The Regency Sourcebook: Keepers of the Flame

For my wife, Devon, because that’s the way it should be, and for

Mickey Mantle, who embedded in me at an early age lessons about understanding, believing, and the difficulty of being, in ways that I have only recently been reminded (but you died before I could give this to you—even second chances are fleeting precious...), and for

Joseph J. Kruzel, Professor, Pragmatist, Peacemaker, and Patriot. May your example and panache continue to inspire those who will miss you.

And finally, to The Girls, for reasons that you taught me to understand.

Thanks to the members of the AWWG, because it’s time for people to admit once and for all that it is fiction which imitates reality and not the other way around, for that is the only way that fiction attains any dignity, value or relevance. Al is biography, yours and mine.

Soli Deo Gloria.

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This book draws on an extensive corpus of material created for previous editions of the Traveller system. Any list I make will unavoidably be incomplete, and I offer my apologies to anyone whom I have inadvertently excluded. Thanks is therefore extended to the following persons I can identify as having made a probable contribution to material presented in the Regency Sourcebook: Marc Miller (Dune), Jay Adan, Philip Athans, Anders Blixt, Tim Brown, Clay Bush, Rob Caswell, Frank Chadwick, William W. Conners, Lyle Dundek, Ed Edwards, Joe Fugate, Thom Gressman, John Harshman, James Holden, Mike Jackson, Charles P. Kalina, J. Andrew Keith, William H. Keith, Jr., James Mailszewski, John Marshall, John Meyers, Mike Mikesh, Roger Moore, Nancy Parker, Robert Parker, Chris Purcell, Chad Russell, Lawrence Schick, Greg Videll, Loren Wiseman, Deb Zeigler

If You Like This Book: Blame God for creating Dave.
If You Don’t Like This Book: Blame God for creating Dave.

Credits are Still For: People like me to entertain themselves and hopefully some small number of other comparably clemented people.

One Full Week: “What is the amount of time it takes, doing nothing else, to simply format, never mind update or proof, the Regency’s UWP data, Alex.”

Did You Know: Alex Trubek writes all the questions for Jeopardy all by himself? That’s why he’s always so pissy and condescending when people miss them. It’s true!

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Believe. Always Believe.

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ISBN 1-55878-189-7

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Bloomington, IL 61702-1646
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Introduction

The Regency Sourcebook is the first step of Traveller: The New Era’s return to Traveller’s birthplace, the venerable Spinward Marches. Like the rest of the campaign background, the Marches underwent an updating and expansion of scope with each new edition of Traveller. Original Traveller’s Spinward Marches grew to become MegaTraveller’s Domain of Deneb, and in TNE the Domain is no longer one small part of a larger Imperium, but is the sole repository of that society’s hopes and dreams. And now that the Regency is poised to remake interstellar space in its own image, it functions as a microcosm, like DNA tightly coiled in a zygote, of the new Imperium that it will conceive.

When you consider that the Spinward Marches were the primary focus of Traveller support for 10 years, it becomes apparent that the amount, complexity and subtlety of its detail is staggering, much more than could fit into a 96-page book. (It could have made it a 400-page book so it could cover everything, but then you’d have to wait another couple of years to read it.) RSB, therefore, only scratches the surface of this rich, full-bodied concoction, which is all the more enjoyable because it has been aged and blended for as long as 18 years (sudden desires to quaff a scotch are forgiven). And when you realize the purpose for which the Spinward Marches sector (which itself is only one of the four sectors making up the Regency) was created, its detail becomes even more impressive.

For what are the Marches, after all, if not a mini-Imperium? In 1979 one single sector was designed to have the same multi-faceted environment that the Imperium as a whole was later developed to display. The Third Imperium was a macrocosm of the Spinward Marches, with its K’ree, Hivers and Solomani playing the same role on a larger scale as the Zhodani, Darrians, Sword Worlders, etc., played on the smaller stage of the Marches. The great historical events of the Imperium were only the five Frontier Wars, with large, and the socio-cultural details of the Third Imperium were simply the more defined rendering of the same multi-cultural influences that we had already come to know “behind the clav.”

So it was inevitable that TNE would return to the Marches, the birthplace and laboratory in which all the concepts of the later, larger Traveller incarnations first saw light.

Due to the nature of this task and the shortness of 96 pages, a large amount (what Frank likes to call “great, steaming heaps”) of material is left that could not be fit into this book, so without further ado, I present:

Future Developments

The release of this book constitutes GDW’s commitment to support the Regency as a fully developed campaign background for use with Traveller: The New Era. This does not signify the abandonment of the Reformation Coalition campaign. Both the Regency and the Reformation Coalition will continue to be supported and developed as official TNE campaign backgrounds, because as you have probably guessed, they are going to meet each other some day.

Regency support will be provided via further sourcebooks, Epic adventure campaigns and articles on the following topics:

- Further social/political/historical background on the Regency and other Spinward States.
- In-depth examinations of the other Spinward States and alien races, to include character generation, their own histories, attitudes, approaches to the use of technology, etc.
- Collections of Regency-centered equipment, weapons, vehicles and starships, primarily at the TL15 and -16 level, as well as lower-tech variants used by other Spinward States.
- Challenge magazine, which will feature the good old “Traveller News Service” in each issue, plus Regency coverage in the form of adventures and articles covering the areas listed above.

Cross-References

Unlike any previous TNE products, RSB will make the occasional reference to pre-TNE Traveller products. This is again because of the sheer depth and breadth of the existing Spinward Marches background which RSB can only lightly touch upon. Using standard GDW style, GDW-published products will be noted in bold face, and official material published by non-GDW sources will be noted in italics. GDW has no responsibility for the availability of non-GDW material, and there exist no stocks of the Digest Group MegaTraveller products outside the hands of collectors and out-of-print specialty shops. However, a number of old original Traveller and MegaTraveller products remain in the GDW warehouse and can be purchased direct from GDW. A list of these and their prices can be obtained by writing or calling GDW. When I make reference to GDW products, I will parenthetically note whether they are out of print and gone forever (OP) or still available via GDW (SA) at the time of this printing (some of these products remain in very small quantities, say two or three). Note: TJAS (1-24) indicates GDW’s Journal of the Travellers’ Aid Society, Ch (25-77+) indicates GDW’s Challenge magazine, TD (1-21) indicates DGP’s Travellers’ Digest, and MT (1-4) indicates DGP’s MegaTraveller Journal.

Library Data

RSB includes a very broad library data section. This is the first installment of what will hopefully someday be a comprehensive collection of jargon, concepts, terminology and ideas common to the entire TNE universe, and not exclusive to the Regency campaign. Many of these concepts will be visited in more detail in future products.

Conclusion and Statement of Culpability

This was a difficult book to assemble. I had originally hoped for more space to devote to sheer prose, i.e., the descriptive text that fills up pages 5 to 34 of this book. But the more I spoke with Traveller players, the more I found that they wanted the entire Regency now, not just one or two sectors with more to follow. Because this meant half the book would be given over to dry UWP data, I struggled before deciding on that path. I also considered more efficient (i.e., compact) presentations of the UWPs, like using a single sector map accompanied by a single list of its worlds, unsorted by subsector. However, efficiency is not the same as effectiveness, and I believe the old one-subsector-per-page format is the most useful format for referees and players alike. So although I compensated for the dryness of 40 continuous pages of subsector UWPs by pruning the repetitive format and packing the pages with world information, the big hurdle was simply “bite my lip and close my eyes” and get on with it.

Remembering that Supplement 3, The Spinward Marches (OP) predated the conclusion of Library Data (N-Z) in Supplement 11 (OP) by three years, I reasoned that the full panorama of the 45 subsectors of the Regency and its frontiers exist as little numericaly ends in themselves, and that I could add deep layers of description, updating and whiny temporing to their foundation in future products. Besides, if I didn’t put them all in I would be apologizing for it to Traveller fans for at least three years.

Because I had to navigate as through Scylla and Charybdis among the vast amount of established historical, astrographic and political-cultural “facts” of the Spinward Marches/Domain of Deneb, I could not simply work rapidly and with a clean slate and write about a new era of worlds and their inhabitants. This fact made this book more time-consuming and more frustrating, but also more potentially rewarding. These rewards will not all be immediately evident, but will emerge as continued Regency source material bubbles forth.

Any violence I may have done to pre-TNE “facts” is my fault alone. (But I’ll bet I know more about inconsistencies within original Traveller and MegaTraveller than anyone else alive, and only I know where the bodies are buried.) Please note the thanks in the credits to those who made the Spinward Marches, Domain of Deneb and now the Regency what they have become. It goes without saying that without them, well, you know, it goes without saying.

Keep the Flame.
KEEP THE FLAME
My brothers and sisters of the Regency, sons and daughters of the Imperium,
These are the last words I will speak to you.
Please do not mourn me, but be filled with joy in knowing that my greatest joy has been to be your servant. You need not miss me, for it is I who will miss you, and you will still have each other.
We will meet again, of that I have a certainty that goes beyond mere fragile facts,
And in that meeting we will understand all that has brought us here.

You are alone, a solitary outpost of light in an ocean of wild darkness.
But yours is not the loneliness of fear and isolation, darkness and extinction.
It is the elevation of the undying Flame which rises above fog, cloud and rain,
Of beacons which call to the great ships and keep the beaches shipwreck free,
Of the light across the bay which guides the seafarer home.
You carry a heavy responsibility in your solitude, for if you let the Flame go out,
Who else will shoulder the burden?
Who else will make the sacrifice of love for this great creation we call humanity?
So my words to you are,
"Keep the Flame."

For those who came before us and passed it on to us,
For those who live with us today who need to stand in its glow,
For those who come after us,
Keep the Flame.
For the simple knowledge that the Flame is the greatest thing that we will ever know, and is more important than we are,
Keep the Flame.
The Flame is you and me and everyone we have ever known.
The Flame is those who came before us down the long millennia and left for us what they learned.
The Flame is the promise of those who will come after us and profit or suffer by what we have done,
The Flame is truth,
The Flame is honor,
The Flame is duty,
The Flame is selfless service to others,
The Flame is mothers and fathers, husbands, wives and children, teachers and students,
The Flame is relationships.
The Flame is Love:
Our love for each other, our past, and our future is the tiny spark of the Flame that lives in all of us.
The Flame is death, and the knowledge that there is something greater that waits for us on the other side of death.
The Flame is courage, faith and commitment, even though we will die.
The Flame is the pyre on which all fear dies and is consumed for all eternity.
The Flame is within us as we are within the Flame.

The Flame is not a burden to be lifted lightly.
The Flame can burn and hurt and frighten,
Because it is nothing but the pure immanent force that drives this universe,
Beautiful and terrible to behold.
But although the Flame can kill you,
If you do not have the Flame you are dead already, and none can save you.
The Flame does not belong to you,
It is not yours to change or modify.
You are the vessel, the conduit, the custodian of the Flame.
The Flame will change you, purify you, burn away what is unworthy in you,
Leaving only the best in you, what is eternal, stainless and unbending.
And once it has exposed those things, it will burnish them until you gleam in the light of that Flame,
A beacon, a guide in the dark night of the soul for all who need it.
And if you die keeping this Flame you will never die.
You will live on, forever, in the hearts of all who have seen you.

For those who have never seen it,
Keep the Flame.
For those who would never see it were it not for us,
For those who have seen it but do not believe,
For those who have seen only fraudulent imitations which led them to scorn it,
For the countless souls who were defeated by their dreams,
And for those who do not yet know how to dream,
I charge you now and to your death,
Keep the Flame.

When it is dark,
Keep the Flame.
When you are weak,
Keep the Flame.
When you are afraid,
Keep the Flame.
No matter how much it hurts,
Keep the Flame.
With your last gram of strength,
Keep the Flame.
When those around you scorn you,
Keep the Flame.
Although it may kill you,
Keep the Flame.
Even if you are the only one,
Especially if you are the only one,
Keep the Flame.
Because you are not the only one—you will never be the only one,
But the Flame that you hold will shine out to those others who also thought they were alone,
And encourage them to hold theirs stronger and higher,
And together you will save those whose Flames have gone out.

Because we belong to each other, you and I,
Keep the Flame.
For I belong to you, and you belong to me,
United in keeping the Flame that gives us life and hope and purpose.

And although I am leaving you,
I swear to you that wherever I go,
To help light our way, my only cause, my only joy, will be to
Keep the Flame, now and forever.

The Last Address of Norris Aella Aledon (1063-1157)
The First Regent
THE REGENCY

The Regency is a society in flux, challenged by its difficult surroundings and beset by the contradictions between its past and its chosen future. Regency citizens have a clear belief of their role in the universe: they are the guardians of the Imperial values and are also the best hope of the universe to again have a viable multi-species interstellar culture. Less clear is their understanding of specifically how they will bring these gifts back to the universe. The unspoken assumption seems to be that the universe will welcome them back as liberators from the darkness. The possibility that the Regency might have to fight wars for the hearts and minds and real estate of those they would liberate has not been rigorously examined.

Keepers of the Flame

On the one hand the average Regency citizens (who still call themselves “Imperials”) believe that the Regency is the steward of the Imperial values that will someday be spread again among the Wilds of the ruined Third Imperium. They continue to observe Imperial holidays and commemorate Imperial history. As the only survivors of this once-great polity, it is natural for them to feel this way; they share an understandable “survivors’ guilt” which drives them to try to justify and redeem the deaths of their Imperial brethren. But since it was the Imperium on its own which consumed and destroyed itself, how rational is this veneration of all things Imperial? Is it just a harmless conceit, or is it a deep cleavage plane which under stress will eventually split, scattering all the accomplishments of the past 70 years?

Survival has been paramount for the Regency during the “Dream Time,” so certain contradictions are inescapable. In fact, the Regency has not been marked by the kind of cynical “necessities” that are typical of hard-pressed societies, such as martial law, committees of “public safety” and the like. This in itself is remarkable.

Tenders of the Refiner’s Fire

On the other hand, the Regency is committed to sweeping changes, broad in scope, deep in political and social effect, and quite un-Imperial in nature. Regency citizens proudly proclaim their status as true Imperials, and continue on to profess their commitment to the phasing out of the nobility with democratic and land reforms. The fact that this dichotomy is not often publicly articulated comes in part from an unwillingness to face up to real difficulties of overthrowing a structure of feudal privilege, power and insularity.

Another source of this schizophrenia is the style of leadership used by the Regency’s most influential leader, Norris Aledon, the first regent. While exhorting his citizens to modify their culture in areas of democratic reform, group consciousness rather than local consciousness, acceptance of psionics, and the accommodation of unassimilable political groupings within the Regency boundaries, he always used the inducement that these were the best ways to preserve and propagate the Imperial values that his listeners held in common. The fact that these new principles were perhaps not Imperial values after all was infrequently noticed, and discussed even less. If one uses non-Imperial values to perpetuate the Imperium, at what point does it cease to remain the same Imperium? When powerful nobles, formerly the backbone of Imperial leadership, are ejected from office and removed from their ancestral lands in local referenda, how exactly does one perpetuate the Imperial traditions?

Those who do think about the Regency’s contradictions speak in terms of “the refiner’s fire,” in which the challenges and tragedies surrounding the Regency will relentlessly burn away the dross of unworthy institutions and leave only the pure, tempered metal of timeless values. Contradictory paths will be adjudicated by this ongoing process, and only those worthy of survival will remain.

What is the Flame?

Although Norris and other Regency leaders spoke, and still speak, of “the Flame” that is kept burning by the Regency, the exact composition of this flame has been left open. This is certainly part of the reason for the appeal of the image, as each person can customize the concept to best meet his, her or its belief structure. However, the following characteristics are commonly accepted as central values of the Flame.

Courage: The ability to stand alone in the face of adversity and to hold fast to transcendent values even when surrounded by those who would tear them down.

Stewardship: An appreciation of the physical assets (worlds, starships, high-tech industry), intellectual assets (literacy, education, technological and scientific training), social assets (adaptive political institutions, culture, art, literature, common history) and spiritual assets (traditions of service, loyalty, duty, justice and the well-being of one’s fellow citizens) that have been saved and nurtured by the Regency, and a sober awareness of their fragility. Stewardship is manifested by the willingness to protect these assets, the understanding that these assets belong not to the Regency, but to the universe at large, and the commitment to someday assist in the dissemination of these assets back into the universe which has need for them.

Selfless Service: Another aspect of courage and stewardship is the belief that individuals achieve their greatest value when they combine their efforts with others to create something larger than they are, which will live long after they as individuals have disappeared. No person, nation, or world is an island; all of the Spinward States would have died had they not all cooperated with and trusted each other.

Inclusiveness: Despite the rhetoric of other major interstellar powers, Imperials can justly say that theirs was a remarkably integrated multi-racial society. Although no society is free of prejudice and expressions of groupism, the Imperium contained very few racial barriers to the achievement of its nonhuman members (although certain behavioral barriers, such as anti-psionic prejudice, ended up functioning as pseudo-racial barriers). Examples of Imperial inclusiveness included the appointment of the Vargr Brzk as archduke of the Antares Domain and the actual changing of the Imperial Sunburst insignia in 247 to make it visible to a newly joined minor race. The preponderance of human culture and leadership was a by-product of the tremendous numerical advantage of Imperial humans. Even the much-celebrated competition between humans of Vilani and Solomani descent was observed more in the breach than in practice. For its last 500 years, the bloodlines of Imperial leadership were so completely mixed between Vilani, Solomani and Sylean lineage that racial distinctions were nonsensical.

The Regency is heir to this tradition. In addition to its well-known Asian and Vargr inhabitants, the Regency contains small communities of Droyne, Chipers, Hivers and even K’ree (see page 50), plus numerous minor and geneered human races. All these are fully able to participate in government and to serve in governmental agencies. However, it is clear that the Imperium was, and the Regency remains, a predominantly human institution. On a simply descriptive level that simply means that the greatest percentage of imperial subjects were human, and that they naturally and not unreasonably created institutions based on human traditions and assumptions.

On an idealistic level, the concept of the Imperium and Regency being human means that they incorporate human or humane values, the most important of which are respect for the individual and his, her, or its right to a meaningful and fulfilling existence.
Symbol of the Regency

The Regency insignia was originally proclaimed by Norris as the symbol of the Domain of Deneb on 280-1128 by superimposing Norris' unicorn device on the Imperial Sunburst, symbol of the Third Imperium. The unicorn, representing the "Bridled Steed" constellation which spans the Cronor and Jovell subsectors (A and B/Spinward Marches), has long been the heraldic device of Norris' family and thereby became the symbol of the Spinward Marches and Domain of Deneb.

Since the proclamation of the Regency in 1132, the sunburst portion of the insignia has been taken by tradition to symbolize "the Flame," rather the Third Imperium. The placement of the Domain's unicorn symbol within this flame captures the concept of "the refiner's fire."

STRUCTURE OF THE REGENCY

For most purposes, the establishment of the Regency was simply the renaming of the Domain of Deneb, a step which was accomplished in 1132 by Archduke Norris. Its structure is based on that of the Imperium and naturally retains many of the same institutions and processes.

The major departure from the Imperial structure began in 1152 when Norris announced the Representational Reforms. These reforms were instituted to eventually replace government based on the nobility with government based on popular elections. Because of the tremendous implications of these reforms, they were intended to be undertaken in a gradual manner, and many of the attendant changes are still only being instituted 50 years later. In fact, the current form of Regency government with its parallel networks of noble and popular government is viewed as still only a transitional form rather than the desired endstate.

Levels of Government

There are four basic levels of government in the Regency: local, planetary, subsector and Regency.

Local government actually covers many potential sublevels of government by which people rule themselves close to home. These can include government at the level of town, city, district, shire, county, parish, borough and a profusion of other local terms, all of which are nested one within the other below the planetary level.

The planetary level is largely self-explanatory, except that it might more accurately be described as "star system" level rather than planetary level. Many star systems contain more than one inhabited world, but Imperial tradition has long stipulated that each star system has one primary world, to which the others are all subordinated in some fashion, as colonies, raw materials resources, bases, etc. Thus, the planetary level integrates these other worlds in much the same fashion as multiple nations on a balkanized world are handled.

The subsector level is the same as the old Imperial system, except that the Regency has folded certain sparsely populated subsectors, such as those along the frontier or Great Rift, into a single group which is treated as a subsector although its astrophysical area is larger.

The Regency level is the highest level of government, and corresponds to the former Domain of Deneb government in area of extent as well as to the former Imperial government in terms of absolute accountability. A great many governmental functions are reserved to the Regency level, such as foreign policy and the armed forces. While these areas can exert their function at the local level, they are not controlled by the local level of government. Rather, they are controlled by local authority via their own internal chain of command which extends down from the Regency level.

One level of former Imperial government that is missing is the sector level. Because the Regency only comprises major portions of two sectors and small bits of two more, this level would have been duplicative, and the Regency level has taken over the tasks formerly associated with sector-level government. However, sector remnants of the noble hierarchy persist in their unempowered advisory role.

Parallel Governments

One of the explicit results of the Representational Reforms is the establishment of two hierarchies of government at the local, planetary and subsector level, and at the interface with the Regency level. There is of course only one administrative and bureaucratic hierarchy at the Regency level, and all these hierarchies terminate in the single person of the regent.

It is the conduits that run up and down between the citizens and the Regency that are duplicated. Each subsector, each world and each of a world's local political divisions are represented by nobles, in the feudal tradition of the Imperium, and also by popularly determined representatives.

Popular Hierarchy: The popular hierarchy is the "true" form of Regency government, in that it is invested with the actual ruling powers that used to belong to the nobility. This also means that the administrative bureaucracies that used to answer to planetary and subsector nobles have been transferred to the control of the popular hierarchy and are now answerable to planetary and subsector governors.

The Representational Reforms require that each world and each subsector have a single executive officer, in both cases titled the "governor." The governor is the key conduit of power both upward and downward: he passes legitimacy up from his or her constituents to the Regency government, and passes the Regency's laws, programs and fiscal requirements downward from the Regency government to the citizens. Sector and plan-

"Popularly Determined"

The concept of "popularly determined" representatives, mandated by the Representational Reforms, actually covers a wide variety of procedures, not all of which are literally "popular." While many worlds do practice regular popular elections to determine their leaders and representatives, other worlds do not. Some do choose leaders by popular election, but these leaders are dictators who serve for life, effectively elected nobles. Other worlds periodically elect a single leader, who then appoints all the other members of the local government, as well as its representatives to higher levels of government. Other worlds choose their leaders by lot, or some other random means, or only elect individuals from a small, self-selecting group. Some worlds have planetary representatives who are elected by high officials who were not themselves popularly chosen, or who are members of a secret "star chamber." These systems all grow out of local custom, traditions and assumptions.

Although not all these systems live up to the classic image of home rule, democratic election and electe representation, they do meet the primary implicit requirement of the reforms, which is that they are locally rather than externally imposed, and do represent something of the true character of the individual citizen, the most basic level of Regency society.
etary governors are also able to use local Regency military forces under certain circumstances.

A second requirement of the reforms is that each world send a number of representatives to the Regency Senate, the Regency's primary legislative body. Each world sends a number of senators equal to its UNP population code, which means that a world's senators may range from 0 to 10. This logarithmic scale was the answer to the conflicting needs of greater representation for high population worlds and the requirement of a reasonable voice for all worlds, no matter how small their populations. For example, when comparing a world with a population of 100,000 (code 5) to a world with a population of 900,000,000 (code 8), the smaller world would only be out-represented 8 senators to 5, while the larger world actually has 9000 times the population of the smaller.

The Senate makes the Regency's fiscal decisions, and is also its deliberative and legislative body.

The term of office in the Senate is three years, although in practice a sitting senator's term does not end until his or her replacement arrives. Given the wide variety of travel times from homeworlds to the Regency capital at Mora, senators are replaced on a more or less continuous basis.

Noble Hierarchy: Also called "the old government," the noble hierarchy extends down to the lowest of the peerage, the barons, at the local level, all the way up through the planetary and subsector level to the Regency Moot at the highest level. Because the popular hierarchy holds the real governmental power, nobles exercise influence rather than actual power, but because of their history, personal stature, and abilities, this influence is of no small matter. They exercise their influence primarily in the moots—the unofficial planetary moots, and the official subsector moots and the Regency Moot. Here they can discuss current needs and initiatives, and can bring their power to bear in support of Regency legislation which is officially sent down through the popular hierarchy.

The noble hierarchy was established to serve three main purposes. The first is the continuation of the Imperial peerage, important for historical and cultural reasons: The laudable and emulable accomplishments of past nobles are more tangible and serve as better modern role models if their lines are perpetuated in their ancient ceremony and grandeur.

The second is their function in a statesmanlike advisory role to back up the popular hierarchy—an "impartial" check on the progress of popularly elected government. Because nobles do not worry about the need to be continually re-elected, they are thought to be able to take the long view on important or unpopular issues that elected officials may be tempted to ignore. They also function as a back-channel means of appeal or communication. For example, a minority group which believes it is being abused and ignored by majority-elected leaders may take its grievances to the noble, who will represent these concerns at higher levels, usually by presenting them at the subsector or Regency Moot. Issues presented at the subsector level will become known to the subsector governor who can act upon them, and issues presented at the Regency Moot can be acted upon by the Regency Moot or Senate, as appropriate.

The third purpose is both cynical and crucial: it gives the nobles something to do. The sudden and radical disenfranchisement of a powerful ruling class is a recipe for disaster. By giving the nobility a role to grow into, Norris hoped to gain their cooperation in the Reforms.

Administration

As in the Imperium, the Regency government exercises authority over various subject areas via governmental ministries. All ministries are headed by high regents, which are appointed positions. These appointments are made by the office of the regent and must be confirmed by the Regency Senate and Moot. Ministries have mandated subject area responsibilities that are defined by the regent and Regency Senate.

For example, the XWeb (see page 21) is jointly overseen by the Communications Ministry and the Scout Ministry. The Communications Ministry sets and monitors standards of information dissemination throughout the Regency, while the Scout Service is responsible for operating the Xboats and their support structure. Thus funding for the XWeb comes from the Scout Ministry's budget, but it must meet the standards set by the Communications Ministry.

Taxation

All planets are responsible for their own internal taxation, within certain broad guidelines established by the Regency. The Regency does not directly tax any of its citizens. Instead, it taxes worlds (which are then responsible for raising these taxes from their citizens) and activities.

Taxation of worlds is usually based on an equitable assessment of a world's ability to produce revenue (based on population, technology, manufacturing capacity, etc.), but this can be revised up or down for a variety of reasons. For example, a world which has suffered a natural disaster can have its tax burden reduced, while a world which has been the major beneficiary of a new Regency facility or activity could have its tax burden increased. Subsector governors are also given some authority to realign tax burdens within a subsector, so long as that subsector's total tax obligation is met.

Among those activities which are taxed are interstellar trade and travel. Every starship requires licensing, registration and annual certification which is a form of tax, and the sale of all starship cargos and passenger tickets produce a tax paid to the Regency (these taxes are subsumed within the normal price of these items, so this effect is not seen in game terms). When an interstellar business is formed, registration and licensing fees are also paid to the Regency. The berthing fees paid at starports are the means by which the starports recoup the taxes levied on them by the Regency government. The statement behind all these activity taxes is that the Regency is the guarantor of interstellar society.

Armed Forces

The Regency's armed forces include the Regency Navy, Scout Service, Quarantine Service, Marines and Army. All these are administered by various ministry areas, but are under the supreme command of the regent. Each of these organizations has a parallel civil and military command structure. The civil structure consists of the high regent in charge of the Navy Ministry, Scout Ministry, etc., and the ministry office.

The ministry interacts with the Senate and other ministries, and handles all budgetary and fiscal requirements, including procurement, pay and benefits, etc.

The military command structure consists of the military's own hierarchy and controls operational, training and personnel issues, and makes procurement and budgetary recommendations to the ministry.

Both the military and civil hierarchies terminate with the regent, who is the commander-in-chief of the armed forces.

The Regency continues the Imperial policy of maintaining parallel structures of active and reserve fleets in its subsector. Although subsector governors have no authority over active naval forces, they are permitted to make use of reserve forces under certain circumstances.
HISTORY OF THE REGENCY
Although the Regency dates to 1132, its story properly begins in 1123 with the dispatch of the Arrival Vengeance mission. In 1123 the Domain of Deneb had been cut off from the Imperium for sixty years, and Archduke Norris had to decide whether the Domain's future was tied to eventual reunification with the Imperium or if it would have to chart its own course. To this end, he dispatched, in greatest secrecy, a recommissioned cruiser to cross the Great Rift and contact the factions of the warring Imperium. This story is told in greater detail elsewhere (Arrival Vengeance: The Final Odyssey, SA). The answer of the mission upon its completion in 1126 was quite simple: The fragments of the Imperium were in no shape to be reunified, and the Domain of Deneb would have to stand or fall on its own.
In 1127, speaking from the Domain capital at Mora, Norris announced this reality to the Domain, that “We in the spinward extents must chart our own future.” (See Survival Margin page 53, or Arrival Vengeance, SA.)
Many of Norris' initiatives which later saw light as Regency policies were undoubtedly begun at this time, particularly the Psionic Reform Drive and perhaps the Credural Reforms. However, the release of the AlVirus in 1130 soon presented the Domain with a more burning issue than any social restructuring.

Virus and Quarantine
Advance warning of Virus from couriers that crossed the Great Rift enabled local naval commanders to take steps to prevent Virus infection, and quick ratification from Mora permitted these steps to be replicated all along the Domain's frontier. Under centralized leadership, these steps soon became codified as the Quarantine, which extended all along the Domain's trailing frontier and along the trailing portion of its coreward frontier.
Quarantine consisted of the isolation of all communications and data transmission systems so that Virus could not be transmitted along its fundamental path, and the closing of the Domain's borders to all interstellar traffic. Incoming traffic, if cooperative, would be inspected for Virus, usually involving a lengthy layover as all starship systems, personnel, cargo and equipment were inspected. Quarantine Transient Camps were hastily assembled all along the frontier to house these persons, who were detained as long as several years in some cases, because the flood of incoming traffic overwhelmed the shipping available to carry them deeper into the Domain.
Alleviation quickly became evident that the Domain could not create a Virus-proof barrier along all of its frontiers and that it must cooperate with its neighbors in order to keep Virus from overwhelming them all. Negotiations with the Asian were the most pressing, as the Asian's frontier with Virus was contiguous with the Domain's. However, Domain-Hieratic relations had been quite sour since the onset of the hesential fleets in 1119, and these overtures were initially met with suspicion and hostility. With time running short and in the absence of concrete Asian cooperation, the Domain extended the Quarantine rimward into some frontier Asian worlds, just in time to meet infected ships crossing the Great Rift via the mid-rift calibration points.
Desperate diplomacy, and last-minute assurances that the Domain would respect the integrity of Asian populations within its borders, finally cemented the shotgun Domain-Hieratic wedding, and joint Asian-Domain forces were formed to defend the spinward terminus of the great trans-rift trade routes in the Riftspan Reaches.
As it did with the Asian, the Domain shared its knowledge and antiviral techniques with its other neighbors, most notably the Zhdani and Darrians. Although this information was also shared with the Vargr, the Domain never really trusted the fragmented and divisive Vargr to help maintain the Quarantine, and was forced to extend the Quarantine along its entire coreward borders.
By the end of 1131, the Quarantine had essentially assumed its current form, although a great number of procedures and protocols, especially between the neighboring powers of the Quarantine, had yet to be established. These protocols, and the rights and responsibilities of all those participating, were formalized in 1132 with the signing of the Spinward States Accords.

Regency Proclaimed
While the Spinward States Accords were being finalized, the Domain of Deneb became the Regency. Although in many ways this event was merely a cosmetic change, the very real significance of cosmetic changes in human affairs cannot be ignored.
The proclamation of the Regency served psychological and emotional notice to Domain residents that they had entered a new epoch of history, that things were no longer the same. This allowed them to make the kind of mental and social adjustments required for this new epoch. And by redefining the Domain's identity in a positive, independent way, connected to a cause, its citizens learned to no longer regard themselves as a small backwater province, cut off from and abandoned by the larger society that gave it meaning. Rather,
Norris Aella Aledon
The First Regent
Archduke of the Domain of Deneb, surrendered
Duke of Regina, ceremono vita
Count Aledon, ceremono perpetua
Marquis of Regina, ceremono perpetua
Baron Yori, ceremono perpetua
OEG, OC, ODM

For most purposes, the story of the Regency is the story of Norris Aledon, both literally and allegorically. Norris was its guiding light, its conscience and voice for its first 25 years, and his vision has been maintained by his successors. Furthermore, his unassaying origins and his ability to shoulder unimaginable responsibilities when catapulted into a position out of keeping with any planned preparation parallels the way the Domain of Deneb was thrust in time of desperate war into the role of sole keeper of the Imperial legacy.

Born as the second son of the Duke of Regina, Norris was never trained for political leadership, and instead joined the Imperial Navy where he began a promising career in Imperial Naval Intelligence. However, the death of his elder brother William in 1097, followed a year later by the death of his father, thrust Norris into a position he neither expected nor desired, but which would prove again the truth of the ancient wisdom, "There is no more fitting preparation for a king than to have been trained in the navy."

He proved himself a competent administrator, but it was not until the Fifth Frontier War (1107-1110) that his genius as both a strategic and operational leader became evident. Successfully anticipating the outbreak of war, Norris requisitioned naval reinforcements from Emperor Strephon which arrived in time to turn the tide. But before these forces could arrive, and in the face of disastrous early reversals for Imperial forces, Norris relieved Admiral Santanochev, the incompetent Imperial commander, and took personal control of the Imperial campaign, setting up the final Imperial victory at the decisive Battle of Rylian (see The Spinward Marches Campaign, OP). Norris' ability to correctly anticipate and take confident, powerful measures, so amply demonstrated here, was to be tested again.

In 1116, receiving advance word of Strephon's popularly accepted successor Norris took advantage of Imperial protocols and in Strephon's name, elevated himself to archduke of the Domain of Deneb, thus ensuring clear, unified and foresightful leadership to meet the challenges ahead. This appointment was later confirmed by Emperor Strephon in 1126 (see Survival Margin page 52). This position allowed him to act decisively upon advance warning of the Virus release, and he was able to organize the Domain to enact measures to meet and exclude this threat. Demonstrating his diplomatic talents, he was also able to recruit the neighboring Zhodani and Aslan governments to support the Quarantine which preserved the region now known as the Spinward States.

In 1132, following the successful completion of the Quarantine, Norris reorganized the Domain of Deneb as the Regency, a body which would continue on in the name of the Imperium until such time as the Imperium could be re-established. His attention was now focused on organizing the Empire withstanding the incessant attacks of Virus in the new form of sophisticated vampire fleets, as well as redressing the flaws of the Imperium which caused its ultimate fall.

Norris championed the values of honor, dedication and selflessness, and decreed that the Regency would move from a feudal polity to a more democratically based polity. He also repealed the psionic suppressions, opening the way for Regency psionics to provide additional help in maintaining the balance of power with the Regency's Zhodani neighbors.

Norris never married, and his unsuccessful attempts to find a partner and mother for his heirs became an increasingly sad story in the Regency news media. This eventually added to Norris' legend by making him the father-figure who unselfishly gave up his own personal happiness for the sake of serving his people.

Norris never really recovered from the death of his trusted advisor Brani Dilaadin in 1146, and it is believed that the long and close psionic relationship he had with his senechal made it that much more difficult for him to form relationships later in life, most of all with marriagable women. Norris wrote an ode to Dilaadin ("Ode To Old Chrome Dome") that was read at the private funeral service, a passage which encapsulates these sentiments.

I never ruled alone through all the trials that we fought
For you were there beside me; you knew my every thought.
Amid challenges and crises more than one man could withstand,
You were my second body; my unseen mind and hand.
But now your place stands empty, both without me and within,
And to rule alone is something I don't know how to begin.
I would find a queen, who like you, shares my purpose and my thought,
But how can I know another, when I knew that she could not?

After the death of Avery in 1149, Norris lived out his final years with Seldrian on Mora and assisted in the upbringing of his "true grandson," Caranda.

Norris died in 1157, only hours after delivering his final address to the Regency (see page 4). He was succeeded as Regent by his true daughter Seldrian, whose succession was passed unanimously by the Imperial Senate.

Norris, much respected and loved while alive, became a mythic figure after his death. The name Norris and its variants (Nor, Norline) are extremely common among Regency citizens, especially those less than 45 years of age. All Regency worlds ever visited by Norris commemorate these visits by historical markers, Norris hotels, Norris streets, museums and "Norris slept/ate here" placards. Although technically the title "first regent" was intended to be used by all holders of Norris' office, to distinguish it from other high regents, etc., this title was not used by either of Norris' successors, allowing it to remain uniquely linked with the singular figure who created the office.
they now were the heart and soul of that larger society, and had a mission that ennobled their existence and exertions.

Finally, the redefinition of a domain of a larger Imperium as a separate regency would make it easier to institute the cultural and political changes necessary to adapt in this new environment. The change of name empowered Regency citizens to take hold of their destiny and make their own decisions without having to ask themselves if these decision were “proper” within the externally imposed Imperial framework.

“Starship”

“Starship” is a poem which achieved a great deal of popularity in the Regency during the Dream Time. It was written by then 2d Class Petty Officer Omar Assad following the Battle of Calibration Point Charlie in 1144. Assad was a sensors operator aboard the battlecruiser Saratoga and was inspired to write the poem by the sight of the destroyed Regency vessels that were left behind at the end of this deep interstellar space battle.

To devotees of poetry it was clear that Assad had been reading rather too much William Blake when he wrote this poem, but to most Regency citizens, who had never heard of Blake’s 3900-year-old work, the piece captured the sadness, poignancy and fear felt by those living in the last surviving pocket of civilization, surrounded by, and daily threatened by, the yawning chaos that surrounded them.

Starship, starship, burning dim on the fringe of the outstar
Did you crew have some last word? A final plea we never heard?
Your fusion-blackened hull betrays no sign of life from former days
We stand away to jump for base, leaving you alone in space
Your corpus a monument for some, for some a crematorium.

Starship, starship, spawing fuel, your twisted wardrive graying red
Did your captain try to shout before your engine decks blew out?
Or did some practical watchman’s eye discern that he was soon to die?
We wish to know what you could tell of when your crew was blown to hell
Some simple message we would find, to pass to those they leave behind.

Starship, starship, drift away into a place that knows no day
We wonder on the men you bore who fought beside us in this war
It would be simple to forget your crewman whom we never met
But we’ll remember, as we should, our comrades in this brotherhood
Of quick cold death between the stars, for their sad fate will soon be ours.

Starship, starship, save a berth for us, last children of the Earth
You drift from sight but not from mind, for someday we’ll be left behind
To seek an entrance to the home where now our missing comrades roam
We’ll burn with pale fire—wan and thin
Please guard the door, and let us in.

The popular success of “Starship” allowed Assad to retire from the navy and pursue a career as a popular poet, publishing such bestselling collections as The Watson Weddings, Battelline Ballads and Division Ditties, Islands in the Creek and Leaves of Sassafras, which again raised the hackles of critics, who began referring to him as “The Rod McKuen of the 57th Century.” This is because the one thing that critics like better than running people down is making obscure references that no one but they can understand.

Final Adjustments: Another accomplishment of the renaming of the Domain was the opportunity to redefine the status of disputed or Border Worlds and client states starting from “a clean slate.” Rather than carrying over generations-old Imperial territorial disputes into the new regime, Domain worlds and all worlds on its borders were given the “option” to join the new organization. Although key border areas were given as much freedom as possible in this area, in some cases the Domain resorted to subtle or overt arm-twisting. In extreme cases the Domain/Regency simply incorporated unwilling worlds as “Unintegrated Territories,” meaning that the worlds were nominally independent but that the Regency exercised the principle of eminent domain to take the world within its defensive perimeter. In other words, given the clear and present danger to civilization presented by Virus, someone had to take the responsibility of integrating Border Worlds into an effective protective regime, for the good of all intelligent life. In cases where recalcitrant worlds were unable to see to these requirements on their own, it fell upon the Regency to do what needed to be done, for, as Regency leaders were fond of repeating, “the Quarantine is only as strong as its weakest link.”

One of the most powerful inducements that the Domain/Regency could offer was its anti-viral expertise, and its offer to include a world under this umbrella was an opportunity that could not be passed over lightly. This was especially true when envoys pointed out that the alternative was to be left outside the Quarantine to fend for oneself. Another factor that ironically strengthened the Regency’s bargaining position was its simple desperation for success. This desperation led the Regency to grant favorable terms to prospective members that made membership much more attractive to worlds which had repeatedly declined Imperial allegiance. The clearest example of this was the incorporation of worlds that contained significant groups of Vargr Invaders or Aslan “squatters,” still fighting for control of the world with its rightful Imperial inhabitants. Since approaching Virus allowed neither the time for lengthy settlement of these disputes nor the luxury of leaving embattled worlds as the weak links on the Quarantine frontier, the Regency was obliged to “agree to disagree” and accept the Vargr and Aslan territorial gains as a fait accompli. This acceptance legitimized these gains and obligated the Regency to extend the former invaders the same rights and support as any other Regency citizen. This would eventually put the Regency in the distasteful position of defending the newly legal Vargr and Aslan gains against the very Imperials who had been displaced from them.

Spinward Border

During this same period the Sword Worlds observed the Regency’s fortuitous policy toward already entrenched rivals and attempted to take advantage of this opportunity by launching invasions on a number of worlds on the Imperial frontier, including the Border Worlds, Entropic Worlds and several Imperial worlds. These invasions were small and were intended get the Sword Worlds’ “foot in the door” on these worlds so that the Domain would be obliged to recognize and accept these claims in perpetuity.

The Domain was hoping to incorporate the Border Worlds into the new Regency, but at the time of the land-grab these details had not been finalized. Keeping the Border Worlds under Domain/Regency control would greatly simplify the defense of the frontier and allow better connection with Darrian holdings, but incorporating former Sword Worlds territory into the Regency was dangerous, as it would attract internal conflict. This vision was both confirmed and rendered irrelevant by the land-grab.

Recognizing the Sword Worlds’ act as one of pure opportunism based on their interpretation of Domain weakness, the Domain determined that a clear show of resolve was necessary and decided that it was time to slap the Sword Worlds down hard. Improved Domain-Zhodani relations since 1123 made this act possible, as
Imperial forces in the past had been deterred from acting against the Sword Worlds by the Sword Worlds' ties to the Consulta as members of the Zhodani-led Outworlds Coalition.

Acting with the assistance of Darrian forces, and after dispatching guarantees to the Zhodani that no acts would be taken against them, Domain naval and Marine forces crushed the Sword Worlds forays and occupied an additional seven of the Sword Worlds, including the entire Gram arm (see page 45). Reasoning that since the Sword Worlds would cause trouble no matter what and it would therefore be best to keep a close eye on them, the Domain elected to incorporate all the occupied Sword Worlds and Border Worlds into the Regency.

War of the Quarantine, 1131-1201

The War of the Quarantine was the constant background that accompanied all other events of the Regency's history and underscored the precarious nature of the Regency's existence. Just as Virus caused the founding of the Regency, its continued influence on it in the form of the Quarantine War was the major shaping influence on the Regency in its first 70 years. The lives of almost all Regency citizens were touched by it in some way, either by family service along the Quarantine line or a career spent building the tools of the Quarantine: starships, spacecraft and their systems. And although the Quarantine War gradually became business as usual, something the average citizen could take for granted, the total number of Regency dead after 70 years of unremitting diligence was staggering — more than all five Frontier Wars combined.

Starship Shortage: One of the most shocking revelations of the early Quarantine was the tremendous shortfall in spacecraft required to maintain it. Warships and system defense boats were required to guard each of the refueling points in each of the systems along the frontier, in sufficient force to at least slow down incoming vampire ships. Starships were required to make pre-emptive sweeps through the Wilds. Ships were also needed to man the less dangerous but still necessary borders with the Regency's Spinward State neighbors. Couriers and Xboats were required to maintain communications along the Quarantine force and maintain timely communications within the Regency so that worlds would not be surprised by vampire breakthroughs. Furthermore, wartime losses to all of the above forces needed to be constantly made up in a timely fashion. Finally, in spite of these drains on available shipping, large numbers of merchant vessels were needed to maintain the Regency's commerce.

These needs were met in several ways. First, most privately owned military vessels, such as the famed "Route Protectors" of the Al Morai shipping (The Spinward Marches Campaign, OP), were nationalized. These were either taken over by Navy and Scout crews or retained by their former crews, now direct-commissioned into the Domain armed services.

Second, the Regency's shipbuilding industry was carefully organized and husbanded by the new Ministry of Shipping. The ministry identified existing construction capabilities that could be rapidly converted to useful projects without the delay and waste necessitated by wholesale redirection of industry from the ground up.

Two examples of this approach are the Cuspid-type gunboat and the jump-capable boat (pages 90 and 88). The Cuspid-type gunboats were adaptations of the standard 10-ton launch, already in production in vast numbers by many Regency yards. Rather than taking years to convert these yards to the production of expensive, time-consuming, and labor-intensive purpose-built fighters such as the Rampart (see Brilliant Lances Technical Manual, page 48), these yards were able to begin manufacturing Cuspid components almost immediately, and existing stocks of launch spares could be used for the new gunboat type. The jump-capable boat was similarly derived from a standard small craft, the 30-ton ship's boat. The use of the jump boat to supplement and replace the admittedly more capable Xboats allowed shipyard capacity previously used for the larger Xboats to be used for needed warship construction.

Another ministry policy was to carefully limit the pace and extent of modernization of the Regency's shipbuilding industry. While decades of advancing Regency technology would have permitted the upgrading of many TL15 shipyards to produce TL16 vessels, these upgrades would have caused a serious disruption in output, and the new high-tech vessels would have been technologically incompatible with the Regency's nearly homogeneous TL15 forces, and would have required the creation of a new TL16 maintenance and support infrastructure in addition to the existing TL15 facilities. Furthermore, the production of the innumerable one-off TL16 prototypes required to learn how to properly manufacture and use this new technology would have been wasteful and duplicative. Modernization efforts were instead focused on bringing worlds up to TL15 levels rather than further advancing existing TL15 facilities.

Small-scale TL16 programs were undertaken, both to ensure technological supremacy and to discover useful TL16 systems that could be adapted to other platforms, but these were carefully managed. These were typically joint Darrian-Regency programs, using known-successful Darrian TL16 artifacts as goals, rather than requiring Regency engineers to conduct time-consuming TL16 basic research. The highly successful 500-ton Darrian patrol cruiser (page 92) is a prime example. The DPCIs based on long-established Darrian designs and is also produced under license in the Regency for the Regency Navy and Quarantine Service.

Finally, the Regency has made extensive use of reserve forces, primarily via the RQS. The RQS offers subsidies for the private construction of military-capable starships (usually armed or upgraded merchant types), and thereby can call up these vessels and their crews for temporary RQS duty (see page 19). The RQS also maintains its long-standing policy of maintaining an operational reserve force of detached duty scouts/couriers. Finally, all personnel who have served in the Regency Navy or Scouts can expect to be recalled for Quarantine duty.

The effects of the starship shortage continue to this day and can be seen in the rarity of TL16 starships and shipyards in the Regency, as well as the great age of the Regency starship fleet. Most starships not destroyed in the past 70 years are still in service, and a large portion of these are still committed to supporting the Quarantine.

Regency Frontier: A Virus-light Quarantine cannot be maintained along a single thin line. The ability of starships to jump over defending lines requires a defense in depth. This defense in depth was achieved by the creation of the Regency Frontier, which was largely in place by the end of 1133.

The Frontier has an average depth of three to four parsecs, with the outer edge being the beginning of the Wilds proper and the inner edge being the actual Regency boundary, what is referred to as the Regency-Safe Area, or "Regency Safe" for short.

The outer edge is the limit of permanently stationed RQS pickets, not the limit of RQS patrols. RQS "deep sweeps" routinely range several parsecs into the Wilds, flushing out known and likely avenues of approach and sometimes planting ambushes at key refueling points.

Abandonment: The principle side effect of the establishment of the Frontier was the Abandonment. Because the worlds beyond the safe boundary could not have their safety guaranteed, a massive evacuation of their populations began in 1133 and had reached its peak by 1136. The Abandonment was supported by the Regency Navy, which organized convoys of troop transports to bring the emigrés to safety within the Regency.

Here they were initially deposited on a number of Regency-designated "Refugee Worlds" in the trailing subsectors of the Regency. Many millions of them were relocated by the Regency to other worlds, notably the former Border Worlds of the Sword Worlds subsector (page 45), and the inariate-settled worlds along the thinrim. Here they provided a loyal counterbalance to the volatile Sword
World and Aslan populations.

Although in this and other ways the emigrés were encouraged to seek lives throughout the Regency, it was inevitable that a large percentage of them never made it beyond the Refugee Worlds. Even in 1202, millions still live in the maze-like warrens of refugee shantytowns on the Refugee Worlds, where Vargr organized crime (see page 29) maintains a firm foothold.

Rape of Trin: The Rape of Trin in 1139 (see pages 51 and 80) brought home the danger of Virus and the importance of maintaining the Quarantine and close relations with the neighboring Aslan and Zhodani. It also contributed directly to the Regency's annexation of the Islands subsectors the following year.

Annexation of the Islands: The Islands subsectors (see pages 33-34 and 72) had been a source of concern to the Quarantine since its establishment. However, its eight-parsec separation from the contiguous Imperial Wilds were thought to make it relatively safe from vampire attack, and its further seven-parsec separation from the Regency frontier in the Usher subsector made it possible for any infestation to be sealed off by Regency forces.

However, the sophistication demonstrated by the Kishkii attack of Trin called these assumptions into question. A vampire fleet could clearly mount a multi-staged crossing of the Great Rift and, once established in an area the size of the Islands, would be difficult to eradicate. Vampire fleets could then use the Islands as a staging area right on the doorstep of the Regency to launch regular incursions into Usher subsector. The fact that the Islands had been engaged in more or less continuous warfare since 1106 made it unlikely that its worlds could mount a united front against a vampire attack and made the worlds that much more susceptible to infection.

For this reason, the Regency annexed the Islands in 1140, occupying them with Navy and RQS forces and declaring an end to the so-called Consolidation Wars. Regency forces remain in the Islands in 1202, both to maintain the Quarantine and to enforce peace in the Islands.

