

SPACE OPERA®:

STARSECTOR ATLAS 12

THE KORELLIAN EMPIRE

STAR SECTOR MAPS

HISTORY OF THE
KORELLIAN IMPERIUM

60 PLANETS IN DETAIL

2 COMPLETE
SUB PREFECTURES

MILITARY ORGANIZATIONS

GROUND & AIR EQUIPMENT

Phil McGregor



Scanned By:



STAR SECTOR ATLAS 12



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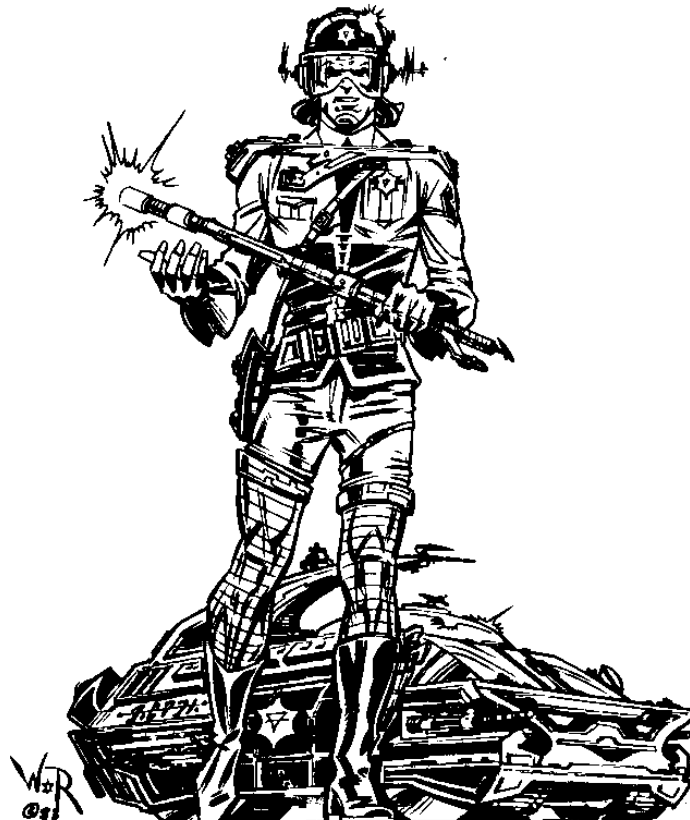
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EDITORIAL INTRODUCTION

Atlas 12 presents two complete sectors of the Korellian Imperium. These sectors immediately border the North American Nebula (CSA Sector) and are border provinces of this large empire. They can be located in areas 22S and 23S on the Quadrant Map that is included with StarSector Atlas 1 (The Terran Sector)

It should be pointed out that the names used for planetary systems in the listing accompanying the sector maps are those codenames applied to the planets by the CSA and the UA as the information presented herein comes from CSA sources, including the large body of intelligence material gathered on surrounding Korellian territory by the Alliance.



The earliest records available indicate that the Korellians (a name simply meaning 'the people' in High Korell) were a tribe of nomadic hunters. They were warlike and facing the short end of a war of extermination with their enemies, a powerful confederation of agriculturalists. The warlike traditions of the Korells were of a part time nature and were no match for the full time standing army of professional soldiers that the agricultural economies of their opponents could support. In fact, the only name of these opponents that has come down to us via the official Korell version of history is T'Ran'Diavlü (Devil Warriors), and this gives us some of evidence of the respect, and even fear, that the Korells felt towards them. Despite their greater mobility provided by fighting as light cavalry (some of the nobility fought as medium or heavy cavalry) against an almost exclusively infantry enemy, the Korells found that their lack of training and discipline negated this edge. It appears that only this advantage in mobility (provided by the Dan'Hal'Alu, a horse-like creature native to Korellia) enabled the Korells to survive in the face of their enemies and their footslogging infantry. There are indications that the Korells were gradually being pushed into increasingly inhospitable areas as the agricultural society of their opponents expanded. This would have eventually resulted in the total extinction of the Korells as a distinct and independent group. However, in circa 2500 P.I. (Pre-Imperium), the Korellians made two momentous discoveries that completely changed the course of their struggle with the T'Ran'Diavlü. These were the development of the stirrup (allowing for shock attacks and a tactical edge) and their (accidental? stolen?) discovery of iron and the development of this metal into superior weapons technology over that of their bronze age opponents.

These two developments enabled the Korellians to turn the tide and conquer their nearest opponents in less than a century of hard and almost continual campaigning. At this point in their history, one would have expected the militarily advanced (but culturally barbarous) Korellians to have been gradually absorbed by the culturally advanced (if decadent) conquered races, and to have eventually been conquered in turn by their surrounding enemies as their warlike nature was submerged in the passive mass of their subjects. However, there were evidently a number of Korell leaders who recognized this danger and, led by the legendary Tyan'N'Nola (Hunter of the Gods or Divine Hunter in Korell), they imposed on their fellow Korells the T'Ran'P'Lia (Warrior's Edicts) which completely changed the thrust of their cultural development, militarizing it while leaving the culture of the conquered subjects more or less untouched.

Briefly, the changes instituted divided the Korellian Kingdom into three (or possibly four) parts. These included the 'pure' Korells, who were to do nothing but train in the military arts and hone their warrior skills to perfection. These formed the Military Caste. The El'Korell, who were the Noble/Merchant class of the conquered races, were expected to provide well equipped, if not well trained, soldiery as needed by the Korells, in return for limited rights. The Ano'Korell (Slaves of the Korell) who had been the peasant class of the conquered races who to provide the 'ballista fodder' needed in the Korell armies. Finally, there was an internal division in the Korell group consisting of the Royal clans of the Hau'Korell (High Korells). The divisions were in the Nshe (Bear) and K'Ta (Lion) clans who provided the two kings who ruled the Korella. No members of these two clans were required to undergo the training and military lifestyle of the other Korells. These changes might have fallen by the wayside except for several fortuitous occurrences. These were the close spacing of several uprisings of the subject races which were only defeated (and narrowly) by the superior training of the Korell troops, and that the actual Korell armies proved to be unbeatable, even in the face of seemingly overwhelming odds. These factors enabled the new social system to take root until it was strong enough to survive any internal pressure, and most external ones as long as the kingdom was expanding. The system proved to be so successful that the Korellian armies, in a series of expansionist wars over the next several hundred years, conquered the whole of the Nole'C'Ria (Central Continent) of Korellia.

By this time (c. 1300 P.I.), the Korells were about at the Tech Level Terra was to reach in c. 1950 AD, TL/5, and were again facing a crisis of enormous proportions. Their two major opponents for world domin-

ation, the K'Apu'Diavlu (Eastern Devils from the Eastern Continent) and the N'Apu'Eiik'Al (Western Barbarians from the Western Continent), were in the transitory stages between Tech Levels 5 and 6 (the level of technology achieved on Terra circa 1980 AD), and the relatively static Korell Kingdom could not hope to catch up in time to avoid a decisive technological edge in the hands of their rivals. Both sides had nuclear weapons and neither side had Xenon damper field technology, so the stage was set for nuclear war. The Eastern and Western alliances, as far as we can tell from the biased Korellian sources available to us, were unlikely to have started such a war as they seem to have been basically democratic regimes. The problem was that the Korells feared that they would use any technological breakthrough to destroy the Kingdom by political means. The Korells had to face that they were marginally behind their opponents technologically, but the gap was there and widening. Faced with such a 'no-win' situation, the Korells reacted by construction of the biggest and dirtiest nuclear weapons possible and the massive metroplexes (which were stocked with all the supplies and machinery necessary for racial survival) while publicly claiming that these complexes were built to reduce population pressure. The deception plan was so successful that the alliances suspected nothing until the hail of Korell nuclear missiles and bombers were already past the point of no return. By that point, it was too late. Despite the destruction of fully 30% of the incoming attackers, both continents were plastered with Korell dirty bombs and scores of millions of alliance citizens died in the first few hours as wave after wave of Korellian ICBMs, SLBMs and bombers hit alliance population centers and military targets. Almost all the survivors of these initial strikes died within the next few months as a result of further Korellian strikes against agricultural and manufacturing centers, as well as from the rapidly increasing background radiation levels resulting from the dirty bombs which had been used. Of course, the Alliances' Strategic Nuclear Forces retaliated in kind, and they found that the Korellians made no attempt to prevent them from doing so since the last (95% or more) of the Korellian population had been safely transferred to the previously prepared underground cities only a few hours prior to the strike. The few million Korell casualties were mostly bomber and submarine crews caught by retaliatory Alliance strikes, but they were mostly Ano'Korell for whom insufficient space was available in the underground metroplexes. Thus, the Korells has totally destroyed the only competition they had left on the entire planet.

