opportunity to declare independence. When the Peace of Ftaharl was signed, the Fti' chose to remain on Eakoi as an exile clan.

HAIAO, SINGLE WORLD CLAN

/ ha-AYE-ah-oh /

Homeworld Haiaokoa (Dark Nebula 0408)

A small independent clan present in the Earle Cluster since the earliest days of Aslan interstellar exploration.

HKEIFATYAIY, TLANKHU VASSAL (HRASUA BLOC)

/ heh-KEE-if-AT-yah-ey /

Overlord Eteawyolei'

Allies Hrasua, Fteweyeakh

Enemies Ikhtealyo

Capital Ktarua (Dark Nebula 0614)

A *Tlankhu* vassal known for its aggressive disposition, the Hkeifatyaiy are an offshoot of the Eteawyolei', formed shortly before the Peace of Ftaharl by Eteawyolei' *i hatei*. While the Eteawyolei' teach stoic endurance, the Hkeifatyaiy have taken these ideas to a masochistic extreme. When the great clan Hrasua fractured into two separate clans, the Hkeifatyaiy took advantage of the disruption to pledge themselves to the Hrasua faction, drawing the ire of the Eteawyolei'. When the Hrasua factions were reunified in 1015, the Hkeifatyaiy were humbled by being forced to once more swear fealty to the Eteawyolei'. Their overlords have since kept their vassal on a very tight leash.

HKIHADHE, SINGLE WORLD CLAN

/ hi-KEE-ha-OH-hee /

Corporation Hwais ei Hkihahohe

(starship construction)

Homeworld Oiirl (Dark Nebula 2430)

A powerful minor clan on the edge of Solomani space in the Khtoiakta subsector of the Dark Nebula, the Hkihahohe are valued as fair arbiters and maintain a careful neutrality within the Hierate, enabling them to trade freely with different clans as well as the Solomani. The clan has been forced to take an increasingly aggressive posture against the nearby Solomani world of Jingleswelt.

The clan formerly held worlds in Kimson's Stand lost in 883. Although Oiirl is the last world they control completely, they retain landholds on Easouyao, Aiwaosois, Troi', Eakhoi, Ekhiysus, Troutiyka and Styaroir.

HLAOTIYOIHO, MULTI-WORLD CLAN

/ HLAH-oh-TEE-yo-AYE-ho /

Vassals Ahyekhyu', Seiarl

Enemies Hlyueawi

Corporation E'al Htoukha (private military company)

Capital Aihao (Iwahfuah 2409)

An important clan in the Earle subsector of the Dark Nebula, with holdings extending coreward and spinward into Iwahfuah and Ealiyasiyw sectors, Hlaotioiho was founded in 502 by an *i hatei* of the Tralyaeawhi and his followers. Hlaotioiho was a

vassal to clan Hoihhwarlta before fighting its way to independence in 862. Since emancipation Hlaotyoiho has steadily battled against other clans to reach high status within the Hierate.

This clan is considered a leading contender for a seat on the *Tlaukhu* should any of the current members falter. Recent skirmishes with Hlyueawi suggest a possible clan war may be brewing for this position.

The current ko of the Hlaotyoiho, while no longer young, still cuts a brash and swaggering figure, quick to retaliate for any slight and nurturing great ambitions for himself and his clan. Born in 1052, he entered into the clan military service and spent years fighting against Hlyueawi ground forces in the Ealiyasiw sector. He proved himself an aggressive and daring tactician, rising to the rank of Senior Commandant.

In 1077 he was installed as clan head and continued his father's campaigns against the Hlyueawi. The Hlaotyoyoko and his wife are lobbying for a marriage between their daughter Hkeasto and the young ko of the mighty Yerlyaruwiwo. Such an arrangement, while unlikely, would be highly advantageous to the Hlaotyoiho and would help consolidate their newly won status.

HLAWYA, EXTERIATED CLAN

/ he-LAW-yah /

The Hlawya were one of the many ultra-conservative clans to reject primogeniture; they believed all sons should battle for the right to be ko. They were exiled from the Hierate during the Cultural Purge and established strongholds in Ruih and Akuusir. As the Solomani Confederation began encroaching into the Akuusir Cluster following the Rim War, they fought the Hlawya. After enjoying initial success, the might of the Hlawya was broken in fierce fighting at Chacimu in 1067 and the survivors scattered to a number of low population and low-tech worlds in Akuusir. Most Aslan

pirates or brigands encountered in the Cluster today will be descended from the Hlawya and bear undying enmity for the Confederation and its vassals.

HLEWELA, EXTERIATED CLAN

/ he-LEW-el-ah /

A member of the original *Tlaukhu*, the Hlewela founded the Iyalil corporation in the early days of Aslan space exploration, prior to the development of the jump drive. Iyalil benefited greatly from the rush into space, providing hulls and other components for the Khaukheairl and Yerlyaruwiwo, as well as producing terraforming and life support gear for the new colonies.

The Hlewela lost considerable influence and many of its members when the clan leadership on Kusyu proved entirely disconnected from the needs of clan members. During the Cultural Purge the leadership argued with Iyalil management – while the Hlewela males were hidebound traditionalists, the managers were more sympathetic with the outer colonies. Divisions grew until Iyalil managed to emancipate itself from the clan and without their corporation, by the year 20 the Hlewela were effectively ruined.

HLYUEAWI, TLUAHKU CLAN (BLOC LEADER)

/ hlie-yoo-EE-ah-wee /

Vassals Aroaye'i, Faoheirlyu, Hkarliysai

Allies Isoitiyo

Enemies Hlaotyoiho, Uawairlew

Corporation Siuihye Eala (electronics)

Capital Yolyetau (Hlakhoi 3116)

It Comes

The sixth ranked clan in the Aslan Hierate and leader of the sixth most powerful *Tlaukhu* bloc, this clan claims its lineage reaches back to the Aslan folk hero Hlyuea, whose emblem was five four-pointed stars in



gold against a background of red. The Hlyueawi are strategists with great foresight and patience, and over time the clan parlayed these virtues into a relatively recent place on the *Tlaukuh*. The Hlyueawi are distrusted by many Aslan but have an impressive ability to innovate and adapt.

The Hlyueawi began their rise as *Tlaukuh* vassals to the Hrawoao, who were initially part of the Hrasua political bloc. The Hlyueawi were valued advisors for their tactical and political analysis. During the final conflicts of the Aslan Border Wars, Hrasau leaders argued strenuously against any rapprochement with the Third Imperium. At the urging of the Hlyueawi, the Hrawoao became a signatory to the Peace of Ftahalr – spurning their allies and thus transferring their allegiance to the more powerful Yerlyaruwiwo bloc.

Hlyueawi seized an opportunity to further advance its position during the instability of the Yerlyaruwiwo-Tralyeaeawi War. In 652, through clever planning, the Hlyueawi engineered the fall of Uawairlew, a major clan also of the Yerlyaruwiwo bloc. The Hlyueawi absorbed most Uawairlew assets and replaced that clan on the *Tlaukuh*. Hlyueawi quickly sided with the Isoitiyo to consolidate its position, quickly securing a respectable ranking. Hlyueawi also claimed two of Uawairlew's vassals as its own: the Aroaye'i and Wahtoi.

The heart of Hlyueawi holdings lies in the Afawahisa, Hlakhoi and Ealiyasiyw sectors. In the Dark Nebula, the Hlyueawi, through shrewd alliances with the Solomani, have held onto the border worlds of Fa'aher, an agricultural world, and Teaoiyekh, a rich world. The clan also has holdings on the split-control worlds of Syerakhir, Kihakhir, Weisaow, Tloueaeiei, Yohkui, Irihroalea and Kusyu. On Kusyu, the Hlyueawi control the city of Salya on western Hroliarl.

The current Hlyueawiko is a thoughtful and cautious ruler known for his generosity. His mind is increasingly troubled by the antagonisms of the Hlaotyoioho, who press in on Hlyueawi holdings on both sides of the Great Rift. He was thrust into leadership while little more than a youth when his father, the previous ko, died a warrior's death in 1074, battling Hlaotyoioho forces on Eatlei.

HRAIIYEIYEA, EXOHIERATE CLAN

/ hray-EE-yeh-AY-yeh-ah /
Corporation Hraiiye Akhteas (merchant company)
Capital Elahkilr (Dark Nebula 2203)

A minor independent clan that gained great honour by agreeing to stay behind on Elahkilr under the Peace of Ftahalr and relinquish connections in the Hierate.

HRASUA, TLAKHU CLAN (BLOC LEADER)

/ HRAZ-oo-ah /
Vassals Eirlawearl
Allies Eteawyolei', Ftewyeakhh
Rival Khaukheairl
Enemy Ikhteaalyo
Corporations Hwyroar, Wyaroarer
Capital Ouh (Waroatahe 0333)

Spoils for the Victor, Sorrows for the Vanquished

An ancient, militant clan dominating the Aslan military-industrial complex, Hrasua has recently emerged stronger than ever from a series of reversals to become a leading advocate for direct confrontation with the expansionist Solomani Confederation near the Dark Nebula. Across the Great Rift, Hrasua is believed to be a sponsor of indirect challenges to Third Imperium interests. It dominates Aslan starship construction and weapons manufacturing and controls many of the largest mercenary companies in the Hierate. Classic Hrasua military doctrine calls for speed and precise application of force.

This clan rose to prominence on ancient Kusyu by consolidating control of a global arms manufacturer just prior to the Aslan First World War. Hrasua was one of the founding *Tlaukuh* members and a major belligerent in the Aslan Border Wars, responsible for numerous attacks on human worlds. The clan eventually reached second rank in the Hierate only to suffer numerous setbacks during the Cultural Purge, when Khaukheairl launched a sustained campaign against them.

Hrasua was a reluctant signatory to the Treaty of the Dark Nebula in 212 but grew increasingly incensed by the encroachment of the Old Earth Union into Magyar and the Dark Nebula, prompting a Hrasua mystic to prophesy the clan would 'rip Terra from the stars'. Hrasua refused to sign the Peace of Ftahalr and suffered the indignity of being abandoned by its closest ally, the Hrawoao, which not only signed the Peace but shifted its allegiance to the Yerlyaruwiwo bloc.

In 534 a succession crisis caused Hrasua to fissure into separate Hrasua and Eakhtiyho clans, with Eakhtiyho retaining majority control of the clan corporation and the Hrasua seat on the *Tlaukuh*. In 1015 the two clans reconciled and merged back together. The combined assets vaulted the reunified clan to fifth rank overall in the Hierate as well as the leader of the fifth most powerful bloc on the *Tlaukuh*. However, some confusion remains: while the clan is still often known as Eakhtiyho in trans-Rift territories, the name Hrasua prevails in and around the Dark Nebula. In any case, the combined clan dominates arms and military starship production through ownership of smaller companies as well as Wyaroaer, which is expected to reach megacorporation status within a few decades.

Hrasua has holdings throughout the Hierate but is dominant in Waroatahe and adjacent sectors. Near Kusyu, the clan owns outright the worlds of Kikeasa, Ahyolyo and Hrealeiwea', while its vassal Eirlawearl holds in fief the world of Akhiytle. The clan also has holdings on the split-control worlds of Eakhoi, Syerakhir, Yehta, Ktaol, Kihakhir, Aowaelr, Asefihea and of course, Kusyu. On Kusyu, the Hrasua control the city of Khoikh on Tafohti.

HRAWOAO, TLIAKHU CLAN (YERLYARUIWO BLOC)

/ ROW-oh-AY-oh /

Allies Yerlyaruiwo, Eakhtarl, Eisohiyw, Ferekhearl

Vassals Stahfiei, Waisarlyo', Htaieie', Isaoa

Rival Hlyueawi

Capital Oheise (Ealiyasiyw 1222).

Our Lines Will Hold

An ancient Aslan clan ranked thirteenth in the Hierate and member of the powerful Yerlyaruiwo bloc in the *Tlaukuh*, the Hrawoao value bravery and resolve above all, fielding some of the finest ground forces in Aslan space. The clan rose to prominence on old Kusyu as an offshoot of the Hrasua. Hrawoao armies fought with distinction in some of the largest and bloodiest battles of the Aslan World Wars, and in recognition of this service the clan became one of the original Twenty-Nine members of the *Tlaukuh*.

For centuries the Hrawoao were a steadfast partner in the Hrasua power bloc, earning even more honour throughout the Aslan Border Wars. As the Hierate came into conflict with the Third Imperium in Reaver's Deep, the Hrasua refused to accept the proposed Peace of Ftahalr. The Hrawoao's vassal clan, the analytical Hlyueawi, counselled their overlords to rebuke the

Hrasua, as not recognising a fairly won Imperial victory would be deeply dishonourable. Thus the Hrawoao became one of the four Aslan signatories to the Peace, permanently breaking with the Hrasua but entering the more powerful Yerlyaruiwo bloc.

During the Yerlyaruiwo-Tralyeaeawi War the Hrawoao waged a fierce campaign in the Khaelas Main in the Hlakhoi and Ealiyasiyw sectors. While thus occupied, their vassal Hlyueawi rebelled, arranging the fall of another Yerlyaruiwo ally, the Uawairlew, and assuming their place on the *Tlaukuh* as the head of a new power bloc. The Hrawoao have neither forgotten nor forgiven this betrayal.

Today, the Hrawoao rule holdings across the entire Hierate, including many worlds along the border with Reaver's Deep. On Kusyu, the Hrawoao control the ancient city of Hwiaoheahrih on Tafohti, one of the Five Cities of Aslan legend. The Hrawoao are currently engaged in shoring up the defences of many Aslan worlds on the trailing border of the Hierate against Solomani Confederation incursions. The clan has deployed to the region several armoured brigades of Khtachwel assault grav tanks as well as elite infantry regiments.

HTAIEIE', TLIAKHU VASSAL (YERLYARUIWO BLOC)

/ heh-TIE-ee-AYE-eh /

Capital Yesail (Ealiyasiyw 2932)

A vassal of the Stahfiei clan, which is in turn a vassal of the *Tlaukuh* clan Hrawoao. In the Dark Nebula, the Htaieie' hold the worlds of Htaheatelr, Syeaa'isiy and Kteatau in fief for the Stahfieko.

HTIOKH, EXTIRPATED CLAN

/ heh-TEE-och /

An extremely violent clan, former vassal to the Hrasua and once active in the Dark Nebula and Magyar prior to the Cultural Purge. Like their allies the Hrakoea, the Htiokh were notably aggressive during the Border Wars. They harboured particular hatred for humans, whom they claimed had massacred a Htiokh colony on Tenarna in the runup to the Border Wars. The Htiokh subsequently became infamous for their cruelty toward captured humans. As the Border Wars raged the Htiokh became increasingly radicalised, displacing their hatred onto Aslan clans allied with or employing humans. They became so difficult that in the year 23 they became one of the first clans to be wiped out during the Cultural Purge. Their cruelty still lives in the memory of many Solomani living along the Buffer.

HWAKHOHAIL, SINGLE WORLD CLAN

/ WAWK-ho-AY-il /

Corporation Hwakhoiiya (manufactured goods)
Homeworld Eikhilua (Dark Nebula 1236)

The harsh Hwakhohail rule the grim industrial world of Eikhilua, where the clan corporation produces cheap goods for Aslan consumers. The Hwakhohail do not encourage visitors to their homeworld and offer only minimal starport facilities, but Hwakhoiiya maintains a small trading fleet.

HWEAOLRIYA, MULTI-WORLD CLAN

/ HWEE-ah-OL-ree-YA /

Vassal Ftauhakit**Rivals** Aeahekihiykhii

Corporation Hkahehakai Khalatawiysa (trading)
Capital Teeyakhea (Iwahfuan 1713)

A clan with extensive holdings within Kyaenka and beyond, the Hweaolriya are powerful and widespread. Within Kyaenka the clan owns outright the worlds of Ftaikha and Ktiyrhahiy, has lands on the worlds of Syeaa'isiy, Huuira'alr, and Waeorsya, and has ties with a number of other clans and worlds. The Tralyeaeawi clan on Kahkeheas is related by marriage and allied, while the rich world Htealyahwa is controlled by the Ftahuakit clan in fief to the Hweaolriya. Outside the subsector, the clan has many additional worlds and lands, including the island chain of Tahakehafi on Kusyu itself.

HWRIAYRO, MULTI-WORLD CLAN

/ rie-AY-ro /

Vassals Ouwas, Yoielr**Capital** Oakhiyye (Dark Nebula 1240)

A prideful, combative clan with enormous antipathy for the Solomani, the Hwriayro held several worlds ceded in the Treaty of the Dark Nebula, including the former clan capital at *Htahoi*, now known as Canaan. They now directly control four worlds in the Dark Nebula, including their capital world and the industrial world of Ye'aaoafokh. Their vassal Yoielr holds two more worlds in fief. The clan operates small naval bases on the split control border worlds of Irihroalea and Kihaihir for system defence.

IKHEIH, SINGLE WORLD CLAN

/ ick-HEY-ih /

Capital Oihoiei (Reaver's Deep 0230)

A small, independent clan in Reaver's Deep, the Ikheih is an ancient clan that, at its height, controlled six worlds in Ealiyasiyw. A series of ill-advised clan wars led to loss of these and now Ikheih has retreated to its last redoubt on Oihoiei.

IKHTEALYO, TLAUKHU CLAN (BLOC LEADER)

/ ich-tee-AWL-yo /

Vassals Iy'aol, Uierl**Allies** Tlerlearlyo, Yetahikh**Rival** Aokhalte**Enemy** Hrasua

Corporation Tyeyo Fteahrao Yorl (interface line)
Capital Eaweiya (Trojan Reach 0335)

All Things to All Worlds

The eighth ranked clan in the Aslan Hierate, and leader of the eighth most powerful political bloc in the *Tlaukhu*, the Ikhtrealyo made their fortune from trade and joined the *Tlaukhu* in 454 as part of a new power bloc following the surge in trans-rift colonisation. The entire Ikhtrealyo bloc is deeply invested in interface trading with human markets outside the Hierate and advocates for strong and peaceful relations with the Third Imperium and Solomani Confederation.

Ikhtrealyo's holdings are largely concentrated in and around the Trojan Reach and one of the 12 Aslan clans comprising the grand council of the *Ya'soisthea*. In the trans-rift territories the Ikhtrealyo engage in significant trade with the Imperium, human client states and even the Zhodani Consulate. Accordingly, the clan is one of the most tolerant of human customs and considered a reliable source for information on the Hierate. This familiarity with humans has frequently put the Ikhtrealyo at odds with more bellicose clans such as Hrasua or Aokhalte.

The Ikhtrealyo interface line Tyeyo Fteahrao Yorl transports novel and valuable trade goods along the jump routes from Mora in the Spinward Marches to Kusyu in the Dark Nebula. In the Dark Nebula, the Ikhtrealyo control the world of Uiaio and maintain holdings on the split control worlds of Ktaherl, Ktaol. On Kusyu, the Ikhtrealyo control the city of Eisieiyu on eastern Hroliar.



ISADA, TLAUKHU VASSAL (YERLYARUIWO BLOC)

/ IZ-ah-OH-ah /

Overlord Hrawoao**Capital** O'eatoaea (Reaver's Deep 0235)

A disgraced vassal clan, currently quarantined on their capital for disobeying the commands of the Hrawoako, the Isaoa are ancient, with roots stretching back to Kusyu just after the founding of the *Tlaukhu*. Isaoa have always served the Hrawoao, following their overlord from the Hrasua to the Yerlyaruiwo alliance. Isaoa troops have always been highly regarded for their bravery and fighting spirit. As a reward for years of loyalty, the Isaoa were awarded control of the world of O'eatoaea on the edge of the Buffer.

Although the Hrawoao are one of the four signatories to the Peace of Ftahalr, the Isaoa have occasionally sent armed expeditions into the Buffer in violation of the ancient treaty. The Isaoako has only even done so for reasons deemed honourable, such as to correct insults to the Hrawoao or the Aslan people. In 1064, following a nuclear exchange on Khea, the Isaoako sent a squadron into the Buffer to provide assistance to the on-world Aslan. Although the Isaoa never engaged in fighting, the unsanctioned action violated the Peace and threatened to create a war with the Union of Harmony. Worse, this was only the latest in a series of well-intentioned adventures into the Buffer.

Hrawoako, shamed by this disobedience, interdicted the Isaoa capital and confiscated his vassal's starships in 1065. Within a year, the clan leader of the Hrawoao was dead and his young son was in no position to reverse his father's decision. It is unclear when the Isaoa will be reinstated to service – many thought Hrawoako would do so long ago, and he is now an old Aslan.

IYARE, VASSAL CLAN

/ aye-YAR-eh /

Overlord Arao'**Capital** Ohkiylyo (Dark Nebula 2734)

During the Cultural Purge, the lyare were instrumental in driving the vicious Htiokh clan from the historically important Arakhal system. Control of Arakhal then passed to the lyare, who have held the world ever since. In the Dark Nebula, in addition to their capital world, the lyare have holdings on the split control world of Khaolao.

IYHLUA, MULTI-WORLD CLAN

/ aye-HLOO-ah /

Corporation Teahleikhoi (mercenary company)**Capital** Rau (Reaver's Deep 0234)

A significant clan holding several worlds in Reaver's Deep, Ealiyasiw and Iwahfuah. The lyhlua are possibly best known for their association with the famed mercenary unit Teahleikhoi, the 'Soldiers of the Falling Night'. The company was founded 150 years ago by an unmarried lyhlua female and has remained under the control of the clan ever since. Teahleikhoi has helped advance clan diplomacy across the Hierate.

IYOLYAOEI, EXOHIERATE CLAN

/ EE-yoil-YA-oh-AY /

Corporations Iyeiae**Capital** Cuoon (Dark Nebula 2105)

An exohierate clan that left the Hierate in search of economic opportunity inside the Buffer. Originally from the Iwahfuah sector, the clan now occupies a small island chain in the northern hemisphere of the rich water world of Cuoon. The lyoilaoei have struggled to establish an industrial base on their new world and continue to rely heavily on imports.

KAIRLOA, EXOHIERATE CLAN

/ KAY-er-LOW-ah /

Ally Styeia**Capital** Himitt (Dark Nebula 2206)

A small, poor exohierate clan fallen on hard times, the Kairloa moved into the Akuusir Cluster as part of the last gasp of the Aslan Age of Expansion, seizing control of the agricultural world of Himitt from its human occupants.

When the Peace of Ftahalr placed Himitt inside the Buffer, the Kairloa chose to become an exohierate clan rather than relinquish their ancestral world. They continue to rule Himitt, although their power is much diminished. The Kairloa's last centre of power on Himitt is the downport at Wakh Hrea. The Kairloa are allies of the larger Styeia clan, who rule the nearby Obalsa system.

KARECHA, EXTIRPATED CLAN

/ kar-ee-AH-ha /

A formerly powerful clan that destroyed itself in a succession crisis prior to the Great Conclave, the Kareaha originated on pre-spaceflight Kusyu and the earliest accounts record them as a vassal to

Khaukheairl. The Kareaha followed their overlords to the stars and became one of the first clans to claim lands outside the Kusyu system. As a reward for loyal service, the Khaukheairl emancipated their vassal in -1,752.

The Kareaha grew powerful as an independent clan, holding several worlds in Siei and taking many lesser clans as vassals. They claimed the choice agricultural world of Kteatau as their capital and by -250 the clan and its vassals held dozens of worlds in Iwahfuah, Uistilrao and Ftahtuakhe. Kareaha possessed so many holdings and fighting ships they were widely considered to be in line for a seat on the *Tlaukhu*.

The Kareahako, a wise and respected clan leader, was blessed with five wives and 16 children, including five sons. When he died in -242, all five sons declared for leadership of the clan and per ancient custom, all five were expected to fight for the title. The resulting succession crisis blew up into a war still infamous in the Hierate for its sheer destructiveness. The rest of the extended family – mothers, uncles, cousins, sisters – along with vassals, allies and neighbouring clans were eventually drawn into the dispute, which ran for years and was marked by shifting allegiances and bloody massacres.

The war ended only with the Kareaha destroyed as a clan and their homeworld reduced to an irradiated ruin. The conflict was considered so wasteful and dishonourable even the traditionalist Khaukheairl became convinced primogeniture was the most sensible means to resolve future questions of succession.

KHALYASYU', EXOHIERATE CLAN

/ kal-YAS-yoo /

Capital Steiraya (Reaver's Deep 1231)

An exohierate clan inhabiting a secondary world in the Pendang system, which is part of the Grand Duchy of Marlheim. In -1010 *i hate i* from the Khalyasyu' unsuccessfully attempted to invade Pendang and the defeated Aslan were offered the planet occupying the orbit just inside the mainworld's. This planet, named Steiraya, was hot, covered in turbulent oceans, but teeming with ichthyoid life. The grateful Aslan accepted this offer and swore fealty to Pendang in exchange.

KHAUKHEAIRL, TLIAKHU CLAN (BLOC LEADER)

/ KAWK-hee-AIR-el /

Vassals Khtiatiyeea, Ktya'ea, Staau'aukha, Khtasaoa, Hkektheea

Allies Estoieie', Toaseilwi

Rival Yerlyaruwiwo

Corporation Oakhowus

Capital Foiwaliri (Iwahfuah 0232)

We Remember Our Ancestral Ways

The second ranked clan in the Hierate and the leader of the second most powerful political bloc in the *Tlaukhu*, if the Yerlyaruwiwo are the enforcers of the Hierate social structures, the Khaukheairl are the guardians of Aslan cultural traditions. While the two clans are historically enemies, their deeply traditionalist outlooks and placement atop the *Tlaukhu* hierarchy means their interests are frequently aligned, leading to unprecedented, if unspoken, cooperation.

To the Khaukheairl, style and substance are inextricable. Observing the proper social formalities, wearing appropriate clothing and speaking the correct words are all considered important. The clan nobility insists on maintaining appearances and their manors and starships are grand and lavishly decorated. The Khaukheairl are renowned as patrons of their arts and promoters of traditional Aslan cultural practices. The highest nobles proudly support great Aslan artists and craftsmen, and maintain some of the largest collections of art treasures in the Hierate.

The history of the Khaukheairl is intertwined with the Yerlyaruwiwo, stretching back to pre-spaceflight Kusyu. Both clans emerged from the Aslan First World War as the two leading clans and they fought two more world wars before unexpectedly collaborating on the first Aslan jump drive. During the Cultural Purge, the Khaukheairl supported the Yerlyaruwiwo in establishing a new Aslan orthodoxy that removed deviant clans from the Hierate. The Khaukheairl were a signatory to the Peace of Ftahalr and more recently have been at the forefront in keeping the expansionist Solomani Confederation in check.

KHOTOA'YA, EXOHIERATE CLAN

/ ko-TOH-ah-ya /

Corporation Iwuaalriyoh (mining)

Capital Aosewa (Reaver's Deep 0518)

A mining clan, one of several exohierate clans on the balkanised world of Aosewa, Khotoa'ya has survey teams scouring the alpha quadrant of Reaver's Deep in search of new mineral deposits.

KUIHIYAO', EXOHIERATE CLAN

/ KOO-ih-AYE-ah-OH /

Capital Tanjert-Nebo (Dark Nebula 2821)

A clan composed of culturally Aslan humans, formerly active in the Dark Nebula and Magyar, it is considered by Aslan and Solomani alike to have fierce, clever warriors. They were vassals to the trading clan Tlerlearlyo and served as honoured translators and intermediaries to other humans. The Kuihiyao' were granted several worlds in the centuries leading up to the Cultural Purge. However, during the Purge the Kuihiyao' were betrayed by rival Aslan clans, vassals of Eteawyolei' and massacred by vengeful Solomani; by the Treaty of the Dark Nebula they were but a shadow of their former strength.

LAHTOUYO, TLAUKHU VASSAL (YERLYARUIWO BLOC)

/ LAHT-oh-OO-yoh /

Overlord Staoiyoulur

Capital O'awiy (Dark Nebula 2525)

A vassal clan of the Staoiyoulur, in turn a vassal to the mighty Yerlyaruiwo, the Lahtouyo had formerly been vassals to the Tuaakyal, which was a vassal to the great trading clan Tralyeaeawi. During the Yerlyaruiwo-Tralyeaeawi War, the Staoiyoulur destroyed the Tuaakyal and claimed their lands and vassals for their own. Lahtouyo had no choice but to bend the knee to the Staoiyoulur. Relations between overlord and vassal have been understandably chilly, although the Lahtouyo are beginning to see the benefits of belonging to a more powerful alliance.

LOAKHTARL, MULTI-WORLD CLAN

/ lo-ACH-tarl /

Enemy Raohkeil

Capital M (Ealiyasiyw 2828)

A multi-world clan, once dominant in Reaver's Deep but now reduced in scope, the first known reference to the Loakhtarl appears in written records from Kusyu in -2001, following the Third Aslan World War. The Loakhtarl were then described as a minor clan with ambitions far in excess of their holdings.

By -1600 the Loakhtarl clan had claimed a few modest, scattered holdings throughout the Kilrai' Cluster but competition from neighbouring humans and Aslan proved so fierce the clan elected to migrate deep into Ealiyasiyw sector, far beyond any other established Aslan settlements. There the clan discovered the pleasant, habitable world of Ilekhakhe and established a capital there.

Loakhtarl isolation from the rest of the Hierate afforded the clan several centuries of relatively uncontested expansion into neighbouring star systems before other clans arrived. By now the Loakhtarl had become a serious contender for membership in the *Tlaukhu*; they had parlayed their lead in Ealiyasiyw into control of nearly eight subsectors, and were active in Eakoi and Ea of Reavers' Deep. The Loakhtarl formed the Eakoi Corporation in -835 ostensibly to trade with the score or so inhabited worlds in Eakoi and Ea, but in reality the company was used to actively discourage other clans from settling worlds coveted by the Loakhtarl clan lords.

Unfortunately, the Loakhtarl policy of blocking other clans from Reavers' Deep resulted in them being accused of un-Aslan conduct. During the Cultural Purge, the clan was attacked by a coalition of minor, land-poor clans and forced to retrench. Simultaneously a minor human polity centred on Solomon in Reaver's Deep started waging a trade war against the Eakoi Corporation. After a protracted conflict, the Eakoi Corporation collapsed and associated Aslan abandoned the area in 128, bringing their fighting assets back to the Loakhtarl heartland to help stave off attacks from the coalition of minor clans. By the time of the Peace of Ftahalr, the Loakhtarl's landholds were reduced to less than four subsectors, all situated along the Hierate border in Ealiyasiyw.

The Loakhtarl managed to halt the decline and hold on to their remaining territories. However, as of 1105 tensions with the neighbouring Raohkeil have been simmering for many years and the clans stand on the brink of war over certain worlds in the Ealiyasiyw sector.

OAHAIWEAS, EXOHIERATE CLAN

/ OH-ah-AY-wei-as /

Corporation Iyea

Capital Febung (Dark Nebula 2108)

A small but ambitious clan driven from the Hierate in a political dispute in 892. The clan may have overextended itself by seizing a number of low population worlds in the Buffer. In addition to Febung, Oahaiweas controls Eikhuihi, Iweheh, and Ikhaeal.

OUL, EXOHIERATE CLAN

/ OH-yool /

Capital Fyawahri (Dark Nebula 2026)

A minor exohierate clan located near the spinward edge of the Dark Nebula, the Oul were formerly loyal vassals of the fierce Htiokh and highly regarded for their elite *ausawil* (ranger) military units, trained in wilderness



fighting. During the Aslan Border Wars *ausawil* troops would often perform advance reconnaissance on human worlds in preparation for a Htiokh assault.

As the Border Wars dragged on the Oul became alarmed at the increasingly unhinged behaviour of their overlords. The Htiokh had grown more and more brutal and began taking greater and greater risks.

During the Cultural Purge the leaders of Oul decided Htiokh behaviour was no longer simply dangerous but actually dishonourable. The Oul passed along invaluable strategic intelligence on the Htiokh to the rival lyare. This betrayal allowed the lyare to bypass Htiokh defences and seize their stronghold at Arakhal, which led in turn to the downfall of the Htiokh.

Although the Oul may have had honourable intentions and the Htiokh had become deeply unpopular within the Hierate, betrayal of an overlord clan was considered deeply dishonourable. The Oul, despite otherwise being an exemplary clan, were expelled from the Hierate. In a very unusual move, they were allowed to retain control of Tenarna and their ancestral holdings on Fyawahri, where they participate in a ruling coalition government alongside the exohierate Uaeail, who were exiled for adopting too many human cultural practices.

OWYAHY, MULTI-WORLD CLAN

/ OW-yah-EE-yeh /
Vassals Htaihe, Htaihefiyuio, Owyahiyfykaaiy
Corporation lykhuipta (mercenary company)
Capital Hakhyas (Dark Nebula 2027)

An ancient, independent clan with major holdings in the Dark Nebula, Owyahiy originated on pre-spaceflight Kusyu, emerging after the Second World War as a major clan and ally of Khaukheairl. Owyahiy was one of the founding members of the *Tlaukhu* and reached its zenith near the end of the Aslan Age of Expansion. During the Cultural Purge Owyahiy was a stalwart *khiraokhaor'ya* member, participating in the battle of Ftihahé' in 13, a world still under clan control. Owyahiy was left badly diminished after the Purge and thus was one of the seven clans relegated off the *Tlaukhu* as part of the reform of 82. Owyahiy was forced to sell off its last remaining holdings on Kusyu, a humiliation never lived down.

Owyahiy remains one of the most prominent clans in the Dark Nebula, where the clan capital of Hakhyas is located. The clan owns outright the worlds of Aftea, Soukhi', Fiyihyha', Steahryoha, Iyokh, Riyikahail and Eiaohe, while its vassals control another seven worlds.

The Owyahiy are a proud, almost haughty clan, always careful to maintain an appearance of wealth and stature. This belies a dire financial situation; a string of foolish clan leaders have neglected the clan's treasury and the Owyahiy are in debt to several different Aslan corporations. In 1100 the Owyahyko died without an

heir and his sister A'ayuea assumed temporary control of the clan. A shrewd and desperate woman, she has quietly implemented numerous austerity measures and has begun quietly selling off clan lands and heirlooms to pay down the many debts.

The one other asset available to the Owyahiy is its fighting prowess. Nearly all of the clan's ground and space forces are available for hire through the mercenary company, lykhuikta. lykhuikta is capable of fielding and transporting highly trained and disciplined troops of up to a field army in size, as well as one battle rider squadron and one cruiser squadron. The course of entire clan wars have been turned by an lykhuikta contract.

Considerable speculation has swirled about the Owyahiy court regarding A'ayuea. Other clans have sent envoys carrying various marriage proposals; should she accept any one of these, her financial difficulties would be at an end but the Owyahiy would be effectively absorbed by her husband's clan. A'ayuea could adopt a distantly related male, naming him her brother's successor, or she could marry an Owyahiy male from a different pride. This last option might well be the strong preference for everyone but A'ayuea, as no remotely suitable match has yet been identified.

SEIEAKH, TLAUKHU CLAN (BLOC LEADER)

/ SEE-ih-EE-ack /

Vassals Tuisoilrea

Allies Akatoiloh, We'okurir

Corporation Hera'oh (antiquities trade)

Capital Hkawuakhiy (Kefiykhta 0928)

The Past Guides Our Future

The ninth most powerful clan in the Aslan Hierate and the leader of the ninth most powerful political bloc on the *Tlaukhu*. Thoughtful and reflective, the Seieakh and its allies promote interclan cooperation and collaboration. This is not to say the Seieakh are pacifists; highly disciplined and patient, if forced to fight they will wait until the most advantageous moment to strike.

The Seieakh, despite being a younger clan with territories far from Kusyu, have a profound reverence for the rich history of the Aslan and produce some of the most respected historians and archaeologists in the entire Hierate. The Seieakh made first contact with the plant-like Ahetaowa in 730. This Minor Race, which exhibits psionic potential, has become an important trading partner for the clan.

The core territories for the Seieakh and its two allies are the recently settled spinward sectors of the Hierate, namely Esai'yo and Kefiykhta. In the Dark Nebula, the Seieakh control the worlds of Ioa, Ekhiiy and Eiouktoh while their vassal clan Tuisoilrea administers Htehekah in fief. The Seieakh also have holdings on the split control worlds of Troutiyka, Syerakhir, Aowaelr and Yohkui. On Kusyu, the Seieakh control the city of Eeah on western Hroliarl.

STAHFIEI, TLAUKHU VASSAL CLAN (YERLYARUIWO BLOC)

/ STAH-fee-AYE /

Overlord Hrawoao

Vassal Htaieie'

Capital Oite (Iwahfuah 2621).

A vassal clan of the *Tlaukhu* member, Hrawoao, in the Dark Nebula, Stahfiei has holdings on the split control world of Syeaa'isiy in Kyaenkha. Their vassal Htaieie' administers the nearby vacuum world of Htaheatelr. The Htaieie' also guard the interdicted world of Kteatau in Siei.

STAIIYLOULR, TLAUKHU VASSAL (YERLYARUIWO BLOC)

/ STAY-oh-AYL-oul-er /

Overlord Yerlyaruwiwo.

Vassal Lahtouyo

Capital Hriysahoah (Dark Nebula 1039)

A vassal clan of the mighty Yerlyaruwiwo, the Staioyloulr won many accolades during the Yerlyaruwiwo-Tralyeeaeawi War, where their troops fought with great gallantry. They were rewarded handsomely by the Yerlyaruwiwo with gifts of lands and promotion to a direct vassal.

SYOISUIS, TLAUKHU CLAN (BLOC LEADER)

/ SIE-oh-EEZ-yoo-is /

Allies Tlaiwaha

Vassals Hi'khua, Uawairlew, Weferuta

Capital Alaoa (Staihaia'y 2228)

From Knowledge Flows our Strength

A *Tlaukhu* member and the third most powerful clan in the Hierate, the Syoisuis are notoriously secretive and solitary and the sole member of their power bloc, relying on a vast array of vassal clans to shore up their position. The Syoisuis resist committing to formal alliances in favour of maintaining open relationships with other clans. They are also a deliberately moderate force in the *Tlaukhu*, aiming for the middle ground in all matters.

While it is common knowledge that the Syoisuis maintain vast intelligence and counterintelligence networks throughout the Hierate, little hard information about these operations is available. The clan strategically metes out intelligence to other clans in order to cultivate relationships, obtain more intelligence and advance its own, usually inscrutable, ends. Syoisuis is infamous for favouring wars of assassins and all other clans – as well as any intelligent humans – are suitably wary of running afoul of a Syoisuis elite assassin unit.

Syoisuis has vast holdings across the Hierate but quietly dominates the heart of the Staihaia'yo sector. In the Dark Nebula, the clan wholly owns the world of Oiwohas and its vassal Hi'Ikhua holds the worlds Eiyea and Uiftaoa in fief. Syoisuis also has holdings on some 15 split-control worlds, including Kusyu itself. On Kusyu, the Syoisuis control the city of Erloiryo on eastern Hroliarl.

The Syoisuisko was reportedly born in 1040 and ascended as clan head in 1059. As is usual for a head of Syoisuis, few details of his life before his investiture are known, and he rarely travels to Kusyu or makes public appearances. He is rumoured to be an ardent scholar of political science and said to have personally written several lengthy historical studies.

TARUAUHKYE, EXTERMINATED CLAN

/ TAR-oo-ah-OOK-yee /

Formerly a major independent clan in the Dark Nebula and Magyar, and infamous as slavers, the Tarauuhkye actively captured humans, selling them as chattel to other clans as well as human states, most notably Tralp in Magyar. Through the Long Night, the trade proved extremely lucrative, making them hated by human worlds and viewed with distaste by other clans, most notably Khaukheairl.

Eventually, the Tarauuhkye even enslaved low-status or outcast Aslan, which further eroded their reputation within the Hierate. At their height the Tarauuhkye directly controlled some 14 worlds in Magyar and the Dark Nebula, and their six vassals controlled another six worlds.

The entrance of the Third Imperium into the region introduced a strong cultural prohibition against slavery and the fortunes of the Tarauuhkye dwindled rapidly. They entered into a brief but disastrous war with Tralyeaeawi that saw their power broken and many former holdings absorbed by the Tiawao.

TIAWAO, EXTERMINATED CLAN

/ tee-AW-ah-oh /

A former vassal of Tlerlearlyo, active in Magyar and the Dark Nebula sector, and rival to the slaving Tarauuhkye, the Tiawao first emerged during the great Aslan Age of Expansion. As the Tlerlearlyo gradually gave up control of the trade lanes connecting Kusyu with human worlds in Magyar and the Solomani Rim, small loyal clans such as Tiawao assumed control.

By the Cultural Purge the Tiawao had amassed a modest collection of holdings, mostly concentrated in and around the Savage Main. The signing of the Treaty of the Dark Nebula in 212 forced the Tiawao to choose between giving up their territories and relocating to the Hierate, or retaining their lands and severing ties to Hierate. Reluctantly, the Tiawaoko chose the latter and his clan enjoyed success in the buffer zone, consolidating several other former Tlerlearlyo vassals under one banner and eventually ruling nearly a dozen different worlds, including their capital at Earltras.

During the Solomani period the Tiawao found themselves increasingly at odds with local humans backed by the Solomani Autonomous Region. In the 800s two Magyar states, the Wair Alliance and lou Federation, led a series of attacks on Tiawao worlds, taking first Usi Ub and then Factn. Although several *Tlaukhu* members provided arms and economic support to the Tiawao, the clan was wiped out at the culmination of the War of Kimson's Stand in 832.

TLAIOWAHA, TLAUKHU CLAN (IKHTEALYO BLOC)

/ tlah-ay-OW-ah-ha /

See Tlerlearlyo below.

TLERLEARLYO, TLAUKHU CLAN (IKHTEALYO BLOC)

/ ti-LER-lee-AYRL-yo /

Allies Ikhtealyo, Yetahikh

Vassals Ahroay'if, Fealaea

Corporations Kawea, Orihea, Yetrai

Capital Saftahfeal (Dark Nebula 2221)

A Bridge Between Stars

A *Tlaukhu* member, the twentieth ranked clan in the Hierate, and a junior member of the Ikhtealyo political bloc, the Tlerlearlyo are rich traders and merchants, and an important engine of the Hierate economy. Most Tlerlearlyo holdings are located near Kusyu, where their companies trade vigorously with the Solomani, but

on the other side of the Great Rift, the clan trades with the Imperials and is better known as Tlaiowaha, the name of their fortress world in Trojan Reach.

By any name, the clan is known for its ability to plan for the long term and an ability to adapt in the face of change. The Tlerlearlyo are considered poor warriors but have enough financial clout to rely on vassals and mercenaries to defend their trade routes and manage their affairs. The Tlerlearlyo are consistent advocates for stability, which is good for business.

The Tlerlearlyo began as a vassal to the Tralyeaeawi sometime after -1667, assisting their overlord with establishing trade routes to the Solomani Rim. While Tralyeaeawi diplomats would make first contact and negotiate trade agreements, Tlerlearlyo analysts would then develop the logistics and supply chains to support the new trade route. As a reward, the Tralyeaeawi emancipated their vassal in -1287 and helped the Tlerlearlyo ascend to the *Tlaukuh*.

During the Aslan Border Wars the Tlerlearlyo held many worlds around the Dark Nebula/Magyar border and by -800 became allied with Wu in Magyar, one of the few human worlds retaining the ability to build jump-2 starships. The Tlerlearlyo cultivated several human populations in Magyar as vassal clans, such as the Kuihiyao'.

The slow decline in human technology during the Long Night was accompanied by a steady decline in the value of these markets and the Treaty of the Dark Nebula in 212 resulted in a significant loss of Tlerlearlyo's Magyar holdings. In response, the Tlerlearlyo began looking across the Great Rift to diversify their interests. In 218 the clan launched the first of several migration fleets across the Rift as part of a first wave of Aslan settlers. By 242 one of these migration fleets had explored a Trojan Reach subsector they named Tlaiowaha.

In 390 the newly established trans-rift Tlerlearlyo colonies began agitating for independence, led by the Tlaiowaha pride. To signify their desired status these colonies started calling themselves the Tlaiowaha *clan*. By 406 they decisively lost this bid for independence but the name stuck and in the Trans-Rift colonies the Tlerlearlyo continue to be more widely known as the Tlaiowaha.

Today both the Tlerlearlyo and Tlaiowaha branches of the clan, each dominated by prides of the same name, control diverse business interests and have established trade agreements with many clans on both sides of the Rift. Rather than a single large clan corporation, the Tlerlearlyo have many smaller, interrelated companies, each tailored for specific markets.

In the Dark Nebula, the Tlerlearlyo control five separate worlds. The capital of Saftahfeal is dominated by the ruling Tlerlearlyo pride, while the trade link of Htaka Oea is the seat of the Teaeifyul pride. Both lykye and Uiwealirlao are unattractive worlds with small populations and the Eahaeah system has been interdicted by the clan. The Tlerlearlyo also has holdings on the split-control worlds of Eoyaea, Ktaol, Weisaow, Aowaerl, Hwuiwaoh and Kusyu.

The Tlerlearlyoko is a new and anxious clan leader, concerned powerful historical events could easily swallow his clan up if reforms are not swiftly undertaken. He only recently ascended, in 1101, after his father finally succumbed to old age. Although the old man reportedly relied upon alien anagathics to extend his life, he apparently battled senility at the last and much of the clan business was quietly managed by his many wives. One of the first acts of the new ko was to send his mothers into honourable retirement.

Tlerlearlyoko has since been furiously trying to make up for lost time: at the end of his father's reign many important trade agreements lapsed or had become disadvantageous to the clan. Further, the new ko senses the Tlaiowaha across the Great Rift may once more be drifting away from the rest of his clan.

TOASEILWI, TLIAKUH CLAN (KHAUKHEAIRL BLOC)

/ TOE-ah-SEE-il-wee /
Allies Estoieie', Khaukheairl
Vassal Yeuihearlaoh
Capital Ihao (Staihaia'yo 0623)

A *Tlaukuh* member, ranked twenty-second in the Aslan Hierate, and part of the ancient Khaukheairl power bloc. In the Dark Nebula, Toaseilwi controls the world of Yetiuaya and has holdings on eight split-control worlds, including Kusyu.

TRALYEAEAWI, TLIAKHU CLAN (BLOC LEADER)

/ TRAL-yee-AH-ee-AH-wee /

Vassals Heaafa, Hfaikh, Hoihhwarilta,
Ohyaeearla, Yahloiri, Zodia

Allies Aiheilar, Riyhalaei, Yulraleh
Rival Aokhalte

Enemy Yerlyaruwiwo

Corporation Faiekhas

Capital Kuwiwyosyo (Hlakhoi 3222)

Across Many Stars, One Clan United

The fourth ranked clan in the Hierate and leader of the fourth most powerful political bloc in the *Tlaukuh*, the Tralyeaeawi are notably relaxed about Aslan social conventions and are among the most tolerant and diplomatic clans with respect to aliens. They have the largest percentage of non-Aslan members and maintain amicable contacts with numerous alien peoples.

The Tralyeaeawi are an ancient and respected clan but have spent much of their history languishing behind the Yerlyaruwiwo and Khaukheairl. The Tralyeaeawi arose on pre-spaceflight Kusyu and were a founding *Tlaukuh* member. While the Yerlyaruwiwo and Khaukheairl maintained exclusive control over jump drive technology, the Tralyeaeawi circumvented this hold by dealing directly with Terran traders.

When all clans finally gained access to the jump drive in -1667, the Tralyeaeawi were ready to spread to the stars and quickly became the first ranked clan in the Hierate, a position they held for much of the Aslan Age of Expansion. The Tralyeaeawi were the first clan to reach the Solomani Rim and soon established routes connecting Kusyu with distant Dingir, Muan Gwi, Terra and Ishnar.

The Tralyeaeawi advocated a progressive agenda during the Cultural Purge, putting them at odds with the traditionalist Yerlyaruwiwo. The Tralyeaeawi emerged from the Purge greatly diminished but still important enough to become one of the signatories to the Peace of Ftaharl.

Long simmering resentments finally boiled over in the Yerlyaruwiwo-Tralyeaeawi War (614–693), which ended in the sound defeat of the Tralyeaeawi. Although the worst fighting occurred in Ealiyasiyw and Hlakhoi, numerous Tralyeaeawi worlds were lost in the Human-Aslan interface between the Dark Nebula and Magyar, creating a power vacuum that set the stage for War of Kimson's Stand in 832. More recently, tensions between the Tralyeaeawi and Aokhalte blocs are escalating in the central sectors of the Hierate.

TREAKHOUAIA, EXOHIERATE CLAN

/ tree-awk-HOO-yoo-AY-ee-ah /

Capital Akludu (Magyar 0902)

An Aslan clan dominant in the Akuusir Cluster following the Peace of Ftaharl in 380, the Treakhouaia had been exiled from the Hierate during the Cultural Purge for having become too familiar with humans, relaxing roles between the sexes and settling differences through legal arbitration rather than combat. The exiled Treakhouaia came to dominate the worlds along the lucrative Wu-Kusyu route, including Colcan and Fonfado, and also had holdings on Dengmi, Wang and Satwor.

Following defeat in the Rim War and the loss of Terra, the Solomani Confederation began absorbing worlds of the Akuusir Cluster in 1041. The Treakhouaia at first tried to negotiate, then accommodate, and finally assimilate, although with generally unsatisfactory results. Many Treakhouaia holdings were seized by the Solomani under various legal pretences and the inhabitants resettled to Akludu in Magyar. Today, most Aslan encountered in Akuusir subsector working in starports, crewing merchant ships or serving in the Confederation military will be Treakhouaia.

TRUI'KT, INDETERMINATE CLAN

/ TROO-ikt /

One of the most powerful *tsekho* clans during the Cultural Purge, the Trui'kt possessed technology considerably greater than the rest of the Hierate and their warships were almost unbeatable. They experimented with cybernetic enhancement and other dangerous technologies, including a much greater use of artificial intelligences than other Aslan cultures. The Trui'kt led a coalition of *tsekho* clans on a furious drive toward Kusyu itself in 13. The large fleet got within four parsecs of the Aslan homeworld before meeting its match at Ftihae'.

Shortly after this defeat the entire clan abruptly vanished. Their colonies were found empty; hundreds of their ships were discovered floating in space, empty and lifeless. Other vessels were never found again, leading to speculation that the clan had migrated beyond Aslan space. Investigations hinted at the possibility that the Trui'kt found a way to upload their minds to a virtual reality. Perhaps the clan found their home territory in the infinite expanses of the virtual realm.

TYESOURLA, EXOHIERATE CLAN

/ TYE-es-OUR-lah /

Capital Qyarn (Dark Nebula 1420)

A clan forced out of the Hierate for adopting human culture. In addition to Qyarn, Tyesourla has holdings on Sordno and Oskvo.

UIKTAWA, TLAUKHU CLAN (BLOC LEADER)

/ YOO-eek-TOW-ah /

Allies Ikyasea, Faowaou

Vassals Ftawsteaoihalr, Hweolriya

Corporation Layaefui (joint ownership)

Capital Aieilarl (Ustral Quadrant 1411)

We Reach the Distant Stars

An important clan ranked seventh in the Aslan Hierate, and leader of the seventh most powerful political bloc in the *Tlaukhu*, the Uiktawa and its allies are explorer clans, engaged in expanding and exploiting the spinward and rimward frontiers of Aslan space. The Uiktawa have sponsored long-distance expeditions ranging to the rimward edge of Charted Space and possibly far beyond.

The three principal members of the Uiktawa bloc own a majority of shares in Layaefui, a jointly-owned Aslan corporation with headquarters at Heasairlui (Ustral Quadrant 1503). Layaefui, using methods and standards developed by the Imperial Interstellar

Scout Service, conducts surveys and exploration across the Aslan frontiers and provides data to any clan willing to pay.

Although Uiktawa does not wholly control any worlds in the Dark Nebula, the clan does own two worlds outright in the Keiar subsector of Reaver's Deep: Khtaaoo and Oloih. In the Dark Nebula, Uiktawa vassals hold the worlds of Traihoa and Heiaieai' in fief and Uiktawa themselves have holdings on three split-control worlds: Weisaow, Tloueaeiei and Kusyu. On Kusyu, the Uiktawa control the city of Reahloah on Tafohti.

ULYEHAIL, SINGLE WORLD CLAN

/ YOO-lee-EH-ayl /

Capital Tua'aiou (Dark Nebula 2936)

A minor clan located on the edge of Solomani space. Their homeworld is a garden planet.

WAHTOI, TLAUKHU VASSAL (HLYUEAWI BLOC)

/ WAH-toy /

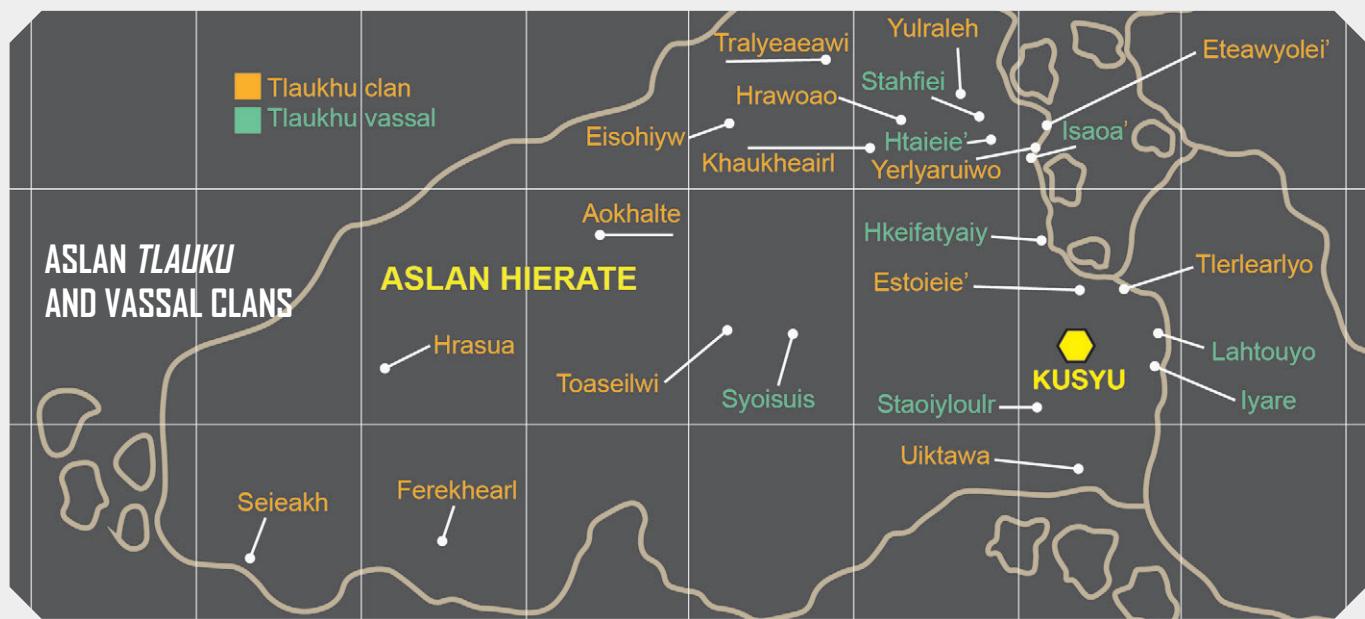
Overlord Aroaye'i

Enemy Fteweyeakh

Corporation Khu Su'ikh

Capital Tarealao (Riftspan Reaches 1838)

A *Tlaukhu* vassal clan considered to be excellent traders and diplomats, over their long and tumultuous history the Wahtoi have risen to the highest levels of the Hierate only to suffer a long decline, but the clan persists and its leaders believe future glories await. The Wahtoi were one of the first clans to exploit the route across



the Great Rift following its discovery in -1044. Wahtoi *ihiatei* explored the worlds in and around the Rift and the Wahtoi soon came to dominate the Riftspan Reaches.

The clan established the trading company Khu Su'ikh ('Five Shields') to trade throughout the sector and continues to maintain an ownership interest. As a result, the clan was given a seat on the *Tlaukhu* but the swift rise to power brought rivals and new troubles. In -951 a splinter clan from the Wahtoi, the Fteweyeakhs, attempted to assassinate the Wahtoiko and seize power. When the attempt failed the assassins were exiled to Hlakhoi as outcasts.

During the Cultural Purge the Aroaye'i lost a clan war to the Uawairlew, a major clan of the Yerlyaruiwo bloc, and they – along with the Wahtoi – became Uawairlew vassals. In 652, during the great Yerlyaruiwo-Tralyeaeawi War, the Hlyueawi arranged for the fall of the Uawairlew, taking over most Uawairlew assets and replacing that clan on the *Tlaukhu*. The Hlyueawi also claimed the Aroaye'i and Wahtoi as vassals.

Today the Wahtoi are a traditional Aslan power, as befits their ancient history. While they have no great love for Humaniti, they do not hate them. Honour gains respect, regardless of species. They are, however, even more mercantile than other economically aggressive Aslan, always conscious of economic issues and conditions, and even males are able to understand the importance of economic considerations. Females still handle financial matters but males are able to make economic value judgments when given good information. Their military forces, however, are notoriously laughable and rely heavily on mercenaries for defence.

YEAHTAUHEIH, EXOHIERATE CLAN

/ YEE-ah-TOW-uh-haye /

Capital Awoiktes (Dark Nebula 1705)

A deeply conservative clan that chose to leave the Hierate rather than accept the imposition of primogeniture to determine clan leadership. The Yeahtauheih firmly believe such reforms weaken the Hierate and make the Aslan vulnerable to attack. Since leaving, the clan has spent much effort trying to revive other ancient Aslan practices, many of which disappeared from Kusyu long before the establishment of the *Tlaukhu*. The Hrasua maintains a small embassy on Awoiktes and are rumoured to provide covert financial support for this line of Yeahtauheih scholarship. The Yeahtauheih have been

outraged by Solomani encroachment into the Akuusir cluster and their envoys have been rallying support from other exohierate clans.

YEHASO, MULTI-WORLD CLAN

/ yee-HA-so /

Vassals Eihawa, Trihoirahe, Yusarl
Corporation Khtyuwi' (interstellar trading)
Homeworld Roaa (Reaver's Deep 0237)

A powerful clan in Reaver's Deep, the Yehaso are an offshoot of the mighty Yerlyaruiwo, an entire pride that split from the main branch around -1000. The clan maintains amicable relations with the Yerlyaruiwo, despite the ancient division. The Yehaso corporation Khtyuwi' operates throughout the Buffer but has been particularly dominant in Ea subsector. In Reaver's Deep, the Yehaso directly control the worlds of Hrike and Hesiyha, and its capital is located in the city of Earar on the split control world of Roaa.

YERLYARUIWO, TLAUKHU CLAN (BLOC LEADER)

/ yer-lie-AR-yoo-EE-woah /

Vassals Ewehi, Staoyloulr, Hluilauloi, Yalahal, Lahtouyo

Allies Hrawoao, Eisohiyw, Ferekhearl

Rival Khaukheairl

Enemy Tralyeaeawi

Corporation Tlasayerlahel (megacorporation)

Capital Aleikhes (Dark Nebula 0710)

Honour, Duty, Discipline

The most powerful individual clan in the Hierate and leader of the most powerful political bloc in the *Tlaukhu*, the Yerlyaruiwo have occupied a preeminent place throughout much of Aslan recorded history. The clan was a principal belligerent in the first three Aslan world wars, a founding member of the *Tlaukhu* and among the first two clans to deploy jump drive technology. The clan made first contact with the Terrans, was an architect of the Cultural Purge and one of the four signatory clans to the Peace of Ftahalr. If the Yerlyaruiwo are not now as powerful as they once were, the clan has gathered so many sworn allies around it that its position as guardian of *Tlaukhu* honour is unassailable. The Yerlyaruiwo are much sought after as arbiters and earleatrais.

Befitting their position within the Hierate, the Yerlyaruiwo are the self-appointed enforcers of Aslan social order, ensuring lesser clans observe proper deference to tradition and the established hierarchy.

The Yerlyaruiwo prides on the other side of the Great Rift are considered even more traditionalist than those prides nearer Kusyu.

The clan and its allies control worlds across the entire Hierate but are particularly dominant in the Dark Nebula, Iwahfuh, Heakhafaw, Afawahisa and spinward Hlakhoi. In the Dark Nebula alone the clan owns outright two separate worlds. The clan's capital world, Aleikhes, is also the ancestral seat of the leading Yureare pride. The hot water world of Ahiyh is dominated by the Iaohkas, the third-most powerful pride in the clan.

The Yerlyaruiwo also holds lands on some 17 split-control worlds, including the important worlds of Au'aiyee, Ktaol, Aowaelr, Yohkui and of course, ancient Kusyu itself. The second-most powerful pride in the clan, Taoharl, controls the important city of Htoihelu ('green field'), located on Kusyu's surface in the Haka subcontinent. Elsewhere in the Dark Nebula, Yerlyaruiwo vassal clans hold in fief the worlds of Khlyuhakh, O'awiy, Khlyuhakh, Taleiw, Hriysahoah, Hrikalr and Oeafowyahlulr.

The power of the Yerlyaruiwo flows not only from its vast holdings but also from the Tlasayerlahel megacorporation, operated and managed by clan females. Tlasayerlahel provides cargo and passenger service between major worlds in all sectors of the Aslan Hierate.

The 'Young Ko' of the mighty Yerlyaruiwo was born in 1084 to the Yureare pride. He succeeded his father in 1099 when the old ko was killed in a freak accident while hunting on Aleikhes. Upon the unexpected death of the old ko, the vast resources of the Yerlyaruiwo court leapt to transition the prince to his new role.

Although the new Yerlyaruiwo has not yet married, his father's three wives remain at court and act as his primary advisors in most matters of state. The dark lylear, a princess of Syoisuis, is a shrewd tactician and moved swiftly to secure her son's position and eliminate any potential rivals. Iktotea, a princess of Khaukeairl, is an effective diplomat who ensured all of Yerlyaruiwo's allies and vassals pledged full support to the new ko, while young lyao, a princess of Eisohiyw, has taken charge of identifying suitable wives for the young Yerlyaruiwo.

YULRALEH, TLAUKHU CLAN (TRALYEAEAWI BLOC)

/ YUL-rah-LEY /

Vassals Ftiyeawai, Si'eoiy

Allies Aiheilar, Riyhalaei, Tralyeawai.

Rival Yerlyaruiwo

Capital Yulriyyew (Ealiyasiyw 1825)

A *Tlaukhu* member, ranked twelfth in the Aslan Hierate, and a partner in the Tralyeawai power bloc, the Yulraleh are known for producing expert pilots of smaller craft. Their space forces contain a large number of carrier squadrons that berth high performance aerospace fighters and their ground forces integrate grav combat aircraft units. The Yulraleh operate some of the most thorough and professional patrol squadrons in the Hierate, often providing protection to Yerlyaruiwo merchant convoys. On Kusyu, the Yulraleh control the city of Htekhir on eastern Hroliarl.

YUOIHY, EXOHIER CLAN

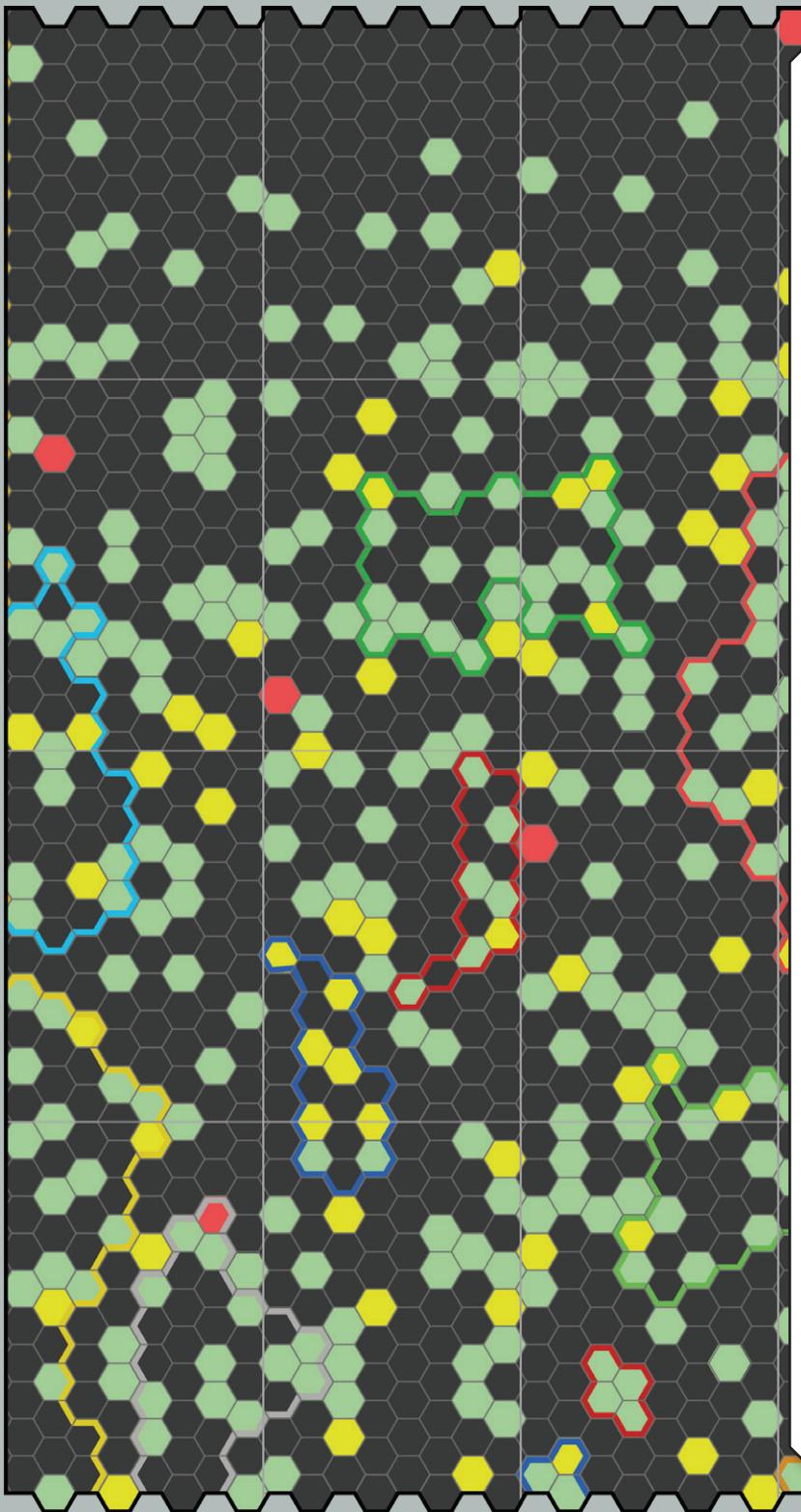
/ YOO-oh-IH-ee /

Capital Rosal (Dark Nebula 0720)

A barbarian clan that has chosen to live with primitive Droyne, the Yuoihy are extremely hostile to outsiders and fanatically protective of their Droyne partners.



REAVER'S DEEP



Although located at the intersection of three great interstellar powers, Reaver's Deep, known to the Aslan as *Aeitle Sakh*, has all the characteristics of a frontier region: technologically backwards, underdeveloped and not thoroughly explored even in 1105.

The coreward subsectors lie inside the yawning Great Rift. To trailing are the frontiers of the Third Imperium and Solomani Confederation, two great rivals with far distant capitals and limited resources to spend on border worlds. To spinward is the Aslan Hierate, a fractious confederation of competing clans.

In the heart of the Deep is the Buffer, a 30-parsec wide zone of space demilitarised by the Peace of Ftahalr. Inside are small interstellar states with great ambitions such as the Carrillian Assembly, Principality of Caledon or the Islaiat Dominate, as well as numerous smaller states and dozens of independent worlds.

The sector has a long and tumultuous history, and was the site of many conflicts between humans and Aslan. Aoreriyya is the name early Aslan explorers gave to the Ea, Drexilthar, Eakoi and Drinsaar subsectors; literally translated, it means 'new garden' (or 'new veldt', according to some authorities), from the *Trokh aor* (new), and *eriiya* (pleasant lands). The region was so called because of the relative abundance of worlds with climates and ecosystems well-suited to habitation by Aslan. Many of these worlds still bear the *Trokh* names given to them by these early clan scouts.

The sector may be poor, wild and primitive, but it also contains many fine habitable worlds, abundant resources, and, it is said, numerous secrets waiting to be discovered.

FARIFT

The Farift subsector is located within the Great Rift, just beyond the coreward-trailing edge of Aslan space. Nearly half of the systems remain unclaimed and none enjoy significant interstellar traffic or currently possess even stellar technology levels. Aslan and Human corporate interests have only recently begun to mount proper surveys of this frontier.

Four worlds on the spinward-rimward edge of Farift form a branch of the Ehilao Cluster, a string of 22 worlds straddling Ealiyasiyw and Reaver's Deep. The entire cluster has been held by various Aslan clans over the centuries but the Peace of Ftahalr forced them to abandon those holdings inside the Buffer. Clans on Wulooil in neighbouring Ealiyasiyw repeatedly violated the Peace, forcing the Yerlyaruuiw bloc to intervene in 646 and interdict the world as a warning to other clans.

Farift is possibly most notable for a Minor Race of sophonts, the enigmatic Tlyetrai, who are native to Hoa. From Hoa, the Tlyetrai expanded to colonise the neighbouring worlds of Luiwaiwuah and Turin. While Turin has become an independent world, Luiwaiwuah remains controlled by Hoa.