Psionic Renaissance

Norris had long been committed to at least the partial repeal of the Psionic Suppressions. This was clear from his close relationship with his telepathic seneschal, Brani Dilgaadin, but these sympathies date back to his naval intelligence career. The Imperial Navy prudently maintained psionic research at several points in the Imperium, including at least two points in the Domain of Deneb, and Norris became aware of the capabilities that could be provided by a psionic program.

This awareness became even more acute after he became sector duke, as he had to contemplate political relations and even war with the Zhodani Consulate just a few short parses away. Facing an opponent that had mastered its psionic potential, the Imperium could ill-afford its continued disregard of psionic power.

However, introducing psionic programs into the anti-psionic Imperial culture would be difficult, and it was only after Norris had begun the recasting of the Domain's self-image as the new Regency that he felt it was possible to take the step of psionic reform. The indispensable feature of any such effort would be to somehow circumvent the generations of mistrust and suspicion of psionics. Norris believed that only a program of radical openness would achieve that goal, and he assigned Dilgaadin the task of fleshing out the concept. The plan was announced as Regency policy in 1133 as the Psionic Reforms. See page 14.

Representational Reforms

The rapidity with which the Imperium split into warring factions demonstrated that the Imperial culture had ceased to be a sufficiently unifying force in 1117. The message to Norris was clear: A healthy interstellar society required strong forces of loyalty that ran both up and down through the political hierarchy. Notions of democratic reforms and home rule had attained some currency among the nobility in the Imperium's last years and were particularly championed by Dinolin the Black before he touched off the Civil War.

Some progress had been made in that area, with Strephon's resurrection of the domains and their archdukes. Norris' own experience with the importance of being free to wield unified power in response to local conditions ratified the principle of the domains, and the Collapse only seemed to make these principles more relevant. The speed and destructiveness of Virus would not allow slow, centralized, coordinated responses to succeed. Success against Virus required that local leaders have the authority to act quickly and decisively, but it was even more important that local groups of worlds have the cohesion and unity to act in common cause without hesitation. Such cohesion could only grow from the ground up and could not be imposed by the nobility. This meant democratic reforms, and on a more basic level than even Dinolin had contemplated.

The need for democratic reforms was intensified by the Vargr and Aslan fells' concern of 1132. The lavish concessions to the invaders demanded some compensation to these worlds' original rulers. The granting of popular political representation would provide some of this compensation and would be a mechanism for the venting of some social pressures.

These changes would be even more difficult than the Psionic Reforms because they would challenge the entire Regency noble class, accustomed to privilege, comfort and power, and entrenched in these patterns by centuries of tradition. Norris quietly began negotiations with key nobles, and slowly and painfully developed a plan for the transfer of power and a coalition of nobles which would support it.

Finally, almost 20 years after the dramatic Psionic Reforms, Norris' coalition was in place, and the last major achievement of his life, the Representational Reforms, were underway. See page 16.

Succession

Five years after beginning the Representational Reforms, Norris died at the age of 94. He had seen his Spinward Marches, his Domain of Deneb, and finally his Regency through what were probably the most sweeping changes witnessed by a single leader and his subjects over a span of years.

One of the major themes of Norris' long rule was speculation over who would be the next heir to the throne. Some suspected his wife, taking a traditional role of power, while others favored his son, a young and powerful figure in his own right. Norris, who had long been aware of his son's potential, finally confirmed his choice in a secret ceremony in 1139.

The boy Avery, who had been raised by Strephon's strongholds and trained as a prince of the Empire, was selected by Norris to be the new Regent. Avery took his duties seriously, replacing the Aledon he had used as Norris' adopted son. He was a trusted friend of Norris, and his selection was widely seen as a sign of the new direction the Regency was taking.

The new Regency was met with almost universal approval, and Norris' death was mourned by all who knew him. His legacy lived on in the Regency's hard-won peace and prosperity.
Trepidation
Responding to signs that the Regency had done just about all it could do as a closed economy and was beginning to stagnate behind its walls of Quarantine, Caranda began preparing his subjects to face their inevitable return to the Wilds. The culmination of this effort was the 1196 referendum on opening the outrim frontier to allow exploration and expansion into Corridor. The issue was voted down by a solid majority, but the referendum had the intended effect of opening public debate, which was not stifled by the end of the voting.

Zhidani Exodus
Although the Zhodani were the traditional bogeymen of the spinward Imperium, events since the Civil War and Collapse brought a dramatic reversal in this relationship.
Successful talks between Domain and Consulate leaders in the pre-Collapse period reassured the Imperials that they did not have to fear a Zhodani deathstroke that would finish them off in their weakness and isolation. In fact, the Consulate was comfortable with its Domain-sized neighbor and had only fought five wars as an effort to forestall the Imperium’s seemingly unquenchable thirst for expansion. With the establishment of the Spinward States protocols, the Zhodani were the Regency’s second most cordial neighbors, ranking only after the long-friendly Darrians.
However, all this changed in 1201, along with the Consulate’s status as the most stable (almost fossilized in its well-adjustedness) of the Spinward States. Regency leaders now openly refer to the once-feared and always respected Consulate as the “sick man” of the Marches.
In 1201, quite without warning, the Exodus began. Since then an estimated 20 billion Zhodani refugees have poured into Regency space, still without an explanation from the Consulate’s leaders. This influx is placing a great strain on resources in the core-spinward corner of the Imperium, particularly in the Jewell, Regina and Villis subsectors. Small worlds are being overwhelmed by the continuing flood of hungry mouths to feed. These refugees jump right over the Zhodani-Regency frontier, violating the Quarantine protocols long respected by both sides.
The Regency’s current policy is humanitarian and committed to caring for the obviously genuinely suffering people. But the questions remain: how many displaced Zhodani can the Regency absorb? What is causing this? And when will it end? Regency leaders have thus far been unable to determine if local Zhodani authorities are concealing the details of this upheaval or if they themselves are also in the dark.

Avery Aledon/Alkhalikoi
For the first few years after his arrival in the Domain aboard Arrival Vengeance, (see Arrival Vengeance: The Final Odyssey, SA, and Survival Margin) Avery’s identity was a mystery. He was duly adopted by Norris, and assumed the name Aledon. On his 21st birthday, however, his identity as the son of Strephon and Iolanthe (the latter posthumously, via frozen ova stored aboard Strephon’s entourage fleet) was announced, and he took on his rightful family name, Alkhalikoi, the line of Imperial emperors from 629.
At that time Avery had already been serving for two years as High Regent for Technological Assessment, as he had a facility and consuming passion for such topics as psionics and artificial intelligence. In 1144 he additionally became the Heir Consort upon his marriage to Seldrian Aledon. The marriage was not a success on a personal level, and Avery spent most of his time away from Mora, involved in his duties as High Regent until 1149. In that year, while participating in a demonstration of computer-enhanced artificial psionics, Avery was killed by a hardware failure.
Following his death, the following document was leaked to the press. It was said to be a note from Strephon given to Seldrian for safekeeping during the Arrival Vengeance visit to Ushidi in 1126.

My Son,
How can I face the sin I have committed? You, my only son, the gift from beyond the grave of your beautiful mother, how could I do this to you?
I can only answer, “How could I not?” Only my son could understand in the same way what I have seen, and carry this understanding to where it will be needed.
Perhaps someday you can understand that I have only used you as I have used myself, to be the instrument of the salvation of these people. I am nothing, Avery, if I am not the servant of these people, the children of my Imperium. Eleven centuries of history and untold trillions of lives spent in its creation have made me transparent. And you, unfortunate heir to my burdens, have become transparent as well, and at my hand. Please forgive me for loving you as only an emperor could love the son to which he entrusted the future.

Biting the Bullet
Six years of debate since the first referendum and the impetus of the Zhodani Exodus caused the Senate and Moot to approve, on 191-1202, a limited opening of the Regency Frontier in the Antra, Namidshur, and Usani subsectors of Deneb (pages 54, 58, and 62). This opening is one-way only: traffic can move out, but is still carefully controlled coming back in, by full Quarantine procedures.
The joint Senate-Moot act required the RQS to respond within 60 days and to begin implementing the final approved plan within 120 days, by 311-1202.
Psionics in the Regency

Psions and psionic talents are now an accepted part of Imperial society in the Regency. Regency psions are still relatively few in number, but this is not because of latent anti-psionic prejudice. It is simply the result of the newness of the field in Imperial society and the lack of any traditions of psionic development and pursuits. Psions can be found everywhere in the Regency, and most worlds with starport class B+ or a population code of B+ have at least one psionic school. Unlike the old Imperial Psionic Institute, these psionic schools are well-known public institutions.

Psionic Registration and Regulation

Regency law does not require psionics to be registered or licensed, but Bran DlaGa’in’s leadership of the Psionic Renaissance established a code of honor and personal responsibility among Regency psions that demanded voluntary registration and licensing. For the Regency to have required such measures would have merely perpetuated Imperial anti-psionic prejudices and kept the psionic movement underground. But universal voluntary registration reinforces the public trust of psions that is necessary for them to exist in Imperial society.

Registration simply means that the psion is officially registered with the Regency government as a psionic talent (these records are maintained by the Ministry of Psionics at its main and local offices, and are freely available to anyone who requests them). However, in practice psions extend this principle to make sure that their behavior or appearance makes it clear to all that they are psions.

There are three types of licences—basic, advanced and special.

Basic Licenses: The basic licenses consist of the five basic psionic cascade skills (TNE page 248)—Telepathy, Teleperception, Telephysics,Teleportation and Self—plus specific licenses for each Arcana area, such as Computer Empathy, Psionic Healing, Prescience, etc. These licenses document that the psion has a basic ability in the licensed area and is pledged to only use them in permitted ways.

All basic licences automatically include the pledge to not use these talents improperly. (For example, telepaths are prohibited from reading thoughts of those who have not requested this, but may freely use the life detection cascade. Teleperceptors are not allowed to spy within private areas, but are allowed to look forward to determine traffic conditions, see if one’s co-worker has arrived at the public office, and so on.) It is a testament to the quality of DlaGa’in’s leadership and the mettle of his disciples that these pledges are widely accepted and trusted throughout the Regency.

Advanced Licenses: Advanced licences document that the psion has achieved a higher level of proficiency in the licensed area, and authorizes the use of that skill in established procedures at the professional level.

For example, a psion must have an advanced license in Psionic Healing in order to practice psionic medicine; a psion with only a basic license is not sufficiently qualified to do this safely. However, a basic license does allow a psion to use Psionic Healing in emergencies or when requested by another.

As another example, professional psionic interrogators working for police departments are required on most worlds to have an advanced license in Telepathy, while basic licenses are widely used by psionic journalists to psionically interview subjects who have given them permission to do so.

Special Licenses: These generally allow the psion broader latitude in using a psionic skill under certain specific circumstances. Special licenses have very clearly defined intents and particulars, and the psion is bound to obey both the letter and the spirit of the rule.

Police departments and military units employ telepaths and teleperceptors to hunt for criminals or enemy forces, or in routine patrols to check to see that nothing is amiss. These tasks require the psion to hold a current special license for this use, and this license clearly prohibits the psion from spying on his neighbors outside of the line of duty. Special licenses are subject to periodic review and renewal, and can be revoked for misuse or upon the termination of an assignment when it is required.

Telephysics is often used by psionic healers to manipulate internal organs or destroy tumors or diseased tissue by pyro- or cryokinesis. However, this use requires a special license which must be periodically renewed by demonstrating continued facility with these tasks (in this case, Telephysics asset of 10+).

Some elite military units include psionic “snipers” who use pyrokinesis or assault in a lethal or disabling manner against enemy soldiers. These snipers require a special license to allow them to use these powers in a harmful manner against other persons. These licenses are automatically rescinded at the conclusion of the combat tour or term of duty.

Official RQS Virus inspectors require a special license in Computer Empathy to declare electronic equipment clean of Virus; an advanced license is not good enough for RQS standards. This license must also be tested for renewal (requiring success at a series of Computer Empathy tasks on appropriately configured test equipment). The lack of such a license does not prohibit a psion from attempting to scan for Virus; it simply prevents him from holding such a highly responsible job.

Referees can use the above examples to define their special licenses.

Game Effects: In game terms a basic license is granted for skill level 1 in a psionic skill. In game terms, an advanced license is granted for skill level 3+ in a psionic skill. Special licenses are granted as required by a psion’s duties (referee’s discretion; this will also be discussed in detail with the future publication of detailed psion character generation procedures).

As part of the psi reforms, the Regency has enacted severe penalties for the misuse of psionic talents down to the level of simple nuisance eavesdropping and peeping-tomism using the Telepathy and Teleperception skills. Although such misuse is difficult for nonpsions to detect, psions find it easier to notice these things, and are oath-bound to prevent, report and correct such actions (referees only; see page 83).

Appearance

Virtually all human Regency psions maintain the style of a completely bald or mostly bald head (by shaving, depilatories or permanent electrolysis), decorated by numerous intricate tattoos. "Mostly bald" includes such variations as tonsures,
Objects, such as topknots, sidelocks or ponytails. Some of these variations are the unique "uniform" of certain psionic schools, while others are simple self-expression. The exceptions to the rule of baldness include psionic criminals, nonhuman psions such as Droyne, and military and covert special operations psions who are required to be unidentified. Elderly psions whose psionic strength attribute has fallen to ineffectiveness will often grow their hair back (although this is not always possible...) to demonstrate the loss of their gift.

The tradition of baldness serves four purposes. The first is to make psions immediately recognizable to society at large. This openness serves as a "lightning rod" for popular fear, as people who are so up front about who and what they can are hardily be up to anything devious.

Second, the bald tradition is a deliberate tribute to Branil Dilgaadin, the founder of Regency psionic culture, who was naturally bald.

Third, the bald head is a source of pride. By calling attention to the braincase, the style says the psion has tapped into mental powers that most people cannot access. It is believed that the turbans worn by Zhodani nobles accomplish the same purpose by exaggerating the size of the head.

Finally, the bald head is necessary to allow the tattoos to be visible to society at large.

The tattoos are graphic and artistic forms of the licenses which the psion has obtained, plus some personal embellishment. This serves the same purpose as the baldness itself, but in a more detailed way, by allowing strangers to assess for themselves the significance of being in the same room as a psion. For example, a person embarrassed to have his mind read would be reassured to see that the psion in the elevator with him only held Teleportation and Self licenses. By the same token, the presence of an advanced Telepathy license proclaims that the psion is not attempting to conceal his ability and has taken oaths not to spy on his neighbors, and this provides some reassurance. Finally, the presence of the special license for a police department Telepathic scanner could be comforting to law-abiding citizens who know they have nothing to hide and who appreciate knowing the psion will be able to detect the intentions of any criminals in the area before they have a chance to commit a crime.

The association of certain combinations of licenses with certain schools often allows the informed observer to determine the school to which a psion belongs by the pattern of tattoos. For example, devotees of the School of Listening would most often have Telepathy and Teleperception license tattoos, and hardly ever have Teleportation or Arcana licenses. Many schools also use distinctive variations or distinctive placement of the license tattoos to increase their identifiability and esprit. Some special licenses are accompanied by tattoos, while some are not. Special licenses of explicitly temporary validity are usually not tattooed, while those expected to last for the duration of a career usually are.

On the other hand, some temporary special licenses are of such social significance that tattoos are required. These include the special license for telepathic or teleperception surveillance, and the medical and lethal military use of Telephysics. (Permissible exceptions to this include certain special Regency military and intelligence personnel. An undercover agent bears no tattoos and grows his or her hair naturally for obvious reasons. In addition, in wartime some military special licenses are not tattooed as they can make their owner subject to execution, mistreatment or extensive interrogation if captured.)

Special license tattoos are not removed when invalidated, but are instead modified by a cancellation tattoo. In this way ex-military psions are easily recognized by their canceled military psionic specialties.

As with the baldness, the tattoos serve a social purpose in the Regency: to defuse popular fear and suspicion of these mystics as talents by not hiding them.

Psionic Training in the Regency

Because each nonhuman race handles psionic powers differently, the guidelines below refer specifically to human characters. Referees can combine these with TNE alien psionic rules to allow the training of alien psions in the Regency.

To simulate the number of new schools of psionic discipline in the Regency, psionic training is handled in a slightly more detailed fashion. Rather than using the generalized psionic institute training beginning on TNE page 247, Regency PCs may choose a specialized school of psionics at which to take their training. Because each school specializes in certain aspects of psionic pursuit, certain talents will be easier to obtain in some schools and harder in others. Thus the aspiring psion will wish to choose a school with a curriculum in line with his or her desires.

Each psionic school has a total 1D6 adjustments which can be made to the normal rolls for psionic talents found on the table on TNE page 248. Each adjustment allows the target number for a given psionic talent roll to be decreased by one. Multiple adjustments can allow reductions in several target numbers or allow a single target number to be reduced several points. However, each point of downward adjustment on a target number must be balanced by the one point increase of another target number. Thus the total of all six target numbers must always equal 42.

No target number can be increased above 12, nor reduced below 1. Presented on the table below are the normal target numbers from TNE page 248 and those of three sample psionic schools: the School of Listening (3 adjustments), the School of Self Awareness (5 adjustments), and the Regina Circle of Mysteries (6 adjustments).

The cost for this specialized training is adjusted accordingly, by increasing the cost by 10% for each point of adjustment offered by the school. Thus training at the School of Listening in our example would be Cr130,000, the School of Self Awareness would be Cr150,000, and the Regina Circle of Mysteries would be Cr160,000.

<table>
<thead>
<tr>
<th>Talents</th>
<th>Normal</th>
<th>SL (3)</th>
<th>SSA (5)</th>
<th>RCM (6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Telepathy</td>
<td>5+</td>
<td>3+</td>
<td>7+</td>
<td>7+</td>
</tr>
<tr>
<td>Teleperception</td>
<td>6+</td>
<td>5+</td>
<td>7+</td>
<td>8+</td>
</tr>
<tr>
<td>Telephysics</td>
<td>6+</td>
<td>7+</td>
<td>8+</td>
<td>8+</td>
</tr>
<tr>
<td>Self</td>
<td>7+</td>
<td>7+</td>
<td>6+</td>
<td>5+</td>
</tr>
<tr>
<td>Teleportation</td>
<td>9+</td>
<td>10+</td>
<td>7+</td>
<td>9+</td>
</tr>
<tr>
<td>Arcana</td>
<td>9+</td>
<td>10+</td>
<td>7+</td>
<td>5+</td>
</tr>
<tr>
<td>TOTAL</td>
<td>42</td>
<td>42</td>
<td>42</td>
<td>42</td>
</tr>
</tbody>
</table>

No roll is required to find a psionic school (''Institute'' in TNE basic rules) in the Regency as they are no longer secret. Psionic schools exist on almost all high population worlds and those with starports A or B.
Nobility in the Regency

DECLINE OF THE NOBILITY, RISE OF DEMOCRACY
An ironic aspect of the Representational Reforms is that these reforms, which began the end of noble rule in the Regency, were declared by Norris using the vestiges of his noble office. These reforms were not created by Regency-wide referenda, but by Norris' fiat, behaving in a manner consistent with his former status as archduke.

Noblesse Oblige
For the best of the nobles, the reforms have created no problem.

Anagath B and the Ghouls
One of the most visible symbols of the disenfranchised nobility are the so-called “Ghouls,” young (by apparent age anyway), nihilistic, disenfranchised nobles who spend their dissipated lives and what remains of their noble fortunes by seeking excitement in personal and vicarious near-death experiences.

The Ghouls owe their existence entirely to the creation of the drug “Anagathic B.”
Anagathic B, also known as Anagath B or “Beth,” was developed in the antebellum period by researchers at the Imperial megacorporation SuSAC, LLC. These researchers were looking for an alternative to the standard anagathic drug used in the Imperium (and described on TNQ pages 33-34) that would accomplish the same purpose but without the ultimate side-effects.

They seemed to have discovered this alternative, which they named Anagath B, making the earlier drug Anagath A. Anagath B produced none of the side effects of Anagath A, but it was eventually determined that Anagath B caused the development of radical jumpspace intolerance in its users.

Jumpspace intolerance is a fortunately rare hereditary condition that has long been known to Imperial medicine (see Lady Elise, included in the Traveller Referee's Screen). Instead of the typical moment of nausea and disorientation experienced by most passengers at the moment of jump translation, sufferers of jumpspace intolerance become seriously ill. A sufferer who is repeatedly exposed to j-translations falls victim to increasingly debilitating symptoms and eventually dies from their effects.

Unlike hereditary intolerance, anagathic-derived intolerance is not accompanied by progressive debilitation but has an all-or-nothing effect. Either the user dies immediately from massive brain hemorrhaging or else suffers no ill effects. However, also unlike hereditary intolerance, derived intolerance can be fatal upon the very first exposure to jump translation. This chance is low for beginning users, but gradually increases over years of continuous use. (Roll D100 each time the character enters jumpspace aboard a starship. If the target number, which is equal to the number of years the character has been taking Anagath B, or less is rolled, the character dies immediately. If any other number is rolled there is no effect.)

This is a serious side-effect, essentially confining its long-lived users to imprisonment in one star system for the remainder of their lives. For most Imperial citizens this was an unacceptable trade-off, and Anagath B's use was limited accordingly.

However, this trade-off appealed to certain bored, embittered, thrill-seeking terminal nobles, and these habitual Anagath B users became known as Ghouls because rather than avoiding interstellar travel they became dedicated wanderers. They would prepare for the moment of truth at jump entry by attempting to engineer some “peak experience” which would reach its climax at the scheduled moment of jumpspace entry. Thus at worst they would die in a moment of intense pleasure, and if not, would be thumbing their noses at the universe and laughing at death.

As befits wealthy individuals who do not age, Ghouls are usually attractive (except for those who deliberately make themselves unseemly for reasons known to themselves), and dress in opulent, exotic outfits, giving them an effete, foppish air.

Ghouls are narcissists, and this is not limited to their preoccupation with youth, pleasure and ostentatious appearance. They are endlessly fascinated by their reactions to events, and are especially absorbed in exploring their own so-called “dark sides” or “shadow nature.” They like to think of themselves as jaded connoisseurs of depravity and debasement, things that are feared by the timid souls of most people. These explorations eventually become interwoven with their peak experiences, making these experiences more and more bizarre, and often dangerous in and of themselves, never mind the chance of dying at jump.

Sadly, Ghouls are a danger to more than just themselves. When they tire of the typical drunken orgy while anticipating death at j-translation (predictably, Ghouls prefer the term “penetration”), they try more daring experiences, often involving violence. For example, a group of Ghouls might decide that their peak experience would be to hijack the starship just as it entered jump.
However, not all nobles are able to find this path. Many have found that the notion of a meritocracy of public service is a fraud, as elective politics often amounts to a popularity contest which pays little attention to talent and rather more attention to empty or even deceitful promises. Even well-disposed nobles can become disillusioned when their attempts to take the best possible care of their constituents run up on the rocks of unrealistic public demands created by the seductive and voluptuous fantasy worlds promised by professional politicians in their snuffish relationship with immature voters.

**Noblesse N'Oblige Plus, or Après Nous, le Déluge, Sucker**

While some nobles of goodwill are defeated by the reality of the "mobocracy," others were never engaged in the process to begin with. There had always been a constituency of "underclass" nobles: selfish, corrupt and drunk with the privileges they regarded as birthrights. The Representational Reforms served notice that the free ride was about to end and it was time to squeeze every last thrust out of it before it was over. For terminal nobles (see below) they had the rest of their lives to spend as much of their role as possible, and no desire to do anything else.

These nobles are collectively known as the disenfranchised nobility, although it is important to realize that disenfranchisement is their own response to the situation. Many of the disenfranchised noble class have actually not been disenfranchised by their home-worlds; they have simply quit acting out a life to which they no longer connected or with which they were never engaged.

There are two main paths for disenfranchised nobles: Immersion and resistance. Immersion means the surrender of any pretense of service accompanied by immersed oneself in self-gratification. Underclass nobles provide the bulk of those choosing immersion. An extremely pathological example of Immersion are the Ghouls (see sidebar).

Resistence is more damaging to society and is tragically the path more likely to be chosen by embittered nobles originally of good will. Embittered nobles resent their exclusion and seek revenge. Sometimes this is revenge against the new officials who have assumed power, sometimes against the public that abandoned them, sometimes against the Regency government itself. While many of these nobles claim to be selflessly working for a return to the better form of government that was wrongly repudiated, they have given up on truly constructive efforts, and their path is simply destructive.

**Local Status of Nobility**

Although Regency policy is to move the nobility aside to make room for local democratic rule, in accordance with Imperial tradition, each world has a great deal of latitude in the details of this transition process and their timing of implementation. The number and combination of these possibilities, plus the personalities involved, means that each world's solution is unique. In general terms, however, referees can find the general policies of individual worlds by adding the world's government code (convert letters back to numerals, i.e., A-10, B-11, etc.) to the result of a D10 roll and consulting the table.

<table>
<thead>
<tr>
<th>Result</th>
<th>Transition</th>
</tr>
</thead>
<tbody>
<tr>
<td>T-5</td>
<td>Revocation</td>
</tr>
<tr>
<td>6-10</td>
<td>Disenfranchisement</td>
</tr>
<tr>
<td>11-15</td>
<td>Termination</td>
</tr>
<tr>
<td>16-20</td>
<td>Conversion</td>
</tr>
<tr>
<td>21-25</td>
<td>Continuance</td>
</tr>
</tbody>
</table>

Note that there is considerable overlap between these types of transition, described below.

**Revocation:** Nobles have all of their noble rights, titles, privileges, possessions, powers and responsibilities (known collectively as "noble appurtenances") removed. This includes the loss of income from all fiefs, the loss of all voice in government, and any special exemptions from local laws and social practices. Note that most nobles maintain a distinction between their personal wealth and possessions and those that accrue to the noble position. In most cases their personal possessions are safe, and only those assets belonging to the "seat" are withdrawn. However, in cases where this distinction might be unclear, further conflict and hard feelings are inevitable.

Most worlds allow a transition period for the gradual withdrawal of the appurtenances to which their nobles have become accustomed. Roll 2D6 and consult the table.

<table>
<thead>
<tr>
<th>2D6 Trans. Period</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3 Immediate</td>
</tr>
<tr>
<td>4-5 Six months</td>
</tr>
<tr>
<td>6-7 One year</td>
</tr>
<tr>
<td>8-9 1D6 years</td>
</tr>
<tr>
<td>10-12 2D6 years</td>
</tr>
</tbody>
</table>

**Disenfranchisement:** In this case nobles retain their properties, incomes and social and legal privileges, but lose their power and responsibilities. Many worlds further stipulate that such nobles may not enter politics or government without relinquishing their noble income and privileges. On some worlds this is a one-time irrevocable selection, while on others the income and privileges are merely suspended during the term of office.

Disenfranchisement is typically an honor granted to nobles who have served long and well. Their titles then primarily confer social and ceremonial status. The length of retention of the property, income and privileges will vary. The term is usually for the remainder of the noble's life, at which point the noble seat ceases to be. Sometimes the noble is allowed to bequeath this title to his or her heirs, subject to confirmation by popular vote.

Nobles who have been thus disenfranchised have the qualifier *ceremonio* placed after their titles to reflect that their title confer no power. Those whose titles will lapse upon their death use the qualifier *ceremonio vitæ*, and those who can pass their titles to their descendants use the qualifier *ceremonio perpetuo*.

Note that the procedural meaning of disenfranchisement in this section is different from the attitudinal disenfranchisement discussed in the "Noblesse N'Oblige Plus" section.

**Termination:** This is the same as revocation above, except that it goes into effect at the end of the life of the current office-holder. Termination is often used to shunt aside difficult nobles. Allowing them and their families to retain their benefits for the remainder of their lives is a way of "buying out their contracts."

Nobles who have had their patents terminated as above retain their titles, but the qualifier *termino* is placed afterwards.

**Conversion:** The noble retains all or some rights and privileges, but the scope of his or her governmental powers are reduced to some specific area of responsibility and power. This area of responsibility is typically some sort of appointed administrative, bureaucratic or judicial position, presumably one which accords with the noble's talents or expertise. Such a position may be a life-time appointment, or may be of limited duration or subject to renewal based on performance reviews, depending upon local circumstances.

This position could also be one which will henceforth be subject to popular election after some period of time. This allows an orderly transition of power, knowledge and experience from the incumbent nobles to the future elected leaders. In most cases these nobles are permitted to stand for re-election or election to other posts, within local term limit restrictions. Because of the possibility of conflict of interest, most worlds have restrictions on the ability of former
nobles to retain their noble incomes while holding certain offices. In some cases the income is forfeited for the duration of the term of office; in others it is placed in a trust fund; and sometimes the noble is simply monitored so that he or she can be impeached if found to be engaging in self-benefiting acts while holding elected office.

Continuance: The noble retains all rights, privileges and responsibilities. However, when the title is passed to a descendant, this inheritance of the title must be confirmed by popular vote. Upon a successful vote, the new holder of the title holds the patent for life.

Other: The above categories are only a broad description of typical solutions. Variations or combinations of the above are possible, as are bizarre and unusual alternatives, such as banishment, expulsion, ostracism, out-laying (i.e., placing nobles outside of the protection of the law), execution, branding, tarring and feathering, etc. Such results are the outcome of pre-existing local circumstances between the noble(s) and the citizenry.

Safety Net
Norris knew that the creation of a class of impoverished nobles with nothing left to lose would be a grave threat to the Regency. Therefore the Representational Reforms declared that no noble would be deprived of the means to continue living at a level “equivalent to” the level to which he or she was accustomed, although naturally the reality of this guarantee varies.

Displaced nobles who are left without property or income will be granted a stipend from the Regency government for the remainder of their lives. The size of this stipend varies with need, the noble’s other means and the noble’s original station. The money for these stipends comes in part from government appropriations and also from the sale of relinquished noble holdings in the Regency. Naturally nobles who have retained most or all of their property and income have no need of this service, and it is not provided to them.

Some worlds have more bizarre arrangements. Some worlds directly collect the noble stipends and operate “Service Estates,” essentially the equivalent of an old soldiers’ home for disenfranchised nobles. Some such estates are nice, some are crimes against decency, and life goes on.

Note that not all nobles suffer from having to give up their property and privileges. Some nobles have fiefs that are net financial drains because of low productivity or excessive upkeep on old, run-down infrastructure. The opportunity to get out from under such responsibilities is a welcome one.

Adventure Hook
An embittered noble from a world overrun by Zhodani refugees is seeking to discredit the current elected government for their mishandling of the refugee crisis, and hires the PCs to document the “criminal conditions” under which the refugees live.

The refugees are underfed and are crammed into unhealthy conditions in a tent city-cum-shantytown up against the starport’s perimeter fence. Dedicated Zhodani nobles and intelligents are valiantly trying to maintain the Zhodani social structure to maintain the well-being of their people, but the lack of cooperation from the local Regency leaders is making this difficult.

What is worse, the Zhodani are being preyed upon by Vargr organized crime, which charges extortionate prices for food and medicine they have stolen from the refugee relief facilities.

In reality the noble has engineered the mistreatment of the Zhodani in order to make the elected government look bad, hoping this will cause its overthrow and the restoration of his own personal authority. He is also profiting from the Vargr criminal activities, which he set up by giving them access to corrupt local officials. If the PCs discover this truth, they will wind up on the wrong side of the noble and of the Vargr criminals.
Important Regency Developments

None Shall Pass

RQS motto

The following are some significant Regency organizations and developments in 1202.

RQS

The Regency Quarantine Service is a unique organization. Since the Collapse, RQS has done more than any other organization of any race or government to ensure the survival of interstellar civilization. The spectacle of destruction that is the former Imperial Wilds makes it clear that the Spinward States “would not have survived. However, although its tradition is therefore something along the “so much owed by so many to so few” lines, the reality is actually much more inspiring than that stereotype.

The wonder is not that so few have accomplished so much, but that so many have come together and cooperated harmoniously for the good of all. That such a circumstance would arise at the end of the civil war which destroyed the largest society ever seen is not merely striking—it is an affirmation of every piece of faith that one sapient has ever shown for another and an encapsulation of the true corporate meaning of “Keepers of the Flame” (see page 4).

As befits its unique and crucial mission, RQS has a unique organization. It is empowered to call on the best that the Regency has to offer, from any and all walks of life and professions. Although the RQS is a distinct and independent service, it draws on all other Regency organizations and exercises supreme command over the tasks needed to ensure the survival of human civilization.

TNE PCs will come into contact with the RQS in two main capacities: serving in it and interacting with it as private citizens.

Serving in the RQS

There are three different paths of RQS service—the active force, the reserve force and the RQS Auxiliary.

Active Force: This is the RQS proper. Like the navy or scouts, this is a full-time job.

Traveller characters will normally not be members of the active force as this portion of a character’s life is normally handled during character generation and as play begins the player characters should not have shipyard survivor stories. However, players who so desire may play TNE campaigns which feature a PC group on active duty. Naturally the command structure and rewards received in such a campaign would be different from the more typical campaign style.

Reserve Force: Unlike the Ready Reserve below, the RQS Reserve is an individual reserve force and serves as a “holding box” that draws on personnel from many Regency services, including the navy, scouts, marine, military, service (civilian career), professional services (diplomat career), Ministry of Justice (law enforcement career), and other military careers (aviation, naval) in addition to the RQS proper.

Navy, scouts, and RQS personnel are usually recalled to man spacecraft, while army and marine personnel are recalled to serve in shipboard or ground-based security detachments (“SecDets”). SecDets conduct in-system boarding and inspection operations, and also help man the RQS Inspection Offices that monitor the frontiers with the other Spinward States.

Civil service, foreign service, and MOLI personnel staff the inter-Spinward State Inspection Offices and on investigative task forces to track down and bust violators of Quarantine regulations, such as the Vargr “Pack.”

The RQS Reserve, unlike the RQS Auxiliary below, does not provide crewed ships, as reserves are called up as individuals. Instead it provides personnel only who are assigned to ships already controlled by the RQS or Regency Navy.

TNE referees can use the RQS Reserve as a plot driver. PCs who served in any of the careers above may be periodically called up for active duty. Referees may rule that this has happened when they have a nice RQS adventure set up for their players, or they may do this randomly. For each term spent in an eligible career (as described above) there is a 2% annual chance that the character will be recalled to active duty.

For example, a PC who had spent three terms in the navy, one in law enforcement, and one as a bureaucrat would have a 6% cumulative chance of recall. This is rolled once per year with D100. The duration of the recall is 206 months.

Ready Reserve: The Ready Reserve is not a part of the RQS, but it is discussed here for the sake of completeness. The Ready Reserve is standard reserve duty, in which the members trains on a regular basis with an established unit, usually two to four days a month plus one full month a year. When the Ready Reserves are activated, they are called up as complete units, not as individuals. Since this commitment requires some stability, PCs are unlikely to be members of the Ready Reserve.

Auxiliary Force: The RQS Auxiliary is the way by which the RQS gains access to civilian-crewed ships which can be used to augment and support the Quarantine. This is done by offering financial assistance to persons who purchase starships. The RQS will purchase a portion of the purchase price in return for a percentage share in the ship. The size of this share determines how often the RQS can take this ship (and its crew) into active duty. These subsidies are most often provided for Quarantine cutters and inspection launches (pages 88, 89, and 91) but may be offered for most any type of ship (referee discretion, although the RQS is unlikely to subsidize luxury yachts). Not all RQS Auxiliary ships are Quarantine patrols. An RQS Auxiliary could be a trade cruiser, a freighter, or a small frigate assigned to carry cargo between frontier outposts, or a passenger liner transporting PKF ground troops to or from their stations in the islands.

As described on TNE pages 38-39, value modifiers can be taken as RQS ownership, with each point being equivalent to a 1.25% share of the ship. This means that the RQS will want to use the ship 12.5% of the time (or 25% of the time with two value modifiers, etc.). However, this is not as simple as just saying that 12.5% of each year, month or week is given over to RQS duties. The time-consuming nature of interstellar travel means that there are minimum blocks of time required for useful service. For gaming purposes, assume that six months is the minimum block, although longer tours could be served.

Thus, in the case of a PC group which crews a Quarantine cutter with a 25% RQS load, six months is 25% of two years, so they can expect to serve a six-month tour once every couple of years. If the referee prefers, this could instead be a one-year tour every four years, an 18-month tour every six years, and so on.

Referees can allow these tours to be scheduled in advance, or may roll randomly to string them on the PCs at inopportune times. Note that the RQS Auxiliary regulations are clear that RQS call-ups can be extended indefinitely at the pleasure of the service, and the ship owners have no recourse to get out of these. Thus a supposed six-month tour could be extended because of some kind of crisis, then extended again because their scheduled replacement blew its jump drive while in transit to the patrol station and requires repairs, and so on.

RQS Character Generation: For purposes of character generation, RQS service can be represented by terms in the navy and/or scouts. Service in the RQS Auxiliary is handled with terms in the merchant with increased chances for special duty.

Meeting the RQS

Aside from the likelihood that they are already associated with its operations in some way (above), PCs will meet the RQS in several different ways.

Annual Inspection and Certification: The RQS fleet and staff in the Regency are required to be inspected and certified by the RQS or Marine, or the Regency Navy, and recertified for another year of operations. These inspections serve the main purpose of confirming that ships are free of Virus and meet all current standards of anti-viral countermeasures. (These include properly configured communications systems and databanks, as well as provision of the latest versions of Virus-detection/ protection software, canaries, etc.) Additionally, these inspections are used to ensure the safety of the Regency merchant fleet. Checks include hull and fuel tank integrity, wiring and control systems, power plant and drive calibration, life support servicing, and the provision of emergency equipment such life boats, life rafts (see Reformation Coalition Equipment Guide pages 146-7), emergency vac suits, and rescue balls. Any deficiencies must be corrected for licensing or recertification to occur.
Referees can determine the ability of a PC's ship to pass inspection based on its wear value, level of maintenance and damage it may have sustained with the rules on TNE pages 241-244. These inspections generally take 2D6 days (during which time the crew must pay berthing costs, etc.), but the time required can be reduced by the use of Admin legal skill, simulating the fact that good administrative procedures and records enable the inspectors to work more quickly.

These inspections are generally performed at the same time as the starship's annual maintenance (TNE page 222).

Spinward States Interfaces: PCs who cross the interface frontiers between one Spinward State and another will meet up with the RQS in the form of the Spinward States Interstellar Inspection Office (SSIIO). These are similar in concept to traditional international customs procedures, but are more comprehensive to prevent the introduction of Virus across borders.

It is illegal for stargears to attempt frontier refueling (at gas giants, asteroid belts, etc.) in interface frontier systems, and in fact these refueling sites are heavily defended, mined, etc. All ships crossing from one Spinward State to another must stop and refuel at the starport, where they will do one of two things:

The majority of ships do not intend to cross into the neighboring state. Instead, they unload their passengers and cargo at the SSIIO. Here the passengers and cargo are inspected for entry, and if they pass inspection are transferred to another stargear already inspected and certified for operations in the neighboring state. The original ship, now equipped with passengers and cargo outbound from the neighboring state, proceeds into the Regency with the cargo in question inspected by the RQS and safely sealed. The cargo is then accompanied by an RQS SecDet which ensures that no tampering occurs. The ship must still call at the SSIIO, but need not be inspected as it is travelling under RQS jurisdiction. (Reciprocity agreements among the Spinward States Accord signatories allow them to inspect cargo on entry to their own territory.) This is the procedure followed by the stargear's Regency facilities, including embarkies, in other states. (See also "Four Corners," page 40.)

Standard Patrolling: Ships which operate in or near the Regency frontier will interact with RQS vessels on an almost daily basis. These vessels will be encountered near inhabited worlds and refueling points in the worlds along the Regency Safe border and in the Regency frontier.

If the PC's vessel is a regular visitor to the area and is known to the local RQS patrol, simple radio contact will often suffice. If not, or if the RQS has reason to be suspicious, a boarding inspection is the routine procedure. The inspection is intended to ensure that a ship is not carrying Virus or contraband, or Virus-infected cargoes from beyond the frontier, but evidence of any other illegal activity (piracy, smuggling, etc.) will also be pursued. This will include routine examination and diagnostics on the ship's computer and electronic control systems, plus inspection of cargoes, passengers and other ship areas. Safety inspections will also be made.

OPENING THE FRONTIER

The impending opening of the trailing frontier has highlighted the lack of preparation for such a momentous event. The firm rejection of the 1196 referendum had no reason to lay the groundwork for an organized approach, and it is commonly accepted that the 1202 joint Senate-Moot act was inspired mostly by the unexpected and still uncontrolled Zhodani Exodus (see page 24).

Contrary to its record of careful and well-considered steps, the Regency seems to be lacking in preparedness. As the Wilds are an untapped resource, the Keepers of the Flame, the stewards of all that was best of the Imperium, will apparently be a come-as-you-are affair.

Oklahoma Land Rush

The RQS anticipates an all-out race for the Wilds on 311-202, the day the frontier is scheduled to open, as would-be explorers compete to get deep into the Wilds and get the first crack at choice territory and salvage sites.

The Regency government intends to implement a system for the registration of legal claims to unoccupied land, facilities and salvage sites, but publicly admits that these claims will be difficult to enforce, if not impossible. The Regency does not have the resources to enforce the administrative legalities of external settlement and resource recovery, nor does it have a bureaucracy with oversight in that area, having disestablished the Ministry of Colonization as part of the Consolidation Act of 1135. Nevertheless, it is generally agreed that the Wildside environment will be a complete power vacuum and a frontier in the classic sense—an area with no infrastructure and no order save that which explorers impose upon it. Might will often make right: more or bigger guns will doubtless outweigh technically legal claims; and frontier citizens will have to band together to create legal systems, either by vigilantism or by the hiring of mercenary law enforcement personnel.

It is not the Regency's intent to allow these governmental responsibilities and wink at lawlessness, but there is insufficient organization in place to do anything other than admit that Regency authority will remain behind the curve on the wildside for the foreseeable future.

No Back-Flow

The Regency frontier will be defended just as it has been for the past 70 years. In other words, for the near term, any Regency ship which heads outbound across the frontier makes a one-time irrevocable election, as it will not be allowed back in. Vessels attempting to return will be stopped by the RQS at the frontier just as refuge and vampire ships have been stopped. However, although the RQS impounds and inspects these vessels to see if they can be returned to service within the Regency, it will offer this service to returning explorers, as the number of ships involved would quickly overwhelm RQS capabilities.

More than the courage to accept this barrier is required to "go wildside." Those desiring to take advantage of the opening of the frontier must apply to the RQS for licensing to do so.

Among these restrictions are the following:

- No starship with a current RQS ownership share will be allowed to cross out of the frontier on private business. (Van family RQS Auxiliaries on active duty are allowed to do so as part of their assignments.)
- Ships judged to be "unequally valuable" by the RQS and Ministry of Shipping will not be allowed to depart the frontier.
- Ships or individuals deemed to be poor risks, such as known criminals, feared to be connected with past violations of Quarantine regulations, etc., may be denied permission to cross out of the frontier.

The requirement to maintain the Quarantine while allowing meaningful contact with the expansion will be met by a combination of designated frontier trading worlds and a fleet of officially licensed interface transports.

Frontier Trading Worlds: Because of the need to prevent incoming Virus infection, the RQS will exercise strict control of all transits across the frontier. This will be achieved by allowing only a small number of wildside and safe side termini for such transits, all of which will be operated by the RQS.

The wildside termini will be established on or just beyond the Regency frontier, and will be gradually expanded to trading as circumstances warrant. Cargo and passengers shipped into the Regency from these wildside termini will be first inspected and approved for import, then carried exclusively by a fleet of RQS-approved interface transports.

Thus all trade of recovered goods will take place outside of the Regency frontier on the wildside termini worlds where goods bound for Regency markets will be sold to the agents who will bring them into the Regency for ultimate sale. See pages 54, 58, 62 for the designated locations of these frontier trading worlds.

The Regency facilitation on frontier trading worlds will consist of service ports for the interface transports, separate terminal facilities for the wildside shipping (these will be operated by wildside organizations and will be self-sustaining, not requiring Regency Investment), and the RQS inspection offices where all inbound cargoes and personnel will undergo rigorous inspection. The inspection offices will also include extensive secure warehousing to allow for the accumulation of goods awaiting inspection and certification for import.

Because of personnel limitations, the RQS control teams will not be able to conduct law-and-order operations outside of the designated RQS inspection offices. These are the only civilian vessels (these restrictions obviously do not apply to Regency military vessels) which will be allowed to cross the frontier inbound to the safe area. They will be rigorously inspected before being licensed and painstakingly recertified on a regular basis to ensure that they are free from viral infection or any other dangers.

These are not ideal ships for PCs to own, as there is no chance for adventure of any kind. The whole idea behind the Regency Licensed Interface Vessels (RLIVs, pronounced "Alvis") is that their operation is dull, routine, absolutely predictable and absolutely safe. RLIVs are large vessels with jump-2 or better performance to reduce the required number of stops and the duration of trips across the frontier. (See World Takers Handbook pages 107 and 109 for the Tukera freighter and
frontier transport, both ideal for this role. PCs must book passage to cross the frontier on larger vessels.

These vessels are clean, frequently inspected, and well-maintained. They all contain RQS security detachments ("SecDets"), consisting of half a dozen or more ship's troops trained in cargo inspection and shipboard security. Some SecDets contain special license telepathic or teleperceptive surveillance psions (see page 14). Passengers may not carry weapons of any kind. All weapons are confiscated and inventoried when brought aboard and transported under lock and key. They are only returned upon the ship's arrival at the interior terminus.

Cargo shipping costs and passenger tickets aboard RLVs are twice those given on TNE pages 219-240. This is because of the additional expenses and difficulities of operating RLVs and also because interface transport is a seller's market.

THE XWEB

The lessons of the Final War and the Collapse have led to the downfall of the old express boat (Xboat) routes and their replacement by the XWeb, a more comprehensive and effective system.

Public outrage at the blatant cynicism of the Third Imperium's maintenance of parallel jump-6 routes for the noble elite and jump-4 routes for the Great Unwashed spelled the end of the jump-4 system. When everyone was equal in their vulnerability to being snuffed out by Virus, there was no longer any excuse for separate and unequal access to information.

In addition, the governing concepts behind the old Xboat network were long since obsolete. First of all, the system was too hierarchical. It made judgments that certain worlds were more important than others and established routes to cover them. Those left behind were penalized by receiving their information later. The Xboat network also assumed a linearity in the dissemination of information, i.e., that information was pushed from a central location out to the Imperal periphery in the same way that constant pressure is maintained in a water distribution system. Both models were completely wrong-headed.

The Xboat network was therefore never a true information network. Rather, it was a control system rather than a communications system—it efficiently pushed instructions from the central capital out to the domain, sector and subsector capitals where they could be carried out. The ability of one subsector duke to communicate with another was not addressed by the system, and that distinguishably Imperial principle of centrally held absolute power was forever discredited by the Civil War and the Collapse. Power must be distributed. Local leaders must be empowered to do what needs to be done, not hamstrung by waiting for instructions from above. And information is power, a truth that the Imperium recognized, but it nonetheless managed to covet and squander it.

The fact of the matter is that it is impossible to determine in advance where crucial information will come from and where it will be most quickly needed. Information cannot be anticipated. It arises when it will, according to its own rules. Humans manage information in the same way that real estate collects rainwater. Neither can move around to catch only the portions they need. Both are reactive and depend on spreading as far as possible to increase the odds of catching whatever happens to come their way.

Information systems cannot be hierarchical. Their organizations must be "flat"—every information collection node is also an information transmission node. Information must be passed in all directions, for only the recipient of information can judge its value, not its sender. There is not a direction of information flow—information flows in all directions at all times.

The XWeb is organized according to these principles. Regency maps no longer display Xboat routes; all worlds are coequal recipients and transfer points of information, and information flows as readily toward leadership centers as it can be sent out from them.

There are now no longer any information backwaters in the Regency, for the simple reason that post-Virus society cannot afford them. Virus uses ignorance and gaps in situational awareness to worm its way into a society. By the time it reveals itself and strikes, it is too late—the society has already been fatally compromised. The new XWeb is a unique partnership of Regency government and business. The need to rapidly establish a comprehensive system at an affordable cost meant the government could not do it alone. However, avoiding a profusion of independent, duplicative, privately owned systems required unified oversight, which required government involvement. The compromise is that although the Regency operates the XWeb (through the Scout Service's Communications Office), its costs are covered by the commercial sector which subscribes to the XWeb.

All business requires communications. Corporations require means of internally disseminating data on production, market changes, personnel, payroll, etc. The news media deals directly in information of all kinds and requires access to it. Universities and other research organizations need access to findings and journals. Individuals require the means to send messages to loved ones, and to gain access to consumer goods and services. All these are willing to pay for the capabilities. All the XWeb courier, Xboat, Dboats (dispatch boats, military-configured Xboats), and jboats (jump-capable boats, see page 88) have their operational costs subsidized by the commercial market. Companies, news agencies and enterprising distributors will pay through these routes to use these to "ship" information the same way a parcel service ships physical goods. Individuals pay for the carriage of their message on a piece-by-piece basis. But all couriers retain database space for "public service" information: official communications between government agencies, military forces, or law-enforcement bodies, addresses from political or government leaders, diplomatic "virtual pouches" of the Regency Foreign Service, public interest announcements from consumer watchdog groups, traveler's advisories and simple, raw, nonproprietary news collected from every world's XWeb nexus. The volume of this last category is staggering, including information rippling its way from one end of the Regency to the other, refraction, refracted and modified as it comes into contact with other information ripples.

What is the difference between this free public access news and the reporting and journalism that news agencies pay to bring in and sell in newspapers, magazines, cable and direct-broadcast services? The same as the difference between raw materials and manufactured goods. The news media sell the added value that comes from synthesis, interpretation, presentation and organization. People pay for this because they can't afford to wade through raw data all day to net the few nuggets they need.

The XWeb uses most of the same resources as the old network: Xboats, Xboat tenders, way stations where the ships undergo maintenance, and scout service pilots and support personnel. Added to the old mix, however, are military construction jumps 6 Dboats to speed up the rate of information flow and small jboats that fill in the small gaps where the extra range of high-jump craft would be wasted. The stated goal of "one Xboat arriving every day at every world from every world within six parsecs" is not always achieved, but the tempo of XWeb data deliveries is much higher than was ever achieved by the Imperium's Xboat network.