With all opposition destroyed, the Korellians were left the undisputed masters of the entire planet, ruined as it was by the nature of their victory. Yet, this was only regarded as a temporary setback by the Korells. Within a decade of the holocaust they were sending exploratory teams into the hinterlands of the East and West Continents, searching for items of scientific, technological, or military significance which may have survived. At the same time, these teams exterminated or enslaved the few survivors of their victory. Within another century they were setting up underground cities on the two devastated continents. Of course, the outside Rad level was still far too high for unprotected life.

During this time period the Korellian technology was still slowly (painfully so, due to the restrictive effect the caste system had on free thought - a vitally necessary part of any research program) towards TLE6. They developed primitive forms of spaceflight and placed settlements on the moons of Korellia and on some of the other bodies in the star system. This slow development continued without major breakthroughs (as would be expected from a normal society) for hundreds of years after The War. The reasons for this were twofold: firstly the Korellian caste system did not encourage such developments; and secondly, there were no external enemies to encourage corner cutting that might have made all the difference. Some advances were made, mostly based upon captured alliance technology and records. These advances included such things as crude TISA drives for spacecraft (to eventually replace the even more crude Korellian Ion drives), laser (and later, blaster) weaponry, light Nova Weapons (up to N*100, with no Startorps or Megabombs), and a final development made by the alliances in the last months before the war, Xenon damper field technology! As one would expect from such a highly militarized culture, the military forces of the kingdom were maintained at a high state of training and readiness and manpower levels were kept at much higher level than any probable (or indeed, any improbable) internal problems might require (and revolts amongst the non-Korell castes were frequent). In fact, even at this early stage in their spacefaring culture, the Korell leadership was evidently planning for possible 'First Contact' with a Star-faring culture, with the intention of stealing the secret of FTL technology from any such unfortunate vessel as they might meet.

The period of relative stagnation lasted approximately 700 years (till c. 660 P.I., when the long awaited first contact occurred). In 655 P.I. (415 BC, Terran reckoning), an IRSOL exploration vessel from the IRSOL StarCity Sialyn'T'Valian ventured into the system on a routine long-range exploration sweep. It was immediately, and without warning or provocation, attacked by the full available strength of the space forces of the Korellian Kingdom. Despite a valiant fight by the IRSOL, lasting over 18 hours and destroying hundreds of the attacking Korell vessels, she was finally overcome. The wreckage of the vessel (none of the crew survived) contained enough undamaged equipment and provided enough clues to push forward Korellian technology quite rapidly. These developments were greatly speeded up by the new realization that there was a starfaring race somewhere out there, and one which was technologically advanced enough to be a major threat to the security and survival of the Korellian Kingdom. The Korells were fortunate in discovering from surviving computer records from the IRSOL ship that the exploration craft was on a random sweep and was far beyond normal IRSOL space. Further, the exploratory vessel had left behind only the vaguest references as to her intended course, which lessened the risk of immediate retaliation for the destruction of the IRSOL ship. But, with the secret of the FTL drive in their hands, the Korells were eager to bust out and expand into the universe. Even with the equipment in front of them, it took the inefficient Korellian research effort a further century to perfect their copies of the IRSOL drives. By 548 P.I. (308 BC, Terran reckoning), they were on the move.

At first, Korell Exploration & Conquest fleets moved cautiously - expecting to run into serious opposition from other Interstellar states. Although they encountered scores of primitive (pre-starflight) cultures (whom they quickly enslaved) and a smaller number of independent races with starflight capabilities, they met no real opposition until 302 P.I. when they encountered outposts belonging to the Tialaryn Confederacy. This was an interstellar state of some 180 member worlds under the overall leadership of the Tialaryns, a feline race, which also included several totally non-humanoid races. Unlike the previous victims of Korellian expansionism, the Tialaryns were not an easy mark. In fact, the Tialaryns controlled more worlds than the Korells (who had control of some 83 planets at this point) and a well-equipped and powerful military. The Tialaryns were able to successfully resist the initial Korellian onslaught in what may be called the First Tialaryn War - 302-254 P.I. (c. 62-14 BC, Terran reckoning). The result of the conflict was a severe shock to Korellian martial pride and the Korell elite were forced to evaluate the reasons for their poor performance militarily so as to ensure victory next time around. Their final conclusion was that the defeat was the result of the inability of their R&D effort to react to the rapid changes of war against a technologically advanced opponent like the Tialaryns. They also came to the conclusion that this was partly due to the fact that the R&D staff was composed of all either El'Korell or Al'Ano'Korell who were unable to operate at full efficiency due to being under strict security controls at all times. In any case, they had little interest in the outcome of the war and they could not be forced to be creative. This was finally seen (or recognized) as the root cause of Korellian R&D problems.

After bitter wrangling, including several royal assassinations, the ruling Korell class decided to institute far-reaching changes to their caste system. These changes were intended to preserve the system rather than destroy it. The castes were to be redefined. All native born Korells (those citizens who could trace an unbroken line of descent from an ancestor born on Korellia and of Korell racial stock, regardless of the caste of that ancestor) were granted full Korell status, regardless of their previous caste. This meant the effective abolition of the El'Korell and Al'Ano'Korell castes in their old forms. There were still differences as the original Korells (prior to these changes) now formed the nobility while the others formed the middle and working classes within the Korell caste. The primary difference the new system made was that now anyone could work their way up the ladder to join the highest ranks of leadership in the kingdom. This change had to effects. It multiplied the number of Korells available for full time military training and it released the R&D teams from the security problems they had faced. Secondly, it gave the previously semi-oppressed classes of the kingdom a share in the system, and a reason for supporting that system. This was enhanced by the classification of the conquered races of the kingdom as El'Korell or Al'Ano'Korell, according to their tech level and degree of pacification. This made the newly created Korells that much more privileged by comparison.

With the revitalization of their culture that these changes brought about, Korellian science and technology was soon on an equal footing with that of the Tialaryn Confederacy. However, it was found that

neither side could gain a sufficient advantage to decisively tip the balance of power and that any war begun under the existing status quo would be a war of attrition. Thus, the conflict settled down into a period of prolonged cold war, combined with a race by each side to expand the size of their Empires. This period of cold war lasted from 254 P.I. to 35 P.I. (c. 14 BC to 165 AD, Terran reckoning) with the more ruthless Korellians slowly gaining the upper hand. The Korells were successful due to their ruthless incorporation of unwilling and newly discovered races into their kingdom and their highly successful program of subversion against the Tialaryns. The Korellians set out to use the democratic safeguards of the Tialaryn Confederation Constitution against the system. To do this, they suborned a number of Quislings with the Confederate Military, political, and industrial spheres and used them to weaken the Tialaryn ability to effectively resist. Similarly, a large number of anti-war front organizations were set up by the Korellians which pushed for Unilateral Disarmament, Peace with Honor, and similar things throughout the Tialaryn Confederacy. Finally, the Korellians created (or manipulated already extant) tensions in Tialaryn society to cause the outbreak of terrorism and anti-government guerilla warfare at a huge scale. Thus, by 35 P.I., when the Korellians launched their long prepared offensive, the Tialaryn resistance crumbled. Even so, certain less affected areas of the Confederacy managed to stave off the initial attacks and, by various desperate expedients, managed to deny the Korellians their hoped for instant victory. Despite their heroic resistance, by 18 P.I. (222 AD, Terran reckoning), the Korellians had conquered and/or devastated all of the Confederacy except for the Tialaryn Homeworld, which was completely besieged and under constant hit and run attacks by the Royal Korellian forces. Finally, in 1 P.I., (239 AD, Terran reckoning), the tattered remnants of the Tialaryn government and armed forces surrendered unconditionally to the Korellians. It is worthy of note that the majority of the Tialaryn fleet, along with many dependents, broke through the Korellian blockade and fled at the time of this surrender, and these have not been heard from since. The Korellian Kingdom was proclaimed in the following year - the year zero of the Imperium (or 240 AD, Terran reckoning.)