The Farift subsector contains 10 worlds with a population of 9.2 billion. The highest population is 9 billion, at Andalusia. The highest Tech Level is 8 at Hoa and Turin.

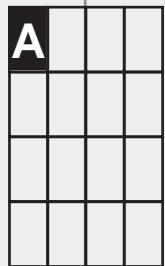
ANDALUSIA

Originally a pleasant garden world with a standard oxygen-nitrogen atmosphere, Andalusia has devolved over many centuries of industrial development into an overpopulated, human-dominated world struggling to maintain even its currently low technology.

Andalusia was initially settled by Terrans from Hryaroaa sometime before -1600. The planet's land masses are divided into 17 small continents and several notable island chains, offering plenty of territory for exploration and expansion. During the Long Night, Andalusia slowly regressed to pre-stellar technology, stabilising at approximately TL3. Using only vessels powered by wind, the population steadily spread across all available lands except for the inhospitable south polar continent. Tralyeaeawi traders out of Ealiyasiyw occasionally visited the world, bringing news and more advanced goods. By -800 the clan had established a trade centre at the island of Syrl and claimed control of all Andalusia, although the Aslan ruled with a light hand and largely allowed humans self-governance.

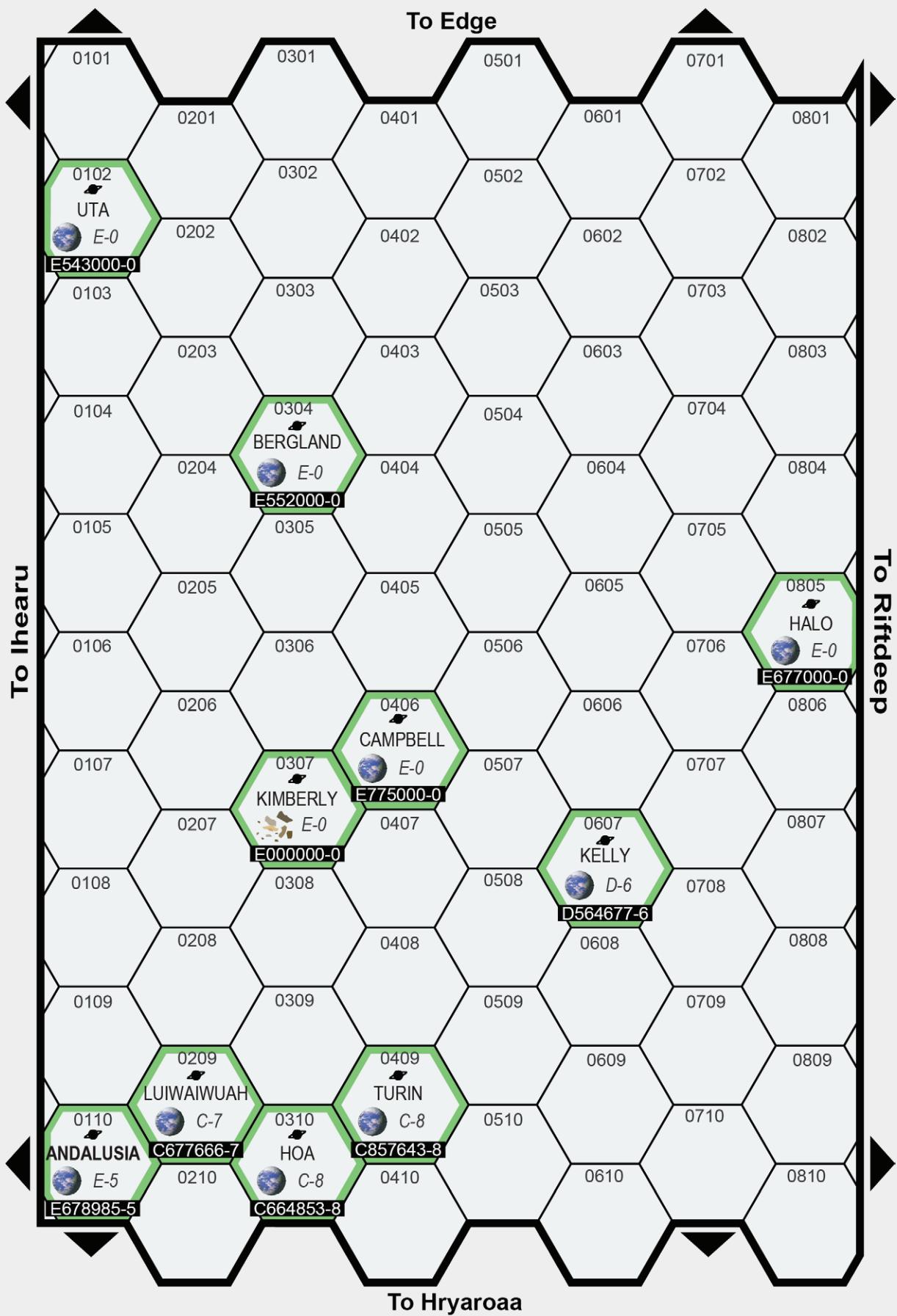
Following the Peace of Ftahalr the Tralyeaeawi withdrew from the world and Andalusia began a steady process of industrialisation, aided by abundant petrochemical resources. As the population rose from

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
Andalusia	0110	—	E678985-5	Hi In Lt	—	—	G
Bergland	0304	—	E552000-0	Ba Po	—	—	G
Campbell	0406	—	E775000-0	Ba	—	—	G
Halo	0805	—	E677000-0	Ba	—	—	G
Hoa	0310	—	C664853-8	Ri	—	Tlyetrai Assembly	G
Kelly	0607	—	D564677-6	Ag Ni Ri	—	—	G
Kimberly	0307	—	E000000-0	As Ba Va	—	—	G
Luiwaiwuah	0209	—	C677666-7	Ag Ni	—	Tlyetrai Assembly	G
Turin	0409	—	C857643-8	Ag Ga Ni	—	—	G
Uta	0102	—	E543000-0	Ba Po	—	—	G



Reaver's Deep

FARIFT SUBSECTOR



Gas Giant

B-6 Starport Class & Tech Level

To Hryaroaa

Planet (water present)

Asteroids (no atmosphere/water)

500 million to its current level of approximately 9.25 billion, the planetary ecology became stressed by the crush of overpopulation; the atmosphere is now so tainted by industrial pollutants the average lifespan has actually decreased from 64 standard years to a mere 45. Several formerly separate nation-states of various government types have gradually merged into the current world government. Each administrative region has a similar bureaucratic structure but is afforded considerable latitude in implementing policy directives set by the High Andalusian Council, a centralised executive branch located on Syrl.

HOA

A rich world located in the Ehilao Cluster just within the Great Rift, Hoa is notable as the homeworld of the Tlyetrai, a humanoid species that remained at a relatively low Tech Level until recently. Hoa is a strange world featuring warm, month-long days with freezing month-long nights, locked into a stable resonant orbit with a cool red star at only 0.18AU. The Hoan sun looms large in the sky and native life has adapted to the unusual conditions.

Around -1000 Aslan traders made first contact with the Tlyetrai, who had reached a pre-industrial level of development. Although the Aslan maintained occasional contact with Hoa, the world was largely allowed to develop on its own. By -100 the Tlyetrai reached TL6 and in -75 sent experimental sublight generation ships to the nearby worlds of Lliawaiwah and Turin, where they established colonies.

Contact between the homeworld and those colonies was limited due to a reliance on sublight ships. Several decades ago, Hoa acquired a jump-capable starship and was surprised to discover how far the colony worlds had diverged. Hoa used its lone ship to reunify with Lliawaiwah, declaring the two worlds now constituted the Assembly of Tlyetrai. Turin so far remains independent. The continued existence of the Assembly depends upon the single jump-capable ship but that ship is beginning to break down. The Tlyetrai remain at a pre-stellar Tech Level and do not have the ability to produce new starships.



RIFTDEEP

Riftdeep is a relatively empty subsector, situated along the edge of the Great Rift, and is the least populated subsector of the Deep. During the Second Survey the IISS conducted a cursory review of the subsector but many systems remain largely unexplored. Over a third of the systems remain unclaimed and the rest have only been inhabited within the last few centuries, colonised by human settlers from elsewhere in Reaver's Deep. Only recently have trade pioneers from the Principality of Caledon and Carrillian Assembly begun to show any interest in this region.

The Riftdeep subsector contains 12 worlds with a population of 908.5 million. The highest population is 900 million, at Balyff. The highest Tech Level is 9 at Dirk and Lise.

ANGELA

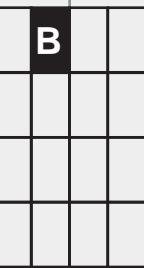
Angela is representative of the unclaimed worlds scattered along the coreward fringe of Reaver's Deep; unattractive, unexplored and largely ignored. The main world is a barren, ice-capped vacuum world in the Great Rift, currently unclaimed by any power. Library data entries for Angela describe it uninvitingly as shrivelled chunks of rock and ice circling twin M5 dwarf stars.

LISE

Lise is a harsh desert world, tide-locked to its M2 V primary, settled in the late 800s by dissidents from the Caledonian industrial world of Cuillin in the Scotian Deep. Cuillin was – and continues to be – ruled by a dictator, the Earl of Cuillan. A popular uprising attempted to depose the Earl in 842 but was swiftly put down by his troops with assistance from Caledon. The instigators were forced into exile and after several years of wandering finally began to coalesce on Lise, far enough from Cuillin to avoid reprisals but close enough to maintain tabs on their former home.

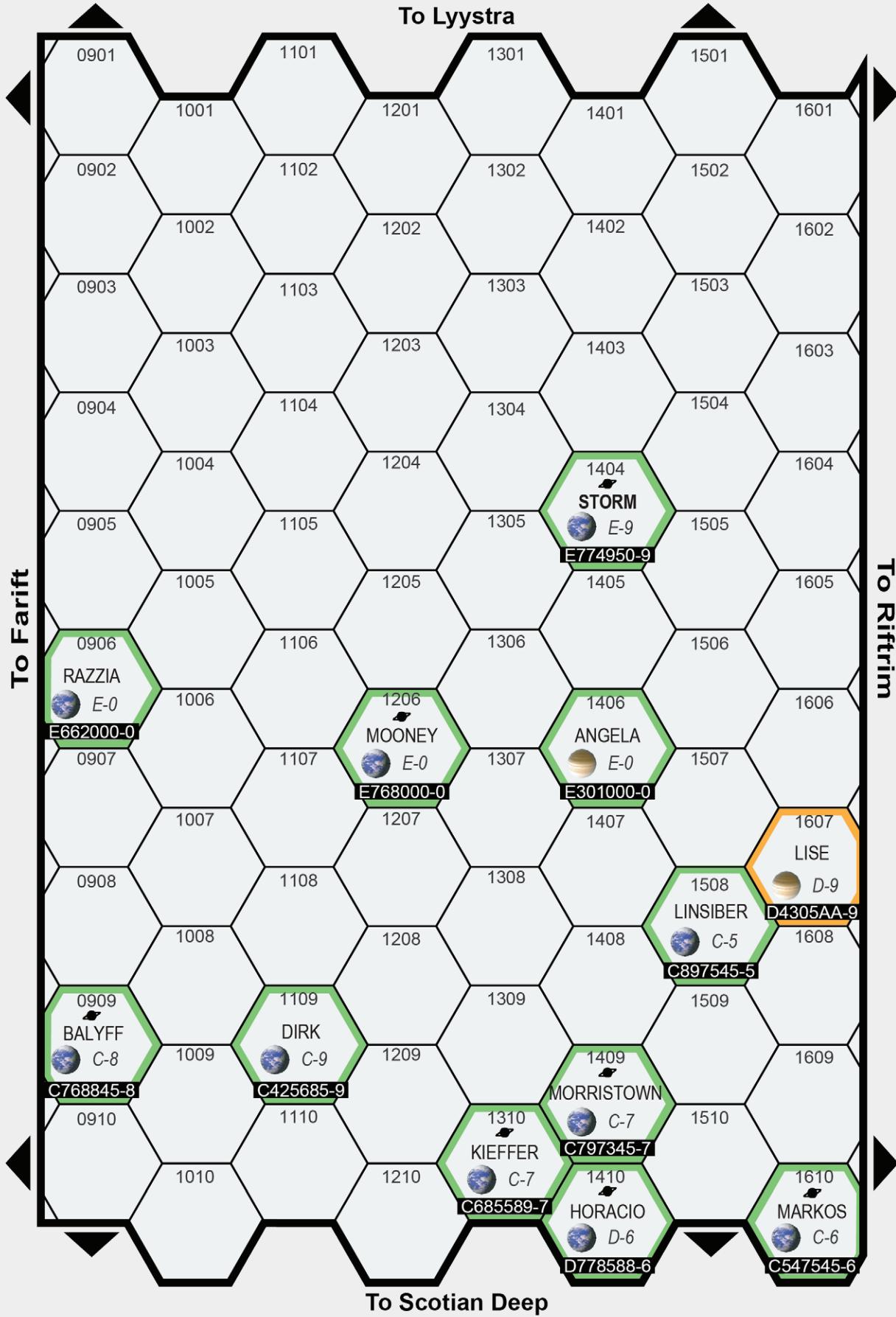
The Revolutionary Government of Cuillin-in-Exile was quickly formed to bring order to the political refugees but just as quickly began to turn on its own citizens, seeing Cuillin spies and counter-revolutionaries everywhere. The current First Citizen is ostensibly a popular elected official but rules Lise with an iron first, prompting most local databases to flag the world with the equivalent of an Amber Zone travel advisory. For the populace of Lise, any dream of returning to Cuillin has long since faded away.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
300-207	1404	—	E774950-9	In Hi	—	—	—
Angela	1406	—	E301000-0	Ba Ic Va	—	—	—
Balyff	0909	—	C768845-8	Ri	—	—	G
Dirk	1109	—	C425685-9	Ni	—	—	—
Horacio	1410	—	D778588-6	Ag Ni	—	—	G
Kieffer	1310	—	C685589-7	Ag Ga Ni	—	—	G
Linsiber	1508	—	C897545-5	Ag Lt Ni	—	—	—
Lise	1607	—	D4305AA-9	De Ni Po	A	—	—
Markos	1610	—	C547545-6	Ag Ni	—	—	G
Mooney	1206	—	E768000-0	Ba	—	—	G
Morristown	1409	—	C797345-7	Lo	—	—	G
Razzia	0906	—	E662000-0	Ba	—	—	—



Reaver's Deep

RIFTDEEP SUBSECTOR



Gas Giant

B-6 Starport Class & Tech Level

Secure System

Amber Zone

Planet (dry)

Planet (water present)

RIFTTRIM

Riftrim is a barren subsector situated at the edge of the Great Rift, sparsely populated without any multi-world governments, or much reason to attract them.

It contains 11 worlds with a population of 4.2 billion. The highest population is 4 billion, at Zemlya. The highest Tech Level is 9 at Winnetka, Ellerton and Iron Angel.

SEAN

Unclaimed by any power, Sean is an unprepossessing system in the Great Rift. The primary is a very common M0 V red dwarf star, orbited by four gas giants, a planetoid belt and five other rocky planets. The so-called mainworld, Sean, is a poor, medium-sized planet tide-locked to its sun. The planet has limited surface water and a thin but breathable oxygen-nitrogen atmosphere. Past surveys of Sean, few in number and limited in scope, did not identify anything of interest on the surface beyond a few simple forms of life: plant-like forms and simple animals in limited abundance.

ZEMLYA

Zemlya was settled by Terrans at least 3,000 years ago; a popular on-world legend holds the original colonists as mutineers from the Terran Confederation, although no definitive evidence for this story has yet been produced. The mainworld meets all criteria for the archaic 'Terran Norm' planetary classification, formerly reserved for worlds closely resembling Terra. Today, Zemla is a high-population garden world orbiting a

yellow main sequence star on the edge of the Great Rift, part of the seven-system Zemlya Cluster, located at the intersection of four subsectors.

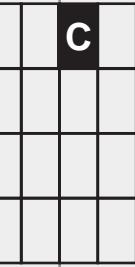
It regressed below jump-capable Tech Levels early in the Long Night and was cut off from the interstellar community for several centuries. Despite this, the abundant resources of Zemlya allowed the human population to steadily expand across the planet. They would eventually be joined by a much smaller Aslan community that arrived deep in the Long Night, a remnant population of which still lives on-world.

Today, Zemlya is divided into more than half a dozen rival nation-states, none having developed jump capability but several possess nuclear weapons. Although armed conflicts occasionally break out within and between these nations, international agreements strictly limit the number and use of nuclear weapons and so far the planet has avoided the tragic fates of other worlds that never imposed such limitations.

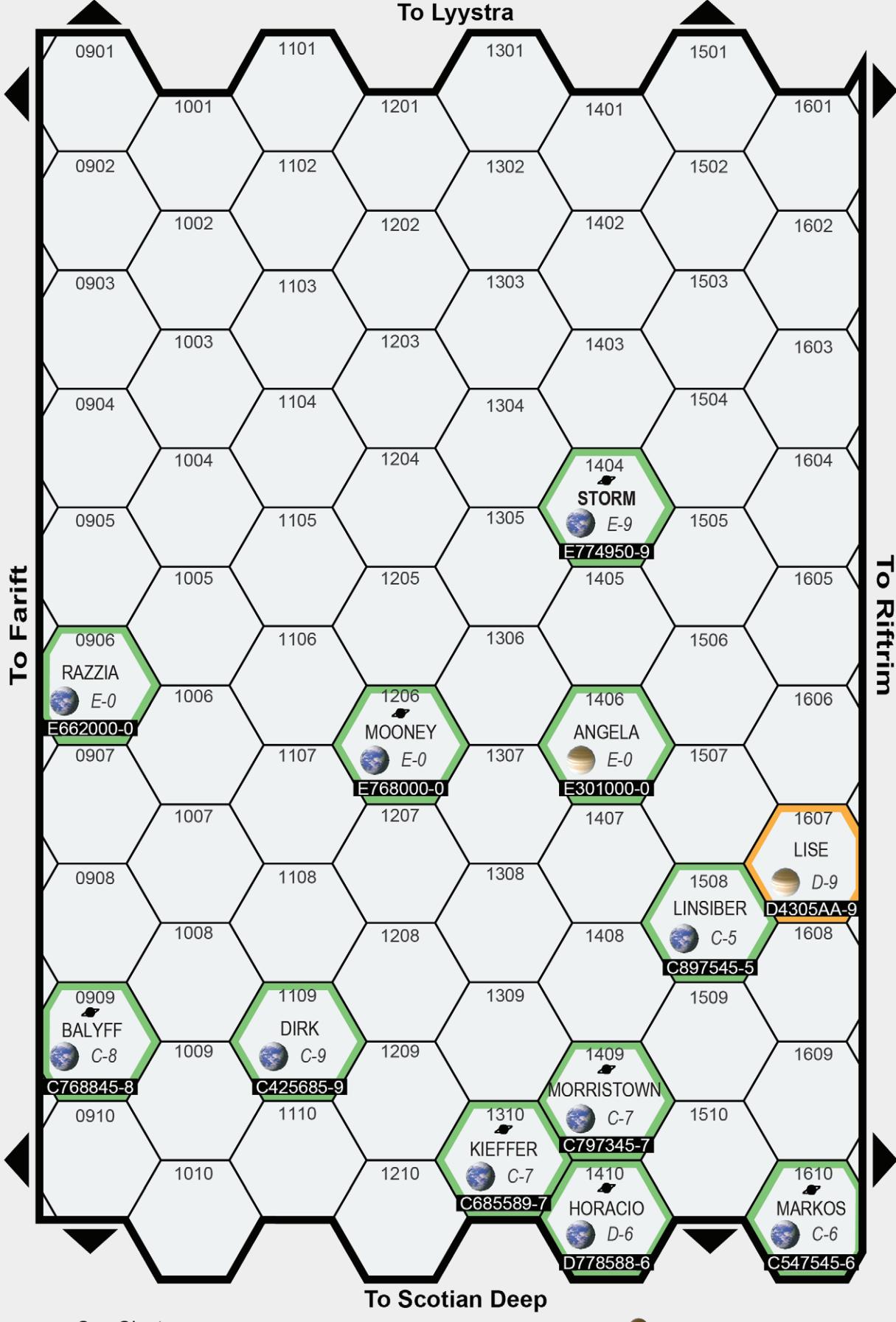
The nations of Zemlya are fully aware of the larger interstellar community but planetary treaties limit importation of disruptive technology. The various nation-states are justifiably worried that a rival might someday acquire advanced technology before the others. Accordingly, the world's only starport is administered by international monitors who closely scrutinise all incoming and outgoing starships for contraband tech. Offworld mercenaries are only allowed to use Tech Level 8 or lower equipment.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
Beltene	2203	—	E856000-0	Ba Ga	—	—	—
Caere	1908	—	E656000-0	Ba Ga	—	—	G
Cesare	2410	—	C579742-7	—	—	—	G
Cuslets	2309	—	C897534-6	Ag Ni	—	—	G
Ellerton	1810	—	D102322-9	Ic Lo Va	—	—	G
Iron Angel	2110	—	C435412-9	Ni	—	—	G
Los	2207	—	E6667A9-4	Ag Ga Lt	—	—	—
Sean	1705	—	E552000-0	Ba Po	—	—	G
Vichy	2005	—	E301000-0	Ba Ic Va	—	—	—
Winnetka	1710	—	C435577-9	Ni	—	—	G
Zemlya	2310	—	C767976-8	Ga Hi	—	—	G

RIFTRIM SUBSECTOR



Reaver's Deep



Gas Giant

B-6 Starport Class & Tech Level

Secure System

Amber Zone

Planet (dry)

Planet (water present)

GULF

The Gulf subsector is on the edge of the Great Rift and contains the coreward most portion of Imperial presence in the Reaver's Deep. Due to the small Imperial power in the subsector, most administration for Gulf is based out of Nightrim. Accordingly, Imperials worlds in Gulf are represented by Duchess Nessa of St. George and protected by the 47th Subsector Fleet and Nightrim Imperial Army.

The Imperial agricultural world of Kylian hosts both a naval and scout base. The scout base is the headquarters for all scout operations in the Deep, the Dark Nebula and surrounding Asian sectors.

The Gulf subsector contains 12 worlds with a population of 1.2 billion. The highest population is 700 million, at Vesech. The highest Tech Level is 11 at Mirinda.

COVENTRY

During a three-century period of the Long Night (circa -1620 to -1320), Coventry was a prison planet and the site of numerous cruel and lethal biological

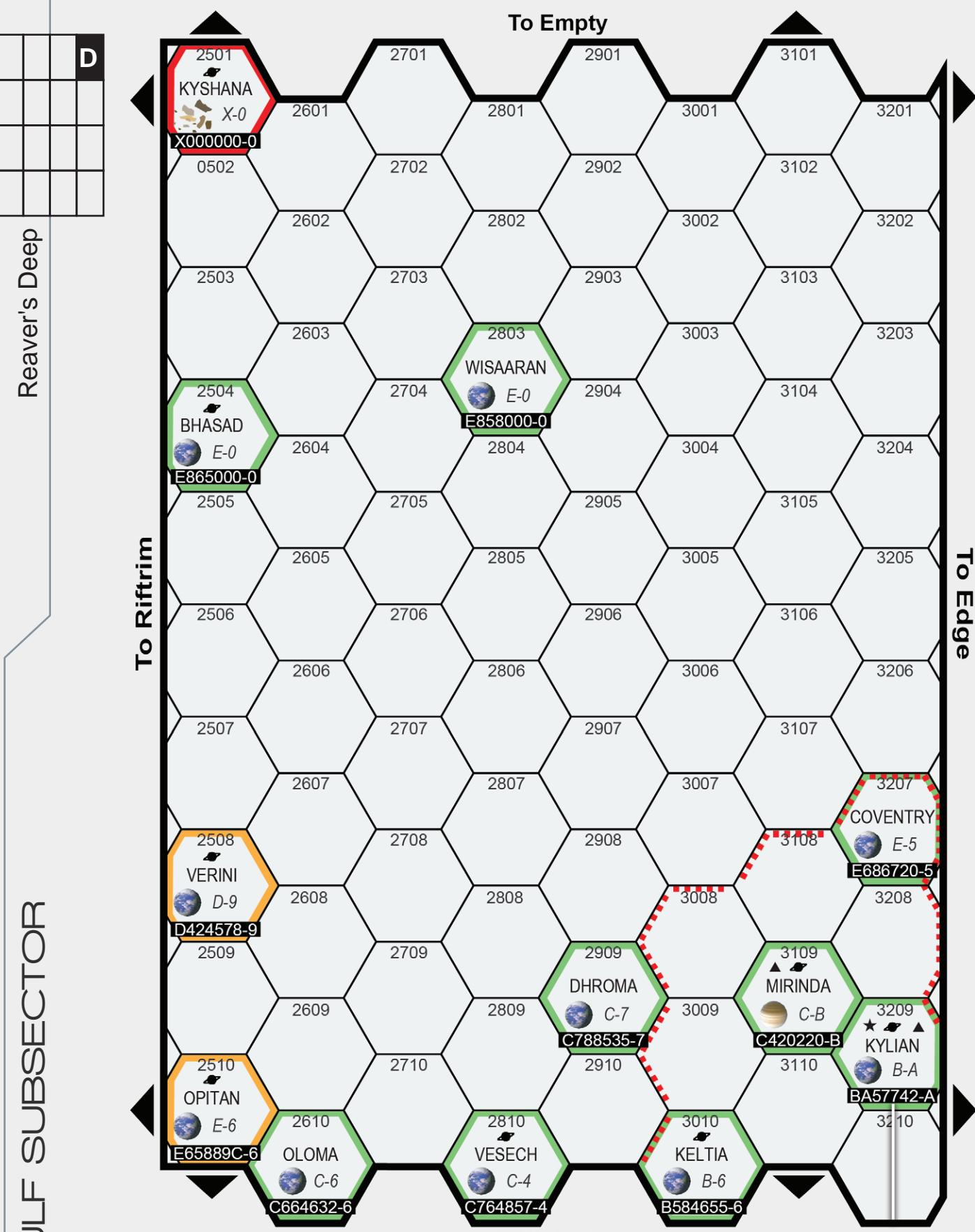
experiments involving unwilling human and non-human subjects. Today the rich, agricultural garden world is a member of the Third Imperium, located on the edge of the Great Rift.

Despite the passing of nearly two and a half millennia and Coventry no longer being prison, the fearsome threat of being 'sent to Coventry' is still used effectively by unscrupulous law enforcement officials in certain Solomani subsectors. So infamous was this planet, the Imperium agreed in the Peace of Ftahalr to never upgrade its starport facility above Class E.

Coventry is now the home for more than 50 million peaceful, hard-working inhabitants, many of them descendants of prisoners. It exports agriproducts to Imperial worlds of the nearby Daibei, with cargo shuttles landing at selected marked locations around the globe, picking up unmarked pallets, then departing as quietly as they came. The government of Coventry is a participating democracy with little formally structured legal code and all legal matters are handled at the local level.

Name	Location	Bases	Profile	Trade Codes	Travel Codes	Allegiance	Gas Giants
Bhasad	2504	—	E865000-0	Ba Ga	—	—	G
Coventry	3207	—	E686720-5	Ag Ga Lt	—	Imperium	—
Dhroma	2909	—	C788535-7	Ag Ni	—	—	—
Keltia	3010	—	B584655-6	Ag Ni Ri	—	Imperium	G
Kylian	3209	N, S	BA57742-A	Ag	—	Imperium	G
Kyshana	2501	—	X000000-0	As Ba Va	R	—	G
Mirinda	3109	S	C420220-B	De Lo Po	—	Imperium	G
Oloma	2610	—	C664632-6	Ag Ni	—	—	—
Opitan	2510	—	C65889C-6		A	—	G
Verini	2508	—	D424578-9	Ni	A	—	G
Vesech	2810	—	C764857-4	Lt Ri	—	—	G
Wisaaran	2803	—	E858000-0	Ba	—	—	—

GULF SUBSECTOR



KYSHANA

Kyshana is an isolated, uninhabited asteroid belt on the very edge of the Great Rift, located four parsecs away from the nearest system. Although not part of the Imperium, the Travellers' Aid Society has issued a Red Zone travel advisory for the system, ostensibly due to a combination of navigational hazards and remote location.

Subcontractors for the megacorporation Sternmetal Horizons claim to have conducted work in the Kyshana Belt under the close supervision of Imperial naval personnel, leading many to suspect that enormous deposits of rare minerals may lie somewhere in the Kyshana system. Although these rumours remain completely unverified, starships submitting itineraries to the Port Authorities including Kyshana as a destination can receive undue scrutiny from Authority representatives.

VERINI

A human-dominated, independent world on the edge of the Great Rift, Verini is a balkanised world with control divided between five different city-states. Tensions between them have periodically led to localised but intense wars, and the Travellers' Aid Society has issued an Amber Zone for the system to alert Travellers to potential local conflicts.

The world is known to hold abundant mineral resources and mercenaries taking tickets on Verini are often paid in bars of rare metals such as gold or platinum. The Caledon Highlanders are said to have scored a small fortune on a contract to help put down a resistance movement and these rumours have drawn the interest of other mercenary companies throughout the Deep.



HRYAROAA

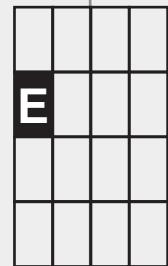
Hryaroaa contains several habitable worlds that drew Terran emigres during the Interstellar Wars. At least three settlements are believed to have been established prior to -2200, at Houndd, Gonfannon and Kawa, acting as anchors for subsequent immigrants during the Rule of Man. Several of the more advanced worlds appear to have become Reaver states in order to survive.

After -1100 Aslan out of Ealiyasiyw, mostly from the Loakhtarl and Tralyeaeawi clans, began pressing into the subsector. Rather than enter as conquerors, the Aslan represented welcome protection for some of the smaller human worlds against the depredations of the Reavers. Although skirmishes between the two species were inevitable, in general the Aslan helped arrest further regression.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Aosewa	0518	N, M	A54297A-A	Hi In Po	—	—	G
Auikali	0519	—	C568977-8	Hi	—	—	G
Brittany	0619	—	E8D08AD-5	Lt	A	—	G
Cyne	0816	—	C878662-5	Ag Lt Ni	—	Khan World League	—
Drusilla	0414	—	C6726A7-6	Ni	—	—	G
Eeaaira	0215	M	B644488-7	Ni	—	Islaiat Dominate	G
Enicel	0611	—	D437630-6	Ni	—	—	G
Estrington	0711	—	B421611-8	Na Ni Po	—	—	G
Eustauf	0112	—	E545542-7	Ag Ni	—	—	—
Failraoiya	0120	—	C5828C9-5	Lt	A	Islaiat Dominate	G
Gofannon	0713	—	C6677A8-4	Ag Ga Lt	—	—	G
Houndd	0115	N, M	A66588B-C	Ga Ht Ri	—	—	G
Iwioiar	0217	M	A799769-8		—	Islaiat Dominate	G
Kawa	0720	—	C56368C-8	Ni Ri	A	—	G
Khan	0817	N, M	B5219CC-A	Hi In Na Po	A	Khan World League	G
Khtehkaaoas	0317	N, M	B565369-A	Lo	—	Islaiat Dominate	G
Laurence	0415	—	C737451-9	Ni	—	—	G
Loki	0212	—	X57599B-5	Hi In Lt	R	—	G
Maijarra	0320	—	CA58ADD-7	Hi	A	Islaiat Dominate	G
Marie	0716	—	C313767-7	Ic Na	—	Khan World League	G
Metzler	0612	—	C86A122-7	Lo Wa	—	—	—
Oakhahyolerl	0220	—	C797559-8	Ag Ni	—	Islaiat Dominate	G
Pauline	0712	—	C631410-8	Ni Po	—	—	—
Reynolds	0417	—	B554645-7	Ag Ni	—	—	G
Tahoawiywyaw	0117	—	A554544-B	Ag Ni	—	Islaiat Dominate	G
Tembo	0717	—	C684566-7	Ag Ni	—	Khan World League	G
Wihea	0318	—	E8779B8-7	Hi In	—	—	G
Yedidah	0616	N, M	A546787-9	Ag	—	—	—

Reaver's Deep

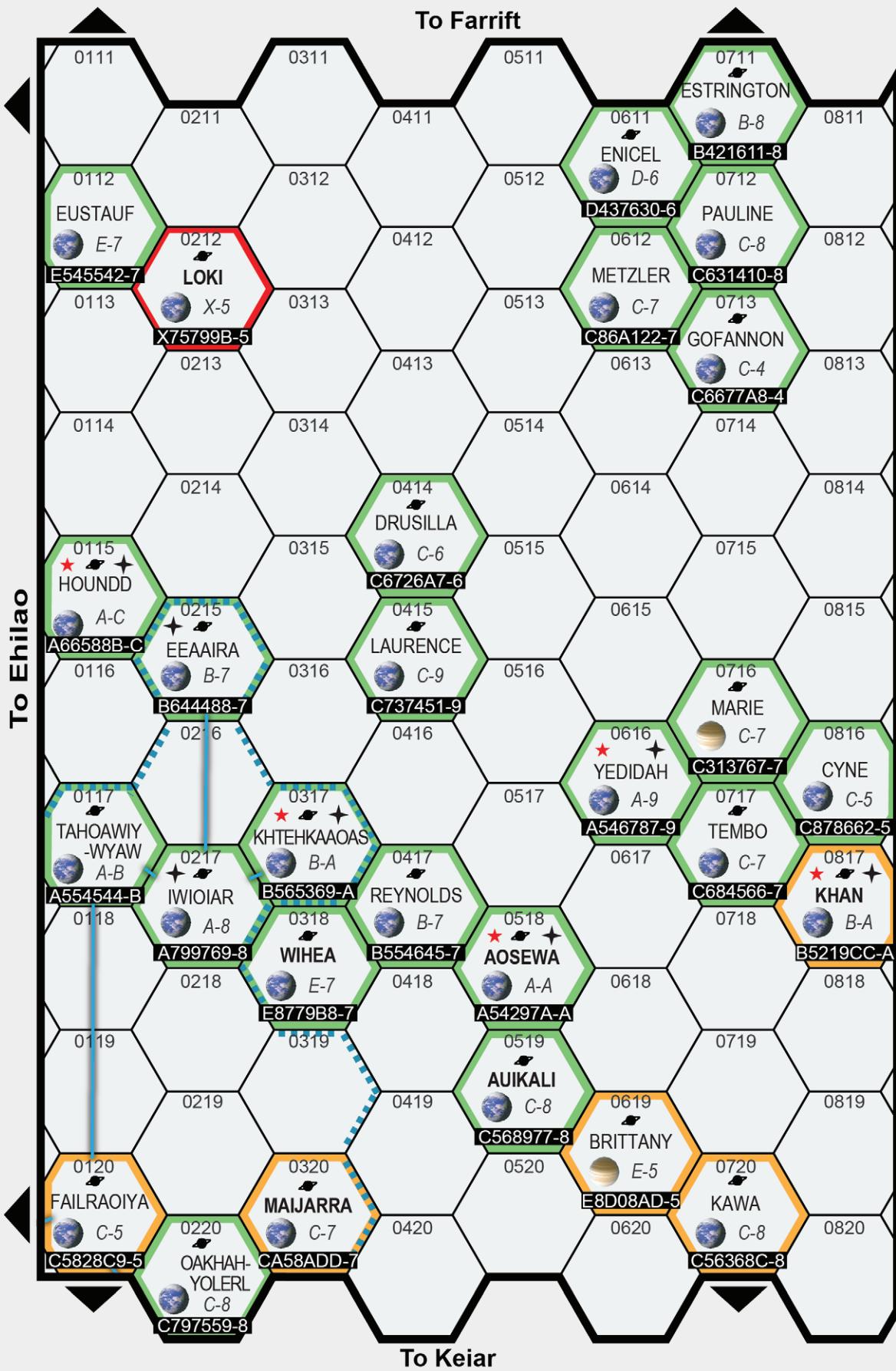
HRYAROAA SUBSECTOR



To Scotian Deep

To Farrift

To Keiar



The Loakhtarl were forced to abandon many of their Hryaroaa holdings during the Cultural Purge and the Tralyeaeawi gave up their holdings following the Peace of Ftahalr, leaving many empty worlds ripe for claim by humans, as well as many 'orphaned' Aslan clans that refused to leave their Hryaroaa worlds.

Today, much of Hryaroaa lies directly trailing of the Hierate and continues to exhibit strong Aslan cultural influences. The high population worlds of Wihea, Aosewa and Auikali all have majority Aslan populations composed of exohierate clans, while the worlds of Houndd, Reynolds and Yedidah have significant Aslan minority populations.

The subsector also contains two interstellar governments; the Khan World League and a portion of the Islaiat Dominate. The Islaiat holdings include the culturally important world of Maijarra, the centre of the popular Arielist religion. The interdicted world of Loki sits at the terminus of one spur of the Ehilao Cluster, a snarling astrographic feature stretching back into the Ealiyasiyw sector.

Hryaroaa contains 28 worlds with a population of 77.4 billion. The highest population is 50 billion, at Maijarra. The highest Tech Level is 12 at Houndd.

AOSEWA

Aosewa is an important industrial world with a majority Aslan population, comprising 90% of the world's 7.2 billion inhabitants. Although the main world is poor and uninviting, with a thin, polluted atmosphere, the wider system is rich with mineral resources, which has allowed Aosewa to become a manufacturing powerhouse for the entire subsector.

Control of the world is divided between over a dozen different nation states. Most are ruled by a single exohierate clan but one of the most powerful is Nothon, dominated by Aslanic-speaking humans. Nothon is rumoured to receive aid from Khan, a traditional rival of Aosewa.

AUIKALI

A high population Aslan world tide-locked to its dim red primary, control of Auikali is divided between four dominant exohierate clans: the lykhtyoh, Hleifa, Hwuile'ea and Uikhau. All four are descended from *ihafei* who settled the world prior to the Peace of Ftahalr and elected to remain. Hleifa, the largest clan with three billion members, is also the most aggressive. Hwuile'ea, the smallest clan with one billion, is the most technologically advanced with a Tech Level of 10.

KHAN

Khan is a high population, human-dominated world in the Khan Cluster and capital of the Khan World League. The system has abundant natural resources that helped establish the mainworld as an industrial centre even as early as the Rule of Man, when Khan was a major supplier of technological items to surrounding Terran colonies.

Khan is often described as one of the last Reaver states established and its expansion during the Long Night was only checked by the arrival of powerful Aslan clans out of Ealiyasiyw. Khan continues to tightly control its old vassal worlds of Marie, Tembo and Cyne. Yedidah was formerly a part of the Khan League until they revolted in 1031.

LOKI

A high population, industrial world, Loki is notable for its unusual interdiction, which is observed by the Imperium, Islaiat Dominate, Principality of Caledon and clan Hrawoao. Loki was settled by Terrans early in the Rule of Man and as originally found was a cool but habitable world with a standard oxygen-nitrogen atmosphere. The planet soon became a productive agricultural world. During the Long Night the human population came under the rule of several different Aslan clans, who kept the overall Tech Level of Loki at 3, importing all advanced goods.

When the Aslan were forced to abandon the world due to the Peace of Ftahalr, the remaining human populations began the slow but steady process of industrialisation, reaching TL5 by 900. The population increased in pace, rising to a few hundred million in 400 to over a billion by 900. Unfortunately Loki's atmosphere became severely tainted by a variety of pollutants as a result of this industrialisation.

In 1033 a highly infectious virus swept through the human population. While most experienced only mild, flu-like symptoms, a significant minority developed chronic neurological disorders ranging from severe headaches to partial paralysis. The Loki medical establishment struggled to diagnose and treat these lingering effects and asked for assistance from the Third Imperium.

An Imperial Army medical team from St. George arrived on Loki in early 1034. What they found remains classified to this day, but was evidently so alarming that the Imperium unilaterally declared Loki quarantined, even sending a battleship into the Buffer to enforce this decree – an unprecedented development. By 1037 Imperial diplomats had persuaded the governments of Islaiat and Caledon, as well as clan leadership of Hrawoao, of the necessity of the interdiction.

Today, a series of warning beacons and automated satellites in orbit above Loki enforce the quarantine. Imperial scouts, working out of a base in the client state of Hernne, closely monitor the situation. Many theories have been proposed to explain the interdiction, and the most plausible is that the Lokivirus has shown the potential to quickly mutate into much more deadly strains and the Imperium is simply being proactive.

Wilder theories are also in circulation and one of the most popular is that Lokivirus triggers latent psionic potential in a minority of infected humans. As a result, an illicit market of ‘virotourists’ – a bizarre mix of journalists, researchers, conspiracy theorists and the morbidly curious – has emerged, all seeking to circumvent the quarantine. The Imperium views these groups as a serious threat and has committed significant resources to combat this movement. Unfortunately, interest in Loki only seems to increase in direct proportion to efforts to suppress interest.



SCOTIAN DEEP

Located near the heart of Reaver's Deep, the Scotian Deep subsector is dominated both politically and economically by the Principality of Caledon. Politically, nearly a third of the subsector is directly answerable to the Principality, including the rich, important garden worlds of Caithness and Dunbarton. The Caledonian worlds of Douglass, Pentland and Lanark form the semi-independent Grand Duchy of Douglass, and the trade network of various Caledonian mercantile firms

exercises a great deal of influence over the other systems in the region. Both Shannon and Rejhappur are Caledonian client states.

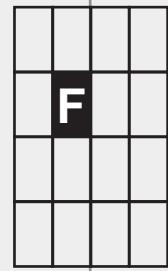
The agricultural world of Hernne is an Imperial client state and hosts an IISS scout base.

Zabaloc is an undeveloped area whose leader, the First Citizen, has declared a ban on all offworld contact. Ships attempting to visit the world have found the population xenophobic and aggressive in the extreme; the world is posted as a Red Zone.

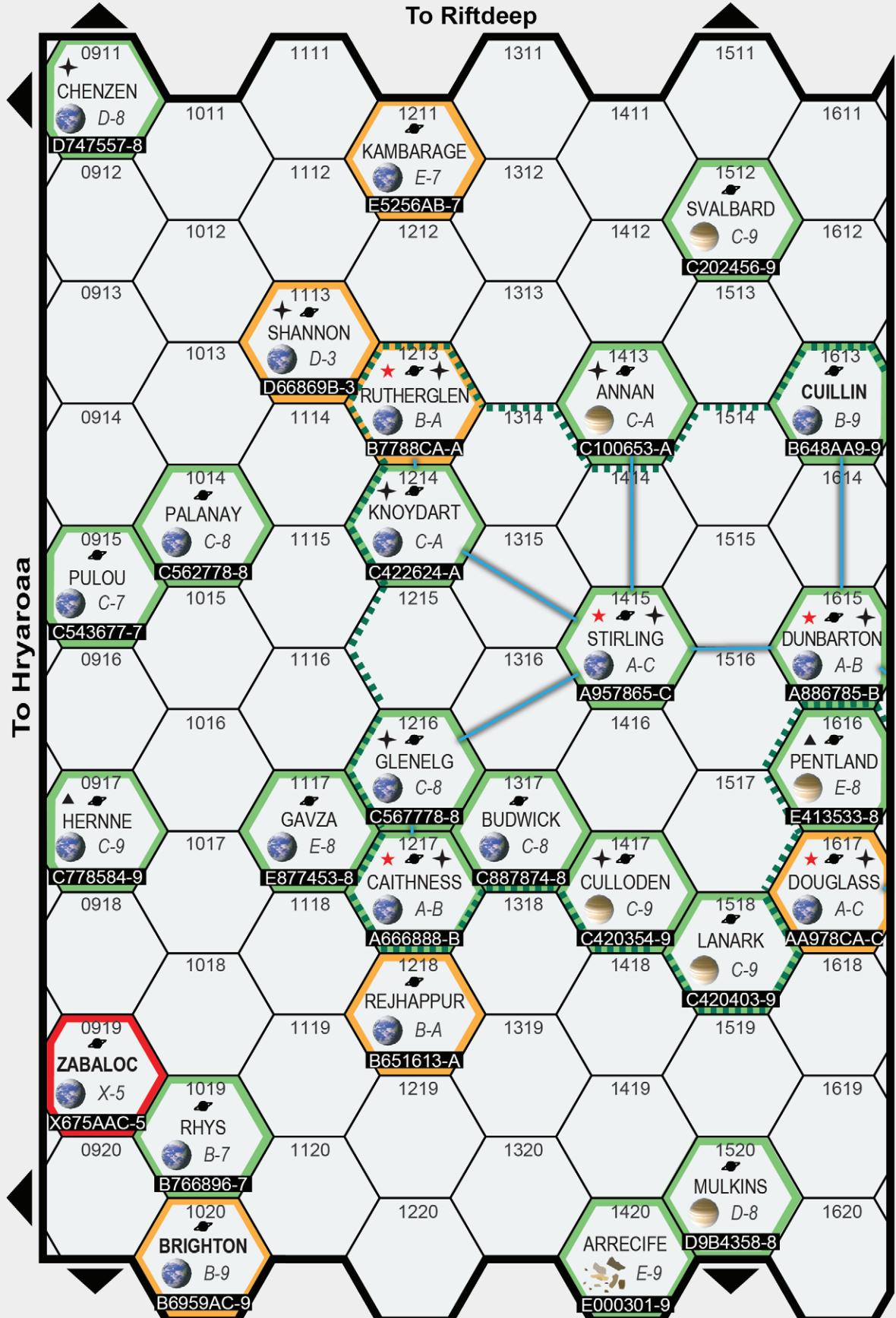
Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Annan	1413	M	C100653-A	Na Ni Va	—	Caledon	G
Arrecife	1420	—	E000301-9	As Lo Va	—	—	—
Brighton	1020	—	B6959AC-9	Hi In	A	—	G
Budwick	1317	—	C887874-8	Ga Ri	—	Caledon	G
Caithness	1217	N, M	A666888-B	Ga Ri	—	Caledon	G
Chenzen	0911	M	D747557-8	Ag Ni	—	—	—
Cuillin	1613	—	B648AA9-9	Hi In	—	Caledon	G
Culloden	1417	M	C420354-9	De Lo Po	—	Caledon	G
Douglass	1617	N, M	AA978CA-C	Ht	A	Caledon	G
Dunbarton	1615	N, M	A886785-B	Ag Ga Ri	—	Caledon	G
Gavza	1117	—	E877453-8	Ni	—	—	G
Glenelg	1216	M	C567778-8	Ag Ri	—	Caledon	G
Hernne	0917	S	C778584-9	Ag Ni	—	—	G
Kambarage	1211	—	E5256AB-7	Ni	A	—	G
Knoydart	1214	M	C422624-A	Na Ni Po	—	Caledon	G
Lanark	1518	—	C420403-9	De Ni Po	—	Caledon	G
Mulkins	1520	—	D9B4358-8	Fl Lo	—	—	G
Palanay	1014	—	C562778-8	Ri	—	—	G
Pentland	1616	S	C413533-8	Ic Ni	—	Caledon	G
Pulou	0915	—	C543677-7	Ni Po	—	—	G
Rejhappur	1218	—	B651613-A	Ni Po	A	—	G
Rhys	1019	—	B766896-7	Ga Ri	—	—	G
Rutherglen	1213	N, M	B7788CA-A	—	A	Caledon	G
Shannon	1113	M	D66869B-3	Ag Lt Ni Ri	A	—	G
Stirling	1415	N, M	A957865-C	Ht	—	Caledon	G
Svalbard	1512	—	C202456-9	Ic Ni Va	—	—	G
Zabaloc	0919	—	X675AAC-5	Hi In Lt	R	—	G

Reaver's Deep

SCOTIAN DEEP SUBSECTOR



To Caledon



- Gas Giant
- B-6 Starport Class & Tech Level
- Imperial Scout Base
- Other Naval Base
- Military Base/Garrison

- Secure System
- Amber Zone
- Red Zone
- Trade Route

- Asteroids (no atmosphere/water)
- Planet (dry)
- Planet (water present)
- Principality of Caledon Border

While the subsector population is mostly human, the worlds of Pulou and Palanay have significant Aslan minorities. Rejhappur is home to the Happrhani, a human subspecies transplanted by the Ancients some 300,000 years ago.

The Scotian Deep contains 27 worlds with a population of 41.7 billion. The highest population is 20 billion, at Cuillin. The highest Tech Level is 12 at Stirling and Douglass.

GAVZA

Until recently, the Gavza system was most notable as the Imperial objective during the Duel War with the Aslan. Today, it is an independent human world located on the spinward border of the Principality of Caledon and the discovery of onnesium deposits has stirred new scientific and commercial interest in the system. Onnesium is a rare, stable superheavy element, normally found as small, silvery spheres embedded within meteoric nickel-iron, mildly radioactive and a proven room temperature superconductor. Researchers have suggested a nearby supernova may once have spread onnesium deposits to Gavza and several close systems.

REJHAPPUR

The homeworld of the Happrhani, Rejhappur is a poor, non-industrial client state of the Principality of Caledon. With vast deserts and steppes, and few large areas of water, Rejhappur is inhospitable. Recently, however, the twin circumstances of a worthwhile commercial product and an excellent position on a vital trade lane have combined to attract an offworld presence. The Happrhani have not been entirely reconciled to the presence of the newcomers – a situation which has given rise to considerable friction that could easily flare into outright conflict.

The system's planetoid belt has a highly eccentric orbit, making it virtually certain this belt constitutes the shattered remnants of a world; although debris has been scattered throughout the orbit, a heavy

concentration may represent the original planet's position. Some scientists have postulated that the belt was created during the cataclysmic war that ended the era of the Ancients.

In 846, subsidised by the Principality government, the Scotian Deep Trading Company upgraded the starport on Rejhappur's moon from Class D to C. The improvements were intended to support increased rimward trade with enclaves and trade centres on Rhys, Brighton and Dunmarrow.

The Scotian Deep Trading Company has a charter for development of Rejhappur. The native *jaihe* plant is of particular commercial importance. The nutrient nodes of *jaihe*, when properly processed, form the basis of a hot beverage which has proven popular in the Principality of Caledon and in markets as far away as Imperial frontier provinces. The Trading Company has established a plantation system using Happrhani labour to harvest and process *jaihe*. Reports of unrest among the indigenous populations have increased, although company representatives have assured nervous investors and Caledonian officials that the company has the matter well-in-hand.

STIRLING

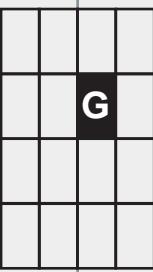
A member of the Principality of Caledon, Stirling is the headquarters of the Scotian Deep Trading Company. The world has a Caledonian naval and military base and is under military rule.

Baron Redcliffe of Stirling received his title as a result of services to the crown – a polite way of saying he bought his patent of nobility with money earned from a profitable life as factor for the Scotian Deep Trading Company at one of their more rewarding posts. He has two children, Lady Nicola and Lord Thomas.

Stirling was the birthworld of the notable historical figure Winchestur Mollh (578–644). Described by some as a hero and by others as a rapacious scoundrel, Mollh was by all accounts one of the richest merchant princes in the history of Reaver's Deep. A small holographic memorial to Mollh is located on world.

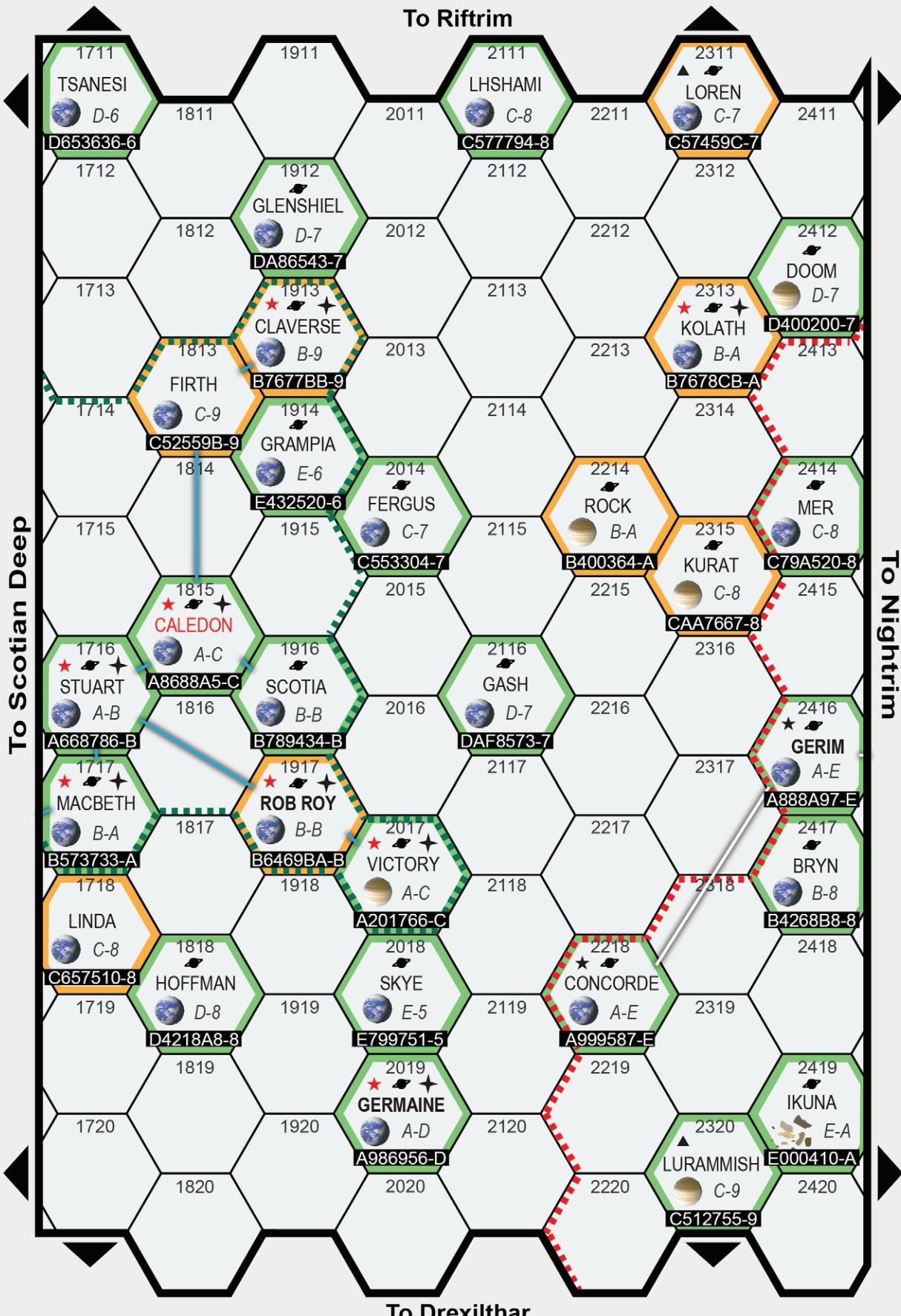
CALEDON

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Bryn	2417	—	B4268B8-8	—	—	Imperium	G
Caledon	1815	N, M	A8688A5-C	Ht	—	Caledon	G
Claverse	1913	N, M	B7677BB-9	Ag Ga	A	Caledon	G
Concorde	2218	N	A999587-E	Ht Ni	—	Imperium	G
Doom	2412	—	D400200-7	Lo Va	R	—	G
Fergus	2014	—	C553304-7	Lo Po	—	—	G
Firth	1813	—	C52559B-9	Ni	A	Caledon	—
Gash	2116	—	DAF8573-7	Fl Ni	—	—	G
Gerim	2416	N	A888A97-E	Hi Ht	—	Imperium	G
Germaine	2019	N, M	A986956-D	Hi Ht	—	—	G
Glenshiel	1912	—	DA86543-7	Ag Ni	—	—	G
Grampia	1914	—	E432520-6	Ni Po	—	Caledon	G
Hoffman	1818	—	D4218A8-8	Na Po	—	—	G
Ikuna	2419	—	E000410-A	As Ni Va	—	Imperium	G
Kolath	2313	N, M	B7678CB-A	Ga	A	Kolan Hegemony	G
Kurat	2315	—	CAA7667-8	Fl Ni	A	Kolan Hegemony	G
Lhshami	2111	—	C577794-8	Ag	—	—	—
Linda	1718	—	C657510-8	Ag Ga Ni	A	—	—
Loren	2311	S	C57459C-7	Ag Ni	A	—	G
Lurammish	2320	S	C512755-9	Ic Na	—	Imperium	—
MacBeth	1717	N, M	B573733-A	—	—	Caledon	G
Mer	2414	—	C79A520-8	Ni Wa	—	Imperium	G
Rob Roy	1917	N, M	B6469BA-B	Hi In	A	Caledon	G
Rock	2214	—	B400364-A	Lo Va	A	Kolan Hegemony	G
Scotia	1916	—	B789434-B	Ni	—	Caledon	G
Skye	2018	—	E799751-5	Lt	—	—	G
Stuart	1716	N, M	A668786-B	Ag Ri	—	Caledon	G
Tsanesi	1711	—	D653636-6	Ni Po	—	—	—
Victory	2017	N, M	A201766-C	Ht Ic Na Va	—	Caledon	G



Reaver's Deep

CALEDON SUBSECTOR



- Gas Giant
- B-6 Starport Class & Tech Level
- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- ★ Other Naval Base

- Secure System
- Amber Zone
- X-boat Route
- Trade Route
- Military Base/Garrison

- Asteroids (no atmosphere/water)
- Planet (dry)
- Planet (water present)
- Imperium Border
- Principality of Caledon Border

This subsector can be roughly divided into four areas of interest. To spinward, the Principality of Caledon holds sway, while a large swath of Imperial territory lies to trailing. The coreward quarter lies at the edge of the Great Rift and holds a loose scattering of more-or-less independent worlds, while another grouping of independent worlds lies to rimward.

The Principality of Caledon is a small but flourishing interstellar state that extends over a portion of this subsector and the adjoining Scotian Deep. The Principality has two client states in the subsector, Tsanesi and Glenshiel.

Most administrative functions for Imperials worlds in Caledon are conducted out of Nightrim. These worlds are represented by Subsector Duchess Nessa of St. George and protected by the Nightrim Imperial Army. Caledon has its own numbered subsector fleet, the 174th, supported by the 5478th Line Regiment of Imperial Marines.

The Imperium has one client state here, Loren. The worlds of Kolath, Kurat and Rock all claim to be part of the independent Kolan Hegemony, a claim which the Imperium does not officially recognise. Perhaps fortunately for the Hegemony worlds, this dispute is currently a question of semantics and the Imperium has not yet seen fit to press its case.

A significant population of Imperialised Aslan live on Concorde. The subsector is also currently home to three non-human sophont species; the Lhshana, the Yn-tsai and the bizarre Bruhre of Loren. A fourth nonhuman species, the mysterious Saie, are believed to have flourished in the region during the Vilani First Imperium period. Their homeworld has not yet been identified and they appear to have established a small interstellar empire and enslaved both the Lhshana and Yn-tsai before disappearing from history. Only a few archaeological traces of the Saie have been found scattered throughout the subsector.

Most initial human settlement of the region occurred during the late Interstellar Wars and early Rule of Man periods, with Caledon and Germaine becoming important anchors for colonists. During the Long Night the entire subsector lost interstellar travel before Aslan traders helped restore this capability.

The Caledon subsector contains 29 worlds with a population of 33.5 billion. The highest population is 20 billion, at Gerim. The highest Tech Level is 14 at Concorde and Gerim.

CALEDON

The capital world of the Principality of Caledon and the centre of Principality government, Caledon is also the main residence of the hereditary Sovereign Prince of Caledon. Caledon orbits its G2 V primary in the habitable zone, and is a pleasant, rich world extremely similar to Terra.

The first settlement of Caledon and other habitable worlds in the region occurred near the end of the Interstellar Wars. A wave of disaffected Terran emigres sought a new home far from the destructiveness of the wars and, financed by Charles Stuart Scott, a prominent banker, the expedition found the Caledon system to be ideal. Similar colonies were established on nearby Stuart and Clavese.

As Long Night fell across the Deep, technology briefly declined on most worlds settled by these Terran colonists. After -200 interstellar travel was revived as a result of contact with traders from a petty state in the Daibei sector. Caledon established new colonies on a number of other worlds, including Duncinae, Ranald and Fulton, laying the foundation for the establishment of the Principality in -102.

Despite its respectable antiquity as an inhabited world, the population of 900 million is not large enough to cause crowding or excessive pollution, thanks both to planned population control and extensive colonisation efforts mounted in the early Principality period. The world is thoroughly civilised and explored; unlike many of its neighbours, Caledon holds few new frontiers to conquer. Most interest in the planet comes from political and business institutions rather than any interesting physical or cultural aspects of the world.

The Caledonian Defence Forces maintain major army and navy bases in the system, and the headquarters of the Principality Scout Service is located on-world. The esteemed Caledon Research Institute can be found in the heart of the capital city. Other important cities include Highport and New Galloway.

CONCORDE

An Imperial world, Concorde is chiefly important as the major link between the Imperium and the Principality of Caledon. Concorde has a long history as an advanced outpost of the Imperial presence in Reaver's Deep. The world was originally settled around -200 by a small band of Aslan *i hate i* searching for a landhold of their own, and named their new home Wyaseakhtai. Although the planet's large size and

dense, tainted atmosphere reduced its attractiveness, the Aslan were simply not strong enough to seize territory from the Reaver warlords who dominated better worlds. Nevertheless, the Wyaseakhtai colony prospered and established good relations with the emergent Principality of Caledon as the latter began to expand into space.

The Third Imperium arrived in the region just over 400 years after the Aslan settlement was established and Wyaseakhtai became the site of one of the many conflicts which made up the Imperial phase of the Aslan Border Wars. Strangely, in those conflicts the humans of Caledon sided with the alien Aslan against the Imperium; the Caledonians were unwilling to see themselves consumed by the expanding Imperial frontier as the Kolan Hegemony already had been.

Eventually, although, sufficient guarantees of independence and good faith were offered and the Principality agreed to withdraw from the conflict. The Wyaseakhtai Aslan ultimately chose to accept the Emperor as their new overlord and thus Concorde joined the Imperium. The world, given a new name to celebrate the new spirit of fellowship that followed, continues today to support a mixed population of humans and Aslan.

Concorde is a major port for trade with Caledon; far-flung Caledonian mercantile interests in turn ensure goods from as far away as the Hierate border worlds wind up passing through the trade docks of Concorde. Lately, competition between Caledonian merchants and Imperial firms (especially Delgado Trading) has led to a slight downturn in trade, and consequent economic and political concerns.

FERGUS

Fergus is a planet that should not be; although very small, it has a significant atmosphere. When discovered, Fergus supported an abundance of lifeforms from radically different evolutionary backgrounds, all apparently transplanted from other worlds hundreds of thousands of years ago. Scientists believe the Ancients were responsible for the world's anomalies. They appear to have taken a lifeless world, terraformed it, and seeded it with life. As with most Ancients works, the purpose behind this action is unknown.

Today Fergus is a poor, cold and low population world but is believed to have been hospitable and pleasant in the Ancients period, probably subject to atmosphere and temperature control. Since the disappearance of the Ancients, however, the machinery which maintained



this has shut down. The atmosphere has thinned and the climate has deteriorated to distinctly chilly conditions. Lifeforms left on the world are those which could adapt to the colder weather; a few excavations have confirmed a variety of climates and weather patterns previously existed, allowing a large number of plant and animal species to flourish.

Although the original purposes of the world are now unknown, scientists are keenly interested in Fergus as a 'living laboratory' of evolution and adaptation in action. Whether by accident or on purpose, the world has provided harsh conditions in which life has been forced to adapt or die, giving rise to many interesting variations in behaviour and physiology. A large scientific colony has been established on Fergus to study the interaction of these lifeforms.

Fergus also attracts both reputable archaeologists and a variety of fortune hunters, all searching for the Ancients complex which almost certainly exists somewhere on the planet. As yet, no sign has been found but it continues to draw seekers of knowledge, of wealth or of power to Fergus time-and-time again.

GERMAINE

A high population, independent world, Germaine was colonised early in the Rule of Man period by a Caledonian splinter group disenchanted with the leadership of their colony. These dissidents found a warm, dense atmosphere world offering excellent opportunities.

The Germaine colony turned its back on interstellar travel early and consequently experienced difficulties during the Long Night as raiders harassed the world, causing periodic destruction and death. On the whole, although, Germaine remained stable and civilised as colonists concentrated on improving their own world rather than exploring others. Caledonian traders 'discovered' Germaine during the heyday of the commercial expansion of the Principality but Germaine was not interested in offworld trade. In 578, an incident occurred in which a Caledonian merchant, who had insisted on attempting to sell his wares despite official warnings that he did so without government sanction, became involved in a small riot and ended up killing two citizens. He was tried and imprisoned under local law but not before another vessel took the story back to the Principality.

Caledon had been looking for an excuse to force Germaine to accede to the Principality's demands and used gunboat diplomacy – a squadron of naval ships dispatched to Germaine – to free the

imprisoned merchant and force a trade agreement on the isolationists. Germaine's government had no choice but to accept the demands but the incident was the beginning of a history of ill-feeling between Caledon and Germaine.

Germaine has since modernised, building a respectable space navy. The planetary population base and technological advances now make Germaine strong enough to resist Caledonian threats and Germaine has refused to renew the various economic treaties with Caledon, openly supporting the losing faction in the Caledonian Second Civil War. This faction, the Maxwellian party, were followers of Earl Maxwell, the self-proclaimed Prince David V. After Maxwell's defeat Germaine offered refuge to his followers and the current Maxwell heir, who calls himself Prince Roger I, remains on Germaine today. Prince Roger is reputedly planning to exploit tensions within the Principality to attempt a new Maxwellian rebellion.

GLEN SHIEL

A backwater Caledonian client state lying just beyond the borders of the Principality, Glenshiel is a Caledonian protectorate, enjoying favourable trade relations and naval support from the Principality but lacking representation in the House of Delegates or Grand Senate.

Glenshiel is a large world with a dense atmosphere that screens out the rays of its young, hot star. Radiation levels are well within tolerable limits, although unprotected individuals exposed to the sun will receive a bad sunburn even on an overcast day. The planet's rotational period of 30 hours and its small axial tilt make the day roughly 15 hours in length almost anywhere in settled regions.

The world has been settled since 861, when Sir James Armstrong of Caledon founded the settlement now known as Armstrong's Landing as a wilderness retreat for those wishing to escape the frantic pace of modern life. After his death, the colony slowly began to fall away from his original ideals and is now an agricultural community.

The world is famous in xenoarchaeology for Crash Jura, an important cultural site containing a wrecked starship believed to have belonged to the Saie. Located on the high plateau of Jura, this site has attracted archaeologists and historians from across Charted Space. Caledonian and Imperial researchers have repeatedly clashed over access rights, a controversy further complicated by the involvement

of Makhidkarun. The Imperial megacorporation seeks access to the recovered works of art discovered in the ship's hold, apparently plundered from subject civilisations such as the Yn-tsai and the Lhshani. Makhidkarun hopes to market authorised reproductions of these cultural treasures, which would likely command exorbitant prices.

Glenshiel has a total population of less than 475,000, mostly concentrated in the twin settlements of Armstrong Landing and Ben Laren. These communities grow and export agricultural products, while fishermen from Ben Laren catch bladefish in the Northfar Sea, sold as a delicacy to Caledon and Imperial frontier areas to trailing.

Outside the two settlements, Glenshiel is a bleak but scenic wilderness that has long tempted explorers, hunters and adventurers, YET attracted only minimal interest from settlers. Anekthor is an imposing triple-peaked mountain on the Jura plateau shrouded in mystery. The mountain has never been successfully climbed and is reputed to be the haunt of strange animals known as 'windstalkers', which seem to defy the world's known biology.

IKUNA

An Imperial asteroid belt, Ikuna is wholly owned by the megacorporation Ling Standard Products, which bought all rights to exploit the star system from the Imperium 200 years ago. In addition to mining activities, the belt boasts several fairly large manufacturing centres, including an LSP shipyard specialising in the construction of planetoid-hull vessels.

In fact, the LSP operation at the Ikuna Belt is far larger than might be expected for a Class E starport. The facilities are actually far more sophisticated; the belt easily qualifies as a Class A port but LSP managers refuse to open the belt's facilities to non-LSP vessels. Visitors must make do with primitive facilities located on the moon of the outermost gas giant, over 1,000 AU out from the belt's orbit. Private vessels venturing closer without express permission are turned away by patrol cruisers crewed by tough mercenaries in the pay of the megacorporation.

This extreme concern with security has led to a great deal of speculation as to the 'secret of the Ikuna Belt'. Rumours abound; some of the most common include

a rich minerals strike which LSP wishes to keep secret both from outside prospectors and from Imperial tax collectors, the presence of a secret testing area for new, high-technology ship designs, the discovery of an Ancients site filled with technological wonders and many even sillier notions.

The belt, of course, is big enough to make it difficult to police and other ships could get in among the LSP-restricted territory. However, several incidents have occurred already in which intruders were destroyed without warning if they were found to have ignored the general signals restricting visitors from the belt zone. Whatever LSP is hiding in the Ikuna Belt, the megacorporation is determined to keep hidden.