DROYNE AND CHIRPER ACTIVITIES

Unlike the races that are described in the Spinalward States section, the Droyne and Chippers do not constitute a separate state. Distributed widely but sparsely throughout the territory of the former Imperium, the Droyne and Chippers at no point achieve sufficient population density or mass to exercise power beyond the planetary level. And without a unifying racial cause to draw their widely separated communities into a single voice, they constitute a quiet minority taken for granted by most humanity. In fact, to those who devote thought to the subject, this lack of racial ambition seems quite unusual. Humans, Aslan, Vargr, Kreen and Nivalans all demonstrate the kind of "fire in the belly" that allows a race to beat the odds and spread across wide areas of interstellar space. This fire seems to be absent from the Droyne, which makes their wide distribution something of an anomaly.

Nonetheless, the Regency's Droyne and Chiper citizens are participating in significant ways in the Regency's development.

One remarkable example of bootstrapping within the Regency is the Droyne uplift program for Chippers. Chippers are simply "degenerate" (or, more politely, uncouthed) Droyne, and can therefore be raised up into Droyne simply by reintroducing them to the Iskyran virtual (see TNE pages 72 and Path of Tares pages 116-119). Chippers and particularly Droyne are also extensively involved in the Palanic Renaissance which began in 1133.
The Spinward States consist of all the surviving interstellar governments spinward of the Great Rift in the post-Collapse period. By signing the 1132 Spinward States Accords these states cooperated in the founding of the Quarantine, which is the mechanism by which they have all survived. Chief among these are the Regency, Zodhani Consulate and Aslan Hierate. Other significant groups are the Darian Confederation, Sword Worlds and Vargr splinters.

Many of these states were mutual enemies for centuries before the Collapse. Their current cooperation is not a collective change of heart, but is rather the pragmatic recognition that if any of them were to survive, they all had to cooperate, because Virus has no allies, only victims. As the threat of Virus recedes, it is assumed that old rivalries, held in check by the threat of Virus, will reassert themselves.

But for now, the Spinward States are at peace.

**Character Generation**

The Regency Sourcebook has insufficient space to present fully developed character generation systems for each of the races and societies of the Spinward States. Future TNE products will cover the complex interactions of social details, unique careers and advancement structures for these fully developed societies and how these affect character generation.

For the time being, RSB provides sidebars on how the basic TNE character generation procedure can be modified to provide more distinctively alien characters.

**ZODHANI**

The Zodhani are basically a human society that has embraced the use of psionic powers. All other distinctions between Zodhani and imperial society either derive from this or are irrelevant hair-splitting.

**History, Society and Government**

The Zodhani are a major human race, transplanted by the Ancients to the world Zodhan (usually called “Zodhan” in the Imperial period). During their early history they were one of the few human races to actually develop in parallel with another intelligent race, the Chippers of the Qiknavra continent.

As can be seen from the Zodhani timeline, their society is both old and remarkably stable. No other power can claim one uninterrupted form of government for the past 7000 years. This can be understood by the stabilizing and unifying way in which they have used psionics, which they embraced early in their history.

Zodhani society is divided into three classes: proles (SOC 9-), interdictors (SOC A), and nobles (SOC B-). The society is democratic, but the right to vote is only extended to nobles. It is used to elect fellow nobles to Councils, which exist from the local level all the way to the top of Zodhani society. The government (in Zodhan, Orzinta Zodhant) is essentially a hierarchy of Councils, each of which elects a certain number of its own members, called Consuls, to the next higher Council and so on, all the way up to the Supreme Council which is the ultimate authority of the Zodhani Consulate.

Noble status is conferred by heredity, but nobles are also created as a reward for service. The most significant route to the nobility comes from success in the Psionic Games, held once every olympiad (three Zodhani years or 2.25 Imperial standard years). Intendant status is gained by being elevated from the proles in recognition of psionic talent, and interdictors can then compete in the psionic games to ascend to the nobility. Proles have no psionic capabilities, but they are not regarded as lesser persons because of it. Not everyone has psionic powers: Proles may be elevated to the nobility through service, and many hereditary nobles have no psionic powers either. Despite these exceptions, Zodhani society functions to pull psionic talent up to leadership roles. Thus the Zodhans are ruled by an aristocracy/meritocracy of psions, and every aspect of their society reflects this reality.

**Zodhani Psychology and Sociology**

Although the Zodhani are a unique race, their psychology and sociology is not much misunderstood by the Imperial mind as the infamous Zodhani Thought Police, the Tavcheed. While Imperials picture a secret Gestapo which uses psionics to spy on the population for signs of incorrect thinking, which they then correct by brainwashing or worse, the Zodhani are reassured by the Tavcheed, which means “Guardians of Our Morality.”

To the Zodhani, the psychological discomfort that causes one to lie, cheat,
steal, commit adultery, murder or even simply to be unhappy with one's lot in life is no different than the physical discomfort associated with physical illness. Just as Imperial society uses medicine to heal physical ailments so that no stigma is attached to the innocent sick person, Zhadoni society uses psionic techniques to detect, diagnose and treat psychological ailments to heal people from unhappiness or antisocial sentiments, again with no stigma attached to the once psychologically sick but now healthy and happy person.

The Timeguard merely identify those who would benefit from psychological treatment, and then refer them to the treatment, much as the same as an itinerant doctor spots early stages of illness among those he visits and treats them. In both cases society benefits from this service, and no one's privacy or personal dignity is compromised by being given the opportunity to feel better.

Because a Zhadoni psionic psychiatrist can actually see, hear and feel what is going on in the patient's mind, then psionically treat those things directly, Zhadoni psychic treatment is quick and much more successful than Imperial mental methods which rely on years of guesswork, groping and allegorical mental models.

The full integration of psionics into society has other far-reaching effects as well. Dirty Little Secrets: It has been said that "we are only as sick as our secrets." By its nature, Zhadoni society permits fewer secrets than Imperial society and is arguably healthier.

An Imperial man, for example, might be embarrassed if others knew he found the wife of a colleague to be very attractive. He might even feel guilty he is having such thoughts, and this guilt might hurt his working relationship with his colleague. A psionic Zhadoni, on the other hand, would not be bothered by this fact at all because he or she would know well that all people have these feelings, and that these feelings in and of themselves are harmless. What is more, all of Zhadoni society, the psionic and non-psionic alike, would know this to be the case because of the broad public awareness of human mental functions. They would know which feelings are common and harmless, and which feelings would benefit from treatment. Either way, they would not find these thoughts to be threatening.

Because Imperials are accustomed to keeping such thoughts and feelings private, they find it hard to assess their significance. Does thinking something mean that you really want to do it? That you will do it? Does admitting to it give it more control over you, or less? They can insincerely imagine that others are not bothered by these experiences and that they are alone in having these "bad thoughts," which they dare not admit for fear of being unkindly judged.

Returning to our example, if the colleague found out about the man's feelings for his wife, he might become angry, because, not being able to read the other man's mind, he would have no way of knowing how trivial or serious the attraction was, and might fear it to be worse than it really was. Or perhaps he is afraid his wife is bored with him and she might be tempted by the other man's feelings.

Our Imperial man might also find that the longer he kept this secret, fearing what others would think of him, the more power it gained over him until it became an obsession that would hurt him, his colleague and the wife. On the other hand, the man might find that if the truth came out, everyone could have a good laugh about his harmless "crush," and he would realize there was nothing so terrible about his dirty little secret after all, thereby disposing of his guilt.

The key theme in these scenarios is the dysfunctional situations that can be created by a small, simple secret in a society that perpetuates barriers between people, and the way simple disclosure can defuse these things in a society that allows people to share their feelings without fear. Another dirty little secret comes from the Imperial tradition of "emotional sovereignty." Imperials like to be able to conceal from each other the fact that their feelings have been hurt or that they are afraid of things. This, they believe, makes them less vulnerable to others. Allowing others to know where your emotional weak spots lie gives them weapons to use against you. Keeping these secrets is assumed to allow you more maneuvering room, and more psychological safety.

On the other hand, Zhadoni psionic abilities makes all of Zhadoni society well aware of the vast number of fears and sources of hurt feelings that are shared by all humans. Because these tendencies are shared by all, they are not a source of vulnerability, but are things that can be handled by a corporate response. Zhadoni society is therefore invariably more polite than Imperial society.

What is the difference between these two attitudes? Only one: that of awareness. Imperials are not aware of how much all humans are alike and are prone to imagine that they have unique weaknesses, i.e., "I must be the only one who feels this way, so I must keep it a secret."

Zhadoni society, on the other hand, has empirical knowledge that people in a given society are all pretty much the same. This lack of emotional loneliness gives Zhadoni fewer reasons to fear each other. Zhadoni society is therefore warmer than Imperial society, as Zhadoni are less likely to make themselves emotionally vulnerable than are Imperials, and drastically less likely to do so than members of the so-called spiritually driven Asian, Vargh and Sword World societies.

Zhadoni Privacy: Although it is true that Zhadoni are more likely to make themselves emotionally vulnerable than Imperials, this does not mean Zhadoni society is a miserable soap of teary, warm-and-fuzzy soul-baring. On the contrary, such behavior is seen in Imperial society only as a reaction to the rigid rules of emotional sovereignty. This sort of behavior is unheard-of in Zhadoni society for the simple reason that it is an inherent part of their culture.

Weepless soul-baring of the type seen on many Imperial holovids "talk shows" is the result of the build-up of psychological pressure required by emotional sovereignty. A lifetime of keeping secrets about one's true feelings out of fear that others might learn the truth causes tremendous spiritual distress. The most common ways in Imperial society to deal with this stress are to turn it inward so that it ultimately damages the self, or to periodically purge the system by pouring it out before a group of witnesses.

In Zhadoni society, where no one is afraid of the psychological and emotional truths about themselves, there is no need to gush about them, because there is no need to keep them a deep dark secret in the first place.

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### Zhadoni Timeline

<table>
<thead>
<tr>
<th>Imperial</th>
<th>Zhadoni</th>
<th>Event</th>
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<tbody>
<tr>
<td>-4000</td>
<td>-170,000</td>
<td>Ancients transplant humans onto Zhadant.</td>
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<tr>
<td>-299,000</td>
<td>-126,600</td>
<td>Ancients' final war strikes Zhadant.</td>
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<tr>
<td>-200,000</td>
<td>-58,600</td>
<td>Homo Zhadani attains on Zhadant (195,000 BC).</td>
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<tr>
<td>-15,000</td>
<td>-3500</td>
<td>Rise of modern Homo sapiens on Terra (10,500 BC).</td>
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<tr>
<td>-8590</td>
<td>-817.3</td>
<td>Zhadani invent printing press (4072 BC).</td>
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<tr>
<td>-8540</td>
<td>-795.1</td>
<td>Zhadani first encounter with Qiankravats (Chipers).</td>
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<tr>
<td>-8500</td>
<td>-778.1</td>
<td>Zhadani discover psionics.</td>
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<tr>
<td>-7980</td>
<td>-548.1</td>
<td>First Zhadan space exploration (3462 BC).</td>
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<tr>
<td>-7959</td>
<td>-538.3</td>
<td>First expedition to Vievchalki.</td>
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<tr>
<td>-7950</td>
<td>-534.3</td>
<td>Viephalbki base established. First encounter with Viepchalaks (Chipers).</td>
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<tr>
<td>-7949</td>
<td>-534.2</td>
<td>First meeting between Qiankravats and Viepchalaks.</td>
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<tr>
<td>-7948</td>
<td>-534.1</td>
<td>Plague.</td>
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<tr>
<td>-7945</td>
<td>-532.3</td>
<td>Plague spreads to Zhadant. Two-thirds of Zhadan population killed.</td>
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<tr>
<td>-7940</td>
<td>-302.3</td>
<td>Second Dark Age.</td>
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<tr>
<td>-6800</td>
<td>-25.2</td>
<td>Zhadani recovery.</td>
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<td>-6731</td>
<td>1.1</td>
<td>First Psionic Games, Zhadani calendar begins (2213 BC).</td>
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<td>-6200</td>
<td>238.3</td>
<td>First Zhadani planetary missions (1682 BC).</td>
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<td>-6000</td>
<td>327.1</td>
<td>First Zhadani sublight Interstellar flights (1482 BC).</td>
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<tr>
<td>-5823</td>
<td>405.2</td>
<td>Zhadani Consulate established (1305 BC).</td>
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<td>-5415</td>
<td>585.3</td>
<td>Zhadani discover jump drive (897 BC).</td>
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<tr>
<td>-4000</td>
<td>1211.1</td>
<td>First core expedition launched (AD 318).</td>
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<td>-2800</td>
<td>1741.3</td>
<td>First Zhadani contact with Varghs.</td>
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<tr>
<td>-2000</td>
<td>2095.2</td>
<td>First Zhadani contact with Vianli traders.</td>
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<tr>
<td>-1000</td>
<td>2537.2</td>
<td>Zhadani Consulate reaches present size.</td>
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<td>50</td>
<td>3001.3</td>
<td>First Zhadani contact with Imperial traders.</td>
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<td>60</td>
<td>3006.1</td>
<td>Imperial colonization of Spinward Marches begins.</td>
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<tr>
<td>461</td>
<td>3183.2</td>
<td>First Aslan contact with Zhadani.</td>
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<tr>
<td>500</td>
<td>3200.3</td>
<td>Imperial explorations into Zhadani territory.</td>
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<tr>
<td>589</td>
<td>3240.1</td>
<td>First Frontier War begins.</td>
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<tr>
<td>604</td>
<td>3246.3</td>
<td>First Frontier War ends.</td>
</tr>
<tr>
<td>615</td>
<td>3251.2</td>
<td>Second Frontier War begins.</td>
</tr>
<tr>
<td>620</td>
<td>3253.3</td>
<td>Second Frontier War ends.</td>
</tr>
<tr>
<td>750</td>
<td>3311.1</td>
<td>Seventh core expedition launched.</td>
</tr>
<tr>
<td>800</td>
<td>3333.2</td>
<td>Psionic suppressions in Imperium begin.</td>
</tr>
<tr>
<td>826</td>
<td>3344.3</td>
<td>Psionic suppressions completed.</td>
</tr>
<tr>
<td>979</td>
<td>3412.2</td>
<td>Third Frontier War begins.</td>
</tr>
<tr>
<td>986</td>
<td>3415.2</td>
<td>Third Frontier War ends.</td>
</tr>
<tr>
<td>1082</td>
<td>3458.1</td>
<td>Fourth Frontier War begins.</td>
</tr>
<tr>
<td>1084</td>
<td>3458.3</td>
<td>Fourth Frontier War ends.</td>
</tr>
<tr>
<td>1107</td>
<td>3469.1</td>
<td>Fifth Frontier War begins.</td>
</tr>
<tr>
<td>1110</td>
<td>3470.2</td>
<td>Fifth Frontier War ends.</td>
</tr>
<tr>
<td>1119</td>
<td>3474.2</td>
<td>First evidence of Zhadani troubles seen by Domain.</td>
</tr>
<tr>
<td>1132</td>
<td>3480.1</td>
<td>Spinward States Accords signed.</td>
</tr>
<tr>
<td>1201</td>
<td>3510.2</td>
<td>Exodus begins.</td>
</tr>
</tbody>
</table>
Adventure Hook

Regency psions are being recruited to help assist Zhodani refugee groups. Their nature as psions will give them common ground with the Zhodani and help in establishing trust. The psions are to teach the Zhodani how to live in imperial society, but this is difficult when the Zhodani do not live in Imperial society but instead are crammed into camps with tents and shipping crates for houses. Food and medicine are in short supply, and there is no shortage of opportunists attempting to bilk the Zhodani out of their meager savings and few possessions. Even worse, local groups suspect that the Zhodani are up to something (see sidebar: "Reasons to Hate the Joes") and are organizing a campaign to kick the filthy aliens off the world.

Reasons to Hate the Joes

The Zhodani, or "Joes" as they are pejoratively called by imperials, have been hated for a long time by residents of the Domain of Denet, so there is little need to come up with new reasons. However, the Exodus has presented the following, adopted by many Regency citizens:

- They suck up relief funds that could go to developing this world's real needs. Plus they provide cheap labor and will take our jobs.
- There goes the neighborhood. Refugee camps don't raise property values. They merely attract more refugees, flies, disease, squatters, and crime.
- The refugees are merely squatters, just like those damn Toons (page 81). It will be impossible to get them off this world once they become established. They'll set up Joe ghettos and be here forever.
- This is an invasion, in the ecological/social-Darwinian sense; "history is the story of the migration of peoples." Warfare is warfare, and imperial humans can not allow themselves to get pushed out of their territory.
- This is the prelude to an invasion. The so-called refugees are either fifth-columnists preparing the way for the military formations, or are a smoke screen which will mask the coming of the real invasion fleets.

With Zhodani society keeping few secrets about psychological and emotional issues, there has arisen a custom of compensating for this by maintaining boundaries around other areas of life.

Family life, for example, is kept private. Not because anything there is secret, but because there is great dignity in things done for their own sake, not for the consumption of society at large. Such family acts include daily rituals between spouses, between parents and children, between siblings, and between children and their pets.

In a similar way, Zhodani dress is more "modest" than most Imperial fashions. Imperial fascination with the covered and uncovered nature of the body is a further manifestation of their difficulty with the strictures of emotional sobriety. Imperials are usually wracked from attaining true emotional connectedness, and they have learned to fill this emptiness by increasing emphasis on the physical portion of personal contact. Their dress shows this by often functioning to advertise one's suitability and availability for physical contact. From the Zhodani point of view, placing the burden of true personal connectedness on merely physical concepts is ludicrous. For example, there is no analog to the Imperial "string bikini" in Zhodani culture. Zhodani have no need to compensate for an emotional isolation they do not experience by focusing attention on physical appearance and inflammatory anatomical details. A Zhodani who wished to go about naked would simply go about naked, while one who wished to remain clothed would remain clothed. Zhodani find no titillation in "clothing" which does not cover, or in pretending to be "dressed" while being as undressed as possible. Such clothing is thought by the Zhodani to be childish and prurient.

Sheep Among the Wolves

Pity the poor Joes, displaced from their home, ripped from their well-adjusted, stable, dignified society, and plucked onto an imperial world, bastion of anti-psionic prejudice and home to a race of constitutional liars, incapable of even learning the truth about their own minds. This is the reality of the Exodus for its most numerous constituents. What will they do? Where will they go? How will they find satisfying lives, or even food and shelter, surrounded by people who have fought them for 600 years?

The Zhodani are trusting, because they lived in one of the few societies that allowed them to be. They don't know how to defend themselves from lies and deceit because they have never had to do. They are easy marks for the most transparent charlatan, let alone the professional swindlers, con artists, carpet-baggers, junk bond kings, divorce lawyers, used car salesmen and politicians. Fortunately the psions are not alone. All groups of Zhodani refugees are shepherded by the intendants and nobles from their community, who do their best to protect their charges from the injustice the universe has to offer. They protect their psions from criminals and dishonor by interviewing and personally reading the non-Zhodani who come in contact with the group. They represent their psions in their dealings with local authorities and accompany them when they go to Regency welfare offices and courts in order to lend their legal knowledge, authority, and the moral support of their presence. By these examples, the Zhodani nobility are noble indeed.

Why the Exodus?

No one in the Regency understands the reasons for the Exodus, but there is no shortage of speculation, including the signs and symbols mentioned in the Consular Survival Margin (pp. 22-23). What is surprising is that even the refugees themselves are of little help, as many appear to have taken flight without first-hand experience of whatever it was that was causing them to flee. The Zhodani are unanimous in their belief that their society is in danger of being destroyed from within. References to internal strife and Zhodani-on-Zhodani violence and even warfare are common. But when asked how much of this took place on their homeworld before they were forced to flee, refugees admit, reluctantly, that it seems, that they saw none of this themselves. When presented they will point out that very strong "intimations of doom" were felt by almost all Zhodani. These are intuitions of both officials and nobles alike, but the specifics and importance of these motivations are hard for them to express now, the way a dream fades from memory after awakening. When this kind of questioning forces its Zhodani subjects to come face to face with the strange vagueness of their reasons, the best they can do is to assure the questioner that it all made sense at the time.

Creating Zhodani Characters

Zhodani characters may be created using the character generation procedures presented in TNE with the following modifications.

Attributes: These are as described in TNE except for PSI and SOC (see below).

Psionics: Zhodani receive their psionic training at age 17 during character generation before any career terms are resolved. This means that Zhodani
characters role 206-1, guaranteeing at least PSI 1. It is impossible to create a prole character using this method, which is the whole point really, because why would you want to create a Zhadani character who was not psionic?

Just for the sake of discussion, see the note on Psionic Frequency on TNE page 246.

Sodal Social Standing: Because of the psionic effect above, all such characters will be intendants at least, so simply give Zhadani characters a beginning SOC of A.

Careers: Referees should modify TNE careers to allow improvement of psionic skills during term resolution.

Naming: When naming Zhadani characters, note that they add standardized suffixes to their names (family names for intendants; nobles have only one name) based on their SOC attribute, seen in the box above. This suffix changes with changing social status.

ASLAN

Of all the former Imperium's neighbors, the Aslan had the widest distribution, being adjacent to both the Solomani Rim to rimward and the Spinward Marches, at the Imperium's spinward extreme.

The Aslan resemble large Terran felines of the lion family, but the resemblance is merely coincidental. Aslan are larger than humans, averaging about two meters in height. They are all equipped with an integral weapon, called the axor or dowlakw, on each hand which they instinctively and effectively use in combat. Incidentally, Aslan have only four manipulative digits on each limb, with the result that their math uses base 8 rather than the base 10 of five-fingered humans.

Aslan Hierate

The Aslan Hierate formerly stretched from the Solomani Rim across the Great Rift to the Spinward Marches. However, like the Imperium, its area trailing the Rift was ravaged by Virus and is now Wilds, leaving only the areas across the Rift to survive into the post-Collapse era. This area was formerly called the Aslan Colonies or trans-rift colonies, but is now all that remains of the Aslan Hierate itself.

Aslan society is organized along family lines, with the family (ekho) of two to 12 Aslan as the basic unit. Families are organized into "prides" (shawli) with one dominant family. Finally, prides are organized into a clan (kaUn). Again with one dominant pride. All subordinate members of that clan owe fealty to the clan and to its single clan leader. Family/prime/prime loyalty is very important among the Aslan. In fact, the phrase Shouwellyz shoukhooy, "Your pride calls to you," is an invocation that will not be denied by any Aslan blood relative.

The Hierate is "ruled" by the Thakou, or "29," the ruling body of the 29 dominant Aslan clans. The Thakou exercises no real authority over individual Aslan, as only the clan leaders can call on the loyalty of their clan members, and each clan has its own laws and traditions. The Thakou owns no military forces or bases, these all belong to the clans. But as the council of the 29 most powerful clans, and the only forum for the handling of inter-clan business and issues that involve the Aslan as a whole, the Thakou is the highest focal point of Aslan policy and power.

Clans rise and fall in relative power and can be replaced on the Thakou. Inter-clan arguments are solved by highly organized "clan wars," essentially the equivalent of a duel of honor, but on a national scale. Clans can rise or fall in power and prestige as a result of these wars, and can become vassal clans to other more powerful clans.

Aslan Society

The Aslan are a competitive and, by human standards, touchy and violent race. Their society is based on many strict codes of behavior and propriety, all lumped under the general heading of "honor," although the Aslan like to point out that they have 15 different words for honor, unlike the real involuntary humans. To humans, honor is but one concept among many, but to the Aslan it is everything, which makes them regard humans with suspicion, if not outright contempt. Misunderstandings are common between cultural Aslan and Imperial culture humans. Although Aslan populations have been able to assimilate themselves more or less within Imperial and also Damar culture, they are then rejected by many cultural Aslan for having betrayed their race's honor and values.

One important feature of Aslan society is the strict division of labor between male and female Aslan. Males are warriors, concerned with political and military leadership and the acquisition of land—their passion and reason for being. Females, which outnumber males by 3:1, are responsible for trade, industry, and commerce, education, scientific and technical knowledge, and the accumulation and management of wealth—in short, the real work of making society work while

<table>
<thead>
<tr>
<th>Aslan Timeline</th>
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<tbody>
<tr>
<td>Imperial</td>
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<tr>
<td>-2190</td>
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<td>-2160</td>
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<td>-2136</td>
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Good Neighbors

When dealing with Aslan, even Regency-Aslan, you have to remember that you are dealing with a pack of hormone-driven adolescents. Before you say anything, before you respond to a provocation, remember what it was like when you were a teenager. Remember what it was like to move in packs, all horribly bound up in your group's nonexistent status and honor, imagining a slight or an insult behind every remark or expression. Remember what it was like to be part of that fascism called adolescence, where there was a simple answer for everything, everything was black and white, and black and white was good and white was evil, and those who were not for you were the enemy and deserved no better than to be crushed. Then, and only then, compose your remark. And when you smile, be careful to not show too many teeth, unless you have a weapon in your hand and outnumber them.

Ambassador Celine Richtor from a lecture at the Regency Foreign Service University, Regina
the males concentrate on single-combat glory. For example, only males may serve as pilots and gunners aboard Aslan starships, and only females may serve as navigators, pursers, engineers, messies, and stewards.

By human standards these divisions are taken to ludicrous extremes. High-status Aslan males are literally helpless with concepts of money and finance. While they have an obsession for obtaining land of their own, they seek it for its own sake; it takes the female members of their families to figure out what to do with it so that it can be of any use to anyone.

Even Aslan military units follow this model. The combat leader and close combat troops are male, but all support, logistical, technical, staff, and intelligence personnel are female. This includes combat engineers and artillery personnel, all the way up to the true commander, the female who organizes the unit and sees to its day-to-day operations.

With the cultural imperialism typical of Aslan, they project these gender differences onto non-Aslan as "perceived gender." In other words, a human male in a "female" role will be treated by the Aslan as a female, and vice versa. This means that Aslan will not discuss business (a female task) with a human who pilots a starship (a male task), regardless of whether that human is really male or female. In some cases Aslan will simply not be able to tell the difference between male and female humans, but even if they do, their cultural predisposition requires them to impose their Aslan standards.

**ASLAN IN THE REGENCY: THE HUMAN POINT OF VIEW**

To the human perspective, there are two types of Aslan who are citizens of the Regency — those who adapt to human values and culture (referred to as "Regency Aslan") and those who adhere to Aslan culture and force these values in the larger human culture (referred to as "Aslan in the Regency"). Until the Collapse, the only Aslan recognized by the Domain of Deneb government to legally reside within the Domain boundaries were of the assimilable Regency Aslan variety. However, the impending arrival of Virus is 1131 changed all of this.

**Fall Accomplices**

If politics makes strange bedfellows, then the Aslan of Unavoidable Necessity mothers the invention of some mighty unusual looking siblings. Such is the relationship between the descendants of the Aslan hotel invaders and the descendants of the rightful rulers of the former Domain of Deneb.

One unintended by-product of the Collapse is that it legitimized many of the Asian acquisitions with the Domain of Deneb borders. Although in many cases the Domain government was engaged in military campaigns to dislodge Asian enclaves or topple their governments, the urgency of presenting an impervious frontier to Virus made the conclusion of such campaigns a luxury. In order to ensure impervious borders, the new Regency had to formally accept and legitimize whatever governing structures were already in place, even if these were traditional cultural Aslan clan governments.

**A Deal With the Devil**

The most difficult of the internal political problems facing the Regency is that of traditional Asian planetary government existing undisturbed within a larger Imperial culture Regency government. Not only does this create difficulties for the non-Asian inhabitants of these planets, who feel oppressed by the inflexible social order placed on them, but the Aslan government itself has mixed loyalties. Although the Aslan have sworn fealty to the Regency for the land it has granted

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**An Abridged Aslan Abecedarium**

- **Afha**: Items kept as one's personal Shrine of Heroes.
- **Asat**: The Aslan dervish, literally "blade-claw."
- **Asalookeh**: Duel of honor, often to the death.
- **Akhooye**: Essence or spirit of all things Aslan. "Because if it's not Aslan, it's not CRAP!"
- **Alytfhelkoo**: Contrary to the Aslan spirit. This refers to an active threat to the akhooye rather than the contemptible, offhand disregard for it shown by barbarians.
- **Akhoor**: Honor, literally "spirit of strength." This is the term the Asian use to encompass the entire Aslan life-style, one dedicated to the spiritually correct approach to life.
- **Aorak**: "New Lords," or more accurately, "New Landholders." In other words, Asian, often hotel, who previously did not hold land who now do so. This was the name used by the Asian invaders of the Domain of Deneb.
- **Arehn**: Vargr.
- **Ekhoro**: Aslan day, 24 hours; 212.2 of these make an Aslan year, or "foha."
- **Ehna**: Aslan family.
- **Firn**: Stylized use of insults to provoke another party into issuing a challenge.
- **Fihlayr**: The Imperium, literally "vassals of vassals of one." This term is still used for the Regency.
- **Fihlayrtha**: Toth insult meaning an Imperial lackey which has soiled itself because it neither understands nor possesses personal honor.
- **Fotho**: Aslan year, 320 standard days.
- **Fieh**: The Aslan people.
- **Haatgay**: Solomant.
- **Ihato**: Second son. To the Aslan it goes without saying that this also means unlanded.
- **Istasoro**: Zhodani.
- **Khasὂ**: "Submission to the Stronger." The ritual apology delivered by the loser in a duel of honor.
- **Khooferakht**: Aslan concept of spiritual perfection which can only be achieved by the purging of all non-Asian influences.
- **Rukh**: Deeds without honor.
- **Ruhklyoo**: The act of denying one's Aslan nature.
- **Tahththekh**: Barbarians, literally "those who lack understanding of Aslan culture." This also means for those who embrace Imperial culture, whether humans or Aslan who have adopted the human way.
- **Tehel**: "Aslan hour," 137 minutes; 16 of these make an Aslan day, or foha.
- **Tloftaro**: "Bounty of New Lands." Area ripe with new land for the taking by righteous, upright Aslan. Unfortunately, many-centric Aslan viewed the Domain of Deneb as such an area during the Civil War.
- **Tshak**: "The 29," specifically the council of the 29 most powerful Aslan clans in the pre-Collapse period.
- **Tshak**: The Aslan language.
- **Ukhtat**: "Hero." The perfect Asian role model, in perfect accord with Aslan concepts of akhooye and akhooye.
them, they have been allowed to retain their clan loyalties, which call to them from outside the borders of the Regency.

By 1202 the upshot of this is that Asian clans in the Regency have a "foot in the door"; when they are using to permit immigration of other clan members, thus further consolidating their power. While the Regency government cannot be happy with this development, there is very little it can do about it.

Trekhyair

The exclusively Asian-maned portion of the "Patrol," or Trekhyair ("land protector") was established by then-Archduke Norris in 1120 to co-opt Asian, including the, into defending the Domain in exchange for land (Survival, p. 25). This brilliant stroke resulted in the "domestication" of a large number of uncontrolled tariel, and added defenders to the Varg frontier to boot. Had it not been for the 1132 fait accompli, this would perhaps have been the solution to the Asian problem, but events did not fall that way. Nonetheless, the Trekkyair itself became a tremendous success. Although it might have initially appeared as a cynical attempt to co-opt the Asian, the Beneians soon learned the same lesson as their Darian neighbors (see page 31): the Asian can be some mighty good friends to have. Within a few short years the Domain was actually recommissioning older warships for the use of the growing patrol, including Ashanti High Lightning-class cruisers (Ashanti High Lightning, OP, Arrival Vengeance, SA).

The Trekhyair lives on in 1202, as vigorous Asian participation in the Regency Quarantine Service. As a continuation of the Trekhyair incentives, Asian RQG personnel can opt to receive land instead of normal monetary compensation. These land titles are typically on worlds in or near the Regency Frontier that have been abandoned by their former human inhabitants. Asian RQG crews typically operate Asian-built and -styled variants of the Quarantine Cutter design (see page 91). However, these ships are a lumpy blend of Asian naval architecture and blistered-on fairings of human-built equipment.

ASIAN IN THE REGENCY:
THE ASIAN POINT OF VIEW

As could be expected, the Asian view of human inhabitants of the Regency is more complex, not to mention more doctrinaire. To the Asian mind, there are three types of Asian, in increasing order of compromise with barbaric values.

Adventure Hook

Turncoats: The PCs are members of a human military peacekeeping force (PKF) sent to quiet guerrilla activity on the Asian-ruled Regency world. The catch is that the guerrillas are humans, the original inhabitants of the world before the Asian took over during the Final War. However, owing to the accommodation made with the Asian rulers during the Collapse, the Asian are the lawful rulers and the humans are legally in the wrong (although perhaps morally in the right). The ruling Asian made it clear that the humans would not be allowed to see his own people in a guerrilla stronghold if these activities continue, and they are within their legal rights to do so. The PKF is the last chance of the guerrillas to make peace before the Asian destroy them. Although the Regency government's heart is with the human guerrillas, its hands are tied.

As representatives of the government which backs the Asian rulers, the human peacekeepers are the enemies of the human guerrillas, and may be treated as such. The peacekeepers don't like what they have to do to their repressed human brethren, but they know that if they don't do it, the Asian will, and with much more terrible results.

Complications: Asian observers are sent with the PKF. They demand harsher measures, or may deliberately make the situation worse, to create an excuse for final Asian intervention. These observers may be contemptuous of the human PKF, continually goading and insulting them in the Asian fashion.

The Asian government, impatient with the pace of the PKF operations, sends an Asian strike force into the field to "make an example" of a human village. The PKF must observe the slaughter and still attempt to convince the humans to peacefully exist with their Asian rulers.

The Asian may be deliberately setting up the PKF to fail, to allow them to accuse the Regency government of betraying them and giving them an excuse to declare their independence.

These are "true Aslan," "other Asian," and "barbarians." True Aslan are any who retain their full Asian culture and traditions. These would include the Asian rulers of the Regency and those who oppose them. Other Asian are those who have made some concessions to human culture that allow them to trade more effectively. Most would include the Darinian Asians in this group, as well as the Asian members of the Trekkyair, RQG, and other Regency armed forces. Although these Asian are not as scorned as the barbarians, Asian exude an unmistakable snobishness when they speak of these other Asians and the way they sold out for prosperity.

Barbarians are the true fallen Asian who have fully adapted to human values. Lost there be any question about where the fallen Asian stand on the cosmic pecking order, the Asian hold non-Asian who live by Asian culture to be closer to them than racial Asian who have rejected their racial culture. Some such Asian have formed their own states, such as the so-called Glorious Empire in Trojan Reach, which was conquered by true Asian eager to teach them their errors.

Creating Asian Characters

Regency Aslan (by Asian standards, either "Other Asian" or "Barbarians"), because they follow human professional norms, may be generated using the character generation procedures presented in TIE with the following modifications.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Mod</th>
<th>Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>+2</td>
<td>2D6+1</td>
</tr>
<tr>
<td>AGL</td>
<td>-1</td>
<td>2D6-2</td>
</tr>
<tr>
<td>CON</td>
<td>+2</td>
<td>2D6+1</td>
</tr>
<tr>
<td>INT</td>
<td></td>
<td>2D6-1</td>
</tr>
<tr>
<td>EDU</td>
<td></td>
<td>2D6-1</td>
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<tr>
<td>CHR</td>
<td></td>
<td>2D6-1</td>
</tr>
<tr>
<td>SOC</td>
<td></td>
<td>2D6-1</td>
</tr>
</tbody>
</table>

Psions: 2 per four-year term rather than -1. In addition, PSI continues to drop with age, even after testing: 1 the first term (four-year block) after testing, -2 the second term after testing, -3 the third term after testing, and so on.

Skills: Among cultural Asian, the gender division of labor extends even to skill receipt. For example, a male would not receive skills of a technical, scientific or economic nature, and females would not receive close combat skills. However, these distinctions are less important for assimilated Asian.

There are also several new skills for the Asian, below.

Dewcawl (STR): This skill replaces Unarmed Melee Combat for Asian and covers the ability to fight "unarmed" with their natural weaponry.

Independence (INT): This skill is available only to male Asian and governs their ability to deal with money and handle financial concepts, which are traditional female responsibilities. The presence of this skill means a male Asian will see to his own needs in simple monetary transactions. Lack of this skill means the Asian has no understanding of money whatsoever, and will need to be looked after by a wife or female companion who takes care of making his purchases.

Meditation (CON): This allows the Asian to duplicate most of the abilities of the psionic cascade skill (Self, without having to possess psionic talents. Meditation is used just like Self, except it is controlled by the CON attribute and has three cascades: Suspended Animation, Psionically Enhanced Strength and Psionically Enhanced Constitution.

Tolerance (CHR): This skill allows Asian to interact with non-Asian, it is thus similar to Tolerance, except it particularly refers to the ability to ignore violations of Asian propriety on the part of non-Asian, allowing the possessor to better get along with these barbarians. Those Regency Asian known as Tahlwhitehakthau (barbarians) to other Asian have no use for this skill, as they have already adapted to human social norms.

Tradition (EDU): This skill confers deep and detailed knowledge of Asian history and traditions, allowing an Asian to "out-Asian" other Asian. Use of this skill is helpful in understanding other Asian, as the possessor can use the points of honor and tradition to support his points and undercut others. It is also used to allow a person to deliberate on the capacity of an Asian to pick fights all the time, because there is very little that cannot piss off an Asian who is really paying attention. Those Regency Asian known as Tahlwhitehakthau (barbarians) in their Asian have no use for this skill, as they have adapted to human social norms and have no need (nor the right) to quote Asian propriety.
VARGR

Of the Regency’s neighbors, the Vargr are the most difficult to describe in any concise fashion. Some Vargr are Regency citizens. Some Vargr are pirates or criminals, preying on humans. Some Vargr are pirates or criminals, preying on other Vargr. Some Vargr are members of Vargr states or polities. Vargr do different things, but they all behave in the same way.

The irony is that all Vargr society is the same, yet it is also all different. The central theme of Vargr social interaction is flux. This is the result of the ceaseless Vargr jockeying for relative authority, status, and power, called by the Vargr charisma. The Vargr have never achieved a large unified state like those of the Zhodani, Vilani, Solomani, Adan, K’ree or Hivers. Instead they have always existed as a bewildering kaleidoscope of small states, constantly fissioning, realigning, coalescing, splintering, then coalescing again only to splinter some more. The constant struggle for charisma where one’s gain only comes at the expense of another’s loss, and the constant struggle for charisma, but an old leader when someone better comes along, has prevented any kind of Vargr stability at the macrocosmic level. However, the nature of all Vargr societies at the macrocosmic level remains exactly the same as it has always been. The only constant is change. In fact, Vargr profess to be uneasy at the stability of human society—surely something unnatural and suspicious is going on.

This lack of organization makes the Vargr both more dangerous as individuals and less dangerous as a group. Thus human empires have long been required to fend off Vargr corsairs, but have never been truly threatened by a Vargr invasion. However, it is their very lack of organization that creates the greatest Vargr threat to the Regency, that of an entry vector for Virus. The experience of the Regency and its other neighbors has taught one indelible lesson—that Virus can only be successfully defeated by a unified, alert front. The Vargr are constitutionally incapable of imagining such a thing, let alone carrying it out.

Physical Characteristics

The Vargr have something in common with the Zhodani, Dardians and other transplanted human races. They too owe their existence to the activities of the Ancients over 300,000 years ago. However, unlike the humans, the Vargr were created, genetically engineered from prehistoric Terran dogs, and given larger brains, hands with manipulative digits, and an upright posture.

Average Vargr males are 1.6 meters in height, while females are 1.5 meters. They are therefore lighter and less strong than humans, but are more agile. Like the dogs from which they were derived, Vargr demonstrate a wide variety of fur color, texture and pattern.

Regency Vargr

There have been Vargr citizens in the Domain of Deneb for centuries, and although they are capable of functioning within the broad parameters of that society, they still retain their distinctive social style. They prefer to live in communities with other Vargr, and the “Vargrtowns” within many large Regency cities are characterized by the same raucous, freewheeling anarchy as Vargr interstellar society.

There are three main populations of Vargr living in the Regency. These mostly differ in how long ago they forced their way in—most Vargr arrived the same way—uninvited. The first group is the established Vargr, those who have been living in the Imperium for several generations. These can be found most anywhere in the Regency, although they gravitate to other existing Vargr communities.

The second group is the Vargr who arrived on Imperial worlds during the Vargr raiding and incursions during the Civil War, from 1117 to 1130. These Vargr are found on the coreward and trailing worlds of the Regency on which they gained a foothold by force of arms. Their recognition by the faits accomplis of 1132 gave them more staying power on these worlds than they could have achieved on their own, and they remain in power on these worlds.

The final group are the Vargr refugees, those who fled the onslaught of Virus after 1131. These Vargr at least did not come to conquer or steal, they came simply to survive. These found their way into Regency-organized Vargr refugee camps, unlike the first two groups.

A Regency human would say that Regency Vargr do not have much respect for authority, and that they obey the Regency’s laws when it suits them or when they are forced to do so. This assessment is true, but a truer description is that humans and Vargr have quite different understandings of “respect for authority.” While humans believe in self-control, in willingly submitting to laws so that others will do the same for the benefit of all, Vargr competition for charisma does not permit this. Vargr are constantly pushing the envelope, looking for openings where they can increase their own authority, constantly trying to see what they can get away with. The amount of respect a Vargr is willing to give to the law (or
society, or government) is precisely the amount of respect the Vargr's experience shows him that law demands, no more and no less. Responding to such human criticism, one Vargr replied, "You humans might as well say that we are morally bound to obey the laws of gravity. It is there, it acts on me, I accept it. But I do not let it stop me from flying or running. If it ultimately wins, pulling me to the ground, so be it. But I will not give up my right to follow my own laws. If it is strong enough to make me obey, then it is strong enough to make me obey. But if it is not, why should I grant it authority? It does not deserve it. All laws are the same way."

Vargr Organized Crime: A growing force in the Regency is Vargr-controlled organized crime. There is some such activity on every world which has a significant Vargr population, and even on those with which it does not interact. This activity, on the whole, is conducted with respect to the local laws. The Pack is something different, as its operations and procedures are similar to those of organized crime on Earth. Although the Pack's activities seem to be conducted with the active assistance of the Vargr's leaders, there has been some evidence that the Pack is not exclusively controlled by them. Even human populations are largely immune from Pack reprisals, murder and violence within Vargr communities associated with failure to cooperate with the Pack are common.

The Vargr-specific nature of its violence has helped to spread the Pack, as most humans see it as a purely Vargr problem, which has limited the response of human law enforcement agencies. The racist nature of this thinking, "it's okay so long as they only do it to their own kind," is clear, and not encouraging.

Vargr Splinters

Even before the Collapse, Vargr space was always known as the "Vargr Externt," meaning that this area was no true Vargr nation, only that there were a lot of Vargr there. These circumstances still hold true in 1202, which makes it very difficult for the Regency to maintain relations with the Vargr states (usually called the "Vargr Splinters") given the threat of Virus. However, given Vargr tendencies and history, it would not do to try to maintain a perfectly closed border against the Vargr. By allowing some legitimate Vargr trade the Regency is able to exercise more control over its neighbors than if it allowed none at all, forcing all Vargr trade to be, by definition, out of its control.

For this reason the Regency's frontier with the Vargr is the most fortified of all its interfaces with the Spinward States, having more in common with the frontier on the deep Wilds than with the civilized interfaces with the Darrians or Shodani. Whatever can be said of the thoroughness of inspection and imprisonment procedures at other interfaces, these do not hold a candle to the Vargr interface inspections. In fact, no Vargr Splinter ships are allowed across the frontier into the Regency under any circumstances, as it is assumed that they are Virus plagues just waiting to happen.

Despite the strictness of this border, it is only a fortunate minority of Vargr that are extended even this dubious honor. The interface with the Vargr Splinters extends only along the foreward edge of the three subsectors—Reginia, Aratris (C and D Spinward Marches), and a small slice of Piorania (A/Deneb). These border on the Vargr groups that were sheltered in the "shadow" of the Domain of Deneb as Virus spreaded around the perimeter of the Rift and barred through Corridor. These therefore had the opportunity to benefit from the Domain's warning and protect themselves. The Vargr to the foreward of the remainder of Deneb were not so lucky. These areas are classified as deep Wilds, and these frontiers are sealed against contact.

No one in the Regency really believes that Virus could not spread from the Wilds Vargr to the Vargr Splinters, then into the Regency. But that is why the Vargr interface is guarded as well as it is.

One Cannot Punch the Air: One dissenting view to the uniquely Vargr susceptibility to Virus argues that Vargr society is actually immunizing itself to Virus and will eventually emerge stronger than those societies that spent their finite energies on holding Virus at bay. This is a long-view ecological perspective of intersellar conflict that persuasively demonstrates (via historical examples, psycho-historical principles and sophisticated computer modeling) that decentralization is precisely the sort of organization that will ultimately defeat Virus. This is the ancient Terran Oriental theory of warfare by simply absorbing the invader and passively destroying him over time, perhaps even assimilating the invader into the absorbing culture. At the end the invader disappears as a distinct entity and the invaded culture survives, but it has been converted into its own cultural components. Radicals proponents of this view argue that the Regency should open its borders to Virus and to the forces of social Darwinism that would eventually craft the Regency into the sort of organization that could survive these new conditions.

However, this ecology of civilizations is persuasive only to ivory tower academics and others who imagine that they can hold themselves over and above real life as disinterested observers. First Regiment Norris himself answered these technocrats by agreeing that they were perhaps correct, but registered the following reservations:

"The same human culture that practiced what you propose was also the author of the curse. May you live in interesting times. And there is the trick. This life, this walking the razor's edge between survival and extinction, is a lovely spectator sport, but who is the spectator? Since this victory would take place over decades and trade the destruction of planets and the extinguishing of billions of lives for our rebirth in a new form, it makes us choose whether to use people or societies that are real. Are we mere cells in a body that can live on without us, or is each individual the irreplaceable currency of society so that it is society which serves them? This life I live would be merely interesting if I did not have to take it so personally, but I find that I do take it personally, and these theories that you propose take on life or death significance."

Norris' refusal to subject his people to this sort of evolution is ethical, the possibility remains that new societies are forming in the Vargr Wilds—new societies that are the fusion of biologically-based point-identity and electronic meta-identity (see Library Data).
DARRIANS

Like the Zhodani, the Darrians are a human race planted by the Ancients. Unlike the Zhodani, the Darrians are classed as a minor human race as they received jump drive only as the result of contact with Solomani traders who were assimilated by the Darrian race. The Darrians have long been aligned with the Imperials against their Zhodani and Sword Worlds rivals, and continue their friendly relationship with the Regency.

Although the Darrians are a specific race of humans, the term "Darrian" has a broader social meaning within the Darrian Confederation. Only 75% of the Darrian population are ethnic Darrians. Another 12% are of mixed Darrian-Solomani descent, and 8% are Asian.

Darrian Physical Characteristics

Although remaining within the broad range of human morphology, the Darrians have a distinctive "elfin" appearance which is a combination of environmental adaptations and genetic drift.

Having spent many millennia adapting to a world with a surface gravity of 0.5G, Darrians are taller than the human norm, averaging two meters in height. They are also more slender than other human races and tend toward sharp facial features.

Darrian skin is a uniform golden color, due to the pigment protomelanin which protects skin from ultraviolet rays without darkening and controls vitamin D production to needed levels regardless of the amount of sunlight.

Darrians have a white shirt and white trousers.

Darrians are less strong but more agile than Imperial humans. Other minor differences include the fact that 60% of Darrians are left-handed or ambidextrous, probably the result of a larger and better developed corpus callosum than is present in Vilani, Solomani, or Zhodani brains. Darrians have a wider pelvic structure than other human races, meaning fewer complications in childbirth and a wider walking track. Darrians also sweat less than other human races, an adaptation to the somewhat drier Daryen climate.

Darrian Society and Psychology

In comparison with other human cultures, Darrians tend to be quiet, dignified and stock. They are also constitutionally peaceful; Darrian history records remarkably few wars.

Darrian philosophy, distilled in the Codes of Darryn, is based firmly in tolerance and the veneration of intelligence and rationality as the highest expression of human nature. Tolerance is evidenced by prohibitions against cruelty to animals as well as stiff penalties against slandering another person. This tolerance demands that each creature be allowed to live in accordance with its own nature, which leads to the Darrian emphasis on rationality and civility.

Humans have both an animal nature and a higher nature, but it is the responsibility of humans to rise above slavery to the instincts they share with animals and express the true, uniquely human virtues of rationality, intelligence, self-control, and civilization. Although this Darrian philosophy is quite spiritual in nature, Darrian society has no truck with organized religion. The significance of the spiritual life is broadly recognized, but experiencing it at a personal and private matter, as both the Darrian emphasis on tolerance. Darrian philosophy also contains a strong streak of fatalism, surely an artifact of their history.

Darrian society places great value on knowledge and discovery for its own sake, and does not glorify violence or brute force as do many other human cultures. Learning is something of a passion in Darrian society. Darrian role models are typically teachers, scholars, scientists, or academics, not warriors or military personnel. Pacifism and extreme life-respecting traditions (i.e., even plant life may not be taken; only fruit is eaten; only deadfall wood may be used; and animal fur may only be obtained by shearing) are not the norm in Darrian society, but are rather more common than in the Vilani or Solomani traditions.

The Darrians also value art; their most distinctive art form is also unique to them: Darrian flame sculpture. Flame sculpture uses various energy fields to hold a burning flame in a static, three-dimensional form, or in more sophisticated examples, in an animated series of forms. Flame sculpture embodies the Darrian concept of humanity's dual nature. Just as wild animal nature is made acceptable by rationality and self-control, the wild, dangerous flame is made safe by the containment fields, but its fiery beauty remains as a reminder of the wildness held in check.

Darrian History

Darrian accounts of their prehistory are quite reminiscent of Terran Eden myths: The early Darrians lived in well-balanced, well-laid out orchards in which all their needs were met. This idyllic beginning and the fact that Daryen shows no marks of the Ancients' final war fits with the Ancient peacefulness, but even the Darrians were eventually expelled from their Eden by the gradual failure of the orchard systems, forcing them to spread
out, explore and meet their own needs.