EXPANSION AND CONFLICT

0-2000 I.R. (c. 240-2240 A.D., Terran Reckoning)

After the final conquest of the Tialaryn Homeworld, and the declaration of the Korellian imperium in year zero, the Korellians spent several decades consolidating their hold on recently conquered and not yet fully assimilated ex-members of the Confederacy. Though the Quislings amongst the Tialaryns had told their fellow-citizens to welcome the Korellians as liberators, the naked repressiveness of the Korellian government soon became obvious to even the most hardened peace-freak. In fact, on some of the newly conquered worlds, the ex-anti-war organizations sponsored and led rebellions against the Korellian occupation forces. All of these rebellions failed and were bloodily repressed. This was a result of the cutting of Tialaryn military spending to the bone before the Korellian attack and the fact that most of what few officers and troops that had been available were either killed in the initial resistance, executed out of hand by the Korells, or had died in 'Re-Education' Camps. Further work of consolidation required the suppression of several native rebellions in the 'Old Kingdom' as many planetary garrisons had been stripped of troops to fuel the Korellian war effort. It was also necessary for elements of the Korellian Imperial Starforces to be put on anti-pirate suppression patrols to counter the commerce raiding of the scattered remnants of the once proud Tialaryn Navy (some scattered references in the texts available to us indicate that these 'Pirates' are still in existence). It must be noted that the newly conquered ex-members of the Confederacy suffered from some 'population re-adjustment' during this period of consolidation. Despite all these delaying factors, the Korellian Imperium was once again entering a stage of expansion by about 75 I.R. (c. 315 A.D, Terran Reckoning), massing Exploration & Conquest Fleets all along her borders, especially in the direction from which the IRSOL Scoutship had come (coincidentally, this was in the general direction of Terra!).

Once their momentum was regained, the Imperium was able to again expand rapidly. In the period 75-233 I.R. the Imperial Exploration & Conquest Fleets brought some 127 worlds into the Empire, and pacified them. During this period the Imperium encountered several starfaring races, some even in advance of the Imperium, technologically, but overwhelmed them by sheer ferocity and weight of numbers. None of these races were anything like the threat to the Imperium that the Tialaryns had been. However, in 233 I.R. (473 A.D.), the Imperium finally made the contact which it had been dreading and preparing for so long; they met with a wandering IRSOL StarCity! This encounter in the otherwise undistinguished Vor Maen (evidently an IRSOL word)

System was between the IRSOL StarCity Corolliss 'E' Nyalara and the 10783rd Imperial Exploration and Conquest Squadron under the command of Tara' Alon' T' Elar (Commodore) Shin' Alon (Winter Star). At first, the IRSOL were overjoyed at meeting a fellow starfaring race, having not the slightest notion as to how the Korellians had gained their FTL technology. They even discounted the call by Commodore Shin' Alon for their unconditional surrender and submission to the Imperium; after all, they surmised, this was merely the bluster with which many races greeted First Contact. They were rapidly disabused of their complacent attitudes when the Korellian Squadron launched a vicious, and quite unprovoked, attack on the city itself! Though the IRSOL



StarForces were, technologically, far superior to the Korellians, the absolute surprise of both the attack and the callously suicidal nature of the tactics of the Korellians utilized in pursuit of their target meant that the initial attack wave got through relatively unopposed and inflicted shockingly heavy civilian casualties. But worse was yet to come. A Korellian suicide ship managed, by good luck or good aim, to impact directly on the main BattleScreen generators. Before the backups could be activated, the Commodore won himself undying fame in the halls of his ancestors and, indeed, amongst Korells everywhere, by personally piloting his flagship directly into the central area of the city. This totally unexpected attack wiped out a full 73% of the city's population in one blow — and set off her magazines in a sympathetic explosion. The repeated explosions from this source broke the StarCity's back and resulted in the death of a further 18% of the populace. The remaining Korellian vessels, except for a few fighters which had been sent back as couriers, were ruthlessly hunted down by the vengeance hungry remnants of the IRSOL StarForces and no prisoners were taken.

The pitiful remnants of the StarCity's populace were ferried by her badly mauled StarForces back towards the main areas of IRSOL strength, along with the news of the grave threat hanging over all StarCities everywhere. The Korellians, on the other hand, on receipt of news of the encounter, immediately set their military apparatus on a total war footing and began massing her StarFleets for punitive missions into the region where the encounter had occurred.

In the following years, from 233-750 I.R. (c. 473-990 A.D., Terran Reckoning), the Imperial Forces and the IRSOL met again and again in raids and fully fledged battles. The former on IRSOL allies and client states in the war zone, and the latter when the IRSOL were provoked into a major offensive. The major actions of the IRSOL War included Garyn's Star (251 I.R./491 A.D.); Veil Nebula (389 I.R./629 A.D.); First Ginnungagap (477 I.R./717 A.D.); Klond's World (528 I.R./768 A.D.); and Second Ginnungagap (698 I.R./938 A.D.). In these battles, the IRSOL were often the technical victors but were forced to retreat in the face of overwhelming Imperial numbers and losses due to Imperial suicide tactics. Nothing the IRSOL tried seemed to be able to stem the Imperial tide. So, in 750 I.R. (990 A.D.), they unilaterally withdrew from the area, removing all their own people and as many of their allies (99.99%) as wished to go several thousand Light Years from the Imperial borders, effectively ending the war. (GM's information: What the Imperium and the CSA do not realize is that the IRSOL maintain a highly secret and secretive scouting and intelligence service in some areas of the Imperium to this day!). By the time of the IRSOL withdrawal, the Imperium controlled some 587 inhabited worlds.

The withdrawal of the IRSOLS freed resources that the Korellians could use in once again expanding their 'Exploration & Conquest' programs — as, yet again, their monomaniacal drive to expand, dominate, and conquer all comers was given full rein! They were, however, unable to immediately do this as, as after the Tialaryn wars, the Imperium was in dire need of consolidation — in the face of Native revolts and the like, as well as recovering and rebuilding from the devastating nature of the war they had just fought — and this engaged them for about 180 years after the official 'Cessation of Hostilities', until 930 I.R. (1170 A.D.). Once this period of consolidation was behind them, however, the Imperium literally 'exploded' into action — though they have conspicuously avoided too much activity in the direction of the IRSOL withdrawal (they won't, or can't admit it, but it seems likely that they came very close to 'going under' in the IRSOL war. In the period 930-2000 I.R. (1170-2240 A.D.) the Imperium expanded from a 'merè 587 subject worlds to 2397!!!!

REBELLION & REORGANIZATION

2001-2335 I.R. (2241-2575 A.D./296-630 A.E.)

Though the period following the withdrawal of the IRSOL from the Korellian sphere was one of great expansion for the Imperium, it placed a great strain on the Empire. This was a strain the Imperium was, surprisingly enough, ill-equipped to handle. The problem they were facing was basically one of over-extension. The Imperium had never had a formal civil service bureaucracy, all civil administration being handled on an ad hoc basis as each crisis arose. It was the patchwork quilt of administration that this created that eventually proved to be totally incapable of coping with the strain of annexing and governing scores of new worlds each decade. The reason for this goes back to the innate conservatism of the Korellian Government and Society and thence to their inability to change obviously outmoded methods of doing things. Since the pre-Imperial (and even the pre-spaceflight) Kingdom had never had a formalized civil (as opposed to military) administrative apparatus, such a body was unnecessary according to Korellian logic.

Of course, this was not the case. As long as the Military occupied and governed a newly enlightened (i.e. conquered world, the inhabitants received uniform and consistent, though severe and harsh, treatment, and were kept well and truly under the Imperial thumb as it were. However, once the military moved out and the civil administration moved in, the whole house of cards fell apart in all too many cases. Due not so much to a real increase in the severity and harshness of the treatment received, but to a dramatic increase in the arbitrariness and inconsistency with which it was doled out. It was the latter which, all too often, caused the conquered populace to resort to rebellion against Imperial authority. Such rebellions, even though always quickly suppressed, were numerous and widespread. The real problem here was not that these rebellions were individually dangerous to the Imperium as long as they remained isolated; in other words, the potential for a disastrous coincidental closeness of rebelling words was always there. Though some limited steps were taken by various Emperors to alleviate this perennial problem, all were of a similar ad hoc and stopgap nature, and were thus only able to achieve limited success on a localized basis.