LOREN

Loren is a fascinating world, an example of a highly unusual ecology at work. Locked with one side constantly towards its red dwarf star, Prometheus, the world is not the classic 'twilight zone' planet, because even the dayside temperatures under the feeble light of Prometheus are barely over freezing. Twilight zone temperatures are far below the range for human comfort.

Nonetheless, this singularly inhospitable world does support life. In the absence of an effective form of photosynthesis, the plant life of Loren relies on a chemosynthetic base; life flourishes even in some portions of the nightside, where volcanoes supply sufficient heat and a source of nutrients necessary for the world's life-processes. Higher forms of animal life also exist, in a complex food chain with intriguing variations.

The world has been colonised, albeit lightly, by a non-human Imperial species originating in Daibei, the Bruhre. The Bruhre find the tainted atmosphere of Loren breathable but rather bland and tasteless. Their body chemistry permits them to eat the plants and animals of Loren with relish; humans find such food highly poisonous, so the planet is a Bruhre agricultural colony. As the Bruhre are a remarkably intolerant people, they are isolated from the mainstream of other Imperial cultures. Loren is not part of the Imperium but an IISS base is present and the Bruhre government of the world is answerable to their own homeworld.

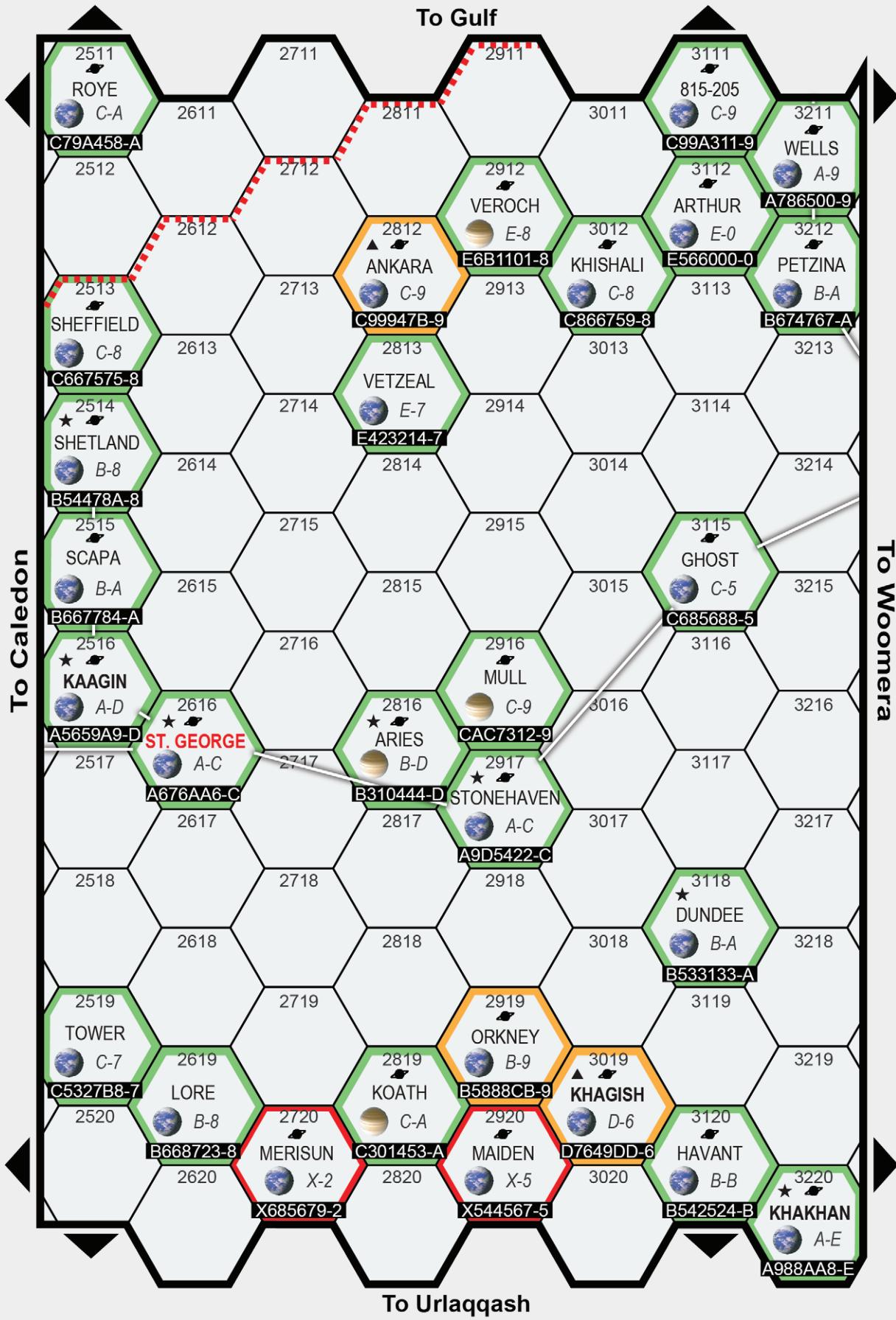
NIGHTRIM

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
815-205	3111	—	C99A311-9	Lo Wa	—	Imperium	G
Ankara	2812	S	C99947B-9	Ni	A	Imperium	G
Aries	2816	N	B310444-D	Ht Ni	—	Imperium	G
Arthur	3112	—	E566000-0	Ba	—	Imperium	G
Dundee	3118	N	B533133-A	Lo Po	—	Imperium	—
Ghost	3115	—	C685688-5	Ag Ga Lt Ni Ri	—	Imperium	G
Havant	3120	—	B542524-B	Ni Po	—	Imperium	G
Kaagin	2516	N	A5659A9-D	Hi Ht	—	Imperium	G
Khagish	3019	S	D7649DD-6	Hi	A	Imperium	G
Khakhan	3220	N	A988AA8-E	Hi Ht	—	Imperium	G
Khishali	3012	—	C866759-8	Ag Ga Ri	—	Imperium	G
Koath	2819	—	C301453-A	Ic Ni Va	—	Imperium	G
Lore	2619	—	B668723-8	Ag	—	Imperium	—
Maiden	2920	—	X544567-5	Ag Lt Ni	R	Dienbach Grýpen	G
Merisun	2720	—	X685679-2	Ag Ga Lt Ni Ri	R	Imperium	G
Mull	2916	—	CAC7312-9	Fl Lo	—	Imperium	G
Orkney	2919	—	B5888CB-9	—	A	Dienbach Grýpen	G
Petzina	3212	—	B674767-A	Ag	—	Imperium	G
Roye	2511	—	C79A458-A	Ni Wa	—	—	G
Scapa	2515	—	B667784-A	Ag Ga Ri	—	Imperium	G
Sheffield	2513	—	C667575-8	Ag Ga Ni	—	Imperium	G
Shetland	2514	N	B54478A-8	Ag	—	Imperium	G
St. George	2616	N	A676AA6-C	Hi Ht In	—	Imperium	G
Stonehaven	2917	N	A9D5422-C	Fl Ht Ni	—	Imperium	G
Tower	2519	—	C5327B8-7	Na Po	—	Imperium	—
Veroch	2912	—	E6B1101-8	Fl Lo	—	Imperium	G
Vetzeal	2813	—	E423214-7	Lo Po	—	Imperium	—
Wells	3211	—	A786500-9	Ag Ga Ni	—	Imperium	G

NIGHTRIM SUBSECTOR

Reaver's Deep

Domain Roberts (Order #42032823)



Gas Giant

B-6 Starport Class & Tech Level

★ Imperial Naval Base

▲ Imperial Scout Base

Secure System

Amber Zone

Red Zone

X-boat Route

Planet (dry)

Planet (water present)

Imperium Border

Nightrim is the most populated subsector in the Deep, containing almost 20% of the sector's entire population and fully two-thirds of the Imperial presence. The Imperium dominates, controlling most systems. An important trade route, the Caledon Run, flows through Nightrim, connecting Imperial worlds in Daibei with markets in the Principality of Caledon and beyond. The Khagish Cluster is a notable, 21-world astrographic feature that stretches trailing from Caledon to the Woomera subsector in Daibei and contains worlds in both Nightrim and Urlaggash.

The subsector was initially settled by Vilani refugees from the First Imperium and a Vilani dialect continues to be the primary language on the worlds of Kaagin, Khishali, Khagish and Khakhan. All of Nightrim regressed technologically during the Long Night and suffered from Reaver and later Aslan raids. The worlds enthusiastically embraced the entrance of the Third Imperium into the region.

Subsector Duchess Nessa, whose capital is at St. George, also oversees Imperial worlds in Caledon and Gulf. St. George is the headquarters for the Imperial 47th Subsector Fleet, the Star Marine 7571st Line Regiment and the Imperial Nightrim Army. The high population world of Khakhan, seven parsecs to trailing of St. George, is the headquarters for the Reaver's Deep Sector Fleet and Star Marine 4328th Line Regiment.

Orkney, a rich, human-dominated world in the Khagish Cluster, is the centre of a two world autonomously governed region known as the Dienbach Grýpen, which includes the neighbouring world of Maiden. Although the Grýpen worlds lie some six parsecs inside Imperial borders, they have steadfastly refused to join. In response, they have been quarantined by the Imperium and monitored by the scout base at neighbouring Khagish.

The Imperium has also interdicted the low-technology world of Merisun due to political violence. A special task force of the 47th Fleet enforces a strict blockade around the world.

Nightrim contains 28 worlds with a population of 135 billion. The highest population is 92.4 billion, at Khakhan. The highest Tech Level is 14 at Khakhan. The subsector capital is at St. George.

ARTHUR

Given the highly populated nature of the subsector, the world of Arthur is a notable anomaly. Although tide-locked to its red dwarf star, Arthur is listed in all

available databases as having a standard oxygen-nitrogen atmosphere and a moderate amount of surface water, appearing to be an eminently habitable world. Yet Arthur is completely uninhabited. The system was interdicted almost immediately upon Imperial arrival into Nightrim and the reasons for this interdiction have never been published, giving rise to much speculation and rumour. In 1096 the interdiction was quietly lifted, with absolutely no explanation given, and none expected to be forthcoming.

GHOST

A rich garden world, Ghost is the homeworld of the Ayansh'i, a secretive human civilisation. The Ancients are believed to have transported them to Ghost hundreds of thousands of years ago and subjected them to extensive genetic engineering, rendering them incapable of interbreeding with the rest of Humaniti. Externally, the Ayansh'i are lightly built humans but with enormous irises allowing better vision in the lower light levels of their homeworld.

Around 600, early explorers in the Ghost system determined from orbital surveys that massive structures were present on the planet and a number of large lifeforms existed. However, due to the differences in Ayansh'i physiology, they were unable to locate any humans. Thus, when the explorers finally made landfall and began to explore the structures they were amazed to discover them remarkably intact. Soon stories began to spread about the Ghost planet and not until two months later initial contacts were made with the indigenous peoples. Apparently the locals had been observing the interlopers and only made themselves known when the scouts were about to begin excavating a series of burial mounds.

KHAKHAN

A high technology member of the Imperium located in the Khagish Cluster, Khakhan has 92.4 billion people living on a surface area of just 119 million square kilometres: a population density of 7,763 people per square kilometre. To visitors, the planet appears to be little more than expanses of grey tumultuous seas punctuated by rather grim grey arcologies.

Settled by Vilani refugees fleeing the turmoil of the late First Imperium, Khakhan quickly became an important industrial centre for the new colonies that sprang up in the region during the Rule of Man. Although the world lost jump capability early in the Long Night, Khakhan never lost space flight and was able to maintain strong

system defences, beating back all Reaver and Aslan attacks. Khakhan was an enthusiastic supporter of the Third Imperium and joined at the earliest opportunity.

It preserved use of the Vilani language throughout the Long Night and retained Vilani cultural values of service and cooperation. The world also has a strong military tradition and has been a historic rival to St. George for fielding the strongest planetary defence forces. During the Solomani Rim War many Khakhan citizens volunteered to fight against the hated Solomani, while others contributed other skills to the war effort.

Khakhan hosts a large Imperial naval base that is also the headquarters of the Reaver's Deep Fleet and the home port of Flag Group Deep, the only true first-rate force in the sector. The world also hosts the Imperial Navy's service academy.

As with many high population Vilani worlds, Khakhan has a substantial criminal element, highly organised and ruthlessly efficient. Each Vilani gang has its own designated region and portfolio, and within this narrow sphere commands surprising influence.

MERISUN

An interdicted, low-technology balkanised world in the Khagish Cluster, Merisun is a rich, agricultural garden world orbiting its yellow main sequence sun in the habitable zone. Most of the world's land mass is concentrated in a single equatorial continent. Merisun was settled by both Vilani and Terrans and briefly prospered during the Rule of Man period and during the Reaver period was repeatedly sacked until technology fell back to pre-industrial levels and little remained for raiders to take.

When recontacted by the Third Imperium, Merisun had stabilised at TL2 and the world was divided between approximately three dozen fiercely competing nation-states. The Contact and Liaison branch of the Scout Service, noting the sheer number of active armed conflicts on the world's surface, recommended Merisun be interdicted for its own protection. Empress Porfuria granted this recommendation in 247.

After centuries of monitoring and evaluation, and under intense political pressure, the Scout Service reluctantly recommended the interdiction be lifted. In 941 Empress Margaret II agreed and Merisun was opened for contact, becoming an Imperial member in 963.

The results, predictably, were a disaster. The ready availability of advanced weapons only spurred international conflict as mercenary companies flooded to the world. Imperial corporations sponsored different nation-states to wage proxy wars against each other and by 1005 all of Merisun was engaged in a bitter global war, fuelled by surplus arms from the recently concluded Solomani Rim War. That year a nuclear device was nearly detonated in the capital city of one of the larger nation-states and complete disaster only averted due to the quick thinking of Lali Alarara, a commander in Imperial Naval Intelligence – and her timely use of a nuclear damper.

By this point the navy had had enough and initiated its own interdiction with the full support of Emperor Gavin. All Imperial corporate interests and mercenaries were quickly lifted offworld and a strict blockade implemented. Although Merisun continues to be a world at war, the belligerents are now largely limited to the native Tech Level of 3. However, the nations of Merisun acquired a taste for higher Tech Levels and smuggling arms and mercenaries onto the planet is said to be an extremely lucrative pursuit, with rewards outweighing the enormous risks.



KEIAR

Keiar is named for the brightest star in the subsector, the bluish-white A1 V primary of the Esekheali system. The subsector is dominated by the Aslan Hierate and the Islaiat Dominate, a human interstellar state with substantial holdings in both Ealiyasiw and Reaver's Deep. Clans with notable holdings in Keiar include Aokhalte, Uiktawa and Yehaso. The capital world of the Dominate, Islaiat, is also located in the subsector. The Third Imperium has one client state in Keiar, the high population world of New Covenant.

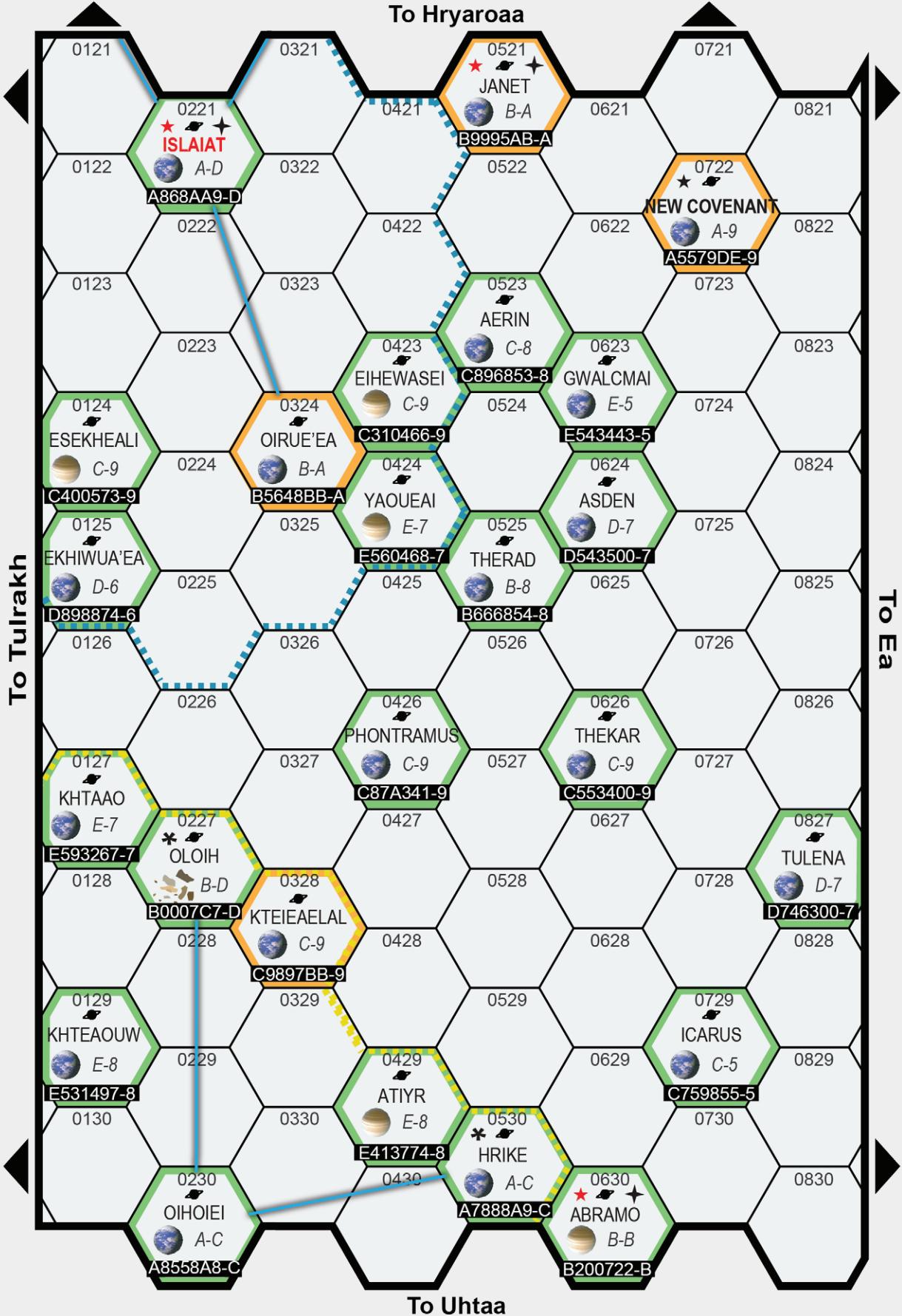
Keiar was first settled by Terran emigres, who established three settlements at Islaiat, Oihoiei and Therad before -2200, with other Terrans settlements to soon follow. During the Long Night, the worlds of Islaiat and New Covenant managed to hold on to jump technology, becoming minor Reaver kingdoms, while the rest of the subsector was cut off from the interstellar community.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
Abramo	0630	N, M	B200722-B	Na Va	—	—	G
Aerin	0523	—	C896853-8	—	—	—	G
Asden	0624	—	D543500-7	Ni Po	—	—	G
Atiyr	0429	—	E413774-8	Ic Na	—	Hierate	G
Eihewasei	0423	—	C310466-9	Ni	—	Islaiat Dominate	G
Ekhiwua'ea	0125	—	D898874-6	—	—	Islaiat Dominate	G
Esekheali	0124	—	C400573-9	Ni Va	—	Islaiat Dominate	G
Gwalcmai	0623	—	E543443-5	Lt Ni Po	—	—	G
Hrike	0530	N	A7888A9-C	Ht	—	Hierate	G
Icarus	0729	—	C759855-5	Lt	—	—	G
Islaiat	0221	N, M	A868AA9-D	Hi Ht	—	Islaiat Dominate	G
Janet	0521	N, M	B9995AB-A	Ni	A	—	G
Khtaaoo	0127	—	E593267-7	Lo	—	Hierate	G
Khteaouw	0129	—	E531497-8	Ni Po	—	Hierate	G
Kteieaelal	0328	—	C9897BB-9	—	A	Hierate	G
New Covenant	0722	N	A5579DE-9	Hi	A	—	G
Oihoiei	0230	N	A8558A8-C	Ga Ht	—	Hierate	G
Oirue'ea	0324	—	B5648BB-A	—	A	Islaiat Dominate	G
Oloih	0227	N	B0007C7-D	As Ht Na Va	—	Hierate	G
Phontramus	0426	—	C87A341-9	Lo Wa	—	—	G
Thekar	0626	—	C553400-9	Ni Po	—	—	G
Therad	0525	—	B666854-8	Ga Ri	—	—	G
Tulena	0827	—	D746300-7	Lo	—	—	G
Yaoueai	0424	—	E560468-7	De Ni	—	Islaiat Dominate	G

KEIAR SUBSECTOR



Reaver's Deep



Gas Giant

B-6 Starport Class & Tech Level

★ Imperial Naval Base

★ Naval Base Other

★ Military Base/Garrison

Secure System

Amber Zone

Trade Route

Islaiat Dominate Border

Asian Hierate Border

★ Asteroids (no atmosphere/water)

★ Planet (dry)

★ Planet (water present)

★ Clan Base

Before -1100 Aslan from neighbouring Tulrakh, Ouhtoh and Uhtaa subsectors began pressing into Keiar. The leading clan in this expansion was Loakhtarl, which moved quickly to block other clans from moving into the region. In general, the Aslan and their trade goods were welcomed by the surviving human populations and the two species have built a long history of productive cohabitation in the subsector. Phontramus, Janet, Aerin, Therad, Thekar, Abramo and Icarus are all human-dominated independent worlds with significant minority Aslan populations.

The Keiar subsector contains 24 worlds with a population of 96.7 billion. The highest population is 90 billion, at Islaiat. The highest Tech Level is 13 at Islaiat and Oloih.

JANET

An independent world, Janet is tide-locked to its red dwarf primary, a star isolated in a small abyss between Maijarra and New Covenant. Janet was surveyed and settled by Terran explorers early in the Rule of Man period but the main world is only marginally habitable; the dense, soupy atmosphere contains high

enough levels of carbon dioxide to be toxic to humans, and the native plant life is incompatible with Terran biochemistry. The colony grew slowly, reaching a peak of roughly 11 million by -1400. Shortly thereafter Janet was sacked by a Reaver fleet, which apparently seized any remaining jump-capable ships along with critical fusion plant components. Without these, the inhabitants of Janet were doomed, unable to either maintain their life support systems or escape.

Their final fate was not known until -1101, when Loakhtarl explorers out of Ealiyasiyw finally made planetfall on the seemingly dead world they named Yekhei. They determined the end had been very bad indeed, for the world was a mausoleum of mummified corpses, preserved forever in their last moments of despair and terror. The Loakhtarl left these ruins where they sat and established their own settlements far away; they would eventually be joined by a new wave of humans near the end of the Long Night. Over the years many archaeologists have studied the ruins of Janet but even today many structures remain unexplored and unexcavated.



ISLAIAT

The capital of the Islaiat Dominate, Islaiat is a high population, hospitable world with many similarities to Terra. Terran emigres settled Islaiat during the Interstellar Wars period and the world grew rapidly, establishing several colonies in nearby systems. As the Long Night began to fall across the Deep, Islaiat turned to raiding neighbouring worlds in order to maintain its slowly degrading technology. By -1000 Islaiat was the centre of a notable Reaver kingdom that included all systems in its small, five-world cluster.

By -900 Islaiat found itself on the defensive against the aggressive Aslan Loakhtarl clan. An alliance with the trading clan Tralyeaeawi helped stabilise Islaiat and the world's culture was transformed by ongoing contact with the clan as well as by the rise of Arielism, a religion that swept through the worlds of the Islaiat Cluster. As the Aslan withdrew from Keiar during the Cultural Purge and following the Peace of Ftahalr, Islaiat claimed the abandoned worlds that would form the basis of the Islaiat Dominate.

Islaiat today, in contrast to the rest of the worlds of the Dominate, is a cosmopolitan, prosperous planet with a reasonably high stellar Tech Level. Its inhabitants enjoy many comforts far beyond the reach of their fellow Dominate citizens. The planet is lush and green, slightly warmer and moderately wetter than Terra, with most of the land mass concentrated in an equatorial belt of small continents and large island chains. Islaiat cities exhibit a pleasant architectural mix of Terran and Aslan influences, with some magnificent structures dating back to the Rule of Man. The palace of Islaiatko Azar X, the temporal ruler of the Dominate, is a dazzling complex of golden domes and sleek minarets.

The Third Imperium maintains an embassy in the capital city, just outside the downport, as does the Tralyeaeawi clan. The highport in orbit above Islaiat also hosts a major naval base as well as the only significant shipyard in the entire Dominate.

NEW COVENANT

An isolated, high population Imperial client state, New Covenant was settled by Terran religious dissidents fleeing the Rule of Man. Originally these settlers were particularly zealous adherents of a common form of monotheism but their core belief system substantially evolved and changed over the ensuing 3,000 years of development and would be barely recognisable to one of their founders. During the Long Night the world of New Covenant became a major Reaver state in the region, raiding nearby worlds for needed supplies.

As the Aslan entered the subsector, New Covenant mounted a fierce resistance and an abiding anti-Aslan sentiment continues to pervade the world's culture to this day. It fought a series of inconclusive religious wars with Islaiat around -600, due the latter's embrace of Arielism, these conflicts ceasing in -533, when New Covenant was rocked by an internal religious schism. That year the central organised religion fragmented into half a dozen competing sects, plunging the entire planet into world war. Low-level religious conflicts persisted until 921, when the Sochist sect was able to consolidate power and form a world government, a harsh religious dictatorship remaining in control today. Although the Sochists have not yet managed to wipe out all competing sects, they have implemented strict controls of movement and worship has driven these heretics underground.

The Third Imperium largely ignored New Covenant until the Solomani Confederation began a sustained influence campaign with the new Sochist government. At that point, the Imperial Scout Service and Ministry of State began to actively compete on-world with Solomani agents. Although the Solomani enjoyed a head start, the conclusion of the Rim War helped tip New Covenant toward the Imperium. In 1023, a new trade agreement formalised the relationship and New Covenant became an official client state.

The Confederation continues to maintain an embassy in New Covenant's capital, only a few blocks from the Imperial Embassy. The Imperial 173rd Fleet maintains a naval base on a gas giant moon in New Covenant's outer system, supporting the New Covenant Patrol Flotilla, an administrative grouping of six or seven patrol corvettes. These ships are usually deployed individually and can range widely through the Buffer.

Ea

Ea contains an unusually large number of habitable and semi-habitable worlds. For example, all 10 main worlds of the Ea Cluster, an astrographic feature in the very heart of the subsector, have breathable atmospheres. Terran emigres established settlements on Marlheim and Kingston during the Interstellar Wars period and humans colonised many more worlds during the Rule of Man. During the Reaver era, several small human states sprang up in Ea and many colonies were abandoned as the population sought protection from strong warlords.

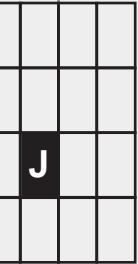
When Aslan traders and clan scouts looking for new territory arrived in the region, they were pleased to find many habitable worlds open for settlement. Ea was

thus considered part of the bountiful Aoreriyya region and as such became a popular destination for Aslan seeking new lands. As they expanded into the region, Ea was the site of numerous confrontations between Reaver warlords and Aslan *ihaeti*.

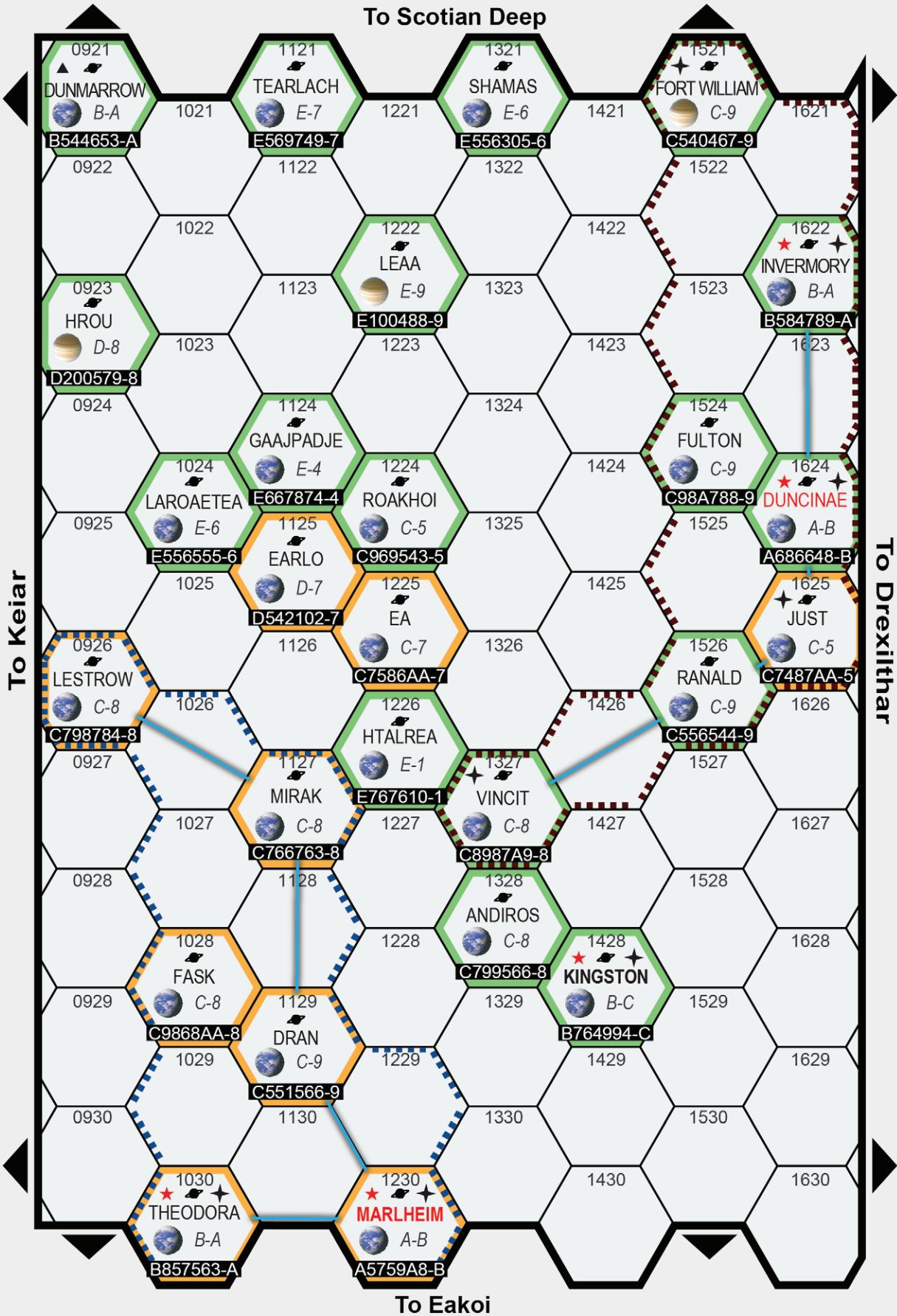
Despite the large number of habitable worlds, Ea has attracted relatively little attention from outside powers, particularly since the Peace of Ftahalr in 380. Many worlds remain backwaters and are largely unexplored. Ea continues to be home to notable human and Aslan populations; Htalrea is effectively an Aslan client under the tight control of the Yehaso clan and believed to be the homeworld of a Minor Race. Ea, Hrou, Laroaetea, Earlo, Leaa are all independent Aslan

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Andiros	1328	—	C799566-8	Ni	—	—	G
Dran	1129	—	C551566-9	Ni Po	A	Marlheim	G
Duncinae	1624	N, M	A686648-B	Ag Ga Ni Ri	—	Duncinae	G
Dunmarrow	0921	S	B544653-A	Ag Ni	—	—	G
Ea	1225	—	C7586AA-7	Ag Ni	—	—	G
Earlo	1125	—	D542102-7	Lo Po	A	—	G
Fask	1028	—	C9868AA-8	—	A	Marlheim	G
Fort William	1521	M	C540467-9	De Ni Po	—	Duncinae	G
Fulton	1524	—	C98A788-9	Ri Wa	—	Duncinae	G
Gaajpadje	1124	—	E667874-4	Ga Lt Ri	—	—	G
Hrou	0923	—	D200579-8	Ni Va	—	—	G
Htalrea	1226	—	E767610-1	Ag Ga Lt Ni	R	—	G
Invermory	1622	N, M	B584789-A	Ag Ri	—	Duncinae	G
Just	1625	M	C7487AA-5	Ag Lt	A	Duncinae	G
Kingston	1428	N, M	B764994-C	Hi Ht	—	—	G
Laroaetea	1024	—	E556555-6	Ag Ni	—	—	G
Leaa	1222	—	E100488-9	Ni Va	—	—	G
Lestrow	0926	—	C798784-8	Ag	A	Marlheim	G
Marlheim	1230	N, M	A5759A8-B	Hi In	A	Marlheim	G
Mirak	1127	M	C766763-8	Ag Ga Ri	A	Marlheim	G
Ranald	1526	—	C556544-9	Ag Ni	—	Duncinae	G
Roakhoi	1224	—	C969543-5	Lt Ni	—	—	G
Shamas	1321	—	E556305-6	Lo	—	—	G
Tearlach	1121	—	E569749-7	Ri	—	—	G
Theodora	1030	N, M	B857563-A	Ag Ga Ni	A	Marlheim	G
Vincit	1327	M	C8987A9-8	Ag	—	Duncinae	G

EA SUBSECTOR



Reaver's Deep



- Gas Giant
- B-6 Starport Class & Tech Level
- Imperial Scout Base
- Other Naval Base

- Secure System
- Amber Zone
- Trade Route
- Military Base/Garrison
- Planet (dry)
- Planet (water present)
- Grand Duchy of Marlheim Border
- Confederation of Duncinæ Border

worlds populated by exohierate clans, and all but Leaa have significant human populations. Roakhoi is a particularly interesting world where control is jointly shared by humans and Aslan.

Two substantial human states, separated by a scattered band of unclaimed independent worlds, dominate this region. The Grand Duchy of Marlheim is a tightly controlled, expansionistic, totalitarian state. The Confederation of Duncinae is a less restrictive interstellar community with close ties to the Principality of Caledon to coreward.

The world of Dunmarrow is a Caledonian client state. In 833 the trading firm Caledon Ventures established a trading post on Dunmarrow and the world hosts a Principality Scout Service base. The independent world of Gaajpadje is a backwater and the homeworld of a Minor Race, the humanoid J'aadje.

The frontier character of the subsector has made Ea an increasingly attractive destination for thrill seekers and adventurers. Sailing wind-powered seacraft is a popular pastime on Fulton, drawing wealthy visitors from across the subsector, while the world of Just is a destination for adventurers seeking to explore its rugged jungle outback. Lightly populated, the dangerous wilderness has been given an Amber Zone designation.

The Ea subsector contains 26 worlds with a population of 6.5 billion. The highest population is 3 billion, at Marlheim. The highest Tech Level is 12 at Kingston.

DUNCINAE

Duncinae is a rich, agricultural garden world and the capital of the human-dominated Confederation of Duncinae. While Duncinae may have been colonised by Terrans during the Rule of Man, the world was largely depopulated during the Reaver era, allowing an emergent Caledon to establish a new colony on-world after -200. The colony quickly flourished and was incorporated into the Principality of Caledon when this interstellar state was founded in -102.

The formation of the new state almost immediately drew unwanted attention from the expansionist Iltharan Empire, which was based in Drexilthar. The conquistadors of Drexilthar seized Principality holdings in Ea, including Duncinae, before turning their attention to Caledon itself. Although the Principality was able to successfully turn back the Empire by -100, Duncinae remained under Iltharan rule.

Clashes between the Empire and the Principality continued over the following centuries, with Caledon providing covert assistance to Duncinae. In 257 the Principality engineered revolts on the occupied worlds of Duncinae, Ranald and Fulton. These uprisings resulted in open war between Drexilthar and the Principality. By 267 Caledonian forces, with assistance from the Third Imperium, had liberated the last Iltharan subject worlds and in 268 the Imperial White Fleet destroyed all remnants of the Empire with a devastating bombardment of the Iltharan homeworld. Duncinae was swiftly reintegrated into the Principality.

In 309 the Principality was wracked by the First Civil War. Duncinae, along with Ranald and Fulton, used this opportunity to secede and declare the new Confederation of Duncinae.

EA

A non-industrial agricultural world located in the Ea Cluster, this system consists of an M0 V primary and its distant M1 V companion. While the mainworld is tide-locked to its primary star, Ea's high hydrographic percentage helps circulate temperatures throughout the planet and maintain a thin oxygen-nitrogen atmosphere.

Aslan *ihaei* from the Tralyeaeawi and its vassals had settled on Ea prior to -300 and rapidly built the world up until by 100 the world sported a Class A starport and a population just over 1 billion. Since the Peace of Ftahalr, the Aslan have steadily abandoned the world in the face of twin pressure from Duncinae and Marlheim. The world is now but a shadow of its former self, with crumbling and abandoned settlements across the surface. Today, a remnant population of approximately 1.6 million Aslan is ruled by a human minority numbering less than half a million, concentrated around the starport.

GAJPADJE

A rich, low-technology garden world located in the Ea Cluster, Gaajpadje is an independent, balkanised world with a diameter of 9,800 kilometres, a standard oxygen-nitrogen atmosphere and a pleasant climate. The world features two major continents and many small islands.

Gaajpadje is notable as the homeworld of the J'aadje, who are concentrated on the west continent and ruled by the Gaajpadje Oligarchs, who administer the balkanised city-states of the J'aadje Nations. The east continent is inhabited by the K'Tring, militaristic humans. Tensions between J'aadje and K'Tring run high but the planet's oceans are an effective barrier to large-scale warfare.

A backwater world, Gaajpadje has been visited by humans only a few times in recent history. The J'aadje have in the past been friendly but aloof and Caledon Ventures is reportedly interested in opening up trade negotiations with them.

HTALREA

Htalrea is a primitive world of importance to Aslan traders primarily as the home of the risth, a large dangerous predator whose scent glands are a source for rare and expensive perfumes. The main world is a rich, agricultural garden world in the Ea Cluster between the Grand Duchy of Marlheim and the Confederation of Duncinae. The planet has a resonant orbit with its M1 V primary.

Htalrea is effectively the client state of an Aslan clan, the powerful Yehaso of Roaa. Trade with the planet has been firmly monopolised by Khtyuwi', the Yehaso trading corporation, which charges exorbitant prices when selling processed chemicals to human firms along the fringe of the Imperium. The Yehaso have effectively interdicted the world and maintain at least one *Aositaoh*-class cruiser in orbit above Htalrea at all times. Any unauthorised ships approaching the mainworld will be fired upon without warning.

Only the most basic information is known about Htalrea, as the Yehaso have been careful to guard their monopoly. Very old records survive, enough to give physical data and maps of the two main continents, and these same records indicate the planet has native sophonts, a bipedal, vaguely humanoid species, found in the north continent. Other information indicates these natives are still in an early stage of development, just making the transition from a hunter-gatherer culture to a stable agricultural society with family-based tribes forming the basis of native communities. Tribal independence and pride are apparently important and data indicates the natives place a high value on ritual and ceremony emphasising these factors.

MARLHEIM

Marlheim is a high population industrial world and the capital of the Grand Duchy of Marlheim, an expansionist state controlling eight worlds in Ea and Eakoi. The world was settled before -2200 by Terran emigres during the Interstellar Wars, and badly battered by a series of Reaver attacks during the Long Night. By -347 it was glad to accept the protection of Admiral Katarine Tang, one of the last successful Reaver warlords in Ea. Tang quickly named herself the first

Grand Duchess of Marlheim. Tang and her successors repelled Reaver, Aslan and Iltharan attacks, and made Marlheim a haven from the violence and lawlessness that reigned elsewhere in the Deep.

The current Grand Duke, Felix, is very much interested in continuing to expand Marlheim's territories but has been focused on consolidating his power within the Duchy and stamping out dissent on his annexed worlds. Tensions have been high between the Grand Duchy and the Confederation of Duncinae for some time.

Given the Duchy's reputation as a totalitarian state, visitors are often surprised to find the capital city of Marlheim is a tranquil metropolis of parks, canals, universities and museums. Citizens are sure to note the lack of crime and usually point to the steady hand of Grand Duke Felix. Marlheim is an important publishing centre for the entire sector and is home to the large publishers Farstar and Clasp.

ROAKHOI

An independent world located in the Ea Cluster, Roakhoi's population of 700,000 is nearly evenly divided between human and Aslan, and it is a planet of interest to sociologists, due to the unusual blend of cultures found there. Both Aslan and human settlers occupied the planet at various stages of its history and it has become an unusually cosmopolitan world where the two societies have merged to form a rich but totally unique new structure. It is primitive but slowly absorbing technology from traders. Roakhoi is notable as the source of the *tlaosiear* tree, the seeds of which are used to derive the spice *tlaosierlahrau*, also known as tlaospice, tlao, or seasongold.

Aslan led by the hero Leahyakhyen colonised Roakhoi in -645. Leahyakhyen and his followers had lost their lands in a clan war, and fled the Hierate. Two generations later, a series of natural disasters – including volcanic eruptions, plague and famine – destroyed the colony ships and technological base.

In -480 the *Bold Endeavor*, a colony ship bound for Andrios in the Urlaggash subsector, was attacked by Reavers and misjumped to Roakhoi, where it crash-landed. Although initially hostile, both the humans and Aslan of Roakhoi created an integrated society, with primarily Aslan cultural values.

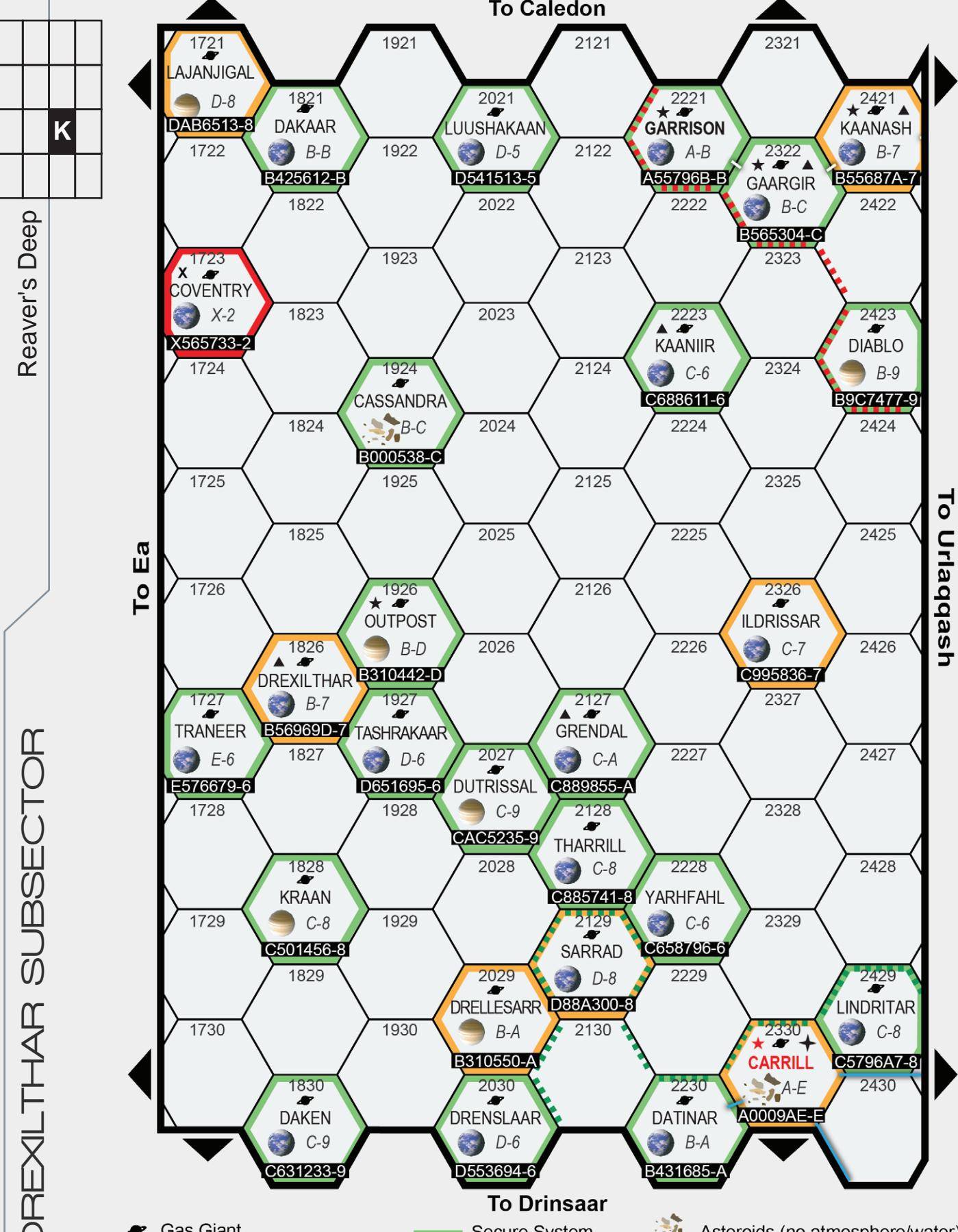
Khtyuwi', an Aslan trading corporation operating out of Roaa, efficiently kept Roakhoi interdicted for centuries before opening the world up for trade in 1058. Khtyuwi' runs the local starport, which was upgraded from Class D to C in 1098.

DREXILTHAR

The name of the subsector is taken from the world Drexilthar which, during the latter part of the Reaver period, was the capital of a small interstellar state. The same world also lends its name to the Drexilthara Main, an astrographic cluster of 11 worlds located centrally in the subsector.

Drexilthar subsector is home to two Minor Races: the Iltharans of Drexilthar and the Languljigee of Lajanjigal. Vilani refugees from the First Imperium explored and may have colonised a few worlds along the trailing-coreward corner of the subsector and Terran emigres

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Carrill	2330	N, M	A0009AE-E	As Hi Ht In Na Va	A	Carrillian Assembly	G
Cassandra	1924	—	B000538-C	As Ht Ni Va	—	—	G
Coventry	1723	—	X565733-2	Ag Lt	R	—	G
Dakaar	1821	N, M	B425612-B	Ni	—	—	G
Daken	1830	—	C631233-9	Lo Po	—	—	G
Datinar	2230	—	B431685-A	Na Ni Po	—	Carrillian Assembly	G
Diablo	2423	—	B9C7477-9	Fl Ni	—	Imperium	G
Drellesarr	2029	—	B310550-A	Ni	A	—	G
Drenslaar	2030	-	D553694-6	Ni Po	—	—	G
Drexilthar	1826	S	B56969D-7	Ni Ri	A	—	G
Dutrissal	2027	—	CAC5235-9	Fl Lo	—	—	G
Gaargir	2322	N, S	B565304-C	Ht Lo	—	Imperium	G
Garrison	2221	N	A55796B-B	Hi	—	Imperium	G
Grendal	2127	S	C889855-A	Ri	—	—	G
Ildriссар	2326	—	C995836-7	—	A	Carrillian Assembly	G
Kaanash	2421	N, S	B55687A-7	—	A	Imperium	G
Kaaniir	2223	S	C688611-6	Ag Ni	—	—	G
Kraan	1828	—	C501456-8	Ic Ni Va	—	—	G
Lajanjigal	1721	—	DAB6513-8	Fl Ni	A	—	G
Lindritar	2429	—	C5796A7-8	Ni	—	Carrillian Assembly	G
Luushakaan	2021	—	D541513-5	Lt Ni Po	—	—	G
Outpost	1926	N	B310442-D	Ht Ni	—	—	G
Sarrad	2129	—	D88A663-8	Ni Ri Wa	—	Carrillian Assembly	G
Tashrakaar	1927	—	D651695-6	Ni Po	—	—	G
Tharrill	2128	—	C885741-8	Ag Ga Ri	—	—	G
Traneer	1727	—	E576679-6	Ag Ni	—	—	G
Yarhfahl	2228	—	C658796-6	Ag	—	—	—



established three colonies in Drexilthar prior to -2200, at Tharrill, Yarhfael and Lindritar. The colonies at Tharrill and Yarhfael were largely wiped out during the Long Night and not recolonised until much later.

During the turmoil of the Long Night, the Iltharans gained jump drive technology and founded the aggressive, expansionist Iltharan Empire. Their conquistadores ranged far and wide, turned back only by the infant Principality of Caledon to coreward. The Iltharan Empire was eventually destroyed in a confrontation with the Principality and the Third Imperium in 268.

Although the Aslan consider Drexilthar to be part of their coveted *Aoreriyya* region of Reaver's Deep, they never established a stronghold in the subsector, in part because the Iltharan Empire – and later, the Third Imperium – drove them off. They instead launched occasional raids into the region.

Since the collapse of the Iltharan Empire, most systems in the subsector have remained independent and aloof. The Carrillian Assembly has coalesced at the edge of the subsector, and the Imperium has made some encroachment, but beyond that the subsector is wide open. Traders from Caledon and the Confederation of Duncinae venture into the subsector from time-to-time, but it is generally considered a quiet, uninteresting backwater. This, however, is a misconception, for like most frontier regions, Drexilthar offers variety, danger, riches and excitement to those who care to seek them out.

The subsector can be divided into three parts. To coreward and trailing, the Imperium dominates, with a few client worlds and possessions outside Imperial boundaries, such as Outpost and Kaaniir. To rimward and trailing, the Carrillian Assembly is dominant and the last part is a broad sweep of diverse and mutually independent worlds scattered across the spinward half of the subsector. The nearby Confederation of Duncinae and Principality of Caledon create a region of intense competition between mercantile interests.

Sternmetal Horizons, LIC controls the mining settlement at Luushakaan, which has recently been the subject of several trade war raids. Evidence has pointed towards Delgado Trading as the culprit and Sternmetal has launched two minor retaliatory attacks against Delgado operations in the Cassandra Belt as a result. Dakaar is an independent world owned and administered by the Dakaar Corporation, as the mainworld contains significant mineral

resources, including rich deposits of lanthanum. The Kaanash system contains two inhabited worlds: Kaanash itself and its sister world Gaanir (C779655-6), long rivals competing for trade, Imperial support and economic aid. Rumour has Gaanir considering direct action against Kaanash.

The Imperium has only four member worlds in Drexilthar, which are overseen by the Duke of Urlaggash. The Imperium also has four client states here: Drexilthar, Outpost, Grendal and Kaaniir. The 173rd Subsector Fleet, based out of Garrison along with the 2004th Line Regiment of Imperial Marines, is charged with the defence of all these worlds.

The Drexilthar subsector contains 27 worlds with a population of 11.4 billion. The highest population is 6 billion, at Carrill. The highest Tech Level is 14 at Carrill.

CARRILL

Carrill is an important, high population, industrial asteroid belt and capital of the Carrillian Assembly. Historically, the Carrill Belt was never considered particularly important, offering little in the way of resources not in greater abundance elsewhere. In the year 517, however, this changed dramatically. That year, rivalries between various worlds in Drexilthar and Fahlnar threatened the region with a major interstellar war. The Third Imperium intervened to encourage a peaceful settlement – and threatened to take direct action if some accord could not be reached. A series of conferences were held in the neutral Carrill Belt, at an asteroid designated 'Round Table'.

These conferences produced an agreement in 519 for participating worlds to federate into a single state for the regulation of trade, economic coordination and common defence. The Articles of Assembly signed in that year established the Carrillian Assembly and designated the Belt as the capital of the new federation.

In the years since the agreement, the Carrill Belt has swollen in population, industry and technology, and has become a powerful system in its own right. The Belt houses the main administrative machinery of the Assembly, nearly a third of the Assembly's major industrial might, and the largest naval base of the Assembly Peacekeepers. A population of 6.8 billion is now spread among the asteroids.

DAKEN

A poor, low-population, independent world in the Drinsaar Loop, Daken would never have been settled if not for the presence of goldsand, a desert life form similar in evolutionary state to Terran corals. This colony life spreads over large areas of Daken's erg deserts, utilising a chemosynthetic process for energy. Goldsand is highly prized as a spice and pharmacological ingredient.

Harvesting goldsand is a dangerous business. Colonies spring up rapidly, grow with great speed and are then scattered by the fierce sandstorms which sweep across the ergs. Individual parts of the colony that survive start new colonies in new locations. Thus, to harvest goldsand, crews must reach a colony soon after it forms and work it quickly before a storm can carry it off.

Goldsand also forms the chief food source for the sandroller, a small animal posing a danger to humans because of the highly poisonous spines covering its spherical body. This makes harvesting doubly dangerous, for a goldsand colony is sure to be infested with the spiny menaces.

A settlement of no more than 750 people has been created around the south polar starport since 925. They have grown accustomed to life at the edge of the world's harsh deserts and make their primary living harvesting goldsand and selling it to offworld markets. Several companies, including the megacorporation SuSAG and the Dakaar Corporation, have attempted to cut out the locals and harvest goldsand directly but planetary conditions are far too harsh and every attempt has ended in disaster.

Recently, the Dakaar Corporation attempted to force an exclusive contract on the colony to tie up goldsand supply. Since the colony turned down this offer, there have been threats, rumours of sabotage and violence, and other problems. The Dakaar Corporation, of course, is suspected of being behind this but there is no proof and corporate officials have hotly denied any involvement in the wrongdoing.

DIABLO

Diablo is an extremely hostile planet, with surface temperatures in excess of 500°C and a high surface atmospheric pressure. The environment on Diablo will overcome all forms of personal protection including individual protective suits, battle dress and the

like within 12 hours. Vehicles and ships will not be compromised as quickly but breakdowns are common. People visit the surface of Diablo as rarely as possible.

Diablo is a major source of industrial-grade daystones, a substance considerably harder than diamond, formed under the titanic pressures of this and similar worlds. Daystones have many important industrial applications and a number of mining colonies owned by different companies have been established on Diablo. Each mining enclave is located in an underground complex that is heavily reinforced against outside pressures and temperatures. Mining operations are conducted entirely underground, with tunnels being constantly extended around various enclaves. The enclaves have shuttleports for landings by small craft but the planetary starport, a Class B facility, is maintained in orbit. The port is owned and operated by Hortalez et Cie, which itself has no direct interest in mining operations on the world.

Each enclave is a small 'company town' completely controlled by the likes of Delgado Trading, Ling-Standard Products and Sternmetal Horizons, as well as smaller companies operating on a local level. Conditions tend to be harsh because of the complete control management has over the workers. Mercenaries in the pay of the various companies enforce local company laws and regulations, which average around Law Level 7.

Diablo has been unsettled since the declaration of a trade war between Delgado Trading and Sternmetal Horizons. Both companies have been hiring additional mercenaries to beef up security and outright intercompany warfare is expected.

GARRISON

Garrison is a high population Imperial world under military rule, located on the edge of the Buffer, the inner moon of the gas giant Obe, circling Hoshito's Star. It is a regional administrative centre for the Imperium and the seat of Countess Kagisga, who owes fealty to Subsector Duke Argadeg of Urlaggash. The moon hosts a major naval base that is the headquarters for both the 173rd Subsector Fleet and the 2004th Line Regiment of Imperial Marines.

It has long been the site of frontier military installations and has supported a large civilian population for several hundred years. Tensions between military and civilian populations have steadily grown in recent decades and a recent flashpoint has been civilian versus military priority at planetary port facilities. In 1100 a series of tragic blunders and misunderstandings

culminated in the so-called Birthday Massacre, when 12 civilian protesters were killed while staging a demonstration on the Emperor's Birthday. This event triggered a planet-wide rebellion: local navy and marine forces were quickly reinforced from neighbouring worlds and the rebellion rapidly put down. Garrison was declared under martial law, with Marine Colonel Grayson, commander of the 2004th, implementing stringent restrictions to prevent further violence.

Resentment to this military government runs deep and new protests have begun against Grayson's refusal to return the government back to civilian administrators. So far these activities have only solidified Grayson's power and given him justification to extend the scope and duration of military rule.

Relations between Colonel Grayson and Countess Kagisga, the official Imperial representative to Garrison, have grown quite strained through the crisis. The Countess, a serious and efficient administrator, sees Grayson as a fool and provocateur, while the colonel blames her permissiveness for the social unrest. She has petitioned Duke Argadeg to intervene but the duke is on friendly personal terms with Colonel Grayson and has refused. Frustrated, the Countess is reportedly considering taking her concerns to Warinir.

Garrison's high Law Level indicates extremely rigid controls on civilian movements, almost constant harassment by military police and a stringent curfew imposed on citizens without specific work permits. The planet is posted as an Amber Zone by the Travellers' Aid Society.

GRENDAL

A rich Imperial client state on the Drexilthara Main, Grendal was first surveyed and named in 360 by Dr. Charles Abercrombie, a scientist from the Principality of Caledon. The world was nearly ideal: similar to Terra in gravity and climate, with a much higher atmospheric pressure at sea level and far more extensive oceans. Abercrombie recruited colonists from the Principality and emigrated within two years of his original survey.

The planet is named after the world's most fearsome life form, a bipedal, sea-dwelling amphibian christened the grendal by Abercrombie after the ancient Terran epic poem, *Beowulf* (the capital-starport complex is named Beowulf, in keeping with this tradition). The grendal lives in coastal waters down to a pressure of 6–7 atmospheres, but can also visit the surface and walk, albeit rather awkwardly, on land. It is a fierce and dangerous creature, massing

up to 300 kilograms and has been known to raid colonial settlements for food – stealing livestock, game, garbage and unwary colonists indiscriminately. Primarily nocturnal, the grendal has rarely been seen for more than a few minutes at a time.

Grendals and colonists live in an uneasy balance, with the grendals occasionally raiding a settlement and the colonists shooting back as necessary, but not going out of their way to provoke the creatures. A few vocal groups have argued for a more aggressive campaign against the grendals so undersea farming and mining colonies can be established. Various environmental groups are opposed to the use of violence, with some convinced the creatures are actually intelligent. Grendals are occasionally reported to use tools, wear small artefacts and the like, but most of these accounts are easily explained by too much alcohol, poor visibility or coincidence.

The Imperial scout base on Grendal is on an island near Beowulf Down starport, leased under a client planet agreement. The base has a staff of less than 50 but the staff xenobiologist is fascinated by the grendal question and has been agitating for funds and personnel to mount a proper study of the beasts.

KAANIIIR

A rich, agricultural client state of the Imperium, Kaaniir is a very pleasant world circling a yellow sun just beyond the boundaries of the Imperium. Somewhat cooler than Terra or Vland, the world's main habitation is concentrated in the warm temperate band around the equator. This region is ideal for agricultural production and agriculture is the primary basis of the colony.

The world is owned and operated by the megacorporation Makhidkarun; the corporate giant's gourmet foods division has developed the colony into a series of large plantations where various types of agricultural delicacies are grown for export into the Imperium. Major products of the colony include some very fine wines and Kaaniir coffee, along with many other different fruits, vegetables, meat animals and rare gourmet foods.

Makhidkarun enjoys a complete monopoly over Kaaniir foodstuffs; the planetary manager of the world is also the head of the planet's vestigial government. While company regulations are well-enforced, few actual laws are in place. As a result, murder on Kaaniir is not a crime but the man who kills a worker is required to ensure the dead worker's production quotas are met for the remainder of the deceased's expected working

life. This can be done by working double shifts, paying a fixed sum to offset the quota, indenturing a family member or sponsoring an offworld immigrant. Justice is completely subordinated to corporate efficiency.

Although wages are good and regulations are not unnecessarily harsh, many workers are dissatisfied with their lot. Kaaniir is run along the time-honoured principles of a company town, with the corporation providing all services and charging those against the pay credited to workers. Few employees can save enough to buy themselves free and leave the planet. Attempts to stow away, hijack visiting freighters or otherwise escape the planet covertly, regularly occur on an individual or small group level.

Makhidkarun does not own ships to service the colony directly; charters to independents and shipping companies are granted instead. The charter contracts place ship crews under company regulations, while on Kaaniir making them subject to penalties for interference in production, whether through injury to, or murder of, a worker, or through assisting – knowingly or not – an escape attempt.

The Imperium maintains a scout base in planetary orbit, which serves primarily as a connecting link to the Cassandra Belt and the naval base at Outpost.

LAJANJIGAL

Lajanjigal is the independent homeworld of the Languljigee. Shrouded in an eerie yellow-green haze, unprotected humans would die quickly in the corrosive chlorine making up the active ingredient of Lajanjigal's atmosphere. Nevertheless, the world is home to a diverse ecology based on a thoroughly different body chemistry that flourishes in this strange atmosphere.

The Languljigee are a tripodel lifeform not readily describable to humans, particularly true because conditions on the planet make for confusing images; the atmosphere distorts, conceals and partially obscures visual senses not adapted to the murky half-light found on the surface. The natives are an active, vigorous people, perfectly adapted to their environment, though they have little in the way of technology, they are intelligent and clever.

In 1080 a survey ship belonging to Dakaar Trading, a division of the Dakaar Corporation, verified Lajanjigal was rich in various rare metals and radioactives. Unfortunately, conventional mining techniques are

virtually worthless because of the intensely exotic conditions and Dakaar managers soon realised the cost of working the mines would be prohibitively expensive.

As the Languljigee could work without any of the restrictions a human work crew would labour under in the planet's corrosive atmosphere, Dakaar managers decided to recruit the natives using coercive tactics protested by the Languljigee leadership. In response to this resistance, two small native villages were razed by a low-flying pinnace armed with high explosive missiles. The natives, unable to resist the technology at Dakaar's command, gave in. Conditions among the Languljigee are harsh and exploitative as quotas set by Dakaar are high, with the threat of massive punishment for failure to meet them. Various offworld groups have protested Dakaar's inhumane tactics but to no avail. The Languljigee themselves are unresponsive to offers of help, for Dakaar is a very real and immediate presence and offworlders are now generally distrusted when they speak of friendship and aid.

A small orbital facility, comparable to a Class D starport, is maintained around the world by the Dakaar Corporation. It includes several small craft armed with missiles, a platoon of mercenaries trained in exotic atmosphere combat and a staff of technicians and supervisors. Freighters call regularly to make ore pickups but otherwise contact with the world is minimal.

TASHRAKAAR

A poor, independent world located in the Drexilthara Main, Tashrakaar is covered mostly by desert and its equatorial regions as far north and south as 45° are a lifeless zone baked by temperatures that may rise above 70°C under the afternoon sun. The polar zones are less extreme, however, and the tropical region around the Polar Sea is habitable – if uncomfortably humid during the day. The tropical polar region supports a large colony with an estimated population of eight or nine million, a proportion of which are corporate offworlders, brought to Tashrakaar for resource extraction.

The primary economic basis of Tashrakaar is the collection of manganese, cobalt and other mineral elements of high purity uncovered on the desert surface after a devilblow – a hurricane-force storm driving sand rather than rain. These minerals were laid down aeons ago when the central desert was the floor of a planet-wide ocean and now attract the interest of mineral extraction firms that collect the ore in great tracked starship-sized rock extractors called orecrawlers.

Valuable minerals are extracted from the surface of the desert as the crawlers creep slowly along, and the worthless residue, called screep, is dumped astern.

Several Imperial corporations work the deserts of Tashrakaar, including the megacorporations Sternmetal Horizons and Delgado Trading. The naval base at Outpost provides protection to these Imperial companies when they request it, a recourse not available to smaller, non-Imperial companies like Fulton Metals, Diverseco of Tharrill, or the ever-present Dakaar Minerals. Since the coming of the megacorporations, competition has increased between the smaller operations. Desperate owners have been known to take their crawlers into another's lease – especially if a rich nodule field happens to extend across the border.

Tashrakaar was first colonised around -1800 by Terrans who misjumped into the system. The survivors were forced to adapt to the harsh, low technology world, eventually developing a new nomadic culture suited to their adopted home. Modern Tashrakaarans are descended from these stranded Terrans. They were in an early industrial stage of development when independent traders rediscovered them several centuries ago.

The people here are friendly, peaceful and polite. Most civilised Tashrakaarans speak both a native dialect, *Takaar*, and one of several widely-understood varieties of Galanglic. A large percentage of the native population continues to live a nomadic existence in the wastes beyond the 'Heaven-Watered Lands'. Exact figures are unavailable but Tashrakaarans are estimated to number about five million in the tropical regions along the Polar Sea's coastlands.

Traditional Tashrakaaran culture is now in a decline due to the ingress of technologically advanced offworlders and increasingly more young Tashrakaarans are abandoning farms and home crafts for employment in factories and port facilities, a move viewed with concern by tribal elders.

The Tashrakaaran government, an ostensibly independent congress of tribal elders, has the chief function of taxing and regulating offworlder corporations. The smaller corporations have made numerous complaints in recent years that big business interests – especially the megacorporations – have been unduly influencing government policies and decisions. The planetary government grants licences for crawler operation to companies interested in the

mining business. A lease of MCr2.5 is paid to work specific tracts of land for ore, providing major revenues for the polar settlements.

One of the greatest dangers on Tashrakaar are the Duneraiders, outcasts who live a marginal, nomadic existence at the edges of the great desert. Duneraiders and colonists are bitter foes and colonists captured by the nomads are frequently offered up to the desert gods in the hopes of bringing water. A few Duneraider tribes have proved amenable to peaceful dealings but most remain implacably hostile.



DUNERAIDER

STR 8 DEX 9 END 10 INT 8 EDU 6 SOC 7

Animals 0, Athletics (endurance) 1, Gun Combat (slug) 1, Melee (blade) 2, Navigation 0, Persuade 0, Recon 0, Survival 2, Tactics 0

Weapons: Blade (2D), Revolver (3D-3) or Rifle (3D)

Equipment: Tent

THARRILL

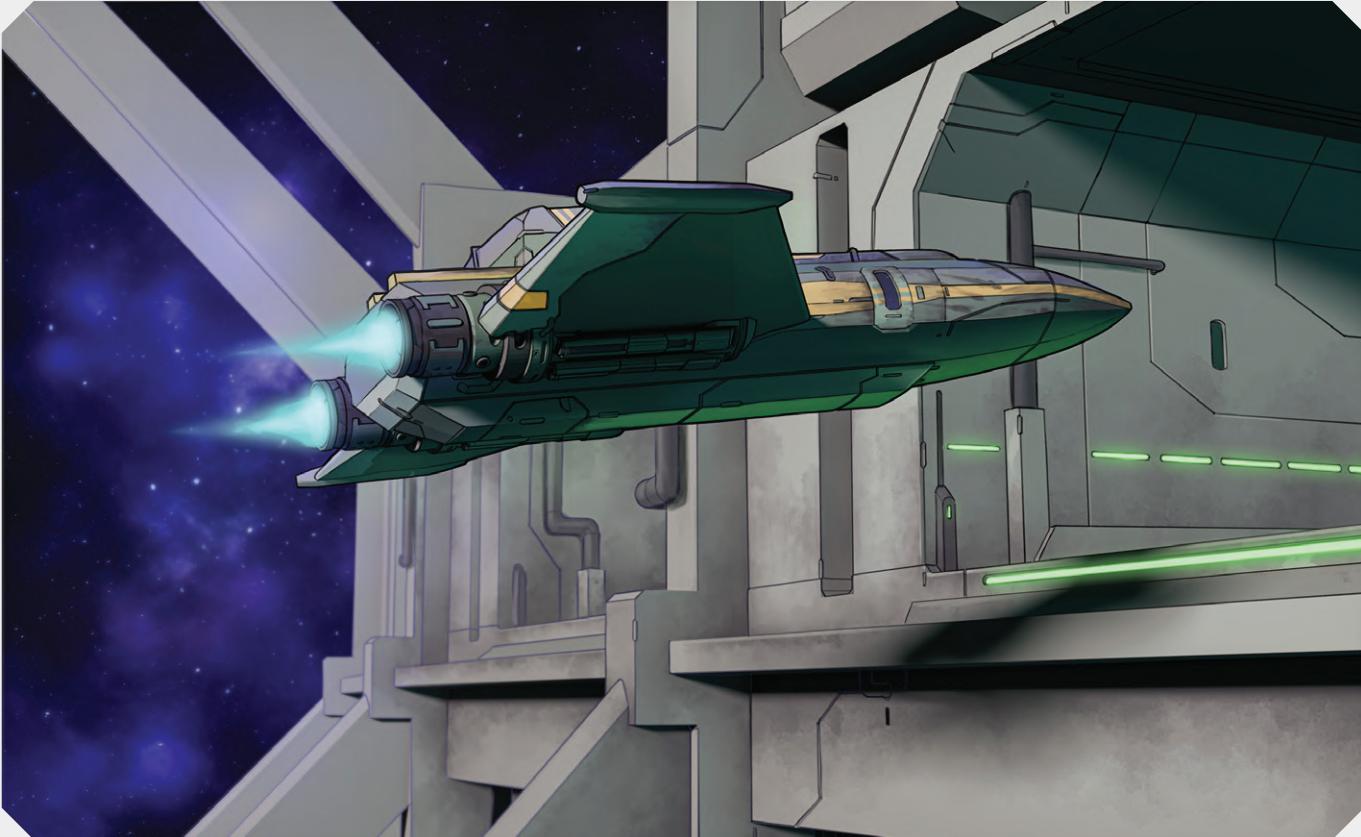
A rich garden planet on the Drexilthara Main, Tharrill is a pleasant agricultural world with an unremarkable history. Settled from the Carrillian Assembly in 542, the colony never joined, preferring to remain a quiet, independent backwater world.