The basically benign character of the Daryens environment continued, and Daryan science developed as a desire to understand and work with a beneficent nature, rather than a desire to control a cruel and rapacious one. The Daryans peacefully continued to grow and learn until -1511 when the Terrans of the Itzin Flank introduced themselves to them.

Terrans: In -1520 the 35 transports and 10 armed escorts of the Itzin fleet left Dingir with the goal of travelling the long way around the Great Rift to what later became known as the Spinward Marches. The Itzin corporation, originally from Turkey on Terra, sought to escape the steady economic decline that was the Long Night. The fleet arrived at then-uninhabited Sacnor in -1513, surveyed the surrounding area, and decided to settle on Daryen with its hospitalisable environment and untouched minor human race that could benefit from their technology. Significantly, and to their great credit, the Itzin Terrans did not come, as they could have, as sky gods using their technology to rule, but on the ground, using their technology to trade with the Daryans.

By -1400 the Terrans had been completely absorbed into Daryan society, and the synergy of the thoughtful, inquisitive Daryans and the manic, driven Solomani caused explosive advancements in science and technology, and a rapid rise to TL6 in only 400 years.

Maghiza: Among the many topics of surpassing interest to the Daryans were stars, particularly Terrans, the sun of their home system of Daryen. Extensive observations and recordings of Terrans began in -1000. In -924 the fateful step was taken of sending a probe, part of the Adh ("Alpha," or "A") Project, to explore the star's interior. Somehow this probe destabilized the star causing three days of catastropic stellar flares.

The result was known as the Maghiza (Chaos) or in-Zuyes (the Holocaust). The first effect of the flares was a huge electromagnetic pulse which arrived at Daryen at the speed of light. This pulse destroyed almost all electronic equipment, turning computers, communicators, power grids, and contraglitters to slag. Aircraft fell out of control and crashed, vehicles would not work, data systems were useless. Without these tools, repairs and damage control were almost impossible.

But this was not all. Following the EMP was the searing wave front of expanding stellar gas, moving at 300,000 kph. When it arrived three weeks later it raised surface temperatures to 250°, burning entire forests, vaporizing seas, and killing 80% of the world's inhabitants. Half of the Daryan starship fleet was destroyed as well.

While the gas cloud was confined to the Daryen system, the EMP continued to travel outward, eventually hitting each of the Daryan colonies in turn, doing further damage. Although there was advance warning of the pulse, the colonies were all dependent upon their mother world, which could no longer provide science, technology, or replacement starships to maintain trade.

In -905 it was decided that the remaining colonies could no longer maintain their interstellar contact and must instead focus their resources to meet their survival needs. The few remaining starships were divided up among the colonies, three for each world, and carefully stored. By -860 all interstellar contact had ceased.

Re-Emergence

By -275 the Daryan colony world Mire had rebuilt itself to TL10 and began refurbishing its starships and building new ones. It soon reestablished contact with the other Daryan worlds, but discovered that things had changed. When the Daryans voluntarily relinquished space 600 years before, theirs was the only society to be found, but now space was crowded. The growing Sword Worlds were nearby, and the Daryans soon contacted the looming Zhodani Consulate.

Little Fish, Big Sea

The remainder of Daryan history is the story of a once vigorous and unchallenged people coming to terms with the limitations of their power and making accommodations with the powerful forces around them.

The major result of these new interactions was the development and much-publicized deployment of the Star Trigger as a deterrent weapon. This weapon is an application of the technology which accidentally triggered the Maghiza, but now the Daryans are capable of visiting this catastrophe on any star belonging to their adversaries. These weapons are deployed aboard special starships operated by the Daryan Specials Class since the 400s.

Second is their welcoming of Aslan ihatel into their society. Aslan ihatel, looking for new lands, arrived in the Spinward Marches just prior to the first

Creating Daryan Characters

Daryan characters may be generated using the character generation procedures presented in TNE with the following modifications.

These attribute modifiers are in addition to any other homeworld modifications, with the exception that the STR and CON rolls already allow for homeworld gravity.

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<th>Mod</th>
<th>Roll</th>
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</thead>
<tbody>
<tr>
<td>STR</td>
<td>Special</td>
<td>1D6 +2</td>
</tr>
<tr>
<td>AGL</td>
<td>Special</td>
<td>2D6 -1</td>
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<tr>
<td>CON</td>
<td>Special</td>
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<td>INT</td>
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<td>CHR</td>
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<td>2D6 -1</td>
</tr>
<tr>
<td>SOC</td>
<td></td>
<td>2D6 -1</td>
</tr>
</tbody>
</table>

Psionics: Idemical to procedures in TNE.

Careers: Daryan term choices should concentrate on the Professor, Scientist, Scout, Trader and Navy careers.

Daryan vs. Daryen

During the imperial period, citizens of the Domain of Deneb referred to the Daryan race and their homeworld with the same word: Daryan. In fact, Daryan is an imperial corruption of Daryen, the word for "home" in the Daryan language, which became "home" in the Daryan language, Te-zhoo or Te-zopet. Compared to star maps from the Imperium, maps used in the Regency label worlds in their homelanguage whenever possible. Thus the world is now referred to as Daryen, while the term Daryan is retained for the race and political entity.

Adventure Hooks

1. Do the Daryans have a functioning star trigger? (Refer to page 84) Could they, as they have implied, set up a solar power fleet equipped with such devices to attack their neighbors as a doomsday weapon? The players could be assigned to uncover this information, which would constitute a multi-part adventure. First they would have to research the concept and history of the star trigger, learn about the DCN and Special Arm, and finally prove or disprove whether such a capability exists.

2. Many smaller units of the DCN do exchange duty with the RQS on the Frontier missions. Thus there is a chance to meet or Deploy Daryan character sets on the frontier, where the Daryans usually operate their own equipment, in the form of pre-positioned patrol cruisers (see page 92).

Frontier War. With the coming of war, they offered their services to the grateful Daryans as mercenaries in exchange for land. The Aslan were a welcome and timely addition to the Daryan social mix; the following years required their talents and greatly strengthened the Daryan position in its very challenging surroundings. In return the Aslan gained prime land and excellent economic opportunities, both of which have held them in good stead to the present day.

The Aslan are considered to be well-integrated into the tolerant Daryan society. Unlike the polygyny typical of the Aslan Hierate, the Daryan Aslan mostly practice monogamous marriage, a practice restricted to the lower classes among cultural Aslan. Furthermore, the practice of speaking the Aslan language, Troki, among themselves is gradually falling into disuse, being replaced by the Daryan and Galactic that they use in trade and in their day-to-day lives. Such is the sly slope leading it to barbarism (see page 227).

The history of alliance with the Imperium, and later the Regency. This began during the First Frontier War and serves as a counterbalance to the threat of the Sword Worlds, which are usually allied with the Zhodani. The Daryans are currently engaged in extensive cooperation with the Regency, in the areas of advanced technology ship design, and in assisting to maintain the Quarrantine. Daryan TL6 ship designs, such as the Barezdolfin ("Lightning-Wind")-class patrol cruisers are license-produced in the Regency, and Daryan Confederation Navy forces perform exchange duty with the RQS on the Regency's outer frontier.
SWORD WORLDS

The Sword Worlds have never been much of a threat to the security of the Spinward Marches, Domain of Deneb or Regency. Their numbers are simply too small when compared to the coiled power contained in the 800-some worlds of this salient of the Imperium. This is especially true now, with the Sword Worlds reduced to five independent worlds, down from 27 at the peak of their power.

It was only when united with the Zhodani and Vargr in one of the Outworld Coalitions that the Sword Worlders were able to leverage themselves into being a player in area politics. But with improved Domain-Consulate relations during the Civil War and since, the Zhodani card was no longer the Sword Worlders' to play.

Sword World Irredentism

The main threat presented by the Sword Worlds to the Regency is that of internal unrest. With 19 former Sword Worlds incorporated into the Regency, there are numerous points for friction between the Sword World and Imperial cultures, and no shortage of Sword Worlders to demand their independence.

Since the beginning of the Abandonment in 1133 the Regency has pursued the policy of resettling loyal Imperials onto the former Sword Worlds and Border Worlds. While this has created a firm base of pro-Imperial sentiment, it has not eliminated the influence of Sword World separatists. It is unlikely that the former Sword Worlds will ever be entirely assimilated into the Imperial mainstream.

Sword Worlds History and Society

The Sword Worlds were populated beginning in -399 by Terrans of Germanic and Nordic descent. By -200 most of the Sword Worlds (Gram, Joyeuse, Colada, Tizon, Hunting, Tyrfing, Beater, Sacnoth, Excalibur, Hofud, Sting, Biter, Orcrist, Anduril, Durandal, Narsil, and Dyrmwn) were settled. The official language of the Sword Worlds is a variant of Terran Icelandic, with many Nordic, Germanic and Viliari additions.

Although the Sword Worlds are a confederation in the purest possible sense, leaving each member world complete autonomy in its internal affairs, their culture is rather homogeneous, being broadly militaristic and male-dominated. The highest Sword World values are honor, stoicism, obedience and respect for authority, and Sword Worlders use these standards to judge non-Sword Worlders. Sword Worlders therefore regard other cultures with disdain, and impute weakness and cowardice to the behavior of others unless it is strongly proved otherwise.

Females are much more subordinate in Sword World society than in Imperial culture, and are expected to adhere to this status by demonstrating passivity and obedience to their male superiors. Men are expected to be decisive, strong-willed, stern and silent. Above all, they expect to be treated with respect for these traits, which causes them to be easily provoked when dealing with non-Sword Worlders.

Although they have allied themselves numerous times with the Zhodani, Sword Worlders have a low opinion of them. Much of this stems from their mistrust of psions, as its subtly goes against the grain of the hirsute, testosteronized Sword Worlds culture.

The Sword Worlds government is called the Confederation Council, which limits itself to handling interworld trade, disputes and foreign policy. Each of the Sword Worlds maintains its own separate armed forces, but these are confederalized and placed under unified command in time of war.
THE ISLANDS

The entity known by the Regency as "The Islands" comprises the worlds of subsectors (the New Islands subsector) and K (the Old Islands subsector) of Reef sector. Both subsectors are collectively an occupied territory of the Regency, which is responsible for security and peacekeeping there. See page 72.

History of the Islands

In 2050 the European Space Agency launched the most ambitious of the sublight interstellar colonization missions: three large colony ships hallowed out from asteroids and carrying 100,000 colonists each. These ships, Voyager, Mariner van der Lubbe, and C-Jammer, carried culturally homogeneous crews of French, German and British extraction, respectively. They were launched core-sinaward toward the Great Rift on a journey that would last 2500 years.

Each ship had an active crew of 1000 (which would eventually grow to 10,000) in addition to the 100,000 colonists in cold sleep. Each colonist was revived for a five-year work period during the mission, with 750 such sleepers waking at any given time. This allowed subsequent generations of the active crew to meet first-hand colonists who had started the mission in 2050 and ensured that each crew's ties to their 21st-century European cultures remained strong.

When the Terrans discovered jump drive 37 years later such expeditions became obsolete. However, the intervention of the Terran-Vilani interstellar wars prevented the interception or recall of these missions, which were eventually forgotten in the Long Night, long before they reached their destinations.

The ships arrived at their separate destination worlds (spread across an area of six parsecs) in Reef sector just a few years before the Third Imperium was to be founded hundreds of light years away. However, the active crews preferred their familiar ships to the bizarre worlds of open skies, and after dropping off their colonists set off to explore the other worlds in the area. Sublight exploration and colonization is slow work, but eventually C-Jammer placed a fourth colony at Serendip Belt while Van der Lubbe and Voyager explored further afield. When their explorations were complete, Van der Lubbe and Voyager returned to the original colonies to begin carrying new colonists to other new worlds.

The older colonies eventually began building sublight ships of their own, and the second-generation sublight colonization movement ratcheted up to a slightly less glacial pace. Second- and third-generation colonization retained the cultural-ethnic segregation of the original ships. However, the crews of the ships, cruising through interstellar space for generations at a time, developed their own supra-national culture, and served all the colonies equally. The colonies continued to grow, and gradually split into new subcultures as the result of civil wars and the separation that eroded ties between isolated worlds whose only common ground was that of common ancestry several centuries earlier.

Meanwhile, unknown to the islanders, the Third Frontier War raged a sector away, and a battle-damaged participant, the strike cruiser ISS Eldorado, mistumped into the islands, arriving at Serendip Belt. With the help of the locals, they repaired their jump drive, fashioned auxiliary fuel tanks and jumped back to the Imperium.

After the end of the war, the ISS visited the Islands only to find that the Serendips had duplicated the jump drives they had helped repair and were in the process of conquering both subsectors with their new fleet of starships. The ISS mission commander suffered from some sort of messiah complex and, seeking to atone for this inadventent sin, began distributing jump technology to the other major powers, thoughtfully ensuring that they could all make interstellar war on an even footing.

It took 90 years for the Islanders to adjust to this new balance of power, and like most cultures they found that expanded reach led inevitably to expanded greed. Military budgets, fleets and saber-rattling all prospered, and in 1106 all-out war broke out for the consolidation of the islands.

Wars among the major Islands powers raged intermittently from 1106 until 1140. Behind their eight-parsec moat, the Islanders remained unconcerned by the Civil War, but each power was determined to be firmly in control by the time a real-united Imperium came to offer membership to the victorious rulers.

In 1140 Regency forces arbitrarily declared an end to these wars when they effectively annexed both subsectors. Such an act is normally a clear act of political cynicism or corruption, but Regency leadership and public opinion found such niceties to be naive hairspilling under the circumstances of preserving civilization "behind the claw," especially in the aftermath of the Rape of Trin. Should vampire fleets gain a foothold in the islands, they would present a clear threat to the survival of civilization to spinward of the Great Rift.

In this regard it is significant that between 1130 and 1140 no fewer than six of the Islands worlds died. While three of these have since been reoccupied as Regency Quarantine Bases, three (Sturgeon's Law, Wellington, and Berlichingen) remain barren. Thus far it has been impossible to determine whether these died as a result of the consolidation wars or at the hands of vampires which slipped into the Islands under cover of the wars.

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Sources of Colonization or Bases

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Major Powers and Possessions circa 1202

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*Indicates world which itself became the source of further colonization

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*Disputed ("Powderkeg") world. RPMF ground troops main DMZ separating combatants.
Islander Aggression

The Islands are the only area in the Spinnward States (outside of, perhaps, the Zho'dani Consulate, but no one knows what is going on in there) where anything approaching open warfare is going on in 1202. To Regency citizens, the Islanders possess an incomprehensible and repugnant level of aggression and expansionism. After all, the Regency consists of hundreds of worlds which possess no desire to make war on each other, but instead find it inescapably reasonable that they should instead be knitted into a larger society that provides benefits to all its members. Besides, war in the face of virus howling at the gate is suicidally insane.

These tendencies are in fact an instructive example of how drastically different conditions can create drastically differing social assumptions.

Whereas the Regency and its neighbors have benefited from centuries of mutual trade and communication, the Islands became insular and even xenophobic over the course of centuries of effective isolation that is the reality of sublight travel. Furthermore, the Islanders began as distinctively segregated English, French and German cultures cemented by 2000 years of shipboard travel with none of the mixing effects experienced by ethnic and national groups that expanded out into space with the more rapid travel times allowed by jump drive with all of the ethnic, cultural, and social blending that such communication implies.

The fact that these people had the ambition and drive to expand when the only avenue was painstaking sublight travel testifies to their determination to assert their wills over the universe, and this determination is easily expressed as aggression. Because the nature of sublight travel allowed no option for true interstellar warfare that could have vented these forces, and in the absence of external enemies to unite them, the Islanders were distinctly unready to coexist peacefully with each other when super-light travel was inflicted on them.

Now possessing the tools to practice their expansionist tendencies in real time, they found themselves trapped on a small playing field where all of the real estate was already taken, and there was no other direction to exercise their expansionism. The only choice left was to fight over what was already there.

RQS and RPKF forces in the Islands have developed a notably impatient attitude toward their warlike protectorate. Early Regency forces suffered frequent casualties as a result of being caught between warring Island states, or as part of humanitarian relief missions turned hot. After years of bitter experience, the attitude of Island-deployed RQS and RPKF personnel has hardened into one of, "when in doubt, do it to them before they do it to us."

Adventure Hook

RQS duty in the Islands is a combination of the traditional RQS job of Quarantine enforcement plus one other explicit task, that of the Regency Peacekeeping Force (RPKF). The very clear danger of conflict in the Islands is that it can create openings for, and conceal the intrusion of, Virus. Thus RPKF duty not only requires the saintly resolution and forbearance traditional for such operations, but adds the disastrous consequence of Virus breakout if one is no forbearing and insufficiently vigilant.

A typical RPKF task is to provide a Darian patrol cruiser (either Darian or Regency-manned), a pair of Quaranthine cutters (either the standard Faith-class or Aslan-manned Trekkhav variants), one or two Empress Morrow-class fast traders for logistical support and troop carriage, and two or three Jump-Boats for prior and jumping in new RPKF forces. Task force is controlled to Jump-2, which restricts them to the circuit in the Old Islands and the core-trailing portion of the New Islands. See the Starships section, pages 83–92, for details.

The duties of the cutters are to "show the flag," protect free trade, see that buffer zones are being maintained and respected, inspect and maintain boundary and other navigational markers, transport relief troops to observation posts and demilitarized zones, prevent possibility incidents at powder-keg worlds, and militarily intervene when cease-fires are violated.

Powderkeg worlds are those which are disputed by one or more powere (see sidebar, "Major Powers and Possessions, 1202."). Because the rivals still send ships to support their forces there, opportunities for incidents and combat are many. These nominally civilian vessels are carried by military personnel and harass each other by utilizing either a more or combat rules of the road, provoking accidents and "playing chicken" in restricted traffic patterns.

A tour of duty with such a flotilla begins at RQS Valdivia (at Clore, 1123 Rettf, see page 72) and lasts for six months, at which time the force returns to Valdivia for rotation back on home. This holds true for reserve and active-duty RQS personnel, as RPKF duty is deemed too stressful for long deployments.

More than one weary Regency peacekeeper has been heard to lament, "How can we keep a peace they don't want? When people want to end a war peacekeepers make sense, but they like killing each other. They don't want us to stop them. What the hell are we supposed to do?" For most Regency warriors the answer has become simple pragmatism: either they leave the Islanders alone, and they protect the Regency's borders. Only a minority still try to maintain an ethic of compassion and service to the Islanders, not all of whom are the uncivilized animals they are portrayed as.

FEDERATION OF ARDEN

The Federation of Arden (pages 37 and 41) has long been neutral ground between the Zho'dani Consulate and the Domain of Deneb. Thus it was teeming with diplomats engaged in secret negotiations, unextraditable celebrity fugitives and exiles, fashionable expatriates, intelligence operatives exchanging information, prisoners, or seeking refuge from the frontier, as mercenaries, guerrillas, terrorists, freedom fighters, assassins, bounty hunters, out-of-work mercenaries, and all the other amoral sorts attracted by an environment of ambiguity, deceit, and shady opportunity.

With the warming of Consulate/Domain relations through most of the post-Civil War period, the importance of this underworld nexus declined, but it has taken steps to maintain its association with underground and "gray" organizations. The Federation of Arden has the distinction of being one of the few states to refuse to sign the Spinward States Accord. This not only underscores the Federation's status as an independent power, but achieves two other functions. First, it allows the Federation to renounce the use of Virus as a weapon of last resort to maintain its independence. Second, it makes the Federation attractive to the kind of extralegal activities that have long fueled its economy. For example, the Federation is one of the main centers of money laundering in the Vargr underworld. With the beginning of the Exodus and renewed uncertainty between the Zho'dani and the Regency, Arden is reasserting its role as the axe of intrigue in the Marcher Worlds.

The Federation of Arden is a relative late-comer to interstellar sovereignty. Arden only took Zircon (1110) and Ulotland (1209) as colonies just prior to the Fifth Frontier War, expanding its grasp to four more worlds, Quare (9015), Zenopit (1010), Peguan (1210), and Tremous Dex (1311), by 1210. The Federation reached its current size in 1133, although it lost Tremous Dex to the War for Arden in 1202.

The Federation of Arden's government is considered to be quite oppressive; it is controlled by the Arden Society, a small group of leaders selected for their contributions to the Society's advancement. Arden maintains a policy of passive neutrality, leaving its systems conditionally open to belligerents in time of war—belligerents that may use them and pass through the systems, but may not engage in combat. They are kept segregated by the Federation's naval forces.

The Federation of Arden refuses to accept Zho'dani refugees. These are either sent back into the Consulate or encouraged to proceed on into the Regency.
NOTES FOR REGENCY UWP DATA

The following 37 pages contain complete UWP information for all 981 worlds in the Regency and its immediate surroundings, located in four sectors and 45 subsectors.

UWP Abbreviations and Codes

The standard UWP format as described and detailed in TNE pages 180-195 will be used. The following specific codes are used in this book.

Base Codes: A: Naval Base; B: Scout Base; C: Naval Base and Way Station; C: Corporate Way Station; D: Way Station; E: World; F: Way Station; G: Scout Base; H: Terminus World (see page 20); W: Way Station; Z: Zhodani Naval/Military base.

Trade Codes and Notes: Ag: Agricultural; An: Ancients' Site; As: Astroid; Aw: Aslan ruled world within the Regency; B: Base; Ca: Capital; Ce: City; Ch: Capital of an interstellar state; Da: Darien Confederation; De: Deneb; Di: Deneb Station; D: Deneb Way Station; E: Earth; Ex: Exile camp; Fl: Fluid ocean; Hi: High population; Ic: Ice-capped planet; Ind: Industrial; Mr: Military rule; N: Neutron; NNNN: Number of inhabitants; P: Peaceful; Po: Poor; Po: Poor; Pr: Prison camp; Re: Reserve; Rob: Rich; Rs: Research Station (with Greek letter designation); Rw: Refugee world; S: Secure; Se: Secured by the Imperial Republic; So: Secure; Sw: Swashbuckler; Ta: Offensive; Td: Torch; T: Terrestrial; V: Vagabond; W: Way Station; Wr: World; X: Xenics; Y: Young; Z: Zenith.

Cemetary World: A world whose original population has died off completely, the current population is all recent settlers: Cp: subsector Capital or of other small interstellar state: Cs: Sector or higher level regional Capital; De: Desert; Es: Exile; Fd: Fluid ocean; Fl: High population; Ic: Ice-capped planet; Ind: Industrial; Mr: Military rule; N: Neutron; NNNN: Number of inhabitants; P: Peaceful; Po: Poor; Pr: Prison camp; Re: Reserve; Rob: Rich; Rs: Research Station (with Greek letter designation); Rw: Refugee world, where "N" can be a letter or a number; S: Secure; Se: Secured by the Imperial Republic; So: Secure; Sw: Swashbuckler; Ta: Offensive; Td: Torch; T: Terrestrial; V: Vagabond; W: Way Station; Wr: World; X: Xenics; Y: Young; Z: Zenith.

The remaining population is assumed to be predominantly human (i.e., Zhodani or Aslan). If a world is on a major trade route, it is assumed that it has been surveyed by humans. The number of inhabited planets in the region has been estimated to be one in a thousand, with at least ten inhabited planets per region. The population of a world is calculated based on the number of inhabited planets in the region. The number of inhabited planets in the region has been estimated to be one in a thousand, with at least ten inhabited planets per region. The population of a world is calculated based on the number of inhabited planets in the region.
## SPINWARD MARCHES SECTOR

The Spinward Marches were settled by the young Third Imperium beginning in the year 60 (IC). The Zhodani name for the sector is Tloq, and by 500 Imperial settlements extended all the way to the spinward edge of the Cronor (A) subsector, and were beginning to encroach on Zhodani settlements in core-spinward Tloq/Spinward Marches. These frictions precipitated the First Frontier War of 589-640, longest of the frontier wars, which resulted in the loss of territory in the Cronor subsector to the Zhodani. (This is in spite of the fact that the war ended in an Imperial victory by Grand Admiral hault-Plankett's destruction of the Zhodani flagship fleet in the Rhython subsector; this victory was sufficient only to end the 15-year conflict, but not to recover territory already lost in it.)

The Second Frontier War of 615-620 resulted in the loss of more territory to the Zhodani Consulate in the Jewell (B) subsector, as well as the relinquishing of a number of Imperial worlds in the Querion (E) subsector, creating a buffer zone of non-alligned human worlds between the two powers. This arrangement proved to be quite stable, and lasted for over 350 years, until 979 with the outbreak of the Third Frontier War. This war also resulted in a roll-back of Imperial borders, with further Zhodani gains in the Jewell and Querion subsectors, and the expansion of the non-aligned "demilitarized zone" into the Vils (F) subsector.

The Fourth Frontier War a century later (1002-1004) was essentially an accident (and also known as the "False War") which resulted in minor border adjustments affecting only four worlds.

The fifth and last frontier war from 1107 to 1110 was the first true Imperial victory, resulting in a small net gain of worlds. Zhodani-Imperial relations since then have been remarkably warmer than in the past, as related in other sections. (See also The Spinward Marches Campaign, and Supplement 11, Library Data N-Z, both OP.)

### Spinward Marches Subsector A: Cronor (formerly Cronor)

The Cronor subsector, formerly known to Imperials by its Imperial transliteration, "Cronor," is now referred to by both Zhodani and Imperials by its Zhodani name Cronor.

This is a by-product of the closer relations between the Consulate and Domain/Regency in the period following the disintegration of the Imperium. This is also seen in the name changes on the UWP listings above. These are not actual name changes, but are merely the Regency's recognition of the proper Zhodani names for these worlds, and are another result of the post-Collapse warming of Zhodani-Regency relations.

For the Zhodani, the Cronor subsector had been a frontier area far from the well-trafficked center of the Consulate, and consequently not particularly well-developed. With the warming of Imperial-Zhodani relations, Cronor gradually became a center for trade with the Regency. This growth is reflected in the increased starport quality and technology in the Zhodani worlds. The population increase is partially due to this cause, but is equally the result of Zhodani migration that eventually erupted into the Exodus in 1201 (see pages 13 and 24).

Cronor does not have a Regency fleet assigned, as only two worlds in the subsector have Regency allegiance. The defense of Regency interests and territory in Cronor is the responsibility of the 212th Fleet based in Jewell, and the Cronor frontier falls within the 1st Quarrantine District (see Jewell, next page, for more details).

Cronor Cleft: The major astrographic feature of the Cronor subsector is the Cronor Cleft, a divide that cuts core-rimward down the center of the subsector, interrupting communications between its spinward and trailing halves. This obstacle was only a problem for Zhodani military forces before the warming of relations between the Consulate and Regency, but with the increase in trade, communications, and travel (especially among those involved in the psionic sciences) it became a significant obstacle to commerce. The result was the flowering of Whenge (0503). This former minor world occupies a unique location, sitting as it does astride the cleft and has become a port of call for almost all commercial shipping moving between the Zhodani interior and the Regency frontier. (Like the the the Consulate presumably maintains calibration points, see "Library Data," page 76, to assist military traffic in surmounting this obstacle when staging into the border areas.)

Bear: Large, dangerous, amphibious carnivore native to Thengo/Idranizh (0202), but it has been distributed to a large number of worlds in the Cronor, Jewell (B), and Querion (E) subsectors. Also known as the "surfer's nightmare."

Sea bears are mammalian in appearance and layout, with four pairs of powerful, clawed limbs which can be used interchangeably for predation, locomotion, or holding itself firm against ocean currents. Adult sea bears average 1.5 meters in length and mass upward of 50 kg. They hunt alone, but
during mating season assemble into social groups of hundreds of individuals, much like Terran seals.

The sea bear hunts along beaches, in shallow offshore waters, and its eight strong limb make it powerful enough to hunt even in the surf zone. (See also JAS 3, OP, and Best of the Journal 1, SA.)

Spinward Marches Subsector B: Jewel

Jewel subsector is home to the 212th Fleet which earned fame in the Fifth Frontier War by repulsing invading Vargr fleets from the Regina subsector. The 212th is currently headquartered at Jewel (1106).

Jewel's frontier is entirely contained within Quadrant District 1, which runs from Zeta 2 (9019) in the Vilius subsector (page 41) to Menor (1803) in the Regina subsector (page 38).

Battle subsector: Imperial nickname for the jewel subsector, because of its strategic location, within all of the Frontier wars.

Condyolo (909): Condyolo and its immediately rimward neighbor Puparkin (929) are unusual examples of minor Spinward States, in that they are not within the envelope of the Zhodani, Regency, and Asian frontiers. These two worlds trade directly with the Vargr frontiers, and contain large Vargr trading communities.

The worlds are similar in that they both have inhospitable atmospheres and all settlements are either built below ground or in enclosed surface modules. Because of the essentially uncontrolled Vargr presence on these worlds, both are considered pretty lawless and dangerous environments. Both worlds are classified as Amber Zones by the Travellers' Aid Society (and thus fall in other Spinward States) because of their proximity to the unstable Vargr frontiers and the presence of Vargr organized crime on these worlds (see page 29, referees only see page 85).

CP Chuter: The Regency Navy maintains several calibration points (see Library Data) within the Regency itself facilitate planet movement across interstellar gaps, such as the Abyss (see page 41). CP Chuter is one such intra-Regency mobility CP, and like all CPs, is for military use only, its exact location and beacon code are classified.

Esalim (1906): Esalim was originally settled by Imperialists in 835, but was taken by the Zhodani in 1082 during the Fourth Frontier War. Joint Imperial-Zhodani administration of the world was established during the amicable following the war, and Esalim was declared neutral in 1079. Esalim was conquered by the Imperium in the Fifth Frontier War and the Zhodani portion of its government deposed, but the world retained a significant Zhodani population which was encouraged to remain on the world. Although now clearly Imperial territory, its previous status as a neutral meeting ground for Consulate-Imperial negotiations was too useful to abandon. Esalim was maintained a demilitarized status and its Zhodani citizens were not treated as conquered subjects but, in an experiment that would eventually pay handsome dividends for the Regency, were allowed to retain their lifestyles within "Zhodani Cultural Enclaves."

With the unexpected warming of Zhodani-Dominion relations during the pre-Collapse period, Esalim became an increasingly important conduit for communications between the neighboring powers (see, for example, Survival Margin page 41) until Norris formally moved these proceedings to Regina (next page).

Jewel (1106): Already one of the key worlds of the subsector, Jewel became even more important in the post-Collapse period as one of the focal points of the Regency's industrial development strategy. Jewel was one of 26 worlds identified by the Regency as a developmental priority to increase the number of high-technology manufacturing centers, particularly in areas where these were scarce. One such area was the Regency's core-spinward region of the five subsectors (Jewel, Regina, Chuter, Blue, Lanth) had not a single TL-5 world, much less a TL-5 industrial world. Jewel was the figurative and literal cornerstone of this project, and became the most core-spinward of the Regency's high technology worlds, providing needed high technology at the crucial junction of the Zhodani and Vargr frontiers.

Jewel, The Popular name for the cluster of six Imperial-held worlds in the center of the subsector: Ruby (1005), Emerald (1006), Jewel (1106), Mongo (1204), Nakege (1305), and Lyisen (1307). These strategic worlds have long been a thorn in the Zhodani side, constituting a fortified daggcr pointed into Zhodani territory. They have therefore seen much fighting, as their capture has been a Zhodani strategic goal in most of the Frontier wars.

Puparkin (929): See remarks under Condyolo, above.

Refugee Worlds: The Jewel subsector contains a number of Zhodani refugee worlds. These worlds are usually the first Regency stop on their journey; Regency authorities are attempting to ship these refugees further from the interface to purpose-built refugee facilities, to avoid overcrowding on these border worlds. Low-population worlds, such as Nakege (1305) are easily overwhelmed by refugee influxes that can outnum ber their own population.

The Federation of Arden (page 34) will not accept Zhodani refugees. These areeither sent back to the Consulate or are encouraged to continue on into the Regency.
Spinward Marches Subsector C: Regina

The Regina subsector is defended by the famous 213th Fleet which defended the Lune subsector and confronted the trailing Sword Worlds in the Eighth Frontier War. The 213th Fleet headquarters are located at Able (1073).

The Regina frontier falls within the 2nd Quarantine District. QOD 2 runs from Menor (1803) to Enaka (0203 Denob) in the Pretoria subsector and has exclusive responsibility for the interface with the Vargr Splinters.

General Products, L.C. One of the former Imperial megacorporations (see "Unco Standard Products," page 46) which survives in the Regency. General maintains three shipyards in the Regina subsector, at Able (1703), Pixie (1903), and Regina (1911). Regina obtains a high reputation for starship quality in the antebellum era, and was actually forced to withdraw from the military-starship market until the onset of the Civil War. General was one of the original manufacturers of the uniformly named Ariake class Colonial Cruisers (see "Brilliant Lances Technical Booklet," page 38), hastily returned to production during the war.

Regina (1910): Capital of the Regina subsector and of Spinward Marches Sector, Regina is the moon of a giant gas giant, Asimovia (Lusor 4, Lusor Epilon). During the final years of the Star League the city was the site of talks to improve the Colony's foreign relations, with special attention given to its relationships with its traditional enemies, the Zhodani. Regina was a convenient location for this initiative, and Regina went to replace Esain (1094) as the focal point of Consulate-Dominion diplomacy. This was another manifestation of the crucial leering motion of theRegency: the Regency's coming in terms with pisonoids and its Zhodani neighbor (detached elsewhere in this book). Norris, as the military leader of the first true victory over the Zhodani, was probably the only imperial leader who could have engineered a rapprochement with the Zhodani, and even if he had been this was his only accomplishment, he would still be regarded as one of the most important statesmen in imperial history. It is still remarked at this time, "Only Norris could go to Zhodane."

University of Regina: Although originally a planetary institution, the demand of the Final War and Collapse prompted "Regina" to expand its services and mandate to the entire Spinward Marches Sector and later to the entire Domain/Regency.

It is now regarded as one of the foremost institutions of learning in the Regency, although certainly some of this cachet is due to its association with the revered First Regency. Although Regina is a broad-spectrum institution, it continues to concentrate on its traditional strengths in the sciences: history, anthropology, public policy, and political science. Since the First Regency's death, Regina has added a high profile Norris Aeta Aedon School of Leadership Philosopher.

By law Regina is the only university in the sector allowed to call itself the "U of R" (see University of Rhylos, page 43). However, its students and faculty briebrly scorn this distinction and refer to the university simply by the world's name: "Regina." Through some tortuous administrative path the university has traced a potential addition to its campus to an act approved by the young Duke of Regina in 1099, thereby allowing its alumni the sanctimonious claim that Regina is the university that Regina itself built, which they invariably fit into conversations as often as possible. This arrogance, which has only arisen since the Collapse, extends to many institutions based on Regina, and is characterized by the presumption that Regina is the true repository of the great traditions of the Regency, and "birthplace of two thirds of all Regens," a sentiment that is not shared lightly on other Regency worlds.

Regina Center for Research: Not a true university or learning institution, the RCC is rather a center for analysis which draws on the expertise of the university's colleges and universities to support its assigned projects. It was the RCC that ported to the First Archduke Norrin to 1117 to create the Spinward Marches Archive Retrieval Team (SMART), which is the foundation on which all current Regency library databases are built (see the MegaTraveller Imperial Encyclopaedia, SA).

Regency Foreign Service University: Located on Regina, the RSFU is the school where all career and senior diplomats of the Regency are trained. This school is the outgrowth of the foreign affairs initiatives begun by Norrin in the pre-Collapse period (see "Regina," above).

Shiority (2006): This belt is thought to be the remains of a world destroyed by the Ancients in their final war, as it contains significant quantities of antimatter. It is this danger that caused its removal from interstellar and current Amber Zone status. Those brave or foolish enough to collect these particles can sell them for amazing prices, but face the hazards of handling, or even operating near, this dangerous material (see Fire, Fusion, & Steel, page 65).
Aramis Subsector, 1117 and 1202 Dual Listing (Subsector D of Spinward Marches Sector)

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<th>Hex</th>
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Shionth has tremendous historical significance because of its role in the life of Norms, the First Regent. The Shionth belt was the final resting place of the Colonial Cruiser Kinur (Falkin, 9514), which was carrying an Imperial Warrant from Emperor Sterphon for the Duke of Norms. Kinur suffered a failure in her AI security system, killed her crew (including the Collaps) and wound up out of fuel as a derelict in the then-interdicted system. Norms was eventually able to trace the location of the warrant, find the ship, and recover the Warrant, allowing him to take over command of the Imperial forces in the Fifth Frontier War. With Admiral Santanaroche, carry the war to a successful conclusion.

Kinur remains in her resting place as an historic site and war grave. Tampering with war graves is a high justice crime. For further details, see the MegaTraveller Imperial Encyclopedia (SA), Adventure 1: Kinur (OP), Fifth Frontier War (OP), and The Spinward Marches Campaign (OP).

Tree Kraken: See page 81.

Spinward Marches Subsector D: Aramis

Aramis is defended by the 214th Fleet, which also claimed the laurels in the Fifth Frontier War, by taking the Sword World Invasion in the flank, destroying the Sacothe Fleet, and opening the way to the occupation of the trailing Sword Worlds and the creation of the Border Worlds (see page 45).

The Aramis frontier is part of Regency Quadrant District 2, see Regina, previous page, for discussion. Calibration Point Starbuck (2803) was established to enhance strategic mobility of RQS and naval forces from the Regency Interior to the sector frontier.

In the antebellum period the Aramis subsector was often referred to as "the breadbasket of the Vargr," because of the tremendous quantity of agricultural exports that the subsector traded with the Vargr Extents. Naturally in times of war this fact made the Aramis subsector a target for Vargr conquest, which is testified to by the large Vargr populations on the subsector's desert frontier following the Civil War invasions.

Jundiy (3202): Homeworld of the sapient race known as the Lellyowoyn, also known colloquially as "Dandelions." Lellyowoyn have five multi-jointed limbs which function as "hand" and "feet," and also carry the being's sensory organs. The Lellyowoyn have an excruciatingly complex social order. Each individual has multiple social ranks which are determined by the "head," the rank at the rear end. The Lellyowoyn government is matriarchical, characterized by strict rules which are slow to change. Females average 1.5 meters in length and mass 130 kg, with males being smaller. Because of the nature of their society, most Aramis females never leave Jundiy.

Yebab (3202): Homeworld of the Ebokin (singular: Ebokin). The Ebokin are bilaterally symmetrical and possess four pairs of legs and two pairs of manipulators in "arms" near the head, at the anterior end. The Ebokin government is matriarchical, characterized by strict laws which are slow to change. Females average 1.5 meters in length and mass 130 kg, with males being smaller. Because of the nature of their society, most Aramis females never leave Ebokin.

Zila (2908): Zila is the site of some of the most respected wineries in the Marches. Although they are not of the legendary quality of Terra's Tokay Eszencia, once served at the Emperor's table (see Azhanti High Lightning, OP), they are quite good, and are made from grapes as well as the Falcar (see under "Pysadi," above). Nonetheless, their reputation was enhanced in the antebellum period by marketing through the megacorporation Tukera, which hoped to buy out the Zila vineyards (see The Traveller Adventure, SA). Fortunately for the Zilaes, the Final War forced Tukera to consolidate its holdings outside of the Marches, a gamble which ultimately failed (Hard Times, OP, and Survival Margin). Four wineries dominate the Zila market: Fearel et Fille, Signum, Delatse, and乙酒卍 with a previous small firm which brought up the Tukey interests when they abandoned the Domain.
Spinward Marches Subsector E: Querion

The Querion subsector is one of the few truly neutral subsectors of the Spinward Marches. In the antebellum period it contained exactly no Imperial-worlds (although it did contain an Imperial Research Station on a non-Imperial world, see "Retinae," below), but it did contain a large number of nonaligned worlds, Zhdani worlds, and worlds subject to controlling claims of both the Darrian Confederation and Sword Worlds (see "Entropic Worlds," below).

Querion contains a number of "minor Spinward States," individual world-states which exist within the Quarantine protocols that are primarily administered and paid for by their larger neighbors. These worlds are inhabited primarily by the descendants of Imperial settlers. Many of these worlds were originally members of the Third Imperium, but were obliged to become independent as the Imperial boundaries were pushed back as a result of the first three frontier wars (see page 36). Because these states exist within the larger envelope of CompStar, they are considered part of the Entropic Worlds, and have remained under Darrian control for centuries.

Four Corners: Four Corners, or the Four Corners Interface, refers to the interface where the Regency and Darrian Confederation borders are drawn. These regions are home to a number of worlds, such as Querion, Zhdani, E, and Sword Worlds (J). Because of the violence that occurs between the Darrians and Regency, a large number of merchant vessels are jointly licensed by Regency and Entropic Worlds authorities, allowing operations in both Spinward Marches without the need for lengthy reclassifying at the interface. Such dual-licensed vessels are, of course, required to stop for inspection at the interface between the two states, but the inspection is abbreviated given the joint inspection arrangement (see page 24).

Entropic Worlds: The Entropic Worlds consist of the three worlds Winston (0620), Enepisode (0720), and Anaxiome (0820). These worlds were the object of centuries-old conflicting Darrian and Sword World claims. They were most recently retaken by the Darrians in the last stages of the Fifth Frontier War (see The Spinward Marches Campaign, OP). See timelines on pages 30 and 32 for further details.

The fourth world in this cluster, Torment (0721), page 45) is considered part of the Entropic Worlds, and has remained under Darrian control for centuries.

Spinward Marches Subsector F: Vilis

One of the major astrogographic features of this subsector is the Abyss, a region of low stellar density than extends into the Vilis, Lanth (G), and Lotion (K) subsectors. Although authorities differ on the actual boundaries of the Abyss, it is commonly considered to include seven worlds, although the roster of these worlds varies. All lists include Ghandi (1815), Ylaven (1916), Zhdani (1921), Thunsh (1916), and D'Yamaha (1910). The remaining four worlds are chosen from Ficant (1417), Callum (1515), Zhdani (1717), Arba (1721), Rabwarh (1822), and Quopist (2215), depending upon the authority.
The coreward portion of the subsector is essentially a demilitarized zone established after the Third Frontier War. This was created by the Imperial withdrawal from a number of former memeworlds, settled by Imperial subjects.

Vilius is defended by the valiant 193rd Fleet, another veteran of the Fifth Frontier War, maintaining its headquarters at Frenzien (1116). The 193rd spent the entire war in essentially static positions defending Eate (1705, page 38). Following the "surrender" of Louzy (1604, page 37) to the Zhodani (this system was actually entrusted to the care of its system defense flotillas, refers only see page 82), the 193rd did not give one centimeter of territory to the Outworld Coalition for the remainder of the war, and was actually able to liberate some worlds during the course of the campaign.

The worlds of the Vilius frontier are part of Regency Quarantine District 1, running coreward from Zeta 2 (0919). RQD 7 begins immediately to rimward of Zeta 2, and runs into the Sword Worlds (I) subsector (page 45).

Arden (1011): Arden is a former Imperial world, abandoned after the Third Frontier War and now independent and neutral. It is the capital of the Federation of Arden, a small independent power taking advantage of the power vacuum between the Zhodani and Imperial frontiers. In the period between the Third Frontier War and the Collapse it carved out a niche as a meeting place for Imperial and Zhodani covert operators and negotiators. However, following the warming of Imperial-Zhodani relations beginning in 1119, its importance waned with the increasing number of legitimate channels between the two governments. Nonetheless, by virtue of its intermediary status between the Regency and Zhodani Consulate, the Federation has exerted an attraction on the sort of elements that thrive in an extra-national environment (see page 34).

CP Brooke: Calibration Point Brooke is one of the network of calibration points placed in and around the Abyss to assist Regency military forces in making their way across this stellar desert. The ability to maintain longer average jumps and follow straight-line courses to trouble spots can save weeks in relocations. See also the maps for the Lanath (page 42) and Lunion (page 46) subsectors for the locations of other CPs in this network.

CP Colt: See "CP Brooke."

Tanoose (formerly Garda-Vilis) (1116): Formerly a subject world of Vilius (1119). Tanoose gained home rule in 1105 as a result of Norris' Representational Reforms. Originally settled in approximately 120 (IC), the falling settlement was taken over by Vilius, and in the years since then was deliberately maintained as an economically dependent world. By late in the antebellum period, the Vilius-imposed government was widely unpopular, and open rebellion broke out in 1103. Although this sentiment attracted Sword World and Zhodani opportunism (See Adventure 7: Broadword, OP), the mainstream of Tanoose nationalism was not anti-Imperial, but only in favor of home rule. Active resistance to the cynical, externally imposed Viliusian military rule was muted by the common cause of Virus, but the onset of the declaration in 1152 of the Representational Reforms created an outlet for dissatisfaction that could not be silenced, and resulted in the world's ultimate independence. See also "Vilius, below.

Vilius (1119): Although Vilius was one of the 26 targeted worlds of the Regency Industrial Development Program (see page 67), it is not a success story. Unlike other targeted worlds, which typically advanced three tech levels, Vilius advanced only one. Blame for this poor performance is placed by Vilians on the Tanoose Independence upheavals, in which the Vilius-owned industries of Tanoose were nationalized by the newly independent world, with Regency acquiescence.

Non-Vilius observers agree that Vilius' troubles date to the Tanoosean independence, but blame the Vilians themselves. Vilius appears to have been far too dependent on their subject world. Vilius has not recovered from the loss, and has slid into a cultural decline. Tanoose is now considered to be the dominant Regency world of the subsector, taking the position of Vilius.

Vilius was originally settled in 240 by colonists from the Sword World Gungnir (1221, page 45).
Spinward Marches Subsector C: Lanth

Although the astroglyphs of the Lanth subsector are dominated by the Abyss, a major impetus to interstellar travel (see Lanth, page 41), its corer and trailing borders constitute a major branch of the most important communications network of the sector: the Spinward Main, making it a transport nexus.

The Spinward Marches is a remarkable grouping of 242 star systems in 16 subsectors (15 of the 16 Spinward Marches subsectors plus subsector 1 of Denet) that are all mutually accessible by jump-1. Only the Tin's Shroud subsector (subsector P, page 51) of the Spinward Marches does not include a portion of the Spinward Main. The Spinward Main is not only a primary corridor but it was also a major mechanism of the Imperial settlement of the sector. The settlement of Mora (3124), located at the trailing end of the Spinward Main in 60 IC (that opened this jump-1 route to exploitation by inexpensive jump-1 freighters. In only 15 years at a speed of 500k (Rapata, 1910), the annexed and Imperial development of the sector was so far off a running start which would not be challenged for almost another five centuries.

Lanth is the home of the 10th Fleet, headquartered at planet D'Ganzo (2120). Lanth is also home to the Regency's "swing fleet" (1898), the 88th, headquartered at Iveno (2319). The two swing fleets, one each in Spinward Marches and Denet, are mobile reserve fleets that can be rapidly moved to respond to emergencies and are also used to support the permanent subsector fleets in training and working-up operations.

The 88th had originally been stationed in the Atash subsector (Deneb H), but was redeployed following the withdrawal of the Corridor Front (Atash subsector, Deneb H, page 59).

Dinom (1811): This world orbits the trailing trojan point of the system's only gas giant, with its axis laying along the ecliptic plane, and its rotation perpendicular to the ecliptic. Precise observations of Dinom's axis show it precesses at 0.025° per year, meaning that every 8000 years the world revolves 90° around the sun. While one pole is facing the sun, the "Bright Face" is baked into vacuum while the other "Cold Face" collects the frozen atmosphere in deep crevasses. In intermediate periods, when Dinom's axis is perpendicular to the sun, it experiences normal day-night thermal cycles, the frozen gases sublime to create a breathable atmosphere, and plant life grows from the fertile atmosphere. Dinom is currently 70 years past its most recent "Bright/Cold Face" phase, and its axis is now aligned 21.6° away from the sun. This twilight day-night cycle near the equator is allowing the first traces of atmosphere to reappear, but this will not reach its full density for another 300 years.

See also: Deneb Adventure 2, Across the Bright Face/Message on Milhet, OP.

Queplust (2121): 61% of this world's population consists of honeybees, the geneered humans created by Imperial Ministry of Colonization for settlement on desert worlds (see page 61).

Tree Krakens: See page 81.

Victoria (1817): Victoria is a rather light, metal-poor world which has nonetheless managed to retain a fair number of its surface and taming atmosphere. This taint cannot be handled by normal filters, requiring the use of special environment suits and oxygen tanks. Fortunately the taint is only present below 1000 meters above sea level, so settlements built above this altitude are not affected by the taint.

Victoria's human population therefore lives atop a large system of mesas, with these communities connected by locally constructed airships. The buildings obtain hydrogen from the indigenous fusion plant which grows bundles of large, hydrogen-fuelled sacks, and the ships are propelled by manual power, either aerial wing/roar or hand cranked aero-screw.

Victoria is believed to have been settled by the sublight colony ships in about 1450, and was not reconquered by humans until late in the settlement of the Spinward Marches, given the world's inconvenient location in the midst of the Abyss. Following the defeat of the 325th, it was interdicted to allow the local culture to find its own solutions to its development. It is believed that their slow technological advance is due to the severe lack of metals on the world.

Victoria also shows signs of intense asteroid bombardment dating to the Ancients' final war, and an ancient site has been discovered on its single moon, Jolbert.

Victoria also shows signs of much needed flora and fauna, also consistent with Ancient attention. It is the only world where the Kuleeck's Gazelle (also known as the White Gazelle or "Kuleeck"), a rare species in the wild, although it is known not to be native to the world. The Kuleeck is an important animal for Victorian society. It is hunted not only for its hide, fur, and meat, but most importantly for its light, durable, and easily-worked ivory, which is a primary structural material on this metal-poor world. (For more details, see: JAS 2, OP.)