Eventually, as some of the more perceptive Imperial advisors had been predicting, the unthinkable happened. Anti-Imperial rebellions occurred almost simultaneously (within three months) on seven planets situated virtually next door to each other in the Ra'ho't'ep Sector (which was then on the Imperial border) in 2137 I.R. The local Imperial troops either proved too few to deal with such an unexpectedly overwhelming rebellion or, in the case of many of the El't't'an and El'ano't'an auxiliaries, simply surrendered or made common cause with the rebels, turning on their hated Imperial masters! Within twelve months of the initial uprisings, not only had the Sector Governor committed suicide for his failure to suppress them, but the original seven rebel worlds had grown to include a further eleven worlds within the sector! Even reinforcements from surrounding sectors were only able to allow Imperial forces to limit rather than contain the spread of the rebellion.

The Ra'ho't'ep rebellion was potentially dangerous even to the surrounding border sectors as it had evidently attracted wide support within the non-Korell elements of the Imperial Armed Forces. Many of the supposed reinforcements to the beleaguered Imperial Garrisons of the sector followed the example set by their fellows amongst the original garrison and joined the Rebellion. Within three years, the rebellion had spread to a further twenty three worlds, which included three adjacent sectors, making for a total of forty eight worlds in organized and coordinated rebellion against the Imperium. The rebellion was seen to be such a danger that an Imperium Wide State of Emergency was declared and contingents of pure Korell troops were ferried to the sectors bor-

dering the rebel held areas from all over the Imperium. Even so, due to the vast distances involved, these efforts took some years to have any obvious effects. The Rebels kept on expanding for the time being (as far as we can reconstruct events from the biased Korell forces we have to rely upon). Eventually, at its height, the Rebel Allied Group (RAG), as they came to be known, controlled some eighty-three worlds, and were able to hold these against the slowly expanding strength of the Imperium. In fact, the expansionistic period of the rebellion lasted from 2137-2190 I.R. (2377-2430 A.D./432-485 A.E., Terran Reckoning), fifty three years! The Korellians finally ended RAG expansion with their victory at the Battle of Kla'Nola'Ona (Honorable Divine Vengeance — or Righteous Vengeance; named after the Imperial flagship during the battle) in late 2190 I.R.

Despite this containment, the RAG were by no means beaten and were able to maintain their defensive perimeter against Korellian raids with relative ease. As usual, the Korellians were slow to develop new weapons or to counter the new weapons introduced by the RAG and forfeited the initiative time and time again, despite their numerical superiority (3/2 in the Imperium's favor). This stalemate dragged on for a further thirty six years, during which time the RAG only lost five Worlds and inflicted horrendous casualties on the Korellians for their troubles.

Finally, in 2227 I.R. (2467 A.D./522 A.E.), the Emperor Re'Tak' Diavlu'Cle (Devil Killer) made the decision to stop fooling around and exterminate all resistance from the RAG, rather than attempting to reconquer it whole. With this end in mind, he authorized the use of Hellburners, Omega and planetbuster missiles against any and all RAG homeworlds. Within a few months, Imperial 'Devastation' Squadrons had staged hit and run raids on six RAG worlds where saturation bombing with the above killer weapons destroyed upwards of 90% of the population in each case and left most of the planetary surface uninhabitable.

With the successful devastation of six RAG worlds for minimal losses (a mere 136 vessels); the Imperial devastation policy went into full swing. Eleven years later (2238 I.R./2478 A.D./533 A.E.) the last of the RAG homeworlds fell before this maniacal policy, ending the last gasp in the voice of freedom in the Empire until the present day. The few survivors of this horrendous policy were exterminated by Imperial occupation forces and the RAG worlds are still mostly uninhabitable today.

While all this was going on, the Emperors were being forcibly shown the problems that the total lack of a formal civil service could cause the Imperium. Thus, over the course of the rebellion, some drastic and far-reaching investigations were undertaken into the causes of the disastrous situation the Empire found itself facing. However, no action was taken to implement the conclusions reached by the investigatory bodies until after the war. Starting in 2240 I.R. the Emperor T'ran'Shin'Cle (Warrior of Winter or Winter Warrior, or, perhaps, Ice Warrior) instituted a series of reforms by which the El'Korells were to provide low and mid-rank personnel for a new and comprehensive civil service under the overall control of high level Korell administrators. Included in these reforms were requirements that El'Korell civil servants be posted as far away from their homeworlds as possible. The system also provided for the El'Korells in that it encouraged them to be as rapacious as they liked for their own personal gain (the Imperium would turn a blind eye) as long as they filled their tax quota and maintained civil order. The beauty of the system from the Imperial point of view was that it gave the El'Korell civil servants a reason to identify with the Imperium and alienated them from the peoples of the El'Ano'Korell they were set to govern.

The technique proved to work perfectly, and since 2245 I.R. (2485 A.D./540 A.E., Terran Reckoning), there have been no rebellions on the scale of the RAG one (the closest would, of course, be the CSA Rebellion of 2373 I.R./2613 A.D./668 A.E.; which only lasted for as long as it did because it caught the Imperium relatively unprepared). Those which have occurred (and they are numerous) have all been limited in area and have been easy to suppress. The civil service has also become increasingly adept at squeezing just the right amount from the subject races short of the point that would provoke outright rebellion. It has also, needless to say, entrenched its own perks and perquisites to the point where the civil service is the second most powerful organization in the Empire.

The period from 2245-2335 I.R. (2485-2575 A.D./540-630 A.E., Terran Reckoning) was relatively peaceful for the Imperium. The borders of the Empire were extended even further; from the 2397 worlds of

2000 I.R. to a new total of 3173 worlds by the last year of the period. In fact, one of the last groups of worlds to be discovered by the Imperium were the CSA worlds (see *StarAtlas 11* for more details).

As should be obvious, the reorganization of the Imperium, as started by T'ran'Shin'Cle, was enormously successful and has been able to cope with not only the problem of assimilating new worlds into the Empire at the rate of scores per decade, but has also proved able to provide for the continued effective government of the older worlds as well. More details of the Korellian civil service and its operations will be given in the section on The Imperial Government. It has worked and this has probably been enough to satisfy the traditional arch-conservative Korells who seem to need to have their noses rubbed into any problem before they do something constructive about it.

THE CLASH OF EMPIRES

2336-2644 I.R. 82576-2784 A.D./631-839 A.E.)

Following the defeat of the RAG and the reorganization of the civil administration, the Imperium gradually built up a head of steam in the process of discovering, conquering, and integrating new worlds into the Empire. Each year more and more worlds were forcibly added and, as has been mentioned above, this no longer posed the threat to the stability of the Empire that it might once have done. In fact, the continued addition of these subjugated worlds actually strengthened the Imperial economy at the expense of the local planetary economies of the individual new members.

As the post RAG rebellion period progressed the Imperium became more and more self-confident. After all, the Korells reasoned, had they not crushed the Tialaryn Confederacy, forced the cowardly IRSOL to flee from their might, and had they not exterminated the RAG rebels as an object lesson to the subject races? It was this mood of supreme, overbearing, confidence that allowed the First CSA Rebellion (2373 I.R./2613 A.D./668 A.E.) to last unopposed for as long as it did. However, much as we may dislike admitting it, this rebellion had very little to do with the ending of this period of overweening Imperial pride and confidence. In fact, it was a series of events occurring far away, almost on the opposite side of the Empire, which finally nailed the coffin lid shut on this Golden Age of the Empire.

What happened was, sometime in 2377 I.R. (2617 A.D./672 A.E., Terran Reckoning), the 967832nd Exploration & Conquest Squadron made a discovery of momentous historical, political, and military importance to both the CSA and the Imperium. As the Squadron hypered into a new system, they were hailed by an even larger body of military StarShips orbiting the single inhabited world. These vessels were quite obviously involved in a planetary bombardment and assault and were of a totally unfamiliar and alien design to the Korellians. What happened next can only be guessed at, as it was at this point that the Commodore sent off his initial (or, presumably, what he hoped would be) couriers to the Sector Governor's Capital for further action. We can only surmise that, in their usual friendly manner, the Korellian Commodore ordered his squadron to immediately attack the alien vessels: Whatever occurred, one thing is certain, no further messages were sent and the squadron never returned to base.