Anatar, Tharrill's sister world (X797000-0), was settled at the same time and was, with the exception of a considerably chillier climate, equal in potential to Tharrill itself. Both colonies thrived until, almost two centuries ago, disaster struck Anatar. The Red Plague of 922 was one of the most horrible catastrophes in human history. The plague is believed to be a drastically mutated Terran virus, although the origins of the plague are not known with certainty. Virologists have theorised the plague may have been brought in from another world where natural immunities or environment differences, diet or other factors prevented it from flourishing.

In any case, the plague flourished on Anatar; in less than two standard years, 90% of the population was wiped out. The survivors were evacuated into large orbital stations and kept under quarantine until doctors were certain they would not spread the plague further. The Red Plague is extremely virulent, running its course in less than 48 hours, from initial infection to the death of the afflicted. Survivors bear the scars for life.

Rumour has it that, during the evacuation, a starship carrying a large shipment of valuable paintings, sculpture and other priceless pieces from the Planetary Museum crash-landed somewhere in the wilderness northwest of the capital city. Two expeditions have visited Anatar in hopes of locating and salvaging the lost artwork; both contracted the Red Plague – two survivors came back from the first expedition and none from the second. This has initiated fresh consideration of the problem and has led to the theory that the virus can be absorbed through exposed skin as well as the lungs. No one has yet been willing to test this assumption, however, by another visit to Anatar.

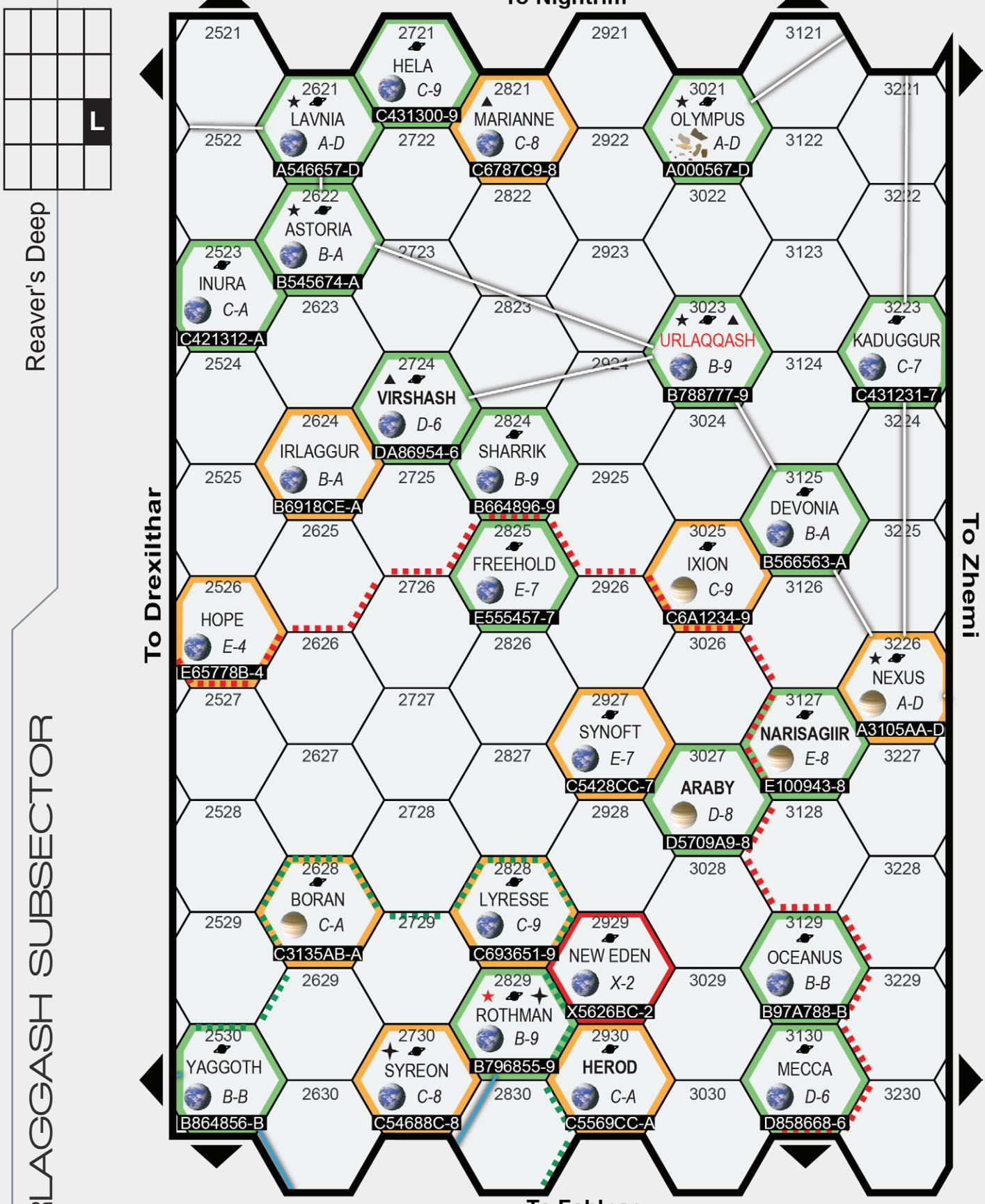
Disease	END check Difficulty	Damage	Interval
Red Plague	Very Difficult (12+)	3D	8D hours



URLAGGASH

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Araby	3027	—	D5709A9-8	De Hi In	—	—	G
Astoria	2622	N	B545674-A	Ag Ni	—	Imperium	G
Boran	2628	—	C3135AB-A	Ic Ni	A	Carrillian Assembly	G
Devonia	3125	—	B566563-A	Ag Ni	—	Imperium	G
Freehold	2825	—	E555457-7	Ni	—	—	G
Hela	2721	—	C431300-9	Lo Po	—	Imperium	G
Herod	2930	—	C5569CC-A	Hi	A	—	G
Hope	2526	—	E65778B-4	Ag Ga Lt	A	Imperium	—
Inura	2523	—	C421312-A	Lo Po	—	Imperium	G
Irlaggur	2624	—	B6918CE-A	—	A	Imperium	—
Ixion	3025	—	C6A1234-9	Fl Lo	A	Imperium	G
Kaduggur	3223	—	C431231-7	Lo Po	—	Imperium	G
Lavnia	2621	N	A546657-D	Ag Ht Ni	—	Imperium	G
Lyresse	2828	—	C693651-9	Ni	A	Carrillian Assembly	G
Marianne	2821	S	C6787C9-8	Ag	A	Imperium	—
Mecca	3130	—	D858668-6	Ag Ni	—	—	G
Narisagiir	3127	—	E100943-8	Hi In Na Va	—	Imperium	G
New Eden	2929	—	X5626BC-2	Lt Ni	R	—	G
Nexus	3226	N	A3105AA-D	Ht Ni	A	Imperium	G
Oceanus	3129	—	B97A788-B	Wa	—	—	G
Olympus	3021	N	A000567-D	As Ht Ni Va	—	Imperium	G
Rothman	2829	N, M	B796855-9	—	—	Carrillian Assembly	G
Sharrik	2824	—	B664896-9	Ri	—	Imperium	G
Synoft	2927	—	C5428CC-7	Po	A	—	G
Syreon	2730	M	C54688C-8	—	A	Carrillian Assembly	G
Urlaggash	3023	N, S	B788777-9	Ag Ri	—	Imperium	G
Virshash	2724	S	DA86954-6	Hi	—	Imperium	G
Yaggoth	2530	—	B864756-B	Ag Ri	—	Carrillian Assembly	G

URLAGGASH SUBSECTOR



- Gas Giant
- B-6 Starport Class & Tech Level
- Imperial Naval Base
- Imperial Scout Base
- Other Naval Base
- Military Base/Garrison

- Secure System
- Amber Zone
- Red Zone
- X-boat Route
- Trade Route
- Asteroids (no atmosphere/water)
- Planet (dry)
- Planet (water present)
- Imperium Border
- Carrillian Assembly Border

The Urlaggash subsector (sometimes spelled ‘Urlaqqash’) is dominated by the Imperium in the coreward half, while the Carrillian Assembly controls the rimward and spinward portion. A portion of the Khagish cluster snakes through Urlaggash before terminating at Diablo in Drexilthar. The Herod Cluster is a five-world astrographic feature in the rimward section of the subsector, straddling the Buffer and Carrillian space.

Imperial worlds are represented by Subsector Duke Argadeg, whose capital is at Urlaggash. The subsector is defended by the 78th Fleet and the 4170th Line Regiment of Imperial Marines. The understrength Urlaggash Imperial Army strains to support military rule at Garrison and the asteroid belt of Olympus. The Imperial has a single client state in Urlaggash, the harsh, high-population desert world of Araby.

Urlaggash has one native nonhuman species, the titanic Virushi of Virshash. These gentle creatures also have notable populations on Marianne, Sharrik and Urlaggash. A small enclave of Chirpers are found on the Carrillian world of Syreon.

The Urlaggash subsector contains 28 worlds with a population of 25.3 billion. The highest population is 7 billion, at Herod. The highest Tech Level is 13 at Lavnia, Olympus and Nexus. The subsector capital is at Urlaqqash.

IRLAGGUR

An Imperial hellworld located near the trailing edge of the Buffer Zone, Irlaggur has only a few small bodies of surface water scattered, mostly concentrated near the poles. Irlaggur’s atmosphere consists of a tainted oxygen-nitrogen mix at just under two standard atmospheres of pressure. The taint is an unusual lifeform known as ‘plankton’, similar to that often found in the seas of other worlds but Irlaggur’s higher atmospheric pressure and lighter surface gravity make the atmosphere a viable environment for this microscopic life.

A human can breathe the plankton-laced air briefly without protection, since it is not toxic. Over time, although, some plankton become lodged in the warm, moist recesses of the lungs and grow into a colony infection. If not treated, the lungs will fill with the rapidly reproducing colonies within a week, causing death by suffocation.

Local animal lifeforms have adapted to the plankton-filled air in various ways. Some animals who feed on the plankton have unique filters in their respiratory systems that clean it out and flush the filtered plankton into their digestive tracts. Most animals on Irlaggur breathe in a distinctive ‘snorting’ fashion, clearing their lungs of the plankton with each breath. In addition, nearly all Irlaggurian animals have strong alkali linings in their lungs that instantly kill any plankton lodging there.

Irlaggur supports a population of 300 million humans of Imperial or Solomani descent. The world is ruled as a rigidly controlled police state by the popular despot, First Councillor Randi Garru, who holds all executive power.

Disease	END check		
	Difficulty	Damage	Interval
Irlaggurian Plankton Infection	Difficult (10+)	1D	1D days

IXION

An uninviting, low-population Imperial hellworld, Ixion’s exotic atmosphere is heavily inundated with carbon dioxide, as are its small, slushy polar seas. An unusually long day/night cycle of 32 hours produces considerable temperature variations, enough to cause puddles of carbon dioxide to freeze overnight, only to sublime into billowing clouds of ‘dry ice’ vapour early the next morning.

Despite these extreme conditions, the planet supports native flora and fauna populating the perpetually vapour-shrouded surface. Ixion’s biosphere is potentially attractive as a terraforming project and has been the subject of occasional research activity.

Having little or nothing of interest to other planets, Ixion’s economy revolves around ever-more-infrequent tramp traders passing through the system. Adakai Downport is little more than a run-down collection of modular buildings.

NEW EDEN

A rich, independent world in the Herod Cluster, New Eden is located in the Buffer between the Third Imperium and the Carrillian Assembly. The inhabitants belong to a virulent, isolationist sect that demands absolute adherence to a strict set of religious codes. The standard penalty for even minor law-breakers is physical torment or death, and the sect rejects most technology and views all offworlders as demonic temptors. As such, New Eden is effectively self-interdicted and the TAS has issued a Red Zone travel advisory.

New Eden was settled by Terran religious dissidents during the Rule of Man. The world regressed to pre-industrial levels during the Long Night and over the long centuries of isolation the original religion turned dark and strange. When the world was eventually recontacted, the new arrivals were taken for supernatural creatures from the outer dark, foretold in sacred prophecy. Members of the initial contact team were subjected to stoning and barely made it offworld intact. Subsequent attempts to contact New Eden fared no better and a few teams fared far worse.

New Eden is ruled by a Council of Elders, figures revered by the community for their theological knowledge and high moral standing. Relatively little is known about New Eden culture, which stymies most attempts to blend into the local populace. Planetfall should be considered extremely hazardous but given New Eden's abundance of natural resources, outsiders occasionally make an attempt, with generally disastrous results.

VIRSHASH

A high population Imperial world on the edge of the Buffer, Virshash is the homeworld to one of the more notable Minor Races in the Imperium, the Virushi. They are remarkable for their large size, their pacifism and their extreme resistance to formal social structures. Virushi society is inherently anarchic but their cooperative nature allows them to function within the constraints of the Imperial system and the influence of Virushi culture and psychology can be felt in many neighbouring systems.

Virshash has a notably dense core and a diameter of somewhat over 16,100 kilometres, giving it a gravity of 1.75G, and is part of a relatively close double-star system. The primary, Thintle, produces high levels of radiation across a broad spectral range, which Virshash's dense atmosphere only partly blocks when the world is at perigee. The high gravity, dense atmosphere and high but variable radiation levels produce a significantly unstable environment and a prolific ecology with some physically formidable large life-forms, including the Virushi. Members of the quasi-mammalian phylum which provides most of the large fauna have four pairs of limbs.

Although Virshash's native Tech Level is only 6 overall, offworld interests have greatly assisted with the development of a much more advanced infrastructure to promote trade with the Virushi. These projects have included the creation of a transportation system, automating industrial facilities and establishing an island starport in the equatorial zone. The IISS maintains a base on Virshash supporting long-range survey efforts outside the Imperium.

While the Imperial Starport Authority operates the Virshash facilities, beyond the extrality line the Virushi have few formal laws, law-enforcement capabilities, or means to resolve legal disputes. The Imperium provides some of the necessary structures through the Ministry of Justice to help govern the actions of offworlders on Virshash. While the Imperial representative to the world is the Virushi Count Hyrvatym, his position is little more than ceremonial and he relies on a large staff of offworlders to actually complete even basic administrative tasks. The Imperium considers the Virushi to be valuable citizens and as such the Ministry of State goes to great lengths to avoid offending the unusual sensibilities of their hosts.

Because navigating Virshash can be so frustrating for offworlders, many Virushi find gainful employment as professional facilitators, helping to keep business activities flowing smoothly. The Imperium strongly encourages use of facilitators for any merchant attempting to conduct business on Virshash.

UHTAA

The Uhtaa subsector is dominated by the Aslan Hierate and the Union of Harmony. Most Aslan operations throughout the Reaver's Deep are controlled from the Hierate world of Roaa, which is under the joint control of several major clans including the locally-powerful Yehaso. The Eteawyolei', a Hrasua ally, has its capital at Hrealeiwea' and the notable multi-world clan lyhlua has its capital at Rau.

The Union of Harmony, with its capital at Gustave, is a human dominated government with close ties to the Solomani. All Union worlds in Uhtaa have significant Aslan populations except for Mingo, and on Rose and

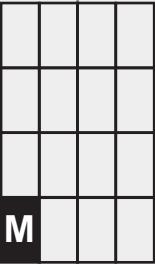
the interdicted Khea, Aslan constitute a majority. A low level of tension between the Union and the Hierate has been ongoing since the Union was formed in 856.

Vyjiid is an independent human world inside the Buffer with an Aslan minority.

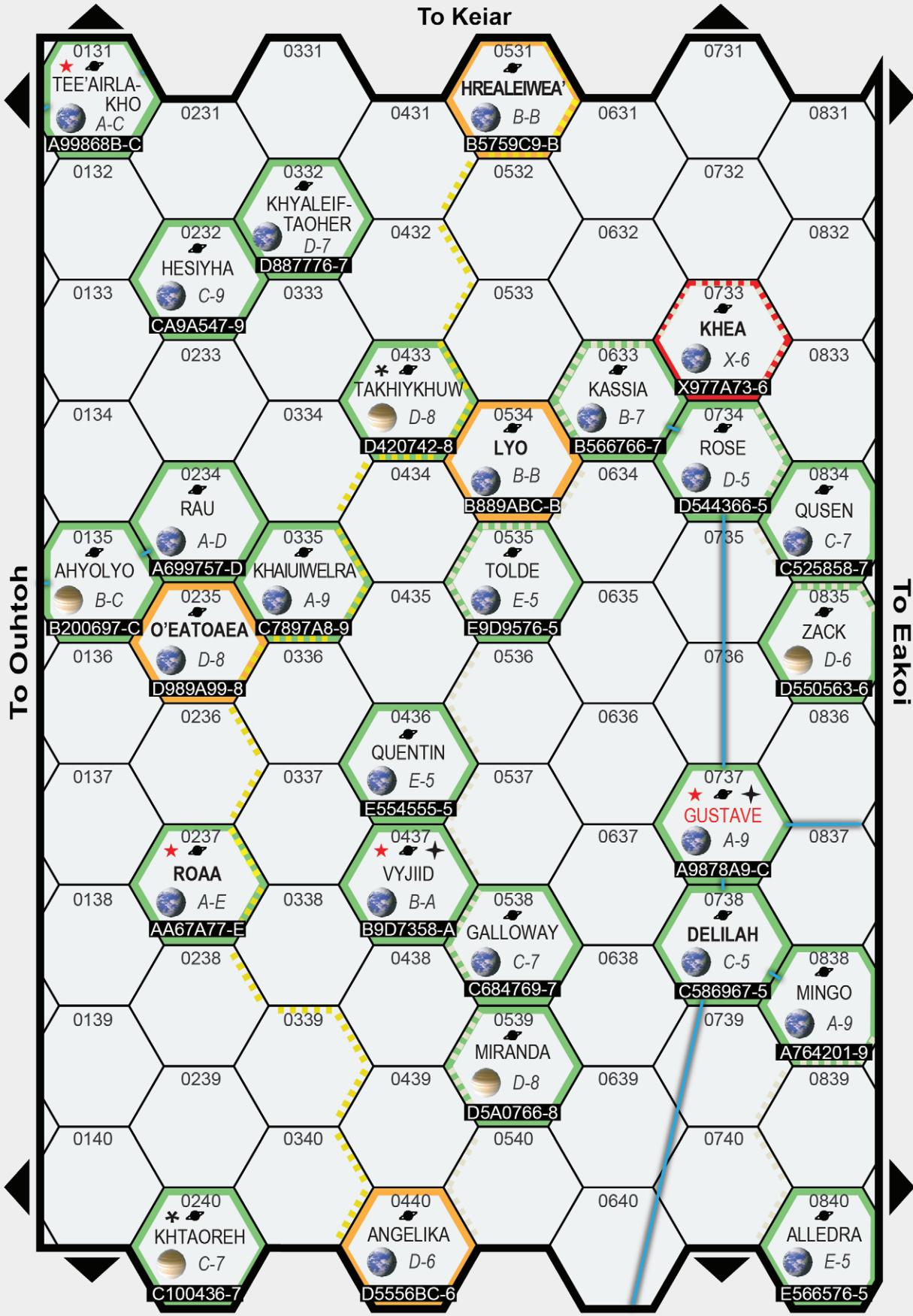
The Imperium has two far-flung client states in Uhtaa, the agricultural world of Angelika and the high population Lyo. Neither client hosts naval or scout bases but do have Imperial embassies and provide an important link to other embassies deeper inside Hierate space.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
Ahyolyo	0135	ACS	B200697-C	Ht Na Ni Va	—	Hierate	G
Alledra	0840	—	E566576-5	Ag Lt Ni	—	—	G
Angelika	0440	—	D5556BC-6	Ag Ni	A	—	G
Delilah	0738	—	C586967-5	Hi Lt	—	Union of Harmony	G
Galloway	0538	—	C684769-7	Ag Ri	—	Union of Harmony	G
Gustave	0737	N, M	A9878A9-C	Ht	—	Union of Harmony	G
Hesiyha	0232	—	CA9A547-9	Ni Wa	—	Hierate	G
Hrealeiwea'	0531	ACS	B5759C9-B	Hi In	A	Hierate	G
Kassia	0633	—	B566766-7	Ag Ri	—	Union of Harmony	G
Khaiuiwelra	0335	ACS	C7897A8-9	—	—	Hierate	G
Khea	0733	—	X977A73-6	Hi In	R	Union of Harmony	G
Khtaoreh	0240	N	C100436-7	Ni Va	—	Hierate	G
Khyaleiftaoher	0332	ACS	D887776-7	Ag Ga Ri	—	Hierate	G
Lyo	0534	—	B889ABC-B	Hi	A	—	G
Mingo	0838	—	A764201-9	Lo	—	Union of Harmony	G
Miranda	0539	—	D5A0766-8	—	—	Union of Harmony	G
O'eatoaea	0235	—	D989A99-7	Hi	R	Hierate	G
Quentin	0436	—	E554555-5	Ag Lt Ni	—	—	G
Qusen	0834	—	C525858-7	—	—	—	G
Rau	0234	—	A699757-D	Ht	—	Hierate	G
Roaa	0237	N, ACS	AA67A77-E	Hi Ht	—	Hierate	G
Rose	0734	—	D544366-5	Lo Lt	—	Union of Harmony	G
Takhiykhuv	0433	N	D420742-8	De Na Po	—	Hierate	G
Tee'airlakho	0131	N	A99868B-C	Ag Ht Ni	—	Hierate	G
Tolde	0535	—	E9D9576-5	Fl Lt Ni	—	Union of Harmony	G
Vyjiid	0437	N, M	B9D7358-A	Fl Lo	—	—	G
Zack	0835	—	D550563-6	De Ni Po	—	Union of Harmony	G

UHTAA SUBSECTOR



Reaver's Deep



Gas Giant

B-6 Starport Class & Tech Level

Other Naval Base

Military Base/Garrison

Clan Base

Secure System

Amber Zone

Red Zone

Trade Route

Planet (dry)

Planet (water present)

Asian Hierate Border

Union of Harmony Border

Uhtaa has two notable astrographic features. The Uhtaa Cluster, located in the heart of the subsector, is an eight-world grouping and includes the high population worlds of Lyo and Khea. The Ouhtoh Cluster is a string of 16 worlds that snakes from the Khaiuiwelra system in Uhtaa to Yesuaouaeil in Outoh.

The Uhtaa subsector contains 27 worlds with a population of 174 billion. The highest population is 71.2 billion, at Roaa. The highest Tech Level is 14 at Roaa.

KHEA

Khea is a world at war, a high population, industrial world claimed by the Union of Harmony and currently under interdiction. The primary conflict pits an Aslan majority against a human minority and is so brutal as to have inflicted grievous ecological damage to the planet itself.

For most of its history, Khea was a relatively peaceful and prosperous world. Initially settled by Terrans during the Rule of Man as part of the second or third wave of migration, the first colonists found an eminently habitable world with abundant water, moderate climate and a standard oxygen-nitrogen atmosphere. Although cooler than Terra, the world orbits its red dwarf star in a resonant orbit producing an unusually long day/night cycle but prevents the planet from becoming tidally locked. Although larger than Terra with a diameter of 14,775 kilometres, Khea's surface gravity is a high but bearable 1.21G.

During the Age of Expansion Khea became an important Aslan stronghold and humans and Aslan were able to live side-by-side for many centuries. By the time of the Peace of Ftahalr, Khea had reached Tech Level 5 and was well underway with global industrialisation. After the Union of Harmony was founded in 856 the new state began absorbing the independent worlds of the Uhtaa Cluster. Khea was particularly prized for its enormous population base and manufacturing potential. Union agents, assisted by the Solomani, began to sow dissent in the human populations of Khea and after years of peaceful coexistence, the promise of advanced goods and weapons helped sway many toward the Union position.

By 880 three different human states merged together and petitioned the Union for membership. Neighbouring Aslan states quickly mobilised and invaded the human states. The Union intervened and using superior starships and equipment supplied by the Solomani, were able to overwhelm the Aslan forces and annex all of Khea. The Aslan of Khea fared poorly under Union rule. By 1063 Khea was a balkanised world, consisting of 18 Aslan nation-states, each organised around a

single exohierate clan and two human nation-states. While the Aslan countries had generally been held to Tech Level 5, the human countries were at Tech Level 7 and much more prosperous. After years of simmering disputes and brush wars a single naval confrontation in the southern hemisphere triggered an all-out war.

The ensuing conflict has raged over the subsequent decades with only brief cease-fires. Despite the low Tech Level of the belligerents, the fighting has been devastating, with entire cities levelled and millions of Aslan and humans displaced from their homes. In 1088 one of the human nations used nuclear weapons against three Aslan cities. Rather than ending the war, this escalation only intensified hostilities; Aslan clans used retaliatory nuclear weapons against two human cities. Only then did the Union interdict the world.

The current population of Khea is 16.8 billion, with Aslan outnumbering humans eight to one. Over half of the entire Union population lives on Khea, which is also the Union's only industrial world. The longer the war continues, the longer the economic drag on the rest of the Union. Unfortunately, no end is in sight. The world is in ruins and the interdiction prevents most humanitarian aid from reaching the civilian populations but somehow illicit arms shipments and mercenary forces are able to make it through the blockade.

LYO

An Imperial client state in the Uhtaa Cluster, Lyo, like Kea, is a high population world with a majority Aslan population: Aslan constitute 19.2 billion, or some 80%, of the 22.4 billion inhabitants. Although roughly the same size as Terra or Kusyu, only 10% of Lyo's surface area is land, broken into small island chains. Lyo has a cool climate with a dense oxygen-nitrogen atmosphere and is tide-locked to its red dwarf star.

Lyo was lightly settled by Terrans during the Rule of Man and they were soon joined by Aslan. The Terrans of Lyo appear to have readily assimilated into Aslan culture, with many populations becoming clan members. When the Peace of Ftahalr placed Lyo inside the Buffer, many clans were forced to relocate to Hierate space and many of their human members followed. Many, particularly smaller, clans elected to stay behind and become exohierate.

After the establishment of the Solomani Confederation in 704, the Solomani sent numerous cultural missions into the Deep to recruit support from long-lost Terran populations. While the Imperium initially turned a blind eye to these efforts, after watching the Celestine League and other worlds adopt Solomani ideologies, the

Imperial government became much more engaged in Uhtaa to counter the Solomani influence campaign. The Imperium established trade agreements with Angelika in 889 and then with Lyo in 930. Both worlds sit only one parsec from Imperial space and the Imperium has not attempted to establish scout or naval bases in either. Both host Imperial embassies and Lyo is an important Imperial administrative centre for Imperial diplomatic efforts in Ealiyasiyw, Iwahfiah, and the Dark Nebula.

The Lyo system enjoys a bounty of natural resources, including three gas giants and two planetoid belts. Mining and refining metals are lucrative businesses and although the world does not have an industrial trade code, the system has two secondary worlds engaged in heavy manufacturing for export across Uhtaa.

O'EATOAEA

A high population, interdicted Aslan Hierate world, O'eatoaea is under the control of the Hrawoao. O'eatoaea is an attractive, habitable world of great oceans, with most land concentrated on a single, warm continent. The world has been under Hrawoao control for over 2,000 years, with the Hrawoako awarding the world to his vassal clan Isaoa to hold in fief as a reward for years of loyal service. Control of O'eatoaea, on the edge of the Buffer, was considered a great honour.

The Isaoa held O'eatoaea for centuries and proved to be good stewards. However, the Isaoa were a proud and fearless clan and not above setting aside the Peace of Ftahalr in order to address matters of honour. The Hrawoao, signatories to the Peace, repeatedly counselled their vassal to respect the ancient treaty but, despite these admonitions, in 1064 the Isaoako sent a squadron of clan warships into the Buffer to deliver aid to the Aslan of war-torn Khea. Although well-intentioned, this action was nonetheless a clear violation of the Peace and one transgression too many.

The furious Hrawoako, shamed by his vassal's disobedience, interdicted their capital and seized their starships in 1065. His son has maintained the interdiction long after the father's death. In the meantime, the repentant Isaoa of O'eatoaea patiently await for the end of their punishment so they may resume their place at the side of the Hrawoao.

ROAA

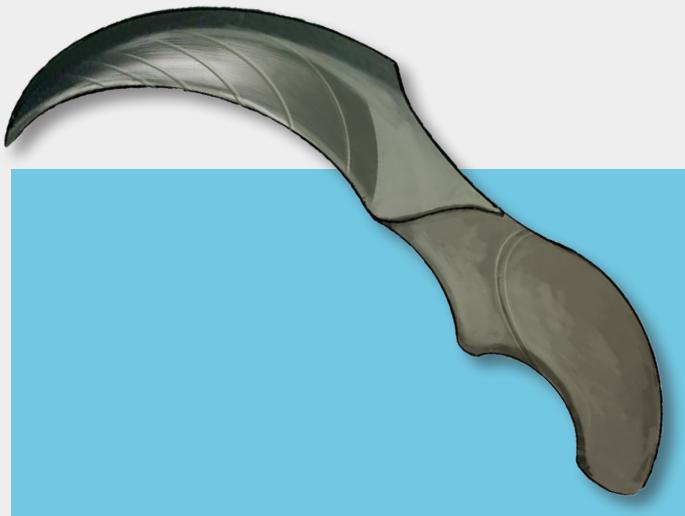
Roaa is famed for its shipyards and is the headquarters for a number of important commercial concerns, including Larleaftea Hryawaorwy, the famous

shipbuilding and trading corporation, and Khtyuwi', the large mercantile firm with interests through much of the Aslan-explored part of the Deep. Control of Roaa is split between several different clans, including the Yehosa, Hrawoao, Aokhalte, Hlaotyoioho, Hlyueawi and lyhlua. All maintain bases throughout the Roaa system.

For over 2,000 years, Roaa has been a vital commercial centre for the Aslan. While Terrans might have initially settled Roaa during the Rule of Man, by -1000 Roaa was firmly established as an Aslan world. The system has an abundance of mineral resources supplying the shipbuilding industry, including two planetoid belts and three gas giants with dozens of associated moons.

Today, Roaa is a high population Aslan Hierate world located on the edge of the Buffer. Larleaftea Hryawaowy owns and operates the shipyards of Roaa, which produce some of the finest examples of shipbuilding found in the Hierate. Many clans and companies buy ships from Roaa's shipyards for a wide range of uses – local trade, exploration, military operations and just about every other aspect of travel between stars.

Roaa is a pleasant planet with a temperate climate, abundant water, and a standard oxygen-nitrogen atmosphere. The planet's large size – a diameter of 15,890 kilometres – produces a high surface gravity of 1.364G. Despite this, Roaa supports an extremely large population of 71.2 billion and provides a dazzling model of a high population, high technology Aslan world. With a Tech Level of 14, Roaa makes extensive use of gravitics technology and elegant Aslan design to create wondrous structures that keep the world from feeling overcrowded. Larleaftea Hryawaowy has produced several floating arcologies hovering in the world's skies, as well as underwater cities resting beneath the surface of Roaa's oceans.



EAKOI

The Eakoi subsector is part of the larger Aoreriyya region of space coveted by the Aslan for the large number of habitable worlds found there. The trailing portion of the subsector is part of the Drinsaar Loop, an astrographic feature extending into Drinsaar and Drexilhar. The Eakoi Cluster is an eight-world grouping in the spinward-rimward corner.

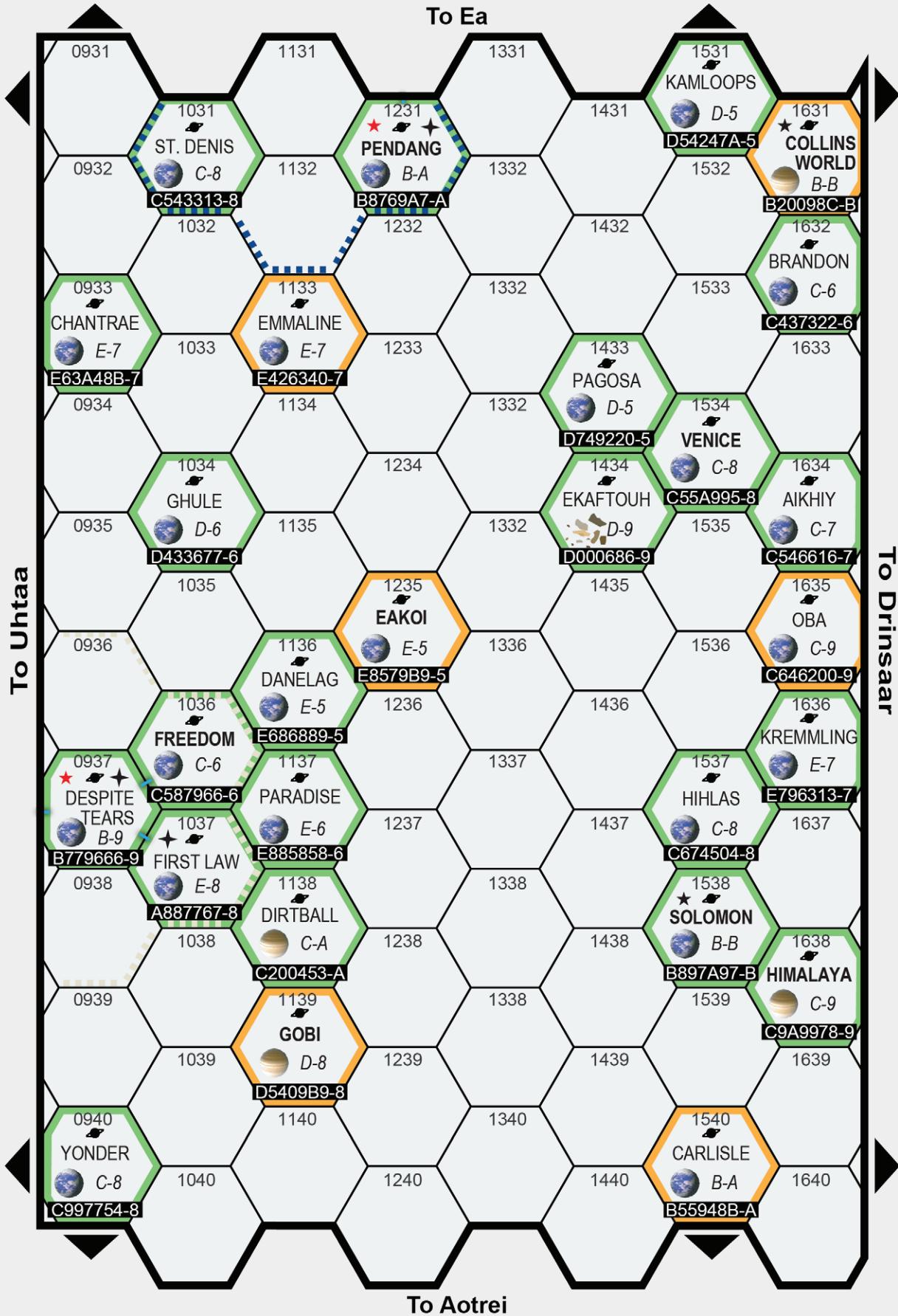
Terran emigres fleeing the Interstellar Wars established settlements on both First Law and Eakoi prior to -2200 and additional Terrans arrived during the Rule of Man period. The entire subsector was ransacked multiple times during the Reaver period, so the Aslan found many available worlds when they began to arrive in the region during the Long Night. This influx was led by the Eakoi Corporation, an Aslan company owned by the Loakhtarl, which dominated the subsector until 128, when the Loakhtarl were forced to withdraw from Eakoi.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
Aikhiy	1634	—	C546616-7	Ag Ni	—	—	G
Brandon	1632	—	C437322-6	Lo	—	—	G
Carlisle	1540	—	B55948B-A	Ni	A	—	G
Chantræ	0933	—	E63A48B-7	Ni Wa	—	—	G
Collins World	1631	N	B20098C-B	Hi In Na Va	A	—	G
Danelag	1136	—	E686889-5	Ga Lt Ri	—	—	G
Despite Tears	0937	N, M	B779666-9	Ni	—	Union of Harmony	G
Dirtball	1138	—	C200453-A	Ni Va	—	—	G
Eakoi	1235	—	E8579B9-5	Ga Hi Lt	A	—	G
Ekaftouh	1434	—	D000686-9	As Na Ni Va	—	—	G
Emmaline	1133	—	E426340-7	Lo	A	—	G
First Law	1037	M	A887767-8	Ag Ga Ri	—	Union of Harmony	G
Freedom	1036	—	C587966-6	Hi	—	Union of Harmony	G
Ghule	1034	—	D433677-6	Na Ni Po	—	—	G
Gobi	1139	—	D5409B9-8	De Hi In Po	A	—	G
Hihlas	1537	—	C674504-8	Ag Ni	—	—	G
Himalaya	1638	—	C9A9978-9	Fl Hi In	—	—	G
Kamloops	1531	—	D54247A-5	Lt Ni Po	—	—	G
Kremmling	1636	—	E796313-7	Lo	—	—	G
Oba	1635	—	C646200-9	Lo	A	—	G
Pagosa	1433	—	D749220-5	Lo Lt	—	—	G
Paradise	1137	—	E885858-6	Ga Ri	—	—	G
Pendang	1231	N, M	B8769A7-A	Hi In	—	Marlheim	G
Solomon	1538	N	B897A97-B	Hi In	—	—	G
St. Denis	1031	—	C543313-8	Lo Po	—	Marlheim	G
Venice	1534	—	C55A995-8	Hi Wa	—	—	G
Yonder	0940	—	C997754-8	Ag	—	—	G

EAKOI SUBSECTOR

Reaver's Deep

N



- Gas Giant
- B-6 Starport Class & Tech Level
- Imperial Naval Base
- Other Naval Base

- Secure System
- Amber Zone
- Trade Route
- Military Base/Garrison

- Asteroids (no atmosphere/water)
- Planet (dry)
- Planet (water present)
- Union of Harmany Border
- Grand Duchy of Marlheim Border

The Imperium has two high population client states in Eakoi, Solomon and Collins World. Both worlds host naval bases that are home ports to small destroyer flotillas of the Imperial Navy's 78th Subsector Fleet.

All three Union of Harmony worlds have minority Aslan populations: Despite Tears, Freedom and First Law. Despite Tears and First Law are both under military rule, suggesting political unrest.

Three independent worlds – Eakoi, Ekaftouh and Hihlas – have majority Aslan populations composed of exohierate clans. The corporate world of Aikhay, with a significant Aslan minority, is run by the Aikhay Development Trust, a company owned jointly by Gralynite and Venician interests.

The Eakoi subsector contains 27 worlds with a population of 66.1 billion. The highest population is 30 billion, at Solomon. The highest Tech Level is 11 at Solomon and Collins World.

COLLINS WORLD

Collins World is an important, high-population industrial centre and Imperial client state located on the Drinsaar Loop. Collins World is an airless moon orbiting Cedyan, the innermost gas giant of the system. During the Long Night this small world survived as a Reaver stronghold. After the Third Imperium arrived in the Deep, Collins World was encouraged to develop its own industrial ability, eventually becoming an Imperial client state in exchange for allowing the Imperium to maintain a naval base in the system. The Imperium maintains an embassy on-world.

Protected by Imperial ships and given preferred trade status, Collins World has prospered and increased its population over the last 500 years. Currently the resources of the system are strained to maintain the dramatically enlarged population base.

DANELAG

A rich, independent garden world in the Eakoi Cluster, Danelag exists in a resonant orbit with its dim, red dwarf primary. Its population of some 400 million is almost entirely human and highly suspicious of outsiders, taking pride in self-sufficiency and importing practically nothing – so foreign goods or currency offer limited interest. A basic tenet among the inhabitants is that all outsiders are unreliable; any starship landing anywhere other than designated areas will be treated as a hostile raider and cause the militia to turn out.

Danelag is organised into 303 regions of roughly 1 to 1.5 million inhabitants, with each centred around cities of 100–150,000 inhabitants. The largest continent, Asgard, contains Valhalla, the largest city with three million inhabitants. The second largest continent is Vanaheim, which contains one large city, Mimersby, located 400 kilometres east of the Jotun Mountains. While most political and administrative activities take place on the regional level, a number of supra-regional organisations blanket the planet. Such organisations include the Legal Standards Committee, which ensures compatibility between the various regional systems, the Interregional Police Coordinating Agency, the Trade Balance Board, which compiles trade statistics and offers advice to the differing regions about what future crops will be most profitable, the Uniform Weights & Measures Commission and the Cultural Exchange Committee.

The world was settled during the Rule of Man and during the Long Night was plagued by Reaver attacks due to a technology high enough to be tempting and too low to allow effective defence. Eventually the planet adopted less portable – and thus less attractive – energy sources, especially wind- and water-driven electric turbines. Overall technology also declined and stabilised around TL5. After this Danelag was left alone except for occasional slave raids, until Aslan of Loakhtarl invaded the world around -900. By -800 the clan had established an on-world base. The Aslan left the humans pretty much alone but their high-technology industry inevitably reduced the humans to a much-resented second-class status.

During the Eakoi Trade Conflict, the Solomon Hegemony overran the Aslan and established an advance base with the enthusiastic support of the local humans. For over 100 years Solomon poured trillions of Credits into the world then, when the Eakoi Corporation withdrew from Eakoi, the overextended Solomon Hegemony pulled out of Danelag, triggering a massive recession. Since then the population of Danelag has been very insular, thoroughly convinced outsiders are nothing but trouble.

This attitude is not helped by the fact Danelag is still, even today, the occasional victim of slave raids, although seldom twice by the same slavers. Nearly all cities, villages and individual farmsteads are connected to deep tunnels filled with various traps and, while no one except the police and hunters carry weapons outside their homes, every household has one or more heavy weapons hidden away. These weapons can include anything from crunch guns to rocket launchers and each high-tech heirloom is lovingly preserved and maintained, as is anything that can give an armoured raider a hard time.

Because of these civilian defence capabilities, raiding Danelag is seldom cost-effective. After an attempted raid the planet is usually left alone for a decade or two until the rumours are forgotten and the lesson has to be taught to a new generation of slavers.

EAKOI

Eakoi is a high-population, low-technology Aslan garden world located in the Eakoi Cluster. During the Interstellar Wars Terran explorers identified the mainworld as highly promising for settlement, as Eakoi has a standard atmosphere and orbits its yellow main sequence star in the habitable zone. While initial colonies fared well, during the Long Night the world's population and technology regressed in the face of incessant raids from Reaver fleets. By -900 Aslan of the Loakhtarl from Ealiyasiyw had established several settlements on the world, which they named Eakoi. In -835 the clan formed the Eakoi Corporation, ostensibly to trade with the score or so inhabited worlds in Eakoi and Ea.

By -100 the Loakhtarl had established Eakoi as a regional capital for the clan and claimed a number of holdings on surrounding worlds. However, they suffered grave setbacks during the Cultural Purge and were forced to abandon most of their Reaver's Deep holdings by 128.

The Fti' were a Loakhtarl vassal that refused to abandon Eakoi, electing instead to renounce their patron. Within a generation the Fti' had consolidated control over all other clans that had remained behind and for generations the Fti' leaders have ruled Eakoi with near total control. While the current Fti'ko welcomes off-world traders to his modest starport, he strictly limits contact with all other Aslan, resulting in an Amber Zone designation for the world. While members of his own pride and select vassals have access to imported items of higher technology, the rest of Eakoi has been allowed to steadily fall back to low Tech Levels.

HIHLAS

A non-industrial, independent agricultural world located on the Drinsaar Loop, Hihlas has no meaningful government and a majority Aslan population, constituting some 91% of the planetary population of 776,000. Most of these Aslan are outcasts from various exohierate clans. Hihlas is the source of fickleweed, a migratory plant used in perfumes and the production of aquapur, a liqueur known and prized throughout the Deep.

PENDANG

Pendang is an important, high-population industrial world and member of the Grand Duchy of Marlheim, originally colonised early during the Rule of Man period. In -1010 a band of *ihatei* from the Khalyasyu' attempted to conquer the world but were instead defeated by planetary defence forces. The surviving Aslan were offered a secondary world in the Pendang system, which they gratefully accepted, pledging their allegiance to their unexpected benefactors. This world, Steiraya (C989667-7), is hot, covered in turbulent oceans but teems with aquatic life.

In 841 Pendang was captured by the expanding Duchy of Marlheim and a viceroy installed as the planetary ruler.

SOLOMON

Solomon is an important, high population, industrial client state of the Third Imperium. Terrans first settled during the Rule of Man, as the mainworld was similar in size and hydrographic coverage to Terra and orbits well inside the habitable zone of Davi, a K4 V star located in the Drinsaar Loop. Solomon's original atmosphere was breathable, though significantly denser than Terra's.

During the Long Night the world became the centre of the Solomon Hegemony, a small Reaver state in the Deep. Beginning in -800 Solomon increasingly contended with the Loakhtarl clan for dominance of the subsector. During the Cultural Purge, the Loakhtarl suffered a series of setbacks at the hands of other Aslan and the Hegemony seized this opportunity to press Loakhtarl holdings throughout Eakoi, until the Aslan were forced to withdraw in 128. However, this offensive had badly overextended the Hegemony, which collapsed under sheer economic strain in 200.

The implosion of the Hegemony left Solomon badly weakened. The world's industrialisation had tainted the dense atmosphere with pollutants, while the planetary population had soared into the low tens of billions. Following the Peace of Ftahalr, Solomon desperately sought out patronage from the Third Imperium, eventually agreeing to host an Imperial naval base in exchange for economic and technological assistance. This has helped stabilise Solomon, with the population currently hovering somewhere around 33.7 billion. The Imperium maintains an embassy on-world.

DRINSAAR

This subsector is made up of several multi-world states and scattered independent worlds, the largest being the Carillian Assembly to trailing and coreward. The Gralyn Union controls two worlds on the Drinsaar Loop and to rimward lie the Lanyard Colonies, the Carter Technocracy and the Purity Union.

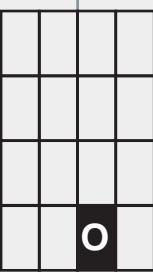
In addition to the Drinsaar Loop, notable astrographic features include the Murphy Cluster and the Purity Cluster, both located in the rimward portion of the subsector. The Murphy Cluster is a seven-world grouping extending into Ruih subsector of the Dark Nebula, while the Purity Cluster is a five-world grouping extending into both Fahlnar and Akuusir.

A small population of Droyne can be found on Askoapoy, the habitable moon of the Gralyn main world.

Terran emigres established two settlements in the Drinsaar Loop before -2200 at Rintarna and Kaihadd, and additional Terran colonies were developed during the Rule of Man. Reavers, including occasional raiders from the Iltharan Empire, devastated many of these colonies during the Long Night.

Although the subsector is part of what the Aslan consider the larger Aoreriyya region, filled with habitable worlds, they only established populations

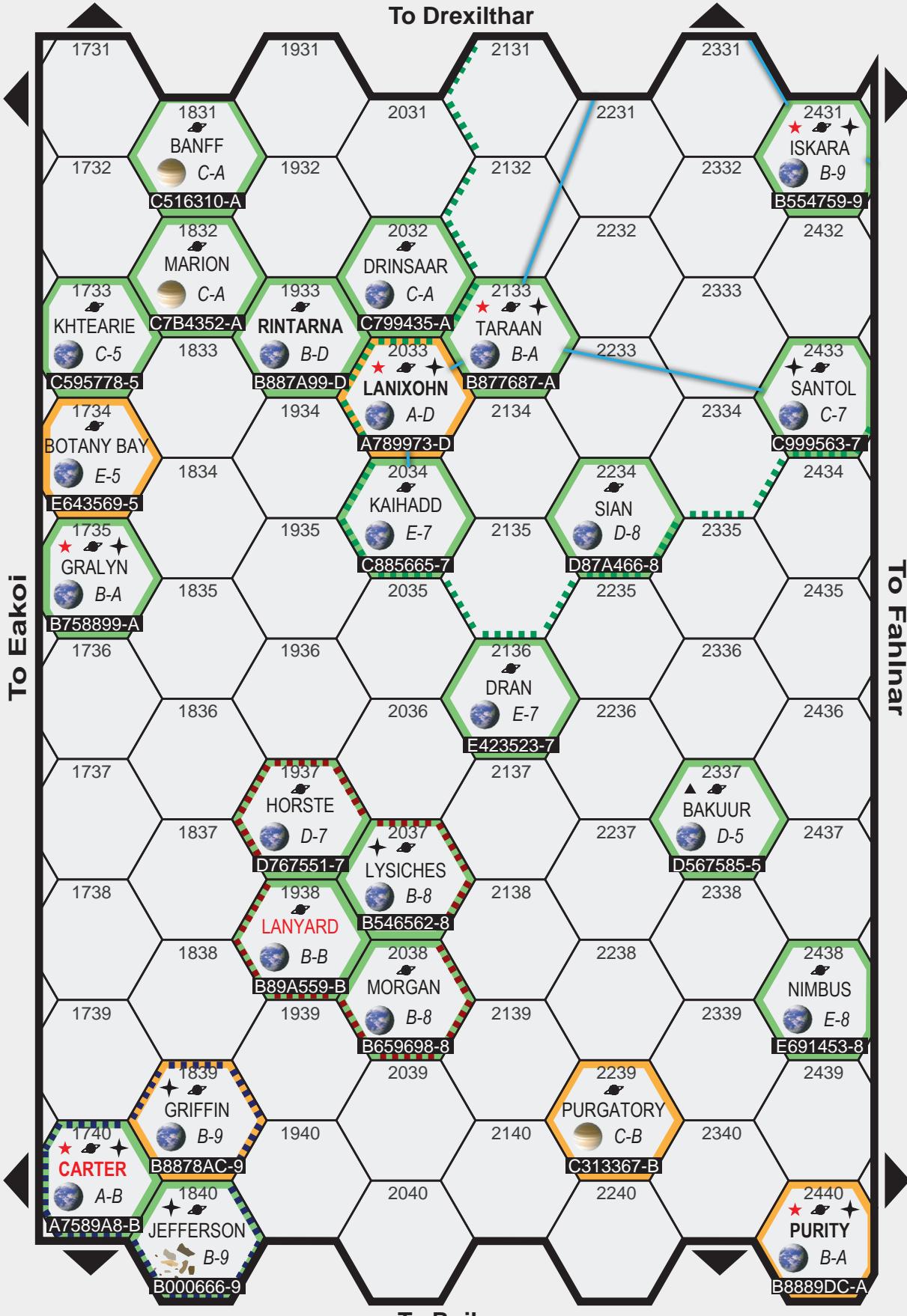
Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giant
Bakuur	2337	S	D567585-5	Ag Lt Ni	—	—	G
Banff	1831	—	C516310-A	Ic Lo	—	—	G
Botany Bay	1734	—	E643569-5	Lt Ni Po	A	Gralyn Union	G
Carter	1740	N, M	A7589A8-B	Hi	—	Carter Technocracy	G
Dran	2136	—	E423523-7	Ni Po	—	—	G
Drinsaar	2032	—	C799435-A	Ni	—	—	G
Gralyn	1735	N, M	B758899-A	—	—	Gralyn Union	G
Griffin	1839	M	B8878AC-9	Ga	A	Carter Technocracy	G
Horste	1937	—	D767551-7	Ag Ga Ni	—	Lanyard Colonies	G
Iskara	2431	N, M	B554759-9	Ag	—	Carrillian Assembly	G
Jefferson	1840	M	B000666-9	As Na Ni Va	—	Carter Technocracy	G
Kaihadd	2034	—	C885665-7	Ag Ga Ni Ri	—	Carrillian Assembly	G
Khtearie	1733	—	C595778-5	Ag Lt	—	—	G
Lanixohn	2033	N, M	A789973-D	Hi Ht	A	Carrillian Assembly	G
Lanyard	1938	—	B89A559-B	Ni Wa	—	Lanyard Colonies	G
Lysiches	2037	M	B546562-8	Ag Ni	—	Lanyard Colonies	G
Marion	1832	—	C7B4352-A	Fl Lo	—	—	G
Morgan	2038	—	B659698-8	Ni	—	Lanyard Colonies	G
Nimbus	2438	—	E691453-8	Ni	—	—	G
Purgatory	2239	—	C313367-B	Ic Lo	A	Purity Union	G
Purity	2440	N, M	B8889DC-A	Hi	A	Purity Union	G
Rintarna	1933	—	B887A99-D	Ga Hi Ht	—	—	G
Santol	2433	M	C999563-7	Ni	—	Carrillian Assembly	G
Sian	2234	—	D87A466-8	Ni Wa	—	Carrillian Assembly	G
Taraan	2133	N, M	B877687-A	Ag Ni	—	Carrillian Assembly	G



Reaver's Deep

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DRINSAAR SUBSECTOR



in a few of these systems. Khtearie remains an independent Aslan world with a significant human minority population and remnant Aslan populations can be found on other Drinsaar worlds, such as Carter.

Drinsaar contains 25 worlds with a population of 49.5 billion. The highest population is 30 billion, at Rintarna. The highest Tech Level is 13 at Rintarna and Lanixohn.

CARTER

The important, high-population capital of the Carter Technocracy, Carter orbits a cool orange dwarf star located in the Murphy Cluster. The mainworld is a temperate, pleasant world with abundant water and natural resources, and a thin oxygen-nitrogen atmosphere. Terran settlers surveyed the world early in the Rule of Man and quickly established a thriving colony able to persist throughout the Long Night, when Aslan traders and raiders made infrequent contact with the world.

Following the Peace of Ftahalr, Carterese companies slowly began expanding across the Murphy Cluster and beyond. In 833 Carter and the neighbouring worlds of Griffin and Jefferson formed the Technocracy to supply lower-technology neighbouring worlds with advanced products, notably weapons. Currently, Carter supports a population of 4.55 billion, which includes an Aslan minority of some 13 million. The planet is a model of central planning, with highly efficient industrial centres scattered all over the globe producing technological goods for export. The main world supports major naval and military Technocracy bases.

GRALYN

Gralyn is a human dominated world located on the Drinsaar Loop and the capital of the so-called Gralyn Assemblage, a multi-world coalition including two other worlds on the Loop. Gralyn's moon, Askoapoy (B588668-A), is notable for being itself habitable and supporting a Droyne community that has possibly lived on Askoapoy since the Ancients reigned. The system hosts both an Assemblage army and naval base.

Terran emigres from the Rule of Man settled the Gralyn mainworld after first making contact with the Droyne on Askoapoy in -1893. While the Droyne were willing to allow colonists to settle on Askoapoy itself, the humans soon transferred to Gralyn's surface to avoid becoming a drain on the Droyne colony.

During the Long Night, Gralyn and Askoapoy formed a system defence boat network effective in fighting off the Reavers and later the Aslan. By -250, Gralyn achieved a sustainable jump industry allowing the world to explore the Loop. Since the Imperium arrived in the region, Gralyn has profited from the trade along the Drinsaar Loop.

KAIHADD

Kaihadd is a rich, agricultural garden world located on the Drinsaar Loop and a member of the Carrillian Assembly, and was one of the first worlds in the Deep to be settled by Terrans fleeing the Interstellar Wars. During the Long Night, Kaihadd was forcefully seized by the Iltharan Empire and became subject to the Empire until liberated in 267.

In 773 Kaihadd was incorporated into Carrillian Assembly. The world is now a garden-resort catering to the elite of the Assembly. Kaihadd is also the site of several agricultural combines owned by the Assembly.

LANIXOHN

Lanixohn is a high population, balkanised Carrillian Assembly world located on the Drinsaar Loop. The mainworld is host to major Peacekeeper naval and army forces and an important but trouble-plagued Assembly system. Already split by rival national factions, the main world is a powder keg that could drop out of the Assembly at any time with the right pressure. Given the political volatility, the TAS has issued an Amber Zone travel advisory for Lanixohn.

PURITY

An important, high-population human world located on the edge of Buffer, Purity shares a border with the Solomani Confederation and is the capital of the Purity Union, a two world interstellar state including nearby Purgatory.

Purity is a religious dictatorship with an invasively high Law Level, and has fiercely resisted any attempts from the Confederation to introduce Party ideas into the society. The world has been issued an Amber Zone designation due to the draconian religious laws. Ruled by a fanatical order of female prophetesses, males are treated as impure, second-class citizens.

Only females are allowed to join the Purity military forces, which are well-trained, well-armed and absolutely loyal to their sacred prophetesses.

F AHLNAR

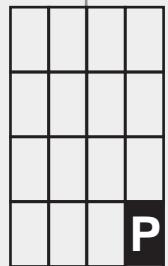
The Fahlnar subsector is the only place where the Solomani Confederation encroaches on Reaver's Deep. Fahlnar also contains about a quarter of the Carrillian Assembly, including the important agricultural worlds of Istieru and Faranim.

The Third Imperium controls two systems in Fahlnar, which are administered out of Urggalash. Eilis is the site of an Imperial prison and Mauve is the home port for the Ftahalr Enforcement Fleet. Dughur is an Imperial client state hosting an Imperial naval base with the Dughur Patrol Flotilla, part of the 78th Subsector Fleet, consisting of six patrol frigates.

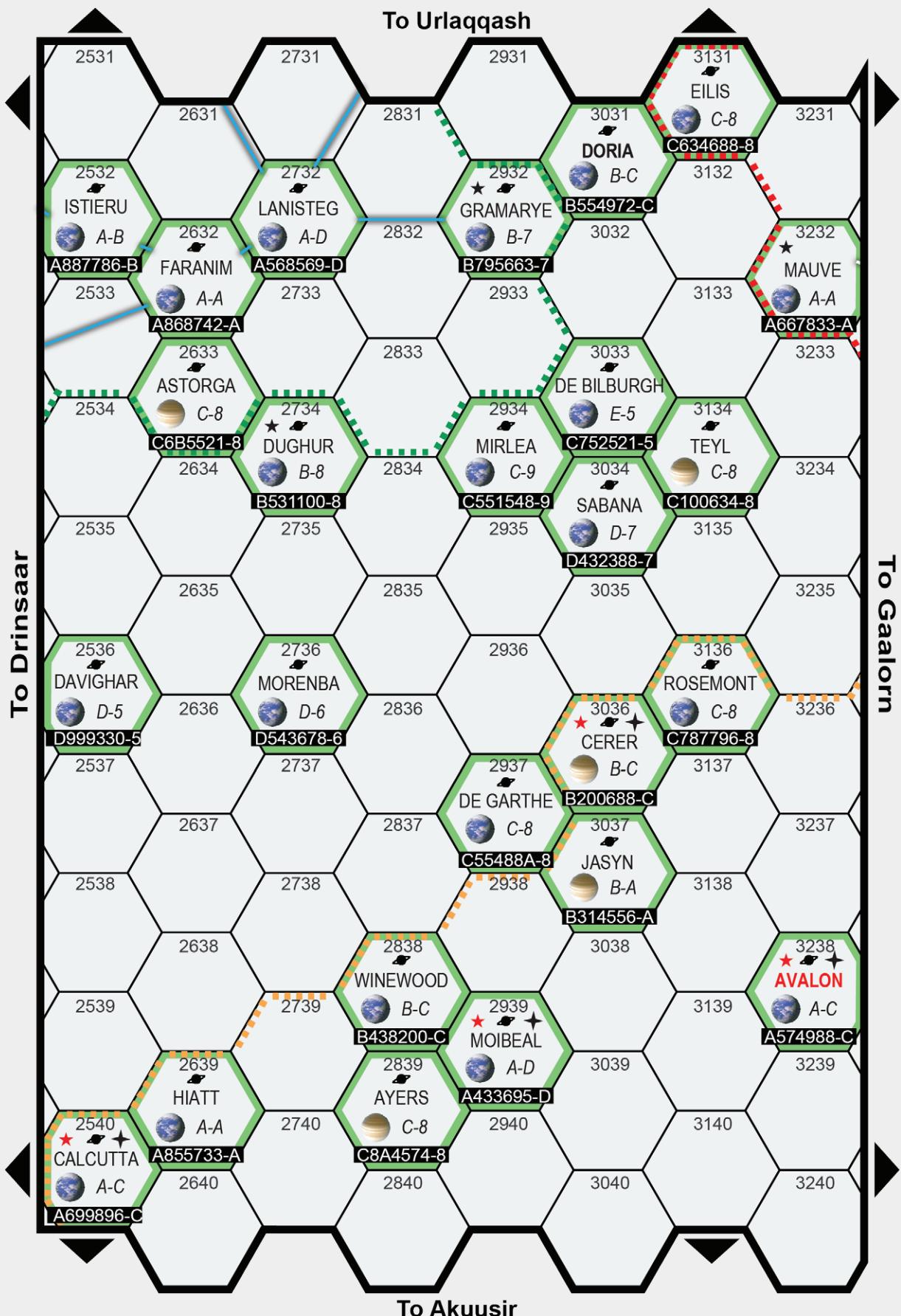
Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Astorga	2633	—	C6B5521-8	Fl Ni	—	Carrillian Assembly	G
Avalon	3238	N, M	A574988-C	Hi Ht In	—	Solomani	G
Ayers	2839	—	C8A4574-8	Fl Ni	—	Solomani	G
Calcutta	2540	N, M	A699896-C	Ht	—	Solomani	G
Cerer	3036	N, M	B200688-C	Ht Na Ni Va	—	Solomani	G
Davighar	2536	—	D999330-5	Lo Lt	—	—	G
De Bilburgh	3033	—	C752521-5	Lt Ni Po	—	—	G
De Garthe	2937	—	C55488A-8	—	—	—	G
Doria	3031	—	B554972-C	Hi Ht	—	—	G
Dughur	2734	N	B531100-8	Lo Po	—	—	G
Eilis	3131	—	C634688-8	Ni	—	Imperium	G
Faranim	2632	—	A868742-A	Ag Ri	—	Carrillian Assembly	G
Gramarye	2932	M	B795663-7	Ag Ni	—	Carrillian Assembly	G
Hiatt	2639	—	A855733-A	Ag Ga	—	Solomani	G
Istieru	2532	—	A887786-B	Ag Ga Ri	—	Carrillian Assembly	G
Jasyn	3037	—	B314556-A	Ic Ni	—	Solomani	G
Lanisteg	2732	—	A568569-D	Ag Ht Ni	—	Carrillian Assembly	G
Mauve	3232	N	A667833-A	Ga	—	Imperium	—
Mirlea	2934	—	C551548-9	Ni Po	—	—	G
Moibéal	2939	N, M	A433695-D	Ht Na Ni Po	—	Solomani	G
Morenba	2736	—	D545678-6	Ag Ni	—	—	G
Rosemont	3136	—	C787796-8	Ag Ga Ri	—	Solomani	G
Sabana	3034	—	D432388-7	Lo Po	—	—	G
Teyl	3134	—	C100634-8	Na Ni Va	—	—	G
Winewood	2838	—	B438200-C	Ht Lo	—	Solomani	G

Reaver's Deep

FAHLNAR SUBSECTOR



P



- Gas Giant
- B-6 Starport Class & Tech Level
- Imperial Naval Base
- Other Naval Base
- Military Base/Garrison

- Secure System
- X-boat Route
- Travel Route
- Solomani Confederation Border
- Carrillian Assembly Border

The Peace of Ftahalr, ratified in 380, designated all of the subsector as part of the Buffer, a neutral demilitarised zone. Similarly, Fahlnar fell just outside the boundaries of the Solomani Autonomous District, created in 704. The Solomani blithely ignored both of these borders and soon began cultivating client states and establishing colonies inside Fahlnar. By the start of the Rim War, the Solomani Confederation had built a major naval base at Avalon and controlled several worlds in Fahlnar. The Confederation had enough holdings in the subsector that a secondary mission of the Confederation Daibei Fleet was the defence of Solomani worlds in the Deep.

The Fahlnar subsector contains 25 worlds with a population of 6.7 billion. The highest population is 3 billion, at Avalon. The highest Tech Level is 14 at Lanisteg and Moibéal. The Confederation administrative centre for its Fahlnar worlds is at Avalon.

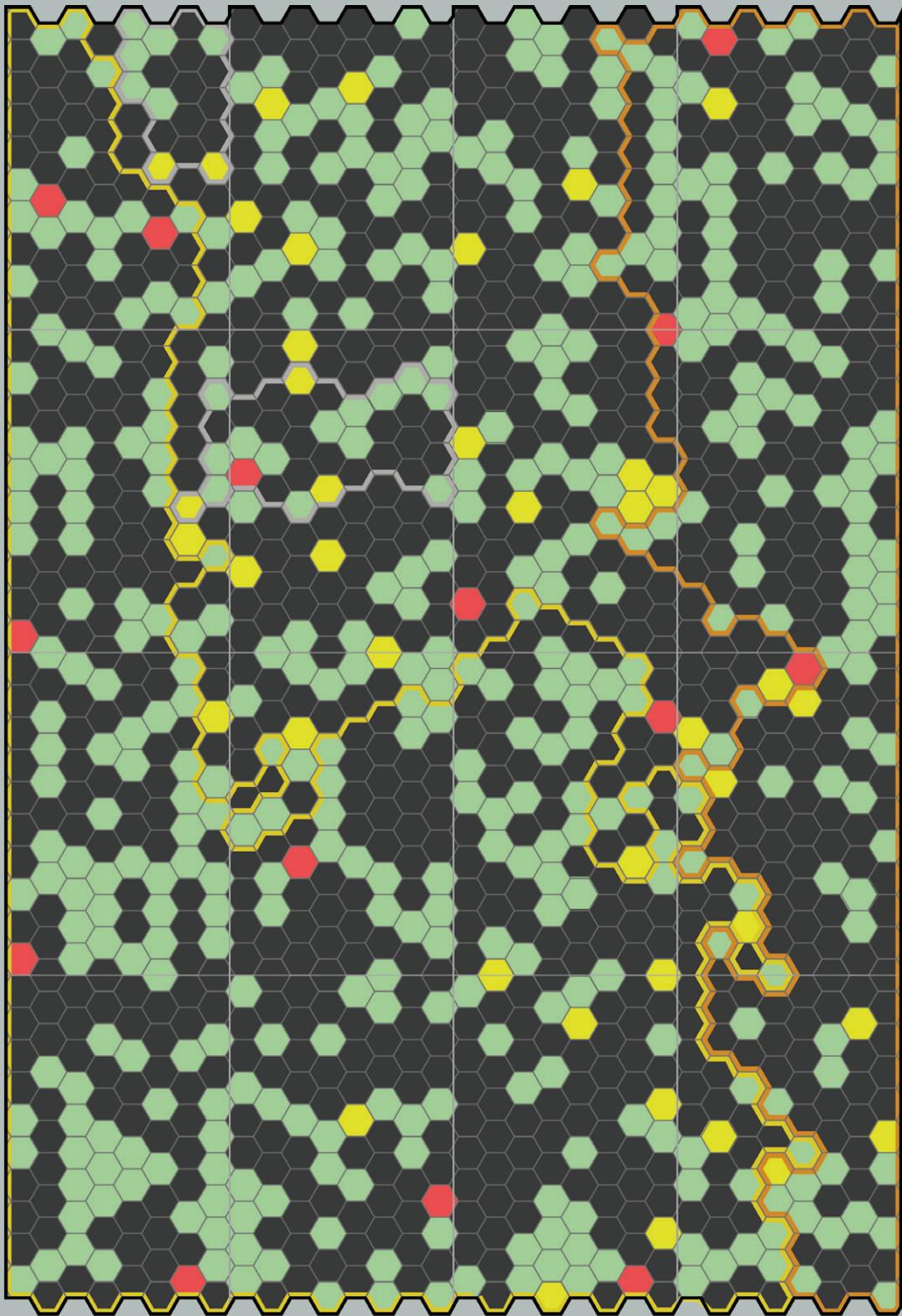
EILIS

Eilis is an Imperial prison camp housing prisoners from across Reaver's Deep and Daibei. Eilis was a major facility for housing prisoners of war from the Solomani Rim War and at its height incarcerated a population of over nine million. It is perhaps most notable for its extraordinarily high rate of reform and very low rate of recidivism. Many prisoners passing through the system entered as hardened war criminals from both Imperial and Solomani armies, accused of brutal and violent crimes, yet following a few years at Eilis, a large number were released into Imperial society and became model citizens.

The Solomani Confederation has expressed concern about conditions and techniques used on Eilis but no inspections have turned up evidence of abuse. The inmate population does not appear to be subject to pharmaceutical interventions at any higher rate than other institutions of this size.



DARK NEBULA



The Dark Nebula, known to the Aslan as *I'aheako*, is a complex and intriguing sector lying just beyond the borders of the Third Imperium. The sector is named for the mysterious Celella Nebula, a jump space anomaly that presented an imposing barrier to early explorers. Beyond the Nebula lies Kusyu, the homeworld of all Aslan and the spiritual centre of the Hierate.

Travellers first visiting the Dark Nebula are often surprised to find Kusyu located so close to the Hierate borders. The Aslan developed the jump drive late in the history of Charted Space and by the time they left their homeworld they discovered humans from Terra had already settled many of the best worlds to coreward and trailing, forcing them to expand to spinward and rimward.

Visitors also expect the Dark Nebula to be far more industrialised and populated, like the Core or Solomani Rim, while in reality the sector has more of an agrarian and rustic character. The Aslan, particularly the males, revere their history and traditions, and much of the Dark Nebula forms part of a larger region of space known as the Ancestral Worlds, an area of almost sacred cultural significance. Within this region whole districts and entire worlds have been restricted from development, effectively set aside as cultural preserves.