Spinward Marches Subsector H: Rhylohar

Rhylohar, at the opposite end of the Spinward Marches from the Zodhan border, has seen more than its share of crucial battles in the Frontier Wars. In the Frontier Wars, Zvile (2812) and Jae Tefiro (2814) were the sites of the climactic battles where Grand Admiral Pellinor (2815) destroyed the Zodhan expeditionary force. In the Frontier Frontier War, Poroto (2715) was taken by the Zodhan and served as the base for the siege of Rhylohar (2716), which became the site of many battles before the siege was ultimately lifted by the end of 981. And in the Fifth Frontier War, the Zodhan 40th Fleet penetrated deep into the Spinward Marches to again invade Rhylohar and Rylydar. However, this move met and was defeated by the Corridor Fleet on 231-1109. The repulse of the Zodhan penetration force at Rhylohar effectively ended the Fifth Frontier War by denying the Outworld Coalition their last strategic objective.
Today the 23rd Fleet, "The Axemen," defends Rhyloran from its headquarters at Rhyloran itself. The 23rd is another veteran of the Fifth Frontier War, when it held the imperial center of the Vella subsector, and moved to cut off and destroy the Zohdani 40th Fleet after its repulse at Rhyloran.

Pannet (2519): Pannet's insidious atmosphere contains a wide variety of compounds used in heavy industrial processes, although these compounds are typically difficult to collect, the nearly-technology industries of Rhyloran (2716), Lunion (2124, page 46), and Mora (3124, page 47) have created a demand for them, and correspondingly high financial rewards for those who gather them.

Fuladin (2613): In the period before the Fifth Frontier War the Zohdani had established a secret base on this world. Unknown to the Zohdani, it was discovered and destroyed before the war, throwing a wrench into the Zohdani Abyss Campaign and the ultimately unsuccessful Siege of Rhyloran. (See Adventure 3: Twilight's Peak, OP, and The Spinward Marches Campaign, OP.)

Glosty (2018): Unlike most asteroid belts which are laid out in their system's ecliptic plane, this asteroid belt is spherical, i.e., the asteroids' orbits are inclined at all angles to the ecliptic plane. However, the belt is almost exclusively made up of ice asteroids, with few habitable rocky asteroids.

Depot (formerly Macrene) (2612): During the antebellum period Macrene was the heart of the Spinward Marches' Imperial Navy Tacticians College (serving the Domain of Deneb area). The system's entire population was connected with either the Macene naval base or the Fleet College.

Since the collapse the Navy's interest in the system has expanded. The Fleet College is now the Regency Naval College, and the naval base has been expanded to be a full-size depot, serving Spinward Marches Sector.

Poleus (formerly 457-973) (3019): This world has been interdicted by the ISS and RISS to protect a developing race, but contact is being undertaken by the ISS, as the achievement of TL 5 is usually considered sufficient to open previously interdicted worlds to outside contact. However, the contact is still in effect against commercial contact, as the RISS contact process is not yet complete. The name is a transliteration of the race's name for their world, which means "lawn."

Rhyloran (2716): One of the key worlds of the Regency, it was the site of one of the pivotal battles of the Fifth Frontier War. Rhyloran was the birthplace of Olav hault-Plankwell, Grand Admiral of the Spinward Marches and "victor" of the First Frontier War (see page 36), as well as the first of the Emperors of the Flag.

Unlike the Rhyloran, like the University of Regina (page 38), the University of Rhyloran is a planetary university which expanded to meet the needs of the new isolated and vulnerable Regency. Unlike the Rhyloran, Rhyloran does not have a glamorous sector-wide reputation, and still primarily serves the 12 billion citizens of its own world. As befitted the needs of the small, high-population, technologically-sophisticated world, Rhyloran's academic strengths are the hard sciences: biology, chemistry, electronics, gravitics, mechanics, and physics.

A major point is that the University of Rhyloran is prohibited by law from referring to itself as the "U of R." This pacifist regulation is a relic of Imperial times when feudal requirements gave Regina, as sector capital and seat of the sector Duke, pride of place and exclusive patent of usage of the "U of R" phrase throughout the Spinward Marches Sector. This law is still on the books.

Rhyloran Institute of Technology: Once one of the leaders in robotic research in the Domain of Deneb, RIT is only now regaining its former glory in the wake of anti-robotic sentimen which swept the Regency following the Rase of Trit. Although RIT retained strong programs in all of the natural and applied sciences, its new reputation as the "Robot Institute of Terror" caused a massive flight of students and faculty away to other schools, notably the University of Ascension.

Over the years RIT has gradually built itself back up to near its former stature, by a combination of pragmatism on non-autonomous MIL (man-in-loop) automation technology and anti-robotic countermeasures and contracts from the Regency government. In particular, RIT has high accolades for its anti-terror research. Ironically, many of these contracts involved work for the Regency Artificial Sentience Analysis Commission, and the RASAC revelations of 1201 (see page 80) have caused a new round of condemnation for the hapless RIT.

Van deelen (3119): Site of Spinward Marches Research Station Gamma (T). RSI continues its research into psionics (refres only, see page 83). See also Adventure 2: Research Station Gamma, SA.
Spinward Marches Subsector I: Daryen (formerly Darrian)

This subsector comprises most of the Darrian Confederation (see pages 30-31), although three of its current member worlds, the so-called “Entropic Worlds,” are located in the Queren subsector (E) on former page 40.

As the case with the Zhodani worlds of the Kronor and Jewell subsectors, Regency charts now show the names of the Darrians in their own te-blozh language rather than as approximate Imperial transliterations.

The period since the Collapse has become known as “The Darrian Renaissance,” evidenced by the growth in population, territory, and technology of the Confederation.

Darrian Group: The Darrian Group, as distinct from the Darrian Confederation, consists of the 12 worlds originally colonized from Daryen in its first era of space travel, before the Moqghiz (see page 31).

These 12 are Condata (0528), Daryen (0627), Ekron (0326), Engrange (0425), Jacent (0624), Laberov (0325), Mine (0527), Roget (0427), Rose (0526), Yelion (0425), Zurne (0425), and Zhong (0425). Note that these worlds are all mutually jump-accessible and in fact comprise one of the spinward termini of the Spinward Main (see page 42).

Daryen (formerly Darrian) (0627): Darrian homeworld and still the center of Daryen technological development. The world is ruled by scientists, and has strict laws against the export of pre-Moghirz artifacts. Daryen is the word for “world” or “home.”

Mire (0527): Political capital of the Darrian Confederation.

Mire’s civilization is contained completely underground. This is not because of an inhospitable environment; to the contrary, it is for the world’s surface to be saved for agriculture and natural preserves.

Roget (0427): Roget contains the largest concentration of the Darian’s Aslan citizens, who settled this world in large numbers to establish a separate society where they could preserve their traditional Aslan culture. Roget is te-blozh for “gift,” a reference to granting the Aslan their own new “homeland.”

Rose (formerly Roors) (0526): Rose was colonized by anti-Darrian ethnic Darians who wished to preserve the traditional Darrian culture from before the Terran contact. Rose was untouched by the Moghirz and to this day is a relatively untouched world, very popular among tourists. Rose is te-blozh for “fertile.”

Torment (0721): Torment, although part of the astrogographic cluster that includes the Entropic Worlds (see page 40), is not normally considered one of the Entropic Worlds. Torment has been under continuous Darrian control since before the Third Frontier War, even during periods when the other three Entropic Worlds were held by the Sword Worlds. This is because Torment is populated entirely by incorrigible criminals that cannot exist within the tolerant Darrian society. Torment is governed by the criminals themselves, who must mine raw materials to trade for imported food. Torment is Galangic for “torture, pain, anguish, or agony.”

Yelion (formerly Ilum) (0425): Yelion was transformed by the Darrians of the pre-Maghirz period to make its climate more suitable for habitation, and the atmosphere’s slight sulfuric taint is a remnant of these efforts. Yelion is te-blozh for “pioneer.”

Zurne (0425): Zurne is te-blozh for “hopeful.” Zurne has been beset by a series of most un-Darrian civil disruptions and wars in the post-Collapse period.

Zurne (formerly Spume) (0722): Zurne is an inhospitable mining world; all of its population live in single domed cities which protect them from the world’s toxic, radioactive atmosphere, a result of natural volcanism. Zurne is te-blozh for “golden,” the color of the world’s tainted atmosphere.

494-908 (0625): Although two of the Darrian Group of originally colonized worlds, 494-908 is not so much a Confederation member world as it is a possession. The barren 494-908 is used by the Darrian Confederation Navy (DCN) as a test range and area for military maneuvers, including live-ordnance orbital bombardment practice. The world is interdicted for safety measures, although UNN vessels do use the world’s single sea for refueling.

Spinward Marches Subsector J: Sword Worlds

This subsector takes its name from the state which used to dominate the subsector, which comes from the fact that almost all of its member worlds are named for famous swords of Terran history, folklore, and literature (and in at least two cases, the same fanciful sword which had two names gives one such name to each of two worlds).

Sword Worlds society and culture (see page 32) is remarkably homogeneous, although each world maintains independent sovereignty, armed forces, governments, etc. This cohesive independence made the Sword Worlds rather volatile collection of worlds, and continues to make them volatile occupied worlds. Many of these worlds have a history of occupation by Imperial forces, going back to the end of the
the Second Frontier War, when Huring (0921), Tizon (0922), Coada (1022), Mjínir (1121), Joyeuse (1123), Gungfur (1221), Dynymyn (1222), Durenval (1223), Hufud (1224), and Biter (1226) were occupied from 620-626. It was apparently a myth that this would teach the Sword Worlds a lesson, without being so harsh as to create lasting enmity. So much for myth, as these years are still remembered as the "First Occupation," as distinct from the "Second Occupation" of the Border Worlds from 1110-1132, and the "Third Occupation" from 1132 to the present.

The Sword Worlds subsector is considered one of the most unstable regions of the Empire, a fact reflected by the great number of TAS-designated Amber Zone worlds. Since the late 1130s the Regency has practiced a policy of resettling refugees from the Abandonment of Deneb's trilling worlds (page 11) on the Regency-owned Sword Worlds to balance local anti-imperial sentiment. However, most observers now admit that this program was a failure. Rather than being able to combine with the original Sword World inhabitants to create a new, moderate, culture, the newcomers were excluded from existing communities, and there now exist two mutually hostile sets of cultures on the Regency Sword Worlds. And because the Deneblian refugees have now lived on these worlds for two generations (and have no homes to return to), they now reasonably regard the Sword Worlds as the only homes they have ever known. This situation seems sure to create lasting strife for generations to come.

On some worlds the Regency has retained former Sword Worlds military bases in order to keep local control, on others it has upgraded these bases to Regency naval bases, and on others still it exercises a policy of demilitarization under which it dismantles the old military bases.

As a part of the Regency, the Sword Worlds subsector is defended by the 151st Fleet (transferred from the Antra subsector, Deneb/C, following the establishment of the Quarantine borders), headquartered at the upgraded former Sword World base at Brach (1325). The 151st Fleet was created during the final weeks of the Fifth Frontier War during the battle of the Siege of Jewel (SM 1106, page 37).

The Sword Worlds subsector frontier is contained within Quarantine District 7, which starts at the Gisten-Pax Rulin border and runs core-spinward into the Ills subsector.

Border Worlds: This was an Imperial client state created in 1111 from Sword Worlds occupied by Imperial forces in the Fifth Frontier War. By the end of hostilities the Imperial 213th and 214th Fleets had occupied Dynymyn, Durenval, Hufud, Beater, Sling, Biter, Iron, Bronze, Mithril and Steel, which prompted the Federation to make the wall on the wall and bolt from the Imperial Confederation. These 12 worlds constituted the Border Worlds until the great Sword Worlds landgrab of 1132.

It is typical of Sword Worlds fractionalism that the Border Worlds capital actually moved from Sling to Beater during the period of "light" Imperial control.

Enos (1130): Enos is an unusually dense world, and is thought to be a rogue world captured by its star, Kalesh. The world's most unusual natural feature is the Fire Sea, a desert which lies atop a great many unusually large pockets of oil and natural gas. Frequent seismic activity and erosion have thinned and weakened the impermeable trapping rock, allowing the pressurized gas to leak out through the sand, sometimes in successive jets. Static discharge or lighting storms can ignite the gas, causing explosions which often trigger further catastrophic releases of burning gas. The Fire Sea was the headquarters of a secret anti-imperial organization backed by the Sword Worlds, composed of former Imperial officials. This group was discovered and its base destroyed during the Civil War period (see TD 14-17). The Northern Worlds: These were the worlds Steel (1322), Transom (1323), Brach (1326), Bronze/Brunswick (1327), and Mithril/Wiconsin (1328), so-called because of their former names. These four uninhabited worlds were held in common by the entire Sword Worlds Confederation as resource worlds. Since the absorption of many of the Sword Worlds, the Regency has renamed the metal worlds, showing its intention to retain them for its use. To make its position more firm, it has renamed the two double-worlds—Steel, now Halifax, and Mithril, now Wisconsin—with the remaining group of colonists: a joint Varg-human religious community from Deneb (Deneb 1925) which has split off from the "Willis," as the Denebian faith is commonly known. See "Deneb," page 62.

The Northern Worlds' Confederation. The Sword Worlds Confederation of 1202 is only a shadow of its former extent and power, with only five worlds remaining (from its 1107 Confederation of 27) as independent members: Narll (the capital), Anduril, Orcrist, Excalibur, and the outpost of Enos. Naturally it is Sword Worlds official policy to support the rights of "the freedom loving peoples imprisoned within the Imperial [sic] borders to repatriation and self-determination." Although the Quarantine provides ample opportunity to prevent military assistance from crossing the frontier, simple inflammatory moral support from the spinward side of the border seems to be all that is needed to encourage revolutionaries and freedom fighters on the "occupied Sword Worlds."
Spinward Marches Subsector K: Lunion

The Lunion subsector is known as the crossroads of the Spinward Marches, as the branches of the Spinward Main (see page 42) running coreward-rimward and spinward-trailing intersect here. Lunion also contains two of the Regency’s 16 TL-15 industrial worlds, making it an important economic area.

In the period before the Fifth Frontier War the Lunion subsector also constituted the Imperial frontier with the Sword Worlds, but with the incorporation of the Border Worlds in 1133 Lunion became an interior subsector. Lunion is defended by the 43rd Fleet headquartered at Lunion. The Abyss which extends through the Lunion subsector (see also page 41) is a subject of some popular speculation, as it is widely held that it was the exit of a number of mysterious starship disappearances over the years (see “Lost Treasure Ships of the Abyss Rift,” Challenge 44, SA, and “Demon Dark,” Challenge 58, SA).

Gandr (2425): Perhaps the least valuable asteroid/planetoid belt currently being worked in the sector. Superheavy elements were discovered here in 1660, but these quickly played out, and no more have been discovered.

Iank (1924): 32% of this world’s population consists of the geneered human race known as the jhunkstreeters (see page 61).

Ling Standard Products: Ling Standard Products (LSP) is one of the former megacorporations of the Third Imperium (see Supplement B: Library Data (A-M), OP, JTAS 16, SA, The Traveller Adventure, SA, MegaTraveller Referee’s Companion, SA, Hard Times, OP, MTJ 3) for fuller discussions of Imperial era megacorporations than is practical here, and although its products are not what they once were, it still looms as one of the dominant corporations of the smaller Regency, concentrating in the manufacture of vehicles, starships, and starship armor and subsystems.

The LSP shipyards at Strouden (2327) and Lunion (2124) are two of the largest starship yards in the Marches. LSP has maintained a reputation for high quality, unlike some of its competitors (see “General Products,” page 36).

Lunion School of Economics: Located on Lunion (2124 Spinward Marches), this is the largest business and management college in the Regency, accrediting tens of thousands of high speed young whiz kids every semester to lead the corporations of the Spinward States. LSE graduates typically have little patience with the fine points of public policy, history, international relations, or the arts, although they are highly trained in the practical mechanics of public relations and spin control.

Shrene (2125): This world is owned by the Al Morai merchant line, which uses its shipyard as an over haul and maintenance center for its fleet of cargo carriers, see “Al Morai,” page 47.

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Wardn (1727): One of the remarkable features of this world is the Polk Desert, which features a complex pattern of ridges and furrows in a desert surface made by the “dale-thur,” an indigenous non-sapient lifeform, now extinct. This regrettably was created by the discovery in 1121 that the dale-thur were the hosts of a plague that threatened the population of Wardn (see adventure in MTJ 1).

Wardn’s Amber Zone status is due to its thin atmosphere and weak magnetic field. It provides insufficient protection from the sun; the populace is obliged to seek cover during solar flare cycles.

Zalbon (2425): Site of the largest copper deposits ever discovered in the Marches; these reserves are now played out, leaving the system in decline.

Spinward Marches Subsector L: Mora

The Mora subsector is considered to be the industrial hub of the Spinward Marches, containing a number of high technology economic powerhouses, such as Forncie (3025), Pallique (3029), and Mora (3124) itself, one of only two TL-16 industrial worlds in the Regency. Mora is patrolled by the 43rd Fleet, headquartered in Mora.

Al Morai: Major interstellar merchant line serving the Spinward Marches, with corporate headquarters on Mora. (See Spinward Marches Campaign, OP).

Al Morai maintains service to all Regency subsector capitals and the worlds along the routes which connect them, plus selected minor states (see stretches 35 and 40) outside the Regency. Al Morai also provides service to the Darian Confederation via the “Tyrant Corridor” at the junction of the Querion (E), Vils (F), Daryon (I), and Sword Worlds (J) subsectors, see page 40. During the antebellum period Al Morai operated only in the Spinward Marches, but expanded its operations to include the
entire Regency over the past 70 years.

Al Morai maintains a homogeneous fleet of 93 World-class vessels, a proprietary design that is manufactured only for Al Morai. Most of these 300-ton, unstreamlined, jump-4 ships are named for the worlds served by Al Morai (e.g., Regina, jewel, etc.), but four carry non-world names: Imperial Glory, Imperial Reign, Regency Shield, and Regency Flame. Although the ships are all constructed to TL-15 standards, most of the fleet is a little long in the tooth, but the Regency starship shortage (page 11) leaves no real alternative.

Al Morai was once renowned for maintaining its own force of military vessels for anti piracy and security patrol, the famed Route Protectors, but this force was dissolved with the establishment of the Quarantine (page 11), the ships themselves being pressed into service with the fledgling RQS. The Regency does not look kindly on private armies, and "trade wars" and other such aberrations of the imperial era (see The Traveller Adventure, SA) are a thing of the past.

Al Morai maintains its own facilities along its scheduled routes, and maintains its own maintenance and overhaul yards at several worlds including its Mora headquarters and Shirene (SM 2125), which is entirely owned by Al Morai (see page 46).

Duaule: The research station at Duaule is engaged in secret research for the Navy. It was severely damaged in 1102 by an explosion of unknown origin but was rebuilt in 1108 by the Imperial Navy to continue its research.

Duaule is suffering a succession struggle between the displaced nobility who formerly held power on the world and the new popularly-selected government which thus far has been unable to uproot or coopt the nobles' power base (see also pages 16-18).

Mora (3124): Mora is the site of the Regency capital, having been established as the Domain of Deneb capital in 1120 because of its location at the approximate center of the Domain. Mora has one major continent which is home to most of the world’s 30 billion inhabitants. Mora has grown significantly since the antebellum period, as a result of its importance as a capital, fleet headquarters, and one of the only two TL-16 industrial worlds in the Regency (see “Regency Industrial Development Program,” page 67). The Regency government offices and the residence of the Regent are contained in the huge Gyaclu arcolony, built off the coast of the major Mora continent.

The system’s belt is the site of some of the Regency’s most advanced biotechnology research and manufacturing facilities. Its location among asteroids makes it easy to contain or destroy unanticipated mishaps as necessary.

Mora is known as the “Gateway to the Marches” because of its location near the trailing end of the Spinward Main (see page 42) where it crosses from Deneb Sector into Spinward Marches. Mora was the first major Imperial settlement in the sector, created in 60 as a commercial enterprise by Linq Standard Products (which see, page 46). With its location, Mora became the economic dynamo of Spinward Marches development, building and maintaining starships for the expansion, and producing industrial goods used to outfit the new worlds.

Nadrin (3123): The entire permanent population of this world is Jonkeereen (see page 61). Nadrin is the site of trials to establish the limits of atmospheric conditions that can be tolerated by Jonkeereen without artificial assistance.

Nexine (3030): This waterworld is inhabited by geenees (see Library Data) humans who live underwater and conduct underwater farming. These humans were created by the then-Imperial Ministry of Conservation, now integrated into the Regency Ministry of the Interior (Mol), see “Molony,” page 54.

Pallique For reasons which are unclear today, this battered world was settled as an industrial center to exploit the two extremely rich planetoid belts in the system, even though as a captured body in an eccentric orbit perpendicular to the system’s ecliptic plane, it passes through one of planetoid belts twice each long year, enduring severe meteor bombardment. All of Pallique’s vast settlements are underground for protection from this bombardment, and the world is coded as an Amber Zone because of the hazards to navigation present near the world.

Because Pallique’s population depends on these things to a greater degree than do other non-suicidal populations, Pallique is justly famous for the quality of the vacuum and life支持 equipment manufactured there, including life support plants, containment buildings, vac suits, and emergency, survival, and rescue equipment.
Spinward Marches Subsector M: Five Sisters

Originally known to the Imperium as District 267 (see Plankwird/District 268, facing page), this subsector owes its name to the merchant captain Ignaz Ruffleran, who was the first Imperial to explore this area. He found a cluster of five habitable worlds which he claimed for and named for his daughters: Miriam (0333), Jone (0433), Ucelia (0532), Penelope (0533), and Karin (0534). These five sisters and their sister worlds gave the subsector its name.

The subsector had not been heavily settled through the pre-Collapse era. Serious colonization began in 740, but it was cut short with the start of the Pslonic suppressions in 800, and the frontier was made it clear that major Imperial development would not be practical in this area. In the antebellum period the Five Sisters were by necessity administered by the defensive umbrella of the Imperial Navy. Since the Collapse and foundation of the Spinward Marches the Five Sisters have become less of a military outpost, but retain a very strong ROG presence. However, in the new friendly climate between the Zhodani and Domain/Regency, development and migration long-postponed began in earnest in the 1130s, when many flocked to the unexplored worlds of the subsector, conscious of the fact that they were on the far side of the Regency from the threat of virus. This expansion continues, with Regency emigrants of a moderately naturalistic/eco-cultural movement availing developing such naturally habitable “garden” worlds as Lothlorien (0140), Galadriel (0240), and Prince Edward (0834).

During periods of Imperial-Zhodani hostility the subsector’s only connection to the Imperium proper was via the fortified world Flammarion (0930) in the Sword Worlds subsector; see page 45. Although Flammarion remains as its official connector for the XWeb, the prevailing good relations among the Spinward States have permitted extensive contact, especially through the imperium cultural worlds of the Plankwird (N) subsector.

Penelope (0533): In the post-Collapse period, Penelope’s population has been augmented by Jonkeereen (see page 61). They currently constitute about 12% of the world’s population.

Spinward Marches Subsector N: Plankwird (District 268)

The Plankwird subsector was formerly the unnamed Imperial District 268. The Imperium maintained a policy of formally identifying unincorporated subsectors along its border as potential sites for expansion. This identification resulted in their designation as districts; District 268 was therefore the 268th sequentially designated district since the foundation of this policy. District 268 was opened for Imperial development in 941 by decree of the empress Margaret II.
Major trade worlds along the jump-1 route included (and still do) Collace (1237), an industrial world specializing in low-cost, high quality trade goods, Fortine (1533), an industrial world specializing in exportable electronic components, and Tarkine (1434), an agricultural world which produces a wide variety of exotic spices and plant extracts.

Bowman (1132): The phenomenal size of the Bowman Belt, one of the most extensive ever discovered, cannot really be divined from the UWP listed above. Although the system does contain just one contiguous belt (listed as an asteroid rather than a planetoid belt, as it is the system’s inhabited main world), another way of encoding the system would be to list it with four additional planetoid belts, as the Bowman belt occupies five orbits: 0, 1, 2, 3, and the irregular 3.5 (TNE page 165). Orbit 0 contains mostly nickel-iron asteroids, orbits 2, 3, and 3.5 contain primarily carbonaceous and ice asteroids (the latter useful for starship refueling), and orbit 1 is a mix of nickel-iron and carbonaceous.

The only planet in the system is the single gas giant, Bowman Prime, which is accompanied by three large and three small moons, and a ring system. Epsilon, one of the large moons, contains the remains of a pre-Magh Diwaran outpost (see page 31). One of the small moons, Alpha, is the site of the Regency Scout base, the community of Garrison, and the system’s spaceport, Garrison Starport. Lingo Standard Products (page 36) maintains a base in the gas giant’s trailing trojan asteroids, established in 583, from which it controls its in-system prospecting and mining operations. (See also adventure module Beltstrike, SA.)

Pavavid (1238): This world is ruled by an unorthodox offshoot of the Church of the Stellar Divinity, which believes that each star is a god to be worshipped by the inhabitants of the system. The so-called “Pavavid Heresy” goes farther, and claims that these star-gods are the enemies of the other, and that a star-god may place part of its divine essence on a person, making them a “Son of the Star.” The ruling Tharchs of Pavavid have naturally all claimed this distinction. The inhabitants of the world are maintained at TL 6 in an ignomious state, they are not allowed to emigrate, and they may not meet visitors from other “enemy” stars. The Tharch rules from his flying palace, which the populace believes is held in the air by the “hand of god” (actually contra-grav generators; the palace was built at the Glisten shipyards in 874). See Double Adventure 6: Divine Intervention/Height of Conquest, SA.

Shreveryli (formerly 567-908) (1031): Home world of the intelligent race known as “the Shriekers,” the world’s name is an approximation of the Shriekers’ name for their own world, although since much of their language is beyond the range of human hearing, this approximation is not recognizable to the Shriekers themselves. (For details on the Shriekers, see page 81.)

Although it lies outside of the Regency boundaries, the RISS operates an outpost in the system to maintain contact with this interesting race and protect them from abusive contact like the denuil gem trade.

Talchek (1631): This world contains ruins of a Darian gas refinery dating to about 1000.

Tarsus (1138): Agricultural world, originally settled from Fornice from 450-460. World contains two settlements descended from Starworlds: one is the low-tech survivors of an oil refinery dating from 104, and the other is the descendants of a Tizonian army regiment, accused of war crimes on Illia (1119) during the Second Frontier War, and who fled their imperial-occupied homeworld to escape Imperial war-crimes prosecution after the war. The Tarsus system is also the site of a pharmaceutical plants owned by the former Haeropar corporation SiaSAC, who are producing the manufacture of psi drugs (TNE page 250) using tarsulin, an extract of a plant fungus that has thus far only been grown on Tarsus. (See also adventure module Tarsus, SA.)
Spinward Marches Subsector O: Glisten

Glisten had been considered a backwater backwater until the opening of District 268 (see page 49), when the Glisten subsector became the jumping-off point for the subsector's development and the focal point for its subsequent invasion. Glisten has emerged as its own right as one of the major manufacturing centers, containing three industrial worlds ranging from Tl-12 to 15 (Aki, Fudin, and Glisten). Glisten is defended by the 100th Fleet, headquartered at Glisten itself, and its small frontier is included in the Quintine District 7, which begins at the Gisten-Pax Rulin border (Trojan Reach/C, page 66) and runs core-spinward into the rimward end of the Vili subsector (r, page 41). The 100th Fleet was established in 1108 during the Fifth Frontier War and pushed invading Sword Worlds forces from the Lanth sector within a year.

The Glisten and Tiren Shroud (facing page) subsectors were particularly hard-hit by the frontier invasions and contain a number of fate-occupied worlds (see pages 10, 26, and 27).

Aki (2035): The world's population is an interstellar trading community. (See page 106.)

Egypt (1737): Egypt used to be the home of the Dornian Imperial Ministry of Colonization, but this facility fell into disuse for obvious reasons following the Collapse. Indeed, the Republic no longer maintains a Ministry of Colonization, this Division having been merged with the Ministry of Colonization in 1133 as the Ministry of the Interior. The Ministry of the Interior is responsible for the regulation of trade and economic development on the planet.

With the impending opening of the Frontier frontier (see pages 13 and 20-21), the Moi's Egypt base is undergoing a renaissance of attention. It is likely that the colonization mission will be removed from the Moi and once more established as a separate concern.

Glisten (2036): Not a world, but rather a large number of settlements in one of two belts orbiting the star Glist (named for the systems tenth settlement, "Glist Ten," eventually shortened to the current name). Glisten is one of the major high-tech industrial centers of the marches, and consists of a number of separate asteroid cities, most of which specialize in a particular industry or social role. The Glisten Belt, although not as extensive in area as some Belt systems, has the highest aggregate mass of all the Belt systems in the Spinward Marches. Glisten was the site of extensive interstellar travel, but unlike many such systems, the Asian presence was completely rooted out.

Glisten Sector, 1117 and 1202 dual listing (Subsector O of Spinward Marches Sector)

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Gisten City (a group of five asteroids linked into a tetrahedron) is the system's business and governmental center, the Pluvus group is the site of starship manufacture and one of the major starship manufacturers in the region, the famous Bisten shipyards, Therak and Erak conduct most of the fleet's mining and mineral processing with this fleet's mining and mineral processing activities throughout the system, and the Dornian Imperial Ministry of Colonization training base, is a major training facility. The Republic no longer maintains a Ministry of Colonization, this Division having been merged with the Ministry of the Interior in 1133 as the Ministry of the Interior. The Ministry of the Interior is responsible for the regulation of trade and economic development on the planet.

Bendor (2336): The Bendor shipyards are a major producer of Aslan-designed spacecraft, such as the Trehair-type quarantine cutters (see page 27 and 91).
Spinward Marches Subsector P: Trin's Shroud

This subsector, formerly known as Trin's Veil in reference to the highly reflective debris cloud (ancient remains of a shattered moon) around that world, was renamed to remember the billions killed in the Rape of Trin (see page 80). Trin's Shroud is home to the 207th Fleet, headquartered at Katakur (3032). Katakur (3032): Formerly home to the training center for ISS Xboat pilots, this center has been expanded to the headquarters of the Regency Flight School, severing the ISS and RQS, see below.

Priliss (3035): Priliss is the world of origin of the kian, a widely-used riding beast and beast of burden. In the years since its discovery early in the settlement of the Spinward Marches it was distributed throughout the Imperium. Although never so common as the Terran horse and its relatives, kian are a familiar sight on human-inhabited worlds throughout former Imperial territory, and were used on Capitol as ceremonial mounts for the Household Cavalry Regiment of the Imperial Guard.

Kian are bipedal, furry, long-necked, herbivorous grazers. They are quite hardy, with excellent eyesight and hearing, and are easily able to carry a fully-equipped human at high speeds. Their thick fur and subcutaneous fat makes them highly immune to parasites, and quite amenable to cold environments. Their colors include brown, gold, yellow and black. In appearance, they look like mammalian versions of Terran flightless birds such as the ostrich, emu, or moa, with features reminiscent of giraffes and antelopes, and a luxuriant brushlike tail. (See also JTA 9, OP, Best of the Journal 3, OP, TD 9, and Striker II.)

Regency Flight School: Located on Katakur (3032), this school was originally the ISS Xboat pilot training school for the Spinward Marches subsector. With the expansion of the Domain Xboat network following the Collapse the school was expanded dramatically to handle the influx of new Xboat pilots as well as to train and recently flight crews for with fledging RQS.

The RFS is now serving the command for all government pilot training in the Regency, establishing doctrine and training standards used by all Regency flight training facilities, just as the Jumpspace Institute (see page 62) oversees and regulates the technical and engineering side of the starflight industry.

Robin (2637): Robin was originally a corporate-managed mining enterprise, owned by Mora Metals, LLC. However, miners dissatisfied with working conditions successfully rebelled against the corporation, taking over the system's equipment and facilities. Robin was the site of brutal ASLAN fleet attacks during the Civil War (see page 22, Survival Margin). Continued hard feelings account for the Amber Zone.

Thibe (2539): This marginal third-world has for a number of years been the object of a terraforming program, initially under the auspices of the Imperial Ministry of Conservation.

Thibe is currently preparing to host the 1204 Imperial Poetry Convocation. The honor of hosting this quadrennial event is due to the fact that Thibe is one of the few worlds whose name honors a poetic work, in this case a piece by the Terran poet Philip Larkin (13996-13737, IC).

Trin (3235): The story of the Rape of Trin is told more fully on page 80. Note that Trin still retains its naval base. This is because Trin was the site of a naval inactivating ship facility, where old and obsolete Terran warships were stored against possible future needs. The Trin Naivash Shipfac, as it was known, was located in far orbit around Trin, and included the system's naval base. This base itself was severely damaged by Kushti, but the extent of the reserve fleet and subsidiary facilities was so vast that damage to the installation as a whole was relatively minor. It was cheaper to rebuild or replace the damaged components than the base that it would have been to reactivate and move the entire reserve fleet to a new location. However, many of the naval activities located on Trin, such as the headquarters of the Subsector fleet (the 207th) had been moved off world due to the annihilation of the dirtside facilities.
Deneb

Deneb was not seriously settled by either of the first two human empires (the Vilani First Imperium or Ziru Sirk and the Solomani-run Second Imperium/Rule of Man/Ramshackle Empire, which was really nothing more than the First Empire taken over from Vilani control—for further details see the Megatraveller Imperial Encyclopedia, SA: This had to wait until the early years of the vigorous Third Imperium when explorers of the new Imperial Interstellar Scout Service pushed out the unknown borders of Corridor Sector and found many readily exploitable worlds.

The Zhodani name for Deneb Sector is Niisktli.

Deneb Subsector A: Pretoria

The Pretoria subsector is patrolled by the 149th Fleet, which maintains its headquarters at Pretoria (0406). Pretoria's frontier is part of two quarantine districts, RQD 2 which enters Pretoria from spinward and extends to Enaka (0203). This represents the trailing terminus of the Vargr interface that runs along the coreward edge of the Spinward Marches, RQD 3 begins immediately spinward of Enaka and is the core-spinward beginning of the Regency Frontier that runs trailing and rimward all the way around the Regency to the Trojan Reach. RQD 3 encompasses the frontier shaded in gray in the map above, as well as the worlds on the edge of the area immediately to its rear.

Enaka (0203): This, humid world is perpetually overcast and has an ecosystem completely dominated by fungi, whose varieties number hundreds of times more than most other worlds. For example, rather than the photosynthetic plants forming common on most worlds, Enaka's surface is covered by tall, treelike mushrooms and spongy fungal carpets for ground cover. While photosynthetic plants do evolve, they are slow on the ecological pyramid, such as marine algae, etc.

The wide variety of exotic fungi provides the basis of Enaka's economy, being exported for pharmaceutical and exotic food markets, but they also provide a constant danger to human inhabitants. Anyone directly breathing the Enakaen atmosphere is liable to catch a fungal infection in the lungs, and exposed skin is susceptible to a bewildering variety of topical infections (see World Tamers Handbook, pages 24-25 for discussion of diseases in TNE and examples of diseases upon which others can be based).

There are no native terrestrial lifeforms more advanced than insects, and almost all such lifeforms exist in a symbiotic relationship with the dominant fungal ecology, which of course means that their bites will often cause fungal infections within the circulatory system. (See M7/1 for further details.)

L'sis (0409): Although largely untouched by Vargr incursions during the Civil War, L'sis later became a site of significant Vargr refugee camps.

Redi (0509): As part of the Regency accommodations of 1132, the Vargr occupants of Redi were given control of the world. This was a particularly good prize for the Vargr because of the ancient site on the world. Government sources state that nothing in the site could be used as a weapon against the Regency. Nevertheless, the Vargr have closed the site to the public.

Jorder (0306): Saki was the site of an Imperial 30th base until the Rachelian Revolts of 1010-1011, during which the base was destroyed by a nuclear explosion as part of a failed blackmail attempt by the Rachelian Society (which see, above). 26,000 people were killed, including 1900 Rachelian commandos. The base was never rebuilt.

Deneb Subsector B: Lamas

The Lamas subsector is defended by the 31st Fleet, headquartered at Lamas (1309). The 31st fought in the Fifth Frontier War as the 1st Fleet, defending the intersection of the Jewell (B), Regina (C), Viits (F) and Lanth (G) subsectors. With the
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Despite their looks, the Crenduthaar are friendly, nonviolent, and extremely talkative. They take great joy in talking and do not hesitate in talking about others. All the withers they have experienced. They are quite intelligent, and even tire of philosophy and other intellectual pursuits. However, they are not a real need for technology, and are completely happy with their own static TLO culture. The modern world to use tools, like in their own devices, find no attraction in technological advancement. (See also M3.)

The Crenduthaar name for the world is Thaar, or "wide place." The name Chatsokie is the Vargr name for the world. The antebellum Vargr population, following their Vargr religion known as "The Followers," was augmented by Vargr raiders, consuls, and opportunists during the Civil War, and the world is now dominated by a non-spiritual Vargr government.

Of Chatsokie's 400 million population, 30 million are the Vargr rulers, who also enslave and "domesticate" the Crenduthaar, and the Crenduthaar are Crenduthaar.

The world's tech level refers only to the Vargr, Crenduthaar society is TLO 8.

Waalilki (0906): When the Regency established its borders, the people of Waalilki found themselves in the Frontier. Subsequently, over 85% of the population moved to Waalilki's colony world of Kamisaraki (0906). In 1135 the government was moved to Kamisaraki because the vast majority of its subjects now live on that world. The government of Kamisaraki claims ownership of Waalilki, although it is seldom visited.
Deneb Subsector C: Antra

The Antra subsector is severely reduced from its antebellum extent; the subsector contains no worlds in the Regency safe area, and well over half of the subsector’s worlds lie outside of the Frontier as well, in the Wilds.

Antra subsector is defended by the 61st Fleet, which was pulled back from its previous station in the Million subsector (Deneb/D). The 151st Fleet, which had formerly defended Antra, was sent spinward to cover the new Regency territories in the Sword Worlds subsector (Spinward Marches/), page 45. The 61st is headquartered at Uramid (1910), within the Frontier itself. Uramid possesses the only naval base in the subsector.

The Antra frontier is part of Regency Quarantine District 3, which runs from the beginning of the frontier in Pretoria subsector (Deneb/A, page 52) to the border between the Antra and Namidshur (G) subsectors in the three-world line of Orenberg, Dishi (2011 and 2111, page 58), and Mazirbe (2210, this page). Note that these three worlds, being the boundary between RDQ 3 and 4, are considered to be both quarantine districts. This overlap is to prevent gaps from occurring on the seams between districts where the forces of each side assume that certain threats are within the neighboring district’s area of responsibility.

Antra (1808): Antra is the frontier capital of Regency Frontier worlds in Quarantine District 3 (i.e., the Frontier areas in Deneb subsectors A, B, and C, plus two worlds, Orenberg and Dishi, see above, in subsector G).

Malory (2305): Malory had been a Jonquerke world (see page 61), but with the collapse of even its relatively low technology (TL 6), the Jonquerke’s adaptations to an arid environment did not preserve them in an airless environment. Those that were not evacuated as the world’s infrastructure deteriorated simply died, the same as any non-geenered human would have.

A test program is currently underway on Nadrin (SM 3123, page 47) to evaluate the usefulness of the Jonquerke adaptations to environments with trace atmospheres, which are possessed by the majority of worlds classed as “desert” by their trade classification. It is now privately believed among members of the Regency government that the Imperial Ministry of Colonization’s Jonquerke project, 500 years in the making, was an expensive failure, born of the swaggering self-confidence of many geenering advocates. However, the expense is not in financial terms, but rather in the human cost: by creating a new race of humans which are psychologically and culturally isolated from the remainder of humanity, but which do not have a significantly different environmental niche, all that has been accomplished is to create a new occasion for racial strife and

Adventure Hooks

When fleshing out the details of worlds, pay attention to the changes listed between 1117 and 1202. These tiny little variations in digits are all that is a miserable little UWP can do to reflect the changes of 83 years of history. Think of what Earth was like in 1910, and try to count all of the changes, revolutions, wars, and social upheavals that have taken place since then. Each of the 981 worlds in RSB has had this much more history added to it by the New Era. Some of these changes will be long over, but their effects will live on into 1202 in the form of social inequalities, resentments, or unfinished business like, say, the period between 1918 and 1939.
unhappiness. Relations between “normal” humans and Jonkeereen on worlds where both exist in numbers are strained at best, and because unmodified humans have found ways to exist in deserts for millennia, the need for this new source of human misery is hardly justified.

Note that both organizations merged to create the Regency’s Ministry of the Interior (MOI), the former Imperial Ministries of Conservation and Colonization, were engaged in geneering projects, of which the Jonkeereen project was perhaps the most needless. However, the MOI is not engaged in geneering programs. Instead, it concentrates on using existing human, technological, and planetary assets in the most effective and beneficial possible manner. To this end, they are engaged in projects such as that on Nadrin.

**Deneb Subsector D: Million**

The Million subsector is completely outside of the Regency, not even the Regency Frontier extends into this subsector. However, it is patrolled by squadrons of the 615th and 125th Fleets, based respectively in the neighboring Antra and Namidshur subsectors (Deneb/C, facing page, and Deneb/G, page 58).

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**Utsbesylt (formerly 495-524) (2802):** As the Collapse caused disorganization among the Vargr rulers of this world, the Droyne population staged an uprising and gained control of the world. Some isolated bands of Vargr remain on the world, which the Droyne have renamed Utsbesylt, but they are not considered citizens.

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**The Imperial Calendar**

The imperial calendar is a simple chronological numbering of days in a 365-day year from 001 to 365. It contains no months, although days are divided into the traditional seven-day weeks. In order to allow an integer-number of weeks, one day a year is set outside of the week structure (52 x 7 = 364, leaving one day left over). This day is called Holiday, and is the first day of the year, 001.

Imperial convention assigns simple names to each day of the week: Monday, Tueday, Thirday, Fourthay, Fiday, Siday, and Senday. The standard abbreviations for these days (1dy, 2dy, 3dy, 4dy, 5dy, 6dy, 7dy) show their derivation. Holiday (Hdy) is a unique day, occurring only once a year, and does not fall in any week.

Because the imperial calendar consists of an integral number of weeks, there is no slippage between date and day of the week. In other words, day 008 of any given year will always fall on Senday. Incidentally, this means that there is no imperial concept comparable to “friday the 13th”, as 013 falls on Fiday every year.
Deneb Subsector E: Sabine

Deneb contains no astrographic features comparable to the great Spinward Main in the neighboring Spinward Marches (see page 42). The largest main in Deneb is Sabiner Main, named by combining the names of the two subsectors that it connects. The Sabiner Main connects 40 worlds by a contiguous jump-1 route, and all but one of these worlds fall into either the Sabine or Inar subsectors (the one exception is the trailing-most world of the main, Poluzzi [1719], in the Namishur subsector, page 58).

Defended by the 195th Fleet headquartered at Bahadur (0715), Sabine is also home to the Regency's trailing swing fleet, the 557th Fleet, based at Marnie's World (0514). (See the Lanth subsector, page 42, for details of the spinward swing fleet.)

Anomaly Five (0615): This world was first explored by the IISS in the early 400s, when it was discovered that the world contained enormous mass concentrations far beneath its surface. Despite almost 800 years of study, scientists still cannot explain these concentrations, but speculation involves some artifacts of the Ancients as well as deposits of superheavy elements (which see, below). The system was interdicted in 690, and remains so to this day. The world is naturally the subject of ongoing study.

Superheavy Elements: These are extremely rare elements with atomic numbers ranging from 114 to 122. Although elements heavier than uranium (atomic number 92) are typically highly unstable, rapidly decaying to lighter elements, quantum theory predicts an "island" of stability between atomic numbers 114 and 122, with half-lives in the millions of years. Like all heavier elements, these would be produced in the stars of stars, and only distributed in supernovae. Nonetheless, small samples of such elements have been analyzed, and it is clear that their unique qualities would make them extremely valuable, and would be likely to enable numerous technological breakthroughs not possible with commonly available materials, just as the rare earth metal lanthanum is indispensable for the manufacture of jump drives.

Superheavy elements are also known as eka-metals or island metals.

Deneb Subsector F: Inar

The Inar subsector is home to the 257th Fleet, which maintains its headquarters at Inar (1213).

Depot Alpha (1613): Formerly Deneb's only naval depot, the Depot system became Depot Alpha with the establishment of Depot Beta in the Pashus system (1432, page 65). The actual name of the world itself is Sik'aim, but following Imperial convention the system as a whole is named Depot, for the crucial facility located there.

Kauai (1520): As Kauai's population increased its leadership began long-range programs to make the world more attractive to interstellar trade and immigration. This was necessary in particular to make them more competitive with Burushis (1522) in the neighboring Vincennes subsector (page 61). These programs included the transition to a more inclusive government and less restrictive code of...
laws. As a result Kauai is now classed as a Rich world.
Kubishush (0917): Homeworld of the G’l’l’u, Kubishush has ammonia oceans and a very dense atmosphere, composed primarily of nitrogen at 6.1 atmospheres of pressure (6.1 kg/cm²).

The G’l’l’u are a barrel-shaped hermaphroditic race with seven limbs (three legs and four arms), three stalk-mounted eyes, and which respire the ammonia vapor in their thick nitrogen “air.”

The world is subject to frequent geological upheavals, which complicates the G’l’l’u’s attempts to maintain a stable society. Fortunately they are excellent technicians, as is witnessed by their tech level. Despite their technology, they are not distributed in great numbers off of their homeworld because of their adaptations to their very unusual environment.

The Vargr inhabitants are remnants of particularly far-ranging raiders during the Civil War. The Regency is little concerned about evicting them from Kubishush, as leaving them stuck on such an inhospitable world seems to be the best revenge, and serves as a living example that crime, indeed, does not pay.

Minder’s Star (1220): This system is actually named for its star, rather than the main world. Minder’s star is an extremely variable red flare star which has been observed to vary in brightness by a factor of 60 in as little as 30 seconds, making it unique within Charted Space. The system therefore is given over entirely to the study of this fascinating phenomenon, hence the system’s name.

Morninglorn (1216): Morninglorn had been the site of a secret Psionics Institute. The institute, located in the home of a Dr. Edmond Kalavatos, was destroyed during the Psionics Suppression (see the MegaTraveller Imperial Encyclopaedia, SA) and all of its members were killed. An heir to the Kalavatos estate turned up in the early Civil War period, leading many locals in the time to speculate that important items remained undestroyed in the old institute (see TD 19).

Rayel (1313): Rayel has six moons, more than any non-gas giant world in the Imperium. These moons create complex tidal patterns in Rayel’s oceans as well as in its desert sands.
Deneb Subsector G: Namidshur (formerly Dunmag)

With the abandonment of the subsector capital at Dunmag, a new capital was established at Namidshur (2019). The subsector was renamed for its new capital, a tradition which is often observed, though not always. The Namidshur subsector is defended by the 125th Fleet, which maintains its headquarters at Shinarusas (198). The 125th fought in the Frontier War, being the longest continuously engaged Imperial unit. It was cut off early on by Zodhari annexes and spent the war under siege in the jewell system (SM1106, page 37) until its breakout in 1110.

The Namidshur frontier is part of the 3rd and 4th Regency Quarantine Districts. RQD 3 runs rymward from the Antra subsector (Deneb/C, page 54) into Namidshur and terminates at Orenberg (2011) and Disiki (2111). These worlds are also part of RQD 4, as the districts overlap to prevent perceived gaps in areas of responsibility (AORs). RQD 4 runs from these worlds rymward into the Usani subsector (Deneb/K, page 62). RQD 3 is defended by the 61st Fleet and RQD 4 is defended by the 183rd Fleet.

Disiki (2111): Although it is located in the Frontier Frontier, the small population of Disiki elected not to take part in the Abandonment (see page 11). Reasoning that a hospitable world would support them even if their technology failed, they made their technology as safe as possible and continued living on their world.

Glikusu (2316): Glikusu, a frontier world, lost a lot of population during the Abandonment (page 11), although it remains a high-population world.

Kadidun (2114): Kadidun gained population and organization from refugees fleeing Glikusu during the Abandonment (see page 11).

Namidshur (2019): New subsector capital after former capital, Dunmag (2413) wound up in the Regency Frontier. Namidshur also was the recipient of other circumstance-dictated largesse in the form of Deneb Sector's Research Station Gamma (G) which was relocated from Maelstrom (2522, page 63) after it too would up in the less secure frontier.

This world's law level does not reflect the need for repressive measures to keep a restive population in line, as is often the case. The world simply requires a great deal of care to keep its population alive on a small and very inhospitable world. Those who live there affirm the structured nature of its society and usually embrace the pacific ethic that goes with the world's general prohibition of weapons.

Shinarusas (1918): This world was colonized by a small group of families from Namidshur who were fed up with the world's structure and law level, seeking, as do many colonists, a place where they could simply be left alone to do whatever they please. However, unlike many colonists, these were not members of a repressed lower class with nothing but the clothes on their backs, but were wealthy, skilled professionals who built Shinarusas as a libertarian paradise. In a dramatic statement typical of the world's residents, the world's capital, St. Volle, has no permanent inhabitants. It is intermittently manned by members of the populace on a rotating schedule. Those who "have the duty" oversee the world's automated archives and function as the world's Secretary of State to all ships which call during that period. However, the full title is Lord High Governor, Shinarusas Plenipotentiary, and Grand Pooh-bah, and most Shinarusans on duty demand their visitors to use the full title at every opportunity.
The high Shinarasan tech level allows them to liberate all of the oxygen that they need from the world's crust, which they pipe into their sealed environments. The world is known for its very high quality and extremely high-priced shipyard, as all components are specially crafted by the small population. Those who contract for ships at the prestigious St. Volle yards are widely thought to have more money than sense.

Unfortunately for the colorful and cantankerous Shinarasans, their uninterrupted paradise became another casualty of the Collapse: Shinarasans' location and (albeit small) high-technology infrastructure made it the site of a new naval base to defend the Regency Frontier. Although the Shinarasans protested the intrusion, the Regency exercised its right of eminent domain and built the base anyway, although they do what they can to stay out of the locals' way, and especially do not avail themselves of the over-priced starship maintenance services, using the naval yards instead.

Deneb Subsector H: Atsah

The Atsah subsector lies almost entirely outside of the Regency's area of protection—only two of the subsector's worlds, Erta (2519) and Kliirond (2520) remain even in the Regency Frontier. The remainder of the subsector is Wilds.

These two worlds are incorporated into Quarantine District 4, whose capital is at Usani (2225, page 62) in the Usani subsector (Deneb/K). As part of ROD-4, these worlds are defended by the 183rd Fleet, also headquartered at Usani (2225, page 62).