The Sector Governor, as soon as he received the courier vessel's message, immediately gathered his Reserve Fleet units, plus whatever other units were speedily available and went to aid the 967832nd Squadron. He returned to the previously mentioned system (later to be called Diavlu by the Korells) and was immediately fired upon on emergence by a fleet outnumbering his by as much as five or ten to one! Despite fierce fighting by his vessels, he was forced to give the order to withdraw when it became obvious that the Korellians were being beaten by sheer weight of numbers. Even though such an admission of defeat, regardless of how temporary, was necessary if the Imperial border was to be defended in the face of such unexpectedly large masses of alien warships, the Governor himself felt obliged to commit ritual suicide on his return to his capital.

On receipt of this disastrous news, the Emperor Ne'Tana'Hir'Cle III immediately put the Empire on a total war footing, a move that was obviously justified by later reports from the border sectors of large scale probing actions and raids by the as yet unidentified aliens. Ne'Tana'Hir'Cle gathered together the Imperial Household and Guard forces and whatever local units could be gathered, as well as any units that could be spared along his line of march. He moved quickly to forestall the massive invasion that was obviously to follow these probes. He was thus quite amazed when he reached the virtually intact border sectors to find that only a series of hit and run raids had occurred.



For several reasons he did not immediately move on the alien raiders. Mainly due to the total lack of any intelligence data on them, their homeworlds, the extent of their dominion, the size of their armed forces (in other words, just about total ignorance reigned). Thus, the Emperor ordered a series of raids into enemy space, with their objective being to gather as much data on the enemy as was possible. These probing raids by both sides lasted until 2379 I.R. (2619 A.D./674 A.E.) until they both evidently decided that they had gathered enough information to decide on appropriate action.

Of course, as we know now, the Korellians had encountered the StarKaad Empire (or, to use its correct title, the Starkaad Poloznaya Rhezgedyia/SPR — Starkaad People's Empire in Chreznaya, the High Starkaad dialect) or, to be even more accurate, the Zhaynaya Goroski (Outworlds Border Zone of the SPR). The Korellians continued a series of nuisance raids based on hit and run tactics. The Starkaad replied in kind; but, for once, the Korells were at a loss as to how to deal with an enemy. Especially an enemy such as the SPR which ruled some 20,000 plus worlds! Even though Korellian intelligence reports indicated that the SPR was quite decadent and approaching collapse (a fact that CSA psychohistorical research has tended to support, with the proviso that such a collapse may well be averted for decades, maybe centuries, and possibly even millennia, by a combination of historical inertia and the possible fortuitous rise of superior individuals who will do their best to stave off the Long Night as best they can), this was not quite enough to encourage them to launch a frontal attack on an enemy with five to ten times their resources. They also noted that, though the Central Government seemed quite decadent, the border zones of the SPR were still vigorous enough to form a serious threat to the success of any Korellian invasion of the SPR.

The Korellian plan was to nibble away at the border zone closest to their common border. When this was complete, launch a decisive spearhead assault aimed directly at the Imperial capital on StarKaad IV, taking the quite reasonable assumption that if its head were cut off, the corpse would provide easy pickings. The plan was moving slowly to fruition, when, in 2436 I.R. (2676 A.D./731 A.E.), the SPR was wracked by coup and counter-coup on the assassination of the Emperor Nizranaya II by the Imperial Guard. The Korellians decided to utilize this divine intervention and moved immediately. This was assisted by the internecine strife between the contenders for the imperial throne amongst the Starkaads, and the fact that they stripped the border zone garrisons of men and warships to support their claims. The Korellian offensive was extremely successful and took 76 SPR worlds within a period of less than 12 months.

However, the throne had meanwhile been decisively won by the High Admiral Shahya Nazr'el Mano cha Starayaka, who proved to be an exceptionally able military commander. Thus, by mid 2437 I.R. (2677 A.D./732 A.E., Terran Reckoning) he had crushed his incompetent opponents and was ready to throw himself into war with the Korellian invaders. In a strategically brilliant campaign he crushed the Korellian spearhead forces at the Battle of the Twin Stars in 2438 I.R. (2678 A.D./733 A.E.). Though the Korellians were not defeated overall, they had lost the vital initiative and, though it took a further fifteen years,

the SPR managed to re-take most of the worlds it had lost to the initial Korellian advance.

Unfortunately for the SPR, the interregnum following Shahya's death in 2453 I.R. (2693 A.D./748 A.E., Terran Reckoning) was enough to allow the Korellians to consolidate their hold on the 18 SPR worlds they still held. Since that time, an uneasy peace has held (really more of a stalemate). However, neither side has been willing to leave the status quo alone and there has been a considerable buildup of forces on both sides. The Korellians have been desperately adding more subjugated worlds to their Empire to ensure that they are not too badly outnumbered and the current total approaches 3600 in all. As far as we of the Anacreon Staff College can tell, the uneasy peace that has existed up till now is almost ready to be broken — in what will probably be a bloody war of attrition. This potential for conflict should, of course, be kept in mind by the planners of our Rebellion. If the Korellians are involved with a foreign enemy, they will be less able to deal with the CSA until we are, hopefully, strong enough to beat off any possible attack.

Jaques, Marquis de Villemont

KORELLIAN SOCIAL INSTITUTIONS: DEVELOPMENT & SIGNIFICANCE

The Korellian Social system, as set out in the 'T'ran'P'lia' of Tyan'n'nola and as modified in the aftermath of the First Tialaryn War (c. 254 P.I.), is almost completely static, at first examination. Because of this, it has more in common with the caste systems of various Old Terran societies (all of them pre-atomic) than with the modern social system of our own CSA planets. Even so, it is not completely static and can change to meet a serious threat(s) to its own existence. An example is the case of the creation of the Imperial Civil Service in 2240 I.R. (535 A.E.). The basic thrust of Korellian society is to divide all its citizens and subjects into two groups: the Korells, and the Non-Korells or, to be more accurate, into a class of professional soldiers and cannon fodder. To this end, Korellian society (or Imperial Society, they are synonymous in Korellian eyes) is divided into four classes or castes: the Royal Korell Clans, the Korells, the El'Korell and the El'Ano'Korells. The sections below will look at these various groups, their organization etc., in more detail.

ROYAL CLANS

The Korells have a rather unusual arrangement, as far as government is concerned, in that they have two Kings (or, to be more accurate, two Emperors) who run the Empire jointly. There are two Royal Clans the Nshe (Bear) and K'Ta (Lion) Clans which consist of pure Korell stock, descended from the original ruling clans of the Korells of pre-Imperial times, and one King/Emperor is drawn from each of these two.

The arrangements for the choosing of the Hau'Cle (High Great Overlord) are not, however, based on the rule of primogeniture but is actually decided by a vote of the Hau'n'ra (High Elders or Elder's Council) from all the suitable candidates. This process means it is quite normal for the previous Emperor's son to be passed over unless he is regarded by the Council as the best choice, something that is only occasionally the case. There is more about the organization of the Royal Korell clans that is anomalous. For instance, the Clan members do not undertake normal Korell military training; instead, at age seven, they begin a program of what we in the CSA would call normal education with the intention being to fit them out for high administrative and/or military office which require more than mere military prowess and obedience to orders. In fact, many of the sector and officers of RL/11+ in the ground and StarForces are directly appointed Royal Korells.