Almost half of the Dark Nebula had been reserved as demilitarised buffers through various peace treaties with human groups. The Treaty of the Dark Nebula, signed in 212, placed much of the trailing quarter in such a zone. The Peace of Ftahalr, executed in 380 between the Third Imperium and four of the Hierate's most powerful clans, incorporated a large swath of coreward the Dark Nebula, along with almost all of Reaver's Deep, into another buffer zone. While these treaties effectively ended the Aslan Border Wars, within these buffers both Aslan and human development largely stagnated.

The Dark Nebula in 1105 is divided into several distinct segments. The Aslan Hierate occupies roughly half of all systems, while the Solomani Confederation controls about a quarter of the systems, mostly along the trailing fringe of the sector. Many of these worlds had been inside buffer zones and this encroachment has strained relations between the Aslan clans and the Confederation.

The remaining quarter of systems, located in the coreward centre of the sector, is inside the Buffer established by the Peace of Ftahalr. Within the Buffer are many independent worlds as well as two small, multi-world states: the Union of Harmony and the Gerontocracy of Ormine.

ASLAN TRADE ROUTES

The Hierate has nothing to correspond to the Imperial Express Boat Network and no travel routes are plotted on Hierate subsector maps. Major trade routes connecting high population worlds are often established by clans and clan trade routes may be plotted; they connect worlds with Population 9+, usually calling at established Class A and B starports, or Class C starports with bases, along the way. In the Dark Nebula three major trade routes run through the Hierate.

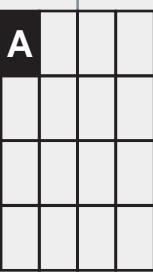
The Oiirl Route is a major trade route connecting Kusyu with the Solomani Confederation capital of Home in Aldebaran. From Kusyu the route runs trailing to Oiirl before entering Confederation space at Jingleswelt. From Jingleswelt the route runs into Magyar and then rimward into Canopus. At Bowin Prime the route merges with another major route out of the Ustral Quadrant before turning to trailing. The route then runs through Canopus to Aldebaran before arriving at Home. This neatly illustrates the importance of trade between the Hierate and the Confederation, a point often downplayed by Aslan and Solomani alike. No comparable route directly connects Imperial space with Kusyu.

The Ktaol Route is a major trade route connecting Kusyu with Hierate territories to spinward. From Kusyu the route runs spinward to Ktaol before entering Iwahfiah, where the route fractures into a series of intermediate and feeder routes.

The Ftahtuak Route is a major trade route connecting Kusyu with rimward Aslan territories. From Kusyu, the route runs spinward to Khyu before turning rimward through Hrorehe to Oakhiyye in Kou, before entering the Ustral Quadrant. From there major routes lead to the Uistilrao, Banners and Canopus sectors.

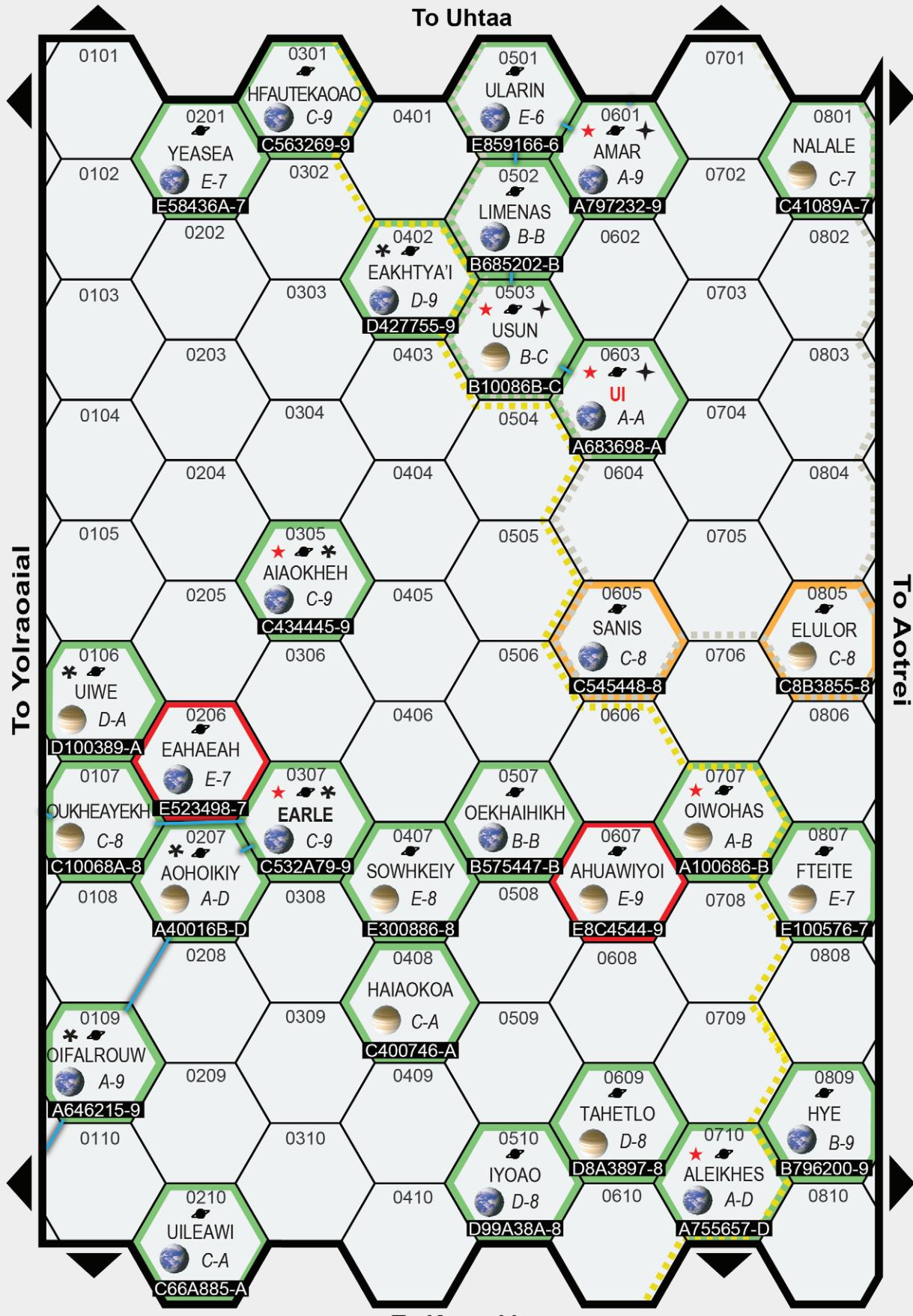
EARLE

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Ahuawiyoi	0607	—	E8C4544-9	Fl Ni	R	Hierate	G
Aiaokheh	0305	ACS, N	C434445-9	Ni	—	Hierate	G
Aleikhes	0710	N	A755657-D	Ag Ga Ht Ni	—	Hierate	G
Amar	0601	M, N	A797232-9	Lo Ni	—	Union of Harmony	G
Ahoikey	0207	ACS	A40016B-D	Ht Lo Ni Va	—	Hierate	G
Eahaeah	0206	—	E523498-7	Ni Po	R	Hierate	G
Eakhtya'i	0402	ACS	D427755-9	—	—	Hierate	G
Earle	0307	ACS, N	C532A79-9	Hi Na Po	—	Hierate	G
Elulor	0805	—	C8B3855-8	Fl	A	Union of Harmony	G
Fteite	0807	—	E100576-7	Ni Va	—	—	G
Haiaokoa	0408	—	C400746-A	Na Va	—	Hierate	—
Hfautekaoao	0301	—	C563269-9	Lo Ni	—	Hierate	G
Hye	0809	—	B796200-9	Lo Ni	—	—	G
Iyoao	0510	—	D99A38A-8	Lo Ni Wa	—	Hierate	G
Limenas	0502	—	B685202-B	Ga Lo Ni	—	Union of Harmony	G
Nalale	0801	—	C41089A-7	Na	—	Union of Harmony	—
Oekhaihikh	0507	—	B575447-B	Ni	—	Hierate	G
Oifalrouw	0109	ACS	A646215-9	Lo Ni	—	Hierate	G
Oiwohas	0707	N	A100686-B	Na Ni Va	—	Hierate	G
Oukheayekh	0107	—	C10068A-8	Na Ni Va	—	Hierate	—
Sanis	0605	—	C545448-8	Ni	A	Union of Harmony	G
Sowhkeiy	0407	—	E300886-8	Na Va	—	Hierate	G
Tahetlo	0609	—	D8A3897-8	Fl	—	Hierate	G
Uileawi	0210	—	C66A885-A	Ri Wa	—	Hierate	G
Uiwe	0106	ACS	D100389-A	Lo Ni Va	—	Hierate	G
Ul	0603	M, N	A683698-A	Ni Ri	—	Union of Harmony	G
Ularin	0501	—	E859166-6	Lo Ni	—	Union of Harmony	G
Usun	0503	M, N	B10086B-C	Ht Na Va	—	Union of Harmony	G
Yeasea	0201	—	E58436A-7	Lo Ni	—	Hierate	G



Dark Nebula

EARLE SUBSECTOR



- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- Military Base/Garrison
- Clan Base

- Secure System
- Amber Zone
- Red Zone
- Trade Route
- Planet (dry)
- Planet (water present)
- Aslan Hierate Border
- Union of Harmany Border

Earle is a frontier area with a long history of Aslan and human cohabitation and the two species continue to live together on nearly a third of the subsector worlds. The Hierate occupies the spinward two thirds of the subsector, while the Buffer sits in the trailing third. Most of the worlds inside the Buffer are members of the Union of Harmony, a small interstellar state extending into Reaver's Deep.

Terrans first explored the subsector during the Interstellar Wars as they followed the mains and clusters spinward from Magyar. The Terrans utilised two significant astrographic features in their passage: the Ftahalr Cluster is a string of ten systems connecting Aotrei with Earle, while the Earle Cluster is a 16-system chain stretching from Aotrei to Yolraoaial in the Iwahfauh sector.

By the time Aslan arrived in Earle centuries later, the Terrans had already established colonies on many worlds in these clusters. Instead of conflict, the two species largely cooperated – habitable space was still plentiful. The Aslan also settled the UI Cluster, a 10-system astrographic feature straddling Uhtaa in Reaver's Deep, which had been passed over by the Terrans.

Today, many *Tlaukhu* members have holdings in Earle. The capital world of the mighty Yerlyaruiwo is at Aleikhes. The powerful Hlaotiyoih, a contender for a seat on the *Tlaukhu*, owns several worlds outright: Uiwe, Oifalrouw, Eakhtya'i and Sowhkeiy, and also control an important city on the split control world of Earle.

The Earle subsector contains 29 worlds with a population of 33.8 billion. The highest population is 30 billion, at Earle. The highest Tech Level is 13 at Aohoikiy and Aleikhes.

ALEIKHES

The current capital of the preeminent Yerlyaruiwo clan, Aleikhes is a temperate garden world orbiting its red dwarf star in a resonant orbit. The world is the ancestral homeworld of the Yureare, the leading pride within the Yerlyaruiwo. In 873 the pride's leader, Aitaowiyykh, became Yerlyaruiwoko after fending off the rival Taoharl and Iaohkas prides for control of the clan. This ended a bitter succession crisis begun when the previous clan leader, a Taoharl, had died in 871 without a male heir. To secure the peace, the new ko quickly took noble daughters of both Taoharl and Iaohkas as wives. In 877 Aitaowiyykh named Aleikhes his clan capital, where it has remained ever since.

The starport, run by the Tlasayerlahel corporation, has a highport with associated shipyards and a large *Tlaukhu* naval base. *Iyely*-class Messenger ships regularly shuttle between Kusyu, Aleikhes and important Yerlyaruiwo worlds. The downport is located on the edge of Yurearha, a city of some 400,000 Aslan and the largest on-world settlement. The TAS maintains a hostel at the downport and the Imperium and many Aslan clans have embassies in the surrounding communities.

On-world, the Yerlyaruiwoko and his extended family live in his personal palace, located nearly 450 kilometres from the downport, on a vast estate complete with several guest palaces and clan office buildings. In his sumptuous throne room he receives many visitors from across the Hierate and beyond.

The defences of Aleikhes are commensurate with being the capital of the most powerful clan in the Hierate. A battle rider *hyro* consisting of an *Aelreichte* tender and six *Ktifa'* riders stands on permanent station. The *Yurearaokaor*, a hulking 100,000-ton heavy monitor, four dozen system defence boats and six wings of fighters round out the defences. Ground defences include the Imperial equivalent of a full division of Yerlyaruiwo troops plus two brigades of the ko's personal guard. The Imperium is widely rumoured to have provided additional defensive technology for the world, possibly including meson guns, nuclear dampers and wide-cast meson screens.

EARLE

A poor, high-population Hierate world notable for a large number of human inhabitants, Earle illustrates how the male and female Aslan value territory differently. The planet is not particularly attractive from a habitability perspective; moderately-sized with a diameter of 7,800 kilometres, the world has a surface gravity of 0.48G. The very thin atmosphere requires use of a respirator and water makes up only a quarter of the planet's surface. Earle orbits relatively closely to its yellow dwarf star, creating a hot climate. However, Earle has a long and celebrated history stretching back to the Aslan Age of Expansion, with many great battles fought on its arid salt plains. For female Aslan, land on Earle represents a poor economic investment but for males it offers a highly desirable connection to Aslan tradition and legend.

Humans and Aslan have lived together on Earle for millennia. Out of 31.1 billion inhabitants, humans number some 13.06 billion. While most of these humans are not fully assimilated into Aslan culture,



all understand and respect Aslan ways. Control of the world is split between human enclaves and several important clans, including the Eteawyolei', Khaukheairl and Hlaotyoioho. The Khaukheairl maintains a major *Tlaukh* base in system while the Hlaotyoioho control Eaelalr, the largest and oldest city on the surface, and maintain a large clan base in-system. The clan won control of the city in 862, the year they rebelled against the Hoihhwariita.

Although Earle does not have an industrial trade code, it was once an important industrial centre and continues to support a large manufacturing base. More efficient, higher technology worlds in the subsector have largely overtaken Earle and the starport was downgraded to Class C in 1055. Despite these setbacks, Earle remains an important destination for traders and human visitors to the Hierate.

OIFALROUW

A frozen, low population Hierate world governed by E'al Htoukha, a private military company controlled by the Hlaotyoioho clan, Oifalrouw is believed to have once been habitable but has now been locked in an ice age for several hundred thousand years. Most of the world is covered with glacial sheets, and the atmosphere is tainted with excessively high carbon dioxide.

E'al Htoukha conducts large-scale military training exercises and exhibitions for prospective clients on the

icy surface, and the Hlaotyoioho maintain a large clan base just outside the starport, with several cruisers from the clan space forces often placed in orbit.

UL

Ul is a rich, habitable world and regional capital of the Union of Harmony, a small interstellar state in the Dark Nebula and Reaver's Deep. The planet is also the homeworld of the Ulane, an intelligent non-human species. Although only a third of the world is surface water, the equatorial zone is covered by lush, semi-tropical canopy forest, which is where the small, gregarious Ulane evolved. Aslan traders first contacted them around -1400.

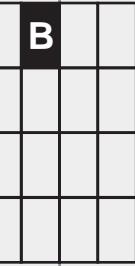
The Ulane quickly adapted to interstellar society and were carried by the Aslan to several nearby worlds. During the Aslan Border Wars the Ulane formed a small interstellar state, the Ulane Hierate, consisting of Ul and Usun. In 856 the Ulane Hierate merged with the Celestine League, a coalition of human and Aslan worlds in Reaver's Deep, creating a new state: the Union of Harmony.

Ul remains lightly populated, with only 4.37 million on the planet. About 78% of this population are Ulane, 14% are Aslan and 8% are human. The sole urbanised area is the small capital city, which also hosts the starport.

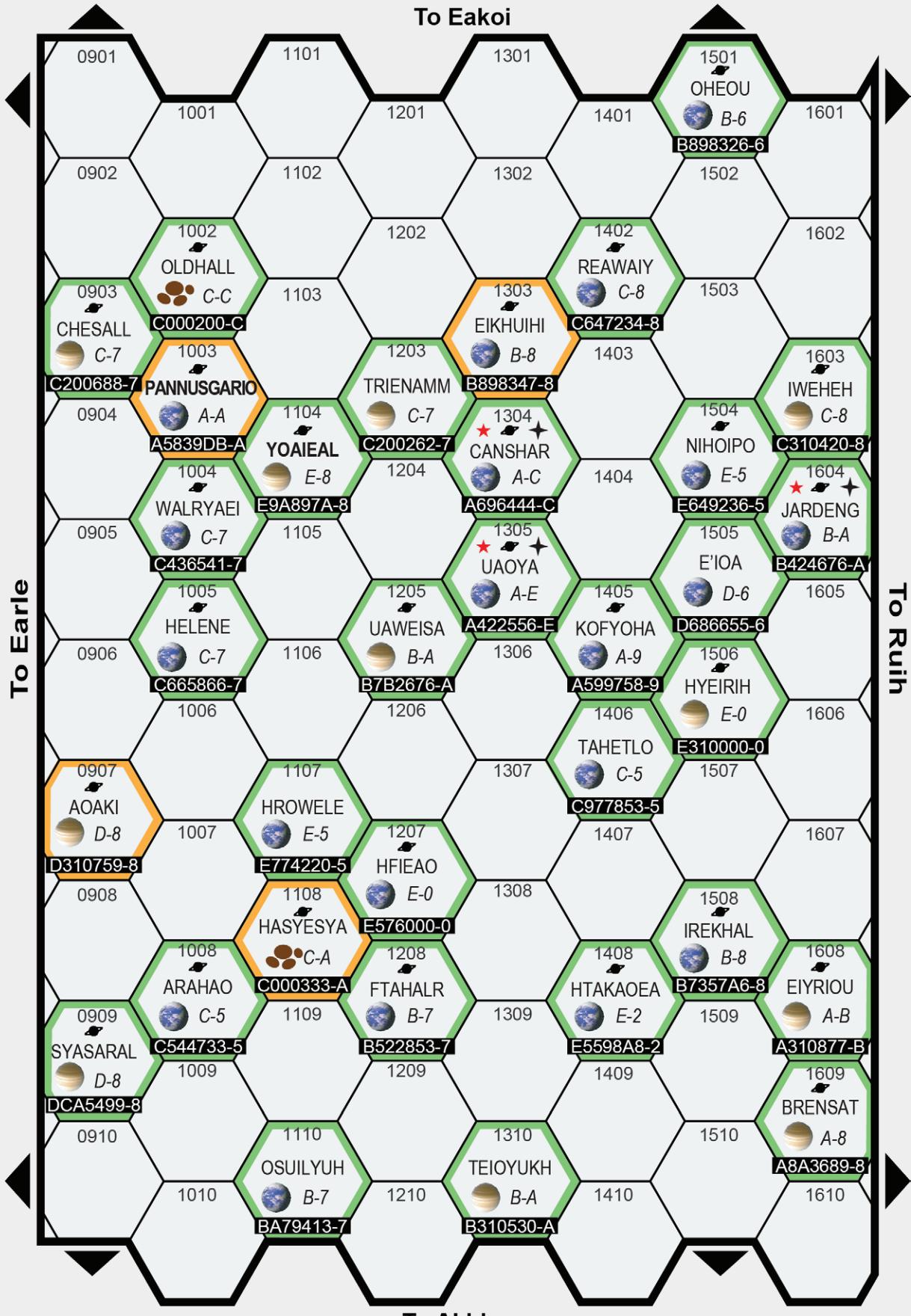
AOTREI

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Aoaki	0907	—	D310759-8	Na	A	—	G
Arahao	1008	—	C544733-5	Ag Lt	—	—	G
Brensat	1609	—	A8A3689-8	Fl Ni	—	—	G
Canshar	1304	M, N	A696444-C	Ht Ni	—	—	G
Chesall	0903	—	C200688-7	Na Ni Va	—	—	G
E'ioa	1505	—	D686655-6	Ag Ga Ni Ri	—	—	—
Eikhuihi	1303	—	B898347-8	Lo Ni	A	—	G
Eiyriou	1608	—	A310877-B	Na	—	—	G
Ftahalr	1208	M	B522853-7	Na Po	—	—	G
Hasyesya	1108	—	C000333-A	As Lo Ni Va	A	—	G
Helene	1005	—	C665866-7	Ga Ri	—	—	G
Hfieao	1207	—	E576000-0	Ba Lo Lt Ni	—	—	G
Hrowele	1107	—	E774220-5	Lo Lt Ni	—	—	—
Htakaoea	1408	—	E5598A8-2	Lt	—	—	G
Hyeirih	1506	—	E310000-0	Ba Lo Lt Ni	—	—	G
Irekhal	1508	—	B7357A6-8	—	—	—	G
Iweheh	1603	—	C310420-8	Ni	—	—	G
Jardeng	1604	M, N	B424676-A	Ni	—	—	G
Kofyoha	1405	—	A599758-9	—	—	—	G
Nihoipo	1504	—	E649236-5	Lo Lt Ni	—	—	G
Oheou	1501	—	B898326-6	Lo Ni	—	—	G
Oldhall	1002	—	C000200-C	As Ht Lo Ni Va	—	—	G
Osuilyuh	1110	—	BA79413-7	Ni	—	—	—
Pannusgario	1003	—	A5839DB-A	Hi	A	—	G
Reawaiy	1402	—	C647234-8	Lo Ni	—	—	G
Syasaral	0909	—	DCA5499-8	Fl Ni	—	—	G
Tahetlo	1406	—	C977853-5	Lt	—	—	—
Teioyukh	1310	—	B310530-A	Ni	—	—	—
Trienamm	1203	—	C200262-7	Lo Ni Va	—	—	—
Uaoya	1305	M, N	A422556-E	Ht Ni Po	—	—	G
Uaweisa	1205	—	B7B2676-A	Fl Ni	—	—	G
Walryaei	1004	—	C436541-7	Ni	—	—	—
Yoaieal	1104	—	E9A897A-8	Fl Hi	—	—	G

AOTREI SUBSECTOR



Dark Nebula



Gas Giant

B-6 Starport Class & Tech Level

Other Naval Base

Military Base/Garrison

Secure System

Amber Zone

Red Zone

Asteroid/Orbital Complex

Planet (dry)

Planet (water present)

The Aotrei subsector is entirely inside the Buffer and characterised by a colourful mix of very old human and Aslan worlds. Although Aotrei has never been entirely cut off from the interstellar community, even during the Long Night, a number of these worlds are isolated and their cultures have become strange and insular. No multi-world governments currently exist in Aotrei.

The subsector has two notable astrographic features important for ancient Terran migration patterns. The Ftahalr Cluster connects Aotrei with Earle, while the Samarorn Cluster is a string of 24 systems connecting Aotrei with the neighbouring Ruih subsector and includes several marginally habitable worlds.

Irekhal is notable as the homeworld of the exohierate Ausikhahear, an unusual Aslan clan exiled for adopting too many elements of human culture.

The Aotrei subsector contains 33 worlds with a population of 12 billion. The highest population is 5 billion, at Pannusgario. The highest Tech Level is 14 at Uaoya.

FTAHALR

Ftahalr is notable as the site of ancient peace conferences between four major clans of the Aslan Hierate and the Third Imperium, and was where the Peace of Ftahalr was negotiated. An independent Aslan world located in the Buffer, Ftahalr also gives its name to a ten world stellar cluster that runs into the Earle subsector.

The mainworld is a poor, unremarkable planet tide-locked to its dim, red dwarf star, dominated by the exohierate Aehikew, who maintain a military base in the system. When the Peace established a buffer zone around Ftahalr, the Aehikew elected to remain behind as caretakers of the treaty world. Embassies are maintained on world by the Imperium as well as the *Tlaukuh* clans Yerlyaruiwo, Khaukheairl, Tralyeaeawi and Hrawoao.

HELENE

As the name suggests, Helene was originally settled by Terrans but is now dominated by exohierate Fteaaikhe', who are based on Pannusgario. Helene is a rich, independent garden world in the Samarorn Cluster. With a standard oxygen-nitrogen atmosphere, the world supports a complex native biosphere including a variety of megafauna. The first Terran explorers were surprised to find Helene had an indigenous population of Chirpers, animals they had also encountered on Cuoon in the Ruih subsector.

Helene today has an estimated population of 514 million, roughly half Fteaaikhe' Aslan and half Chirpers. Helene is notable as the source for elyosa, a large herd animal exported to many worlds of the Aslan Hierate and rimward Imperium. Elyosa are warm-blooded, thickly furred hexapods providing a variety of valuable goods.

HFIEAO

A cold, marginally habitable world in the Ftahalr Cluster, Hfieao is silent and barren, a necropolis world sacred to the Aslan. The main world orbits its bright, yellow-white star at 2.3AU. Terrans settled the planet during the late Rule of Man period and found a standard oxygen-nitrogen atmosphere tainted by nitrogen compounds produced by a native form of denitrifying prokaryotes, as ubiquitous as they are resilient.

Centuries later, *i hatei* from the Hrawoao arrived and established their own settlement. These Aslan formed the Hrawoao vassal clan Tiyala. By -200 the total world population of Hfieao had grown to a little shy of one billion and conflicts between humans and Aslan were becoming more frequent and destructive. The four dominant human nations formed the Sosan Alliance, with some 600 million in population, opposed by a Tiyala coalition, which included 200 million Aslan plus roughly 100 million human vassals. The two sides agreed to fight using weapons of no more than Tech Level 8 but with no nuclear weapons.

A tremendously destructive ground war, lasting eight years, ensued. Although outnumbered, the Tiyala coalition, aided by the Hrawoao, had a significant technological edge over the Sosan Alliance. Over 80 million soldiers and civilians died on both sides before the Tiyala declared victory and the defeated humans were transported offworld. The Tiyala, however, were broken by the war and within three generations the clan had dissolved and been absorbed into other Hrawoao vassal clans.

The surface of Hfieao is considered sacred ground to the Hrawoao. When the Peace of Ftahalr was signed, the largely depopulated world fell inside the Buffer and was then completely abandoned. Today, Hfieao is an empty world of monuments, war memorials and graves.

Although the world is technically independent, the Hrawoao have sworn vengeance upon any human or Aslan who attempts to establish permanent settlements on the surface. Descendants of human and Aslan veterans of the Hfieao War are allowed to visit in order to honour fallen ancestors.

PANNUSGARIO

Pannusgario is an independent, high population Aslan world controlled by the Fteaaikhe', a clan driven from the Hirate during the Cultural Purge due to their embrace of an ancestor-worshipping cult. Located in the Samarorn Cluster, the world was initially settled by Terran emigres during the Rule of Man and became a major colony world during the Long Night.

The Fteaaikhe' clan, which originated on Kusyu before -1500, extended traditional Aslan veneration of ancestors into an out-and-out religion. The Fteaaikhe' believe their founder, Fteaaikhaio, and his five wives were divine beings and his clan is destined to unite all Aslan under one rule. The clan was pushed off Kusyu and forced to wander the margins of the Hirate until the Cultural Purge drove them outside completely.

They arrived on Pannusgario around the year 0 and quickly began building a power base. By 1000 the Fteaaikhe' outnumbered the on-world humans and the clan now dominates the entire world. The centre of every city is given over to a monumental golden temple to Fteaaikhaio and his wives, and the clan cult has become an entrenched political force rigidly governing the spiritual and temporal lives of clan members. The head of the Fteaaikhe' is also the head of the Fteaaikhaio religion and rules with the force of divine law.

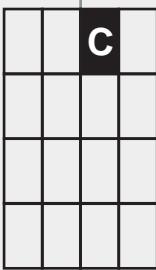
Neighbouring worlds have begun to view Pannusgario with concern, fearing the Fteaaikhe' might one day make good their promise to launch 1,000 year crusade on Charted Space. The growing military forces of the Fteaaikhe' are said to be well-armed and fanatically devoted to Fteaaikhaio belief.



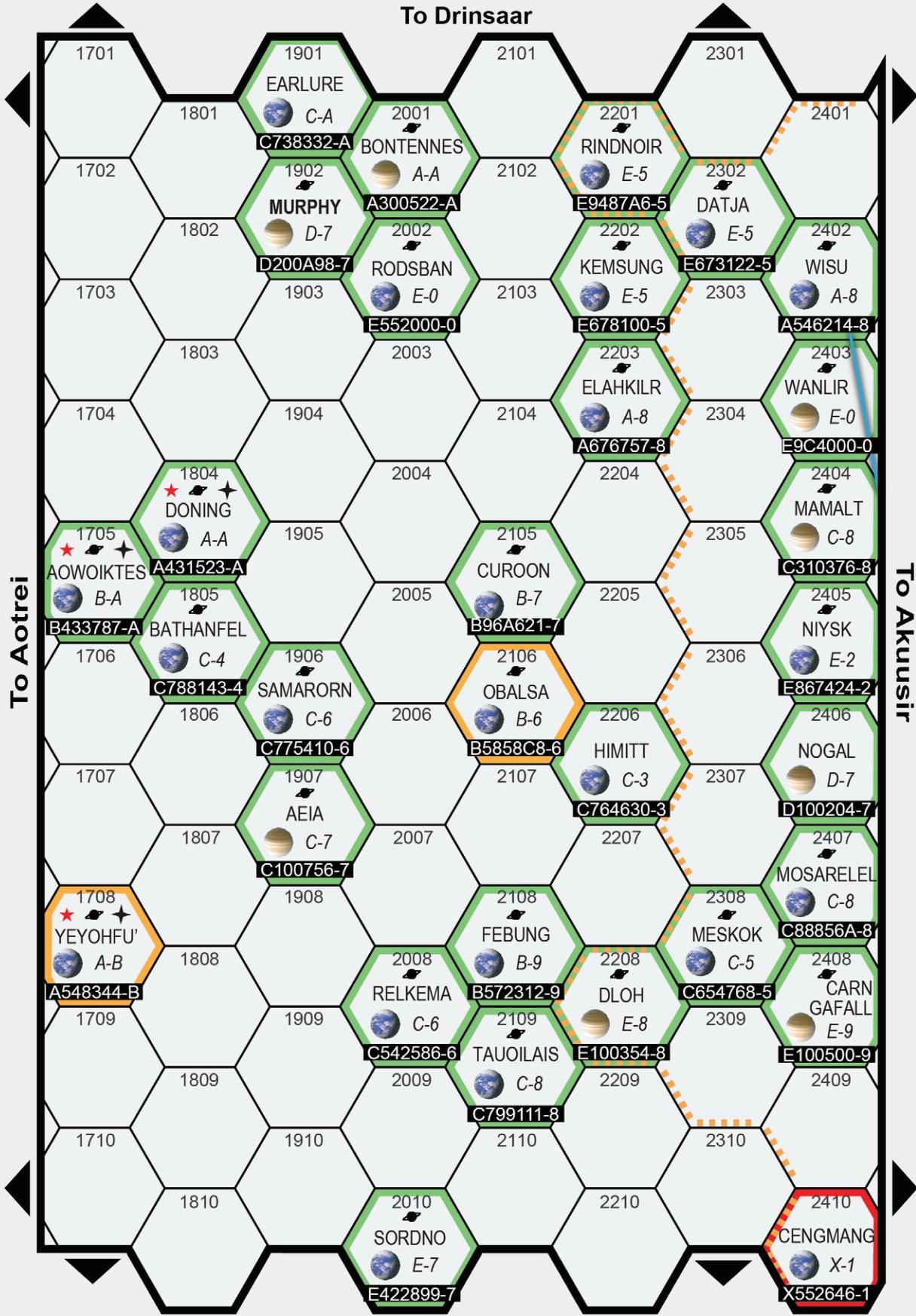
RUIH

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Aeia	1907	—	C100756-7	Na Va	—	—	G
Awoiktes	1705	M, N	B433787-A	Na Po	—	—	G
Bathafel	1805	—	C788143-4	Lo Lt Ni	—	—	G
Bontennes	2001	—	A300522-A	Ni Va	—	—	G
Carn Gafall	2408	—	E100500-9	Ni Va	—	Solomani	G
Cengmang	2410	—	X552646-1	Lt Ni Po	R	Solomani	—
Cuoon	2105	M	B96A621-7	Ni Wa	—	—	G
Datja	2302	—	E673122-5	Lo Lt Ni	—	Solomani	G
Dloh	2208	—	E100354-8	Lo Ni Va	—	Solomani	G
Doning	1804	M, N	A431523-A	Ni Po	—	—	G
Earlure	1901	—	C738332-A	Lo Ni	—	—	—
Elahkilr	2203	—	A676757-8	Ag	—	—	G
Febung	2108	—	B572312-9	Lo Ni	—	—	G
Himitt	2206	—	C764630-3	Ag Lt Ni	—	—	—
Kemsung	2202	—	E678100-5	Lo Lt Ni	—	—	G
Mamalt	2404	—	C310376-8	Lo Ni	—	Solomani	G
Meskok	2308	—	C654768-5	Ag Lt	—	Solomani	G
Mosarelel	2407	—	C88856A-8	Ag Ni	—	Solomani	G
Murphy	1902	—	D200A98-7	Hi In Na Va	—	—	G
Niysk	2405	—	E867424-2	Ga Lt Ni	—	Solomani	G
Nogal	2406	—	D100204-7	Lo Ni Va	—	Solomani	—
Obalsa	2106	—	B5858C8-6	—	A	—	G
Relkema	2008	—	C542586-6	Ni Po	—	—	G
Rindnoir	2201	—	E9487A6-5	Ag Lt	—	Solomani	G
Rodsban	2002	—	E552000-0	Ba Lo Lt Ni Po	—	—	G
Samarorn	1906	—	C775410-6	Ni	—	—	G
Sordno	2010	—	E422899-7	Na Po	—	—	G
Tauoilais	2109	—	C799111-8	Lo Ni	—	—	G
Wanlir	2403	—	E9C4000-0	Ba Fl Lo Lt Ni	—	Solomani	G
Wisu	2402	—	A546214-8	Lo Ni	—	Solomani	G
Yeyofui'	1708	M, N	A548344-B	Lo Ni	A	—	G

RUIH SUBSECTOR



Dark Nebula



Gas Giant
 Starport Class & Tech Level
 Other Naval Base
 Military Base/Garrison

Secure System
 Amber Zone
 Red Zone
 Trade Route

Planet (dry)
 Planet (water present)
 Solomani Confederation Border

Ruih, like Aotrei, is a backwater area despite a long history of development by both humans and Aslan. It fell entirely within the Buffer but since the end of the Solomani Rim War in 1002 the Solomani Confederation annexed twelve neutral worlds along the trailing edge of the subsector, despite protests from neighbouring Aslan clans.

Three important astrographic features were used by the Terrans who first explored Ruih during the Interstellar Wars period. The Samarorn Cluster runs from central Ruih to Aotrei, the Akuusir Cluster is a string of 32 systems connecting Ruih, Akuusir and Danvers, and the Murphy Cluster is a group of seven worlds stretching from the coreward part of Ruih to include the Carter Technocracy worlds in Reaver's Deep.

Aslan arrived in Ruih during the Age of Expansion and established several strongholds in the vicinity alongside existing human settlements. As the Long Night deepened many of the human systems regressed and the Aslan claimed these worlds, either driving the original inhabitants off or becoming their overlords.

The region generally stagnated following the Peace of Ftahalr, with no clan or interstellar state showing much interest in Ruih until the Solomani Confederation began absorbing worlds of the Akuusir Cluster. The Confederation has struggled greatly to assimilate these new acquisitions and tellingly has not yet established any military bases in Ruih. The Confederation has interdicted the world of Cengmang.

The Third Imperium maintains two small embassies at Awoiktes and Elahkilr, both capital worlds of exohierate clans.

The Ruih subsector contains 31 worlds with a population of 37.1 billion. The highest population is 36.6 billion, at Murphy. The highest Tech Level is 11 at Yeyofui'.

AWOIKTES

A poor, independent Aslan world in the Samarorn Cluster, Awoiktes is currently dominated by a coalition of seven clans so conservative in outlook they emigrated out of the Hierate rather than renounce their principals. Many of these clans reject the 'modern' reform of primogeniture, believing all sons should fight for the right to lead their clan.

The most powerful clan on Awoiktes is the Yeahtauheih, said to number some 12.4 million members. The next most powerful, the Teihrai, are estimated to have 6.2 million members. In any case,

all seven Awoiktes clans are equally conservative. Together this coalition has mustered a small navy and the system supports both military and naval bases. The great *Tlaukuhu* clan Hrasua and the Third Imperium maintain small embassies in the Awoiktes capital city.

CENGMANG

A poor, low technology Solomani Confederation protectorate in the Akuusir Cluster, Cengmang is inhabited by a human population formerly ruled by the exohierate Hlawya. The Confederation has interdicted the mainworld and planetfall is forbidden.

Cengmang is a dry, temperate planet with a thin oxygen-nitrogen atmosphere. Most liquid surface water is concentrated in the southern hemisphere in a chain of small, interconnected seas and a flourishing native biosphere crowds around these water sources. Terrans settled the world early in the Long Night and while the population flourished, technology stagnated.

When Aslan began pressing into the Akuusir Cluster they easily overcame the remaining humans to claim the world for themselves. The Aslan established numerous on-world settlements but carefully kept native humans at a distance, allowing them to further regress technologically. Cut off from the wider interstellar community, these humans never embraced Aslan culture.

When the Confederation finally moved into the Cluster they found a primitive human culture living around one of the small seas. The population is divided among nine different city-states, each anchoring agricultural provinces. Each city sends elected representatives to Cengmang, which is also the name of the largest settlement, with roughly 1.5 million citizens.

Solomani contact teams found the inhabitants to be thoroughly hostile to outsiders. The Solomani have interdicted the world until Party anthropologists determine how best to integrate this world into the Confederation.

CUOON

A rich, independent water world inside the Buffer, Terrans first surveyed Cuoon as they migrated spinward during the Interstellar Wars and found a pleasant, habitable planet circling an orange dwarf star – as well as a notable population of Chirpers occupying a large island in the southern hemisphere. Although Chirper populations are scattered throughout Charted Space, the Terrans of that period were unfamiliar with them.

Humans established various settlements on Cuoon over the following centuries but most had been abandoned by the time the Peace of Ftahalr placed the world inside the Buffer. In 708 Aslan scouts for the exohierate Iyolilyaoei identified Cuoon as a perfect location for resettlement. The clan sought to establish a new life beyond the Hierate, as it was being squeezed out of its ancestral territories in the Iwahfauh sector.

The Iyolilyaoei soon established a holding on a small island chain in the northern hemisphere. The clan, currently estimated at 4.61 members, has struggled to establish an industrial base on their new world and rely heavily on imports. They maintain a military base on-world supporting both a small ground force as well as a wet navy.

ELAHKILR

Within a backwater subsector, Elahkilr is a relatively safe harbour for Travellers, sporting a high Tech Level as well as a Class A starport. An independent, agricultural Aslan world located in the Akuusir Cluster, the planet's standard oxygen-nitrogen atmosphere is tainted with sulphur compounds from volcanic activity. Although Elahkilr did not produce native life of its own, Aslan successfully transplanted several hardy plant and animal species from Hierate worlds.

Elahkilr is controlled by the exohierate Hraiiyeeiyea, a traditionalist clan that refused to relinquish its holdings under the Peace of Ftahalr, electing to stay behind. The Elahkilr starport has an orbital component supporting a small yard. The Imperium has a small embassy on-world.

HIMITT

An independent Aslan system located in the Akuusir cluster, Himitt currently holds a reputation as a lawless and wild destination. Formerly, however, it was a rich, agricultural world, first settled by Terran émigrés following the end of the Interstellar Wars. The expanding Aslan absorbed the system into the Hierate by -300 along with the rest of the Akuusir

cluster and the mainworld then came under the control of the Kairloa, who sharply limited human access to technology and drove many offworld.

The Kairloa continue to rule Himitt, although they are now an exohierate clan and their power is much diminished. Many of their lands, once highly productive, have gone fallow over recent centuries and Himitt is dotted with abandoned farming settlements.

The Kairloa centre of power on Himitt is the downport at Wakh Hrea but outside a handful of fortified settlements the world is essentially lawless. Only a small remnant human population remains on-world, and Aslan and human brigands are said to haunt the sweeping badlands and ancient ruins scattered across the planet's surface.

MURPHY

An inherently inhospitable world faced with the very real threat of collapse, Murphy is badly overpopulated and stuck with a faltering technology base. Located in the small stellar cluster bearing its name, Murphy is the small, airless moon of the gas giant Errigal with a population of some 36.6 billion humans.

Although Murphy has never been a truly prosperous world, it was able to survive as a successful manufacturing centre for the subsector. In 1042 a malfunctioning freighter ripped into the highport, immediately downgrading the facility from Class C to D. In the intervening years Murphy's Tech Level has steadily dropped from 9 to 7, curtailing the world's ability to continue to manufacture and export new goods, which has in turn limited Murphy's ability to repair and upgrade the starport.

As it stands, Murphy's infrastructure has begun to suffer from a lack of maintenance and investment, and the risk of catastrophe is only growing. The Murphy government has appealed to the Solomani for assistance but the Confederation is already overextended from the recent absorption of the Akuusir cluster.

AKUUSIR

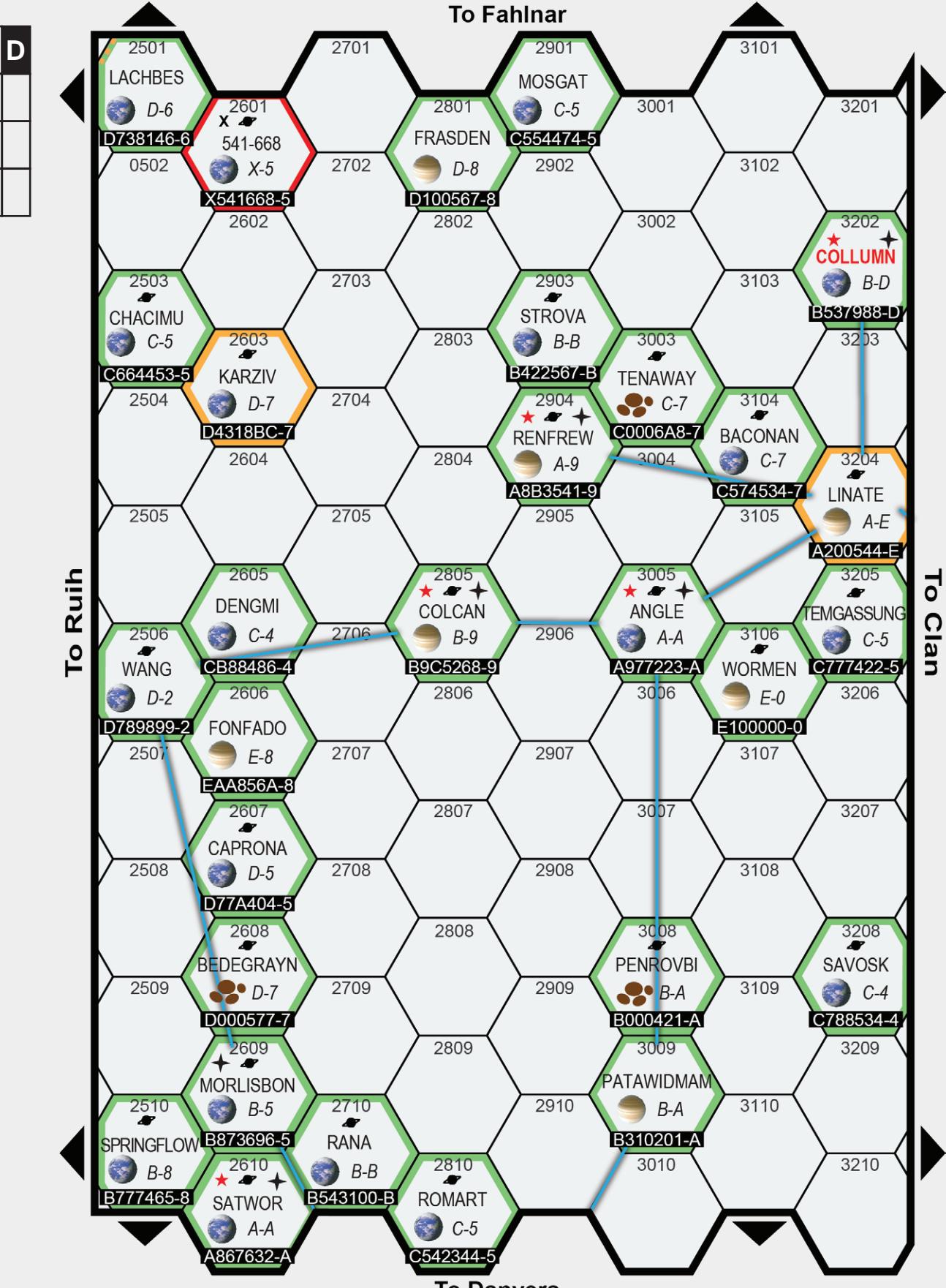
Akuusir marks the transition from safe, established Solomani space to a half-tamed frontier where violence, disease and disaster are never far away. Eight systems to trailing form part of the Uratu Cluster, an astrographic feature straddling the Dark Nebula and Magyar, containing members of the advanced and prosperous Wuan Technology Association.

In contrast, 12 worlds to spinward belong to the Akuusir Cluster, a sparsely populated string of 32 systems in Ruih, Akuusir and Danvers notably harbouring several primitive human populations. The Solomani Confederation has recently absorbed 27 of these systems despite protests from Aslan clans both inside and outside the Hierarchy.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
541-668	2601	—	X541668-5	Lt Ni Po	R	Solomani	G
Angle	3005	M, N	A977223-A	Lo Ni	—	Solomani	G
Baconan	3104	—	C574534-7	Ag Ni	—	Solomani	G
Bedegrain	2608	—	D000577-7	As Ni Va	—	Solomani	G
Caprona	2607	—	D77A404-5	Lt Ni Wa	—	Solomani	G
Chacimu	2503	—	C664453-5	Lt Ni	—	Solomani	G
Colcan	2805	M, N	B9C5268-9	Fl Lo Ni	—	Solomani	G
Column	3202	M, N	B537988-D	Hi Ht	—	Solomani	—
Dengmi	2605	—	CA88486-4	Lt Ni	—	Solomani	—
Fonfado	2606	—	EAA856A-8	Fl Ni	—	Solomani	—
Frasden	2801	—	D100567-8	Ni Va	—	Solomani	—
Karziv	2603	—	D4318BC-7	Na Po	A	Solomani	G
Lachbes	2501	—	D738146-6	Lo Ni	—	Solomani	—
Linate	3204	—	A200544-E	Ht Ni Va	A	Solomani	G
Morlisbon	2609	M	B873696-5	Lt Ni	—	Solomani	G
Mosgat	2901	—	C554474-5	Lt Ni	—	Solomani	—
Patawidmam	3009	—	B310201-A	Lo Ni	—	Solomani	—
Penrovbi	3008	—	B000421-A	As Ni Va	—	Solomani	G
Rana	2710	—	B543100-B	Lo Ni Po	—	Solomani	G
Renfrew	2904	M, N	A8B3541-9	Fl Ni	—	Solomani	G
Romart	2810	—	C542344-5	Lo Lt Ni Po	—	Solomani	G
Satwor	2610	M, N	A867632-A	Ag Ga Ni	—	Solomani	G
Savosk	3208	—	C788534-4	Ag Lt Ni	—	Solomani	G
Springflow	2510	—	B777465-8	Ni	—	Solomani	G
Strova	2903	—	B422567-B	Ni Po	—	Solomani	G
Temgassung	3205	—	C777422-5	Lt Ni	—	Solomani	G
Tenaway	3003	—	C0006A8-7	As Na Ni Va	—	Solomani	G
Wang	2506	—	D789899-2	Lt Ri	—	Solomani	G
Wormen	3106	—	E100000-0	Ba Lo Lt Ni Va	—	Solomani	G

AKUUSIR SUBSECTOR

Dark Nebula



- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- Military Base/Garrison

- Secure System
- Amber Zone
- Red Zone
- Trade Route

- Asteroid/Orbital Complex
- Planet (dry)
- Planet (water present)
- Solomani Confederation Border

Terrans initially surveyed Akuusir during the Interstellar Wars and settlement steadily grew through the Rule of Man. Aslan explorers and traders began to arrive in Akuusir after -1600, and their frequency increased once Wu and the great Tralyeaeawi clan forged trade agreements in -1512.

As the Long Night fell most human worlds in Akuusir outside of the Uratu Cluster had regressed to pre-stellar levels, and by -300, the Aslan had established settlements on a dozen or more worlds, controlling all the links on the vital jump-2 route connecting Wu and Kusyu. In many cases, native human populations welcomed the arrival of the Aslan, who brought technology, trade goods and ties to the interstellar community.

The region emerged from the Long Night and Aslan and human conflict sharply increased, exacerbated by the arrival of new interstellar powers such as the Old Earth Union, the Third Imperium and the Magyar states. Various peace treaties in the 200s and 300s ended these hostilities and placed most of the subsector, including all of the Akuusir Cluster, inside the Buffer. These treaties curtailed economic development and increased isolation in Akuusir; what interstellar trade emerged was largely pass-through traffic between Kusyu and Wu. The human worlds continued to dwindle and the Aslan, cut off from the Hierate, began to regress themselves.

Following the Peace of Ftahalr, two exohierate clans came to dominate the Akuusir Cluster: Treakhouaia and Hlawya. The exiled Treakhouaia were deemed to have become too familiar with humans, relaxing roles between the sexes and settling differences through legal arbitration rather than combat. The Treakhouaia came to dominate the worlds along the lucrative Wu-Kusyu route, including Colcan and Fonfado, and also had holdings on Dengmi, Wang and Satwor.

The Hlawya were one of the many ultra-conservative clans to reject primogeniture as the appropriate means for determining clan succession; they believed all sons should battle for the right to be ko. The Hlawya also held lands on Wang, as well as Chacimu, Satwor, Rana and Romart. The Treakhouaia and Hlawya were sometimes rivals, sometimes collaborators, but never quite enemies. Their power bases lay exclusively in Ruih and Akuusir, and as the clans remained small they struggled to administer widely dispersed holdings in human space.

Roughly a third of the subsector fell within the Solomani Autonomous Region established by the Third Imperium in 704, including most of the Uratu Cluster and the

high population world of Column, while the remainder, including most of the Akuusir Cluster, fell outside.

Rather than relieve tensions, the Autonomous Region led to increased conflict, as Solomani activists pressed for the annexation of all human worlds within the sphere. Following the Rim War, the Solomani Confederation began pressing spinward beyond the old borders of the Autonomous Region, into the Buffer and occasionally even further into Hierate space.

As the Solomani Confederation encroached into the Akuusir Cluster, the Treakhouaia at first tried to negotiate, then accommodate and finally assimilate, although with generally unsatisfactory results. Many Treakhouaia holdings were seized by the Solomani under various legal pretences and the inhabitants resettled to Akludu in Magyar. Today, most of the Aslan encountered in Akuusir working in starports, crewing merchant ships, or serving in the Confederation military will be Treakhouaia.

The Hlawya, in contrast, fought the Solomani. At first they drove back disorganized and ill-equipped volunteer brigades and mercenary units. As the Solomani gained additional support from the Confederation government, the Hlawya's fortunes began to turn. In 1067 the Hlawya were broken at Chacimu, the survivors scattering to the margins of Akuusir.

Economically, the Cluster presents little more than a burden to the Confederation, with most economic aid wasted on corrupt or inept planetary governments. Although the Cluster has several reasonably habitable worlds, only a handful possess early stellar or better Tech Levels; the highest Tech Level in the Cluster is TL11, with 26 worlds limited to pre-stellar Tech Levels or less and 13 of these having only industrial Tech Levels or less.

The Cluster is an ongoing haven for pirates, brigands and outlaws of similar ilk. Perhaps more concerning, Solomani Security has had great difficulty negotiating the incredibly complex, tribal rivalries within the Cluster as various local warlords vie for influence. Many of these worlds speak Aslanic as their first language and none speak Galanglic as even a second language. These humans could not distinguish between core Imperial or Confederation ideologies and could not say where Sol lay in the night sky but could point in the direction of Tyeyo, the Aslan homestar, just as they could explain the importance of Aokhaor.

Further, the Cluster has presented a series of humanitarian crises. Displacement of the Treakhouaia and Hlawya clans, along with the abrupt introduction

of stellar technology created economic and social upheaval on many worlds. New diseases introduced by Solomani visitors have ravaged the native populations, while ancient diseases incubated unchecked in the Cluster for millennia have suddenly been carried back into the interstellar community.

The Solomani Party in Magyar spent decades actively recruiting colonists for the Akuusir Cluster in an ill-advised attempt to shore up these newly gained worlds. Private organisations targeted disaffected citizens on poor, high population, Imperial-occupied worlds such as Arrid, Esuan, Austa, Hyalin, Amon and Anerin. These groups lobbied the Ministry of Foreign and Colonial Affairs to expedite immigration from the Imperium, raised considerable funds for passage and supplies but then failed to invest in basic training or support, essentially dumping hundreds of thousands of ill-prepared refugees into hostile, low technology environments and leaving them to fend for themselves.

Many transplants perished while others became so reliant on external aid they have pushed local governments to the breaking point. In desperation, the Ministry of Foreign and Colonial Affairs finally stopped issuing new visas to worlds in the Cluster in 1101.

The Akuusir subsector contains 29 worlds with a population of 1.4 billion. The highest population is 1 billion, at Column. The highest Tech Level is 14 at Linate.

541–668

This world may or may not exist. In 1065 the Imperial Interstellar Scout Service published its Second Survey, which lists a world at this location only by its six digit main world identifier, 541–668, and the following profile: X541000-0. No such world appears in any star chart issued by the Solomani Confederation and when asked the Ministry of Information has always passed the entry off as a typical Imperial error.

Rumours abound. 541–668 is a shipyard for experimental Confederation Navy designs, or a top secret skunk works run by the Ministry of Science and Technology, or a massive Ministry of Genetics repository. The most common – most plausible – theory is the system is a black site for housing and interrogating political prisoners of the Confederation. Unauthorised ships attempting to jump into the system have either reappeared months later, with sullen crews refusing to speak of their experience, or else disappeared forever.

What is certain is that those who ask too many questions about 541–668 inevitably receive a visit from Solomani Security. Should they persist, they can expect increasing scrutiny from various ministries. In some cases, the overly inquisitive appear to have simply vanished. In 1098 Dr. Irfan Sasaua of Earltras published *The Missing and the Silenced*, chronicling the disappearance of Hanife Aoyea – his wife and a fiery critic of Solomani military rule. Dr. Sasaua claimed a confidential government source revealed she had been renditioned to 541–668, a prison world housing some eight million souls. Shortly after publishing his exposé, Dr. Saaua himself disappeared and has not been heard from since. The Ministry of Information has denied all of Dr. Saaua's claims and suppressed further dissemination of *The Missing and the Silenced*.

CHACIMU

A low technology Solomani Confederation world in Akuusir Cluster, Chacimu had formerly been an agricultural holding of the Hlawya clan but was recently seized by the Confederation in a fierce battle. After several years of skirmishes with Solomani forces, in 1067 the Hlawya ambushed and destroyed two brigades of the 3rd Columnite Lift Cavalry Division at Karziv. Confederation military planners then decided a decisive end to the conflict was in order.

The Hlawya attempted to hold the Solomani off at Chacimu but their remaining space forces were routed by a squadron of Confederation Virago battle riders, leaving the bulk of the Hlawya ground forces trapped on-world. Rather than slink into the badlands to wage a guerrilla campaign, the Hlawya made a last stand outside the capital city of Taiwaeaa, where 16 *huih'eal* (battalions) of infantry were massacred by two Solomani grav tank divisions in an honourable but futile battle fought over nearly four standard days.

Although the might of the Hlawya was broken at Chacimu, the number of low population and low-technology worlds in the Akuusir Cluster provided many places for survivors to regroup. Most Aslan pirates or brigands encountered in the Cluster today will be descended from the Hlawya and bear undying enmity for the Confederation and its vassals. A cry of *Taiwaeaa!* is often the last thing a Solomani merchant hears before an Aslan corsair attacks.

The Aslan Hlawya clan, once dominant in the Akuusir subsector, were broken in battle by the Solomani military at Chacimu in 1068. The survivors and their descendants now dwell on the ragged edges of the subsector, with many turning to piracy.



Hlawya Corsairs

STR 10 DEX 7 END 8 INT 8 EDU 6 SOC 4
Athletics (dexterity) 1, Deception 0, Explosives 0,
Gun Combat (slug) 1, Mechanic 0, Melee (natural)
1, Persuade 0, Pilot (spacecraft) 2, Vacc Suit 1

Weapons: Yeheal Autorifle (3D, Auto 2)

Armour: Heavy Vacc Suit with Claw Port (+8)

COLUMN

Column is an important, high-population Solomani Confederation world located near the intersection of Reaver's Deep, Daibei, Magyar and the Dark Nebula. The world contains a joint Confederation Army-Navy base and is the administrative centre for the Confederation in Akuusir.

The mainworld was first settled around -1750 by Rule of Man refugees fleeing the slow collapse of the Rim Province. According to legend, these first settlers included three deserting naval squadrons from the Diaspora fleet. Column quickly developed an industrial base and built up a small but formidable interstellar navy. As the Long Night began to fall across the region, by -1400 Column was aggressively raiding neighbouring worlds for technology and other resources but eventually reached an accord with nearby Wu. By -1000 this relationship had grown into an important

alliance, as Wu provided Column jump and weapons technology in exchange for military protection, first from Reavers, then against human refugees fleeing the Aslan Border Wars and then from Aslan raiders themselves.

Between -800 and -500 Column maintained sporadic contact with the increasingly distant Old Earth Union, including hosting at least two expeditionary fleets. After -500 Aslan pressure intensified and Old Earth Union contact diminished, forcing Column to rely on Wuan diplomacy to forestall the ascendant Aslan.

Around 100, Column began building a small pocket empire. Taking advantage of interclan strife inside the Hierate, Column absorbed several Aslan-controlled worlds, including Frasden and Strova. In 206 Column seized control of Reynold in Magyar and began populating the mainworld in earnest. By 350 Column and the Old Earth Union had re-established contact but following the Peace of Ftahalr in 380, Column, ostensibly non-aligned, became a *de facto* Imperial client state, hosting an Imperial naval base.

Column lay just within the borders of the Solomani Autonomous Region and soon became an important staging area for Solomani raids into Aslan territory. In 835 an exasperated Imperium withdrew naval forces from the system, and Column and its Solomani allies quickly appropriated the abandoned naval base and yards. Without Imperial protection, Column was subject to retaliatory raids from various Aslan clans. Column was an eager signatory to the Charter of Confederation in 871, although its colony on Reynold declined to join.

Most Solomani raids into Aslan space came to an abrupt end in 990 with the Solomani Rim War. Column suddenly found itself on the side lines, its military resources focused on defending human worlds against Aslan incursions. Since the end of the war, Column has resumed its role as a staging area for raids into the Hierate.

The age-old partnership between Column and the Wuans has become increasingly strained in the Solomani Period, as Column assumes an increasingly antagonistic posture against both the Aslan and the Imperium.

LINATE

Linate, located in the Urartu Cluster, occupies an advantageous position on a main trade route running coreward-rimward along the spinward edge of the Confederation. The main world is a small, airless

desolate moon orbiting Seba, a bright blue gas giant with swirling bands of green. Seba orbits its G1 V primary at 0.7AU, well inside the star's 100-diameter limit – meaning starships normally need to traverse 50 million kilometres of normal space to reach Linate. Further, Seba is surrounded by a particularly large magnetosphere that traps charged particles, which in turn form intense radiation belts of widely varying size. The TAS has issued an Amber Zone for the system due to the navigational hazard created by these belts.

A pilot approaching Linate must make an Average (8+) Pilot check (DEX) or the ship suffers a critical hit of Severity 1 to its sensors.

SATWOR

Satwor is an important Solomani Confederation system located in the Akuusir Cluster. A rich, temperate garden world and agricultural producer, Satwor is locked in a close, resonant orbit with Thouma, its M3 V primary. The planet rotates three times about its spin axis for every two orbits about Thouma, resulting in each Satwor day being 38 standard days in length.

Possibly due to its unusual resonant orbit, Satwor was sparsely inhabited by humans and Aslan for millennia. In the early 800s settlers from Column established a small on-world colony devoted to promoting Solomani ideology to the indigenous human populations of the Cluster. The colony grew steadily and drew Solomani activists from as far away as Magyar. These activists used Party connections to raise economic and technological support from throughout the Solomani Sphere, rapidly uplifting Satwor to early stellar Tech Levels. The world constructed a Class A starport and established a small, Party-subsidised shipbuilding concern, Satwor Yards. Solomani activists also pressed for Confederation absorption of the human worlds of the Akuusir Cluster.

Satwor is currently ruled by the World Party Governing Committee, which promotes rather extreme Solomani-libertarian policies. Although Satwor has only 9.72 million inhabitants, the government harbours outsized ambitions; the world has acquired a few Rim War-era warships, including the *Degen*, an old Yamamoto-class cruiser. Using its significant technological edge, Satwor has claimed several nearby worlds, including Meskok, Mosarelel, Springflow and Fonfado. Thanks to Party influence, Satwor hosts a joint naval and army base coordinating Confederation military activities throughout the Cluster.

WANG

Wang is a rich, temperate world located in the Akuusir Cluster. The main world orbits its K3 V primary in the habitable zone and is broadly compatible with human life. Seas cover 84% of the surface, with most land concentrated in a single southern continent. Wang was initially settled by Terrans by -1500 but captured by Aslan before -300, who named it Wayleiya. Like many other worlds in the cluster, the Aslan allowed human technology levels to regress to pre-industrial levels. Wang fell within the Buffer and Aslan on-world presence gradually diminished as Solomani interests in the area grew.

The native human population has a primitive Tech Level and retains many cultural influences from the Aslan occupation, including the Aslanic language. Much of the world's population is concentrated in a series of coastal cities while the interior has many wild and lawless areas. Graceful, Aslan-style sailing ships ply the seas of Wang, while caravans work the crude trade roads. The downport is located at Yooi, the largest city.

In 1054 the Solomani Confederation deposed an indigenous world empress, Saeae Zui, and replaced her with a provisional government overseen by Solomani advisors. The rightful Empress of Yooi was only 19 at the time and has spent her entire life in exile on Wu, where she still lives in hiding, occasionally issuing illicit messages of hope and resistance for her subjects.

The Yooi hill folk are primitive humans who live in the stony highlands around the Wanguan capital city. They understand that offworlders often carry technological items of great value and may be interested in trade or robbery depending upon the situation. Hill folk are native Aslanic speakers but usually know a few Galanglic words and phrases from interactions with Solomani cultural integration teams.

YOOI HILL FOLK

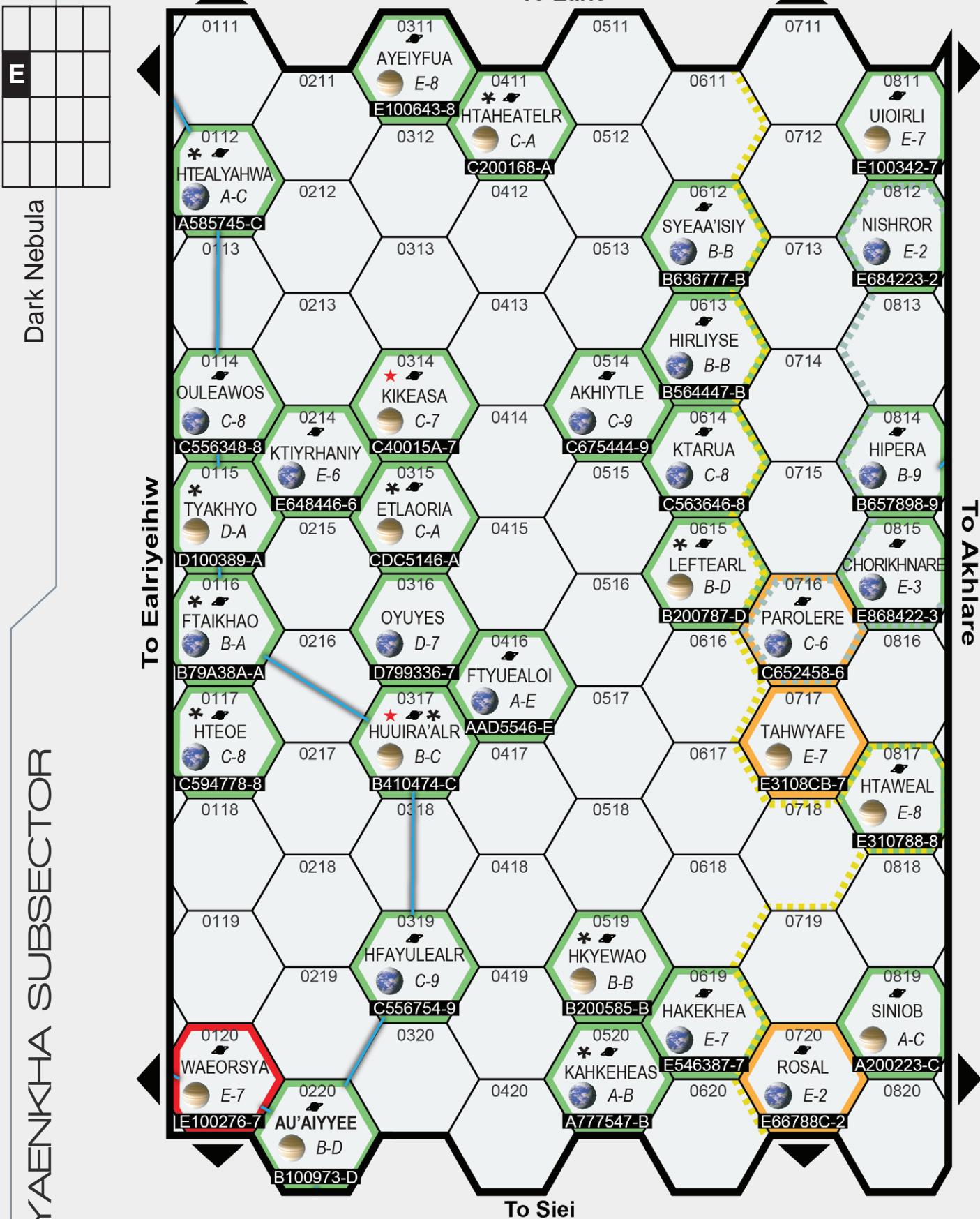
STR 8 DEX 8 END 11 INT 6 EDU 7 SOC 3
Animals 0, Athletics 0, Carouse 1, Language 0,
Melee 0, Recon 0, Survival 1

Weapons: Crescent Blade (2D+3)
Armour: Jack (+1)

KYAENKHA

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Akhiytle	0514	—	C675444-9	Ni	—	Hierate	G
Au'aiyyee	0220	—	B100973-D	Hi Ht In Na Va	—	Hierate	G
Ayeiyfua	0311	—	E100643-8	Na Ni Va	—	Hierate	G
Chorikhnare	0815	—	E868422-3	Lt Ni	—	Gerontocracy of Ormine	G
Etlaorla	0315	ACS	CAC5146-A	Fl Lo Ni	—	Hierate	G
Ftaikhao	0116	ACS	B79A38A-A	Lo Ni Wa	—	Hierate	G
Ftyuealoi	0416	—	AAD5546-E	Fl Ht Ni	—	Hierate	G
Hakekhea	0619	—	E546387-7	Lo Ni	—	Hierate	G
Hfayulealr	0319	—	C556754-9	Ag	—	Hierate	G
Hipera	0814	—	B657898-9	Ga	—	Gerontocracy of Ormine	G
Hirliyse	0613	—	B564447-B	Ni	—	Hierate	G
Hkyewao	0519	ACS	B200585-B	Ni Va	—	Hierate	G
Htaheatelr	0411	ACS	C200168-A	Lo Ni Va	—	Hierate	G
Htaweal	0817	—	E310788-8	Na	—	Hierate	G
Htealyahwa	0112	ACS	A585745-C	Ag Ht Ri	—	Hierate	G
Hteoe	0117	ACS	C594778-8	Ag	—	Hierate	G
Huuira'alr	0317	ACS, N	B410474-C	Ht Ni	—	Hierate	G
Kahkeheas	0520	ACS	A777547-B	Ag Ni	—	Hierate	G
Kikeasa	0314	N	C40015A-7	Lo Ni Va	—	Hierate	G
Ktarua	0614	—	C563646-8	Ni Ri	—	Hierate	G
Ktiyrhaniy	0214	—	E648446-6	Ni	—	Hierate	G
Leftearl	0615	ACS	B200787-D	Ht Na Va	—	Hierate	G
Nishror	0812	—	E684223-2	Lo Lt Ni	—	Gerontocracy of Ormine	—
Ouleawos	0114	—	C556348-8	Lo Ni	—	Hierate	G
Oyuyes	0316	—	D799336-7	Lo Ni	—	Hierate	—
Parolere	0716	—	C652458-6	Ni Po	A	Gerontocracy of Ormine	G
Rosal	0720	—	E66788C-2	Ga Lt Ri	A	—	G
Siniob	0819	—	A200223-C	Ht Lo Ni Va	—	—	G
Syeaa'isiy	0612	—	B636777-B	—	—	Hierate	G
Tahwyafe	0717	—	E3108CB-7	Na	A	—	—
Tyakhyo	0115	ACS	D100389-A	Lo Ni Va	—	Hierate	—
Uioirli	0811	—	E100342-7	Lo Ni Va	—	—	G
Waeorsya	0120	—	E100276-7	Lo Ni Va	R	Hierate	G

KYAIENKHA SUBSECTOR



- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- Clan Base

- Secure System
- Amber Zone
- Red Zone
- Trade Route
- Planet (dry)
- Planet (water present)
- Aslan Hierate Border
- Gerontocracy of Ormine Border

The spinward three quarters of the Kyaenkha is part of the Aslan Hierate, while the trailing quarter is inside the Buffer and includes four systems controlled by the Gerontocracy of Ormine, a small interstellar state composed of humans and a pseudo-reptilian species from Akhlare.