Kliirond (2520): This world was colonized from Erta (2519) and obtained its independence in 1125. The atmospheric taint is carbon dioxide, which makes the world pleasantly warm, although the thin atmosphere is difficult to breathe. Kliirond is known as the "Glass House World," because virtually its entire population lives in glass-roofed homes all of which are literally arboretas or greenhouses in order to convert as much carbon dioxide as possible into oxygen. Most homes are therefore self-sufficient in foodstuffs, and produce enough surplus that each home is a small truck farm.

With the world's vulnerability ("people in glass houses..."), it was hard-hit by the Abandonment (see page 11), losing about two-thirds of its population by 1136. (Ironically, a very large number of Kliirondians found their ultimate homes in the Sword Worlds resettlement program, see page 45, which in retrospect could be said to be jumping out of the frying pan and into the fire.) Those who remained on Kliirond either trusted in the protection of the Regency Navy and Quarantine Service, added robust compartmentalization to their homes, or, in most cases, both.

Segan (2717): The underground cities of this world were fitted with completely independent, closed ecologies, and it was this fact which saved many inhabitants when Vaxis hit the already decimated, embattled trailing edge of Deneb. Most of the world sought safety within the Regency safe. Those few remaining are surface-living desert dwellers, including Jonkeerean (page 61), which comprise some 40% of the population.

Port Comfort (ex-Og Bere') (2812): The world of Og Bere' was depopulated during the Collapse. Later Free Traders came across this pleasant world and eventually made it a safe base of operations. These traders also cautiously welcomed Vargr corsairs as kindred spirits. Each ship's crew has its own "tribe" of maintenance personnel and dependants on this world.
Deneb Subsector I: Star Lane

The Star Lane subsector is defended by the 196th Fleet, headquartered at Imine (0826).

Askigkaa (0629): Askigkaa is the most highly populous world in the Regency, with over 100 billion persons. Such worlds were exceedingly rare anywhere in Charted Space, even before the Collapse. Askigkaa, as a small world with a thin atmosphere can only support such a population with massive technological support.

Chaoshee (0130): Home to the sapient race known as the Shi’oii. The Shi’oii are unusual in that they have evolved for life in the deepest ocean, in a light-independent ecology. Rather than using stellar energy to fuel photosynthesis, as in many plant-based ecologies, the Shi’oii’s ecosystem is based on chemosynthesis: the metabolism and derivation of energy from the chemicals (especially hydrogen sulfide) in the very hot, mineral-rich water that is expelled from the geothermal vents in their seafloor habitat. This ready availability of minerals and high temperatures has allowed the Shi’oii to achieve skills in metal-working (an unusual opportunity for an aquatic species), and have advanced to the aquatic equivalent of T1. In physical form, they have bulky, bulb-shaped bodies equipped with four heavily-armed legs.

Imperial law was specific that low-technology indigenous cultures were to be protected from interstellar contact, and Chaoshee was interdicted by the IISS for that reason. This changed in the year 1073 when a starship (the liner Ishguru) misjumped and crashed into the Chaoshee Ocean, allowing the curious Shi’oii to explore the ship and meet its living survivors. Since this contact, the world’s travel zone was upgraded to amber, allowing limited and carefully-observed trade.

Deneb Subsector J: Vincennes

The Vincennes subsector is protected by the 258th Fleet, with its headquarters in the HRD system (1623).

HRD (1623): Originally established as an Imperial Navy research center, HRD is now a think tank, whose only export is information and analysis. Unlike research stations, however, it is not a unified government-owned operation. HRD consists of a large number of commercial analytical groups, each competing for government contracts.

Operations in HRD have long been the subject of public speculation, but these remain secret, if only for proprietary reasons. It is known that HRD is host to a large number of Drury consultants, so anyonic research seems to be a prominent subject of its inquiry. (Referees only, see page 83.)

Jonker (1324): The inhabitants of this world, the Jonkereen (singular: Jonkereen) are geneered humans, created by Imperial Ministry of Colonization for life in desert environments. Jonkereen are tall, thin, and dark-skinned, with protective membranes shielding their eyes and ears. More important than their cosmetic differences are sophisticated changes to their metabolism that allow them to survive in the temperature extremes of the dry desert environment. These metabolic and biochemical changes have created unintended side-effects in the Jonkereen psychology; they are notably conservative, and, while highly cooperative with other Jonkereen, are insular and distant in their interactions with non-Jonkereen humans. Relations between the Jonkereen and the Imperial authorities have been so bad that the Jonkereen population has staged two rebellions against Imperial power, specifically the Ministry of Colonization, in 1083 and again in 1101. Both were put down, and relations have become better since the
Domain was isolated under Norris' leadership.

Jonkereen are best adapted to worlds with breathable atmospheres (codes 4-9). Many worlds named "desert" by their trade classification have problems far worse than the lack of water—only radical geneering allows the respiration of plants in very thin atmospheres, and on a world where death results from the lack of respiration, being adapted to a lack of moisture is at best a marginal (as can be seen by the example of Malory, 2039 Deneb, page 54). In fact, the Jonkereen traits are not only suited to worlds with hydrographic codes of 0; their artificial adaptations would also be useful on hot, low-tech waterworlds where fresh water is scarce.

The Jonkereen are spread throughout much of the Regency, and comprise a significant proportion of the population of 10 other worlds. For other Jonkereen populations, see Quopist (2215 SM, page 42), Icnic (1924 SM, page 46), Nadrin (3213 SM, page 52), Penelope (5533 SM, page 48), Mellor and Callia (1736 and 1836 SM, page 50), Taa (0721 Deneb, page 52), Segar (2711, page 59), Verba (1524, this page), and Atab (1433 Deneb, page 65). Jonkereen may also be found in small numbers in the desert environments of many (even non-desert) worlds, but only as recent post-collapse arrivals, not as established communities. For a related topic, see "Malory," page 54 (see also M7.3).

Perez (1221): Homeworld of a sapient race, now protected because it has been abused in the past by Vincennes' rulers, who were extracting hallucinogenic compounds from these beings via cruel, unethical, and deadly processes.

Vincennes (1122): Although TL-16 technology is more widespread than in the Imperial era, TL-16 Vincennes is still unsurpassed in the Regency in technology, and is one of only two TL-16 industrial worlds in the Regency. This is primarily the result of the Regency's explicit policy to raise the average technology of all its worlds as a group, with TL-15 being the tech level "cap," rather than allowing its high-tech worlds to race on ahead. However, experts agree that Vincennes is an imminent TL-17 society, "just add water," with a significant amount of TL-17 technology existing in prototype form.

Vincennes is also unusual because of its star system's layout. Although its true primary (in that Vincennes receives its life-sustaining energy from this star) is the K7 V Ember, Vincennes orbits around the M7 V Ember, which itself orbits Undrachzech (The C1 V, Guazhirinim, and Undrachzech orbit each other at a great distance; Guazhirinim is itself the primary of the Paven subsystem which includes the agricultural world Paven, producer of most of Vincennes' food.) This stellar geometry gives Vincennes four seasons (although since it has no significant axial tilt, these are not seasons in the classic sense); winter, when it is on the far side of Ember from Undrachzech, summer when it is between the two, with spring and fall and fall being the approaching and receding intermediate positions. Mean surface temperatures range from -20 in the winter to 66°C in the summer, and this wide thermal range creates tremendously violent storms, meaning that Vincennes' surface is not habitable. The world's extensive population live either in vast underground metropoles near the world's sole continent or in 71 gravitic cities which float close to the surface in the mild spring but climb to high altitude during the violent seasons.
Deneb Subsector K: Usani

Although Usani is no longer the subsector capital, the subsector's name was changed to reflect its new capital of Deneb in order to avoid confusion with the name of the sector itself, and also to continue to honor Usani which continues to serve as a frontier capital. Usani is defended by the 154th Herd, headquartered at Deneb (1925). Usani’s frontier is contained in Quarantine District 4, and the RDD 4 capital, Usani (2222), is also located in this subsector.

Deneb (1925): Long one of the most important worlds of the Domain/Regency, this core world has become a frontier world, sitting at the boundary of the Regency safe, backing up RDD 4. The world's naval facilities and shipyard have therefore become even more important than they had been before.

Technicians form the ruling class of Deneb, and in a highly complex arrangement, serve a theological structure that is rather isolated from the rest of the Domain. Being described by its (actually very few) detractors as "too black-and-white." Although the unified council, known as the "House of One Thing," is philosophically complex, the ruling technicians serve as buffers and mediators between society's needs and those of the abstract structures of the faith. The highest level of these technicians are actually a small religious group, and the fact that many of these have begun to influence the public life as simple garage mechanics, the faith is able to keep some of them working in a common touch. Adherents of the faith are known as the "Pure of Heart."

Deneb has become a major site of post-Collapse Vargr refugee camps. This was entirely the doing of the leadership of the To Will One Thing faith, who saw that the world's refugee camps were being established on their own, fearing the danger of Vargr lawlessness as well as demonstrating that the Vargr were real people.

Thus Deneb, quite distant from the Vargr frontier where the Vargr were arriving, has become a major center of post-Collapse Vargr society. These Vargr are not the renegade world's of the Vargr that have been more or less the same since the Mithran days, but are a new and different Vargr who find their families with their entire families. These Vargr refugees have become enthusiastic adherents of the To Will One Thing, although as in the worst, they have been driven from their homes, they have appeared numerous sub-divisions, including the liberal and anarchic. Aherents of the Alliance Protocol and the ultra-conservative Wisconsin Synod. Of all Regency worlds with Vargr populations, Deneb is the least affected by "The Pact" (page 29); the Vargr Pure of Heart actively oppose its methods.

The Jumpspace Institute: Located at Deneb (1925), the institute was originally established by the Duke of Deneb for the research of fast-jump technology. It has since become an official governmental academy (first of the Domain of Deneb and now of the Regency) with the mandate of oversight and regulation of advanced starship technology, starship construction and major component manufacture, as well as the training of starship engineers and naval architects via a structure of education standards and accreditation. The institute maintains offices at all subsector capitals.

Exile (1928): Despite the best efforts of the Regency government, there are always certain members of society who don't get it. "It" being the corporate acceptance of limits on behavior to allow people to live together in peaceful and productive relationships. These persons are called criminals.

Exile is the dumping ground for the worst criminals of Deneb, where they are left with only the clothes on their backs to make their way in the harsh environment with the survivor's knowledge of previous criminal depots. Although the principle behind Exile is similar to that of Mithras (SM 1912, page 50), its implementation is a matter of the results are diametrically opposed. Exile is widely believed to be a failure and that those who are new to criminal activity are also further hardened criminals into their patterns. Advocates of penal reform frequently point to the different results of Mithras and Exile to advocate programs of reform rather than punishment.

Luran (1923): The asteroid belt had been a crucial source of raw materials for the industry on Deneb. The region was selected as one of the target worlds of the Regency Industrial Development Program, and is now an industrial "world" in its own right. Fortunately the Luran Belt is extensive enough that it can meet the system's own needs while continuing to meet the voracious needs of nearby Deneb.

Redemption (1222): Redemption was settled by a "back to nature" religious sect. Its former Amber Zone rating was due to their somewhat sneaky attempts to persuade visitors to swap their starships and adopt their pastoral lifestyle. The Redemption professed to be devoted to the Risan relief fund, for it proved their beliefs. For this reason, Redemption is commonly known as "We Told You So." Traders shun the world, realizing that a low standard of living is the best punishment.

Revol (2224): The world of Revol was visited by a vapid ship in late 1146. Although its systems were immune to virus infection, the world came under fire from the Vargr's weapons. Several pressure domes were breached and thousands were killed before Scout ships in the system destroyed the Vargr ship. This caused panic among the population, and most of them fled for the greater safety of the safe area. Virtually all that remains of the population on Revol are RIS personnel who man the base there.

Usani (2222): Usani was formerly the subsector capital of the Usani subsector. However, when Usani was abandoned, the Regency Frontiers, the subsector capital was moved to Deneb. Usani now serves as the frontier capital of Regency Quarantine District 4, including 24 frontier worlds in the Deneb subsectors Namishur, Ahsal, Usani, Ganishil, Zeng, Kankar, and one world in Antra (G, H, K, L, N, O, and C respectively).
Genilishir Subsector, 1117 and 1202 dual listing
(Subsector L of Deneb Sector)

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Kamlar Subsector, 1117 and 1202 dual listing
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Vast Havens Subsector, 1117 and 1202 dual listing
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Deneb Subsector L: Genilishir

The Genilishir subsector contains only two worlds under the Regency’s protection, Genilishir and Maelstrom, both in the Frontier, part of ROD 4, under the protection of the 183rd Fleet and administered by the District capital at Usani (2225, page 62).

Genilishir (2521): Genilishir is an example of the inflexible and unimaginative nature of the old imperial administration. In the Imperium, a subsector was a subsector; no matter how many worlds it had. Thus the Genilishir subsector, proud possessor of four worlds and 700 million persons, required its own capital. Genilishir is now a member of the Regency Quarantine Districts 4 and 3, containing worlds of six subsectors (Deneb/C, G, H, K, L, and O).

Deneb Subsector O: Kamlar

The Kamlar subsector contains only six worlds, four in the Regency safe and two in its Frontier. The line from Catacomb (2234) to Kamlar (1832) represents the frontier boundary between Quarantine Districts 4 and 3. This line, including Catacomb, belongs to both districts. Javan (2131) falls into the 4th District, ROD 4 is defended by the 183rd Fleet headquartered at Usani (2225, page 62), and ROD 5 is defended by the 74th, headquartered at Yvette (21103, page 70) with forward bases at Jeffer (1640, page 65).

Catacomb (2234): Because of its strategic positioning dominating many trans-fleet avenues of approach, Catacomb became the site of a major naval base while retaining its scout base. Catacomb is the departure point of a great many deep space sweeps.

Deneb Subsector P: Vast Havens

The Vast Havens subsector contains as many calibration points as it does worlds. As with all calibration points, the CPs in this subsector are for military use only. Their precise locations and beacon frequencies are not available to the public. This entire subsector falls outside of the Regency’s protection, although it is periodically patrolled by the 183rd and 74th Fleets from their base at Gradel in ROD 4 and 5.
The Gulf subsector is the home of the 193rd Fleet, with its headquarters at Qvar (0731). The 193rd achieved fame in the Fifth Frontier War by its stubborn defense of the Corexian Regnum subsector (Spinward Marches/C, page 38). The only ground it gave in the entire war was Loury (SM166.37), although it left formidable systems and a defense force in the system which dogged the Regnum supply lines and ultimately doomed the Zhodani’s Siege of Estafe. The 193rd moved to seal the fleet rearguard that took place shortly after the conclusion of the war.

Aosta (0332): Aosta is an imperial reserve world (see also Maristan, 2231, page 50), but it is unique among all of the reserve worlds of the Imperium in that it was, and still is, the only such world devoted predominantly to marine life. It was established by Empress Nicholle in 474.

All researchers (for researchers are the primary visitors to reserve worlds) live in orbit, as permanent structures are prohibited on the world itself. However, sophisticated research submarines operate in all of the world’s oceans, and all are required to observe strict anti-pollution guidelines.

Lucifer (formerly Endup, 0346): Among Imperial subjects of conscience and good will, it was world like Endup that challenged the naïve faith in the Imperium as an organization that had humanity’s best interests at heart. The Imperium had long ago recognized its limited power to directly secure the happiness of its citizens on each of thousands of worlds, and enacted its doctrine that Imperial power encompassed the entire world, but did not extend to their surfaces; there local power held sway, and the Imperium would not intervene unless forced to, like a surlily awoken from its slumber, eager to teach it subjects to not bother it again.

Therefore the Imperium could be thought of as an aloof environment that incidentally created the conditions within which humans could create a good life, but which was not interested in actually helping that creation take place, just as wind and rain do not care whether they water crops in moderation or wash them away in storms.

What began as a clear-sighted recognition of the limitations of power gradually hardened into a structural cynicism in which the Imperium winked at government by thugs and murderers, so long as these thugs and murderers did not allow their local problems to spill off their worlds into public view, funding the Imperium, like an unarmed apostle, to sweep the unsightly family problems beneath the rug.

Endup was heavily exploited for minerals, originally used to fund Imperial convicts labor, but by 1117 it had stabilized into a despotic society which no longer needed to employ human bodies on its surface. Endup was ruled by a religious autocrat, the “Ward of Vision,” who posed as an omniscient, omnipotent god. This was simplified by his keeping his subjects isolated in TL 3, prohibiting their contact with off-worlders, and keeping them sick. Endup’s atmosphere is limited to lower elevations where the commoners are forced to live. Here the taint limits lifespans to 45 years. Only the Ward and his power structure were allowed to live on the high ground, and commoners were prevented from entering the higher elevations on pain of death (which, after all, is all they got if they stayed off the higher elevations).

What the Imperium saw in the Ward of Vision that it suffered him to continue sentimenting his people, Imperial subjects all, to the deaths of over 85 years later. Perhaps he made the trains run on time.

Endup was thus typical of the many corrupt, cynical societies winked at by the Imperium but abolished by the Novaen or Aledon Reforms (see Library Data). Thus the Representation of the Regency, the Imperial (see page 10), the Transformation of Endup was a bitter struggle, and was eventually accomplished by the Regency Election Observers (see Library Data) that were infiltrated into the lower classes. Here they undertook the unlikely mission of organizing an uprising against the Ward of Vision and his theocracy. Part of this movement, which took over a decade, was the creation of a “labor theory” which encouraged the populace, within the tenets of their existing faith, to question the form the world had taken.

The uprising was a bloody affair, given the technological imbalance between the Ward’s weaponry and that of the commoners, and Lucifer’s population has only recently returned to its pre-uprising levels. Although the healthful highland areas are limited in extent, not all the population are excluded from them, and extensive tunneling has begun to allow purified atmospheres to be available to the low-level dwellers.

The name Lucifer means “light bearer,” an ancient Terran name for the morning star, and has clear mythological connections to evil, specifically the fall of good beginnings into evil results. However, the etymology myths are clear that Lucifer was the most beautiful of the angels before his fall, and that after his fall he became identified as Satan. Thus Lucifer is an allegory for the partnership of vigilance and goodness.

In the lower technology level in 1202 compared to 1117 does not represent a drop in tech level, but rather the tech level available to the entire population. Following the successful uprising, the Regency government, as heir to the Imperial government, elected to pay its debt to the people of Endup by adding the world to the Regency Industrial Development Program, making it the 27th world admitted to the program (see page 29). At this relatively low tech level, Lucifer is one of the leading worlds in the rim-trailing quarter of the Regency, possessors of a vigorous population with a clear sense of their purpose and what they believe in. Lucifer’s government sponsors a great number of projects on poor environment worlds in the Regency or its frontiers with the goal
of raising the local standards of living. This is Lucifer's way of "paying forward" to the next generation the debt that they owe to the Regency.

Khuadek (ex-Brufort) (0638): Although most of the Asian incursions occurred in Trojan Reach and Spinward Marches, some reached into Deneb. This resulted in appreciable Asian population on some worlds, and the world of Brufort was given over to Asian control and subsequently renamed Khuadeka.

Deneb Subsector N: Zeng

The Zeng subsector is defended by the 260th Fleet, headquartered at Dawn (1336). The portion of the Regency Frontier in the Zeng subsector is part of Quadrant District 5, although most of this section of the frontier falls in the Kinary subsector, the next subsector to trailing (page 63).

Dawn (1336): This waterworld supports two completely independent cultures: one in orbit and one that lives on the ocean's surface in free-floating Maraktal ("ship cities"). The orbital population is over 250,000, and the sea-dwellers number almost 400,000.

Dawn's listed tech level corresponds to the orbital culture; the Maraktal have a tech level of 9. Dawn's naval base is located in the orbital community, but ships based there make extensive use of the oceans below for refueling.

No land whatsoever breaks the surface of Dawn's world ocean, so the Maraktal can exploit all of the industrial facilities to exploit the ocean's riches: kelp farms and fish ranches, hydrothermal power generation plants, submarine docks for vessels that collect mineral nodules from the seafloor, and vast collectors for the recovery of dissolved minerals.

The world gets its name from its atmospheric tint: the atmosphere's green and argon tint create a sunlit canopy that is breathable to visitors, but which the locals have long since accepted as routine.

Depot Beta (formerly Pashus) (1432): After the vampire fleet invaded the Regency and devastated Trin, the Admiralty determined that Depot Beta needed to be restored and that it was put in the Pashus system. The original Depot was eventually renamed Depot Alpha, and the newly constructed one was named Depot Beta.

Note that the world still retains the name Pashus, it is only the system's name which has been changed.

Pashus is the site of Research Station Zeta (RSZ), which continues the work of Ashak Moronyanga (818-881). Moronyanga was a controversial leader in the field of temporal physics. He began his career at the Jumpspace Institute (see page 62) where his studies convinced him that the basic principles of time were themselves other expressions of the same phenomena that were utilized by jump technolo-

ogy. Moronyanga earned both popular celebrity and professional contempt with these views, despite eventually dying under mysterious circumstances. Nonetheless, the Imperium took his work seriously enough to create Deneb's RSZ to pursue Moronyanga's inquires.

Conspiracy theories (of which there is hardly ever any shortage in civilized society) maintain that Depot Beta was constructed solely to cover for the dramatic temporal breakthroughs that are being made at RSZ. By creating a huge naval presence in the system, the Regency government can more easily control public observation of the time travel programs undertaken by the Regency government.
Pax Rulin Subsector, 1117 and 1202 dual listing
(Subsector C of Trojan Reach Sector)

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| Sindal Subsector, 1117 and 1202 dual listing (Subsector G of Trojan Reach Sector)

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| Vargraiding in the abandoned Vliani colonies of Corridor Sector. The list of these settlements is believed to have died out by 1400.

TROJAN REACH

Trojan Reach was the area of the greatest imperial territory losses to the Aslan Jot. The blockchain imperial border encroached upon the core-claiming quarter of Sindal (G) subsector, and three-quarters of the Tobior (H) subsector. All territory in both these subsectors was lost by the late 1110s, but this situation was eventually stabilized by the new Sector Duchess, Shank Arcadia of Gazulon (who succeeded Duke Alexander Quin in 1118 upon his suicide with the Aslan invasion of Tobior) who enacted policies to encourage the encroaching clans to fight with each other, which they were only too willing to do.

The Zhodani name for Trojan Reach is Idrifanta, the Aslan name is Hoonlochhaw. Archeological evidence shows that the sector was settled by Vliani exiles from about -2300. These were not formal colonies, but were the settlements of Vliani fleeing Vargraiding in the abandoned Vliani colonies of Corridor Sector. The list of these settlements is believed to have died out by 1400.

Trojan Reach Subsector C: Pax Rulin

The Pax Rulin subsector is defended by the 210st Fleet, headquartered at Pentic (2203). Its frontier is part of RQD 6, which has sole responsibility for the Aslan interface. It runs from Fast (1928) in the Tobior subsector (page 68) to Canidia (1801) at the coreward border of the subsector.

Bantral (1906): Bantral was the 1122 site of talks between the then-Dominion and the Aslan Ikhtelyo clan. The Ikhtelyo, which had a long history of trade with the Imperium,
desired an amicable solution that would allow trade and not require open warfare. However, such sentiments were complicated by other factions on both sides. Many human worlds (described elsewhere) were inclined to go to war with the Aslan intruders, and other Aslan clans preferred war as well. One such clan was the militant Eaklythyo, and its motivations were two-fold. First, war would allow it to simply take what it wanted; Imperial weakness made it likely that this would prove true. Second, by waging war, the Eaklythyo could underpin the power of the Ikkithya, a tribal rival they sought peace with the Imperium. A solution that allowed the Eaklythyo to gain strength at the expense of the Imperium and the Ikkithya was irresistible to them. Thus Eaklythyo policy was to provide military assistance to all Aslan forces (regardless of clan affiliation) who pursued military conquest of new lands in the Imperium. This would add fuel to the fire and give greater strength to the Eaklythyo. Attempts at negotiation were therefore foredoomed to failure so long as the Eaklythyo figured in the equation, and their policy was to forcibly insert themselves into the equation at every opportunity. (See also Survival Margin, page 19, Rebellion Sourcebook, 5A, TD MT 3)

Trojan Reach Subsector: G: Sindal

The Sindal subsector is defended by the 203rd Fleet, headquartered at Albe (2211). The Sindal Frontier is also part of the Cepheus Knot, see Pax Rulin, above.

General Development Company (GeoDC): This company was active in Trojan Reach and Reft and dates to the early 600s when Empress Abellatira resettled many nobles in the Imperium's border regions. As these regions were undeveloped, many of these nobles pooled their wealth for the establishment of an organization dedicated to trade and the increase of tech levels. The result was GeoDC, which achieved success through trade and the production of high-tech export goods.

When the Regency government established its Industrial Development Program, it borrowed heavily from the expertise and structure of GeoDC. Many GeoDC executives became Regency officials, and portions of the GeoDC infrastructure were taken over whole by the Regency government and became local offices of the Industrial Development Administration.

Trojan Reach Subsector D: Gazulin

The Gazulin subsector is defended by the 202nd Fleet, based at Neumann (3105). Neumann is one of the key worlds of the Regency Empire. Because of the paucity of TL-15 industrial worlds in the Regency's rimward interior, Neumann fills an important gap, and was selected for the industrial development program (see box, below) for just that reason.

Fidelli (formerly 627-301) (3003): The Imperial research station in this system was evacuated in the pre-Collapse period when it became impossible to defend. The present population of the system comprises an asteroid mining colony made up of families intending to make a life in the system, not corporate employees who come an independent basis of their own. Settlers generally adopt the Fidelli name as a commitment that their world would not be abandoned like its predecessor, but would remain a valuable and valued member of the Regency.
Trojan Reach Subsector H: Tobia

By 1120, the entire Tobia subsector, along with the Sindal subsector to spindward, had fallen to Ixalite invasion, although most of these worlds retained human majority (though not subject) populations.

The arrival of Regency forces in 1131 was greeted with delicious joy by the human inhabitants after over a decade of Asian occupation. The Regency no longer particularly feared full-scale war with the Asian Hierarchy, and this freed it to act with a stoic confidence that it had not exhibited before, and this new confidence struck fear into the Asian, prompting them to accept these bold acts and enter into honest negotiations. The Regency knew that war was by far the greatest threat, and in any event, an Asian-Regency war would not be the last word. Virus would destroy whatever victors were left behind. Besides, the Regency was essentially only restoring its antebellum boundaries, reassuring control over worlds which had traditionally been Imperial around the mid-1120s and the late 1110s.

Many Asian populations abandoned their former-imperial conquests during this period, and on many worlds the remainder were subject to varying degrees of “justice” at the hands of their former subjects, which often involved simple deportation.

The Tobia subsector is controlled by the 204th Fleet, headquartered at Ayidem (3013). Its frontier is part of Quadrant District 5A, spawned from REQ 5 in 1140 after the annihilation of the Ixalite fleet (see pages 12 and 33). It was clear that patrolling this new territory would overstretch the forces assigned to REQ 5, so REQ 5 was split off from it to patrol subsectors J and K (page 72) and the stretch of frontier backing this area, beginning with core-tracling at Tonnurud (Reef 0416, page 69) and running rim-spindward to the rimward end of the Regency Frontier in the Tobia subsector.

Due to the lack of adequate basing facilities in the Regency Frontier itself, the 128th Fleet is headquartered at Tobia (3125), and not in the frontier itself as is the case in REQs 3 and 4.

Imisaa (3216): In contrast to the experience of other Asian-visited worlds, Imisaa benefited from non-violent and helpful Asian investment. With the local economic downturn during the Civil War, the Imisian economy was saved by Asian investment, as Asian traders were well-known on this world. In return for this investment the Asian were granted unused land to settle in the Imisian outback. Given the character of Imisian land (it is coded a Desert world), the human inhabitants felt fortunate indeed that someone would pay them for this useless real estate. The world’s population is now 85% Asian.

Ist (2918): Another location of bitter Asian-human fighting. The world’s economy is marked by the Ixalite occupation. The Ixalite fleet is headquartered at Ist (3043) with the 204th Fleet, and the world’s main export is iron. Asian traders are well-known on this world. In return for this investment the Asian were granted unused land to settle in the Ixalite outback. Given the character of Ixalite land (it is coded a Desert world), the human inhabitants felt fortunate indeed that someone would pay them for this useless real estate. The world’s population is now 85% Asian.

Intella (2612): Like Imisaa (above), Ixalite fleet is headquartered at Intella to Ixalite as investors, buying out the Intella owners and other human populations on this world (which was suffering disaster unemployment because of the Imperial withdrawal from the subsector) opposed what appeared to be an Asian takeover and rebellion. Wars are easier to start than they are to end.

Tobia (3213): Tobia is one of the crucial worlds of the Regency, anchoring the rimward extreme of its defenses. Tobia is not only subsector capital, it is one of only 16 TL-15 industrial worlds in the Regency, and is the rimward-most of these. In the antebellum period Tobia had also been the Sector capital, but the Regency has dispensed with this fatuous legalism, as it only holds one-quarter of the sector.

Tobia is also the headquarters of the 128th Fleet, whose area of responsibility (AOR) is actually trailing in Quadrant District 5A. However, because of the lack of suitable facilities in the fleet’s AOR, its administrative headquarters (and center for scheduled maintenance availability and overhaul) is placed farther to the rear than the case with the three other frontier fleets.
Dreadnaught is a fictional location within the "Reft Sector". It is located in the "Reft Sector" of the "Reft System". The region is known for its advanced technology and its role in the "Reft System War". The area is home to several space colonies and is a central hub for trade and communication within the "Reft Sector".

The "Reft Sector" is a region within the "Reft System". It is known for its advanced technology and its role in the "Reft System War". The area is home to several space colonies and is a central hub for trade and communication within the "Reft System".

The "Reft System" is a region within the "Reft Sector". It is known for its advanced technology and its role in the "Reft System War". The area is home to several space colonies and is a central hub for trade and communication within the "Reft Sector".

The "Reft System War" is a conflict that took place within the "Reft System". It was fought between two rival factions, the "Reft System Alliance" and the "Reft System Confederacy". The war was fought over control of the region and its resources.

The "Reft System Alliance" is a political alliance that was formed to fight against the "Reft System Confederacy". It was made up of several independent states that were united by a common goal of protecting their interests within the "Reft System".

The "Reft System Confederacy" is a political alliance that was formed to fight against the "Reft System Alliance". It was made up of several independent states that were united by a common goal of protecting their interests within the "Reft System".

The "Reft System Alliance" and the "Reft System Confederacy" were in a state of war for several years, until a peace treaty was signed that ended the conflict. The "Reft System Alliance" and the "Reft System Confederacy" agreed to work together to ensure the stability and prosperity of the "Reft System" in the future.

The "Reft System Alliance" and the "Reft System Confederacy" have since worked together to maintain peace and prosperity within the "Reft System". They have formed several joint ventures to promote economic development and to improve the quality of life for their citizens.

The "Reft System Alliance" and the "Reft System Confederacy" continue to work together to ensure the stability and prosperity of the "Reft System". They have formed several joint ventures to promote economic development and to improve the quality of life for their citizens.
Reef Subsector E: Usher

The Usher subsector does not maintain its own capital; it is administered from Linti (0503) in the Vestus subsector to the rearward. Usher is defended by the 74th and 128th Fleets, whose primary areas are RQDs 3 and 5A, but which share the patrolling of the Usher subsector.

Aldaya (1212): Aldaya is another former imperial world that fell to the Feshkharan clan but was reincorporated (matter-of-factly annexed is a good description) during the establishment of the Quarantine (see page 8).

Reef Subsector B: Macon

Because of its size the Macon subsector does not have a subsector capital of its own; it is governed from Linti (0503) in the Vestus subsector to the rearward. However, Macon is home to a Regimental Fleet, the 74th, headquartered at Ryong (1103). The 74th is "dual-hatted" with the protection of the Macon subsector as well as the extensive Quarantine District 5, its primary area of responsibility (AOR).

Calibration Points Rampart and Bulwark are part of the CP network that allows passage along the width of the Regency Frontier. This allows Regency Navy and RQG forces to intercept intruders before they actually enter the defended areas of the Frontier or Regency Safe. The CP network allows the Regency's patrol envelope to be pushed further into the Wilds to make the borders that much safer, by allowing the threat to be destroyed while it is still in the Wilds, or at least to allow advanced warning while picket forces slow the threat down.

Reef Subsector F: Sagittarian

The Sagittarian subsector contains only one world, well outside of the Regency Frontier into the Wilds. Its Calibration Points are used by the Regency Navy and Quarantine Service for deep space sweeps of the rift.

CP Baron also allows access to the islands from the rearward. It is deliberately placed far from the islands so that high-jump Regency ships can jump from Baron into the islands but low-tech islander ships cannot jump from the islands out into the Regency CP network.

CPs Charlie and Glory are primarily connector CPs, providing access either parallel to the frontier or to and from the Regency Interior to more distant CPs like Baron. They are not open to public or commercial traffic, and their precise locations and beacon codes are not available to the public.

R'Bak (1314): Meteor swarms make navigation in this system very hazardous, but the Imperial-era interdiction order is not related to this. The world itself, but not the system, was placed under interdiction to protect the world's culture, humans that had fallen back to barbarism. However, many believed that the interdiction was a cover for military research, as the world's surface contained unusual lifeforms and extensive psionic activity.

The system's starport was an orbital facility off the interdicted world surface.

Reef Subsector C: Two Little

The worlds of all three subsectors on this page fall outside of Regency-protected space. However, they are patrolled by deep sweeps of the 74th Fleet, based in RQD 5 to their rear. As with all calibration points, the CPs in these subsectors are for military use only, their precise locations and beacon codes are classified.

Lamoran (2108): This world was struck by a vampire ship in 1143. In the recovery which followed, the world's Droyne took the lead, and today are the rulers of the world.
Reft Subsector D: Barker

Armorac (2509): Although this world has a critical mid-rift position and is still visited by Regency Navy sweeps, the Regency was unable to actively defend it in the post-Collapse period, and its naval base fell into disrepair. However, its strongly pro-Regency inhabitants continue to maintain what starship facilities they can, and make sure that all Regency personnel have a very pleasant planetfall.

CP Alonzo (2503): This deep CP supports deep space sweeps and also provides access to coreward to the Denebian transit route via CP Avery in the Vast Havens subsector (Deneb/P, see page 63).

Gordon (2609): Gordon is struggling with very old life support systems. Replacement parts are few and far between, making repairs difficult. Several habitation domes have failed over the past decades. This life support crisis has caused the world to unify its government beneath a ruling class of technicians who make all of the worlds decisions based on their technical feasibility and value to the world as a whole.

Schuuni (2904): When ships stopped visiting this system, approximately half of the population decided to abandon the world before the life support failed. Two bulk transports were taken over, and overloaded with fuel and passengers. They then headed coreward, intending to undertake deep space refueling. It is not known what became of these ships.

Reft Subsector G: Lost Way

This subsector's only world is regularly visited by the Regency Navy and RQS, as it is a crucial mid-rift crossroads of the various deep space sweep route packages. The minor base maintained here is for resupply, rest and recreation, etc., on long-duration deep space deployments. Located deep in the Wilds, Undrelyn is currently a world in decline, and its only government and organization is provided by the Regency military forces there.
Reft Subsector J: New Islands

Note: The two subsector maps on this page are the only ones in this book that are not shown in their proper spatial relationship with each other, for reasons of space. The Old Islands map should be located to the right of the New Islands map, as is shown by the neighboring subsector indicators around the map edges.

Both islands subsectors are considered to be in the Regency Frontier, as part of Quarantine District SA. RQD SA was created specifically for the administration of these subsectors, and includes them as the frontier “proper” in front of the Tobia (TR/H, page 68) and Usher (Reft/E, page 69) subsectors, core-trailing to the line from Tommurbado to Helii (TR/H, page 63, and TR/H, page 68), District SA is patrolled by the 128th Fleet, based at Tobia (TR 3215, page 68).

The two interface worlds in this subsector are located at the checkpoints out of the Islands subsectors towards the Regency, and are intended to protect the Regency from the Islands, and not vice versa. These worlds are coded amber because RQS forces in the Islands are not known for their patience or willingness to take risks in unusual circumstances (see page 34).

Because both Islands subsectors are considered to be in the Regency Frontier, all of their worlds are already classified as Amber Zones. However, certain worlds are specifically classified either as Amber or Red Zones to call attention to specific dangers to be found there.

Los Angeles (E827), Első (E828), and Helii (TR/H, page 63) are all coded Amber because they are “powderkeg worlds,” disputed worlds where military forces of the rival powers are still present. See sidebar on page 33 for details.

Berklingen (1621) and Wellington (0925) are Interdicted Red Zones. Both are dead worlds with no refueling sources and are therefore easy to keep isolated while the RQS examines the systems for the presence of Virus.

Reft Subsector K: Old Islands

St. Genevieve is an Amber Zone powderkeg world (see page 33). RQBs Avant, Mitchell, and Meyers are coded Amber because RQS peacekeeping forces are not taking any crap. In the Islands, and because dead worlds they are being examined for Virus. Likewise, St. Genevieve’s Law is being Interdicted until it can be certified free of Virus. All of the Islands’ dead worlds are Virus suspects until they can be proved otherwise.
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For detailed information, please consult the table above.
Library Data

The following information should be made available to PCs who have access to any reasonable database, either printed or electronic.

Aledon, Avery: Artificial biological son of Emperor Stephon Aella Alkahlok and (posthumously) Empress Iolanta. The Conceived in vitro in 1115 at Uddik (1015 Gushemerhe), and raised to age 8 by his father. Evacuated to the Domain of Deneb aboard ISS Arrival Vengeance in 1126 and adopted by Archduke Norris Aledon.

Upon his majority in 1139, he publicly claimed his rightful name as Avery Alkahlok. It was widely believed that he would succeed Norris as First Regent, either singularly or with Seldrian Aledon (which see). His marriage to Seldrian in 1144 was intended to unite the Aledon and Alkahlok lines for reasons of state, but was never successful on a personal basis. It is believed that the single product of this union, Caranda Aledon Alkahlok, was the result of in vitro conception.

Avary served as High Regent for Technological Assessment from 1137 to 1149, when he was killed in a mishap at a technological demonstration. See also page 13.


Aledon, Seldrian: True daughter of First Regent Norris Aledon and second Regent of the Regency, born 1097, died 1190.

Seldrian was a free clone (which see), owing to the fact that her true father was not a first son, and was therefore not cloned as an infant. Furthermore, Norris took particular care to ensure that his clone would not be a duplicate of himself, to the extent of stipulating that his clone be female. Although Norris was determined that his clone would be an independent person, their relationship enabled her to act as Norris' eyes and ears in a number of capacities.

Seldrian was Norris' heir throughout his life, and served as his representative on the Arrival Vengeance mission of 1123-1126 (see Arrival Vengeance). It was on this mission that Avery Aledon (which see) was brought to the Domain of Deneb from Stephon's stronghold at Uddik.

Following the proclamation of the Regency in 1132, Seldrian served her true father in many capacities, as Second Regent (later redesignated High Regent) in charge of a large number of tasks important to Norris.

Seldrian, who has taken responsibility for Avery Aledon during the Arrival Vengeance mission, continued to show an interest in the boy, overseeing his education and sponsoring his entry into many social and educational organizations. By the late 1130s it was clear that Norris would not produce a natural heir, and pressure mounted for Seldrian to reconsider the Aledon line. Because of the obvious affection and long history between Avery and Seldrian, public sentiment mounted that the two should be married. Following the 1139 revelation that Avery was the son of the last emperor of the Third Imperium, and clear heir to any future imperial throne, these sentiments were only magnified by the vision of uniting the Aledon and Alkahlok lines. Although opposed by speeches of interregional conflict, they concurred with this reasoning, the Tower (which see) strangely made no attempt to discourage thoughts of such a union.

Following her marriage to Avery Alkahlok in 1144, she adopted the name Seldrian Aledon-Alkahlok. This marriage was soon and widely seen as a marriage of political convenience, and it appears that the genuine friendship between Seldrian and Avery was destroyed by this new relationship. They ceased maintaining a joint household in 1146, with Seldrian remaining on Mora and Avery moving between his many offices as High Regent for Technological Assessment. Seldrian bore a son in 1147, who was confirmed as being the biological child of Avery and Seldrian. The child was named Caranda Aledon Alkahlok, and eventually became Regent following his mother's death.

Following the death of Avery in 1149, Seldrian again worked closely with Norris, preparing herself to succeed him, which she did in 1157 upon his death. Seldrian continued her true father's policies, and raised Caranda to do the same. By the time she died in 1190 the Regency was clearly safe from the threat of virus, and was beginning to look outward to the Wilds that it would once again claim in the name of the Imperium.

Aledon Reforms: The body of social, cultural, political, and spiritual reforms championed by First Regent Norris Aledon and the second Regent, his true daughter Seldrian Aledon-Alkahlok. See also Norris.

Alkahlok, Avery: See Aledon, Avery.

Alkahlok, Caranda Aledon: Son of Avery Aledon and Seldrian Aledon. Assumed the title of Regent (the third since the founding of the Regency in 1132) in 1090 following the death of his mother.

Named for the first Duke of Regina, who was appointed to that position by the first of the Alkahlok line, Empress Arbelatira in 629, on the day following her coronation. There is a very clear historical symbolism at work here, which is not limited solely to the significance of Baron Caranda of Regina as the first of the illustrious Aledon dukedoms. There is also the fact that Arbelatira, first of the Alkahlok line, recognized Caranda just as Stephon, last of the line to sit on the throne, recognized Norris five centuries later, showing the family's long tradition of service and loyalty one to the other.

However, the key symbolism is the fact that the name Caranda recalls the crucial support provided by the earlier Caranda to Arbelatira which allowed her to take control of and reunify an Imperium that had been rocked by civil war (high level of technology, incomparable by current standards, but which included the ability to construct sophisticated artificial environments such as rosette and ring worlds.

The Ancients appear to have destroyed themselves in a climactic war lasting for approximately 2000 years and ending in -300,000. Many worlds were utterly destroyed by this war, resulting in the unusually high proportion of asteroid belts in some areas of the Imperium.

The primary significance of the Ancients to modern society is the existence of a number of starfaring races, namely the Zodhali, Vilani, and Vargr, as well as the widespread distribution of separately developed populations of homo sapiens, "seeded" onto a number of worlds during their prehistory. These seeded hominid populations (primarily the so-called "minor" human races plus the two major races, the Zodhali and Vilani) were placed on over four worlds where they developed from prehistoric to modern times. These worlds were the worlds on which they initially evolved. Forty-six minor human races are known with certainty, all of which develop to some extent on Charted Space or are spread among hominids populations may have become extinct in their prehistoric eras or were planted outside of Charted Space, the total number of these seeded populations may never be known.

Antebellum: "Before the war." The period of Imperial history before 1117. This is different from "pre-Collapse," which means before 1130, and often signifies an era of internal conflict between 1116 and 1130.

C3D: Pronounced "See-three-dee," standard military acronym for command, control, communications, and data, the four requirements for successful military operations.

Calibration Point: The term given by the Regency Navy and Quaran Service to the deep space refueling points used to cross areas of space where there are no star systems to provide gas giant, ocean, or asteroid refueling points. Calibration points are located in deep interstellar space, light years from the nearest significant astronomical body. At the simplest level, they consist of a natural source of hydrogen, typically a comet nucleus or other ice body, but rogue planets are rarely found and used for these purposes. These natural calibration points are discovered and exploited, not constructed.

The most sophisticated calibration points are manned space stations, with large tanks of refined liquid hydrogen fuels ready for storage in large tanks, recharging facilities, hospitals, and rest and recreation facilities. These can be built entirely from scratch, from modular components or sometimes from empty fuel tanks, but it is best if they can be constructed on an existing body such as the natural calibration points above.

The key feature of all calibration points is that they are carefully plotted for those who use them, as interstellar space is a very large haystack in which to find a needle. The points are called calibration points because the many transplanted hominid populations may have become extinct in their prehistoric eras or were planted outside of Charted Space, the total number of these seeded populations may never be known.

Calibration points are usually secret, as their use confers operational and strategic advantages that must be denied to rivals. Most calibration points carry locator beacons which remain silent until they are activated by pre-arranged coded challenge signals, to prevent them from being used by unauthorized vessels.
In the period since the collapse, the calibration points have been sites of some of the bloodiest space battles in history, as large Vampire Fleets have attempted to force their way across the Great Rift and through the Quarantine in the Spinward States to prey on the societies there. This was possible because the pre-Collapse Imperial Navy maintained a large number of secret calibration points throughout the Great Rift, and their locations became known to Vampire fleets which took over former Imperial facilities and ships, complete with their databases. These calibration points either had to be defended by large Regency forces, or destroyed to prevent vampire fleets from using them.

It is known that some highly sophisticated vampire fleets have attempted to establish their own calibration points to cross the Great Rift, but none have as yet been entirely successful.

Cardinal Directions: In interstellar space, the terrestrial directions of north, south, east, and west have reference to the sun's axis of rotation and are clearly unhelpful. For this reason, the civilizations of Charted Space have adopted an analogous convention, based on the structure and rotation of the Milky Way galaxy. The four directions are coreward, rimward, spinward, and trailing.

Coreward: One of the four cardinal astrographic directions, toward the center of the galaxy, and therefore the opposite of rimward. Standard maps generally place this direction at the top, making it analogous to north on planetary maps.

Rimward: One of the four cardinal astrographic directions, toward the edge of the galaxy, and therefore the opposite of coreward. Standard maps generally place this direction at the bottom, making it analogous to south on planetary maps.

Spinward: One of the four cardinal astrographic directions, in the direction of the "spin" of the galaxy, and therefore the opposite of rimward. Standard maps generally place this direction at the right, making it analogous to east on planetary maps. Trailing is often rendered as Trailward in contexts where this is more clear.

These directions can be combined in the same manner that northeast and southwest are used on planetary surfaces. Usually core and rim are placed first in compound directions, e.g., core-spinward, rim-trailing.

See also Local Directions.

Celestials: or relating to navigation or commerce in space.

Charted Space: The name used for the volume of space known to imperial settlement. It does not merely embrace the territory of the former Third Imperium. It also includes all territory known by imperial civilization to be under the control of the Zhodani, Solomani, Vargr, Aslan, K’reer, and Hivers.

Before the Civil War, the size of the major interstellar powers in terms of sectors controlled was computed as follows: Third Imperium: 27; Aslan Herate: 18; Hive Federation: 17; Two Thousand Worlds: 14; Vargr Extents: 14; Zhodani Consulate: 13; Solomani Confederation: 11.

Civil War: Commonly accepted term in the Regency for the War of the Shattered Imperium, 1117-1130. This replaces the inaccurate name "the Rebellion," which was only properly used by Lucan and Dulinor, who imagined that others were rebelling against the Imperial government. The Civil War was hardly a rebellion, but involved many factions fighting for their own perceived advantage against multiple opponents, and not against a single power.

This usage of Civil War causes potential confusion with the Imperial "Civil War" of 604-622 (which, incidentally, was both begun and ended by a Grand Admiral of the Spinward Marches, Olav Haukras, who intended to deposes all the former emperors), and the interstellar civil war in name only, as the popular (e.g., "civil") designation which is the prerequisite of a civil war was notable only by its absence. In reality it was merely a series of 18 coups d'etat or juntas, supported only by raw military power and largely ignored by the imperial bureaucracy and populace, who muddled on, serving whoever happened to be sitting on the throne at that time. When referred to at all, the war of 604-622 is referred to as the First Civil War, the Wars for the Iridium Throne, the Emperor's War, the Wars of the Fleets, or the Wars of the Throne. The reason for the proliferation of names is that they all make dandy book titles for academics seeking tenure.

C-Lag: The C-lag, or "lightspeed lag" refers to a phenomenon and a variety of implied naval tactics that result from the speed at which light, and hence passive sensor signals, propagate. The specific scenario to which C-lag refers is that of two warping starships or fleets, one of which has been operating in a star system (the native force), and another which has just jumped into the system (the intruder force). The C-lag phenomenon gives an operational advantage to the intruder force by allowing it to see the native forces before they can see it, in the following way:

A star system has been occupied for 24 hours by a native ship. The native ship is surrounded by a signature sphere consisting of all of the electromagnetic radiation which has been emitted by or bounced off of the ship for as long as it has been present in normal space. This sphere is now 24 hours old with a diameter of 24 light-hours or 26 billion kilometers, and the sphere continues to grow at the speed of light.

An intruder jumps into the system at a point 1.08 billion kilometers, or two light-hours from the native ship. Because it is within the native signature sphere, it immediately "sees" the native ship. More accurately, it is capable of seeing the ship assuming its sensors are good enough, and even then it would only "see" where the native ship had been two hours earlier. (1 billion kilometers is less than the distance from a star to orbit number 7, see TNE page 195, for the range bar for Billant Lances/Battle Rider hexes.) However, the intruder's signature sphere is only moments old, and will take about 2 hours to reach the native ship. That means that even if the native ship had sensors pointed at the exact location of the intruder, it could not detect it for two hours, because it will take that long for the signature to reach the location of the ship.

The intruder therefore has a potential 2 hour headstart which it can use to maneuver toward military targets, refueling points, or run away from a superior enemy force. This is a significant edge, and the advantage will vary depending upon the size of this lightspeed lag.

Claw: The nickname for the Great Rift, so called because of its clawlike shape, originating as a broad area far to spinward of the Imperial borders, running through former Imperial space in the Trojan Reach, Reft, Gushmehet, Deneb, and Corridor Sectors, and arcing core-trailward to a narrow point in the Vlaand Sector. The former domain of Deneb and its neighbors, now known as the Spinward States, were saved from Virus largely by the astrogogical obstacle of the Great Rift.

Consolidation Wars: Wars fought in the Old and New Islands subsystems from 1106 until their enforced end in 1140 by QRS forces.

Core Axis: The axis along which the Zhodani core expeditions traveled, 30 parsecs in diameter and starting from the Zhodani Consulate some 5000 parsecs toward the galactic core.