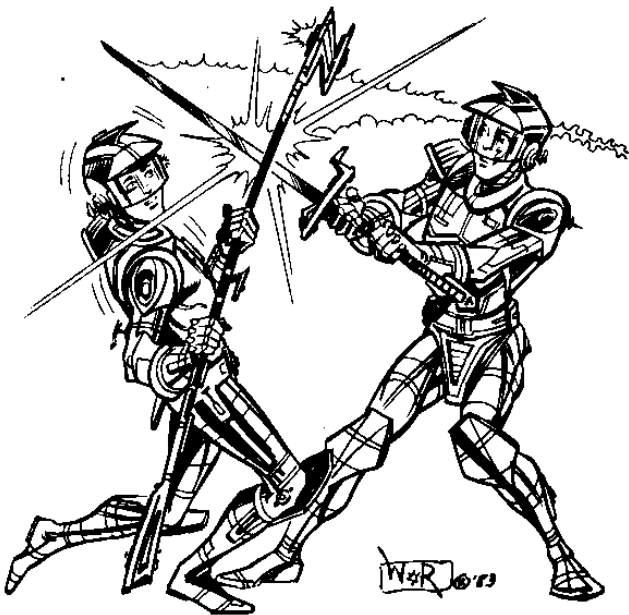
As one might expect, there are actions within these clans or, at least, the parts that reside in or near the Imperial Capital. These have supporters from amongst the ordinary Korells. While they are normally content to confine their intrigues to relatively harmless political infighting and character assassination, they take on much more importance if one (or, more rarely, both) of the ruling Emperors is sick, aged, or is weak. In such a situation, they can cause the normally peaceful Imperial Court to erupt in assassination and counter-assassination of each others' potential heirs and/or its most influential members. Normally, however, the Emperors keep these factions quiescent and, under a particularly strong Emperor, they often disappear completely for a time.

KORELLS

The Korells consist of all those who can trace their descent through both parents to ancestors born on Korellia. If this can be done for only

one parent, not uncommon, then the person is classified as an El'Korell but is allowed to join the Nola'T'Ran if he can meet the training requirements, or he may join a non-combat arm of the Korellian Services. After 26 years of service, or shorter periods in special cases, they will be granted full Korell status. Such Korells undergo a completely different style of training and education than do the Royal Korells, the El'Korells or the El'Ano'Korells.

From birth to the age of seven, a Korell child is allowed to live in the family or clan home under the supervision of the mother or other female relative. At the seventh birthday, however, all children, both males and females, are taken away and placed in T'Ran'K'tyana (Warrior Academies). There they are put through a rigorous series of physical, technical, and preliminary combat training programs which continue until the twelfth birthday. These years spent in the T'Ran'K'tyana offer little education that is not either directly or indirectly related to military excellence. The few humanities style subjects offered (History, Psychology, Philosophy, and a few others) are all militaristically oriented. History, for example, concentrates entirely on Korellian Military history. Psychology concentrates on psywar, interrogation, and brainwashing techniques; while Philosophy is simply the study of the T'ran'P'lia (Warrior's Edicts) and the many Korell written commentaries on it.



At the age of twelve, the fledgling warriors graduate from their basic training to the Service Academy they have qualified for; either the K'tyana'Ona'Ka (Ground Forces Academy) or the K'tyana'Ona'Alon (Star Forces Academy) where they will undergo the specialized combat and technical training required by that arm of the Imperial services. This generalized specialization training continues until the age of eighteen, when the student warriors undertake their final exams. The results of these examinations determine which specific sub-branch they will be posted to for the duration of their career: Artillery, Combat, Intelligence, Engineers, Police etc. for the Army and Command, Crew, Technical Services, Gunnery, Assault Forces and etc. for the Star Forces. Due to their all-round training, any Korell can fill any role in his specific service. This means, effectively, that casualties do not reduce the effectiveness of a Korell unit as drastically as they would a non-Korell one. The nearest Korell will simply take over the functions of any vital technician, the loss of which would paralyze a normal unit!

Female Korells undergo similar rigorous training, but are not normally posted En Masse to combat units, except in the case of emergencies. They provide the majority of the rear area services for the Korellian Armies: logistics, medical services, and others to support the troops.

This is not to say that individual females cannot apply for combat postings (and there have been several famous female generals and admirals in the last century or two) but it is unusual enough to be regarded as a special case. It should not be thought that, since they are normally confined to non-combat duties, that female Korells are any less deadly in combat than their male counterparts. Those who have made this mistake have usually not lived to learn from it! Female Korells receive exactly the same combat training that the males receive!

As far as social rank is concerned, the Korells are remarkably egalitarian apart from the Royal Korell clans. Some noble titles do exist, such as Hau'T'ran (High Warrior = Old Terran Knight or Baron); Tara (Prefect = Old Terran Count), and Hau'Tara (High Prefect = Old Terran Duke) and are inheritable. The most common way of gaining such a title is by reaching a sufficiently high RL in civilian or military service. Korells reaching RL/11 are automatically granted the title of Hau'T'ran (in the form of a non-inheritable grant); those reaching RL/12 are automatically granted the title Tara (non-inheritable; but with an inheritable Title of Hau'T'ran); those reaching RL/13 are automatically given the title Hau'Tara (non-inheritable, with an inheritable title of Tara); and, finally, those who reach the exalted rank of RL/14 are granted the title Hau'Tara as an inheritable one. While the actual titles themselves have little but ceremonial importance, the fact that they are granted to high-ranking officers or officials mean that these men are in a position to use their power and influence to gain advancement for their sons and/or relatives. This is usually in the form of gaining a direct commission for a new Service Academy graduate, avoiding the normal service requirements and giving such fortunate people a head start on their erstwhile companions.

Once a Korell warrior has turned eighteen, and has been graduated to his service for active duty, he/she is allowed to marry. But, since warriors are not allowed to request specific postings until they have served ten years, the consumation of such a marriage will be difficult at best. As an added disincentive, married quarters are not available to a warrior with less than twelve years service (i.e. thirty years of age). Military service is, theoretically, continuous till the age of sixty, when retirement is usual. However, in practice, on reaching the age of forty-five, all those who have not reached RL/8+ are transferred to rear area duties or to the Imperial Civil Service for administrative duties. At the age of sixty, all officers who have not reached RL/11+ are similarly treated. Officers of RL/12+ theoretically die with their boots on, but will rarely be called on for front-line combat duties except in the case of a real emergency. These retired Korellian troops are often settled on newly conquered planets, where they form an Emergency Reserve Force, as well as undertaking civil service duties until they die or are too infirm. Thus, in reality, a Korellian warrior is never off duty!

EL'KORELL

The El'Korell class/caste consists of those subject races of the Empire which meet two criteria. Firstly, they are completely pacified. Secondly, that their culture has reached TL/7 or better. The members of this group are allowed some of the rights of a Korellian, including the right to travel freely throughout the Imperium and the right to join the Imperial Civil Service. The group as a whole provides not only more troops (all highly trained professionals, but not to Korell standards) but scientists, administrators and technicians which keep the wheels of the Empire turning. In fact, their scientists are vital to most Imperial R&D efforts as, though the Korellians are superb engineers, creative thought is not one of their stronger points and the El'Korell provide the creative spark that they lack! The troops that they provide also provide some of the vital logistic services neglected by the more combat-oriented Korellian forces, such as Construction Engineers, as well as the lion's share of such other rear area type services provided only in skeletal form by the Korell Armed Forces for their own troops (mainly by Korell female soldiers). They are also exempted from some of the more barbarous activities of the Korells and are required to make only nominal obeisance to a Korell, and then only on official occasions.

EL'ANO'KORELL

This class/caste consists mainly of newly conquered or troublesome races or those races which, though pacified, have not reached TL/7 yet. They are required to provide troops to the Imperium, but are not allowed to join the Imperial Civil Service and are generally not allowed unrestricted rights to travel. However, for individuals of value to the Imperium, or whom have done some service to the Imperium thought to warrant it, it is quite easy for the Sector Governor to declare them to be of El'Korell status and having those rights. As for the rest of them, Korellian Law requires that they provide the sacrifices use in Korell religious ceremonies (see the section Korellian Religion below), and that they defer to any Korell they encounter, if in line of duty, by performing the ritual obeisance (similar to the ancient Terran Chinese custom of kowtow), amongst other equally onerous obligations.

THE IMPERIAL GOVERNMENT

THE LEGISLATURE

The Imperial Government is rather unusual in its forms for several reasons. It has two Hau' Cle (Emperors) who theoretically have absolute

and supreme power, but who are in reality firmly under the thumb of the Tara'Cle (Imperial Prefects) and the Hau'Ira (Council of Elders). Even more unusual is the fact that the Tara'Cle are not appointed by the Emperors or the Council of Elders but are elected by the Korell people themselves! The Korell government thus contains elements of Imperial, Aristocratic-Oligarchic, and Republican Democratic governmental apparatus! Each part of the Korellian Legislature will be examined in more detail below.