Three notable astrographic features include the Au'aiyee Cluster, 17 connected systems snarl from Siei in the Dark Nebula through Kyaenkha and then Ealriyeihiw and Aiheairl in the Iwahfauh sector, while the Hipera Cluster is a 15-world grouping straddling the Hierate and the Gerontocracy and includes three independent worlds. The extremely bright B8 V primary of the Tahwyafe system, visible from Terra, was associated by ancient Terrans with the star they called Homam or Zeta Pegasi. The Rosal Cluster is a 13-world grouping beginning in rimward Kyaenkha connecting to Siei and Kilrai'.

Terran explorers out of Earle first surveyed Kyaenkha during the Interstellar Wars, establishing colonies before -2200 at Terran-Prime worlds of Kahkeheas and Rosal, where they found a native population of Droyne. Humans enjoyed nearly 600 years of exclusive control over the subsector before the Aslan burst out of Kilrai' and soon established dominance in Kyaenkha.

Today, a large number of Hierate clans have holdings in Kyaenkha, including members of various *Tlaukuh* alliances, including the Yerlyaruiwo, Hrasusa, Tralyeaeawi and Khaukheairl blocs. Many of these powerful clans hold territory on the split control world of Au'aiyee, an important high-population, industrial centre in the Au'aiyee Cluster. The rich world of Ktarua is the clan capital of the Hkeifatyaiy, vassal to the *Tlaukuh* clan Eteawyolei', a member of the Hrasua bloc.

Kyaenkha is also the site of an ongoing feud between two large multi-world clans, the Hweaolriya and the Aeahekikhikhir. The Hweaolriya own outright the worlds of Ftaikhao and Ktiyrhahiy, has lands on the worlds of Syeaa'isiy, Huuira'alr, and Waeorsya, and the rich world Htealyahwa is controlled by the Ftauhakit in fief to the Hweaolriya. In Kyaenkha, the Aeahekikhikhir share several worlds with other clans and outright own the bleak world of Hakekhea, where valuable mineral deposits were recently discovered. The Aeahekikhikhir capital is the city of Auiyye, located on Au'aiyee.

For the last several years, intermittent warfare between the two clans has been common. As is customary, the war has been very strictly regulated but terms of the conflict allow for serious fighting. Neither side has gained the upper hand in any of these clashes.

The Kyaenkha subsector contains 33 worlds with a population of 2.3 billion. The highest population is 1 billion, at Au'aiyee. The highest Tech Level is 14 at Ftyuealoi.

AYEIYFUA

Ayeiyfua is a nondescript system with an unusual amount of starship traffic far from the starport. The listed main world is a vacuum moon of the gas giant Yuleahou, which orbits its yellow dwarf, Ayeh, just beyond the snow line at 7.7AU. A dim red dwarf companion star orbits nearly 43 light-hours away. Ayeiyfua is an unimportant, backwater system controlled by the small Iaofti clan. The Class E starport offers little more than a navigation beacon.

The Aeahekikhikhir are rumoured to control a habitable world in the inner system. Certainly the Aeahekikhikhir are very secretive about their activities in Ayeiyfua and any inquiries are met with cold silence. The Iaofti are aware the inner system seems to generate more starship traffic than their outer system.

LEFTEARL

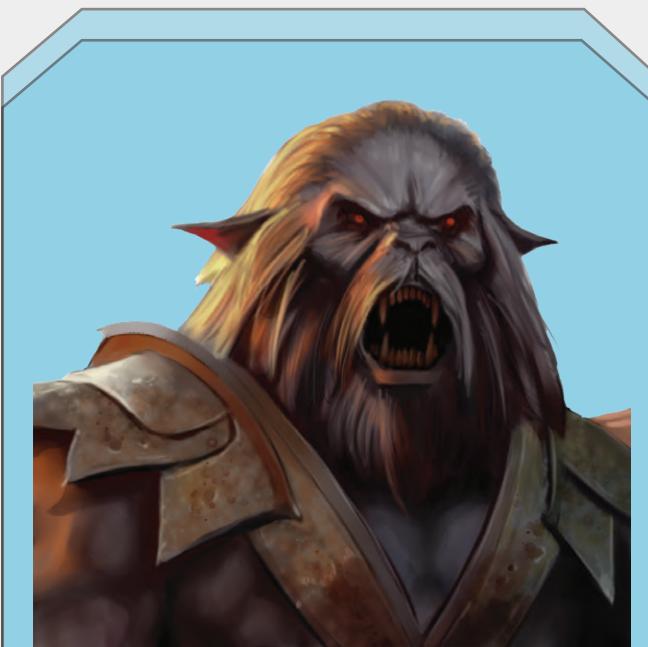
Leftearl is the Aslan-controlled moon of the innermost and largest planet in the system, Oa – a liver-coloured gas giant some 105,000 kilometres in diameter. Oa orbits Stataorlai, a bright, white A7 V star, at about 21AU distance. The mainworld is controlled by the independent Eakhtawa, which maintains a clan base on the moon's surface.

A notable secondary world, the Stataorlai Belt (C000768-8), is a rich planetoid belt orbiting Stataorlai at 15AU on the edge of the outer system.

ROSAL

Rosal is an independent world dominated by the exohierate Yuoihiy, a group of Aslan who have largely rejected technology. The mainworld is a rich, low-technology garden world in a system just inside the Buffer, in the Rosal stellar cluster.

Although Rosal does not seem to have developed native life of its own, the planet supports an abundant array of transplanted life. Terran explorers, arriving during the Interstellar Wars period, were surprised to



YUOIHIY CLAN MEMBERS

STR 10 DEX 5 END 9 INT 7 EDU 5 SOC 6
 Athletics 0, Gun Combat (slug) 1, Melee (natural) 2, Persuade 0, Recon 1, Survival 0

Weapons: Antique Rifle (3D-3)

Armour: Jack (+1)

find an extant Droyne population already in place. The Droyne as contacted were living in a primitive, almost Edenic state, having developed a culture perfectly matched to the slow rhythms of Rosal. The humans were able to establish a settlement far enough away from the Droyne to avoid conflict.

During the Aslan Age of Expansion the Yuoihiy came on-world, eventually driving the humans offworld. The Yuoihiy initially ignored their Droyne neighbours but over the centuries the two species increasingly interacted as the Aslan slowly began to adopt Droyne cultural practices. During the Cultural Purge, the Yuoihiy were expelled from the Hierate for their rejection of Aslan culture and today the Yuoihiy are fiercely protective of Rosal and their Droyne partners, meeting any outsiders with hostility and even violence.

WAEORSYA

A likely site for a future conflict between two feuding clans, Waeorsya is a small, interdicted Aslan Hierate vacuum moon. The world is the largest satellite of the blue-green gas giant Eyah, which orbits its yellow dwarf sun Eatyurei at 2.18 AU, just inside the habitable zone. Eatyurei lies in the Au'aiyee Cluster.

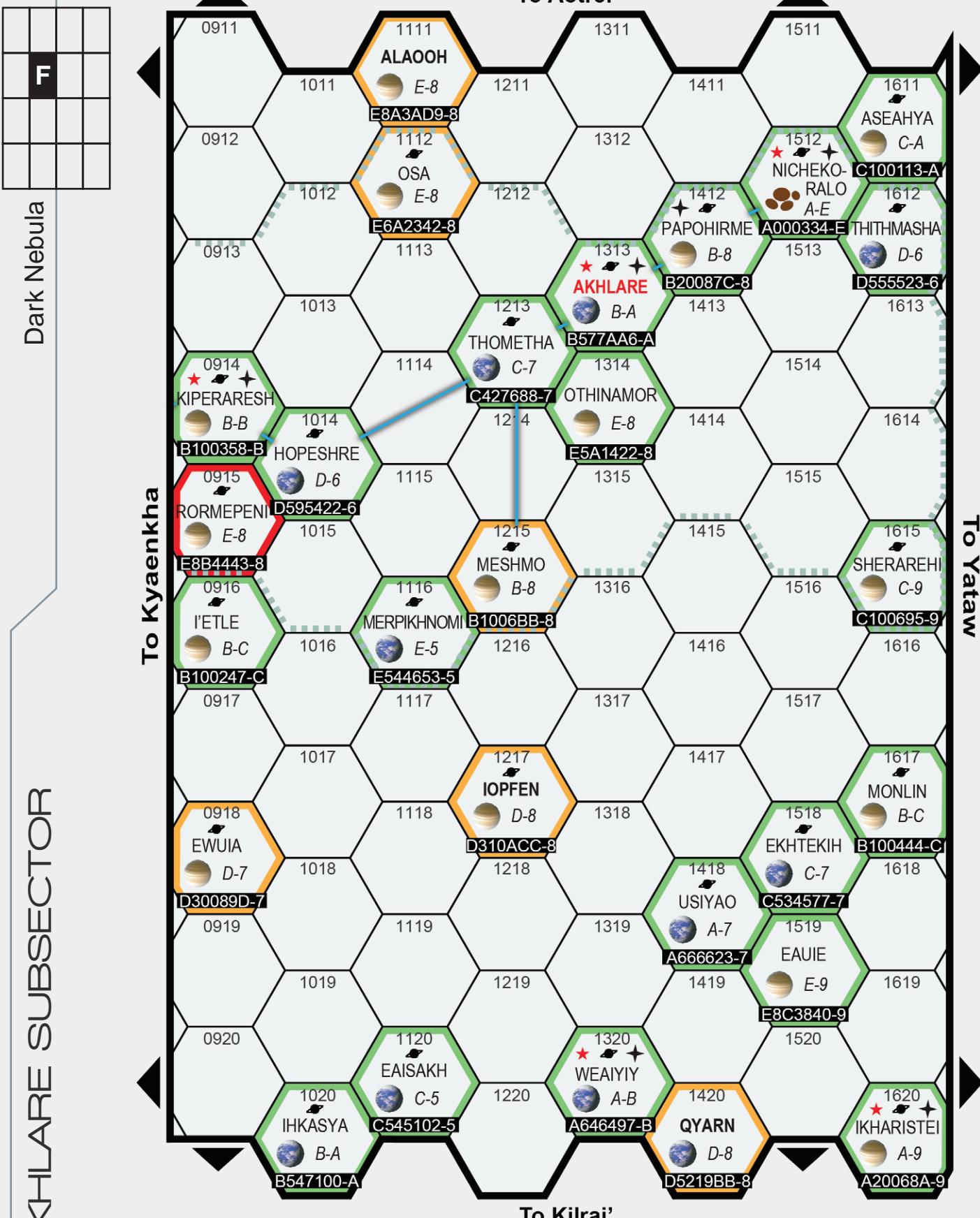
Control of Waeorsya is split between a number of different clans, including the feuding Aeahekihiykhiiy and Hweaolriya. Given the high probability of violence, all clans with an ownership stake have interdicted the system.



AKHLARE

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Akhlare	1313	M, N	B577AA6-A	Hi In	—	Gerontocracy of Ormine	G
Alaooh	1111	—	E8A3AD9-8	Fl Hi	A	—	—
Aseahya	1611	—	C100113-A	Lo Ni Va	—	—	G
Eaisakh	1120	—	C545102-5	Lo Lt Ni	—	—	G
Eauie	1519	—	E8C3840-9	Fl	—	—	—
Ekhtekih	1518	—	C534577-7	Ni	—	—	G
Ewuia	0918	—	D30089D-7	Na Va	A	—	G
Hopeshre	1014	—	D595422-6	Ni	—	Gerontocracy of Ormine	G
I'etle	0916	—	B100247-C	Ht Lo Ni Va	—	—	G
Ihkasya	1020	—	B547100-A	Lo Ni	—	—	G
Ikharistei	1620	M, N	A20068A-9	Na Ni Va	—	—	G
Iopfen	1217	—	D310ACC-8	Hi In Na	A	—	G
Kipelaresh	0914	M, N	B100358-B	Lo Ni Va	—	Gerontocracy of Ormine	G
Merpikhnomi	1116	—	E544653-5	Ag Lt Ni	—	Gerontocracy of Ormine	G
Meshmo	1215	—	B1006BB-8	Na Ni Va	A	Gerontocracy of Ormine	G
Monlin	1617	—	B100444-C	Ht Ni Va	—	—	G
Nichekoralo	1512	M, N	A000334-E	As Ht Lo Ni Va	—	Gerontocracy of Ormine	G
Osa	1112	—	E6A2342-8	Fl Lo Ni	A	Gerontocracy of Ormine	G
Othinamor	1314	—	E5A1422-8	Fl Ni	—	Gerontocracy of Ormine	—
Papohirme	1412	M	B20087C-8	Na Va	—	Gerontocracy of Ormine	G
Qyarn	1420	—	D5219BB-8	Hi In Na Po	A	—	—
Rormepeni	0915	—	E8B4443-8	Fl Ni	R	Gerontocracy of Ormine	G
Sherarehi	1615	—	C100695-9	Na Ni Va	—	Gerontocracy of Ormine	G
Thithmasha	1612	—	D555523-6	Ag Ni	—	Gerontocracy of Ormine	G
Thometha	1213	—	C427688-7	Ni	—	Gerontocracy of Ormine	G
Usiyao	1418	—	A666623-7	Ag Ga Ni	—	—	G
Weaiiy	1320	M, N	A646497-B	Ni	—	—	G

AKHLARE SUBSECTOR



♦ Gas Giant
 B-6 Starport Class & Tech Level
 ★ Other Naval Base
 ✠ Military Base/Garrison

■ Secure System
 ■ Amber Zone
 ■ Red Zone
 ■ Trade Route
 ● Asteroid/Orbital Complex
 ○ Planet (dry)
 ● Planet (water present)
 ■ Gerontocracy of Ormine Border

Akhlaré is entirely inside the Buffer and the centre is controlled by the Gerontocracy of Ormine, a small multi-world state that has dominated the area for nearly 3,000 years. The Gerontocracy is an unusual coalition of humans and Ormine, an intelligent people native to Akhlaré. Although temperamentally very different, the two species have created an effective partnership. The long-lived Ormine provide long-term perspective, stability and continuity, while the shorter-lived humans provide ambition, energy and an ability to respond quickly and dynamically to change.

The Hipera Cluster connects Akhlaré and Kyaenka, while the Ormine Cluster is a seven-system grouping of worlds in the centre and trailing sections of Akhlaré. A few worlds in the rimward section of the subsector are part of the Mir Cluster, a historically important astrographic feature connecting worlds in Kilrai' and Khtoiakta.

Terrans began exploring Akhlaré during the last great waves of migration from the Rule of Man, making contact with the Ormine at Akhlaré around -1900. Despite the vastly different outlooks between the two species, humans gave the Ormine the technology to travel beyond their homeworld. As the Aslan began to spread across the Kilrai' Cluster, humans and Ormine had time to establish the foundations of the Gerontocracy.

Throughout the Long Night this unusual government was able to retain interstellar technology and hold off raids from Reavers and encroachments from *i hatei*, allowing the subsector to remain largely independent even as the Hierate grew and expanded all around. Although many Aslan would come to settle the region, these were largely exohierate clans.

The Akhlaré subsector contains 27 worlds with a population of 118 billion. The highest population is 57.6 billion, at Akhlaré. The highest Tech Level is 14 at Nickekoralo.

AKHLARE

The homeworld of the Ormine as well as the capital for their small interstellar state, Akhlaré is a high population, industrial world. Akhlaré is the only economically significant world in the subsector and an important commercial centre for the sector as a whole.

Akhlaré orbits Althomor, its cool K2 V primary, in the habitable zone and supports a diverse range of indigenous life, including several different families of

pseudo-reptiles. The planet has a standard oxygen-nitrogen atmosphere tainted with tiny, airborne plant life requiring visitors to use filter masks to avoid infection.

With 57.6 billion inhabitants, Akhlaré has the largest population in the Gerontocracy of Ormine. Included in this estimate are approximately 2.88 billion humans who live and work on-world. Despite the high population level, careful Ormine planning has prevented the world from becoming overcrowded, with architecture that uses pleasing, organic forms, low-slung buildings and plantings and parks to blend in with the surrounding environment. Ormine cities are always built around water and include large submerged sections every bit as busy as the dry areas. Air-breathers are encouraged to rent equipment to allow them to explore these underwater districts and grottos.

Akhlaré includes major bases for Gerontocracy ground forces and interstellar navy, which are largely staffed by humans and led by Ormine commanders. Although the Ormine are themselves a peaceful people, their human partners ensure the military forces are equipped and trained to defend the state.

IOPFEN

Iopfen is an independent Aslan system, perhaps most notable for pervasive, high-stakes gambling, an activity virtually unknown within the Hierate. An old Solomani joke, sure to incite a brawl, holds that Aslan females are much too smart to gamble and the males are much too stupid.

Isolated in the small stellar rift just rimward of Ormine space, Iopfen is a small, arid planet with only a trace atmosphere, tide-locked to its M2 V primary. Despite this unpromising location and hostile environment, Iopfen supports an industrial economy consisting of mining and refining the abundant in-system mineral resources. The main world is populated by 21.1 billion Aslan, mostly exiles and outcasts from the Hierate and dominated by the exohierate Ausikhahear.

On Iopfen, male Aslan freely handle money in order to engage in fervid betting over anything and everything, including human-introduced games of chance, but most popular by far are bets on competitions of skill and strength, such as races and unarmed fighting. The Ausikhahear tightly control all aspects of the gambling industry from the lavish, high-stakes casinos to the dingiest betting parlours, to say nothing of pawn shops, loan sharks and payday lenders.

QYARN

Qyarn, a high-population, industrial world, is the adopted homeworld of an exohierate clan, the Tyesourla, exiled from the Hierate during the Cultural Purge for its embrace of human culture. Located in the Mir Cluster inside the Buffer Zone, Qyarn is a poor, hot and inhospitable planet largely passed over for development after its discovery during the Rule of Man.

The Tyesourla rose during the Age of Expansion as a manufacturing clan, producing inexpensive vehicles and equipment for human and Aslan markets. After centuries of frequent interactions with human clients, the Tyesourla began relaxing traditional barriers between gender roles, allowing males to take management positions within clan businesses and female executives to occupy political leadership.

Pushed out of the Hierate during the Purge, the Tyesourla had to abandon many of their business and factory cities and restart on Qyarn. Although it has taken centuries, the clan has rebuilt much of its population base and constructed new manufacturing facilities, although its overall technology remains just below interstellar levels – a limitation the clan hopes to address in the coming century.

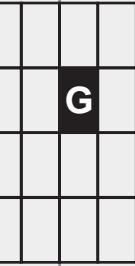
Qyarn today is a harsh, unattractive world of domed industrial cities and underground factory complexes. The Tyesourla are ruled by a despotic Aslan female overlord, Uitea, who succeeded her equally despotic predecessor in 1093. Uitea has imposed harsh law onto Qyarn and local databases usually assign the equivalent of an Amber Zone, due to the strange culture as well as high Law Level.



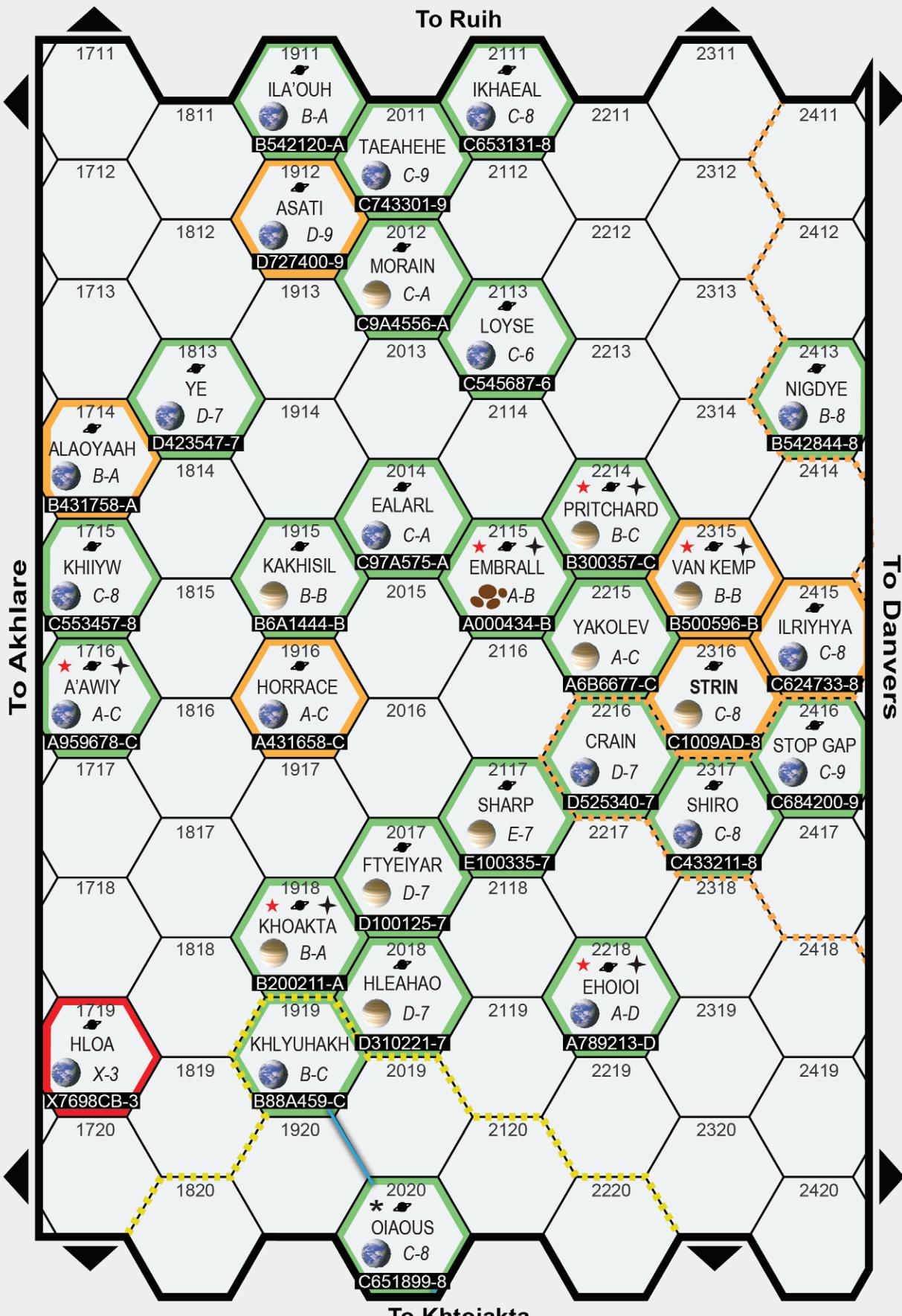
YATAW

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
A'awiy	1716	M, N	A959678-C	Ht Ni	—	—	G
Alaoyaah	1714	—	B431758-A	Na Po	A	—	G
Asati	1912	—	D727400-9	Ni	A	—	G
Crain	2216	—	D525340-7	Lo Ni	—	Solomani	—
Ealarl	2014	—	C97A575-A	Ni Wa	—	—	G
Ehoioi	2218	M, N	A789213-D	Ht Lo Ni	—	—	G
Embrall	2115	M, N	A000434-B	As Ni Va	—	—	G
Ftyeiyar	2017	—	D100125-7	Lo Ni Va	—	—	G
Hleahao	2018	—	D310221-7	Lo Ni	—	—	G
Hloa	1719	—	X7698CB-3	Lt	R	—	G
Horrace	1916	—	A431658-C	Ht Na Ni Po	A	—	G
Ikhaeal	2111	—	C653131-8	Lo Ni Po	—	—	G
Ila'ouh	1911	—	B542120-A	Lo Ni Po	—	—	G
Ilriyhyia	2415	—	C624733-8	—	A	—	G
Kakhisil	1915	—	B6A1444-B	Fl Ni	—	—	G
Khiiyw	1715	—	C553457-8	Ni Po	—	—	G
Khlyuhakh	1919	—	B88A459-C	Ht Ni Wa	—	Hierate	—
Khoakta	1918	M, N	B200211-A	Lo Ni Va	—	—	G
Loyse	2113	—	C545687-6	Ag Ni	—	—	G
Morain	2012	—	C9A4556-A	Fl Ni	—	—	G
Nigdye	2413	—	B542844-8	Po	—	Solomani	G
Oiaous	2020	ACS	C651899-8	Po	—	Hierate	G
Pritchard	2214	M, N	B300357-C	Ht Lo Ni Va	—	—	G
Sharp	2117	—	E100335-7	Lo Ni Va	—	—	G
Shiro	2317	—	C433211-8	Lo Ni Po	—	Solomani	G
Stop Gap	2416	—	C684200-9	Lo Ni	—	Solomani	G
Strin	2316	—	C1009AD-8	Hi In Na Va	A	—	G
Taeahehe	2011	—	C743301-9	Lo Ni Po	—	—	G
Van Kemp	2315	M, N	B500596-B	Ni Va	A	—	G
Yakolev	2215	—	A6B6677-C	Fl Ht Ni	—	—	—
Ye	1813	—	D423547-7	Ni Po	—	—	G

YATAW SUBSECTOR



Dark Nebula



To Ruih

- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- Military Base/Garrison
- Clan Base

- Secure System
- Amber Zone
- Red Zone
- Travel Route

- Asteroid
- Planet (dry)
- Planet (water present)
- Aslan Hierate Border
- Solomani Confederation Border

Yataw is a border area mostly inside the Buffer. The 25 independent worlds are almost evenly split between Aslan and human control, with surprisingly little mixing of populations. Four worlds on the trailing edge of the subsector are claimed by the Solomani Confederation, while two worlds along the rimward edge are part of the Aslan Hierate.

The most notable astrographic feature in Yataw is the Strin Cluster, a 19-world grouping of systems in the heart of the subsector, extending into Danvers. The Yakolev system contains a binary star so bright as to be visible from Terra, a blue-white giant named by the ancient Terrans as Fawaris or Delta Cygni A, and its close companion is a yellow-white main sequence star. The Ikhaeal Cluster is a seven world grouping in the coreward section of Yataw.

Terrans explored the Yataw subsector as part of the last wave of migration out of the Rule of Man, establishing several settlements before the Aslan had expanded beyond the Kilrai' Cluster. An important trade route linking Wu in Magyar with Akhlare and Kusyu ran through the Ikhaeal Cluster. During the Long Night Aslan *i hatei* following the route established new colonies within the subsector but in general these were located alongside existing human settlements and Yataw escaped much of the violence of the Aslan Border Wars.

By the 300s the Aslan had absorbed roughly half of Yataw into the Hierate, although most of the Strin Cluster remained independent. While the Peace of the Dark Nebula, signed in 212, had provided temporary stability to the region, tensions were rising as newly reinvigorated rimward states and the Third Imperium began recontacting human populations inside the Dark Nebula.

In 374 a Khaukheirl patrol vessel encountered an exploration ship from the Old Earth Union at Ikhaeal, then a Hierate system. Although accounts differ wildly as to what exactly happened, the human ship was destroyed, leading to retaliatory strikes against several Aslan worlds. Several clans then declared war on the Old Earth Union, striking deeply into human space. The conflict quickly escalated until even the Imperium was drawn in, which led directly to the Peace of Ftaharl.

The Peace placed most of the subsector inside the Buffer and many Yataw worlds slowly dwindled following the treaty as interstellar traffic dropped off. The independent human world of Strin, for example, had formerly been a significant regional trading centre.

Under the Peace its overall Tech Level has regressed over the last 500 years and its starport downgraded from Class A to C.

Following the end of the Solomani Rim War in 1002, the Solomani Confederation annexed four worlds in quick succession on the trailing edge of the subsector. Despite protests from Aslan signatories to the Peace and the Strin government, the Confederation clearly had designs on more independent Yataw worlds. In 1076 a militia fleet out of Satwor attempted to seize Ehoioi. Crewed by Home Guard veterans and enthusiastic volunteers, the private fleet clearly had the backing of the Confederation. Their force, composed of third-rate frigates and other small armed ships, were met at Ehoioi by a squadron of Yerlyaruwiwo battle riders and summarily destroyed. The Yerlyaruwiwo allowed one solitary ship to survive to carry their account back to the Solomani. The Confederation has not attempted any further aggression in Yataw since Ehoioi.

Today, Yataw remains lightly populated, with 12 low population worlds and only one high population world. No world is particularly important from an economic perspective.

The subsector contains 31 worlds with a population of 3.7 billion. The highest population is 2 billion, at Strin. The highest Tech Level is 13 at Ehoioi.

EHOIOI

A site of recent conflict between the Solomani and the Aslan, Ehoioi is a low population, high technology world, tide-locked to its dim red dwarf star. Although Ehoioi has reasonable surface gravity, a dense but breathable atmosphere and an acceptable climate along the twilight zone band, the world is isolated from other systems and has never been much more than a backwater, becoming depopulated during the Long Night.

After the Peace the world of Ehoioi became a holding of the exohierate Eiktyes, based out of Naco in Kilrai'. The clan company Eiktyesaeaa established a state-of-art shipyard on Ehoioi to build small starships for export to human markets. At its height, the Eiktyesaeaa operation might have numbered nearly 10,000 personnel – mostly human labourers with Aslan managers and traders.

In 1059 Solomani agitators began infiltrating the human communities on Ehoioi, stirring up resentment among the labourers. Although relatively well treated, by 1071 a Solomani-manufactured uprising was in full swing. Two years later Eiktyesaeaa was forced to abandon

the world, taking most of the population with it. The remaining humans assumed control of what was left of the Eiktyesaeeaa operation, forming the new Echoi Company. The Eiktyes responded by blockading the system, preventing new Echoi starships from reaching any markets. Solomani privateers attempted to harass the blockaders but failed to break through.

HLOA

Hloa is the apparent homeworld of the Hloans, a mysterious species of large aquatic sophonts. They have expressed no interest in technology, trade, or the interstellar community, effectively self-interdicting their homeworld.

A rich, wet world tide-locked to its red dwarf primary, approximately 94% of the Hloa's surface is covered by turbulent oceans, which circulate heat between the day and night side and have helped the planet retain its standard oxygen-nitrogen atmosphere. The seas appear to teem with life concentrated around the twilight band, which is also where the Hloans seem to live. The limited land masses are small, barren islands of basalt rock.

Terrans from the Rule of Man probably made first contact with the Hloans and while no records survive of that initial meeting, things clearly did not go well. By -1900 warning beacons had been placed in system to alert subsequent Terrans from attempting planetfall. Modern versions of these warnings continue to be maintained by Aslan, humans and Ormine to deter unwary Travellers.

To date no researcher has ever made direct contact with a Hloan; soon after entering the planet's exosphere, all living creatures with more than animal intelligence have fallen into a deep unconsciousness from which they could not be revived until they were brought back outside the exosphere. Legends dating from the Rule of Man tell of lost exploratory ships left drifting on the Hloan oceans, all crew members unconscious and doomed to slowly expire. Most creatures revived after being rendered unconscious report experiencing indistinct and upsetting dreams of drowning in dark water and remember a single word: *Forbidden*.

No creature with psionic ability has ever been successfully revived after being rendered unconscious; all have emerged permanently insane. Robotic probes sent to the surface are quickly identified and destroyed by the Hloans, who evidently wish to keep their secrets to themselves.

STRIN

An independent, high population, industrial world, Strin is an important human system within Yataw. Located in the Strin Cluster, it is anchored by a binary star consisting of two close-orbiting red dwarfs. The Strin mainworld is an airless moon of Erkove, the largest of five gas giants orbiting these stars.

Historically, Strin has been an important manufacturing centre for the subsector and it remains the only world in Yataw with an industrial trade classification. Although it continues to produce mid-tech goods for the Strin Cluster, the world's technology has been steadily slipping. Strin cannot produce starships and is limited to Tech Level 8. The factory cities are old, crumbling and beginning to suffer the deleterious effects of overcrowding.

The Strin government is controlled by the Citizens Party. While ostensibly a democracy, the Citizens Party has held exclusive control for over 200 years. The world has implemented harsh and unpopular measures to limit consumption and conserve resources. Air, water, heat and food are all carefully regulated and doled out in limited portions, with citizens found circumventing their allotments subject to severe penalties. Although Strin is listed as having an extraordinarily high Law Level, the austerity measures have created a sizable black market, with many entrepreneurs willing to risk lengthy prison terms in order to address 'market inefficiencies'.

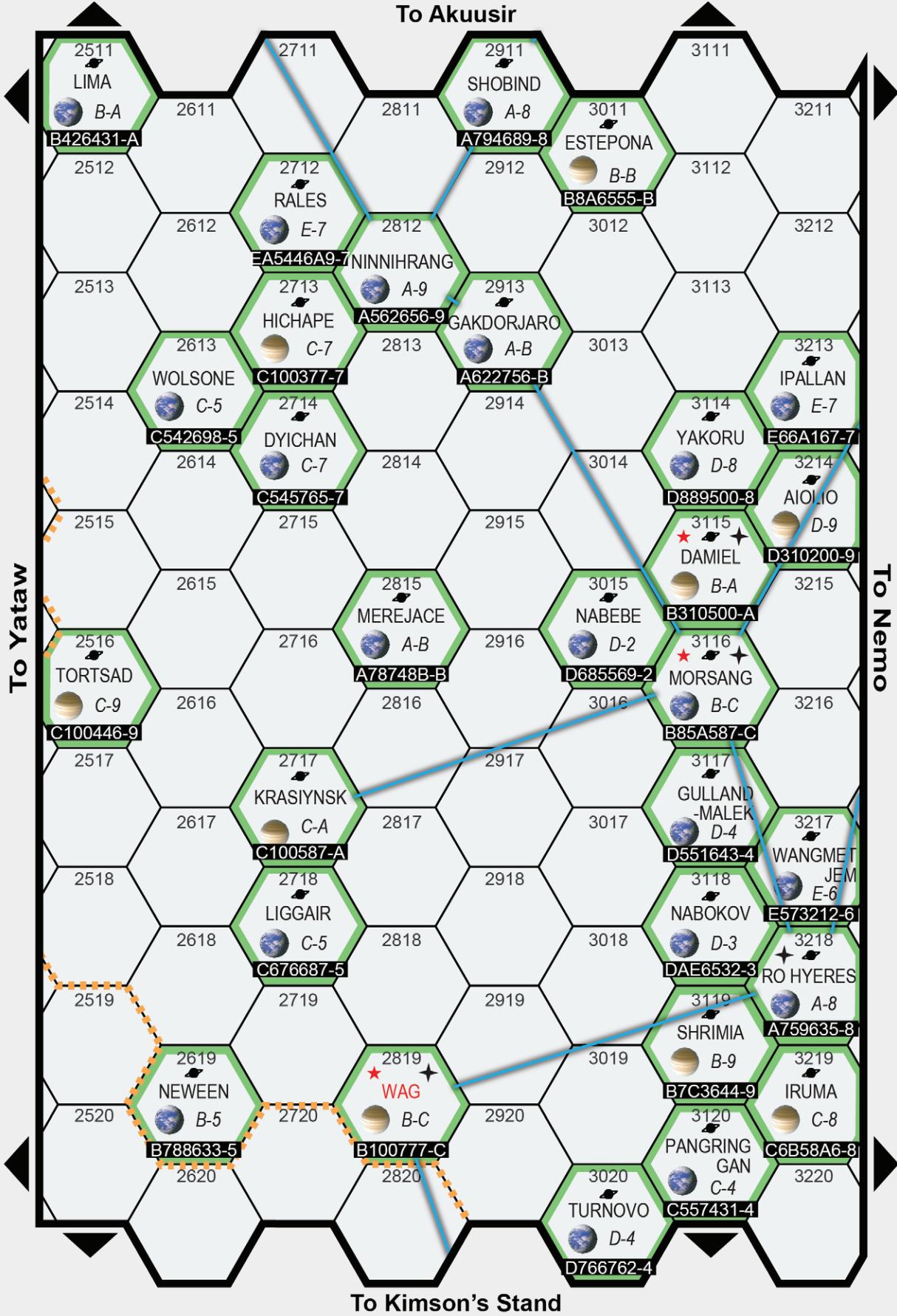
DANVERS

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Aiolio	3214	—	D310200-9	Lo Ni	—	Solomani	G
Damiel	3115	M, N	B310500-A	Ni	—	Solomani	G
Dyichan	2714	—	C545765-7	Ag	—	Solomani	G
Estepona	3011	—	B8A6555-B	Fl Ni	—	Solomani	G
Gakdorjaro	2913	—	A622756-B	Na Po	—	Solomani	G
Gulland-Malek	3117	—	D551643-4	Lt Ni Po	—	Solomani	G
Hichape	2713	—	C100377-7	Lo Ni Va	—	Solomani	G
Ipallan	3213	—	E66A167-7	Lo Ni Wa	—	Solomani	G
Iruma	3219	—	C6B58A6-8	Fl	—	Solomani	G
Krasiynsk	2717	—	C100587-A	Ni Va	—	Solomani	G
Liggair	2718	—	C676687-5	Ag Lt Ni	—	Solomani	G
Lima	2511	—	B426431-A	Ni	—	Solomani	G
Merejace	2815	—	A78748B-B	Ga Ni	—	Solomani	G
Morsang	3116	M, N	B85A587-C	Ht Ni Wa	—	Solomani	G
Nabebe	3015	—	D685569-2	Ag Ga Lt Ni	—	Solomani	G
Nabokov	3118	—	DAE6532-3	Fl Lt Ni	—	Solomani	G
Neween	2619	M	B788633-5	Ag Lt Ni	—	Solomani	G
Ninnihrang	2812	—	A562656-9	Ni Ri	—	Solomani	—
Pangringgan	3120	—	C557431-4	Lt Ni	—	Solomani	G
Rales	2712	—	A5446A9-7	Ag Ni	—	Solomani	G
Ro Hyeres	3218	M	A759635-8	Ni	—	Solomani	G
Shobind	2911	—	A794689-8	Ag Ni	—	Solomani	G
Shrimia	3119	—	B7C3644-9	Fl Ni	—	Solomani	G
Tortsad	2516	—	C100446-9	Ni Va	—	Solomani	G
Turnovo	3020	—	D766762-4	Ag Ga Lt Ri	—	Solomani	G
Wangmetjem	3217	—	E573212-6	Lo Ni	—	Solomani	G
Waq	2819	M, N	B100777-C	Ht Na Va	—	Solomani	—
Wolsone	2613	—	C542698-5	Lt Ni Po	—	Solomani	—
Yakoru	3114	—	D889500-8	Ni	—	Solomani	G

DANVERS SUBSECTOR



Dark Nebula



█ Gas Giant
█ Starport Class & Tech Level
★ Other Naval Base

— Secure System
— Trade Route
★ Military Base/Garrison
---- Solomani Confederation Border

The Danvers subsector, known as Tlelis to Aslan, is a lightly populated border area. All systems are currently claimed by the Solomani Confederation, though many had been formerly controlled by the Aslan, and the subsector continues to be plagued by raids and Aslan piracy.

Three notable astrographic features in Danvers shaped the development of the subsector. A portion of the Akuusir Cluster extends into the coreward section of Danvers, while a portion of the Strin Cluster juts into the spinward section. The most important astrographic feature, however, is the Savage Main, 67 worlds separated by jump-1 distances, connecting Magyar and the Dark Nebula.

Unsanctioned Vilani expeditions may have surveyed Danvers during the First Imperium but Terrans established the first colonies during the Rule of Man. Aslan traders passed through the region during the Age of Exploration, establishing various trade bases. As many human systems began to regress as the Long Night fell, the Aslan gradually absorbed many worlds, particularly along the Savage Main. Human populations willing to assimilate into Aslan culture were generally integrated into the Hierate as protectorates, while those populations unwilling to change were partitioned and allowed to lapse to pre-industrial Tech Levels.

The Aslan Cultural Purge distracted many Aslan clans just as human worlds were beginning to emerge from the Long Night and re-establish interstellar trade. By the late 100s many human worlds had regained enough strength to challenge the Aslan and the Treaty of the Dark Nebula established most of Danvers as a buffer zone, forcing Hierate clans to relinquish holdings inside the new neutral area. While Savage Main worlds in Magyar were integrated into the interstellar community, those in the Dark Nebula were largely left to their own devices.

Almost all of Danvers except for the Lima and Tortsad systems fell within the Solomani Autonomous Region, established by the Third Imperium and defined as all systems within 50 parsecs of Terra. Solomani activists soon arrived to bring these lost human worlds into the Solomani fold but received a mixed reception – many communities felt no strong connection to Terra.

Undeterred, the Solomani steadily absorbed independent worlds in Danvers throughout the 700s, working coreward to rimward and trailing to spinward, until by the early 800s only a few Savage Main worlds had not been incorporated into the growing Solomani sphere of influence.

By the start of the Rim War in 990 the new Solomani Confederation claimed all systems in Danvers to be inside the Solomani Sphere but had not yet encroached on any systems outside. Only after the war ended in 1002 did the Confederation resume its spinward push.

Although the Confederation may now claim the entire subsector, Danvers remains an underdeveloped backwater with several worlds not fully integrated into Solomani society. The Confederation's administrative centre for Danvers is located at Waq, which also hosts a joint naval and army base. Central command of the Confederation Dark Nebula fleets is located on Morsang.

The Danvers subsector contains 29 worlds with a population of 1.1 billion. The highest population is 900 million, at Iruma. The highest tech Level is 12 at Waq and Morsang.

NABEBE

A Solomani Confederation garden world located on the Savage Main, Nabebe provides a dramatic example of a human population still struggling to adapt to an interstellar society after centuries of Aslan rule. Nabebe orbits Sokoto, its bright, white star at 3.28AU, with an orbital period of 5.15 standard years. Although Sokoto produces intense light and ultraviolet radiation, Nabebe's dense oxygen-nitrogen atmosphere and thick ozone layer provide some protection to the inhabitants. A large equatorial ocean circles over 70% of the planet and Nabebe has two small inland seas and a third polar sea in the southern hemisphere.

Terrans settled Nabebe during the Rule of Man. Although the planet does not appear to have produced native life, the initial colonists were able to transplant Terran plants and animals, allowing Nabebe to become an important agricultural world. During the Long Night the world became a protectorate of the great trading clan Tlerlearyo, which introduced more animal and plant species from Hierate worlds. The human population flourished under the Tlerlearyo, who exported Nabebe goods throughout the Aslan sphere of influence.

In 212 the Treaty of the Dark Nebula placed Nabebe inside a buffer zone and forced the Tlerlearyo to relinquish the world along with other clan holdings in the Savage Main. Many humans chose to follow the Tlerlearyo to new lives inside the redrawn Hierate borders and Nabebe's population dropped precipitously over just a few decades. The world fell inside the

Solomani Autonomous Zone and in 797 was claimed by the government of Wair, a world three parsecs trailing in Magyar.

Although Wair has installed a supervisory government, it has made relatively little effort to assimilate Nabebe into the Solomani Confederation. The current population, estimated to number some 822,000, are clustered in the northern hemisphere around a small inlet of the great ocean. Traditional Nabebe society is based around Tech Level 2, with most citizens living in rural, agricultural communities and a network of inland trails and sailing ships work the coastal trading settlements scattered around the inlet. Aslanic is the dominant language and the local culture retains strong influences from the Hierate, continuing to utilise base 8 mathematics and observe rigidly-defined gender roles. Inhabitants are wary of outsiders but not outwardly hostile and have not actively resisted Wair's rule.

The centre of Wair's influence is Saoiarleas, the ancient Tlerlearyo market town and site of the Nabebe starport. With a little over 10,000 inhabitants, Saoiarleas is far and away the largest on-world settlement, and the most likely place to find Galanglic speakers or advanced goods.

Scattered bands of outlaws and brigands haunt the margins of the civilised lands, and offworld mercenary recruiters and human traffickers are said to rely on these bands to fulfil their quotas. The vast majority of the planet is currently uninhabited and many political exiles, fugitives and eccentrics are rumoured to have established refuges or strongholds in the wilderness.

WAQ

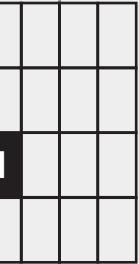
A Solomani Confederation world, Waq is the administrative centre for Danvers. At the heart of the Waq system is an enormous G8 III yellow giant star, around which orbits a dim white dwarf companion, a planetoid belt and 10 airless rockball planets. The Waq mainworld orbits the giant at over 40AU, more than 5.5 light-hours away, well outside the jump shadow of the primary.

The Waq system contains abundant mineral interests and several belter companies operate out of the mainworld. The real importance of the system is its role as a governmental centre. Waq is the headquarters of the New Libdis Fleet, charged with defence of Yataw, Danvers and Kimson's Stand. The naval base is the home port for a Confederation carrier squadron and an entire division of the 284th Lift Infantry Corps of the New Libdis Army, including one protected forces regiment.

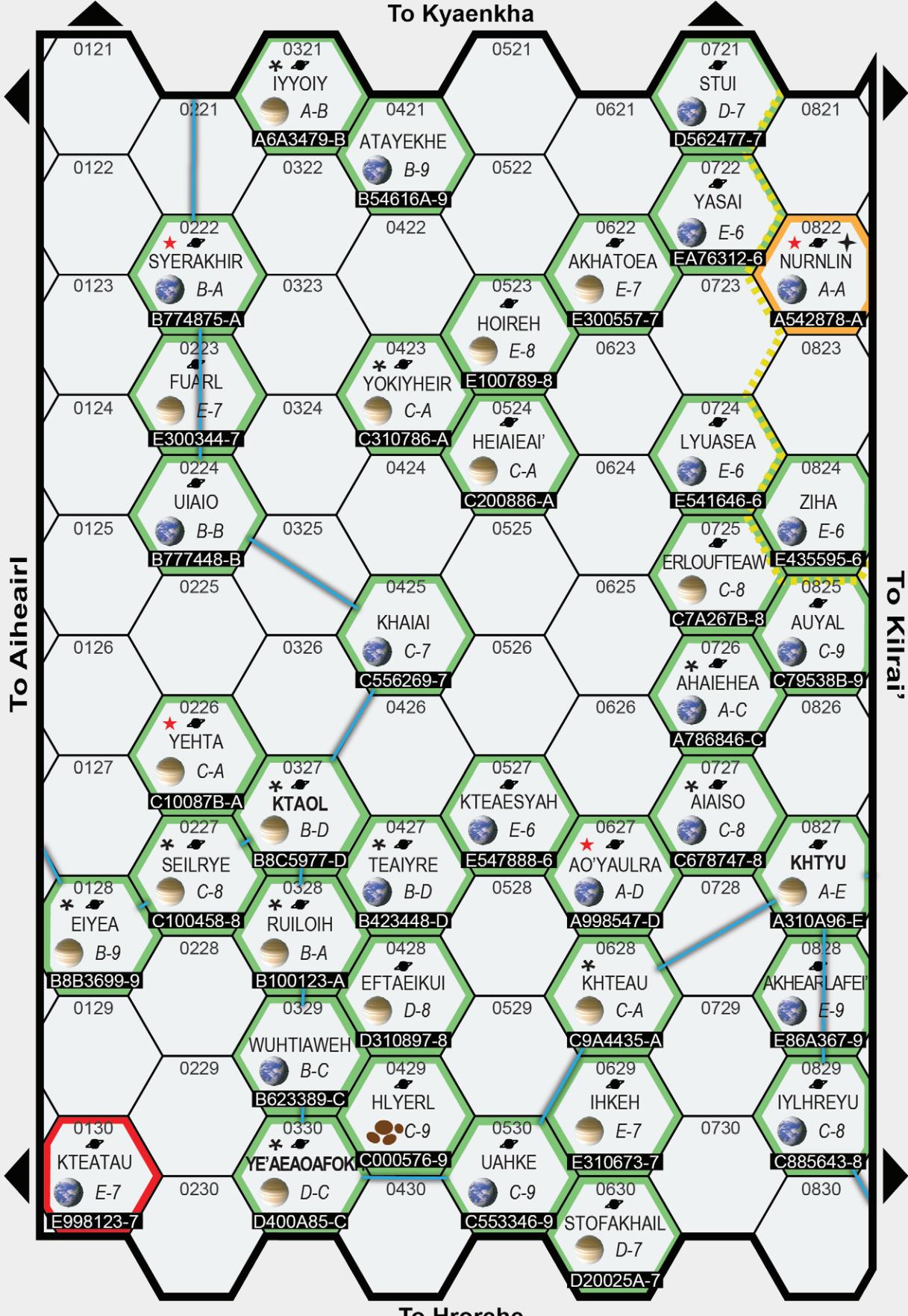


Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Ahaiehea	0726	ACS	A786846-C	Ga Ht Ri	—	Hierate	G
Aiaiso	0727	ACS	C678747-8	Ag	—	Hierate	G
Akhatoea	0622	—	E300557-7	Ni Va	—	Hierate	G
Akhearlafei'	0828	—	E86A367-9	Lo Ni Wa	—	Hierate	G
Ao'iyaulra	0627	N	A998547-D	Ag Ht Ni	—	Hierate	G
Atayekhe	0421	—	B54616A-9	Lo Ni	—	Hierate	—
Auyal	0825	—	C79538B-9	Lo Ni	—	Hierate	G
Eftaeikui	0428	—	D310897-8	Na	—	Hierate	G
Eiyea	0128	ACS	B8B3699-9	Fl Ni	—	Hierate	G
Erloufteaw	0725	—	C7A267B-8	Fl Ni	—	Hierate	G
Fuarl	0223	—	E300344-7	Lo Ni Va	—	Hierate	G
Heiaieai'	0524	—	C200886-A	Na Va	—	Hierate	G
Hlyerl	0429	—	C000576-9	As Ni Va	—	Hierate	G
Hoireh	0523	—	E100789-8	Na Va	—	Hierate	G
Ihkeh	0629	—	E310673-7	Na Ni	—	Hierate	G
Iylhreyu	0829	—	C885643-8	Ag Ga Ni Ri	—	Hierate	G
Iyuasea	0724	—	E541646-6	Ni Po	—	Hierate	G
Iyyoiy	0321	ACS	A6A3479-B	Fl Ni	—	Hierate	G
Khaiai	0425	—	C556269-7	Lo Ni	—	Hierate	—
Khteau	0628	ACS	C9A4435-A	Fl Ni	—	Hierate	—
Khtyu	0827	—	A310A96-E	Hi Ht In Na	—	Hierate	G
Ktaol	0327	ACS	B8C5977-D	Fl Hi Ht	—	Hierate	G
Kteasyah	0527	—	E547888-6	—	—	Hierate	G
Kteatau	0130	—	E998123-7	Lo Ni	R	Hierate	G
Nurnlin	0822	M, N	A542878-A	Po	A	—	G
Ruiloh	0328	ACS	B100123-A	Lo Ni Va	—	Hierate	G
Seilrye	0227	ACS	C100458-8	Ni Va	—	Hierate	G
Stofakhail	0630	—	D20025A-7	Lo Ni Va	—	Hierate	G
Stui	0721	—	D562477-7	Ni	—	Hierate	G
Syerakhir	0222	N	B774875-A	—	—	Hierate	G
Teaiyre	0427	ACS	B423448-D	Ht Ni Po	—	Hierate	G
Uahke	0530	—	C553346-9	Lo Ni Po	—	Hierate	G
Uiaio	0224	—	B777448-B	Ni	—	Hierate	G
Wuhtiaweh	0329	—	B623389-C	Ht Lo Ni Po	—	Hierate	—
Yasai	0722	—	EA76312-6	Lo Ni	—	Hierate	G
Ye'aeaaoafokh	0330	ACS	D400A85-C	Hi Ht In Na Va	—	Hierate	G
Yehta	0226	N	C10087B-A	Na Va	—	Hierate	G
Yokiyheir	0423	ACS	C310786-A	Na	—	Hierate	G
Ziha	0824	—	E435595-6	Ni	—	—	—

SIEI SUBSECTOR



Dark Nebula



Gas Giant

B-6 Starport Class & Tech Level

★ Other Naval Base

* Clan Base

Secure System

Amber Zone

Red Zone

Trade Route

Asteroid/Orbital Complex

Planet (dry)

Planet (water present)

Aslan Hierate Border

The Siei subsector lies primarily inside the borders of the Aslan Hierate, although two independent worlds in the coreward-trailing corner lie within the Buffer. Considerable commercial traffic flows through Siei, as two major trade routes converge on the high population world of Khyu on their way to Kusyu.

Siei has two notable astrographic features. The Rosal Cluster, a 13-world grouping of systems, connects Siei with Kyaenkha subsector, with a short spur extending into Kilrai'. The Khtyu Cluster is a 27-world grouping dominating the rimward half of Siei. The Cluster was the second major site of Aslan expansion after the Kilrai' Cluster and contains many ancient and culturally significant Aslan worlds. The bright binary star at Khteau, a G2 II primary with an F0 V companion, is often associated with the star known to the ancient Terrans as Matar or Eta Pegasi.

Terrans first explored Siei during the Interstellar Wars period. They evidently followed the Rosal Cluster from Kyaenkha subsector into Siei before working through the Khtyu Cluster, where they found a Terran-Prime world at Ahaiehea. There they established a settlement before -2200, centuries before the Aslan had developed their own jump drive.

By the time the Aslan began arriving in numbers in Siei, they were distressed to find the Terrans had already established settlements in the Rosal and Khtyu clusters. However, enough worlds were accessible and available for Aslan who shared the subsector for centuries with little conflict. Siei did not see the sort of low-intensity skirmishes that characterised the Aslan Border Wars but over time humans were gradually squeezed out of ancestral holdings and forced to relocate to the dwindling number of 'human' worlds. This was how the Akhailrau, a powerful multi-world clan, were able to assume control of Ahaiehea before -1100 and the world remains their clan capital to this day.

The Peace of Ftahalr accelerated this process, with most Siei human communities inside the Hierate migrating to worlds within the Buffer such as Nurnlin or Ziha, or even farther away to Imperial space.

The Siei subsector contains 39 worlds with a population of 74.9 billion. The highest population is 50 billion, at Khtyu. The highest Tech Level is 14 at Khtyu.

ERLOUFTEAW

A hot, inhospitable Hierate world, Erloufteaw is a former mining centre orbiting a yellow star in the Ktaol Cluster. Although the atmosphere is dominated by nitrogen and

carbon dioxide, the planet supports a vibrant biosphere of exotic life containing a handful of megafauna species, including the dangerous hyulr eel – a burrowing predator growing up to 7 metres in length.

Erloufteaw once contained abundant mineral resources, although much of this wealth has been extracted over the many centuries of Aslan occupation. The mainworld is dotted with abandoned mining settlements alongside a few active ones.

Although much more powerful clans once had large holdings on-world, these have been relinquished over the centuries and control is now split between a dozen minor clans too small to have offworld holdings. Large sections of the backcountry are empty and particularly brave or foolish wildcat prospectors occasionally venture into these areas, hoping to discover a vein not yet been played out. The clans are extremely paranoid about trespassers and suspicious of any Travellers.

KHAIAI

Despite its moderate habitability and pleasant climate, Khaiai has only a small permanent population, for the planet has been set aside for conduct of ritual clan wars. Located in the Khtyu Cluster, this low population, split-control world is controlled by two ancient *Tlaukhu* clans: the Khaukheairl and the Hrasua, with primary administration carried out from nearby Ktaol.

The Khaukheairl and the Hrasua settled Khaiai early in the Aslan Age of Expansion. The two clans established separate colonies on different continents and shared the same world for some three centuries with only limited direct contact, but eventually the settlements grew until conflicts became both more frequent and more heated. In -1071 a clan war was declared to determine control of Khaiai, with a representative of the Yerlyaruiwo acting as *earleatralis* (arbiter).

Although the Khaukheairl forces greatly outmatched the Hrasua, the lesser clan fought with exceptional cunning and determination, refusing to surrender for weeks despite suffering heavy losses. Although the Khaukheairl eventually emerged as the winner, the valiant Hrasua campaign tarnished this victory so much that the Khaukheairl actually stood to lose honour. In order to balance the scales, the *earleatralis* declared the clan war had been fought so gallantly by both sides that Khaiai should be set aside as hallowed ground for use in future ritual wars – with the Khaukheairl and the Hrasua serving as the honourable custodians of this world.

After more than 2,000 years of continuous history, Khaiai is dotted with monuments of the innumerable wars fought over every inch of its surface. Many of its locations and battles echo still in the legends of the Aslan; the Shores of Stouriikh, the Red Cliffs of Treluih, the Ringing Plains, Ye'oiye's Stand, the Charge of the One Thousand. To fight a clan war on Khaiai is a tremendous honour to both participants and only the most prestigious clans are given leave to do so. Khaiai can accommodate nearly any kind of Aslan war short of Open War and clans from across the Hierate petition to come here to resolve their disputes.

The Khaukheirl and Hrasua act as gatekeepers, scheduling such wars and providing *earleatrais* if necessary or desired. At any one time, two or three ritual wars might be raging on Khaiai and occasionally up to four times that number. Each on-world locale is associated with different rules and rituals that must be observed by the participants. Wars fought on the Ringing Plains, for example, are fought only with archaic armour and weapons. The Churning Straits are for naval units in Aslan triremes, while jet fighters are used for duels high over the Ei'aau Desert. Only *Tlauku* clans may battle on the Island of Old Khisa.

KTEATAU

A once vibrant agricultural world destroyed in an ancient nuclear conflict, Kteatau is under an interdiction administered by the Htaieie'. This clan is a vassal of the Stahfiei, itself a vassal of Hrawoao, a *Tlauku* member of the Yerlyaruiwo bloc.

Kteatau is the former homeworld of the Kareaha, once a powerful clan and a former vassal of Khaukheirl. The Kareaha possessed so many holdings and fighting ships they were widely considered to be in line for a seat on the *Tlauku*. In -242 the Kareahako died, and all five of his sons declared for leadership of the clan. What began as a simple contest over succession quickly boiled into acrimony, and then murder, and then open warfare between the surviving brothers, drawing in vassals, allies and other clans.

The conflict became infamous in the Hierate for its sheer destructiveness, with each battle followed by another even more deadly until the brothers resorted to the clan's nuclear arsenal. Entire cities were levelled and whole swaths of countryside were glassed and yet the war raged on. In the end all five brothers were killed, their forces decimated and their clan destroyed. The conflict even touched off a wider war between the Khaukheirl and Hrasua. Blue Kteatau, once home

to over 80 million Kareaha clan members, was left irradiated and depopulated, the survivors scattered across the Hierate as clanless refugees.

The world retains an ill reputation in Aslan memory, its very name now synonymous for 'tragedy', and its sorrowful history captured in many poems and works of art. Even today the planetary surface is best described as haunted; lifeless seas lap against silent islands littered with burnt-out military vehicles and bombed-out buildings.

The interdiction remains in place for several reasons. The fratricidal war is considered deeply shameful and reflects poorly on all Aslan but the world continues to draw ghoulish tourists captivated by the ancient tragedy. The world also brings in much less sentimental looters chasing rumours of lost Kareaha treasures. The sumptuous grav palace of Ilolahaukhta is said to rest more-or-less intact on the seabed of Kteatau's world ocean.

NURNLIN

Located just inside the Buffer in the Rosal Cluster, Nurnlin is an independent human world with an ancient history. Terrans likely first surveyed the world during the Interstellar Wars, although permanent settlements do not appear to have been established until much later. With a surface gravity of 0.43G, a thin oxygen-nitrogen atmosphere tainted with excessive levels of carbon dioxide and only 18% of the planet covered in liquid water, Nurnlin was less attractive for settlement than other nearby worlds. By the time the Aslan arrived, a small but vibrant human colony had taken root on the world.

During the Long Night, Nurnlin became a haven for humans pushed out of their homeworlds in Siei and deeper in the Hierate. Some of these refugees used Nurnlin as a waypost on their journey out of the Hierate, while others stayed and made new lives on-world. The Peace of Ftahalr placed Nurnlin inside the Buffer and created a temporary surge of immigration.

Nurnlin today remains an important destination for humans in the subsector. The world is balkanised into a dozen different nation-states, with reasonable levels of cooperation between them. An international organisation, the Nurnlin Congress, is used to settle disputes and coordinate the different defence forces. The Congress maintains major military bases for ground forces and the world's small but effective interstellar navy.

The Third Imperium, Solomani Confederation and Gerontocracy of Ormine maintain embassies on Nurnlin, along with the Khaukheirl, Yerlyaruiwo and several other smaller clans.

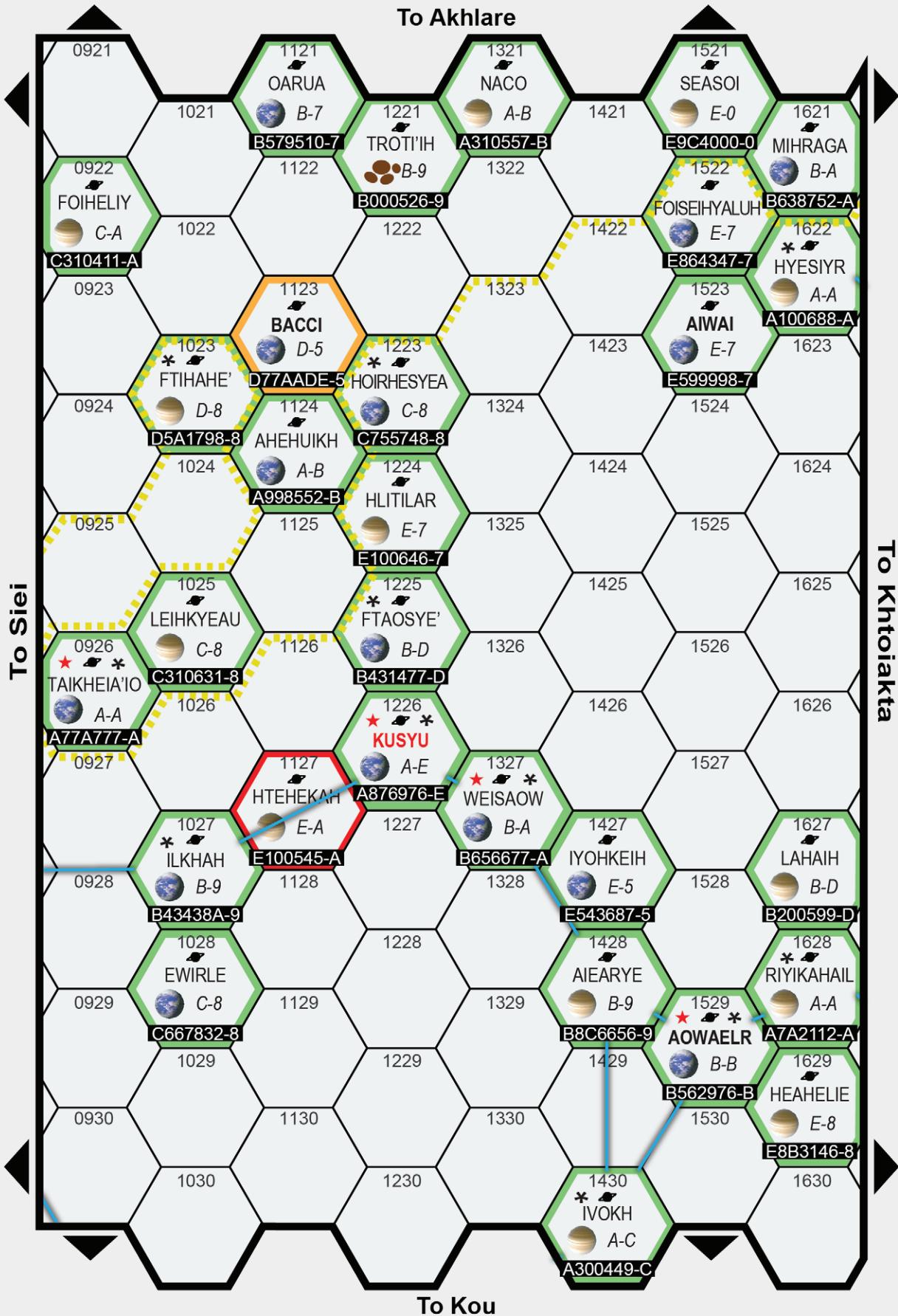
KILRAI'

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Ahehuikh	1124	—	A998552-B	Ag Ni	—	—	G
Aiearye	1428	—	B8C6656-9	Fl Ni	—	Hierate	G
Aiwai	1523	—	E599998-7	Hi In	—	Hierate	G
Aowaelr	1529	ACS, N	B562976-B	Hi	—	Hierate	G
Bacci	1123	—	D77AADE-5	Hi In Lt Wa	A	—	G
Ewirle	1028	—	C667832-8	Ga	—	Hierate	G
Foiheliy	0922	—	C310411-A	Ni	—	—	G
Foiseihyaluh	1522	—	E864347-7	Lo Ni	—	Hierate	G
Ftaosye'	1225	ACS	B431477-D	Ht Ni Po	—	Hierate	G
Ftihahe'	1023	ACS	D5A1798-8	Fl	—	Hierate	G
Heahelie	1629	—	E8B3146-8	Fl Lo Ni	—	Hierate	G
Hlitilar	1224	—	E100646-7	Na Ni Va	—	Hierate	G
Hoirhesyea	1223	ACS	C755748-8	Ag Ga	—	Hierate	G
Htehekah	1127	—	E100545-A	Ni Va	R	Hierate	G
Hyesiyr	1622	ACS	A100688-A	Na Ni Va	—	Hierate	G
Ilkhah	1027	ACS	B43438A-9	Lo Ni	—	Hierate	G
Iyohkeih	1427	—	E543687-5	Lt Ni Po	—	Hierate	G
Iyokh	1430	ACS	A300449-C	Ht Ni Va	—	Hierate	G
Kusyu	1226	ACS, N	A876976-E	Hi Ht In	—	Hierate	G
Lahaih	1627	—	B200599-D	Ht Ni Va	—	Hierate	G
Leihkyeau	1025	—	C310631-8	Na Ni	—	—	G
Mihraga	1621	—	B638752-A	—	—	—	G
Naco	1321	—	A310557-B	Ni	—	—	G
Oarua	1121	—	B579510-7	Ni	—	—	G
Riyikahail	1628	ACS	A7A2112-A	Fl Lo Ni	—	Hierate	G
Seasoi	1521	—	E9C4000-0	Ba Fl Lo Lt Ni	—	—	G
Taikheia'io	0926	M, N	A77A777-A	Wa	—	—	G
Troti'ih	1221	—	B000526-9	As Ni Va	—	—	G
Weisaow	1327	ACS, N	B656677-A	Ag Ga Ni	—	Hierate	G

KILRAI. SUBSECTOR

Dark Nebula

238



- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- Military Base/Garrison
- * Clan Base

- Secure System
- Amber Zone
- Red Zone
- Trade Route
- Asteroid
- Planet (dry)
- Planet (water present)
- Aslan Hierate Border

The Kilrai' subsector, often rendered as Kilane in Galanglic, is the spiritual heart of the Aslan Hierate. Given this, many Travellers are surprised to discover over a third of all worlds in Kilrai' are actually independent worlds in the Buffer established by the Peace of Ftahalr, outside the borders of the Hierate. The reason is the peculiar pattern of development in the Dark Nebula; by the time the Aslan had expanded off their homeworld, Terrans had already established many settlements to trailing and coreward of Kusyu, forcing the Aslan to expand spinward and rimward.

The Mir Cluster is a string of 15 systems, two thirds inside the Buffer and one third inside the Hierate. This cluster, originally surveyed by Terrans, connects the Akhlare, Kilrai' and Khtoiakt subsectors.

The Kilrai' Cluster is an important astrographic feature, a string of 17 worlds connected by jump-1 distance, and includes both Kusyu, the Aslan homeworld, as well as Bacci, the site of first contact with the Terrans in -1980. Initially the Yerlyaruwiwo and Khaukheairl clans had exclusive control of distribution of jump drive technology, and they kept this secret to themselves. The two rivals effectively quarantined all Kilrai' Cluster worlds within two parsecs of Kusyu from any direct contact with the Terrans but they could not stop Terrans from surveying and even settling on more distant worlds in the Cluster.

Until the Aslan developed the jump-2 drive in -1738, even the Yerlyaruwiwo and Khaukheairl were largely confined to the Kilrai' Cluster for the first 250 years of interstellar expansion. Once the jump drive was shared with all clans in -1667, every clan had the same freedom to explore as the Yerlyaruwiwo and Khaukheairl. By -1000 most human settlements in the cluster had been displaced by growing Aslan populations.

The Kilrai' subsector contains 29 worlds with a population of 100.6 billion. The highest population is 80 billion, at Bacci. The highest Tech Level is 14 at Kusyu.

BACCI

Perhaps most notable as the site of first contact between Terrans and Aslan, Bacci is an independent Aslan world located just inside the Buffer in the Kilrai' Cluster and only four parsecs from Kusyu. With 80 billion inhabitants, it is a heavily industrialised but low technology water world.