Core Expeditions: A series of eight expeditions launched by the Zhodani toward the Galactic Core, some 8000 parsecs away. The first of these was mounted in ~4000 Imperial (1211.1 Zhodani calendar), the seventh in 750 (3311.1), and the eighth and most recent in 1149 (3487.2). The seventh expedition is known to have lasted 50 years for the round trip, and pushed to within 3000 parsecs of the core, a distance of 5000 parsecs from the Consulate. The eighth expedition is believed to have been a failure, and was abandoned partway through.

Interstellar Space, i.e., an area of space, usually a parsec across, which contains no stellar systems and typically no astronomical bodies of any significant size. However, these areas are only very poorly understood by contemporary science, because of the very real difficulties of getting around in them. With no refueling resources, deep space areas are the "no man's land" of interstellar travel.

The primary means for "exploring" deep space is by passive observation from a parsec or more away using very long baseline observation (VLBO). However, the sort of cold bodies likely to inhabit deep space are very difficult to detect, and given the fact that it takes 3.25 years of data to travel one parsec away from a typical VLS sensor, these sorts of sensors provide absolutely no value as militarily applicable tactical sensors. However, VLBO observations are crucial for the establishment of deep space calibration points (which see).

Deep system: The outer zone of a star system, typically synonymous with the area surrounding a system's gas giants. The deep system is frequently moored by a primary traffic with nearby worlds. This system was given by many to call at the system's primary world, and are merely used by the gas giants for refueling.

The deep system is one of the primary areas of responsibility for system defense squadrons, which allows them to attack and destroy intruding forces either while they are refueling or before they can refuel and are vulnerable because they have insufficient fuel for extended maneuvers or to disengage by jumping away.

Diligaen, Brani: Also known as "Father of the Fisons." Long-serving seneschal of Norris Aledon, Duke of Regina, Archduke of Deneb, and First Regent of the Regency, born 1065 and died 1146.

Diligaen was a telepath, and served Norris by serving as a figurative second brain and pair of hands. It was well known in the Spinward Marches that Norris's seneschal carried the full personality of Diligaen. He was able to dramatically expand Norris's efficiency by telepathically monitoring the Duke's thoughts and carrying out the Duke's wishes in his name. Diligaen also transcribed his telepathic exchanges with the Duke/Archduke/Regent, and these documents constitute the most valuable of the First Regent's personal papers.

Diligaen naturally functioned as a close advisor and confidante of Norris, and was eventually appointed as High Regent for Piscion Reforms in 1133. With this mandate Diligaen orchestrated Norris's repulse of the piscionic suppressions and brought Regency piscions into the open, and organized the new schools that would encourage piscion development. The shaved head style profits all the Regency piscions, a habit that Diligaen himself naturally adopted. Brani Diligaen is believed to have been the driving force behind the unsuccessful marriage of state between Avery Alakhaloki and Seldrian Aledon (which see). Some observers believe that in the last decade of his life Diligaen exerted an over-protective and insular influence on the weary First Regent.
After having spent most of his life as Norris' closest advisor, he was perhaps jealous of the influence of others who would have shunted Dilgaadin aside.

Dream Time: Popular term used in the Regency for the period following the Collapse. It was the period after the fall of the Regency and the creation of the Frontier in 1202. The term is intended to invite thoughtful and grateful comparison to the Long Night of -1526 to 0 (dogmatically, local dates for Dawn vary) Imperial calendar. The phrase was coined by popular political writer Ignat P. Yarous in his remark, "Now come the times when we alone are left to dream the Imperial dream until the next generation will awaken. All truly great centers are isolated worlds of the Wilds are indigenously sleeping and waiting, like Snow White, for the kiss of a devoted and courageous hero to bring them back to the land of the living.

Emotional Connection: One of the major psychological underpinnings of Zhdan society. Unlike emotional sovereignty (which see), emotional connection is a sense of affection or identification among members of a society.

Emotional connection is a by-product of the integration of psionic into Zhdan society. Psionics allows the Zhdan to know that all humans share many of the same relevant vulnerabilities, fears, hopes, and desires. The knowledge that all people share these characteristics removes the need for people to conceal these characteristics for fear of ridicule or the perception of strangeness. This basic knowledge that all people are substantially alike leads to a sense of social and emotional connectedness in which members of a society can assist each other in achieving the goals that all people share, and undercut the impetus for dishonesty. The most important sensation of emotional connection is the common experience of shared emotions.

Emotional Sovereignty: One of the major, though not articulated, psychological underpinnings of imperial society, and a by-product of the prohibition of psionic powers in imperial culture.

Without psionics, the contents of an individual's mind are secret. Thus emotional connection, the sense that others are unique, and potential sources of weakness, are usually kept secret from others, and the individual must hide his true self, relying solely on his internal strengths, unable to depend on the persons around him who would ridicule or prey on him if they knew his inmost thoughts.

It is this inaccessibility of private thoughts that leads to deceit in imperial society. The fact that Imperial humans keep a false front before their real feelings is necessary for them to keep their real feelings hidden. The real feelings are too feeble to be shared in public.

Exodus: Name for the flood of Zhdan refugees entering the Regency beginning in 1201. Such traumatic events from the normally stable and slow-moving Consulate surely indicate disastrous events within the Consulate, but the nature of these events is not known to the Regency.

Fait Accompli Worlds: Domain of a political entity that has been annexed or otherwise acquired or controlled by another entity.

First Regent: The unique title for Norris Aella Aldeon, who served as the first Regent of the Regency from 1132 until his death in 1157. This is the result of the early structure of Regency government, which had secondary and tertiary Regents in charge of specific areas analogous to the old Imperial Ministers. In strict dynastic usage (from which the imagery of the Regency was derived), there can really only be one Regent, who serves in the stead of the sovereign. Thus "First Regent" is a nonsensical "First Emperor." So with the designation of the Regency as the High Regency, the title of the first Regent came to denote his status as chronologically the first leader of the Regency.

Subsequent Regents have not been formally known by their chronological number (i.e., Seldrian was not "the Second Regent"), but simply as the Regent.

Football: The rimward-most portion of the Regency, considered to be the First Regency, entitled to bear the name of the Regency. This includes the history of the establishment of the Regency or the establishment of the Frontier in the face of local Zhdan disorganization and unwillingness to create a united front against oncoming Virus.

The football proper consists of Regency worlds in the Gazu, and Tobia subsectors of Trojan Reach and the Usher subsector of Rift. The Rift Association is组成 per of the Third Regency, the majority of which are inhabited mostly by Imperial-culture humans. It is popular opinion that these serve as hostages against the treatment of Aslan within the Regency.

Free clone: A clone who is allowed to develop as a normal "natural" personality, rather than being shaped to replicate the personality of its objective parent. The opposite of a free clone is called a simulacrum (which see). Frontier Wars: A series of five wars that preceded the war with the Zhdan and Imperium fought in the Spinward Marches from the period 589-1110. Varna War: The war in which the Zhdan were allied with the Zhdan in these Outworlds as the War Coalition.

Geneering: Contraction for GENet engineer. This applied science includes the field of cloning as well as the modification of "natural" creatures by the introduction of genetic material by retrovirus.

Great Rift: The great geographical and political rift that divided the Zhdan from the Regency. While Norris portrayed and shaped the Regency government according to values of integrity, service, and honesty, the vast majority of its citizens agree that any government must retain the right to maintain certain secrets, and act in the public interest even without public awareness. While Norris' aspirations were clear and admirable, the Regency is not the lineal descendant of the Third Imperium, which made extensive use of secrecy and benign neglect. How much could the Regency redirect these traditions within itself? More importantly, what is the cognitive dissonance within Norris himself (and his descendants/successors)? He passionately believed in courage, honesty, and accountability, but was quite able to use secrecy to his own benefit, most notably in his self-appointed chair as Archduke (page 9) and his illegal accommodation with psionics (until 1133, when he was made a prisoner for his crimes legal, see page 12). So far as the public is aware, all such examples were scrounged for the public benefit, but there remain two issues: 1. what else did Norris do that we are not aware of, and 2. the Platonic formula that dictates that capability is equivalent to an occasion for misuse (evil).

Imperial: Used capitalised, it refers to a citizen of the Third Imperium. Many Regency citizens still think of themselves in this light, and think of the Regency as nothing less than a smaller Third Imperium.

Leadership: The process by which the citizens select a leader. It is the primary function of the Imperial government, which is primarily concerned with the welfare of the Zhdan. The citizens of the Regency are citizens of the Imperial government, which is primarily concerned with the welfare of the Regency. The citizens of the Regency are therefore often referred to as Imperials because the Regency is a mere extension of the Imperial government, which is the formal government of the Zhdan.

One of the facets of this cultural orientation is a kaisuko-alkei attitude to local planetary affairs. In its positive sense this is a commitment to the principles of home rule and local self-determination, and a tolerance for the broad variety of cultures that can peacefully coexist within such a non-intrusive political umbrella.

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Its side effect is manifested in a willingness to look away from injustice and corruption on the planetary level so long as these inconveniences do not extend to the interstellar level. This was a byproduct of the feudal structure of the Imperium, and was expressed in such things as the Imperial Rules of War and the notion that the Imperium bears no responsibility for itself, because the Imperium owned the space between these worlds.

This tendency was most strongly exhibited during the time of the Third Imperium in which cruel military dictatorships or corrupt pseudo-religious dictatorships were winked at by the interstellar authorities because they were "more efficient" than their more inclusive or humane predecessors or alternatives. This is particularly noticeable because at the time, the cost of those citizens who might ride them is one of the imperial excesses condemned by the Regency. The Regency's policy of replacing feudal representation with popularly elected planetary representatives is a major aspect of this new thinking.
don't care, anything is fine with you. Nihilists are the most open-minded people you'll ever meet, except that they are not open to the one thing that makes life worth living, and that is meaning. Meaning brings beauty and provides hope, which the nihilists have a desperate need for.

"But meaning is difficult. It requires thought and pain and perseverance. It requires sorting through ambiguous and seemingly contradictory elements all woven together in complex, frustrating knots. But that is the price of meaning and beauty. It requires courage."

"The nihilist is the second best active concept, a conscious embracing of that which is not familiar to you, a willingness to believe that there is a truth greater than the contradictions that are all you can see now, and that by embracing life and those around you living that same life, you will find that truth. Tolerance is the faith that there is a purpose to what we do here; it is not simply an emptiness where no belief lies.

Imperial Core: The meaning of this term varied with usage. To inhabitants of the marches, "behind the claw," it referred to the entire contiguous imperium to trailing of the Great Rift, from Vland Sector on.

To residents of this region, it specifically referred to the core sectors: Core, Dagudashaag, Zarushag, and Masulag. These were the longest-settled and most advanced and sophisticated of the imperial sectors, with continuous historical dating back to the First (Vilani) Imperium.

By definition this term referred only to this core imperial area, but it came to connote the arrogance and self-satisfied sophistication of these regions, where exquisitely detailed family trees showing the right sort of Sylean, Vilani, and Solomani bloodlines were the currency of social importance. In this rarified society, the presence of a questionable ancestor in many centuries in the past was often sufficient reason to deny entry to social, political, or business organizations.

Because of the importance of this social core (as opposed to the astrographic regions) to the term "core" was often used in fairly blind fashion toward the Imperial Core, rather than in its proper meaning (see Cardinal Directions). In this meaning, coreward in the Marches meant "trailing," in Vland and Lushun meant "rimward," on the Khee border meant "spinnward," and in only in the region of the Solomani Rim, Dalbel, Diaspora, and Old Expanses meant "coreward.

Entruder: Standard term used in military starship tactical, operational, and strategic theory. The intruder force is the force which most recently jumped into the star system under examination. Compare with native.

The classic presumptive characteristics of the intruder force include: 1) Post-precipitation disorientation, 2) no active C3D organization, 3) empty fuel tanks with no refueling options on tactical (maneuver drive) and operational/strategic (jump drive) mobility, 4) offensive and/or proactive in nature, 5) beneficiary of c-lag phenomenon.

Local Directions: Colloquial terms used by Regency citizens in place of the standard cardinal directions (see which). Rather than being related to a more "universal" framework such as the Milky Way galaxy, this is based on conditions local to and descriptive of the Regency point of view. All of these terms serve both as directions and as names for the astrographic areas referred to.

Outrim: Toward the Regency's trailing frontier with the Wilds, so-called because it is outward toward the uncivilized Wilds. Outrim is also the name for the astrographic region comprising the Great Rift, trailing Deneb, and the Corridor Sector.

Incore: Toward the center of the Regency, so-called because it is inward, facing toward the core of surviving civilized areas. Depending upon the position of the speaker within the Regency, this direction can be spinward, coreward, northward, or southward.

Deeprim: Toward the Regency's coreward frontier with the Vargr, so-called because on the far side of the razed Vargr fragments lies unchartable space.

Shortrim: Toward the Regency's spinward frontier with the Zodhani Consultate, so-called because of the closeness of the highly developed areas of the Regency and Zodhani Consultate along this border.

Thrim: Toward the Regency's rimward frontier with the Asian Hierate, so-called because of the thin stellar population of this area as well as the perceived thinness of this border with the Asian states.

Meta-Identity: Literally "above identity," refers to electronic or Viral consciousness which is able to move itself from one body to the next while retaining the same identity. This is the opposite of the disembodied "post-identity" which has thus far been universally present in biologically-based sapients.

Minor Human Race: A human society planted by the Ancients during the period before -300,000 and which developed separately from other human-inhabited worlds until it was eventually contacted by a star-faring society. Thus the Ancients were not influenced by the development of the human race because they were not planted by the Ancients, although they did evolve their own societies while separated from the mainstream of human society. Likewise genereased races like the Jonkeenare are not minor human races.

During the imperial period, minor human races were distinguished from major human races in that the former had discovered jump drive on their own, while major races had the only so-called "major" human races are the Vilani, Zodhani, and Solomani.

Native: Standard term used in military starship tactical, operational, and strategic theory. The native force is the force which was already operating in the star system under examination when the enemy force jumped into the system (this recently arrived enemy is labelled the intruder, which see). The native force is typically cast in the role of the defender, and is the victim of the c-lag phenomenon (which see). Status as native or intruder force has nothing to do with which side actually "owns" the system, but simply distinguishes which fleet is the most recent arrival.

The classic presumptive characteristics of the native force include the following: 1) "up and running" C3D organization, 2) effective deployment around key worlds, bases, and retreating points, 3) fully fueled and provisioned, 4) offensive and/or reactive in nature, 5) victim of the c-lag phenomenon.

Natural: Opposite of artificial (no, really, keep reading). Refers to a creature created (i.e., conceived and born) by simple, instinctive, biological means, as opposed to a creature created by cloning, geneering, etc.

See also to a pre-existing physical object rather than one artificially constructed, the concept of "natural.""
expedition was being observed at a range of around 1,500 parsecs while the seventh
expedition (which departed in 750) was being observed at a range of only 110
parsecs in the year 1100. Observations of more recent events could only be
made by ADVs. Observations of older events could be made by moving to an observation point much farther away from
the event. Naturally this capability was only possible with jump drives that
could move observers faster than light itself.

The Longbow collector plane was located in the Depo/Lishun (1219 Lishun)
system as part of the sprawling imperial interstellar database. To ensure its concealment,
the collector plane was located in a smallish box of millions of kilometers in diameter, the size of the orbit 12 orbital disk (TNE page 195). This
collector yielded a resolution at 1,500 parsecs of 10 meters in long-wavelength
infrared, and of half a meter in visible light.

Strephon was at Depo/Lishun observing longbow activities when Dulinar
assassinated Arkan. Dulinar was observed to set off a massive explosion at the site of
an interstellar double at the Capitola 132/1116.

A more ambitious project, Longbow II, based on the lessons learned from the
first Longbow, was begun under Strephon’s direction in 1103. This project
would use the entire width of the Imperium as its long baseline. With its sensor
terminals located in the Spinnward Marches and Antares Sectors, in resolution but not
sensitivity, Longbow II replicated a passive sensor dish with a diameter of 160
parsecs (30 trillion kilometers), sensitive in all electromagnetic bands, from
gamma and x-rays down through visible light and infrared all the way to long-
wave infrared. Longbow II could achieve a theoretical resolution of 0.05 centimeters at a range of 6,000 parsecs, the distance to the galactic core. However, unlike the original Longbow, which had no real baseline could
be defined, Longbow II had a two-dimension resolution (width and height). Longbow II’s baseline laid
only in the width dimension, along the galactic plane. This meant that this
spectacular theoretical resolution was only in width, not height. Longbow II
data was to be collected at all of the listening points along the “bow.” The
jumping point and route around the Imperium was selected by Depo/Lishun
where the data would have been synchronized (by such methods as pulse
emissions within the common field of view of all of the sensors), compiled,
filtered, and enhanced by lengthy and demanding computer runs.

However, the calibration of such a complicated system was expected to require the
construction of thousands of kilometers in the coming months for meaningful
observations on the galactic core could be extracted, but the Civil War intervened, destroying the project. All Longbow II data is presumed to have been lost.

Project Jumpstart: An initiative approved by Emperor Strephon in 1103 to
create a backstop in the event of a major breakdown of imperial
security. Jumpstart was a group of high-technology craft throughout the
imperium, usually collocated with existing Imperial facilities: ISS and ISN bases,
offices of various Imperial ministries, and Imperium-subsidized schools,
colleges, libraries, museums, and public works projects.

The Jumpstart cache is almost always a self-contained, autonomously powered,
hermetically-sealed, and sensor-shielded chamber buried deep
beneath the ground. These caches are not, contrary to popular imagination
and holovid entertainment, huge subterranean arsenals of high-tech weaponry.
Instead, they provide information on crucial scientific and technological
breakthroughs so that these can be recreated if they are lost as the result of a society-wide catastrophe. Much of this information is the broad base of mathematics, physics, and biology, and the
breakthroughs are built. This information also includes blueprints or
crafts of crucial equipment associated with these breakthroughs, such as
superconductor technology and jump drives, or samples and cultures which
must be synthesized to permit certain medical breakthroughs.

Rape of Trin: In 1139 Trin (3235 Spinnward Marches) was attacked by a
vampire ship, the former Ziru Sirkaan battleship Kishiki, which destroyed most of
the world’s orbital facilities and bombarded the world’s surface for several
hours before finally crashing itself onto the world’s surface. Kishiki was the sole
survivor of a huge vampire fleet, estimated at between 60 and 80 vessels, which
deliberately advanced across four substracts with what appeared to be the sole
purpose of destroying Trin.

By 1429, the Kishiki’s billion inhabitants outright, but tens of millions of people
died in the following months and years from radiological injuries. With
the destruction of its orbital shipyards and port facilities, industrial facilities, and
plas power collector/transmitters, the world’s economic heart was ripped out,
and Trin could no longer support itself, leg alone repair the tremendous
destruction. The new Interstellar Scout Service, under the leadership of
Trin, found evidence of the technical and disaster relief from neighboring worlds and the Regency
government, most of the five billion displaced persons had no choice but
to emigrate to surrounding worlds. In 1202 Trin has still not recovered its
former population or tech levels.

Kishiki, probably the first of the two fleets that entered the Imperoyal Frontier in the Nusukha system
(2127 Deneb), probably coming from Hyup (2425 Deneb) in the Wilds. From
Nusukha the fleet jumped to Prefecture (1827 Deneb), Gatooma (1730 Deneb), then Ishiri (1429 Deneb).

At each stop in the journey the fleet was faced by system defense forces
which attempted to whistle the fleet down, slow it down, and buy time for
couriers to leave the system and carry warning to surrounding worlds.
However, it became clear that the fleet’s target was none of the systems
through which had passed thus far. This path led only through systems
controlled by Class A1 starports and gas giants. This allowed the vampire
fleet to conduct gas giant refueling without being molested by large system
defense forces.

From Ishiri Kishiki and her attendants jumped to Djar (1229 Deneb),
Sipendon (0929 Deneb), and Asigakag (0629 Deneb). It was evident by now that
Dulinar’s work was paying dividends. Our tiny and relatively slow gas giant
imperial database was updated with these added systems. From Djar, Kishiki the force jumped to Zeydel (0431 Deneb), and then to the Fures
system (0334 Deneb). Here the vampire fleet met a task force commanded
by Fleet Admiral Arthur Arch. Arkan deployed the majority of his task force at
the system’s three gas giants. As expected, the bulk of the vampire fleet emerged
from jump spaces in the largest of the three. However, Kishiki was not among
them. She ordered the system at Fures, a water world, with a smaller force of ships. Although Arkan’s task force adjusted quickly to this development, it was not
enough to stop Kishiki, which had cleverly misdirected the human force. While
Kishiki’s escort fanned out to form a high guard, Kishiki’s fuel shuttles siphoned fuel from the oceans below. Once refueled, Kishiki jumped from the system alone, leaving her remaining escorts to serve as a screen, in which duty all were destroyed.

Kishiki’s next and final destination was Trin. She emerged in the system at
Trin’s 100-diameter gradient, and did not attempt to refuel. Instead she fired
voleys after volley of missiles and spinal mount fire at the world and its orbital
facilities while completely ignoring the defending Regency ships that were
being destroyed. The deadly force of the missiles, but those that slipped through caused widespread destruction. No accurate
count of the number of detonations has ever been made. As a last act of defiance, Kishiki dove into the world, adding to the damage already
made.

Mop-up operations after the attack took months as each system along the
vampire fleet’s route was checked for residual missiles. This had to be carefully
searched. Also, any ship suspicion of a suspicious nature had to be investigated.
Naturally there were a large number of sightings for years after the incident, but
cautious investigation proved them to be groundless.

In commemoration of this tragedy, the Trin’s Veil subsector was renamed Trin’s Shroud in 1140.

RASAC (Regency Artificial Sentience Analysis Commission): RASAC is the
arm of the Regency government specially organized to study the phenomenon
of virus and develop countermeasures for it. All virus-infected machinery,
including vampire ships, are remanded to RASAC custody for study, followed
by treatment and repair of all machinery before re-issuing.

Headquartered on Rhylanor (2716 Spinnward Marches), RASAC has field
offices on most Regency worlds, and has representatives on the staffs of
all Regency Navy and RQS units.

In late 1201 a number of documents, reputedly stolen from secret internal
RASAC files, were widely distributed to the Regency news media. These
documents, if authentic, showed that RASAC was involved in more than
research on virus countermeasures, but was actually involved in breeding
domesticated strains of virus for its own use. The documents also implied that
RASAC leadership was sympathetic to the notion that some strains of virus were
living creatures with the same rights to exist as other sapient beings, and foresaw a
time in which the symbiosis would be a new part of society.
The public response to these revelations (see TNE page 77) was naturally one
of outrage. Special commissions appointed by the Regency Senate and Moot
to investigate these charges are still under way.

Regency Election Observers: One of the hallmarks of instituting representa-
tive government is the chance of unregistered voters to participate in the vote, and thus the possibility of displacing elected officials. The election is held for life, and is obtained by formal designation by the previous holder of the office.

The title High Regent applies to a number of Regency officials appointed by the
Regent and confirmed by the Regency Senate. The subject matter areas presided
over by High Regents correspond to those of the old imperial ministries.

RIS: The Interstellar Scout Service, renamed as the Imperial Interstellar
Scout Service, although the RIS has contracted quite a bit from its antebellum scope. Most of this is due to the sealed nature of the Regency borders. With no outward exploration, much of the service’s mandate has disappeared, and with it the former IIS mission offices, the Exploration Office, virtually disappeared as well.

The RIS retains two mission offices which continue its Imperial-era responsi-
bilities: the Survey Office (formerly the Imperial Grand Survey, IGS) and
the Communications Office. (The RIS also retains its four support offices: the
Administration Office, Detached Duty Office, Technical Services Office, and
Operations Office.) The Survey Office is responsible for resurveying and updating
the navigational charts of the Regent, and for mapping world surfaces when necessary. Since 1135 this office has also been made responsible for the Regent’s navigation aids, including the commercial penetration corridors.

The Communications Office is responsible for operating and maintaining space-dependent components of the XWeb (see page 21).

Former ISS equipment and many of their facilities have been taken over by the Regency Quarantine Service (RQS).

RQS: Regency Quarantine Service. Stood up in 1131 using primarily ISS equipment, bases, and personnel. See page 19.

Safeside is inside the Regency Frontier, in the safe area.

Shriekers: The Shriekers are an omniracial pseudo-mammalian race with four pairs of limbs and three pairs of eyes, native to the world Shreveryi (567-908 SM 1031, page 49). Each pair of eyes is specialized for a different area of sight: distant view, near sight (less than one meter), and infrared sight. One pair of limbs are used as manipulators, (“manipulators”), and the other three pairs are used for locomotion. However, these latter limbs move relatively slowly. The Shriekers have therefore developed a prosthetic device known as “walking legs.” These legs are essentially jointed stilts harnessed to the six walking limbs, which raise the Shriekers above the ground to allow increased speed. Because use of these stilts requires a surgical modification to the limb joints, these Shriekers are permanently crippled if their walking legs are taken from them. However, Shriekers skilled with these legs are able to perform any and all activities without removing them. Shriekers reproduce sexually via sacs of eggs which are protected and fertilized outside the body, one at a time. These unfertilized eggs are known to have a similar appearance and actual nature as “once, and true rats,” but can hatch as much as Cr10,000 each. However, Shriekers will not permit such use of their unborn offspring. See also Adventure 10: Safari Ship (SA).

Simulacrum: a clone fashioned to duplicate the original from which it was created. Such clones are raised in environments similar to those of the original, to enable them to be as much like their original as possible.

In the Third Imperium it was a tradition dating back to Paula I (684-767 r. 736-767) that heirs apparent to the Iridium Throne would be cloned in infancy to provide stand-in “ceremonial emperors” to deal with the fact that the Emperor cannot be everywhere at once, although he is expected to be. This tradition later spread to high nobles, especially dukes and above.

The status of simulacra as individual human beings is problematic. Some emperors created programs to allow their simulacra to be rehabilitated and enter society as “real persons,” while others simply ordered them to be destroyed like common animals upon their deaths. Imperial ethical theory is thus seen to have been deficient in areas of advanced genetics and engineering.

Squatters: This pejorative term is used by emperors to refer to the Aslan inhab who流入 into the during the Final War. However, given friction between imperial and Aslan culture, the term is often extended to all Aslan, including assimilated Regency Aslan as well as Hierate Aslan.

Spinward States: Post-Collapse term used to refer to the governments centered around the Spinward Marches Sector which survived the Collapse and onset of Virus. Strictly speaking, the Spinward States include only the signatories of the 1132 Spinward States Accord that formalized the Quarantine. However, the term has become used for any of the surviving societies in the area, even those, like some Vargr States and the Federation of Arden, who were not signatories. These include the Darian, Confederation, Sword Worlds, Aslan fragment (those to spinward of the Great Rift), Vargr fragments (those sufficiently in the shadow of the Regency that they were able to escape the destruction wrought on the fragmented population of Vargr society), and minor groupings, such as the Federation of Arden, Old and New Islands, Floridian League, etc.

All of these states are “behind the Claw” in the imperial vernacular.

Terminology: A noble who, due to the Representative Reforms, knows that he or she will be the last member of his or her line (see “Local Status of Nobility,” page 17).

Third Imperium: Human-dominated interstellar society which existed between the years 0 and 1130 (Imperial calendar). This society was the largest interstellar society in Charted Space until 1117, when it began to disintegrate in a Civil War. The last act of this war was the release in 1130 of virus (which see), an artificially intelligent combat system, which killed off all that remained of the Imperial in an event called the Collapse. The only survivor of the Third Imperium was the Domain of Deneb, since renamed the Regency.

Tourist: Oblivious interstellar visitor for Aslans, because they only have four digits on each hand.

Tower: The: The Great Tower of the Giyachii arcology which forms the most visible component of the headquarters of the Regent. As such, it has become the shorthand expression for the office and entourage of the Regent, in the same way as “the Palace” was used to refer to the office of the emperor.

Tree Kraken: Also known as land squid, the tree kraken is a 6 kg pouner originally from Forbol (SM 1808, page 38), but which has become distributed throughout the Regent (C) and neighboring subsectors of Spinward Marches. The tree-kraken resembles the Terran octopus, but has only six arms, and is adapted to a terrestrial lifestyle, with a stiffer internal structure. Tree krakens live in trees and jump on their victims from above, using their excellent long-range binocular vision. Two to seven toothed suckers at the end of each arm scrape bits of flesh from the prey and place it in the ventral mouth, located between the arms.

Worlds with known tree kraken populations include Forbol (3003), Menorb (3005), Kirorb (2225), jesipdrep (3001), Arazarn (3005), and Dyrplor (3001). In the Dyrplor (1912/Lant), it is rumored that the tree-kraken’s liver contains compounds useful in the manufacture of anagastics. (See also JATS, 1 OP, and Best of the Journal 1, SA.)

Tree Lion: Dangerous carnivore/pouner native to jesipdrep (3001), palm-size, and now distributions are confined to the tropical regions on many worlds of the Regia (Spinward Marches (C), Aramis (Spinward Marches (D), Lant (Spinward Marches (C), and Rhyland (Spinward Marches (H) subsectors.

Tree lions resemble large 10-legged spiders (hence their other names: drop spiders and shovel spiders) massing 1 kg and covered with stiff bristles. Tree lions live in trees and, using their shovel-shaped anterior limbs (hence, you know why they are called so), they tear apart the bristles along the homes which they line with a smelly, sticky web which is attached to the lion’s tail by “telegraph lines” which transmit the vibrations of prey struggling in the pit. The tree lion rapidly descends on another web line and delivers a paralyzing bite to its prey. They only rarely present a mortal danger to adults (although they can make short work of toddlers), except those who are allergic to the venom. Most humans only suffer paralysis of the bitten limb for 10-60 minutes; clearly the worst thing about tree lions is the shock of having a nasty, sharp, prickly two-pound spider suddenly sitting on your shoulder. (See also JATS 18, OP.)

A race of creatures named “Tree something” in the Spinward Marches was the source of much jubiloucity in the Imperial Core (which see) during the antebellum period, when the populations “behind the claw” (which also see) were commonly regarded as frontier rubes by Imperial sophisticates. These jokes usually portrayed the people of the Marches as sodbusters who always breathe deep with their noses in the air, and are easily surprised by anything above them. It was joked that “Marchers” called air rafters, “air-rams,” and called birds, “tree-things.” However, we all know who got the last laugh.

Tree Rat: Also known as the Focaline Tree Rat because of its world of origin (2607), the tree rat is an arboreal omnivore similar to the appearance of the Terran rat, but it is actually more intelligent, approximately equivalent to small Terran monkeys, with comparatively complex social structures. Adult tree rats mass 3-4 kg and are 70-80 cm long, with two-thirds of this length being the rat’s prehensile tail.

Although they can be pests, raiding orchards for the fruits that form the majority of their diet, they also perform a beneficial role by preying on more serious pests such as insects, mice, and true rats. They have an excellent sense of smell, and are intelligent enough to be readily trained to detect fires, human emotional states, and suspicious substances. They are also clean and easily housebroken. They have become widely distributed through human space, and are common pets or mascots aboard starships because of their intelligence and friendliness, useful skills, clever and amusing antics, and their ability to keep starships free of vermin.

They are very adaptable, able to rapidly shed or grow thicker coats in response to temperature changes. Tree rat fur is reddish-brown, but can vary to extremes of chocolate or maroon. Part of the tree rat’s charm is its natural curiosity. They are curious about virtually everything: small, shiny or colorful objects (tools, keys, money, jewelry) which they will hide in its nest. They quickly learn to play with their owners by obviously stealing a valuable item and then leading their owners on a chase to get it back. (See also JATS 10, OP, or Best of the Journal 3, OP.)

True Father/True Mother: The original person from whom a clone or clones are made. Also referred to, less romantically, as “donor,” “source,” “original,” “pattern,” or “objective parent.” Clones of an original “natural” person are euphemistically called “true sons” or “true daughters” of the original.

Vampire Fleet: A group of ships controlled by virus. Such fleets constitute a group mind, in which the fleet is the whole organism and each ship performs a specific function for that organism, analogous to a cell within an organic body. Such fleets are extremely dangerous. Not only can they infect other systems like most any virus-controlled system can, but given their control of an entire fleet of ships, their means for inserting their code into target systems is dramatically increased. Furthermore, because they possess the mobility and firepower of a fleet of starships, they can easily infect whole systems. Many of the dead worlds in the Wilds were killed by vampire fleets which bombarded life support systems, power grids, and containment domes until life became impossible.

Varnese: A race of starships controlled by virus. Such a ship is actually a thinking, albeit artificial, being in its own right. The virus infection can be said to have brought the inanimate ship to life. Where once the ship was a thing, it is now a creature.

Virus: The artificial intelligence weapon created and unleashed in the last days of the Final War, and which brought about the Collapse. Virus in its many manifestations and forms affects almost all electronic systems within almost any component or device to which the electronic system was connected.

Wildside: Outside of the Regency Frontier, in the Wilds.
REFEREES' SECTION

This section is for the use of referees only, as it details areas of potential mystery and interest to the players which can be resolved and detailed over the course of adventuring. These items are particularly those which are not common knowledge to the population at large. Players will find that it is easier and more rewarding to roleplay characters who do not know a secret fact if they themselves do not know these secrets. After all, it is only in this fashion that players can experience the thrill of discovery as a campaign unfolds. For this reason, players will enhance their future roleplaying experiences by refraining from reading any further into this section.

So if you wreck your campaign by reading too much, don't come crying to me.

THE ANCIENTS

Yes, the Ancients are the Droyne, kind of, and there's also this guy called Grandfather (Secret of the Ancients, OP, etc.) but such things are not known by the general public, nor for certain by certain Sage Scientists. For purposes of campaign development and play, the Ancients can safely be assumed to be out of the picture.

THE REGENCY

Perhaps the one major identity crisis being faced by the Regency is the tension between imperial traditions of government secrecy and autonomy and the newer Despotist and Norlaner values of openness. While openness has been dramatically successful in cases like the Paelic Reforms, there has been a basic reluctance by the Regency government to be completely honest with its citizens about some of the dangers they have faced since the Collapse. Prudence dictates that opportunities for public panic must be limited. However, insufficient openness can create unrest by convincing the public that things are being concealed from them. Although the Regency certainly champions governmental openness, he also demonstrated great ambivalence on this score. Some of his most effective acts, such as appointing himself Dreyne Archduke in 1116, relied on his having a certain amount of secret maneuvering room. Acutely aware of this, he would have deliberately preserved such prerogatives. Tendencies toward hidden-hand ruling styles would only be reinforced by the influence of Aurey, trained in the autocratic imperial style of his ancestors.

Secret Regency Calibration Points

The Regency maintains or interdicts calibration points other than those shown in the Data Section (pages 35-72). These include CPs intended for the normal strategic mobility purposes, but also include special-purpose CPs, such as those allocated to Project Blackheart, see below. Rather than listing any here, let suffice to say that referees should feel free to add secret CPs at points where their campaigns require them. People who look at maps of the Great Rift with a creative, analytical eye will be able to work out over where they think useful CPs would lie, and there is a good chance that Imperial and Regency Navy officers have had exactly the same thoughts.

Note also that an interstellar hex can hold more than one calibration point, all of which would be, for all practical purposes, unobservable one from the other.

Firebreaks

Significant planning was done for the possibility of a massive virus breakout and the measures that would be required to contain it. This plans involved the phased fall-back of the Regency Frontier in order to maintain a defensible perimeter. Depending upon where the Quarantine had been breached, certain areas of the Regency would have to be abandoned as undefensible. Rather than attempt to evacuate these worlds in a disorganized fashion, which would only increase the risk of further infection, these worlds were to be immediately excluded from the safe perimeter and their evacuation would have to pass through the full-up Quarantine just as refugees today do.

This policy would thus trade the "folded-hands" abandonment of many innocents for the increased chance of survival of the whole of the remaining civilization. However, in the hard calculus of virus and the Collapse, these coldly pragmatic principles seem the only rational approach.

For obvious reasons these plans and the list of worlds they would abandon as "expendable" are political hot potatoes/boes. With the limited opening of the outrim frontier, these plans are being dusted off once more.

Project Blackheart

In late 1110 the emerging lessons of the just-completed Fifth Frontier War were used to lay the foundation for a new Imperial military capability to be used in future frontier wars. The most important of these lessons was the utilization of the "reserve" strategy rather than the "crust" strategy to defend the Marches. Rather than having to maintain impervious forward defenses at all points along the border, the reserve strategy allowed

for initial enemy penetration which would then be defeated in depth and eventually reversed through the use of reserve forces held in central locations.

The Zodhani siege of Easte was broken by just such an approach. The world of Lowly (1604) was the chokepoint for all Zodhani shipping to Easte, and rather than sacrificing themselves in a "hold at all costs" stand, the Lowly system defense force went out of action around where it remained a threat, able to gather intelligence on Zodhani operations and move around on its several model bases. In the several months of this constant disruption of the siege, the Zodhani campaign into the Regency subsector was effectively abandoned (The Spinward Marches Campaign, OP).

An ambitious program to enhance future such operations in the enemy rear was instituted and named Operation Blackheart (TD 11). Blackheart consisted of the construction of a number of calibration point bases within the Imperial borders which would provide secure bases for the conduct of deep Interdiction in the Zodhani rear area. Each of these bases was home to a squadron of newly constructed Nemedianclass Intruder Cruisers, placed in mothballs awaiting hostilities.

Talor-made for their intended mission, the Nemedian cruisers are equipped with jump-5 drives, fuel tankage for jump-5, black globe generators, powerful spinal mounts, but no secondary or tertiary armament. Their jump drives confer high operational/strategic mobility from their bases, and the fuel capacity allows jump-3 stand-off raids without refueling. The tactical profile of the Nemedian squadron is to jump into an enemy-occupied system, raise the black globes, and coast (hopefully) undetected to close firing range while charging the jump drives for jump. Once in firing range the cruisers drop their globes and open up a high-intensity volley with their powerful spinal mounts, do maximum damage in minimum time, and then immediately jump away before the enemy can adjust to the attack. Thus the provision of armament other than the spinal mounts would merely detract from the mission. And as these raids will primarily be against logistical facilities, forward depots, fleet trains, and other high-value soft targets, the Nemedian cruisers are not expected to have to stand up to heavy enemy fire in any event.

Blackheart CPs are especially concentrated in the Abyss of the Vills (F) and Lanth (G) subsectors.

Because of the good relations between the Zodhani and Regency between 1110 and 1201 there has been no chance for the Nemedian cruisers to be used in their intended role. The weak point in the Blackheart program was the necessity of anticipating hostilities sufficiently far in advance for the Nemedian crews to be assembled, trained up, and have time to reactivate the ships. However, RASAC (see Library Data) was conducting preliminary studies on the feasibility of adapting the Blackheart force to "Man out of the Loop Autonomous Operations." RASAC was ordered to terminate these studies by direct communication from the First Regent.

Project Longbow

The Library Data entry is correct, although incomplete. After its creation, the Longbow project became an umbrella organization for a variety of long-range observation and intelligence gathering systems focused on the Zodhani and galactic core, which included normal and augmented psionic as well as the Longbow II project already discussed. These included smaller versions of the Longbow VI/8 array, but placed much closer to the core, many sectors to coreward of the Vargr expanse. Many of these observations were conducted to ongoing psionic research, particularly attempts to isolate the physical phenomena (as opposed to supranormal phenomena, see Psionics, below) associated with psionic activity. In addition to collecting and processing EMS data in the normal fashion, this EMS data was examined for evidence of psionic activity by wiring human psions into the loop.

Although there was little unambiguous evidence of psionic signals being received this way, the research was continued as a great number of useful data was being generated. (This includes the creation of baseline data on how typical EMS signals are processed by psionic perception which had many useful applications in signals processing technology, the establishment of data protocols that would allow the electronic storage of telepathic or telespective visions for later observation by other psions, and, entirely by accident, the discovery of the amounts of electronic information that could be pushed through a human brain without burning portions of it out.)

Longbow observations in the last years before the disintegration of the Imperium showed what appeared to be space combat along the core axis, headed toward the Zodhani Conclave. Regency Intelligence agencies believe that this was connected to the observation of unusual Zodhani naval activity in 1119 (see Survival Margin, pages 22-23). These events presumably prompted the hasty core expedition of 1149 which ended in failure, and it is in turn connected to the current upheavals behind the Exodites. However, the final dramatic Longbow observation was actually connected to the Imperium's disintegration, as it was the reason for Strephon's absence from Capital on
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the day Dunlorn assassinated one of his doubles (Survival Margin, pages 7–9). It was one of the few unambiguous examples of the reception of psionic signals across interstellar distances, and was dramatic enough and connected to enough other events that it required the emperor’s personal attention.

The signal was carried by a normal EMS wavefront emanating from the core, although of great strength and coherence. It was perceived by psions as a human female, dressed in black, standing before a city skyline. Also in the background was a scene of a desert with two astronomical bodies hanging in the horizon.

This vision was projected into Stephon’s mind by psion Johnathan Crocker, the psionic relay on duty at the Longbow focal point during Stephon’s visit. Both Crocker and Stephon agreed that the vision was not a “still picture,” but a motion picture of a pregnant moment, waiting for an event or a message to be delivered, in Crocker’s words, “one of those moments when the birds suddenly stop singing for no reason.” Whether this was their joint perception of a real phenomenon or simply Stephon responding to Crocker’s impression embedded in the projection is not known.

The woman was holding a staff which may have been technologically influenced, and had a bearing of great, even regal, dignity which was enhanced by the perceived timelessness of the image. Stephon immediately began thinking of the woman as an empress. As an EMS phenomenon it was advancing toward the galactic rim at the speed of light, and projection of its propagation indicated that its arrival was anticipated with several Longbow stations having inexplicably gone silent. This implied a danger of some kind and required Stephon’s attention. Future projection of the wave established that it would reach the Imperial border in 1205 at Meridian 78 along the Prime Radial (Survival Margin, page 7), using the standard Imperial coordinate system (page 19, MegaTraveller Imperial Encyclopaedia, SA). This designates the spot 78 parsecs to coreward of Reference (0140 Core) on the line running directly from Reference to the galactic core. This corresponds to the then coreward border of the Third Imperium in subsector A of Ushion Sector.

The gravity of this information, combined with uncertainty of the security of the important Longbow headquarters prevented Stephon from accurately referring to this journey (Survival Margin page 13, TD 15), but many of the key Longbow personnel were eventually able to make to Usdik where they helped Stephon’s government in exile formulate responses to this crisis. This included the eventual creation of Avery (see “Avery Aledon/Aldishukor,” below). Raw data from the Longbow II program was removed from Depot/Lishun for transport to Usdik, but was lost en route. Its fate remains unknown.

These details have been kept from the public for the simple reason that, until more information is available, there is no point in having the public believing the Millennium is arriving in 1205, making everything that they do pointless.

Psionics

The Imperial armed forces had a number of highly secret psionic programs in hand for many years, in the Marches as well as elsewhere in the Imperium. However, the Domain of Deneb possessed the highest density of these programs, including operations at Wyop (2111 Spinward Marches), Regina (1910 Spinward Marches), Vanienen (3119 Spinward Marches), and HRO (1623 Deneb), among others. These programs were quickly expanded (secretly from 1116 on, and publicly from 1133 on) to create the broader capabilities available to the Regency today.

Artificial Psionics: Advances in the understanding of the electrochemical processes in the human brain allowed the Imperium to experiment with what became known as "artificial psionics," although it is more accurately referred to as broadcast electrochemical-electrical synaptic replication, or BECERS (pronounced “beecers”).

The goal behind BECERS is the creation of a psionic-type capability which would still function in a degraded psionic environment (see psionic countermeasures below). Thus while natural psionics would be incapable of functioning, artificial psions would be capable of replicating some of their useful functions.

BECERS technology is still in the experimental and field test stage, with the most elite (and naturally secret) groups of military personnel evaluating the equipment. Subjects fitted with BECERS technology are known informally as "wireheads," although this technology is almost never externally visible.

Natural Psionics and Supranormal Theory: Because BECERS technology functions within normal physical limitations, such as the speed of light limiting the broadcast of electrical transmission, this technology is considered to be inherently limited when compared to true “supranormal” phenomena.

Psionics believe that certain psionic manifestations are truly instantaneous (i.e., the receipt of telepathic information has nothing to do with the speed at which light travels the distance between data and observer) because they represent the intrusion of a higher reality into the physical world. This theory posits that this higher reality exists everywhere simultaneously and is "adjacent" to all points in the physical world. Thus if telepath A reads person B’s mind he is not actually perceiving energy emanating from B. Rather he is directly accessing the higher reality, specifically that part of the higher reality which is manifest in the physical world as person B’s spirit. This would mean that such readings would be instantaneous rather than being limited by the speed of light. This theory has not yet been adequately tested in the Imperium or Regency, as psionics is a young, untried, and often quite subjective science. Furthermore, the ranges at which telepathy and telekinesis can reliably be achieved are not great enough to comfortably demonstrate a measurable light-speed delay.

This concept links the science of psionics to the science of jump space, and may help in researchers in this area group both disciplines within the larger category of phenomena called the "supranormal."

Psionic Countermeasures Research: Psionic Countermeasures, or PCM, has long been a major area of research by the Imperial armed forces. The psionic shield helmet (TNE page 344) is the best-known example of these efforts, and has been in common public use within the Spinward Marches for many years.

Most PCM thought uses the analogy of ECM and ECCM in the electronic spectrum. PCM would attempt to "jam" psionic activity by interfering with the ability of an emulator (as the shield helmet does) or the ability of psionics to exercise their talents.

However, in reality (or "supranormality" as the researchers like to point out), the principles of line-of-sight between psion and the object of influence are not clear, and may not pass entirely through the physical world as it is commonly experienced (see supranormal theory above), and therefore may not be controllable. Nonetheless, the impinging of psionic influences into the world of "normal" physics argues that these normal principles can be turned back against psionic processes.

Military psionic researchers in the Regency have been split into two main groups, those working on psionic countermeasures and those working for psionic superiority. The countermeasures school reasons that the Regency can not overcome the Zhodani headstart in psionic applications, and finite resources are best spent to "cut the psionic leg" from under Zhodani standard operational procedures, thereby throwing them into chaos which Regency forces can take advantage of.

The superiority school does not deny the Zhodani lead, but believes that psionics are sufficiently powerful that their effective use, even in the face of an enemy capability, is more effective than denying both sides the use of the "psionic spectrum." These researchers maintain that creative research can discover immature applications that the Regency can rapidly exploit into narrow but specific "bandwidths of spectrum superiority."

The two groups, which bitterly compete for limited funding, have been united recently under the concept of "escalation dominance," which attempts to synergize the strengths of both approaches. In escalation dominance, the Regency forces would be able to set the conditions under which psionics were used, and retain the initiative at each level. Under conditions in which enemy psionic activity represents only a minor threat to friendly operations, PCM efforts would be minimal, allowing friendly psionic activities to be undertaken without interference.

At intermediate levels, PCM would be increased, but with gaps in coverage—"windows" where friendly psionic capabilities could be exercised. This friendly superiority in certain psionic capabilities ("bandwidths") would be combined with PCM against areas in which the enemy held the upper hand.

At the highest level Regency forces would be able to simply take the entire psionic arena out of play, thus blowing all psionic, friendly and enemy alike, "off the air."

Regency Psionics: Naturally there are psionics in the Regency who are criminals and who disregard their vows, but their numbers are actually very small, because Regency psionics maintain a strict policy of internal monitoring via telepathic and teleperceptive skills. In other words, they do not grant the rights of privacy to each other that they grant to the non-psionic public at large. As with the monitoring, punishment is usually administered internally within the psionic community.

Minor and first-time infractions are dealt with by education, correction, and moral suasion, but serious crimes can be punished by psionic assault or drugs. Capital offenses are turned over to the Regency Ministry of Psionics, which maintains psionic courts and correctional facilities for just such purposes.

All publicly-known psionic schools are ethical (i.e., they practice internal monitoring and correction of their members). However, there are underground psionic schools which exist to encourage anti-social psionic development. Most of these have front organizations, but these are never psionic schools and none are actively connected to a legitimate school.

Project Jumpstart

The Library Data is correct, but does not contain in-depth knowledge of the function of these caches that is not available to the general public.

Except in rare cases of accidents where individuals are trapped or sneak into the sealed
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All they are doing is allowing a small number of harmless items into the Regency that would otherwise be uselessly piled up in impoundment areas, waiting for their turn with inspectors who care inspection backlogs measured in years. And after all, if they make some extra money on the side, that's only fair compensation for all of their years of sacrifice on the Quarantine line, risking their lives to stop virus, right?

There is truth in that as well. That is the beauty of any form of corruption. It starts out in the back alleys, small-scale, to avoid the scrutiny of the checkers. By the time the true spirit of the rules, just against little technicalities that don't apply in this case. A victimless crime. And boundaries erode until the point, completely unpredicted by the individual, that they have been unwittingly crossed. (For an excellent study of this phenomenon see the 1981 film "Prince of the City.")

It began when wealthy refugees begged KLIP personnel for the opportunity to revisit their old homes to recover important items. Although RQS personnel initially refused these requests, knowing that any exceptions would breed more exceptions and an eventual breach of the Quarantine, eventually some gave in. After all, what would it hurt if the items weren't electronic systems that could harbor virus?

In the Wilds adjacent to the Regency, as everywhere in the collapsed Imperium, there lives a small but determined population of Steve-Free Traders who dodge innumerable dangers in the pursuit of their age-old profession. These brave individuals were willing and able to undertake these missions, and why shouldn't they be allowed to make a living? They've got it tougher than any Regency citizen, and so long as the Regency's security isn't breached, what would it hurt this once?

These arrangements grew to allow the sale of priceless, unique pieces of imperial art or items of historical interest, recovered from an abandoned museum, government office, or noble's estate somewhere in the Wilds. As the black market in these items quietly grew, its patrons began making with lists of items they would like to see recovered.

Inevitably, someone threatened to blow the whistle on the operation. The first life that was taken was to ensure silence was probably an accident, but then even that accident had to be concealed. RQS duty is dangerous, involving operations on the Frontier where its members are subject to the many normal mishaps of interstellar travel, not to mention the chance of encountering Virus, Varg corsairs, etc., so operational losses are an unfortunate, though not unexpected fact of life.