THE EMPERORS

The two Emperors have equal powers, and either may veto the decisions of the other, a factor which greatly reduces their absolute power. It is thus almost always possible for the Imperial Prefects and/or Council of Elders to play off one Emperor against another to ensure that any decisions they do not like are so vetoed. Within these limitations, the Emperors have, theoretically, supreme civil and military power. While these checks and balances seemingly make the Emperors virtually impotent, they are actually quite powerful as long as they can maintain the confidence of the Prefects and Council of Elders. The whole thrust of this organization is to ensure that the conservative (in the sense of meaning reactionary) elements in society will always maintain control in the face of any challenge. Even though the Emperors are also members of the Council of Elders, they have only one vote each in that body and so are unable to force their desires onto them.



Within these imposed limitations the Emperors have the following powers that cannot be challenged by the Prefects or Council directly (though they may be subject to the veto of their fellow Emperor). They have the right to appoint the heads of the various Imperial Ministries (though, since such an appointment is for Life, the appointees are not necessarily indebted to the Emperor who has appointed them), they may issue P'lid Cle (Imperial Edicts) which have the force of law (however, the Council of Elders may choose not to enforce them), they have the right to appoint all Imperial Officers of RL/11+ (however, due to the large size of the Imperial Armed Forces and bureaucracy, this is traditionally done from a short list of candidates presented by the various ministries responsible and approved and modified by the Council of Elders), and, finally, they act as the Commander in Chief of the Imperial Armed Forces in time of War (though the Imperial Prefects act as their Deputies).

Though change may seem impossible, this is not necessarily the case. In fact, in time of real emergency, the Emperors have, in the past, overrid-

den the arch-Conservative Elders' Council by gaining the support of the Armed Forces in the election of Imperial supporters as Imperial Prefects, and using their combined powers as a method of overriding the Council's objections. In fact, this is the method by which all change has occurred in the Kingdom, and, later, in the Empire since the earliest times. Of course, many more Emperors have attempted to do this than have succeeded, and those that did not have all died young, mainly in accidents.

THE IMPERIAL PREFECTS

These are actually elected by the Korells or, to be more accurate, they are elected by Korell warriors over the age of 30 years in an indirect fashion. Since the Empire is so large, the warriors in each sector elect a number of representatives who proceed to the Imperial Capital and there vote to elect the Prefects. There are a minimum of five Tara'Cle elected each year though, in cases of emergency, more are elected as necessary. The record number elected in recent times was thirty seven Prefects in the years 2439-2454 I.R. (the 1st Starkaad War).

The Prefects have wide powers involved in the supervision of the Emperors and the members of the Council of Elders and have their own 'Secret Service' to assist them in this task. This is the infamous Diavlu Tyan (Devil Hunters), an elite service drawn from the best member of the more widely known Alon'ka'ryllon'hirtaka ('Interstellar Department of Just Murder or the Imperial Secret Police') and, incidentally, also responsible for the personal security of the Emperor as well. The Prefects use this secret service to hunt out plots against the Imperium wherever they occur, but mainly concentrating on the higher levels of the Korellian Armed Forces and civil administration, leaving more mundane matters to the Imperial Secret Service. It must be noted that the Diavlu Tyan and the Alon'ka'ryllon'hirtaka don't like each other much, especially since the former is responsible for maintaining internal security within the latter. This rivalry often erupts into outright enmity, and it is not uncommon to find the DT and the AKRHT running operations with the sole purpose of disrupting one being run by the enemy, or making them look foolish!

The Prefects also have the right to sit on the Council of Elders during their term of office, and are responsible for the conduct of any military operations undertaken by the Emperors. They are thus, by law, required to be appointed as the Deputies of the Emperor when they are on campaign. They may, by a majority vote, relieve the Emperor of his command (a power rarely used, but available to add support to their suggestions). Also, while the Emperor is, more or less, responsible for the conduct of the war, the Prefects are required to approve any peace proposals (i.e. The Prefects must O.K. the terms by which the enemy surrenders). Since the Prefects are almost always high ranking military officers in their own right, they are often appointed as Emperor Substitutes in emergencies where the military operations being undertaken need immediate central control. The Prefects' greatest power is tied up with the fact that they act as the overseers of the laws and have the absolute right to interpret the laws until the Emperors and the Council of Elders give them instructions as to the validity of their decisions (which may take years, assuming a protest is made).

THE COUNCIL OF ELDERS

The Council is made up of all those Korells who have reached the age of sixty and who have held RL/14 or better in the military or civil services, plus the current Imperial Prefects and the Emperors. Though the Council has only one positive function, in trying cases of Treason involving Korells, it is much more important due to the negative functions it has. These are all based on the fact that, to become effective law, the P'lid Cle of the Emperors must be approved by the Council, making them the effective arbiters of all lawmaking procedures in the Imperium. They may also choose to allow the law to pass and then rely on the Imperial Prefects to twist its interpretation, and then refuse to support any protest about this from the Emperors.

THE CIVIL SERVICE

The Imperial Civil Service is divided into two parts: the Ryllons (Ministries), which are responsible for specific areas of administration, and the Tara (Prefectures) which are governed by the Imperially appointed Hau Tara (High Prefects), who are assisted by Tara (Prefects). The individual ministers are responsible directly to the Emperors, Council of Elders, and the Imperial Prefects, while their subordinates are responsible to them. The High Prefects (Sector Governors) are responsible directly to the Emperor, effectively making each sector a separate Ministry, with the Hau Tara being assisted by their Tara (Subsector Gov-

errors). Further details of the organization of these bodies will be detailed below.

THE MINISTRIES

RYLLON'TANA'ONA'HIR

(Ministry of the Bringers of Vengeance & Just Rebutition or Ministry of Police). The Ministry of Police controls the Kla'Ryllon'Ona (Department of Honorable Vengeance or the Civil Police) and the Alon'ka'ryllon'hir'taka (Interstellar Department of Just Murder or the Imperial Secret Police). This Department is treated in more detail in *StarAtlas* 11.

RYLLON'NT'AN'ONA

(Ministry of the Warriors of Vengeance or Ministry of the Armed Forces). This ministry controls both the Ryllon'Ona'Ka (Department of the Army) and the Ryllon'Ona'Alon (Department of the Navy). See the section on the Imperial Armed Forces below.

RYLLON'NTORYUP'NAR

(Ministry of Righteous Light or Ministry of Foreign Affairs). The Ministry has three responsibilities: the provision of accurate intelligence estimates of the potential enemies (that is, everyone) that are encountered by the Imperium; the administration of newly conquered worlds; and the command and administration of the Imperial Exploration & Conquest Fleets.

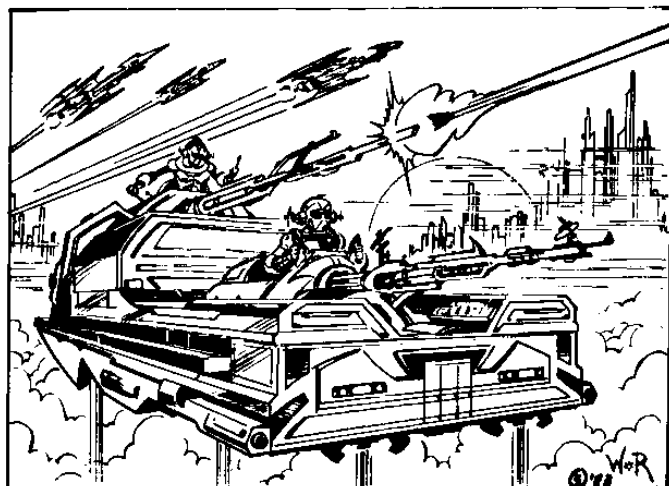
RYLLON'N'ELIK'AL

(Ministry of Barbarians or Ministry of Civil Affairs). This Ministry has the widest responsibility of the four, but is, strangely enough, the least important of them all. This is probably because it has no Military responsibilities. It is, in fact, responsible for everything not covered or controlled by the above three Ministries.