In -1980 the *Awiykoheh*, a Yerlyaruwiwo survey vessel encountered the *Cudi*, a Turkophone colony vessel from Suleiman in the Solomani Rim. While the Terrans

were the first to populate Bacci, Aslan soon established their own settlements and by -1000 most humans had been displaced to other worlds. By -500 Bacci was held in fief by the Awiykhralr, a vassal clan of the Yerlyaruwiwo.

However the *Tlaukhu* vassal, possibly corrupted by human contact, adopted increasingly unusual cultural practices that evolved into a de facto clan religion. The Awiykhralr believe the *Ealya*, the first Aslan world war, was a divine warning. The clan therefore rejected all technology above Tech Level 5.

During the Cultural Purge zealous rivals targeted the Awiykhralr for their unorthodox beliefs and only the might of the Yerlyaruwiwo kept their old vassal safe. The Yerlyaruwiwo interdicted Bacci until the Peace of Ftahalr placed the world inside the Buffer and today Bacci is effectively a religious dictatorship with police state. The world is still considered hazardous to visitors due to the high Law Level and unusual cultural practices.

FTIHAHE'

A cold, hostile moon orbiting the gas giant lyka, the Ftihahe' system is famed as the site of one of the largest space battles in Aslan history. The Battle of Ftihahe' occurred in the year 13 at the height of the Cultural Purge. Space forces from ten tsekho clans led by the Trui'kt were driving toward Kusyu, hoping to end the Purge by capturing the Aslan homeworld. Six khiraokhaor'ya clans led by Hrasua waited for them at Ftihahe'.

Although the khiraokhaor'ya had larger ships and more experienced crew, the tsekho had newer, more advanced warships – and more of them. The battle lasted eight days and consisted of sorties between the three gas giants and their many moons as the defenders tried to prevent the invaders from refuelling. In the end, the khiraokhaor'ya suffered grievous losses but held the system. The remnants of the tsekho force did not have the strength to continue on to Kusyu and were forced to abandon the offensive. The remnants of the battle still litter the Ftihahe' system, which draws tourists from across the Hierate. When the Peace of Ftahalr was being negotiated with the Imperium, the signatory clans insisted Ftihahe' be excluded from the Buffer due to its historical significance.

The mainworld itself is less interesting, although the views of gigantic lyka are spectacular. The moon has a thin nitrogen atmosphere with traces of methane; its barren surface is broken only by lakes of frozen nitrogen. Ftihahe' is owned by the ancient Owyahiy and

held in fief by their vassal Htaihefiyui. The Owyahiy's mercenary company, Iykuikta, operates the joint space and ground forces base on the moon's surface.

HTEHEKAH

An interdicted world, Htehekah is controlled by the Ewehi in fief to the mighty Yerlyaruwiwo. The mainworld is a tiny, airless moon of the gas giant Ahtei, with the system notable primarily for its location one parsec from Kusyu. Htehekah was one of the first worlds discovered by the Yerlyaruwiwo during the first few years of having jump drive technology and has been jealously guarded by them ever since as the site of one of the Yerlyaruwiwo's great shames.

When the Yerlyaruwiwo first took to the stars they brought an ancient ally, the Tyekeike. While somewhat smaller and less militarised than the Yerlyaruwiwo, the Tyekeike were more advanced technologically and critical to the initial development of the jump drive. The Tyekeike claimed Htehekah for themselves and began building a colony and shipyard on the moon.

Shortly after making first contact with the Terrans, the Yerlyaruwiwo came to believe, possibly erroneously, that the Tyekeike planned to sell jump drives to other clans. The Yerlyaruwiwo acted decisively and mercilessly, destroying the Tyekeike colony and killing nearly 20,000 Tyekeike in a surprise nuclear strike. The Yerlyaruwiwo have made every attempt to suppress knowledge of this act but the surface of Htehekah still bears the evidence of this ancient shame and the oldest clans remember.

KUSYU

The Aslan homeworld and the cultural centre of the Aslan Hierate is Kusyu, which humans sometimes spell as Kuzu in Galanglic. Kusyu orbits its primary, Tyeyo, at 1AU with a period of 320 standard days. It rotates on its axis once every 36 standard hours (one *eakhau*). Kusyu has two natural satellites, each about 400 kilometres in diameter orbiting at 51,000 kilometres and 96,000 kilometres respectively. The lack of a large, close moon such as Earth's makes for minimal tides on Kuzu. Several artificial satellites, including two LaGrange stations, are also present.

The world is 12,980 kilometres in diameter and has a standard atmosphere tainted with industrial pollutants. Sixty percent of the world is covered with water oceans. Kusyu has minimal axial tilt and orbital eccentricity, and average temperature for the world is about 9°C, somewhat cooler than on Earth but the minimal axial

tilt and orbital eccentricity result in a stable, year-round climate with a continuous growing season. North and south polar icecaps, anchored by island groups, cover about 15% of the total world surface.

Kusyu has two major continents and two subcontinents, with several large archipelagos lying off the continents' shores. The continent most visited by offworlders is Tafohti, a long and narrow landmass in the northern hemisphere, with the northern edge of the continent sitting inside Kusyu's polar region. Tafohti covers an approximate area of 29 million square kilometres. Aslan are believed to have evolved on the grassland plains of south-central Tafohti and the continent is where civilisation first took root. The culturally-significant Five Cities of Aslan legend remain a popular destination for visitors to Kusyu. The much newer city of Firuahfahr, sitting on Tafohti's southern coast, is Kusyu's largest city and the site of the main starport. Another popular destination is the spectacular Ka'htesu, a deep canyon lying roughly 2,000 km east-southeast of the Hrasua mountain city of Hwiaoheahrih.

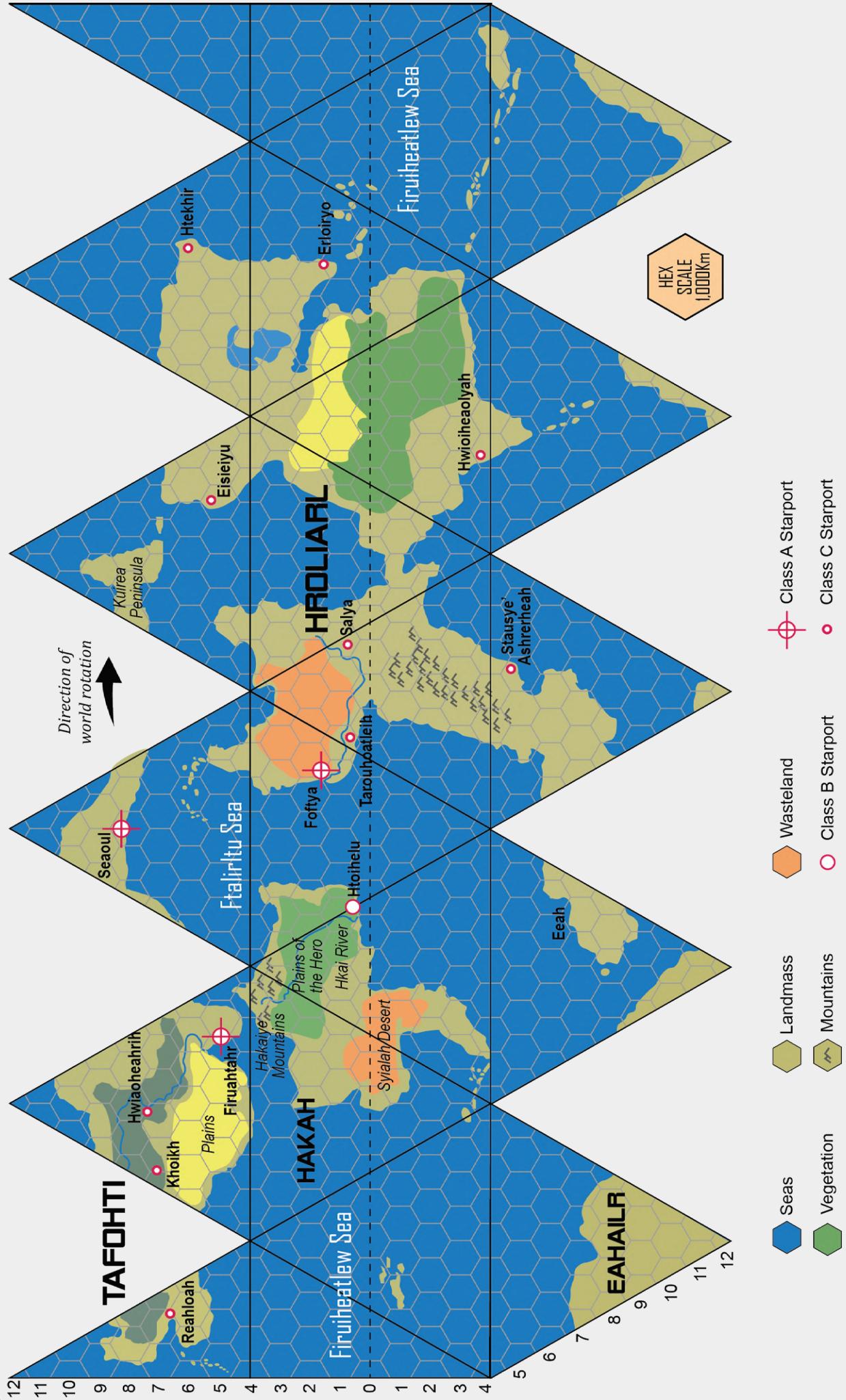
Although no land bridge exists between Tafohti and Hakah, the smaller land mass is generally treated as a subcontinent of Tafohti. Hakah lies roughly 400 kilometres southeast of its closest point to Tafohti, with the Firuheatlew Sea to the west and the Ftalirltu Sea to the east. The land is mostly rugged or barren, more or less equally divided between the Hakaiye Mountains to the north and the Syialah Desert. The Hkai River flows through the Plains of the Hero, which hold special meaning for Aslan.

The largest continent on Kusyu is the great Hroliarl, which sits south and east of Tafohti, bounded by the Ftalirltu Sea to the west and the Firuheatlew Sea to the east. Hroliarl can easily be divided into a western half and an eastern half, the two segments connected by a narrow land bridge just south of the equator. The subcontinent of Eahailr encircles nearly the southern polar cap, with a small section of Eahailr extending north.

Vegetation on Kuzu is notably darker in colour than Terran plants. The equivalent of grass, which covers huge prairies in the temperate latitudes, more closely resembles a carpet of ivy or maple leaves. Tree analogues are much like Terran deciduous species but do not synchronise shedding their leaves as there are no major seasonal changes in weather. Instead, they do so intermittently throughout the year, a handful at a time. As most planets have more extreme weather than Kuzu, native plants do not prosper in the colonies and are rarely seen offworld.

KUSYU

A876976-E



Large animal predators are rare, having been hunted almost to extinction in pre-agricultural times. Smaller ones have adopted a furtive existence, raiding Aslan herds for food. Surviving herbivores are domesticated, good hunting, inedible or too small to bother with.

The inhospitable equatorial regions and stable year-round temperatures discourage migration and lead to banded ecosystems – north polar, northern temperate, equatorial, southern temperate and south polar – each with distinctive varieties of plant and animal life. Very few species travel across bands, and this reduced migratory tendency in the wildlife is thought to have helped primitive Aslan develop settlements; unlike Terran nomads, they did not need to follow wild herds across great distances.

Kusyu has a population of 4.6 billion, which includes the population of artificial satellites and several undersea colonies. There are less than 600,000 non-Aslan on Kusyu. Humans classify the government of Kusyu as a civil service bureaucracy but Aslan classify it as split control, similar to balkanised for humans. All of the 29 *Tlauku* clans and about 300 others have landholds on Kusyu. Weapons restrictions are about equivalent to human Law Level 4 (military weapons prohibited).

A large number of clan and *Tlauku* bases are located on Kusyu. Aslan consider land on Kusyu of especially great value and clans gain both status and power from their landholds on the homeworld. Kusyu, famously, has no capital. Instead each clan has its own *hyufteirlye* – a city or administrative centre. Individual cities are usually identified with specific clans, although control of the largest city, Firuahfahr, is split between the 29 *Tlauku* clans and several lesser clans.

Firuahfahr's starport is operated by the Saietaie Corporation, jointly owned by the 29 to prevent any one of them gaining a monopoly on its benefits. Other clans with the means and the will maintain their own smaller starports at various locations in-system. As staff at Firuahfahr starport are selected for their tolerance and trained in dealing with non-Aslan, casual Travellers are advised to stay there, or venture out in tour parties with a reliable guide, to minimise the chance of accidentally being embroiled in a duel. The Third Imperium, Solomani Confederation and many of the smaller states in the Buffer have embassies in or around Firuahfahr.

Kusyu's second largest city, Foftya, is controlled by the great trading clan Tralyeaeawi. Sitting on the Ftalirltu coast of Western Hroliarl, gleaming Foftya also boasts Class A starport facilities, appropriate for such a large centre of commerce.

Largest Cities on Kusyu

City	Clan	Starport	Population	Law Level	Continent
Eeah	Seieakh	C	92 million	3	West Hroliarl
Eisieiyu	Ikhteyalo	C	50 million	2	East Hroliarl
Erloiryo	Syoisuis	C	192 million	5	East Hroliarl
Firuahfahr	split	A	529 million	6	Tafohti
Foftya	Tralyeaeawi	A	265 million	4	West Hroliarl
Htekhir	Yulraleh	C	40 million	3	East Hroliarl
Htoihelu	Yerlyaruiwo	B	109 million	7	Hakah
Hwiaoheahrih	Hrawoao	C	44 million	7	Tafohti
Hwioiheaolyah	Eisohiyw	C	79 million	7	East Hroliarl
Ihraaohealraoa	Estoieie'	C	32 million	8	Tafohti
Khoikh	Hrasua	C	52 million	8	Tafohti
Reahloah	Uiktawa	C	60 million	4	Tafohti
Salya	Hlyueawi	C	40 million	6	West Hroliarl
Seaoul	Khaukheairl	A	145 million	6	Tafohti
Stausye' Ashrerheah	Eteawyolei'	C	63 million	8	West Hroliarl
Tarouhoatleih	Aokhalte	C	33 million	8	West Hroliarl

Erloiryo is the third largest city, controlled by the Syoisuis. Located on the rugged Firuiheatlew coast of Eastern Hroliarl, Erloiryo is an isolated fortress city that in pre-industrial times proved impossible to besiege by either land or water.

Kusyu's fourth largest city is chilly Seaoul, which sits on the edge of the northern polar cap and is the gateway to the narrow Kuirea Peninsula, which extends some 3,000 kilometres east. Seaoul, one of the famed Five Cities, is under the control of the traditionalist Khaukheairl and also has Class A starport facilities.

THE KUSYU SYSTEM

Kusyu orbits a close binary consisting of Tyeyo and its companion Saietaie. Tyeyo is a G4 V star somewhat dimmer than and fractionally smaller than Sol. Saietaie is a white dwarf star orbiting Tyeyo at 4.2 million kilometres with a period of about one *eakhau*. Saietaie is barely visible against the face of Tyeyo but becomes noticeable when its orbit swings it up to two stellar diameters to either side of its companion.

Saietaie presents something of a mystery to astronomers as no credible model of system formation has ever been able to explain how the remnant of a stellar core came to orbit Tyeyo in close orbit without disrupting the stable orbits of the various planetary bodies. Imperial scientists have proposed several wild variations on an 'Ancients did it' theory, including the Ancients moving Saietaie from another system, or the Ancients creating Saietaie in system. No evidence exists for any of these conjectures, all of which require technology far beyond anything capable at Tech Level 15 or even 16. For their part, the Aslan are extremely sensitive about such speculation and if Aslan researchers have a more plausible theory, they have not offered to share these ideas.

In contrast, the rest of the Kusyu system fits well with known models of planetary formation. The Kusyu system is similar to the Terran system with an inner system containing four rocky planets, and an outer system containing three gas giants and an iceball world in distant orbit. The Kusyu system has no planetary belts.

As is typical for Aslan high population worlds, the secondary worlds in the system, including several gas giant moons, have been claimed by various Aslan clans and developed to different degrees. Kusyu is so vital to the Aslan imagination that even claiming a few hectares on a barren moon in the outer system is considered prestigious.

TINY WORLDS

The Size code in world profiles goes down to 0 to represent asteroid belts that orbit a star but much smaller bodies are possible. The following additional codes can be used to represent these objects.

Tiny Worlds

Size Code	Diameter	Example
R	Multiple objects less than 1km	Planetary Ring
D	One or more objects less than 200km	Debris
S	Less than 1,600km	Very small planetary body

WEISAOW

Weisaow was the first new system explored by the Aslan. Located in the Kilrai' Cluster, only one parsec from Kusyu, the joint Yerlyaruwiwo-Khaukheairl expedition had come armed, fully expecting to encounter hostile alien life. Instead, the team was astonished to discover an inviting, uninhabited garden world so close to their own. Weisaow orbits an orange main sequence star comfortably in the habitable zone, with a red dwarf far companion in distant orbit. Although smaller than Kusyu and possessing a thinner oxygen-nitrogen atmosphere, the world had roughly the same hydrographic coverage and teemed with native plants broadly compatible with Kusyu life.

The Yerlyaruwiwo and Khaukheairl almost immediately established a military base in the system and deployed a naval picket on guard for some unknown threat. Their security concerns were soon vindicated when the Aslan made first contact with Terrans in the Bacci system and in -1941 a Terran survey team jumped into the Weisaow system itself. They named the primary star Blatta and the far companion Xida but as they approached the mainworld they were turned away by a Yerlyaruwiwo patrol ship that threatened to board them. Fortunately for the Terrans, their vessel was faster and more manoeuvrable, allowing them to retreat to the outer system to refuel at the closest gas giant.

Kusyu Planetary Bodies

World	Orbital Distance (AU)	Satellite	Profile	Bases
Htoiweloa	0.18	—	XS00000-0	—
Iyih	0.34	—	X200000-0	—
Uirlea	0.61	—	D410467-D	—
Kusyu	1.00	—	A876976-E	ACS, N
—	—	Aoshi	BS00668-D	ACS, N
—	—	Aoka'ah	XS00000-0	—
Tyehohi	1.60	—	C630366-D	—
—	—	Oikhyu	ES00165-9	—
Areih	2.68	—	Large Gas Giant	—
—	—	Uirol	B200766-E	N
—	—	Aiwuar	C200667-D	—
—	—	Kaleal	E312666-D	—
Htuitei	6.10	—	Large Gas Giant	—
—	—	Iyuou	B100867-E	N
—	—	Oikhoah	B4A0668-E	N
Hroueiu	10.00	—	Small Gas Giant	—
—	—	Ring System	XR00000-0	—
—	—	Yeofa	C100461-C	—
Kyeele	18.00	—	B5A1568-E	ACS
—	—	Hyeiyr	X100000-0	—

Given the historical importance of the world, land on Weisaow is highly prized. Several notable clans have holdings on Weisaow, including the great *Tlauku* members Hlyueawi, Khaukheairl, Sahao', Syoisuis, Tlerlearlyo, Tralyeaeawi, Uiktawa and Yerlyaruiwo. The world is partitioned into large, carefully managed agricultural estates and produces many agricultural products of great use to the Aslan, but two are particularly valued: khor and uiy.

Khor is a valuable staple crop grown throughout the Hierate. A legume-like plant native to the southern hemisphere of Weisaow, Khor was initially domesticated for consumption by Aslan livestock. Khor plants are hardy and easy to grow, forming 2-metre-high stalks with broad, blue-green leaves. Their pods contain highly nutritious seeds ground into meal for animal feed and while Aslan do not consume Khor directly, by-products from the plant have a variety of industrial applications.

Uiy is a naturally-occurring compound found in the bark-like exterior of many woody plants native to Weisaow. Through a laborious, time-consuming process, the bark is harvested, dried and then processed into a granular seasoning used for flavouring meats. High quality Uiy is said to greatly enhance the flavour of foods it is applied to, and is reputed to help tenderise the proteins of particularly tough game.



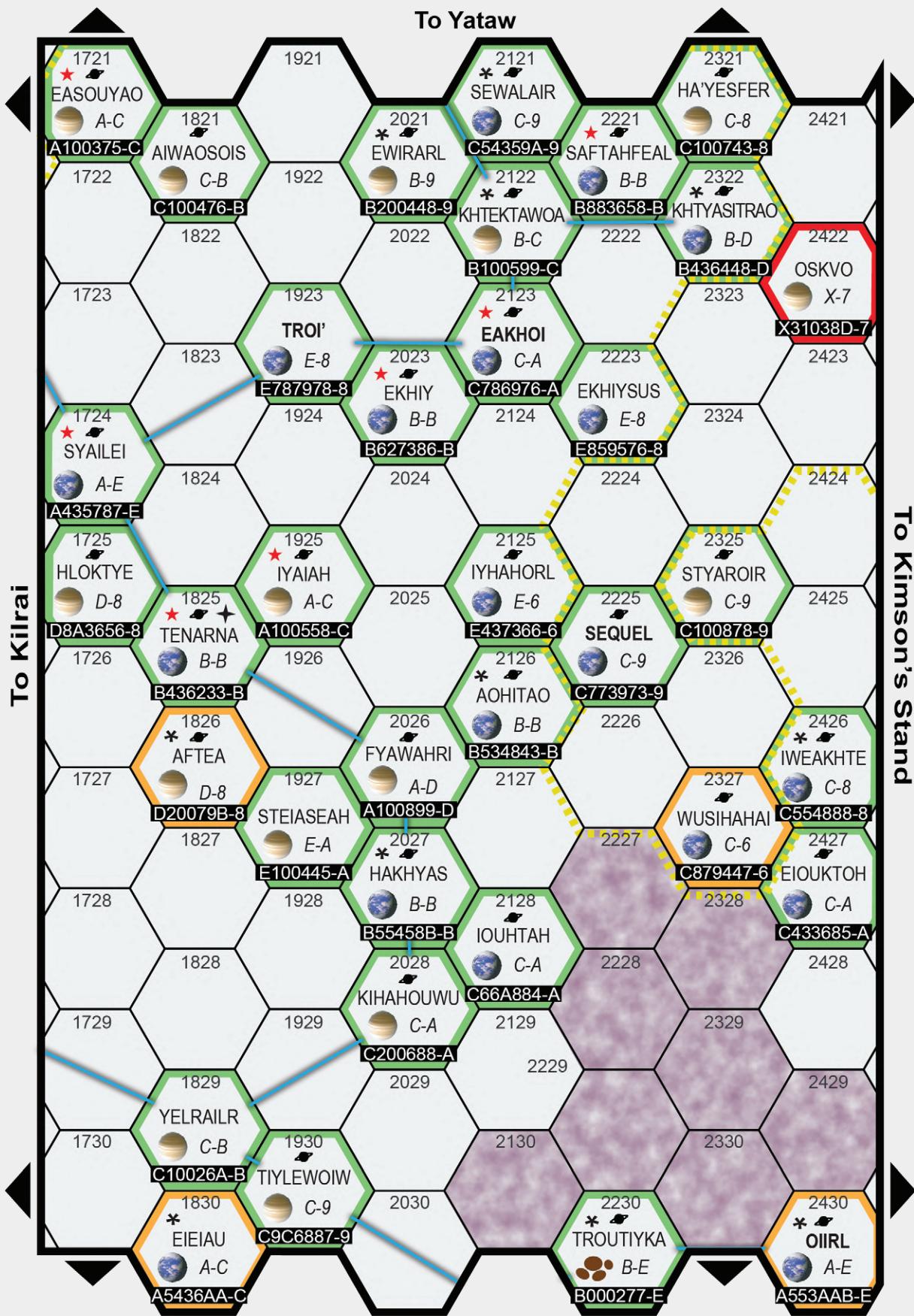
KHTOIAKTA

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Aftea	1826	ACS	D20079B-8	Na Va	A	Hierate	G
Aiwaosois	1821	—	C100476-B	Ni Va	—	Hierate	G
Aohitao	2126	ACS	B534843-B	—	—	Hierate	G
Eakhoi	2123	N	C786976-A	Ga Hi	—	Hierate	G
Easouyao	1721	N	A100375-C	Ht Lo Ni Va	—	Hierate	G
Eieiau	1830	ACS	A5436AA-C	Ht Ni Po	A	Hierate	—
Eiouktoh	2427	—	C433685-A	Na Ni Po	—	Hierate	G
Ekhiy	2023	N	B627386-B	Lo Ni	—	Hierate	G
Ekhiyus	2223	—	E859576-8	Ni	—	Hierate	—
Ewirarl	2021	ACS	B200448-9	Ni Va	—	Hierate	G
Fyawahri	2026	—	A100899-D	Ht Na Va	—	—	G
Ha'yesfer	2321	—	C100743-8	Na Va	—	Hierate	G
Hakhyas	2027	ACS	B55458B-B	Ag Ni	—	Hierate	G
Hloktye	1725	—	D8A3656-8	Fl Ni	—	Hierate	G
Iouhtah	2128	—	C66A884-A	Ri Wa	—	Hierate	G
Iweakhte	2426	ACS	C554888-8	—	—	Hierate	G
Iyaiah	1925	N	A100558-C	Ht Ni Va	—	Hierate	G
Iyhahorl	2125	—	E437366-6	Lo Ni	—	Hierate	G
Khetskawoa	2122	ACS	B100599-C	Ht Ni Va	—	Hierate	G
Khtyasitrapo	2322	ACS	B436448-D	Ht Ni	—	Hierate	G
Kihahouwu	2028	—	C200688-A	Na Ni Va	—	Hierate	G
Oiirl	2430	ACS	A553AAB-E	Hi Ht Po	A	Hierate	G
Oskvo	2422	—	X31038D-7	Lo Ni	R	—	—
Saftahfeal	2221	N	B883658-B	Ni Ri	—	Hierate	G
Sequel	2225	—	C773973-9	Hi In	—	—	G
Sewalair	2121	ACS	C54359A-9	Ni Po	—	Hierate	G
Steiaseah	1927	—	E100445-A	Ni Va	—	Hierate	—
Styaroir	2325	—	C100878-9	Na Va	—	Hierate	G
Syailei	1724	N	A435787-E	Ht	—	Hierate	G
Tenarna	1825	M	B436233-B	Lo Ni	—	—	G
Tylewoiw	1930	—	C9C6887-9	Fl	—	Hierate	G
Troi'	1923	—	E787978-8	Ga Hi	—	Hierate	—
Troutiyka	2230	ACS	B000277-E	As Ht Lo Ni Va	—	Hierate	G
Wusihahai	2327	—	C879447-6	Ni	A	—	G
Yelrailr	1829	—	C10026A-B	Lo Ni Va	—	Hierate	—

KHTOAKTA: SUBSECTOR

Dark Nebula

K



Gas Giant

B-6 Starport Class & Tech Level

Other Naval Base

Military Base/Garrison

Clan Base

Secure System

Amber Zone

Red Zone

Travel Route

Asian Hierate Border

Asteroid

Planet (dry)

Planet (water present)

Cellella Nebula

The Khtoiakta subsector, also known as Moralon to humans, is perhaps most notable as the site of the first sustained conflicts of the Aslan Border Wars. The subsector is partitioned into spinward and trailing segments, first by a ribbon of the Buffer extending rimward from Yataw and Kimson's Stand to the Celella Nebula. The nebula itself then separates the rest of Khtoiakta to the border with Yohkui.

The nebula is the single most important astrographic feature in Khtoiakta, a massive jumpspace anomaly that deterred exploration and settlement of the subsector for centuries. Khtoiakta then contains several historically important stellar clusters.

The Mir Cluster, a grouping of 15 systems connected by jump-1 distances, begins in the spinward-coreward corner of Khtoiakta and connects to worlds in Akhlare and Kilrai'. The cluster was named for Mir, the original human name for the system now known as Aiwaosois. Meanwhile, the Eakhoi cluster is a 17-world grouping connecting central-coreward Khtoiakta with Yatow and Kimson's Stand. Three worlds of the Cluster are independent and inside the Buffer, and two worlds in Kimson's Stand have been recently annexed by the Solomani Confederation.

The Mizah Cluster is a 14 world grouping lying entirely within central Khtoiakta. Mizah was the original name of the K0 V primary of the independent world now known as Sequel, a high population human world and the only system of the Cluster still inside the Buffer. The red giant primary star of the Steiaseah system was designated by the ancient Terrans as Scheat or Beta Pegasi, while the Aslan know it as *Ua'aloiatye*, the Bright Star. With an absolute magnitude of -1.45, the star is only approximately six parsecs from Kusyu, making it brighter in the night sky of the Aslan homeworld than the planet Mercury is from Terra. Originally surveyed by Terran explorers around -2000, the immediate region of space was known as Bright Star and the mainworld as Daanarni. The Cluster also includes two independent Aslan worlds, Tenarna and Fyawahri, neither inside the Buffer nor part of the Hierate. Due to obligations stemming from pacts predating the Cultural Purge, these two worlds are under the protection of the powerful Estoieie', a member of the *Tlaukhu*.

The Mechane Cluster is a four world grouping extending into Kimson's Stand. One world, Wusihahai, is an independent Aslan world inside the Buffer, while Iweakhte and Eiouktoh are Hierate worlds trailing of the Buffer and Earltras is a human dominated world in Kimson's

Stand, recently claimed by the Solomani Confederation. Mechane was the original name of Earltras and the Solomani are attempting to revive its use.

Khtoiakta was not extensively explored until after -2000, as wary Terrans stayed well clear of the Dark Nebula. Following first contact with the Aslan, humans began establishing settlements in the subsector. These human colonists were descendants of the initial wave of Terran emigres and most had likely never stepped foot on a Rule of Man world.

With a nearly 400 year head start, the Terrans were well established in the clusters to spinward of the nebula by the time Aslan arrived around -1600. A new native human culture had begun to emerge in Khtoiakta, connected through interstellar trade and the Osmani language. The Aslan arrivals began to claim beachheads on less attractive worlds passed over by the human settlers and for the first few centuries the two species shared the subsector with limited conflict.

By -1100, Aslan population and technology had grown to the point where they could challenge the humans of Khtoiakta, whose numbers and technology had degraded as ripples from the Long Night were felt even on distant colony worlds. Reaver fleets roamed trade lanes in search of vulnerable human and Aslan worlds to sack, which added new anti-human resentment among many clans. In -1082 the Htiokh conquered the human world of Godoro, now known as Tenarna, marking the first major Aslan victory in what would much later be known as the Aslan Border Wars.

Over the next 700 years, Aslan and humans of Khtoiakta engaged in hundreds, if not thousands of low-level conflicts across the subsector. The politics of these struggles were convoluted and fluid, with some clans temporarily siding with some human groups and some human groups temporarily siding with some clans. In many cases, Aslan clans were fighting Aslan clans and human groups were battling human groups. Entire worlds and parts of worlds were traded back and forth but gradually the Aslan began to achieve superiority. By -400 the Aslan had absorbed or displaced most human populations in Khtoiakta, with humans controlling only a handful of worlds.

Part of Khtoiakta was set aside as a neutral buffer zone in the 212 Treaty of the Dark Nebula and these areas were incorporated into the Peace of Ftahalr. A line of worlds along the trailing fringe of the subsector, from Oskvo to Oiirl, fell just inside the 50-parsec limit of the Solomani Autonomous Region but neither the Autonomous Region government nor the subsequent Solomani Confederation

have ever demonstrated much interest in these worlds. Since the Peace, the subsector has generally enjoyed stability, if not prosperity, although Solomani encroachment on Hierate space has begun to move the Confederation border closer and closer to Khtoakta.

The subsector's history and proximity to Kusyu make it a highly desirable location for Aslan clan capitals. The single world clan Hkihaohe has its capital at the high population world of Oiirl, just trailing of the Dark Nebula, while the multi-world clans of Ero'ea and Owyahiy have capitals at Ewirarl and Hakhyas respectively. The *Tlaukuh* warrior clan Estoieie', a member of the Khaukheairl bloc, maintains its clan capital on the strategic world of Syailei. The great trading clan Tlerlearlyo, also a *Tlaukuh* member and part of the Ikhtearlyo bloc, keeps its capital at Saftahfeal. Accordingly, the Third Imperium maintains embassies at Oiirl, Syailei, Saftahfeal and the independent human world of Sequel. The Solomani Confederation maintains embassies on Oiirl and Saftahfeal.

The Khtoakta subsector contains 35 worlds with a population of 90.5 billion. The highest population is 70 billion, at Oiirl. The highest Tech Level is 14 at Syailei, Troutiyka and Oiirl.

HAKHYAS

Hakhyas, a pleasant agricultural world in the Mizah Cluster, is the capital of the venerable Owyahiy clan, former members of the *Tlaukuh*. Although the Owyahiy no longer command the same power they did in their glory days, they remain one of the most prominent clans in the Dark Nebula. The mainworld was originally settled by Terrans who named the planet Tangaa, finding the temperate climate and thin oxygen-nitrogen atmosphere more than hospitable to Terran life, as most imported crops took readily. Near -600 the Owyahiy defeated the human inhabitants, claimed the world as their new capital and renamed it Hakhyas. The surviving humans were forced offworld over the subsequent decades, driven to Sequel or Earstras and out of history.

Once established on Hakhyas, the Owyahiy spent lavishly on their new capital. Much of the human settlement around the downport was razed to the ground and an entirely new city built in its place complete with grand canals, gleaming towers and magnificent clan buildings. The finest artisans and materials were imported from Kusyu and Aowaelr to meet the exacting demands of the clan leaders. The Owyahiy left most of the imported Terran plant life in place, where it remains today.

The Owyahiy lost their *Tlaukuh* seat during the Cultural Purge in 82 but have clung tenaciously to what remains of their former stature despite their increasingly diminished position. The Owyahiy remain a proud clan, extremely sensitive to any real or perceived slight. Strangers in the capital city, particularly human strangers, should expect an uninviting reception. The clan is deeply in debt and in 1100 the Owyahiyko died without an heir. His sister A'ayuea assumed temporary control and although capable, is struggling to stabilise her clan. The Owyahiyko's great palace, once renowned for its size and sumptuous design, has fallen into disrepair – but is said to still contain priceless treasures brought by the Owyahiy out of old Kusyu.

The headquarters for clan Space and ground forces are located just outside the capital, next to the headquarters for the mercenary company lykhukta, the primary source of income for the Owyahiy.

OIIRL

A high population Aslan Hierate world in Khtoakta, Oiirl is located between the Celella Nebula and the current border of the Solomani Confederation. Oiirl is controlled by an independent clan, the Hkihaohe, and has a population of approximately 71.9 billion. The mainworld is a cold, medium-sized planet tide-locked to its dim red dwarf contact binaries but although Oiirl itself is poor, the system has abundant resources – including the highly productive Aye'eah Belt (B000966-C) – and is located on a major trade route connecting Kusyu and human markets in the Confederation.

Both the Third Imperium and Solomani Confederation maintain embassies on-world. Although Oiirl is the only world wholly controlled by the Hkihaohe, they have prospered due to their corporation Hwais ei Hkihaohe, which designs and manufactures high quality starships, and having some of the largest and most advanced shipyards in the sector. Hwais ei Hkihaohe is also one of the few Aslan corporations willing to provide starship financing to non-clan members.

The mainworld was settled by Terrans from eastern Europe, who named it Salan, and even today several hundred million humans continue to live on-world. It has also become a haven for Aslan migrants and refugees leaving Solomani space. Oiirl maintains a powerful system defence force as well as a modest *aikoho* of heavy cruisers, and an unwise attempt to capture the system during the War of Kimson's Stand in 832 resulted in ruin for an ill-equipped Solomani expeditionary force.



SAFTAHFEAL

The capital world of the Tlerlearlyo, an important trading clan and *Tlauku* member, Saftahfeal is a rich planet orbiting an orange main sequence star in the Eakhoi Cluster. The world enjoys a temperate climate and, although dry, supports a dense oxygen-nitrogen atmosphere. The starport is located at the capital city, Saftahfeftar, which sits between a lush, tropical oasis and the shores of one of the planet's small seas. The capital is a lovely blend of ancient Aslan architecture and cutting edge gravitic construction and the ko's palace soars above the city centre like a great spiral shell made of polished red stone and gleaming yellow glass.

In addition to being the corporate headquarters for many Tlerlearlyo companies, Saftahfeftar hosts several permanent foreign missions, including embassies from the Khaukheairl, Hlyueawi and Ikhtealyo, the independent world of Sequel, the Gerontocracy of Ormine, the Wuan Trade Association and both the Third Imperium and Solomani Confederation.

The Tlerlearlyo court is filled with considerable intrigue as these delegations all vie for influence and lucrative trade agreements. One particularly intense rivalry pits the Imperial ambassador, Sir Ishir Aimu Dagadkua, against the Solomani ambassador, Mustafa Fonseca. The men are said to loathe each other on both a professional and personal level, and spend

considerable energy trying to undercut and embarrass the other. The importance of their rivalry extends far beyond either man's ego, as the Tlerlearlyo are one of the few clans to maintain relatively normal trade relations with the Confederation over the last century.

SEQUEL

A high population industrialised world in the Mizah Cluster, Sequel is an independent human world inside the Buffer. The planet was first settled around -1950 by Turkophone Terrans from Suleiman in the Solomani Rim, who named the primary Mizah. Sequel's original oxygen-nitrogen atmosphere is now heavily polluted after three millennia of near continuous industrial development.

Sequel was an important stop on the ancient Hkiyrerao Passage. By -1118, the start of the Aslan Border Wars, Sequel had expanded to control most of the Mizah Cluster and enjoyed reasonably good relations with both the Aslan clan Yerlyaruwiwo and those Osmani-speaking worlds to trailing that would become the Suleiman Confederation. As the Border Wars ensued, Sequel became a haven for human refugees from Khtoikta and worlds far deeper inside Hierate space.

Today, the world is populated by humans who have largely embraced Aslan culture, although they are not as fully assimilated as the Zodia worlds of

Iwahfiah. Sequel is divided into five major nation-states functioning somewhat like Aslan clans. Three of these nations speak dialects of *Trokh* while two speak dialects of Osmani. Technically separate from the Hierate, Sequel is essentially a client state of the Yerlyaruiwo and fiercely loyal to their ancient patron. The governments of Sequel have been embarrassed by the dishonourable encroachments of the Solomani Confederation and faithfully offered up troops to battle these barbarians.

SYAILEI

The capital world of the Estoieie', a *Tlaukhu* clan closely allied with the Khaukheairl, Syailei is located in the Mizah Cluster. The mainworld is a small, tide-locked planet with a very thin oxygen-nitrogen atmosphere. Its starport has a large orbital component, as well as associated shipyards run by Steasehaor, an Estoieie' company focused on warship design and construction. Although the yards have relatively small capacity, they often refit ships with advanced technology and experimental components.

The clan naval base is the headquarters for the entire Estoieie' combat fleet and heavily defended with monitors, system defence boats, and the clan leader's personal guard, the Estoiyelaia, an overstrength squadron of eight *Ktekta* armoured cruisers and support ships. The Estoieie' flagship is the *Aohtao'aikha*; at 160,000 displacement tons and armed with a meson spinal mount, the ship is a rare example of an Aslan dreadnought.

Although Syailei has a population of only 43.7 million, considerably more traffic moves through the system than might be expected, as naval couriers and diplomatic ships carry messages back and forth to Kusyu and the Estoieie' fleets. The downport contains one of the largest naval museums in Charted Space, covering Estoieie' history back to pre-spaceflight Kusyu. Particularly notable is a full scale replica of the *Hlowoasyoeaw*, a storied 30,000 ton warship from the early Aslan Border Wars.

No travel advisory has been issued for the system and the mainworld has only a moderately high Law Level, but security-conscious Estoieie' officials will closely scrutinise any human Travellers passing through Syailei. A past career that includes an honourable service record with the Imperial Navy can prove immensely helpful in dispelling suspicions.

TENARNA

Tenarna is a marginal, low population independent world in the Mizah Cluster where Terrans established a small base there around -1800, naming the world Godoro. *Ihatei* from the aggressive Htiokh began settling unoccupied regions of Godoro around -1600. After several centuries of uneasy cohabitation, the Htiokh began encroaching on Terran territories, leading to an armed conflict that by -1156 had decimated the Htiokh's Godoro holdings.

Infuriated, the clan vowed revenge and in -1082, after a short, bloody campaign, they captured Godoro. The Htiokh massacred all humans they encountered, one of the first decisive victories for the Aslan in the Border Wars. Bloody Godoro became a rallying cry for humans in the Dark Nebula and is occasionally invoked over 2,000 years later by the Solomani.

Control of Tenara was turned over to the Oul, who held the world in fief for the Htiokh. As the Border Wars ground on the Htiokh became even more and more brutal, alienating many other clans. During the Cultural Purge the Oul betrayed their overlord and Oul assistance directly led to the extermination of the Htiokh.

Despite whatever sympathy other clans might have felt for the Oul, their betrayal was considered deeply dishonourable and the Oul were expelled from the Hierate. Notably, the Oul were allowed to retain control of Tenara, although their presence has dwindled to just a few hundred members and they do have a small naval base in orbit, which is the home port for a squadron of fast frigates.

TROI'

A high population garden world only seven parsecs from Kusyu and renowned for its pleasant climate, the system was first settled by Malay-speaking Terrans in -1700, who named the yellow dwarf primary star Ria and its red dwarf near companion Alis. Although generally neutral throughout the Border Wars, various clans claimed more and more territory on the highly-prized mainworld and humans gradually migrated to Selamat (E401650-9), a much less habitable secondary world in orbit around Alis.

The Aslan view Troi' as an attractive planet and rival clans consider any holdings on the world's surface as signifying elite status. More than one clan war has been fought over them. Control of the world is currently split between several clans, including some of the most important in the Hierate: the Yerlyaruiwo, Khaukheairl, Hlyueawi, Hwriayro, Arao'e, and Hkiahohe.

THE DARK NEBULA

One of the most famous astrographic phenomena in all of Charted Space, this unique feature, properly called the Celella Nebula, still presents mysteries even after centuries of intensive research. The nebula is entirely contained inside the Aslan Hierate, sprawling across the Khtoiakta and Yohkui subsectors, and is simultaneously observable in real space as a hazy cloud of hydrogen over twenty-six light years across, but also experienced in jumpspace as a formidable navigation hazard.

The Dark Nebula shares many properties with a giant molecular cloud, beginning with its size and temperature; the nebula is much colder than surrounding interstellar space, averaging 15°K, yet it is not actually a dark nebula as understood by astronomy. Fundamentally, such nebulae are opaque due to the sheer density of dust particles within their clouds. This nebula, in contrast, is much more diffuse and not visible from Terra, just a little over 50 parsecs distant. Further, the nebula does not appear to be a stellar nursery. Most curiously, although it has demonstrably lower density than a giant molecular cloud, it has a similar gravitational effect on surrounding space as a far more massive object. This paradox cannot be explained by current theories.

The nebula somehow interacts with jumpspace, much like large gravity sources create occlusion in jump course lines. It proved an impassable barrier to early explorers, as ships attempting to jump into or through the nebula simply disappeared. What exactly happens to ships swallowed by the nebula is another enduring mystery. If they were destroyed, no debris has ever been recovered; if they misjumped, no one knows where – or when – they arrived.

The Vilani of the First Imperium appear to have understood a massive hazard to jump travel lay beyond the region they called Magaar (Magyar). Although this area was well outside the borders of the *Ziru Sirka*, unauthorised spinward expeditions created star charts warning astrogators to give this phenomenon wide berth. How this came to be known as the Dark Nebula is uncertain, although ancient Terrans, working with Vilani explorers, were

using this term throughout the late Interstellar Wars period. The name might be a Terran mistranslation of the Vilani word *buuksus*, which literally means 'dark cloud', particularly if the Vilani were using this word figuratively to mean 'loss or absence of information'. Any information regarding objects jumping into or through the nebula is completely lost to observers outside the jump.

Terrans largely followed Vilani advice and avoided the entire vicinity of the nebula, and those who did not heed the warning were never heard from again. Through the Rule of Man, Terran development moved steadily closer to the nebula as the danger zone became better defined. Although the jumpspace influence extends one parsec beyond the contours of the cloud, the effect drops off dramatically at two parsecs.

The Aslan of the Age of Expansion soon learned to respect the nebula, although many foolhardy pilots were lost before the lesson was fully retained. During the early stages of the Aslan Border Wars much of the fighting occurred around the nebula, which became an important strategic feature.

In -433 Zekiye Holden, a human researcher working out of Maadin, arrived at a correction formula allowing astrogators to pilot ships through the Dark Nebula. She began with the observation that the nebula creates a gravitational field far exceeding its measured mass. Using advanced mathematics and quantum computers she derived her 'Holden Formula', which is still included in basic astrogator training today. Armed with the Holden Formula, a Maadin expeditionary ship made the first successful transit of the nebula in -421. Although this breakthrough represented a significant military advantage for humans in the Border Wars, it simply came too late for Maadin; in -404 the world was captured by the Aslan after a brutal siege.

Even with the Holden Formula, ships jumping into or out of the Dark Nebula (or from point-to-point within it) are more prone to misjumps, with DM-6 imposed on Engineer (j-drive) checks made to jump into or out of the nebula and DM-3 if passing through it. Real space ship movement within the nebula is as normal but sensor operations are subject to DM-4.

KIMSON'S STAND

The Kimson's Stand subsector, known as Khaoliy to the Aslan, is a lightly-populated border area where the Solomani Confederation directly abuts both the Buffer and the Aslan Hierate. Four worlds along the spinward-rimward edge of the subsector are part of the Hierate and four independent worlds along the spinward-coreward edge fall inside the Buffer.

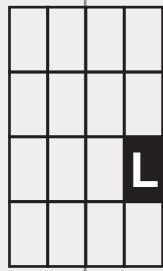
Kimson's Stand contains several astrographic features connecting to adjacent subsectors, including the Eakoi Cluster, the Savage Main and the Mechane Cluster. The Maadin Trace is a five-world grouping of

systems completely contained in the central-rimward segment of Kimson's Stand, straddling the Hierate and Confederation border.

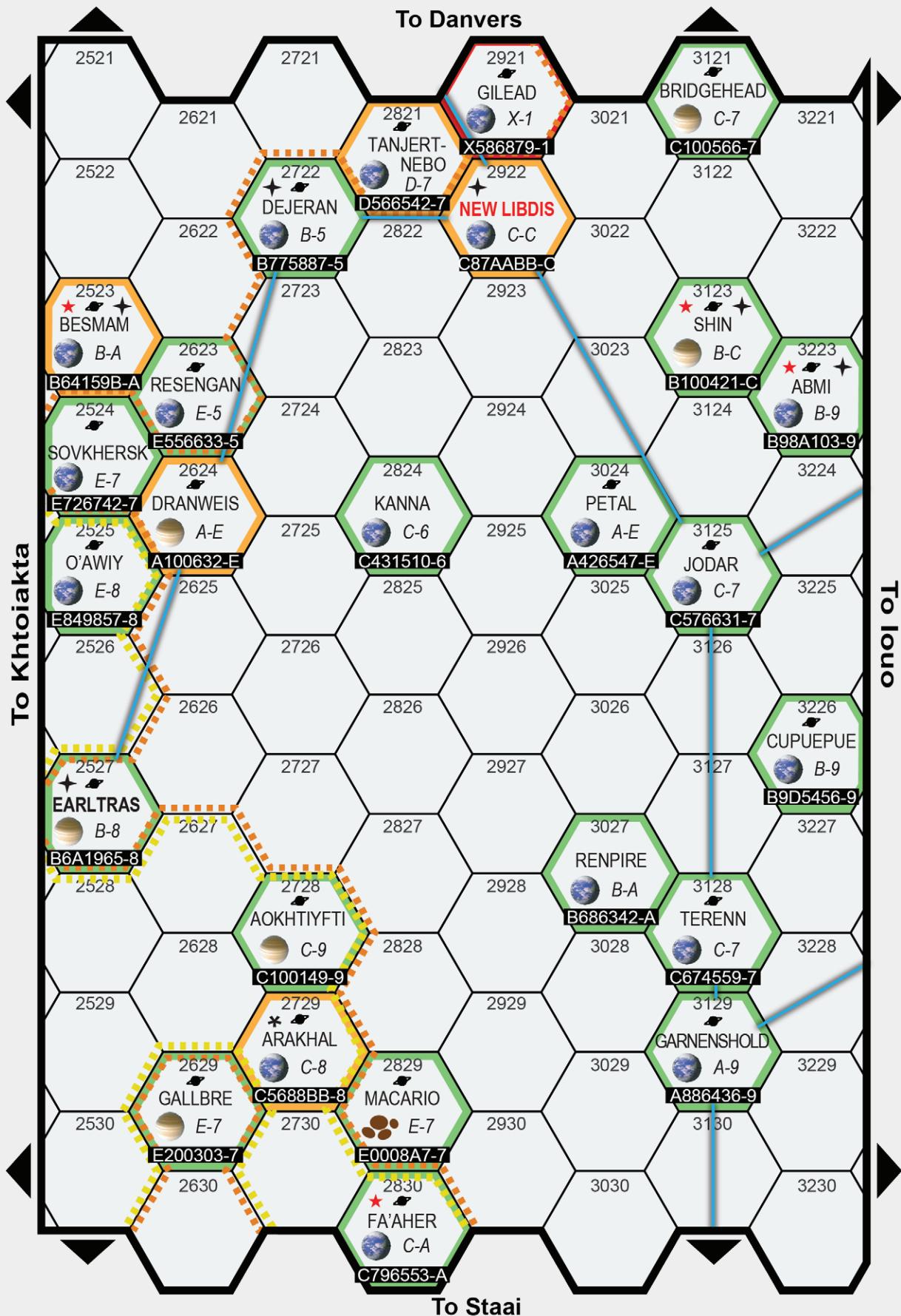
Terrans, wary of the Dark Nebula in Khtoikta, kept well clear of Kimson's Stand until after -1900, when surveys and settlements began in earnest. During the Aslan Age of Expansion, the subsector saw regular traffic as Aslan traders followed the famed Hkiyrerao Passage, which connected Kusyu with human worlds in the distant Solomani Rim. The Passage included jumps from O'awiy to Resengen, Kanna, Petal and Abmi.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Abmi	3223	M, N	B98A103-9	Lo Ni Wa	—	Solomani	G
Aokhiyfti	2728	—	C100149-9	Lo Ni Va	—	Hierate	G
Arakhal	2729	ACS	C5688BB-8	—	A	Hierate	G
Besmam	2523	M, N	B64159B-A	Ni Po	A	—	G
Bridgehead	3121	—	C100566-7	Ni Va	—	Solomani	G
Cupuepue	3226	—	B9D5456-9	Fl Ni	—	Solomani	G
Dejeran	2722	M	B775887-5	Lt	—	Solomani	G
Dranweis	2624	—	A100632-E	Ht Na Ni Va	A	Solomani	G
Earltras	2527	M	B6A1965-8	Fl Hi	—	Solomani	G
Fa'aher	2830	N	C796553-A	Ag Ni	—	Hierate	G
Gallbre	2629	—	E200303-7	Lo Ni Va	—	Solomani	G
Garnenshold	3129	—	A886436-9	Ga Ni	—	Solomani	G
Gilead	2921	—	X586879-1	Lt Ri	R	—	G
Jodar	3125	—	C576631-7	Ag Ni	—	Solomani	G
Kanna	2824	—	C431510-6	Ni Po	—	Solomani	—
Macario	2829	—	E0008A7-7	As Na Va	—	Solomani	G
New Libdis	2922	M	C87AABB-C	Hi Ht In Wa	A	Solomani	—
O'awiy	2525	—	E849857-8	—	—	Hierate	G
Petal	3024	—	A426547-E	Ht Ni	—	Solomani	G
Renpire	3027	—	B686342-A	Ga Lo Ni	—	Solomani	—
Resengen	2623	—	E556633-5	Ag Lt Ni	—	—	G
Shin	3123	M, N	B100421-C	Ht Ni Va	—	Solomani	G
Sovkhersk	2524	—	E726742-7	—	—	Solomani	G
Tanjert-Nebo	2821	—	D566542-7	Ag Ni	A	—	G
Terenn	3128	—	C674559-7	Ag Ni	—	Solomani	G

KIMSON'S STAND SUBSECTOR



Dark Nebula



- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- Military Base/Garrison
- Clan Base

- Secure System
- Amber Zone
- Red Zone
- Trade Route
- Asteroid
- Planet (dry)
- Planet (water present)
- Aslan Hierate Border
- Solomani Confederation Border

As the Long Night began to fall even on the distant worlds of the Dark Nebula, many human systems in Kimson's Stand chose to become protectorates of Aslan clans in order to avoid being sacked by the increasingly bold Reaver fleets that roamed the region. While many worlds fared well under this arrangement, others – particularly in the Savage Main – were allowed to regress technologically, sometimes to primitive levels.

The Aslan protectorate worlds fared reasonably well during the initial stages of the Aslan Border Wars, as they were already inside the Aslan sphere of influence. Many humans from worlds deeper inside the Hierate did not do nearly so well and many were displaced into Kimson's Stand and beyond into Magyar.

The protectorate worlds could not be shielded from the ravages of the Cultural Purge any more than an Aslan world, and several significant battles were fought in Kimson's Stand. The Treaty of the Dark Nebula, signed in 212, placed the entire subsector save for O'awiy into a buffer zone, forcing Hierate clans to abandon their holdings inside this area.

All of Kimson's Stand fell inside the Solomani Autonomous Region of 704. Solomani activists almost immediately began working to absorb these systems, in contravention of previous agreements made with Aslan clans. Despite protests from the Imperium and various clans, the Solomani continued to press spinward. In 832, a coalition of Solomani militia groups and Magyar states, with the support of the Autonomous Region government, launched a military campaign inside the Buffer. They quickly overwhelmed the exohierate clans and seized most of the subsector. The Solomani advance was only stopped when several of the more powerful clans intervened. This offensive, which became known as the War of Kimson's Stand, was a profound embarrassment to the Third Imperium. In 825 the Imperial Navy was ordered to withdraw from the Dark Nebula, ceding the region's defences to Solomani colonial fleets.

Since the end of the Solomani Rim War, the Confederation has resumed annexing border worlds, occasionally drawing the wrath of the clans. Since 1002, Sovkhersk, Dranweis and Gallbre have all been incorporated into the Confederation. The Solomani Confederation's regional administrative centre for Kimson's Stand is located at New Libdis.

The exohierate Easyu has a clan capital on the independent world of Besmam. A highly aggressive pirate clan, the Easyu had been driven out of many worlds in Reaver's Deep and the Dark Nebula by the advancing Solomani.

The Hlyueawi, a powerful *Tlaukuhu* member and the sixth ranked clan in the entire Hierate, have two notable holdings in Kimson's Stand. They control the agricultural world of Fa'aher, located in the Maadin Trace at the end of a narrow salient jutting into Solomani space and have negotiated a delicate alliance with the government of Jingleswelt to ensure protection of Fa'aher. A Hlyueawi vassal, the Faoheirlyu, hold Aokhiyfti in fief. This world is a tiny, airless satellite of a gas giant orbiting the yellow main sequence star named by early Terran explorers Avair.

Kimson's Stand contains 25 worlds with a population of 26.5 billion. The highest population is 21.8 billion, at New Libdis. The highest Tech Level is 14 at Dranweis and Petal.

ARAKHAL

A rich Aslan Hierate world located in the Maadin Trace, during the Aslan Border Wars Arakhal was a bastion for humans across the region but has been reduced to a faint shadow of its former glory. Turkophone humans from Sequel settled Arakhal around -1700; Maadin was their original name for the primary star. Shortly after -1000, Arakhal became the capital of the Suleimani Confederation, a multi-world union formed in response to growing Aslan encroachment on human settlements in the Dark Nebula. At its height, circa -800, Arakhal was a TL11, high population world when most surrounding worlds were only just clinging to TL10.

The Confederation served as an important bulwark for human worlds within six parsecs of Arakhal before collapsing in -404. The cruel Htiokh clan then assumed control and over the following centuries much of the human population migrated out.

In 23 the Htiokh were wiped out in the Cultural Purge and control of Arakhal passed to the lyare, vassals to the clever Arao'e. Arakhal then became an important trading world, open to both human and Aslan.

Arakhal, like all of Kimson's Stand, fell inside the borders of the Solomani Autonomous Region. The Solomani firm ConTech was founded on Arakhal in 713 to promote human-Aslan collaboration but following

the founding of the Confederation most humans have emigrated to trailing worlds and Arakhal has steadily dwindled in importance.

EARLTRAS

A divided world occupied by the Solomani Confederation, Earltras is an inhospitable, industrialised world in the Mechane Cluster. The mainworld, which orbits a cool red main sequence star named Mechane is a frigid planet with an unbreathable atmosphere composed of nitrogen with traces of methane, and dotted with small hydrocarbon lakes. Known originally by the name of its primary star, the mainworld was not settled until -700 by human refugees from the Mizah Cluster and other locations deeper inside the Hierate, driven from their homeworlds by the Aslan Border Wars.

During the Cultural Purge, this human population was joined by an influx of small clans pushed out of the Hierate for a variety of real and perceived reasons. The two species developed a unique culture, effectively merging the strongest elements of both human and Aslan cultures, and together began building an industrial base for Earltras.

Earltras fell inside a buffer zone created by the Treaty of the Dark Nebula in 212. The powerful exohierate Tiawao began playing an increasingly important role, eventually moving their clan capital to Earltras. With Tiawao lending military strength, Earltras flourished.

By the early 800s, the world had reached TL11 and was an important industrial centre for the subsector. Although Solomani agents had failed to generate much interest in the Solomani Cause among the human inhabitants of Earltras, the world's location and economic strength made it a key target for the War of Kimson's Stand, which saw the Tiawao destroyed and Earltras annexed by the Autonomous Region.

Today, Earltras is an occupied world under the military rule of the Solomani Confederation. With 2.49 billion inhabitants, which includes an estimated 672 million Aslan, overall technology has fallen back to pre-stellar levels. Instead of becoming a productive economic engine for the Confederation, Earltras has instead become a net burden.

Given how tightly stretched the Confederation is now in the entire Lion's Mane region, relatively limited resources are available to the occupying government

and the overall Law Level remains surprisingly low at 5. The Earltras starport remains open and interstellar traffic continues to flow through the system each year, although illicit activities and crime rates are on the increase. Rising poverty levels have increased concern about on-world social unrest.

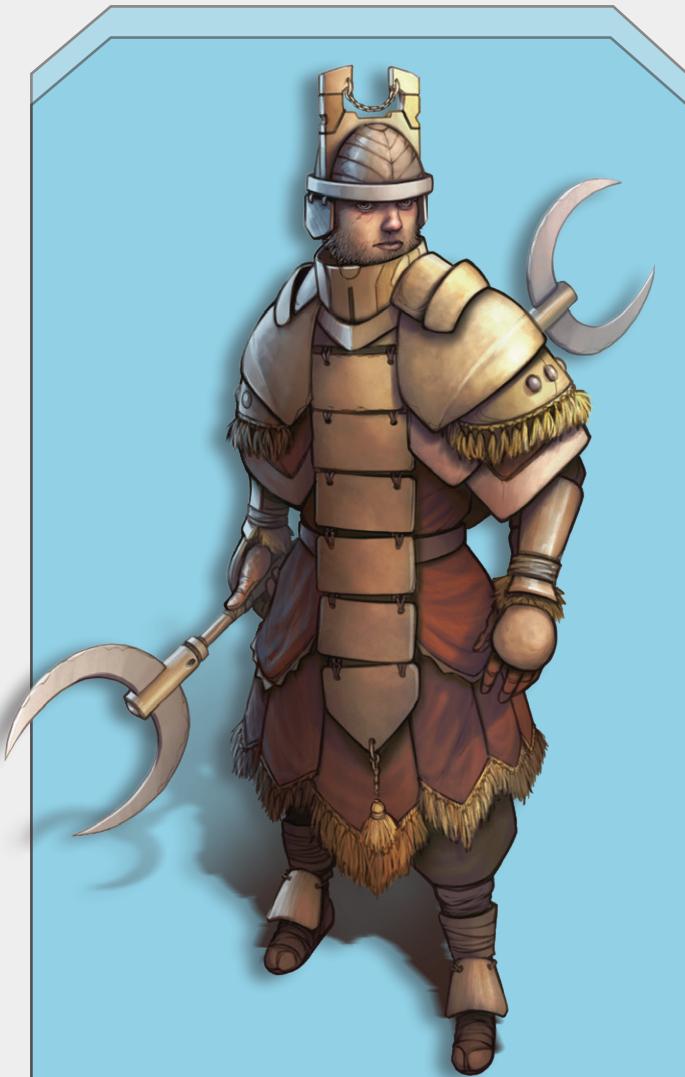
GILEAD

Gilead is an independent, self-interdicted world and planetfall should be considered extremely dangerous. A rich, low-technology system on the Savage Main, Gilead is habitable with a dense oxygen-nitrogen atmosphere, a temperate climate and moderate levels of liquid water. The one drawback is the low surface gravity due to Gilead's small size. The planet produced a wide variety of native life, including a large phylum of pseudo-reptilian megafauna. Terrans settled the planet during the Rule of Man period and Gilead soon became an important agricultural world.

During the Long Night, Gilead, like many worlds on the Savage Main, became an Aslan protectorate world under the control of the Tlerlearlyo. In exchange for access to Gilead's resources, the Tlerlearlyo defended the world against other clans and Reaver fleets. The Tlerlearlyo established a major city, Hkarlye, on the surface of Gilead. Carefully partitioned from all human populations, Hkarlye was the site of the world's only starport.

The human populations of Gilead were allowed to regress technologically, so by -200 they had become a primitive, Aslanic-speaking society hovering just above TL3. They identified themselves as the Khuiwitikhiha, vassals to another human clan, the Kuihiyao', who were in turn vassals to the Tlerlearlyo. The Khuiwitikhiha were utterly fearless warriors but their culture had curdled into a distorted mirror of Aslan culture, venerating fighting skills and conquest above all else. Trickery and deceit were considered the height of strategy. The Khuiwitikhiha had also grown so enthusiastically violent and treacherous that the horrified Tlerlearlyo interdicted Gilead, sealing off Hkarlye completely.

In the following centuries, Khuiwitikhiha's Tech Level dropped to just below 1. They appeared to have retained no memory of their origins as starfarers and they came to venerate Aslan as gods. During the Cultural Purge, the Tlerlearlyo were attacked by several rival clans and in the year 23 the enclave of Hkarlye was largely destroyed in a nuclear attack, forcing the Tlerlearlyo to abandon Gilead.



KHUIWITIKHIHA WARRIOR

STR 7 DEX 8 END 9 INT 7 EDU 5 SOC 6
 Animals 0, Athletics 0, Deception 2, Melee (blade) 2, Recon 1, Stealth 1, Survival 0

Weapons: Dagger (1D+2), Shield (1D)
Equipment: Dagger Poison (Average/2D/1D hours).

The Treaty of the Dark Nebula in 212 placed Gilead inside a buffer zone, further isolating the Khuiwitikhiha from the interstellar community and allowing the humans to grow even stranger and more violent. Both the government of the Solomani Autonomous Region and later the Solomani Confederation made numerous attempts to establish contact with the savage clan but all landing parties have been met with violence.

The world today is divided into hundreds of fiercely competing prides, none being much more than 1,000 members in number. Most recently, a group of young volunteers with the Solomani Interstellar Development Corps disappeared on Gilead in 1087 and are believed to have been murdered and possibly eaten. Among the missing is at least one child of a high-ranking Party member.

NEW LIBDIS

New Libdis is a Solomani Confederation water world with a temperate climate and standard oxygen-nitrogen atmosphere tainted with industrial pollutants, located at the spinward tail of the Savage Main. New Libdis is currently the Solomani administrative and industrial hub for the entire subsector.

The world was originally settled by human colonists from nearby Dejeren around -1800, as the first wave of Terran colony worlds began expanding into neighbouring systems. Only about 5% of the mainworld's surface consists of land, so initial development was concentrated on the scattered islands of the planet's archipelagos, although some settlements were established on the floating polar caps.

New Libdis generally prospered during the first few centuries following settlement, as Aslan and human trade flourished in the region. The mainworld has abundant reserves of mineral and petrochemical resources, mostly locked beneath the surface of the shallow sea floors. Trade dropped off dramatically after -1100, as Aslan and human conflict began to sap human worlds and Tech Levels in the region steadily eroded.

In -491, New Libdis was captured by the Hlyueawi, then a vassal of the Hrawoao. Under Hlyueawi control the world once more began to thrive and the native human population rapidly assimilated Aslan culture and adopted the Aslanic language.

Intensified fighting in the Dark Nebula between major clans and the emergent Magyar states led to the Treaty of the Dark Nebula in 212, which established a neutral zone between the belligerents. All signatories were forced to relinquish holdings on worlds within the zone, which included New Libdis. Khtewaei, a loyal vassal of Hlyueawi, became an independent clan and assumed possession of the world. Over the following centuries the minority Khtewaei grew increasingly oppressive to the majority human population, gradually withholding political rights and technology. The Khtewaei also began industrialising the world with great vigour and the atmosphere remains polluted.

During the 600s New Libdis became a magnet for human refugees fleeing the Hierate. These humans had been vassals to the Tralyeaeawi in the Hlakhoi and Ealiyasiyw sectors but were forced out of the Hierate in the wake of the Yerlyaruiwo-Tralyeaeawi clan war. The descendants of the refugees live on the margins of Solomani society, often surviving as pirates or criminals. The Confederation has recruited many into the army, where they make excellent combatants.

The Solomani Autonomous Region captured New Libdis in the 832 War of Kimson's Stand. The on-world human population was approximately 346 million, swollen by refugees fleeing from the Hierate, but overall technology had fallen to TL5. When the Solomani Confederation was formed in 871, New Libdis was named a protectorate. The Confederation poured resources into the world in an effort to uplift New Libdis to a stellar Tech Level. New floating cities, some incorporating gravitics technology, allowed the population to boom and industrialisation to expand. In 1032, the bicentennial of its liberation, New Libdis was admitted into the Solomani Confederation as a fully-fledged member world with a population of 7.6 billion.

Today, the mainworld supports a diverse population of 21.8 billion, which includes an Aslanic-speaking majority ruled by an Galanglic-speaking minority, as well as a remnant population of some 82 million Aslan. The world

government is a supreme council of the Solomani Party that rules with an iron fist, and it continues to host a major Confederation Army base. Although New Libdis relies on the Confederation for naval support, it controls nearby Turnovo and Bridgehead.

O'AWIY

O'awiy was the site of a major space battle during the War of Kimson's Stand. A strategically-important Aslan water world in the Eakhoi Cluster, the world was initially settled by Malay-speaking Terrans around -1700 and named Miri, and during the Aslan Age of Exploration became one of the stopping places for the ancient Hkiryrrao Passage. O'awiy was claimed by the Tralyeaeawi around -400 but lost in the 600s during the Yerlyaruiwo-Tralyeaeawi War. The mainworld is currently held by the Lahtouyo in fief to the Staoyloulr, which is in turn a vassal of the mighty Yerlyaruiwo. O'awiy is the clan capital for the Lahtouyo.

During the War of Kimson's Stand, O'awiy was where a combined Yerlyaruiwo and Hrawoao force stopped the Solomani offensive in its tracks. Although the world has a wholly inadequate starport, the Yerlyaruiwo keep two *hyro* of battle riders on station to deter further Solomani incursions.