RQS Secret Files: It is a well-kept secret that there were a great many close calls in the period 1117 to 1120 that could have realized an even more rampant the rampage of the RQ. Although a certain amount of publicity on the danger of virus penetration was deemed by RQS agents to be useful in ensuring public compliance with anti-viral measures, it was feared that too much fear would only undermine the stability of RQS society. For example, if it were to become commonly known that major worlds such as Deneb, Araxis, Rhylanor, and Regina had been seriously threatened by virus incursions, a massive exodus from the RQS could have resulted. Such an exodus could have crippled economically crucial worlds such as Deneb and dealt a serious blow to the RQS's ability to continue to defend itself.

Was the risk of massive slaughter for these unwary populations worth the chance to keep the now defunct RQS agents from regaining its former glory and status? This was the judgement of High Regent Avery Aledon and his adoptive father First Regent Norris.

Deneb alone was threatened by a "Class 1" threat on no fewer than six occasions in 40 years. Many such threats were destroyed at the last minute in deep system engagements in their target systems. In one particularly dramatic case, a vampire ship had worked its way across the Regency by masquerading as a merchant vessel, and had arrived in orbit around Rhylanor, its target. However, when it attempted to open fire, its otherwise capable circuitry discovered that its missile magazines were empty. The ship was dealt with rapidly by Rhylanor system defense, but the incident was not made public.

Other examples included the fact that many of the reports of suspicious ships following the passage of the Kh大树 vampire fleet (see Library Data, "RQ of Trin") were in fact accurate reports of vampires. In the event, these "slave" ships turned out to be harmless without the presence of Kh大树 to control them, and they were taken over by RASAC for study. Consistent with the policy of keeping controversial RASAC initiatives secret, the significance of these suspicious sightings were covered up by RQS authorities, with the knowledge and approval of higher levels, including High Regent Avery and the First Regent.

THE DARRIANS

The Star Trigger

Through much of their recent history, the fabled Darian star trigger was only a bluff. The Maghiz event of -924 was the result of Darian activities, but the Darians were unable to reproduce this event. By keeping this fact a secret, the Darians were able to use the purported star trigger as a powerful deterrent weapon.

However, in the late 1110s, the Special Branch was able finally to isolate the true chain
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can events that caused the catastrophic flaring of Tannis (see Allen Module 8, Darrians, SA), and by the late 1120s were able to produce a functional Star Trigger weapon.

The actual Star Trigger consists of three parts: two meson communicators and a probe with a cooling system that vents vaporized meson beams deep into the star. It is equipped with a cooling system that vents vaporized meson beams deep into the star as it descends. This creates a column of meson within the star that extends behind the probe. When the two meson beams are deployed so that their beams intersect at the proper angle within the tungsten column, intense solar flares result in about 10 hours. The bluff Star Trigger consisted only of the probe, but without the tungsten emission and the interference of the meson beams, was unable to accomplish anything except scare people.

Thus the star trigger requires three platforms: one each for the meson communicators and the probe itself. The meson communicators must be deployed so that they intersect at a very obtuse angle, requiring that they be many thousands of kilometers apart, on nearly opposite sides of the sun and far enough away to be able to directly communicate with each other outside of the stellar interference. The system can be deployed from one star which carries one meson communicator and deploys the other communicator and the probe aboard drones. More often, however, two ships would be used, each with a meson communicator and one or both launching probes.

In theory, a star which already possesses high metallic concentrations could be triggered by the meson communicators alone, but research in this area has been understandably difficult to carry out.

Darian Tech Level 16 Navy

Sad as this might sound, it turns out that the much-respected Darian TL-16 fleet is something of a fraud as well. Although the Imperium derived substantial advantage from their single tech level advantage over the Zhodani, this was because the TL-14 to 15 gap offered many significant advantages, not least of which was the three-fold increase in power-mass density in nuclear power production.

The TL-14 to 15 gap is also accompanied by increased efficiency in many electronic systems, plus the appearance of a crucial brand-new technology, the force field, better known as the “black globe generator.”

However, the TL-15 to 16 gap’s improvements are mostly of the incremental variety, and these incremental improvements are not as dramatic as the TL-14 to 15 nuclear power efficiencies. Because of the Regency’s new mastery of TL-16 starship systems, gained over the past 70 years, the nature of this additional bluff is now common knowledge to any Regency alien who cares to think about the subject.

Likewise, any TNE player can deduce from examining Fire, Fusion, & Steel, that these improvements are primarily incremental in nature as follows.

No Change: Armor, Jump drive, Control systems, laser, maser, and radio communicators, solar collector panels, Contra-grav, Beam pointers, Master fire directors, Laser gravitic focusing.


New Capability: Repulsor and Manipulators.

Darian Patrol Cruisers: One little known fact (because it is carefully concealed by both Regency and Darian sources) is that all of the TL-16 “Darian” Patrol Cruisers are in fact manufactured in the Regency. The design of these vessels and their subsystems are based on Darian examples, but these were used as templates to guide the Regency’s developing TL-16 industrial base to avoid development of blind alleles before finally hitting on workable configurations.

There are TL-16 yards on Daryen, but these are engaged in pushing forward the frontiers of advanced starship design (again, using relic Darian examples), allowing the vast Regency yards to concentrate on quantity.

Darian Secret Base

The least is no bluff. The Darians have for centuries maintained a secret base, used by their high-technology mobile deterrent fleets and Special Branch star trigger detachments. The base is a large (200 kilometer diameter) ice wall which provides starship refueling. Over the years a vast infrastructure including repair, logistical, medical, and rest and recreation facilities have been built into and around the body. It is therefore in all respects comparable to the most sophisticated of the Regency Calibration Points.

The base is at all times guarded by a defensive squadron of SDBs to prevent its use by unauthorized agents. It is located in grid O423, 2 parsecs to rimward of Zamine.

THE ZHODANI

The interior of the Zhodani Consulate, one or two sectors to coreward of the Regency, is wreaked by open warfare and breakdown of social cohesion as Zhodani fight Zhodani for reasons that are yet not understood. Zhodani society has been the most stable human civilization ever created, and Imperial sour grapes to the contrary, was never known to harbor any deep-seated, simmering dissatisfaction or internal contradictions.

Regency authorities believe that the Zhodani breakdown is related to the “Empress Wave” which has been passing through the Consulate for the past few decades, centered at it’s an average of 40 parsecs farther to coreward than the Regency. The same way that Longbow outposts were observed to go off the air after having been reached by the Empress Wave, the Zhodani appear to be the victims of whatever phenomena follow the arrival of the wave. Because it appears to have a clear pisonic component, it is reasoned that Zhodani society, with its social structure based on pisonic powers, is uniquely vulnerable to the effects of the wave.

Based on data received with Avery, Longbow did not have information on the nature of the pisonic signals on the other side of the Empress Wavefront, which by itself appears to be innocuous. It is likely that it is a phenomenon behind the wavefront observed by Longbow that is the actual cause of the Zhodani problems.

Without further data on the relation between the wavefront and the Zhodani breakdown it is impossible to project how the Regency will be affected in 1205 when the wave breaks on its borders. This was the purpose of Avery’s mission which departed in 1149, which would also examine the wave’s affect on the Vargr to see how this compared with the Zhodani experience.

Evidence of the Zhodani breakdown was seen as early as 1119 in the form of starship movements which implied warfare within the Consulate. At this point the wavefront was approximately halfway across the Consulate, on a radius 26 parsecs to coreward of the Regency’s coreward borders. However, it is not actually known if the strike is caused by a delayed effect at some point after the wave’s leading edge has passed over or whether the Zhodani could have directly infected themselves with some related phenomenon through their traffic coming down the core axis (see Library Data). The intimations of doom” described by Zhodani refugees are a response to received pisonic impressions of the unraveling of their bedrock-solid society as well as to the wavefront itself.

By the Way: The phenomena alluded to above are not related to past draft ideas about the “Primordials,” “Sparklers,” or “Baddies from the Core,” although there are certain similarities, at least of origin. So you need not bore up on the old rumors.

THE ASLAN

Regency intelligence services have observed evidence of several virus outbreaks in Aslan territory in the Riftspan Reaches. These are connected to Aslan efforts to reunite the sparrow fleet with its main body across the Great Rift, or at least to allow trailing Aslan to emigrate to the still-intact societies to sparrow.

During the collapse a great many Aslan began migrating across the Rift to safety, so that all of the circa 1130 Taulku clans are today represented in the transit territories, in at least small numbers. Due to the strength of Aslan familial ties, these small clan groups cannot resist the desire to reach out to their surviving brethren in the Wilds to bring them to safety as well. This sentiment, although laudable, increases opportunities for virus infection. For this reason RQS inspections of Aslan immigration to the Regency fall accomplish worlds are increasing in thoroughness.

Aslan leaders both in and outside of the Regency interpret this development as anti-Aslan prejudice, intended to limit Aslan immigration into the Regency. The Regency is reluctant to explicitly present its reasons, for fear that this would be taken as either an attempt to interfere with Aslan internal affairs or as criticism of Aslan culture. Either way, the likely response is easily imagined.

THE VARGR

The Vargr Pack is not an example of organized crime in the Mafia style so much as it is a nationalist movement, operating covertly within the territory of another nation.

The Pack exists to funnel support out to Vargr groups in the Wilds, to support their efforts at rebuilding. While trade with the Vargr splinters along the sparrow portion of the Vargr frontier is allowed, trade with the Wilds is illegal, as is any attempt to organize contact with the Wilds. Since the organization’s core purpose is illegal, its methods and operations have been forced outside of the law as well.

Although the majority of Vargr in the Regency are not directly involved with the Pack, the nature of Vargr society and racial pride are such that most Vargr are eventually pulled into one way or another, at least to the extent of paying Pack extortion or protection money, or providing their businesses as cover for Pack operations.

The Pack’s leader is unknown, but this must be a quite charismatic Vargr to exert so much control over such distances, and anonymously at that.
Empress Marava-Class Far Trader

General Data
- Displacement: 200 tons
- Length: 42.5 meters
- Volume: 2800m³
- Hull Armor: 10
- Price: 62.06 (72.84 armed)
- Target Size: 5
- Configuration: Wedge 5L
- Mass (Loaded/Empty): 1556.45/670.45 unarmored
- Mass (Load/Empty): 1682.47/796.47 armed (see notes)

Engineering Data
- Power Plant: 165 MW Fusion Power Plant (165 MW/11), 1 year duration (11.585 MW excess, 2.475 MW excess when armed)
- Jump Performance: 2 (420m³ fuel for Jump-2, 210m³ for Jump-1)
- G-Rating: 1.0G (100 MW/G, Contra-Grav lifters (20 MW)
- G-Turns: 48 (64.8 with jump-1 fuel reserve, 81.6 using all jump fuel), 12.5 m/s² each
- Fuel Tankage: 200 m³ (72.86 tons) plus 16.5 m³ (1.18 tons) reserved for power plant
- Maint: 61 (67 armed)

Electronics
- Computer: 3×TL-15 Model St (0.55 MW ea.)
- Commo: 300,000 km radio (10 hexes, 10 MW), 1000 AU maser (~0.6 MW)
- Avionics: TL-10 Avionics
- Sensors: Passive EMS fixed array 30,000km (1 hex, 0.02 MW), Active EMS 3000 km (0 hexes; use long range for task difficulty in same hex; 5 MW)
- Controls: Flight deck with 5×Workstation (only 3 used when unequipped) plus 1 other workstation.

Armament
- 2 turret hardpoint sockets fitted (Locs: 8, 9, Arcs: 1, 2, 3). When weapons package is fitted, characteristics are as follows:
- Offensive: 2×TL-15 150-MJ Laser Turrets (Locs: 8, 9; Arcs: 1, 2, 3; 4.2 MW; 1 crew ea.)
- Fire Control Systems: 1×TL-15 Dual-purpose beam/missile MDF (6 Diff Mods; M10 hexes; 10 hexes; 1.71 MW; 1 crew)

Accommodations
- Life Support: Extended (0.56 MW), Grav Compensators (6G; 14 MW)
- Crew (Unarmed): 5 (2×Maneuver, 1×Electronics, 1×Engineering, 1×Steward)
- Cargo: 805.2 m³ (57.5 tons), 3 large cargo hatches
- Small Craft and Launch Facilities: Air raft with internal hangar (Minimal), 1 launch port
- Air Locks: 2

Notes
Off the Spinward Main (page 42) where jump-1 free traders hold an economic advantage, the far trader in its many variants is the most common privately-own merchant vessel in the Regency.

The far trader has space reserved for a weapons package as detailed above. The two turret guns can be dispensed with and the turrets fired directly from the MDF, making a crew of only 7, but the unarmed turrets cannot be fired under normal control without the sensor suite. Its sensor suite is optimized for low cost, not combat. Owners who bother to add the weapons package are well-advised to upgrade the ship's sensors as well.

Unlike the sleek and attractive TL-12 Jayhawk variant, the TL-15 Empress Marava variant of the far trader is the victim of some passing artistic conceit, current when the class was first designed, but lost to all contemporary understanding. With its prominent glazed nose, the Maravas are more reminiscent of TL-5 propeller-driven atmospheric craft than starships. In fact, their strikingly baroque appearance has led to its nickname, in naval circles, of "Puking Dogs." Their defenders point out that, although they may be ugly, they are at least "ugly with an attitude," namely deftly unapologetic.

Fuel purification machinery (1.275 MW), 24 hours to refine 1020 m³ (9.9 hours to refine 420 m³). Fuel scoops allow 560 m³ of fuel to be skimmed per hour.

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<th>Damage Tables</th>
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<td>1: Elec, 2-20: Hold</td>
<td>JD-3H</td>
</tr>
<tr>
<td>2, 4</td>
<td>1-8: Ant</td>
<td>1-5: Elec, 6-20: Qtrs</td>
<td>PP-1H</td>
</tr>
<tr>
<td>3, 5</td>
<td>1-8: Ant</td>
<td>Qtrs</td>
<td>MD-2H</td>
</tr>
<tr>
<td>6-7</td>
<td>Hold</td>
<td>Hold</td>
<td>AG-1H</td>
</tr>
<tr>
<td>8-9</td>
<td>1-6: LCH</td>
<td>1-3: Qtrs, 4-19: Hold, 2D: Eng</td>
<td>CG-1H</td>
</tr>
<tr>
<td>10</td>
<td>Hold</td>
<td>1-3: Eng, 4-20: Hold, Eng</td>
<td>FFP-1H</td>
</tr>
<tr>
<td>11-15</td>
<td>1-6: LCH</td>
<td></td>
<td>LSR-1H</td>
</tr>
<tr>
<td>16-19</td>
<td>Hold</td>
<td></td>
<td>SSR-2H</td>
</tr>
<tr>
<td>20</td>
<td></td>
<td></td>
<td>All Others (1H)</td>
</tr>
</tbody>
</table>
### TL-15 Subsidized Merchant ("Fat Trader")

#### General Data
- Displacement: 390/400 tons
- Hull Armor: 10
- Length: 43.6 meters
- Volume: 5460/5600 m³
- Price: MC 87,582 (96.35 armed)
- Target Size: 5
- Configuration: Cylinder AF
- Tech Level: 15
- Mass (Loaded/Empty): 3202.42/1775.72 unarmored
- 3328.43/1301.73 armed (see notes)

#### Engineering Data
- Power Plant: 301.2 MW Fusion Power Plant (301.2 MW/hit), 1 year duration (10.17 MW excess, 0.66 MW excess when armed)
- Jump Performance: 1.56 Gm² fuel
- G-Rating: 1C (200 MW/G), Contra-Grav lifters (40 MW)
- G-Turns: 60 (82.4 using jump fuel), 25 m² of fuel each
- Fuel Tankage: 2060 m³ (147.14 tons) plus 30.12 m³ (2.15 tons) reserved for power plant
- Main: 125 (130 armed)

#### Electronics
- Computer: 3×TL-15 Mod St Computer (0.55 MW ea.)
- Comms: 300,000kms radio (10 hexes; 10MW), 1000 AU maser (<0.6 MW)
- Avionics: TL-10+ Avionics
- Sensors: Passive EMS 6x8 array 90,000km (3 hexes; 0.06 MW), Active EMS 60,000km (2 hexes; 7 MW)
- Controls: Flight deck with 3×Workstation (only 4 used when armed) plus 2 other workstations.

#### Armament
- 2 turret hardpoint sockets fitted (Locs: 4, 5; Arcs: 1, 2, 3). With weapons package fitted, characteristics as follows:
  - Offensive: 2×TL-15 150-MJ Laser Turrets (Locs: 4, 5; Arcs: 1, 2, 3; 4.2 MW; 1 crew ea.)

#### Fire Control Systems
- 1×TL-15 Dual-purpose beam/missile MFD (6 Diff Mods; M11 10 hexes; 10 hexes; 1.71 MW; 1 crew)

#### Accommodations
- Life Support: Extended (1.092 MW), Gravitic Compensators (6G; 27.3 MW)
- Crew (Unarmed): 9 (2×Maneuver, 1×Electronics, 2×Engineering, 1×Steward, 2×Small Craft Flight Crew, 1×Command)
- Crew (Armed): 10-12 (2×Maneuver, 1×Electronics, 2×Engineering, 1×TL-15 Gunner, 2×TL-15 Gunners, 1×Steward, 2×Small Craft Flight Crew, 1×Command)

#### Cargo
- Cargo: 1798.6 m³ (1284.6 tons), six large cargo hatches

#### Small Craft and Launch Facilities
- 10-ton Launch in AF External Grapple Air Locks: 4

#### Notes
- Because of its jump performance the subsidized merchant is encountered mostly along the Regency’s "main routes" (clusters of star systems linked by contiguous jump-1 routes), although with the use of auxiliary tanks it can cover two or more parsecs in consecutive jumps. However, this method is economically unviable, and is generally only used to move a ship from one main to another, usually resulting from a new owner or reassignment to a new market.

The "fat trader" has an efficient "drive-through" deckplan. With its rear cargo ramp and bow clamshell doors open, its cargo deck is one continuous space. The weapons package described above does not include a sensors upgrade. Crews who anticipate combat will want longer ranged sensors to support the weapons. The two turret gunners can be dispensed with if the crew is content to fire the turrets solely from the MFD.

The ship itself displaces 390 tons; with its launcht all equipped to the grapple it displaces 400 tons. Jump, maneuver, and contra-grav drives are all configured to support the 400-ton figure.

Fuel purification machinery (2.8 MW), 22 hours to refine 2060m³ (6 hours to refine 560m³). Fuel scoops allow the skimming of 1092m³ of unrefined fuel per hour.

#### DAMAGE TABLES

<table>
<thead>
<tr>
<th>Area (1D20)</th>
<th>Surface Hits</th>
<th>Internal Explosion</th>
<th>Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1-8: LCH</td>
<td>1:2; Elect, 3-11: Hold, 12-20: Qtrs</td>
<td>JD-4H</td>
</tr>
<tr>
<td>2-3</td>
<td>1-4: LCH</td>
<td>1-8: Elect, 3-20: Qtrs</td>
<td>PP-1H</td>
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<tr>
<td>4-5</td>
<td>1-4: LCH</td>
<td>1:3; TS, 4-20: Hold</td>
<td>MD-4H</td>
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<tr>
<td>6-7</td>
<td>1-4: LCH</td>
<td>1:11; Qtrs, 12-20: Hold</td>
<td>CG-1H</td>
</tr>
<tr>
<td>8-9</td>
<td>1-4: LCH</td>
<td>Hold</td>
<td>FPP-3H</td>
</tr>
<tr>
<td>10</td>
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<td>Hold</td>
<td>Grapple-1H</td>
</tr>
<tr>
<td>11-15</td>
<td>1-3: Launch</td>
<td>Hold</td>
<td>LSR-1H</td>
</tr>
<tr>
<td>16-17</td>
<td>1-12: Launch</td>
<td>Hold</td>
<td>SSR-2H</td>
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<tr>
<td>18-19</td>
<td>1:15 Eng, 15-20: Hold</td>
<td>LS-1H</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>1-8: LCH</td>
<td>Hold</td>
<td>ELS-1H</td>
</tr>
</tbody>
</table>
## RQS Modular Inspection Launch and Jump-Boat

### General Data
- Displacement: 70 tons
- Length: 28 meters
- Price: MCR61.27
- Hull Armor: 60
- Volume: 980 m³
- Target Size: VS
- Tech Level: 15
- Mass (Loaded/Empty): 929.43/783.07

### Engineering Data
- Power Plant: 267.84 MW Fusion Power Plant (see notes; 267.84MW/120MW, 1 year duration (0.0675 MW excess power)
- Jump Performance: None
- G-Rating: 6 (35 MW/G, Contra-Grav lifters (7 MW)
- G-Turns: 76.9, 4.375 m² of fuel each
- Fuel Tankage: 336.272m³ (24 tons) plus 27 m³ for power plant
- Maint: 25

### Electronics
- Computer: 2xTL-15 Mod Fb Computers (1.1 MW ea.)
- Comm: 30,000km radius (11xhex; 1 MW), 300,000km radius (10 hexes; 10 MW), 1000 AU maser (=0.6 MW)
- Avionics: TL-10x Avionics
- Sensors: Passive EM five array 120,000km (4 hexes; 0.1 MW), Active EM 300,000km (10 hexes; 15 MW)
- ECM/ECCM: EM Masking (0.98 MW)
- Controls: Flight deck with 2xworkstations plus one other workstation

### Armament
- Offensive: 1xTL-15 144M4 Laser Lance (Loc: 1; Arcs: 1; 4 MW; Crew on Flight Deck), 1xTL-15 120M4 Laser Turret (Loc: 10; Arcs: 1; 5.83 MW; No crew), 2xMissile Pods (Loc: 12/15/17/19, 12/14/16/18; 8 ready Miss; 8 ea.; 0 MW, crewed from MFD), total of 72 ready missiles
- Fire Control Systems: 1xTL-15 Multibeam MFD (6 Diff Mod; Mld 10 hexes; 10 hexes; 1.71 MW; 1 crew)

### DAMAGE TABLES (1D20)

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<td>CS-2H</td>
<td>CC-(3h)</td>
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<tr>
<td></td>
<td>1-1: Lכנce, 12-20: Elect</td>
<td>All Others-(1h)</td>
<td></td>
</tr>
</tbody>
</table>

### Accommodations
- Life Support: Extended (0.154 MW), Gravitic Compensators (6G; 3.85 MW)
- Crew: 2 (1 Pilot/commander/Engineer/Technician)
- Crew Accommodations: 1xSmall Stateroom (0.0005 MW)
- Passenger Accommodations: (see notes)
- Cargo: 120m³ (8.6 tons), one small cargo hatch
- Air Locks: 2

### Notes
- The "Jboat" is a modified TL-15 ship's boat used to supplement Xboats for short-haul runs on the XWeb. The Jboat makes maximum use of standard ship's boat systems, including identical power plants, main hulls, etc. (see page 11.)
- The small crew is allowed by the use of pregenerated jump programs and the fact that the craft will receive starport maintenance at the end of each jump. The fuel purifier is intended for emergency use, or if pressed into service as a fleet courier, as XWeb operations do not call for frontier refueling (fuel scoop skims 15m³ per hour).
- The crew includes a dedicated data storage/retrieval unit. Its capacity is entirely given over to XWeb electronic message storage and cannot be used for any "normal" computer tasks. (For details on the XWeb, see page 21.)
- The variant shown here is the pure data/cargo variant. Small staterooms can be fitted at the expense of 28m³ of cargo each. Pure courier variants are fitted with four additional small staterooms (total of five) and have no cargo space.
- For self-defense in high-risk areas, the Jboat can be fitted with a laser lance (see details with Inspection Launch above) at the expense of 28.2m³ of cargo, and MCR.5452. The power overage allows its use with only a small (0.135 MW) power shortfall.

### DAMAGE TABLES (1D20)

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<td>Elec</td>
<td>LS-1H</td>
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<td></td>
<td>1-7: Eng, 8-20: Hold</td>
<td>All Others-(1h)</td>
<td></td>
</tr>
</tbody>
</table>
Faith-Class Tier-4 RQS Quarantine Cutter

General Data
- Displacement: 150 tons
- Hull Armor: 40
- Length: 38.75 meters
- Volume: 2100m³
- Price: MC115:5:40 (144.17 unarmed)
- Hull Armor: 40
- Target Size: 5
- Tech Level: 15+
- Mass (Loaded/Empty): 1491.02/1017.65

Engineering Data
- Power Plant: 318 MW Fusion Power Plant (318 MW/970, 1 year duration; 0.588 MW power surplus)
- Jump Performance: 3 (420m³ fuel for Jump 3, 280m³ fuel for Jump 2, 140m³ fuel for Jump 1)
- C-Rating: 3G (75 MW/C), Contra-Gravity lifters (15 MW)
- G-Turns: 60 with jump-3 fuel reserve (75 with jump-2 reserve, 90 with jump-1 reserve, 104.8 using all jump fuel), 9.375 m² fuel each
- Fuel Tankage: 982.5m³ (70.2 tons) plus 31.8m³ reserved for power plant maintenance: 43

Electronics
- Computer: 3xTL-15 Model fb (1.1 MW ea.)
- Comms: 10000AU radio (1.2 MW), 1000AU maser (0.6 MW)
- Avionics: TL-10 Avionics Sensors: Passive EMS fixed array 150,000km (5 hexes; 0.15 MW), Passive EMS folding array 210,000km, 7 hexes (0.25 MW), Active EMS 480,000km of (16 hexes; 0.25 MW)
- ECM/ECM: EM masque (2.1 MW)
- Controls: Flight deck with 4×normal workstations plus two other workstations

Armament
- 2 turret hardpoint sockets fitted (Loc: 16/17, 18/19; Arcs: All)
- Offensive: 2xTL-15 210-M Laser Turrets (Loc: 16/17, 18/19; Arcs: All; 5.38 MW ea., No crew)
- Fire Control Systems: 1xTL-15 300,000km Dual-purpose M3/M8 or MDF (6 Diff Mods; Mod 10 hexes; 10 hexes; 1.71 MW; 1 crew)

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<th>Area (1D20)</th>
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<th>G-tums</th>
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<td>420m³ fuel for Jump 3, 280m³ fuel for Jump 2, 140m³ fuel for Jump 1</td>
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<td>6-7</td>
<td>1-10: Ant, 11-17: LP</td>
<td>Hold</td>
<td>16:19 EMMR</td>
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<td>1: Qtrs, 5-20: Hold</td>
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<td>11-13</td>
<td>1-10: Ant</td>
<td>Hold</td>
<td></td>
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<td>16-19</td>
<td>1-4: LT, 5-11: Eng, 12-20: Hold</td>
<td>210PEMS Anti-1H</td>
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<tr>
<td>20</td>
<td>1: AL</td>
<td>Eng</td>
<td></td>
<td>420m³ fuel for Jump 3, 280m³ fuel for Jump 2, 140m³ fuel for Jump 1</td>
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</tbody>
</table>

Accommodations
- Life Support: Extended (0.42 MW), Gravitic Compensations (6G; 10.5 MW)
- Crew: 8 (2 Maneuver, 2 Torpedo, 1 Comms, 1 Sensor, 1 Command)
- Crew Accommodations: 2xLarge Stateroom (0.001 MW ea.)
- Passenger Accommodations: Whatever space is not used by crew
- Cargo: 196m³ (14 tons) armed, up to 307m³ (21.9 tons) unarmed, 1 large cargo hatch
- Small Craft and Launch Facilities: Minimal, has skimmer launch port for 3xMOLASP sensor drones; minimal hangar with launch port for air craft
- Air Locks: 1

Notes
- The Faith class is the standard RQS quarantine cutter. It was first created by adding a 50-ton "plug" to scout/couleur hulls, but new-construction models are built from the keel up as cutters, with thicker hull plating and heavier internal structure. Faith-class cutters are designed for 3G performance, visually similar scout-based cutters which retain the scout's 2G performance are not members of this class. Faith-class cutters are well-equipped and expensive, but do offer the RQS subsidy for private owners.
- Current versions (called "tier 5") of the Faith class are equipped to take unmanned 210-M turrets in their sockets in place of the usual 150-M local-control turrets. Because they have no on-board gunner, they cannot be fired locally but are both fired as a battery by the MFD. Faith-class cutters also carry the 3-ton Maneuvering Offboard Long Range Active Sensor Platform, or MOLARP, that is also used by the Military's Lawnson-class picket ships (see table below for MOLARP details and Challenge 76, page 36). These expensive drones are owned by the RQS and are issued to quarantine cutters only while on RQS active duty. The RQS likewise issues MFIs to those ships which do not have them, for the duration of active duty. When used for commercial trade the 18m hangar holds cargo, along with one or both turret sockets and the MDF space. Crews also hot-bunk to free up staterooms for paying passengers.
- Early models of the class were not fitted with EMM suites and were not equipped for the 210-M remote turrets. These vessels are known as Tier-1 vessels. Tier-2 vessels added the EMM suite, and Tier-3 vessels were built to accept the 210-M unmanned turrets. Tier-3 is still the standard RQS cutter, with the Tier-4s, which add the 210,000km passive folding array, only available in limited numbers (note that the price of a Tier-3 is noticeably lower, at MC121:40). Tier-1 vessels retrofitted with 210,000km passive arrays are known as Tier-1A, and carry 64 x 60 G-tums without using jump fuel and four vice three MOLRPs (cost is MC114:26). Although the 150,000km fixed array seems redundant on cutters with the big array, it deletion saves very little cost, and is valuable not only as a backup to the folding array, but also for use while skimming fuel and in atmospheres, where its conformal configuration allows its use even if the folding array is collapsed and stowed away.
- Class names include Augustine, Luther, Wesley, Calvin, Zwingli, Loyola, Aquinas, Trigemina, Francisca, Dominica, Gregorian, Jesuit, Melanchthon, Thulh, Baltimore, Barth, Kerkegaard, Nestorius, Ruckus, Pelagius, Nicaea, Athonas, Constantin, Albigenses, Waldenses, Arius, Gnostic, Manichaean, Donatus, Origen, and Tertullian.

Fuel scoops: 55
- 840m³ of fuel per hour.
- Fuel purification machinery: 1.05 MW requires 12 hours to refine 420m³ (35% each hour).
Cuspid-Type Gunboat & Fang-Type System Defense Boat

General Data
Displacement: 20 tons
Length: 14 meters
Hull Armor: 10/60
Volume: 280 m³
Target Size: VS
Tech Level: 15
Preced: MG50.81
Configuration: Cylinder SL
Mass (Loaded/Empty): 330.46/325.44

Engineering Data
Power Plant: 153.6 MW Fusion Power Plant (76.8 MW/hit), 1 month duration (0.2655 MW excess power)
Jump Performance: None
G-Rating: 1 (16.523) MW/Q, Contra-Grav lifters (2 MW)
G-Turns: 14, 2.065375 m³ of fuel each
Fuel Tankage: 28.625 (2.06 tons) plus 0.755 m³ for power plant
Mainh: 9

Electronics
Computer: 2xTL-15 Mod Fb Computers (1.1 MW ea.)
Commo: 30,000 km radio (1 hex/1 MW), 300,000 km radio (2 hexes/10 MW), 2x1000 AU maser (26.6 MW)
Aurivons: TL-10 Avionics
Sensors: Passive EMS fixed array 90,000 km (3 hexes/0.06 MW), Active EMS 300,000 km (10 hexes/15 MW)
ECM/ECCM: EM Masking (0.28 MW)
Controls: Flight deck with 3xworkstations

Armament
Offensive: 1xTL-15 14mm 196-M Particle Accelerator (Loc: 2/4/6/8/12/14/16/18; Arcs: 1; 109 MW [Powered to 3 Diff Mods]); 1 Crew; 1x74-M Rapid-fire Fusion 9 (Loc: 10/11) Arcs: 1; 0 MW; crew on flight deck, also see notes
Fire Control Systems: 1xTL-15 150,000 km Single-purpose Beam MFD (6 Diff Mods; 5 hexes; 1.03 MW; 1 Crew)

Damage Tables

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<th>Area (1D20)</th>
<th>Surface Hits</th>
<th>Internal Explosion</th>
<th>Systems</th>
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<td>LS-1H, SSR-2H</td>
<td></td>
</tr>
<tr>
<td>2, 4, 6, 8, 12, 14</td>
<td>PA</td>
<td>EL-1H, C-2G</td>
<td></td>
</tr>
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<td>7, 9</td>
<td>PA</td>
<td>PA-4H</td>
<td></td>
</tr>
<tr>
<td>1-4: Ant</td>
<td>PA</td>
<td>PA-4H</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>PA</td>
<td>PA-4H</td>
<td></td>
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<tr>
<td>11</td>
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<td>13, 15</td>
<td>Qtrs</td>
<td>PA-4H</td>
<td></td>
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<tr>
<td>16, 18</td>
<td>11-14: Qtrs</td>
<td>PA-4H</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>10-16: Qtrs</td>
<td>PA-4H</td>
<td></td>
</tr>
</tbody>
</table>

General Data
Displacement: 50 tons
Length: 23 meters
Volume: 700 m³
Price: MG50.81
Configuration: Box/Cylinder SL
Mass (Loaded/Empty): 743.62/729.59

Engineering Data
Power Plant: 372 MW Fusion Power Plant (186 MW/hit), 1 year duration (1.9655 MW power surplus)
Jump Performance: None
G-Rating: 6 (25 MW/Q), Contra-Grav lifters (5 MW)
C-Turns: 64, 3.125 m³ of fuel each
Fuel Tankage: 200.405 m³ (14.3 tons) plus 25.65 m³ for power plant
Mainh: 13

Electronics
Computer: 2xTL-15 Mod Fb Computers (1.1 MW ea.)
Commo: 2x30,000 km radio (1 hex/1 MW ea.), 300,000 km radio (10 hexes/10 MW), 3x1000 AU maser (26.6 MW)
Aurivons: TL-10 Avionics
Sensors: Passive EMS fixed array 120,000 km (4 hexes/0.1 MW), Active EMS 300,000 km (10 hexes/15 MW)
ECM/ECCM: EM Masking (0.28 MW)
Controls: Flight deck with 3xworkstations plus one other workstation

Armament
Offensive: 2xTL-15 14mm 196-M Particle Accelerator (Locs: 3/6/8/12/14/7/9/13/15) Arcs: 1; 109 MW [Powered to 3 Diff Mods]; 1 Crew ea.
Fire Control Systems: 1xTL-15 300,000 km Dual-Purpose Beam MFD (6 Diff Mods; Mid 10 hexes; 10 hexes, 1.71 MW; 1 Crew)

Accommodations
Life Support: Extended (0.14 MW), Gravitic Compensators (6G, 3.5 MW)
Crew: 6xCommander/Pilot, 1xElectronics, 1xEngineering, 1xMFD Gunner, 2xPA Gunners Crew Accommodations: Small state rooms (0.0005 MW ea.)
Cargo: None
Air Locks: 3

Notes
The Fang-type is the true SDN development of the initial Cuspid concept seen above, although it is only the size of a heavy fighter. Its long-endurance and habitability allow it to perform most traditional SDN missions, and its high-G performance allows it to handle with the best of the fighters in Charted Space.
Small-to-moderate-sized particle accelerators like those fitted to the Cuspid and Fang (they are only large in comparison to these small vessels) are known in naval circles as "vamint guns." They are able to rapidly inflict killing damage on small starships, and their EM particle side effects make short work of non-Fb computers. Contrary to popular entertainment programs, fighters are able to take on full-size warships only under the most unusual circumstances. Fang SDNs are able to quickly strip away the "insane vessels" in a vampire force, allowing the large fleet units to quickly dispose of the major units.
The Fang's dual purpose (missile/beam) MFDs allow them to trade their PA pods for the missile pods seen on the inspection launch. Performance with these pods falls to 4Gs with 64 C-turns (3.125 m³ each), and crew complement falls to four. Fuel scoops allow te skimming of 280m³/hr, or 43 minutes for full fuel load.

<table>
<thead>
<tr>
<th>Area (1D20)</th>
<th>Surface Hits</th>
<th>Internal Explosion</th>
<th>Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1:7</td>
<td>1:7</td>
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<tr>
<td>2-5</td>
<td>1-17</td>
<td>1-17</td>
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</tr>
<tr>
<td>6-9, 12-15</td>
<td>1-17: PA, 5-20: Hold</td>
<td>1-17: PA, 5-20: Hold</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>1-5: Qtrs, 5-20: Hold</td>
<td>1-5: Qtrs, 5-20: Hold</td>
<td></td>
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<tr>
<td>11</td>
<td>1-8: Qtrs, 5-20: Hold</td>
<td>1-8: Qtrs, 5-20: Hold</td>
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</tr>
<tr>
<td>16-19</td>
<td>1-8</td>
<td>1-8</td>
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<td>20</td>
<td>1-8</td>
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**Trekhyair-Type QRS Quarantine Cutter**

**General Data**
- Displacement: 300 tons
- Hull Armor: 40
- Length: 50 meters
- Volume: 4200m³
- Price: $196,700
- Target Size: S
- Tech Level: 14
- Mass (Loaded/Empty): 2862.14/2433.78

**Engineering Data**
- Power Plant: 584.47MW Fusion Power Plant (97.45 MW/hit), 1 year duration (0.031 MW power surplus)
- Jump Performance: 3 (840 m² fuel for jump-3, 280 m² for jump-1)
- G-Rating: 3C (150 MW/G), Contra-Grav lifters (30 MW)
- G-Turns: 64.44 (99.2 using jump fuel), 18.75 m² fuel each
- Fuel Tankage: 2048m³ (146.29 tons), plus 58.47m³ (4.18 tons) reserved for power plant
- Maint: 99

**Electronics**
- Computer: 3xTL-14 Model Fb (1 MW ea.)
- Comms: 1000AU radio (250 MW), 1000AU maser (0.6 MW)
- Avionics: TL-10+ Avionics
- Sensors: Passive EMS fixed array 150,000km (5 hexes; 0.15 MW), Active EMS 480,000km (16 hexes; 25 MW)
- ECM/ECCM: EM Masking package (4.2MW)
- Controls: Bridge with 7-bridge workstations, plus 4 other workstations

**Armament**
- 2 barbettes and 2 turret sockets fitted plus a dedicated 9-tube missile/drone launching cluster
- Offensive: 2xTL-14 300-M Laser Barbettes (Loc: 16/18, 17/19; Arcs: All; 8.33MW ea.; 1 crew ea.), 2xTL-14 Laser Turrets (16/17, 18/19; Arcs: All; 4.2MW ea.; 1 crew ea.), 9xMissile/drone launch tubes (Loc: 10; 1 ready Mis/Drone ea.)
- Fire Control Systems: 1xTL-14 Missile/Beam MFD (5 Diff Mods; Msl 10 hexes; 17.7MW ea.; 1 Crew ea.), 1xMissile/Drone control station (No Diff Mods; Msl 10 hexes; 0.15 MW; 1 Crew)

**DAMAGE TABLES**

<table>
<thead>
<tr>
<th>Area (1D20)</th>
<th>Surface Hits</th>
<th>Internal Explosions</th>
<th>Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1:16 Ant</td>
<td>1:9: Elec, 10-20: Qtrs</td>
<td>JD-4H, LS-3H, AEMS-2H</td>
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<td>2, 3</td>
<td>2:13: Ant</td>
<td>1:10: Elec, 11-20: Qtrs</td>
<td>PP-6H, ELS-2H, EMM-1H</td>
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<tr>
<td>4, 5</td>
<td>2:12: Ant, 13: AL</td>
<td>1:11: Qtrs, 12-20: Hold</td>
<td>MD-1H, AG-1H, EMMR-4H</td>
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<td>CC-1H, SSR-2H, Hangar-1H</td>
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<tr>
<td>16-17</td>
<td>2:10: EMMR</td>
<td>1:14: LB, 5-20: Eng</td>
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<td>2:10: EMMR</td>
<td>1:14: LB, 5-20: Eng</td>
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</tr>
<tr>
<td>20</td>
<td>2:10: EMMR</td>
<td>1:14: Eng, 19-20: Hold</td>
<td>All Others-1H</td>
</tr>
</tbody>
</table>

**Accommodations**
- Life Support: Extended (0.84 MW), Gravitic Compensators (SCG-21 MW)
- Crew: 15 (2 Maneuver, 2 Electronic (incl. missile/drone operator), 4 Engineering, 3 Gunner, 2 Command)
- Crew Accommodations: Up to 15x Small Staterooms (0.0005 MW ea.)
- Passenger Accommodations: 1x Small Stateroom (0.0005 MW ea.), plus any additional staterooms freed up from crew's multiple occupancy
- Cargo: 196 m³ (14 tons), 2 large cargo hatches
- Air Locks: 3

**Notes**
These distinctive QRS quarantine cutters are used almost exclusively by the QRS's Asian personnel, still known as the Trekhyair, or "Land Protectors" (see page 27). They are built by Asian shipyards on Asian-rulled or inhabited worlds of the Regency. Although they were built in response to the same requirements that resulted in the 150-ton Faith-class cutters (page 89), the Zanuuk stretch their 200-ton Trekhyair cutter (see Solomon and Aslan) by the same percentage and wound up with 300 tons.

Unlike the smooth, aesthetic curves of pure Asian designs, the Trekhyair cutters have the appearance of "lash-ups," which in fact they are, using standard human technology overlaid on Asian design techniques to which they are not visually or even technically matched. Late-production Trekhyair cutters are easily distinguished from earlier models by the unsightly exterior ducting that runs over the top of the engineering housings. This ducting was required by the retrofitted human standard EMM suite which would not fit within the Asian-standard interior ducting channels. Anti-Asian circles are loudly opposed to the Trekhyair cutter, noting its very heavy armament for its size, comparable to that of the 400-ton Gazelee-class close escorts (see the page 370 or Brilliant Lancers Technical Manual, page 23). The thought of such seemingly offensive vessels in the hands of theoretically loyal inhabitants of the Regency is of great concern to these people, especially the fact that the QRS is bankrolling an instant rebellious navy with its own borders, tantamount to allowing the Hierarchy to forward base invasion fleets within the Regency.

The Trekhyair cutters are quite well-armed, and actually have more firepower than the larger Gazeleys with their dorsal "missile farm" in addition to two laser barbettes and two laser turrets. However, they share a shortcoming with the Gazeleys to which they are so often compared: they are limited by having only one master fire director. The missile/drone tubes may fire any standard 7m³ space-combat missile, or any drone of the same or smaller size. The standard TL-14? 7m³ passive sensor drone is shown on the drone table on page 89 (as the "missile-drone"). The nine-tube missile farm is treated as a single missile bay for purposes of hits and damage, see the table at left.

Fuel scoops allow the cutter to skim 840m³ of fuel per hour.
Fuel purification machinery (2.1 MW), 12 hours to refine 840m³ (or 420m³ each 6 hours).
General Data
Displacement: 500 tons Hull Armor: 60
Length: 48 meters Volume: 7000 m³
Price: MCr400.47 Target Size: 5
Configuration: Cylinder SL Tech Level: 16
Mass (Loaded/Empty): 4467.07/3792.99

Engineering Data
Power Plant: 1920.8 MW Fusion Power Plant (640.3 MW/hit), 1 year duration (0.173 MW surplus)
Jump Performance: 4 (1750 m² for Jump-4, 1315.5 m² for J-3, 875 m² for J-2, 435.5 m² for J-1)
G-Rating: 6G (250 MW/G), Contra-Grav lifters (50 MW)
G-Turns: 54 with Jump-4 fuel reserve (62 with Jump-3 reserve, 82 with J-2 reserve, 96 with J-1 reserve), 32.25 m² for fuel each
Fuel Tankage: 3437.5 m³ (245.54 tons) plus 192.85m³ (137.22 tons) reserved for power plant
Main: 116

Electronics
Computer: 3xTL-16 Mod Fb Computers (1.2 MW ea.)
Comms: 1000AU radio, 10000AU maser radio (only one powered: 10 hexes), 10000AU maser radio (10 hexes, 0.6 MW ea.), 2×30000km maser radio (10 hexes, 0.3MW ea.)
Avionics: TL-1+ Avionics
Sensors: Passive EM fixed array 15000km (5 hexes, 0.1 MW), Passive EM scanning array 24000km (8 hexes, 0.25 MW), Active EM 48000km (16 hexes, 13 MW)
EMC/ECM: EM Masking (7 MW)
Controls: Bridge with 10x10 WOW Stationary, plus 9 other workstations

Armament
Offensive: 1×6.6m Particle Accelerator (Loc: Parallel/10; Arcs: 1: 27.1; MW [powered to -2 Diff Mod; 1 Crew]), 6xTL-16 207-M Laser Turret (Loc: 11, 11, 11, 11, 11, 11; Arcs: 2, 3, 4, 28.75, 28.75, 28.75 [powered to -1 Diff Mod]; no crew ea.), 1xMissile Bay (Loc: 11; 17 ready Miss; 0.45 MW; 1 crew), 1×1200-tonne Maneuverator (Loc: 11; Arcs: 2, 3, 4, 24 MW; 1 crew)
Fire Control Systems: 4xTL-16 Dual-purpose Msl/Beam MFDs (5 Diff Mod; Msl 10 hexes [laser and maser], 10 hexes; 1.51 MW, 1 crew ea.)

Area (1D20) Surface Hits Damage Tables Internal Explosion

1 1-5: Ant Misss: 1-7: Lc, 8-17: Qtrs, 18-20: Hold
2 1-15: Ant
6-9, 12-14 1-15: PA, 19-20: Hold
16-17 1-5: EMMR Hold
18-19 1-2: EMMR Eng

Accommodations
Life Support: Extended (1.4 MW), Gravitic Compensators (7 G; 35 MW)
Crew: 22 (2xManeuver, 9xEngineering, 7xGunners, 3xCommand) plus 13 or more troops
Crew Accommodations: 6xSmall Stateroom (single occupancy; 0.0005 MW ea.), 8xSmall Stateroom (double occupancy; 0.005 MW ea.)
Cargo: 92.45 m³ (6.6 tons), one large cargo hatch
Small Craft and Launch Facilities: 10-ton powered pod controlled by manipulator in Internal hangar (Minimal), one launch port
Airlocks: 5

Notes
Barekdoldin means "Lightning Wind" in the Darian native language, th'Zohd (slightly, "Storm Wind," i.e., "the wind that brings the storm"). These ships are derived from old Darian designs, but incorporate experimental fittings developed in conjunction with Regency engineers which are fitted for trials. A number of license-built Barekdoldins serve in the Regency Navy and B26, where they are known as DPCs, for Darian Patrol Cruiser. The design is highly thought of; it is considered to be well over twice as capable as the standard 400-ton TL-15 patrol cruiser (TPE page 372 or Brilliant Lances Technical Manual page 25) while it is only twice the price.
One example of this is the battery-powered particle accelerator. Constant power from the ship's power plant is sufficient to power it at the -2 Diff Mod rate (ROF 2500, see Fire, Fusion, & Steel page 115). However, it is connected to batteries which allow it to fire at the -5 Diff Mod rate (ROF 8000) for three hours (six space combat turns). Alternatively, this battery may be used to provide 2G acceleration for three hours (12 G-turns).
The laser turrets are unmanned. They are fired as two-three gun batteries by two of the MFDs. TL-16 Darian missiles are equivalent to the standard TL-15 space missiles but may be controlled by either laser or maser communications. They are launched from a 25-ton three-module missile bay at the bow of the ship. Each tube is powered by an autotransformer. Total magazine capacity is 24 missiles, any of which can be fed to any of the three tubes.
The DPC carries a small tractor/repulsor manipulator which can exert 1200 tons of thrust on targets within 1000m, well within one space combat range band/hex. The weapons table above shows the number of tons of acceleration applied by the manipulator at the listed space combat ranges. Each 10 ton of manipulator thrust exert 1G in acceleration per displacement ton of the target. Thus at a range of 1 hex the manipulator could exert 1G on a 4-ton target, 4G on a 1-ton target, or 8G on a half-ton target (note that standard space combat missiles displace one-half ton).

The unwounded manipulator pod mass 151.98 tons, and can be loaded with 124.56 m³ of cargo or up to 35 personnel in adequate seats. Within 1000 km of the ship it can be accelerated by the manipulator up to 12G in any direction. The pod's structure is stress tolerant. It can handle 12G maneuvers, but its internal components only negate 7G.

Troops may be housed in bunks in the cargo area (up to 15) or by multiple occupancy of the staterooms (22 more).

Fuel purification machinery (4.375 MW), 6 hours to refine 875 m³, 12 hours to refine 1750 m³ (145.8 m³ per hour). Fuel scoops skim 1750 m³ per hour.
The Regency Returns

Since 1979 the Spinward Marches have been the birthplace of most Traveller campaigns. Although the Marches have undergone changes and felt their share of hard times, they have endured. And whether you think of the area as the Spinward Marches, the Domain of Utopia, or the Regency, it is still home sweet home, and it has now returned, in all of its multi-faceted glory, for Traveller: The New Era™.

Keepers of the Flame

The citizens of the Regency are citizens of the Third Imperium. They are the reverent guardians and sturdy repository of all that was great in that society, and they are pledged to carry its light back into the darkened universe.

But this has not been easy. The effort to keep Virus at bay took the better part of two generations, and absorbed most of the energy and productive capacity this society had. And now, with the great external threat seeming to recede, old repressed rivalries are re-emerging, just as the Regency is poised to spring again into the stars.

Enemies Within and Without

The Regency is burdened with a restive class of disenfranchised nobility, shunted aside by the wave of democratic reforms. Aslan ihatel squatters within the Regency borders, never quite assimilated into human society, are beginning to call attention to their demands, both from the Regency government and from their clan brethren outside the Regency border. Vargr splinter groups, driven into the Regency with the decimation of their own societies, will stop at nothing to fuel the recovery of their homeworlds in the Wilds. Sword World irredentism is again on the rise. And as if that weren't enough, their stable neighbors the Zhodani now seem to be coming completely apart, wracked by internal war and flooding the Regency with waves of refugees.

All in all, not an environment for the faint of heart, but keeping the flame was never easy.

The Regency Sourcebook includes:
- Reports on the current status of the Regency and its institutions: the Regency Government, the Service, environmental reforms, the new psionic schools, and the XWeb.
- Details on the Regency's neighbors: Zhodani, Aslan, Vargr, Darrians, Seven Worlds, Old and New Islands, Quria, and more.
- All 45 subsectors of the Regency with maps and UWP figures—almost 150 worlds in all.
- 10 new TL-15 and TL-16 vehicles and spacecraft.