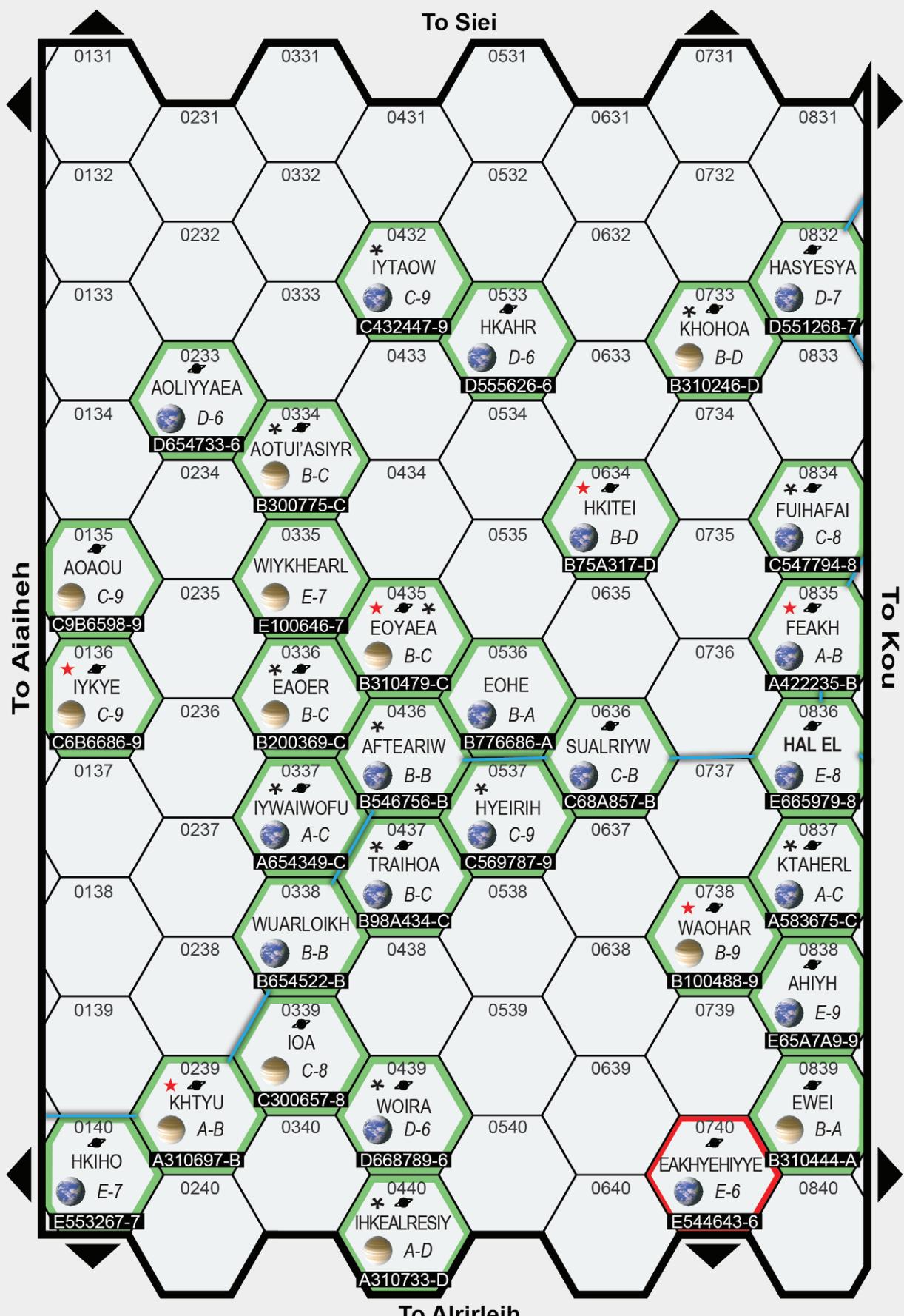
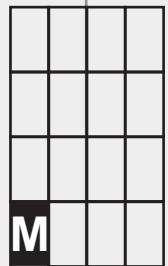


HIREHE

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Afteariw	0436	ACS	B546756-B	Ag	—	Hierate	—
Ahiyh	0838	—	E65A7A9-9	Wa	—	Hierate	G
Aoaou	0135	—	C9B6598-9	Fl Ni	—	Hierate	G
Aoliyyaea	0233	—	D654733-6	Ag	—	Hierate	G
Aotui'asiyr	0334	ACS	B300775-C	Ht Na Va	—	Hierate	G
Eakhyekiye	0740	—	E544643-6	Ag Ni	R	Hierate	G
Eaoer	0336	ACS	B200369-C	Ht Lo Ni Va	—	Hierate	G
Eohe	0536	—	B776686-A	Ag Ni	—	Hierate	—
Eoyaea	0435	ACS, N	B310479-C	Ht Ni	—	Hierate	G
Ewei	0839	—	B310444-A	Ni	—	Hierate	G
Feakh	0835	N	A422235-B	Lo Ni Po	—	Hierate	G
Fuihafai	0834	ACS	C547794-8	Ag	—	Hierate	G
Hai Ei	0836	—	E665979-8	Ga Hi	—	Hierate	G
Hasyesya	0832	—	D551268-7	Lo Ni Po	—	Hierate	G
Hkahr	0533	—	D555626-6	Ag Ni	—	Hierate	G
Hkiho	0140	—	E553267-7	Lo Ni Po	—	Hierate	G
Hkitei	0634	N	B75A317-D	Ht Lo Ni Wa	—	Hierate	G
Hyeirih	0537	ACS	C569787-9	Ri	—	Hierate	—
Ihkealresiy	0440	ACS	A310733-D	Ht Na	—	Hierate	G
Ioa	0339	—	C300657-8	Na Ni Va	—	Hierate	G
Iykye	0136	N	C6B6686-9	Fl Ni	—	Hierate	G
Iytaow	0432	ACS	C432447-9	Ni Po	—	Hierate	—
Iywaiwofu	0337	ACS	A654349-C	Ht Lo Ni	—	Hierate	G
Khohoaa	0733	ACS	B310246-D	Ht Lo Ni	—	Hierate	G
Khtyu	0239	N	A310697-B	Na Ni	—	Hierate	G
Ktaherl	0837	ACS	A583675-C	Ht Ni Ri	—	Hierate	G
Sualriyw	0636	—	C68A857-B	Ri Wa	—	Hierate	G
Traihoa	0437	ACS	B98A434-C	Ht Ni Wa	—	Hierate	G
Waohar	0738	N	B100488-9	Ni Va	—	Hierate	G
Wiykhearl	0335	—	E100646-7	Na Ni Va	—	Hierate	—
Woira	0439	ACS	D668789-6	Ag Ri	—	Hierate	G
Wuarloikh	0338	—	B554522-B	Ag Ni	—	Hierate	G

Dark Nebula

HROREHE SUBSECTOR



The Hrorehe subsector is located entirely inside the Aslan Hierate at the intersection of the Dark Nebula, Iwahfiah, Uistilrao and Ustral Quadrant sectors. Hrorehe and neighbouring Kou are surrounded by a small stellar rift opening into a larger rift in the Alrirleih subsector.

The Hrorehe Cluster is an important astrographic feature consisting of 25 worlds connected by jump-1 distances, with short arms extending into Iwahfiah, Uistilrao and the Ustral Quadrant sectors. Eight worlds in the rimward-trailing corner of the subsector form part of the Steisua Cluster, which winds into Kou.

Hrorehe was first explored by the Aslan after -1600, with many worlds settled before -1500. During this century jump-2 drives spread throughout the nascent Hierate and after being hedged to coreward and trailing by human colonies and the Dark Nebula, the Aslan were ecstatic to discover new worlds open to them.

The subsector exemplified the Aslan concept of *Tlasoistsea*, 'the bounty of new lands', due to its extraordinary abundance of fertile worlds. It includes no less than eight agricultural worlds and four rich ones. *Tlaukuh* clans quickly put down roots in Hrorehe; initial colonies raised fodder for livestock back in the Kilrai' Cluster but eventually starships became plentiful enough to economically raise livestock directly in Hrorehe. The calling of the *ktyurya*, or rancher, a powerful archetype in the Aslan imagination, was born in Hrorehe. *Aua* from Hrorehe are famed throughout the Hierate for quality and *khta* riding is a rite of passage.

Important plant crops grown in Hrorehe include *khor*, grown for consumption by Aslan livestock. *Ktiya* is a grain grown to brew a cheap but potent intoxicant wildly popular with Aslan themselves, while *Yawi'* is a domesticated grain crop, a sort of tall, reedy grass high in sugar content used to produce a wide variety of potent liquors, highly popular with Aslan and humans alike. *Yawi'* liquors are produced in an astonishing array of styles and flavour profiles, including several popular in human markets in Daibei, the Dark Nebula and Magyar.

Many powerful and prestigious clans have sizable holdings in Hrorehe. The multi-world Akhailrau, which dominates agricultural production in the Dark Nebula, owns the worlds of Afteariw, Eaoer and Sualriyw outright, while their vassal Uihao'e holds the worlds of Aoliyyaea and Wuarloikh in fief. *Tlaukuh* clans with large holdings in Hrorehe include Estoieie', Syoisuis, Yerlyaruwiwo, Akatoiloh, Hrawoao, Khaukheairl, Tlerlearlyo and Toaseilwi.

The Hrorehe subsector contains 32 worlds with a population of 5.2 billion. The highest population is 4 billion, at Hai Ei. The highest Tech Level is 13 at Ihkealresiy, Hkitei and Khohoia.

AFTEARIW

Afteariw is an agricultural world in the Hrorehe Cluster, owned by the Akhailrau. The world has a standard oxygen-nitrogen atmosphere tainted with excessive carbon dioxide and is an important producer of *Khor*, a staple crop grown by Aslan throughout the Hierate. *Khor* is a legume-like plant native to the southern hemisphere of Eakhoi in Khtoakta, initially domesticated for consumption by Aslan livestock. These plants are hardy and easy to grow, forming two-metre high stalks with broad, blue-green leaves.

EAKHYEHIYYE

An interdicted Aslan world in the Steisua Cluster, Eakhyehiyye is administered by the Ktya'ea, a vassal to the Khaukheairl. The system consists of Hiye, the K2 V primary, and its M6 V companion, Kha, which orbits at 24AU.

Although classified as an agricultural world, Eakhyehiyye has a thin, marginal atmosphere tainted by nitrogen oxides – a product of the indigenous biochemistry. The planet supports an interesting ecosystem largely incompatible with Terran or Kusyu life with one notable exception: the Eakhyehiyye worm, a spiked, burrowing invertebrate approaching nearly one metre in length. These worms possess pale, fatty flesh edible by Aslan and also produce a virulent neurotoxin capable of killing an adult Aslan male, requiring very careful preparation. The toxin adds a burning, tingling sensation when the worm is eaten.

Consumption of the Eakhyehiyye worm is something of a rite for Aslan males and it is exported across the Dark Nebula, Iwahfiah and Ustral Quadrant. The Khaukheairl interdicted the world to shut down a thriving black market for the worm.

HAI EI

A high-population Aslan garden world in the Steisua Cluster, Hai Ei orbits Khe'ur, an orange main sequence star at 0.61AU in the habitable zone, sandwiched between two planetoid belts. The system also contains two gas giants in the outer system and two other lifeless worlds. Hai Ei was recognised almost immediately upon discovery as containing great natural resources and supporting a vibrant native ecosystem.

It has a little over four billion inhabitants, with control split between *Tlauku* members including Estoieie', Ferekhearl, Ouokhui, Syoisuis, Toaseilwi, as well as Akhailrau. Although the best starport available is Class E, the *Tlauku* members and Akhailrau all maintain their own small orbital facilities equivalent to Class C highports.

KTAHERL

A rich Aslan world with a dense, oxygen-nitrogen atmosphere, Ktaherl orbits its orange main sequence in the habitable zone. Most of the world's surface water is concentrated around the southern pole, with a handful of small seas scattered across the southern hemisphere. The mountainous northern hemisphere is more arid. Control of Ktaherl is split between several different clans, including the Akatiloh, Akhailrau, Eisoziyw, Ikhtealyo, Riyhalaei and Yerlyaruuiwo.

While the arboreal forests of the southern hemisphere contain abundant native life, including several species of a four-winged flyer, many animals and plants native to other Aslan worlds were readily transported to the northern hemisphere. One of the most successful transplants were herds of *khta* and Ktaherl is dotted with large ranches devoted to their breeding and training.

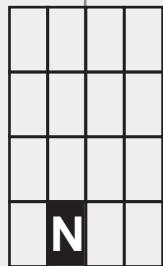
The great *khta* races, held four times each *ftahea*, draw Aslan from across the Hierate. Although neither male nor female Aslan are much interested in gambling, winning one of these great races can bring great prestige to a rider and his clan. Thoroughbred *khta* can run the equivalent of Cr50000, with some exceptional animals commanding as much as MCr7.



Kou

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Aiheisaus	1637	—	E100443-7	Ni Va	R	Hierate	—
Airiyrlu'y eas	0931	—	C538AA9-A	Hi	—	Hierate	G
Eiefei'os	1235	ACS	A42648A-C	Ht Ni	—	Hierate	G
Eihkeha	1638	N	B689589-A	Ni	—	Hierate	G
Eikhilua	1236	—	D310A99-C	Hi Ht In Na	—	Hierate	G
Fiyhiyha'	0938	ACS	B43248A-B	Ni Po	—	Hierate	G
Heaeakh	1335	—	E9487AB-6	Ag	A	Hierate	G
Hrikalr	1631	—	D8A6789-8	Fl	—	Hierate	G
Hriysahoah	1039	—	B667942-B	Ga Hi	—	Hierate	G
Hroilr	1536	ACS	A556788-C	Ag Ht	—	Hierate	G
Htaka Oea	1331	—	C435789-9	—	—	Hierate	—
Ikhoalreih	1439	—	C100589-9	Ni Va	—	Hierate	G
Isikhas	1232	—	C100366-7	Lo Ni Va	—	Hierate	G
Kheiei	1034	N	C100447-C	Ht Ni Va	—	Hierate	G
Kofyoha	1440	ACS	B696269-B	Lo Ni	—	Hierate	G
Loihuawaw	1634	ACS	B798367-A	Lo Ni	—	Hierate	G
Oakhiyye	1240	—	B310558-D	Ht Ni	—	Hierate	G
Oihaiyo	1434	—	C433788-9	Na Po	—	Hierate	G
Ouifauhai	0940	ACS	B77A546-D	Ht Ni Wa	—	Hierate	G
Seiyasar	0939	ACS	B410687-A	Na Ni	—	Hierate	G
Soukhi'	0934	—	E100246-A	Lo Ni Va	—	Hierate	G
Steisua	1135	—	C684AA7-B	Hi	—	Hierate	G
Suikhiyeisela	1337	—	C200987-C	Hi Ht In Na Va	—	Hierate	G
Taiea	1535	ACS	C547579-9	Ag Ni	—	Hierate	G
Taleiw	1037	ACS	C10056A-7	Ni Va	—	Hierate	G
Teayokhtae	1238	N	A310676-E	Ht Na Ni	—	Hierate	G
Tlaea'yeryel	1640	—	D422589-9	Ni Po	—	Hierate	G
Uryarlil	0937	—	D200899-8	Na Va	—	Hierate	G
Wyuyetro	1032	—	E645788-6	Ag	—	Hierate	G
Yoreah	1431	—	D310112-9	Lo Ni	—	Hierate	G

KOU SUBSECTOR



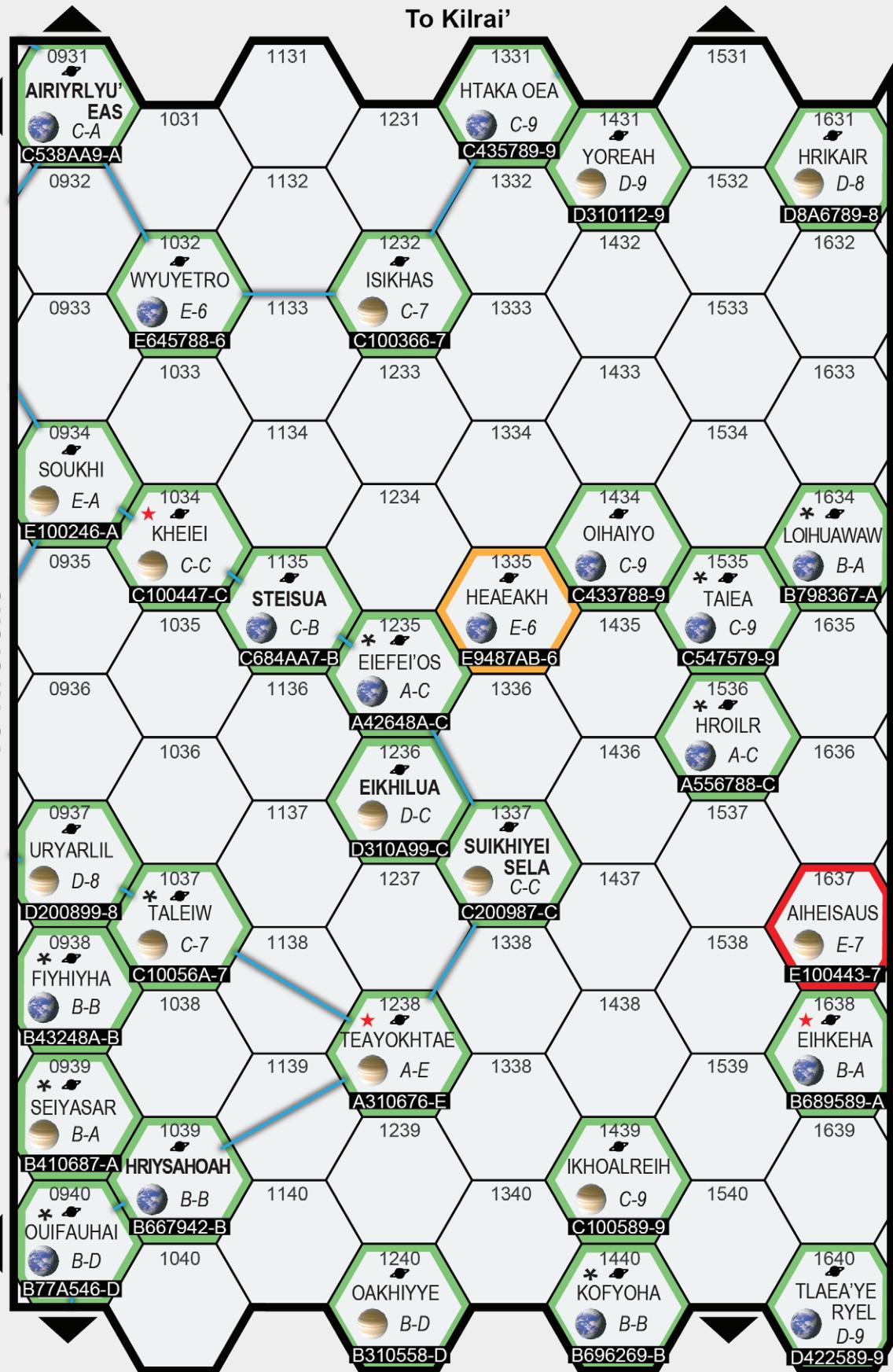
Dark Nebula

To Yohkui

To Kilrai'

To Hrorehe

To Heasairlui



Gas Giant

B-6 Starport Class & Tech Level

Other Naval Base

*

Secure System

Amber Zone

Red Zone

Planet (dry)

Planet (water present)

Trade Route

The Kou subsector, located on the border of the Ustral Quadrant sector, is entirely inside the Hierate. Aslan settled the subsector shortly after settling Hrorehe during the great Age of Expansion, and were pleased to find the Terrans had not already claimed any worlds there. Kou is now a well-established subsector, advantageously positioned on a major trade route connecting Kusyu with rimward territories. The Steisua Cluster is a chain of 25 systems separated by jump-1 distances winding through central Kou into Hrorehe before looping back into rimward Kou. Four worlds in Kou are part of the Heasairlui Main, a 38-world chain of systems connecting three subsectors in the Ustral Quadrant with Kou and neighbouring Yohkui.

Only a few *Tlaukhu* clans control entire worlds here: Hrawoao owns Kheiei, Tlerlearlyo owns Htaka Oea and Uiktawa owns Eihkeha. Several other *Tlaukhu* clans, including Khaukhairl and lykyasea, have holdings on one or more of the nine split control worlds.

Five different multi-world clans outright own 11 worlds in Kou, have additional lands on the split control worlds and even more lands held by their vassals. The trading clan Arao'e alone owns the worlds of Yoreah, Kofyoha and Aiheisaus, and its vassal lareatah holds the worlds of Seiyasar, Steisua and Isikhas in fief.

The Kou subsector contains 30 worlds with a population of 131.5 billion. The highest population is 72 billion, at Eikhilua. The highest Tech Level is 14 at Teayokhtae.

AIHEISAUS

An isolated, interdicted system on the trailing edge of Kou, Aiheisaus is controlled by the Arao'e, a large multi-world clan with numerous trading interests in the Dark Nebula and Ustral Quadrant. The Arao'e have controlled the world at least since 217, when they won a brief war with a rival clan whose name seems lost to history.

As presented in most databases, Aiheisaus is a singularly unpromising destination. The mainworld is a tiny, airless rockball orbiting Uatrai, its K1 V primary star, at 1.18AU, the outer edge of the habitable zone. A dim M2 V companion star orbits at 20AU. No gas giants or planetoid belts are indicated and all available data on Aiheisaus begs the question; why would the Arao'e ever interdict such a system? Even their loyal vassal clans purport to not know the answer.

Many theories have been offered. The most popular propose the Arao'e are mining rare elements such as lanthanum or onnesium from Aiheisaus. Less popular theories note that Uatrai could shelter at least two more worlds in its habitable zone, and speculate the Arao'e may be hiding an unknown sophont species.

EIKHILUA

Eikhilua is a forbidding planet, only kilometres in diameter, with no significant atmosphere or accessible water, and tide-locked to its red dwarf primary. Almost the entire surface of the world is enveloped with grey, brutal habitats and factory complexes. With a population of 72 billion Aslan, the highest in the subsector, Eikhilua is a prime example of a crowded, oppressive Aslan world. There are no open lands, no sweeping vistas, no manicured estates, just endless kilometres of manufactured structures. If an Aslan were to imagine a hell, Eikhilua might be it.

Although the Aslan are reluctant to acknowledge this, the Hierate contains many such worlds, populated by outcasts or miserable low status clans, all consigned to lives of toil and drudgery. Such worlds are usually found right in the middle of prosperous regions but rarely visited save for freighters carrying raw life support materials in, and hauling manufactured goods out.

Eikhilua is ruled by the harsh Hwakhohail, which has no other significant holdings. Clan members form a sort of permanent managerial class ruling over a mass of small, disenfranchised clans and outcast Aslan. The clan corporation, Hwakhoiiya, manufactures cheap commercial goods for export.

OAKHIYYE

An Aslan Hierate world on the Heasairlui Main in rimward Kou, Oakhiyye is a vital port for the considerable commercial traffic flowing along the Ftahtuak Route, the major Aslan trade route that connects Kusyu with the Hierate's rimward territories. Lying just four parsecs from Oakhiyye in the Ustral Quadrant, the Heasairlui shipyards produce most of the starships found in what the Aslan call the Ftahtuak sector.

Oakhiyye is the capital of the combative Hwriayro, a multi-world clan with holdings along the route and on the Hierate border with the Solomani Confederation. Although the planet itself offers little of interest other than location, visitors are encouraged to visit the

Soirlairao, an enormous domed complex containing a faithful reproduction of the Hwriayroko's palace and garden complex as found on the lost Hwriayro homeworld of Htahoi, a rich world in the Staa subsector, now known as Canaan. The Hwriayro were forced to relinquish their homeworld as part of the Treaty of the Dark Nebula, a loss they have never forgotten – or forgiven.

As guides will enthusiastically note, all plant and animal species in the *Soirlairao* are descended from those brought out of Htahoi. The pride of the entire *Soirlairao* is a single *t'khearl* tree, a clone of an original specimen grown at the clan's founding. A *t'khearl* tree is an attractive ornamental plant, notable for its broad, blue-black leaves and pale white blossoms. The plant is native to Kusyu and delicate even on the Aslan homeworld, requiring great care and attention to grow. Living up to 64 *ftahea*, these trees are highly treasured in Aslan culture and gardeners who can successfully cultivate them are afforded great honour.

Although this tradition is not commonly observed in the Trans-Rift colonies, most of the older clans and any younger clan with aspirations keep small groves of *t'khearl* trees, which are said to be symbolic of the clan's health. A strong grove indicates a strong clan and a sickly grove a weakened one. A traditional way to declare a ritual war is to present an enemy with a single, broken branch from one of their own *t'khearl* trees. Harming or destroying a clan's *t'khearl* grove, whether by accident or on purpose, is a sure way to provoke an Open War. The Hwriayro histories record that when a transplanted *t'khearl* first bloomed in Oakhiyye soil, the Hwriayro knew for certain their clan would endure.



YOKHUI

The Yohkui subsector lies entirely inside the Aslan Hierate and is notable for the portion of the Dark Nebula lying in its coreward-trailing section. The presence of this jumpspace anomaly had historically limited settlement in the area and appears to continue to deter development.

In addition to the nebula, Yohkui has several notable astrographic features. The Asefihea system in the spinward-rimward corner of the subsector is part of the Heasairlui Main, which runs into the Ustral Quadrant. The Reierekh system, in the trailing-rimward corner, is the terminus of the Staai Main, which connects to systems in Magyar and Canopus. The Yohkui Cluster is

an 11-system grouping in the central rimward section of Yohkui and the Vecinos Trace is a historically-significant grouping of six worlds in central trailing Yohkui.

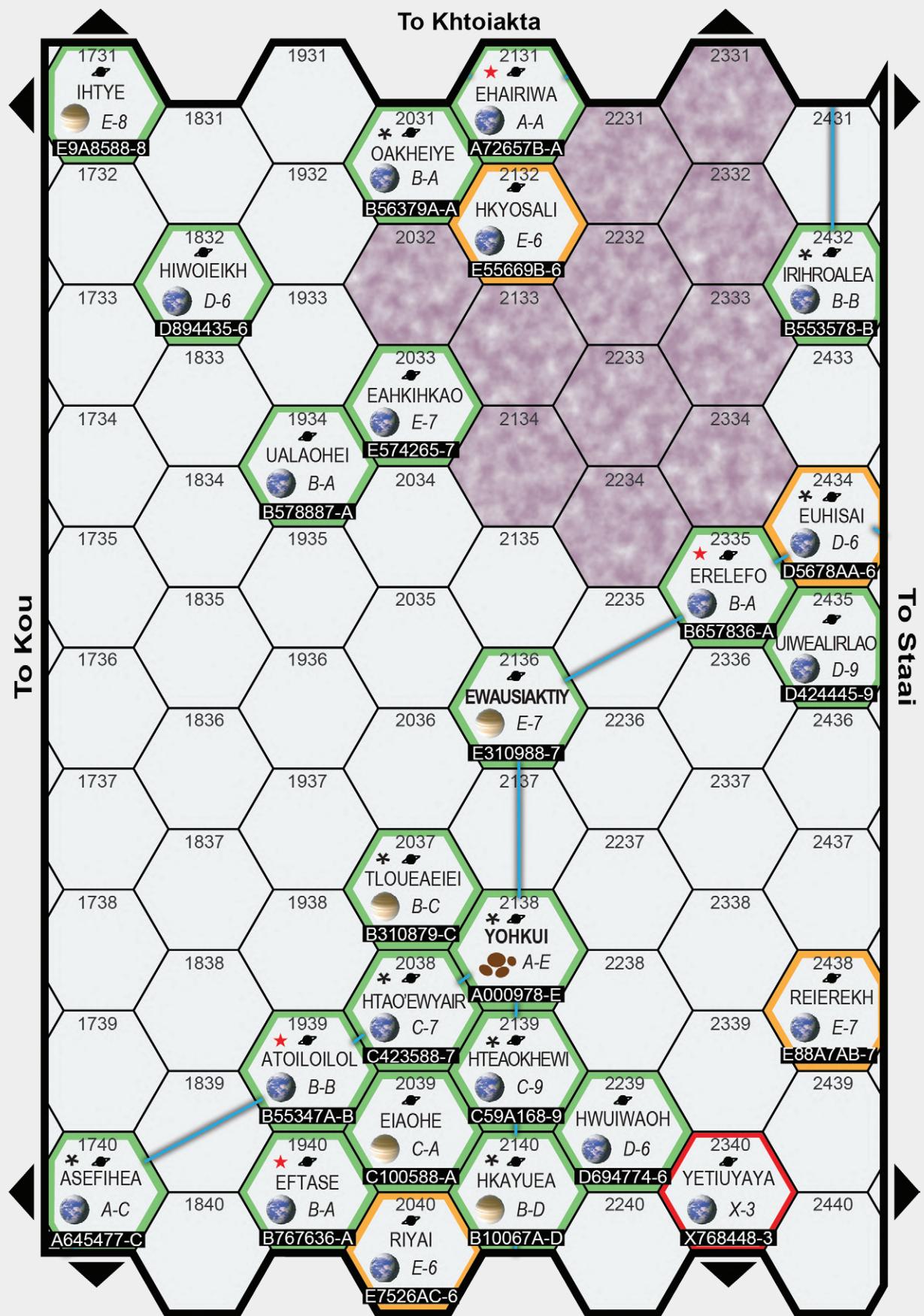
Humans from established colonies in the Dark Nebula and Magyar first surveyed the coreward sections of Yohkui between -1700 and -1500, establishing research outposts around the nebula and settling worlds in the Vecinos Trace. Aslan began moving into the subsector after -1500, claiming the four systems around Eieiau as well as the Yohkui Cluster. Aslan *ihae'i* also established settlements on the human colony world of Taida Na, now known as Hiwoieikh. Initially, the planet offered plenty of open lands for both species but as Aslan poured out of the Kilrai' Cluster, conflicts began to rise

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Asefihea	1740	ACS	A645477-C	Ht Ni	—	Hierate	G
Atoiloilol	1939	N	B55347A-B	Ni Po	—	Hierate	G
Eahkikhkao	2033	—	E574265-7	Lo Ni	—	Hierate	G
Eftase	1940	N	B767636-A	Ag Ga Ni	—	Hierate	G
Ehairiwa	2131	N	A72657B-A	Ni	—	Hierate	G
Eiaohe	2039	—	C100588-A	Ni Va	—	Hierate	G
Erelefo	2335	N	B657836-A	Ga	—	Hierate	G
Euhsaisai	2434	ACS	D5678AA-6	—	A	Hierate	G
Ewausiaktiy	2136	—	E310988-7	Hi In Na	—	Hierate	G
Hiwoieikh	1832	—	D894435-6	Ni	—	Hierate	G
Hkayuea	2140	ACS	B10067A-D	Ht Na Ni Va	—	Hierate	G
Hkyosalii	2132	—	E55669B-6	Ag Ni	A	Hierate	G
Htao'ewyalr	2038	ACS	C423588-7	Ni Po	—	Hierate	G
Hteaokhewi	2139	ACS	C59A168-9	Lo Ni Wa	—	Hierate	G
Hwuiwaoh	2239	—	D694774-6	Ag	—	Hierate	G
Ihtye	1731	—	E9A8588-8	Fl Ni	—	Hierate	G
Irihiroalea	2432	ACS	B553578-B	Ni Po	—	Hierate	G
Oakheiye	2031	ACS	B56379A-A	Ri	—	Hierate	G
Reierekh	2438	—	E88A7AB-7	Wa	A	Hierate	G
Riyai	2040	—	E7526AC-6	Ni Po	A	Hierate	G
Tloueaeiei	2037	ACS	B310879-C	Ht Na	—	Hierate	G
Ualaohai	1934	—	B578887-A	—	—	Hierate	G
Uiwealirlao	2435	—	D424445-9	Ni	—	Hierate	G
Yetiuaya	2340	—	X768448-3	Lt Ni	R	Hierate	G
Yohkui	2138	ACS	A000978-E	As Hi Ht In Na Va	—	Hierate	G

To Khoiakta

YOHKU SUBSECTOR

267



- Gas Giant
- B-6 Starport Class & Tech Level
- Other Naval Base
- * Clan Base

- Secure System
- Amber Zone
- Red Zone
- Trade Route

- Asteroid/Orbital
- Planet (dry)
- Planet (water present)
- Celela Nebula

sharply. Between -900 and -400 these encounters steadily increased in size, scope and destructiveness: the Aslan Border Wars had arrived in Yohkui.

Human and Aslan forces fought pitched battles all around the Dark Nebula; the Vecinos Trace changed hands several times. By -500 the Aslan, led by Hrasua and Hrawoao, seized the initiative and would not give it up until most humans had been driven out of the subsector. In -433 the Hrasua subjected Taida Na to a withering nuclear bombardment, glassing all remaining urban centres. Even today, with the world under the control of the We'okunir, a member of the Seieakh bloc, the landscape remains blasted and the dense atmosphere is tainted by the Hrasua attack.

By -300 the Vecinos Trace had come under control of a coalition led by the Khaukheairl and the Trace still remains under Aslan control to this day. Since the end of the Border Wars, Yohkui had been a relatively quiet area, although the great clans have viewed Solomani activity to trailing with increasing concern. Irihroalea was the only Yohkui system to fall inside the borders of the Solomani Autonomous Region but this distinction was never recognised by the Aslan and since the end of the Rim War, the Solomani have paid little heed to any border established before the formation of their Confederation.

No one clan dominates Yohkui, although many have interests here, if only lands on one of the nine split-control worlds. Most *Tlaukhu* members have Yohkui holdings and many are steadily shifting military assets into the subsector in anticipation of future conflicts with the Solomani. The power bloc with the largest holdings in Yohkui is the Yerlyaruwiwo alliance, followed by Tralyeaeawi, then Khaukheairl, Syoisuis and Hlyueawi. The Arao'e and their vassals lead the multi-world clans with holdings on five separate worlds in Yohkui.

The Yohkui subsector contains 25 worlds with a population of 18.9 billion. The highest population is 9 billion, at Ewausiaktiy. The highest Tech Level is 14 at Yohkui.

ERELEFO

Erelefo is a hot Aslan garden world in the Vecinos Trace. Human emigres from Magyar originally settled the mainworld around -1500, naming it Duduki. The planet orbits its bright, white main sequence star at only 1.3AU. The world had not produced native life on its own, and the intense ultraviolet radiation bombarding Erelefo initially made transplanting Terran plant species

extremely difficult. Erelefo changed hands several times during the Aslan Border Wars, before finally becoming a holding of the traditionalist Khaukheairl clan in -300.

Although the Khaukheairl had long used Erelefo as a resort world for high-ranking clan families and foreign dignitaries, in the last 100 years the world has become increasingly militarised as the Solomani pressed spinward. The Khaukheairl maintain a naval base in system with a full battle rider *hyro* on station and several monitors patrol the inner and outer system.

YETIUAYA

A low technology, interdicted world in the Yohkui cluster, Yetiuaya is controlled by the Toaseilwi, a *Tlaukhu* clan and partner in the powerful Khaukheairl bloc. The mainworld is habitable, despite it is tide-locked to its red main sequence primary.

The reason for the interdiction is unclear but both the Third Imperium and the Solomani Confederation believe the Khaukheairl are covering up the massacre of an indigenous human population. While the Confederation holds the population was likely descended from Terran colonists, Imperial researchers suspect the population was far, far older: likely a human Minor Race transplanted by the Ancients and Yetiuaya may well hold Ancient sites.

What is beyond dispute is the Toaseilwi keep several *Yeyueia* attack boats parked in high orbit, along with a pair of *Ekawsiykua* escorts. Reportedly, they will not issue warnings before opening fire.

YOKKUI

Yohkui is a strategically vital system for the Aslan and a major economic centre for the entire subsector. A high population, high technology, industrialised asteroid belt, some 8.68 billion Aslan are estimated to live and work here. The Yohkui Belt remains flush with valuable ores even after centuries of mining. The shipyard is capable of producing advanced starships of up to 10,000 tons.

Control of Yohkui is divided between several *Tlaukhu* and multi-world clans, with each operating out of its own hollowed-out planetoid. *Tlaukhu* members include Hlyueawi, Hrawoao, Seieakh, Syoisuis and Yerlyaruwiwo. The multi-world clans Arao'e and Hwriayro maintain clan bases in system, though all contribute to Yohkui's defence.

The Third Imperium maintains a small consular office in the belt and the Travellers' Aid Society has a small hostel at the main starport.

STAAL

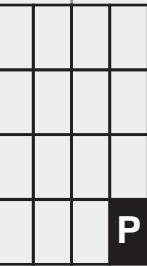
Staai is a border area, with a little less than half its systems inside the Aslan Hierate and the rest claimed by the Solomani Confederation. The subsector sits at the intersection of the Dark Nebula, Ustral Quadrant, Canopus and Magyar, an area historically more affected by external events than those occurring within that area. During the Aslan Border Wars, waves of displaced humans migrated into this region from deeper inside the Hierate.

Khaolao, Uiftaoa and high-population Oeafowyahlulr systems are part of the Vecinos Trace, which connect to three worlds in the Yohkui subsector. The Trace has been Aslan since they took control during the Border Wars over a millennia ago.

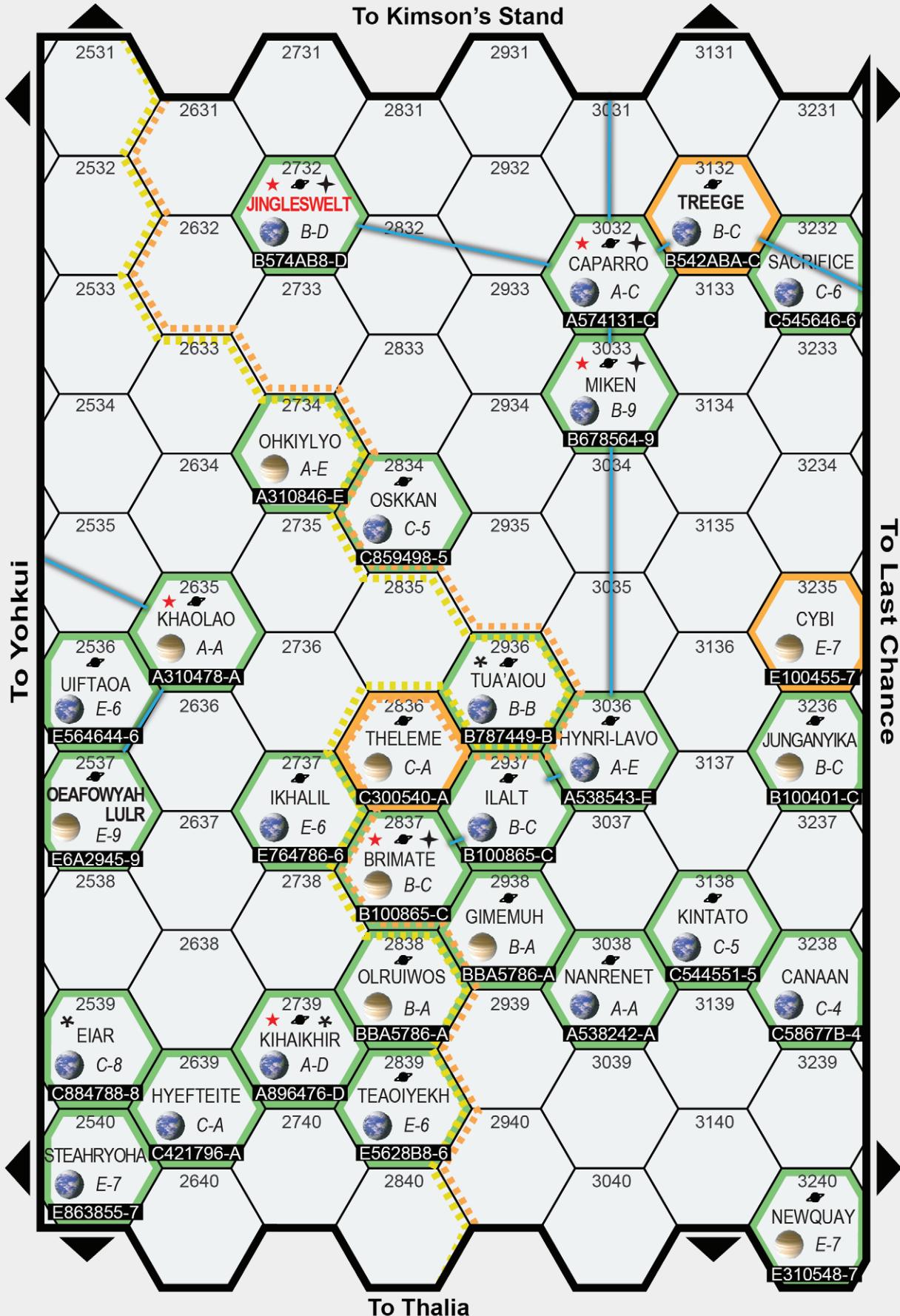
The Treege Cluster includes four systems: Caparro, Miken, Sacrifice and the high-population Treege. These are Solomani worlds, never completely Aslan and placed in the buffer zone created by the Treaty of the Dark Nebula.

Name	Location	Bases	Profile	Trade Codes	Travel Code	Allegiance	Gas Giants
Araljarg	2940	—	C423552-A	Ni Po	—	Solomani	G
Brimate	2837	M, N	B100865-C	Ht Na Va	—	Solomani	G
Canaan	3238	—	C58677B-4	Ag Lt Ri	—	Solomani	—
Caparro	3032	M, N	A574131-C	Ht Lo Ni	—	Solomani	G
Cybi	3235	—	E100455-7	Ni Va	A	Solomani	—
Eiar	2539	ACS	C884788-8	Ag Ri	—	Hierate	—
Gimemuh	2938	—	E310000-0	Ba Lo Lt Ni	—	Solomani	G
Hyefteite	2639	—	C421796-A	Na Po	—	Hierate	—
Hynri-lavo	3036	—	A538543-E	Ht Ni	—	Solomani	G
Ikhilil	2737	—	E764786-6	Ag Ri	—	Hierate	G
Ilalt	2937	—	A759300-A	Lo Ni	—	Solomani	G
Jingleswelt	2732	M, N	B574AB8-D	Hi Ht In	—	Solomani	G
Junganyika	3236	—	B100401-C	Ht Ni Va	—	Solomani	G
Khaolao	2635	N	A310478-A	Ni	—	Hierate	G
Kihakhir	2739	ACS, N	A896476-D	Ht Ni	—	Hierate	G
Kintato	3138	—	C544551-5	Ag Lt Ni	—	Solomani	G
Miken	3033	M, N	B678564-9	Ag Ni	—	Solomani	G
Nanrenet	3038	—	A538242-A	Lo Ni	—	Solomani	G
Newquay	3240	—	E310548-7	Ni	—	Solomani	G
Oeafowyahlulr	2537	—	E6A2945-9	Fl Hi	—	Hierate	G
Ohkiylyo	2734	—	A310846-E	Ht Na	—	Hierate	—
Olruiwos	2838	—	BAA5786-A	Fl	—	Hierate	G
Oskkan	2834	—	C859498-5	Lt Ni	—	Solomani	G
Sacrifice	3232	—	C545646-6	Ag Ni	—	Solomani	—
Steahryoha	2540	—	E863855-7	Ri	—	Hierate	—
Teaoiyekh	2839	—	E5628B8-6	—	—	Hierate	G
Theleme	2836	—	C300540-A	Ni Va	A	Solomani	G
Treege	3132	—	B542ABA-C	Hi Ht In Po	A	Solomani	G
Tua'aiou	2936	ACS	B787449-B	Ga Ni	—	Hierate	G
Uiftaoa	2536	—	E564644-6	Ag Ni Ri	—	Hierate	G

STAI' SUBSECTOR



Dark Nebula



The Staai Main is a 29-system grouping concentrated in central-rimward Staai, with one arm extending spinward into Yohkui, with another arm extending trailing into Magyar and Canopus. By the time of the Cultural Purge, Aslan controlled the entire main but the Treaty of the Dark Nebula partitioned it at the Olruiwos system, with Brimate and Gimemuh falling inside the Buffer and forcing Aslan to abandon their lands. No clan lost more than the Hwriayro, who ceded several choice worlds including its former capital at Htahoi, now known as Canaan.

All of Staai except for Eiar and Steahryoha fell inside the Solomani Autonomous Region. Over the following centuries the Solomani steadily annexed the worlds inside the buffer but have failed to seize any worlds lying inside the Hierate proper. Since the end of the Solomani Rim War the Aslan clans have been steadily reinforcing their worlds in Staai against future Solomani incursions. The Iyare, a vassal to the Arao'e, have their clan capital at Ohkiylyo.

The Staai subsector contains 30 worlds with a population of 111.6 billion. The highest population is 76.6 billion, at Treege. The highest Tech Level is 14 at Ohkiylyo and Hynri-lavo.

BRIMATE

A Solomani Confederation mining system on the Staai Main just on the edge of Aslan space, Brimate has abundant mineral resources as well as a significant Aslan population under military rule. Although humans from Magyar might have first surveyed the system, the Aslan took control during the Border Wars, naming it Ktolyaktei. Despite the lack of a habitable planet, the system has two planetoid belts and two gas giants each have several moons with easily extractable mineral wealth. The mainworld is a satellite of the larger gas giant, the fiery coloured Elato'.

In time Brimate came under the claw of the Hwriayro, who installed their vassals the Trasyoh to hold the system in fief. The Trasyoh became a great belter clan, working both of the belts and many of the moons, bringing great wealth to their overlords. During the Cultural Purge, the Hwriayro and many other clans were distracted by inter-clan fighting, allowing human groups to go on the offensive after centuries of being back on their heels. All along the edge of Aslan space humans began to claim worlds that had been Aslan possessions for centuries and Brimate was subject to some of the fiercest fighting.

Humans had not captured Brimate when the Treaty of the Dark Nebula put an end to the hostilities but Brimate was placed inside the buffer zone. With the blessing of the Hwriayroko, the Trasyoh decided to stay and continue to work their system. The Trasyoh were still at work when the Solomani Confederation came in 891, taking Brimate easily.

This system is under the direct military rule of the Confederation Army. Joint Forward Operating Base Brimate is home to both the 133rd FleetRon of the Treege Fleet as well as V Corps, 2nd Staai Lift Infantry Field Army. V Corps is under the command of Lieutenant General Errednes Jopaye, an efficient manager with limited combat experience. In contrast, the military governor of Brimate, Major-General Munen Gollour, is a decorated veteran with limited feel for management, leaving most of the day-to-day governance to his aides.

Brimate has a population of 511 million, which includes 154 million Aslan. The world is partitioned into separate habitats; most Aslan enclaves are on the Elato' facing side of the moon and most human enclaves are clustered around the base, which is on the opposite side. The Trasyoh no longer really exist as a clan, as the current Trasyohko sits in a prison cell in the human base and Trasyoh clan members are not permitted to leave their habitats without supervision. Military transports shuttle back and forth between the human and Aslan habitats as human guards are rotated in and out of duty, and Aslan belters and technicians are carried to assigned work details. Conditions are not particularly harsh and Trasyoh habitats are clean and orderly, with access to a full range of Tech Level 12 resources.

Since the Solomani takeover, Brimate has continued to mine raw ores, now destined for Confederation ports, but since the Trasyohko was imprisoned in 1087, production is down across the board and human habitats are increasingly plagued by technical glitches – power disruptions, computer outages, even life support slowdowns. What had initially been inconveniences are becoming more serious incidents. Although no direct evidence has yet been produced, the Solomani are suspicious of the Trasyoh workers and, to compound this suspicion, SolSec reports Hwriayro agents inside the Hierate are actively cultivating assets with expertise in Brimate affairs.

JINGESWELT

The important Solomani fortress world of Jingelswelt is the Confederation administrative centre for the subsector. Originally settled by Turkophone Terrans around -2000

and named Bulan, Jingleswelt held back the Aslan throughout the Border Wars and became a haven for many human refugees from Hierate space. Treege and Jingleswelt are the two great Confederation powers in the subsector and are engaged in a fierce rivalry for influence in the government. Jingleswelt is described further on page 95 of *Aliens of Charted Space: Volume 2*.

TEAOIYEKH

Teaoiyekh is a rich world on the Staai Main on the edge of Solomani space, controlled by the patient Hlyueawi, who has successfully played various Solomani worlds across the border against each other. The Hlyueawi and their allies the Isoitiyo have holdings on the neighbouring split control world of the Kihakhir, where the Hlyueawi have a naval base.

The mainworld has a standard oxygen-nitrogen atmosphere, which compensates for the low gravity and dearth of water, which only covers approximately 24% of the planet's surface. Although the world is tide-locked to its red dwarf star, the climate in the twilight zone between the day and night sides is comfortable. It is largely the domain of the Hreakhela', one of the Hlyueawi's oldest and strongest prides. In 652, Hreakhela' warriors led the battles to wrest control of this world from the previous owners, the Uawairlew, a *Tlaukuh* member and ally of the Yerlyaruiwo. The loss of Teaoiyekh, along with the losses of several other worlds across the Hierate, proved enough to topple the Uawairlew from the *Tlaukuh*, to be replaced by the Hlyueawi.

Teaoiyekh has been the stronghold of the Hreakhela' pride ever since. The aewar, or head of the pride, Fihlas, rules the world with an iron claw. Fihlas might be an old, tired Aslan today but had been a clever and nimble strategist in his prime. He played the neighbouring human worlds off each other for many years, securing promises from one and signing defence pacts with another, all the while stirring up resentments between two more. These manoeuvrings have allowed Teaoiyekh to avoid encroachments from the Hisol'i.

Of late, Fihlas is said to have surrounded himself with sycophants and grifters, Aslan who take advantage of the aewar and cloud his judgement with flattery and poor advice. Fihlas's beloved first son and heir, Ktyaao, clearly saw the low nature of Fihlas's chief advisors but the foolish old Aslan would not heed his first son's warnings. Instead, the over-proud Fihlas disowned and banished Ktyaao, naming his *ihae* son, the simpering Wiykyo, as his heir.

Ktyaao's whereabouts are unknown but rumours abound. Some say he has joined up with the Uawairlew, enemies of the Hlyueawi. Others say he has gone to live in the Imperium. Still more claim he remains on Teaoiyekh but in hiding, watching his father's court and, like a good Hlyueawi, biding his time until he can return to his father's side.

TREEGE

With a population of 76.6 billion, Treege is a crowded but prosperous commercial hub in the trailing-coreward corner of Staai. The world is part of the four-system stellar cluster bearing its name, which is also a significant multi-world coalition advocating for free trade with the Aslan Hierate. It is a poor, low-gravity planet with a thin, tainted atmosphere and limited surface water, tide-locked to a cool red star. During the Aslan Border Wars, Treege became a beacon for human refugees driven out of worlds deep inside the Hierate. Fortunately, these displaced populations carried knowledge of Aslan technology, allowing Treege to grow and even prosper, positioning it well at the beginning of the Solomani period.

Treege is an important industrial and trading hub for the subsector, with considerable commercial traffic passing through each year, and is one of the few Confederation worlds in the Dark Nebula with the resources to maintain a Home Guard navy. Treege has had a long rivalry with the more militarised Jingleswelt, which lies four parsecs closer to the Aslan Hierate. Since the formation of the Solomani Confederation, Jingleswelt has enjoyed greater influence within the Solomani Party and remains the administrative centre for Staai. In addition to opposing Jingleswelt on Aslan relations, Treege also supports transferring more authority to local systems from the Confederation government.

Increasingly, Treege has been ascendent within the Solomani Party as the more bellicose and expansionist factions have fallen out of favour. The current Secretary of the Regional Party Committee, Telze Zise, is a Treege native, and has moved the entire Regional Party apparatus to her homeworld.

While many Solomani worlds on the frontier are grim and xenophobic, Treege has a much more open and cosmopolitan character. The Treege starport is a bustling destination for Travellers leaving or bound for the Hierate. Unusually for a Solomani Confederation port in the Lion's Mane, many facilities cater specifically to Aslan Travellers.

SECRETS AND REVELATIONS

Much prior information on Reaver's Deep, and to a lesser extent the Dark Nebula, was detailed over a series of published adventures, many written by the prolific Keith brothers. These adventures often involved the revelation of great secrets, such as the discovery of a new sophont species. Most adventures were set after the Imperial Year 1105, the current baseline for the Charted Space universe.

The following entries detail many of the secrets and future events as described in those adventures. Referees should feel free to deviate from these events or – better yet – provide Travellers with the opportunity to change or discover these secrets.

300-207 (REAVER'S DEEP 1404)

In 1105 this system in the Riftdeep subsector is known only by the code assigned it by a survey team of the Imperial Interstellar Scout Service. The primary is an A0 III blue-white star seemingly accompanied by only a handful of barren rockballs.

The survey team did not investigate a curious planet, possibly captured, in an eccentric orbit with a profile of E774950-9. The Caledonian far trader that finds a derelict alien sublight ship in the Angela system traces it back to this planet, which they christen 'Storm'.

The team discovers the H'Oskhlkhll, an uncontacted sophont native to Storm. The H'Oskhlkhll are disk-shaped, 0.5 metres high and 1.5 metres across. Their world's eccentric orbit has moulded their lifecycle into two major phases: the civilised adult which, after reproducing, is consumed by the voraciously hungry juvenile. This process has kept the species from developing an enduring technological society until relatively recently, when adults have been constructing armoured, air-conditioned refuges where they can live to pass on their culture and technology to the next generation.

AYEIYFUA

(DARK NEBULA 0311)

The Aeahekihiykhii clan controls an important secondary world in the system, the interdicted Kualakhtae (X987673-1). This world, a lush, rich agricultural world inhabited by a non-Aslan species, is the foundation of the Aeahekihiykhii fortunes in the subsector.



HNN

The natives of Kualakhtaea are the Mwawmbijebe, known to the Aeahekihiykhii as the *Haoakhtesea* ('Dwellers of the Damp Earth'). They are upright, bipedal, vaguely humanoid sophonts standing roughly 1.4 metres in height, massing an average of 60 kilograms, with broad features and short, flattish splayed digits originally adapted for support in the marshes and bogs in which they first evolved. They are now fairly advanced, having achieved mostly stone age and early metal age technology on their own.

ANGELA

(REAVER'S DEEP 1406)

This barren world in Riftdeep lies in the Great Rift, unclaimed by any power. Unknown to all, a sublight alien craft unlike any seen before is in an eccentric orbit around the system's twin red stars. The ship is huge, with enormous heat radiators. After 1105 a team from a Caledonian far trader discover the ship and determine there is no life aboard. Onboard, the derelict the team found the ship had carried two different lifeforms, both unknown, and appeared to have originated from a nearby system designated 300–207.

CARRILL

(REAVER'S DEEP 2330)

High Justice Daldreem activates his new emergency powers in 1107 with relatively little pretence but at this point he has legally consolidated so much power that the citizens of the Assembly are helpless to do anything to stop it. He immediately cracks down on the press, begins arresting dissidents and even begins purging his own party of moderates and potential rivals. The TAS issues an Amber Zone for Carrill and the world profile is updated to A0009AE-E, reflecting the high Law Level of the Daldreem regime. Although he initially enjoys widespread support in the Carrill Belt, some of the outlying worlds view these developments with great alarm, particularly after Daldreem moves to centralise control of the Assembly military forces. While previously each world raised their own military forces, and equipped and trained them to common standards, Daldreem's reforms would place all forces directly under a unified Assembly command. The Assembly quickly begins to intervene in nearby worlds as a first stage in eventual annexation.

DRENSLAAR

(REAVER'S DEEP 2030)

The Carrillian Assembly 'invites' the independent world of Drenslaar to join that body and then begins to methodically quash any resistance.

GAAJPADJE

(REAVER'S DEEP 1124)

This world, located in Ea, is the homeworld to the J'aadje. They share their world with the K'Tring, warlike human inhabitants. Descended from the crash of a warship 2,000 years ago, the K'Tring are believed to be related to the since-vanquished Iltharans from of Drexilhar, who controlled the Iltharan Empire, one of the last great Reaver states. Currently, the K'Tring are planet-bound, with a Tech Level of 6.

GLEN SHIEL

(REAVER'S DEEP 1912)

The legendary windstalkers of Anekthor mountain are the descendants of the Saie crew of a large starship which crashed on Glenshiel during the last days of their civil war. They found the dense atmosphere of Glenshiel extremely uncomfortable and took refuge on the slope of Anekthor. Survival was a brutal and all-consuming task, and the descendants of the last survivors quickly regressed to savagery. The windstalkers today, although cunning and capable of intelligent action, are a far cry from the proud Saie who travelled the stars nearly forty centuries ago.

HTALREA

(REAVER'S DEEP 1224)

Htalrea, an independent world in Ea, has been under the control of Aslan corporate interests but is opened up for trade in 1109. That year a team of traders from Caledon Ventures contact the Polyphemes, a Minor Race unknown to the rest of Charted Space in 1105. The Polyphemes are massive bipeds with prominent external ears, a single large eye, and powerful bodies. They live in a primitive hunter/gatherer society. By 1113, Caledon Ventures has established a permanent trading post on Htalrea's northern continent.

ILDRISSAR

(REAVER'S DEEP 2326)

Ildriссar is a Carrillian Assembly world in the Drexilhar subsector. After 1105, the Assembly's High Justice Daldreem assumes extraordinary powers, in direct contravention of the Articles of Assembly. As a result, the people of Ildriссar are hit particularly hard by the many changes in government policy which follow; higher taxes, a fixed market price for ore sold to the Assembly far below those available from other markets (access to which was to be greatly restricted) and orders for the nationalisation of several key industries. All of these changes are seen on Ildriссar as being completely contrary to colonial interests.

Several political factions form, urging resistance to the Assembly – from conservatives who seek a return to rule by the Articles and the Council of Justice to a handful of extremists who urge complete independence. The extremists use their influence and wealth to stockpile equipment and arms, and in hiring offworld mercenaries (for Ildrissar was poor in manpower, but could afford to hire the best in technology and service).

In 1109, attempts by Assembly Peacekeepers to enforce Daldreem's new laws leads to the notorious Starport Massacre, an atrocity which triggers a full-

scale planetary rebellion. In response, Daldreem sends in troops stiffened by a crack Aslan mercenary regiment. The provisional government on Ildrissar also brings in two battalions of the Caledon Highlanders, a famous human mercenary unit. The Aslan-backed Assembly forces initially seem unstoppable, securing landing areas in the isolated wilderness northwest of the main settled region on Ildrissar's largest continent. The invaders then launch a drive towards the heart of the colony. They are held up for a few days at Deathgorge Pass, but the outnumbered defenders are soon overwhelmed.

IXIONITE

Descended from carnivore/killer stock, an ixionite is an asexual creature that reproduces parthenogenetically by injecting fertilised eggs into the bodies of suitable prey. With large specimens massing over 400 kilograms, the creature vaguely resembles a small, lobster-headed dinosaur. It is a large, slope-backed biped with heavy limbs, a broad torso and a wide tail. Its thick hide is articulated in such a way it emphasises the creature's already impressive musculature. Despite its broad, ugly build, an ixionite moves quickly.

An ixionite's 10-centimetre teeth and 15-centimetre claws are formidable weapons and its jaws snap shut with extreme force. This lends the creature an expectant, open-mouthed look as it pursues its prey. The creature also has an 18-centimetre long stinger, located at the tip of its armoured tail. Not just a weapon, the stinger is used to inject its pupae into a host. The young then consume the body of the host, emerging after about two weeks.

These creatures are solitary and at least semi-intelligent but not appearing to use language. Their primary senses are hearing, although their sense of smell and taste are keen.

The ixionite has two innate psionic talents: teleportation (limited to medium range) and telempathy (also limited to medium range). Its telempathy is a special variety that makes the target sleepy. It uses the talents in tandem, lulling a target into a near-sleep state, then teleporting in for a surprise attack.



Animal	Hits	Speed
Ixionite	30	10m
Skills	Melee (natural) 2, Recon 1, Stealth 2, Survival 1, Telepathy 2, Teleportation 2	
Attacks	Claws (2D), Bite (2D), Sting (1D)	
Traits	Armour (+5), Heightened Senses, Large (+1), Psionic (8)	
Behaviour	Carnivore, Killer	

IRLAGGUR

Danforth's World, the outermost planet in the Irlaggur system, is the site of an Ancients' starship crash. The massive vessel apparently impacted with such force it buried itself one kilometre underground. Among the artefacts contained in the wreck is a dangerous sabotage robot that could be reactivated.

IXION

The hostile world of Ixion contains a variety of lifeforms adapted to its harsh environment, including a large predator unknown to most inhabitants. Those humans who have seen this predator have assumed it was an animal but in fact it is actually a semi-intelligent creature, much like a Chirper. Various research teams have been surveying the planet, which holds considerable potential for terraforming. Increased activity on-world would also increase the possibility of encountering one of the furtive creatures.

REJHAPPUR

In 1105 the Scotian Deep Trading Company appoints Sir Percival Jameison as the new Director-General on Rejhappur. Jameison, an arrogant and stubborn man, is determined to bring the indigenous Happrhani to heel, regardless of the cost. Believing himself – erroneously – to be a brilliant administrator and amateur strategist, Jameison sets out to replace long-standing pacification programmes with outright military conquest of the remaining nomad tribes still free.

(REAVER'S DEEP 2624)

In 1108, Jameison's brutish campaign of harassment and violence triggers a popular uprising, the Pajnawi Massacre, which results in the deaths of all offworlders in Pajnawi, including Sir Percival and his entire staff. The uprising quickly spreads across the entire planet.

SEAN**(REAVER'S DEEP 1705)**

This system, located on the edge of the Great Rift, is largely unexplored but is the likely homeworld of the mysterious Saie.

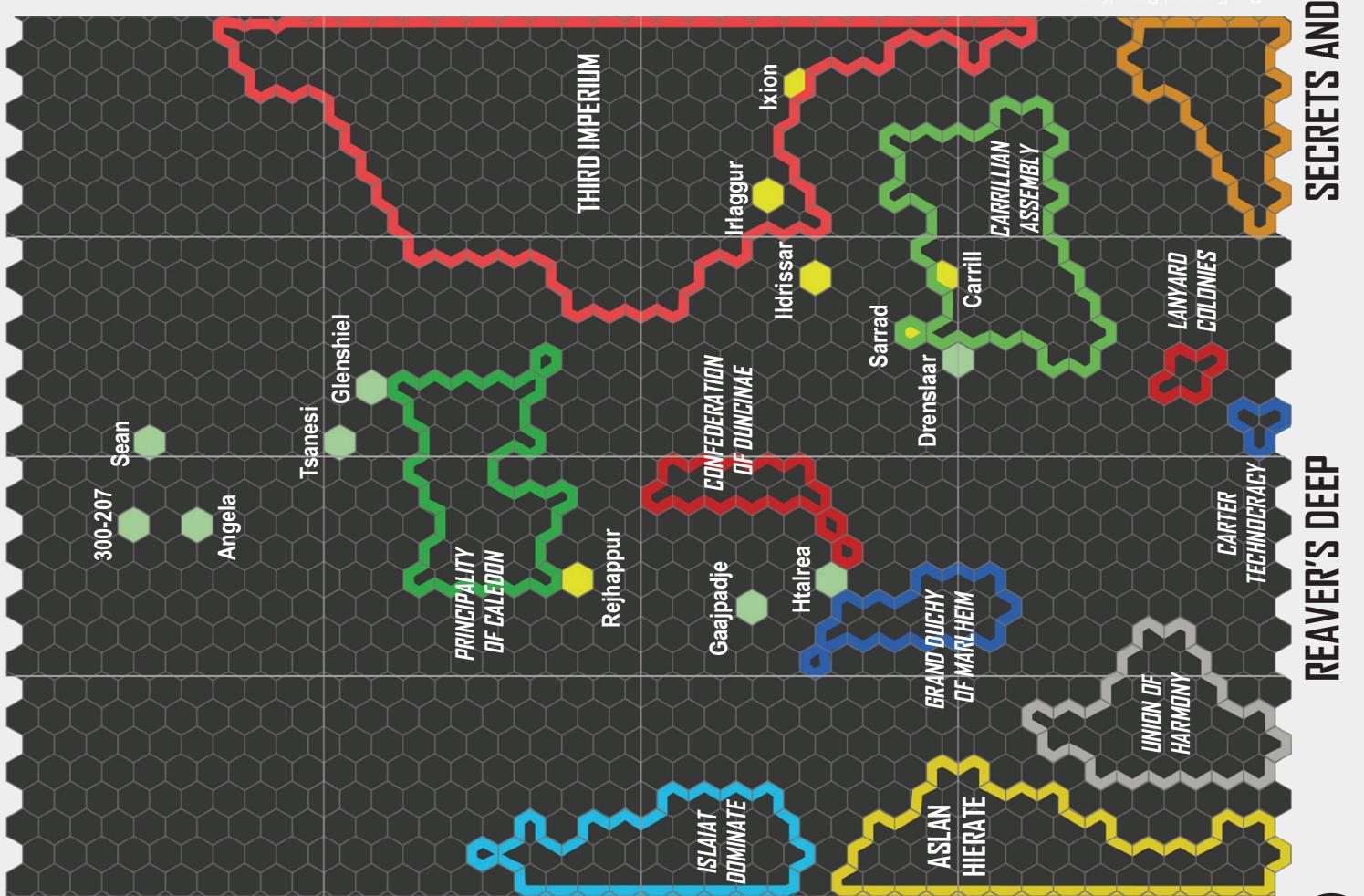
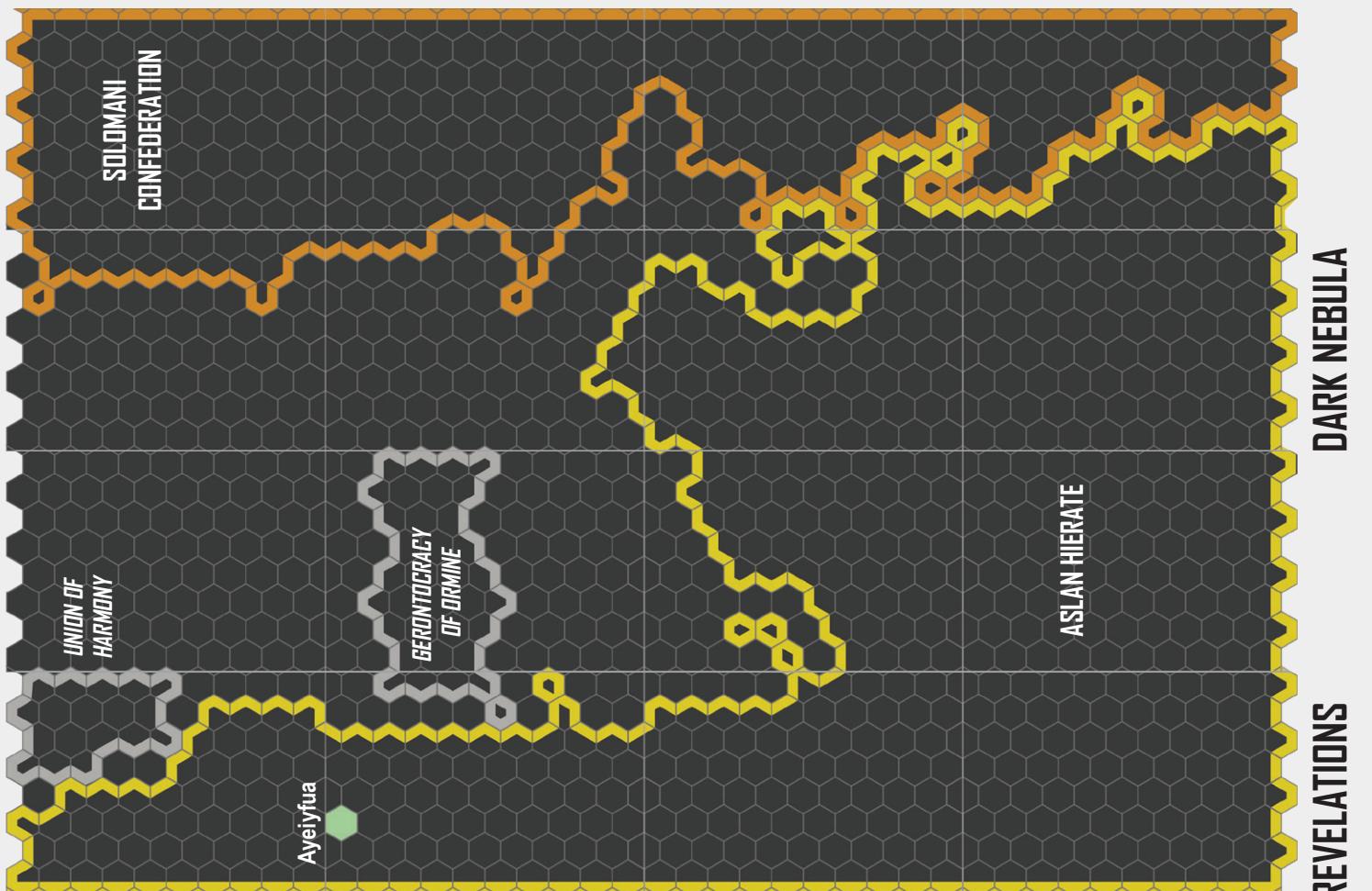
SARRAD**(REAVERS' DEEP 2129)**

The world's undersea colony domes inexplicably fail, killing all but a few thousand of the planet's three million inhabitants. The world profile becomes D88A300-8 in the wake of the tragedy and the TAS issues an Amber Zone for the world. In 1111, the Dakaar Corporation begins constructing new colony domes in return for mineral extraction and processing rights.

TSANESI**(REAVER'S DEEP 1711)**

The Yn-tsai are the direct descendants of the mysterious Saie, whose Vilani-inspired technology forged a small empire in Reaver's Deep over 3,700 years ago. A combative species, the Saie expanded for a time, but turned their attentions inward, eventually fighting a devastating civil war. Their culture fell apart rapidly, leaving behind only a few isolated pockets of Saie survivors. All of these lapsed into barbarism and most perished.





DARK NEBULA

SECRETS AND REVELATIONS

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TRAVELLER®

THE DEEP AND THE DARK

Steeped in history, riven by conflict, and filled with contradiction, *The Deep and the Dark* covers two sectors at the interface of human and Aslan space, where rival species and civilisations have long contended for influence and power. Here lie the ancient battlegrounds of the Aslan Border Wars and the Cultural Purge. Here are found worlds abandoned or ignored for centuries, which shelter strange, isolated societies that have fallen back to primitive conditions.

Reaver's Deep lies on the edge of the Great Rift, with a wide Buffer Zone separating the human systems of the Third Imperium and Solomani Confederation from the Aslan worlds of the Hierate. Within this Buffer independent states and worlds harbour fierce animal life and many alien species, while fierce marauders and petty warlords plague the sector. Into this wild area venture intrepid trade pioneers in search of new opportunities.

The Dark Nebula is named for the mysterious Celella Nebula, a jumpspace phenomenon that has devilled astrogators for millennia. The sector is also the home of Kusyu, homeworld of the Aslan and spiritual heart of their star-spanning Hierate. *The Deep and the Dark* also provides an overview of the complex, ever-shifting politics of the Hierate and the nature of Aslan culture.

Includes a giant two-sided poster map of the two sectors.



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