THE PREFECTURAL GOVERNMENT

The Imperium is divided up into sixteen Tarai (Prefectures), each of which consists of between five to ten El Tarai (Sub-Prefectures). The Tarai is governed by the Hau Tara, who is responsible only to the Emperor; each El Tara is governed by a Tara who is directly responsible to the Hau Tara. The Sixteen Prefectures are:

M'Lon Elo'i'Tha'Kta (Lion's Cross Prefecture)
M'Lon Elo'i'Tha'Nshe (Bear's Cross Prefecture)
M'Lon I'Alu (South Prefecture)
M'Lon T'Alu (North Prefecture)
M'Lon K'Apu (East Prefecture)
M'Lon N'Apu (West Prefecture)
M'Lon Ra'Ho'T'Ep (Red Cloud Prefecture)
M'Lon Yrd'Es'Ilia (Seven Darts Prefecture)
M'Lon Y'Ing'Tyan (Prefecture of the Huntress)
M'Lon Y'An'Alon (Prefecture of the Moving Stars)
M'Lon Tialarya (Prefecture of the Tialaryns)
M'Lon Taka'Alon (Prefecture of the Killer Star)
M'Lon Fir'Aya Alon (Prefecture of the Giant Stars)
M'Lon Tyan'N'Nola (Prefecture of the Divine Hunter)
M'Lon Irsolu Diavlu (Prefecture of the IRSOL Devils)
M'Lon Starkaad M'ir'Ka (Prefecture of Starkaad Marches)



KORELLIAN RELIGION

The Korellians do not, as one would expect, worship a god, or even a pantheon of gods but, in fact, indulge in a form of ancestor worship. This is probably due to the extreme conservatism of Korellian society and in this we can probably see the ancient Korellian religion almost unchanged. The Korells actually worship the KLA (Honor) of their ancestors and do all that they personally may do to either add to it, or at least not to disgrace it. As they see it, their own lives are only to be lived to bring their ancestral Clan-name more honor and this is an overriding obligation for all Korellians. They manifest this in what can best be thought of as a cross between the ancient Terran oriental notion of Fate and the Hispanic idea of Machismo. This belief is evident in all their actions, their lives are unimportant in the face of the demands of honor, Personal and Clan.



CLAN ORGANIZATION

The Korellians organize their ancestor worship around the ancient Clans of their home-planet, of which there are sixteen:

Nshe Elay (Bear Clan — a Royal Clan)
K'Ta Elay (Lion Clan — a Royal Clan)
P'Wee'Ta Elay (Falcon Clan)
Darf Hal'Alu Elay (Horse Clan)
Tyan Elay (Hunter Clan)
S'Te Elay (Dagger Clan)
N'Kya Elay (Spear Clan)
E'Tay Elay (Axe Clan)
P'Tang Elay (Sword Clan)
Ne'Sha Elay (Arrow Clan)
Son'Tay Elay (Javelin Clan)
E'Har Elay (Dart Clan)
Nola'Kla Elay (Divine Honor Clan)
Alon'Pnar Elay (Starlight Clan)
Ka Elay (Earth Clan)
Alon Elay (Star Clan)

Each clan has a separate sept on each Korellian settled planet. These will be referred to as the X Clan of Planet Y in official documents. The reason the clans are so important is the fact that each one maintains a Nola'Ka Elay (Divine Earth Clan, shrine or temple) on each planet settled by the Korells, as well as on Korellia, the homeworld. In each of these clan shrines the Hau Tyan (High Hunter) keeps a list of all Korells born to that clan on that particular world, normally on computer, but on gold leaf paper for those who are acknowledged to have added honor to the clan's name by their acts. These names are also sent to the clan's shrine on Korellia where they are listed with the hallowed names from the clan's long and (to the Korellians) glorious history. Those who were merely courageous are added to the names engraved onto bronze plates in the shrine's archives, while those who were heroic are similarly engraved into silver, gold, or platinum plates. For the rare few each gen-

eration who are regarded as so exceptionally noteworthy they deserve exceptional attention, a statuette in silver, gold or platinum (according to the degree of note) is placed in an honored niche in the shrine. Those, on the other hand, who are regarded as having brought DISHonor to the clan's name will be deleted from all records, effectively expunged from all hope of reaching Heaven. It is this belief, almost as much as their superb discipline, that makes the Korellian soldier so much to be feared as he knows that a death in battle is always regarded as honorable — and is thus a ticket to immediate access to Heaven.

However, this does have a drawback. If the Korellians are totally cut off from communication with their clan shrine (that is, if they cannot get messages to anyone who will eventually be able to relay them to the shrine), or, if the shrine is somehow destroyed by enemy action (as happened a few times during the RAG rebellion), then this has a shattering effect on Korellian morale. In the few recorded cases in Korellian sources it resulted in suicide attacks by the forces so affected on the enemy. However, it has recently come to the attention of this author that there are instances in non-Korell verbal history that sound remarkably as if the Korell troops simply sat down and gave up or simply suicided on the spot. These latter instances are assumed to be fairly rare, about 10% of known cases, but one might speculate on the effects that destruction of the supreme shrine(s) on the homeworld might have on the morale of the Korellian troops when it became known.

THE THREE PRECEPTS

This worship of honor was codified by the semi-legendary Tyan'n' Nola in his T'rar' P'lia (Warrior's Edicts) c.2250 P.I. and is summed up in the Hir Y'Li'a'Na (Three Precepts) stated in that document. These three precepts are as follows:

- 1) Thy Honor is thy life — die rather than besmirch it.
- 2) Obey thy Officers and Elders in all things.
- 3) Thou shouldst always hold to the truth with thy Brothers — the Enemy deserves it not.

All of this is rather tame, as far as religions go. The Korellians are, however, not to be accused of tameness in anything, not even their religion! The Korellian religion requires that, in order to honor their ancestors, there be human sacrifices on the appropriate Festival Days. These sacrifices have been traditionally taken from amongst the subject races of the El'Ano'Korell and are chosen from amongst those convicted of crimes against the Imperium, as well as a number randomly chosen by the Imperium from the populace at large. When a festival occurs, these unfortunate wretches will be sacrificed to the honor of the ancestors in several different ways, according to the importance of the festival and of the ancestor/s being worshipped. The most common method of sacrifice is to ritually behead the victim(s) with the Korellian double-headed axe (a ceremony called Nola'E'Tay — Divine Axe). The next most common method is to cut the victim's tongue to ribbons and let him drown in his own blood (called Ylriith — Tongue by the Korells), while the least common method, used only for the most hallowed of all one's clan ancestors, is to use a sacrificial dagger to rip the victim's still beating heart from his chest and drink his blood as a sign of ultimate devotion to the ancestor being so honored (called N'Rya'Ta — Heart Ceremony).

THE KORELLIAN RELIGIOUS CALENDAR

The Korellians have a year of almost identical length to the Terran year used for official purposes in the CSA. The major difference being that it is 368 days rather than 365 days long and consists of 16 months, each of 23 days. There is no Korellian equivalent of the week. NB — Korellian month names are simple: the number of the month. The first month thus being Dan, for example. The calendar below only gives the Clan Festival days and the more important international holidays. Each clan will have a number of its own special days as well.

DAN

- Day 1: Festival of the N'she Clan — sacrifice by Ylriith.
- Day 7: The first payday of the year; the date on which veterans are discharged; ritual sacrifice to Tyan'n'Nola — by N'Rya'ta.
- Day 17: Festival of the Emperors — sacrifice by Ylriith.
- Day 20: Festival of Victory — Victory over the Tialaryns — sacrifice by Ylriith.

GEN

- Day 1: Festival of the K'ta Clan — sacrifice by Ylriith.
- Day 4: Festival of Victory — Victory over the IRSOL — sacrifice by Ylriith.

HIR

- Day 1: Founding of the Imperium — sacrifice by N'rya'ta. Festival of the P'wee'ta Clan — sacrifice by Nola'E'tay.

JOM

- Day 1: Festival of the Dan'hal'alu Clan — sacrifice by Nola'E'tay.
- Day 21: Founding of the Kingdom — sacrifice by N'rya'ta.

LUR

- Day 1: Festival of the Tyan Clan — sacrifice by Nola'E'tay.
- Day 3: Festival of Victory — Victory over the RAG — sacrifice by Ylriith.

NYM

- Day 1: Festival of the S'te Clan — sacrifice by Nola'E'tay.
- Days 1-3: Festival of the Hir'Y'li'a'na ('Three Precepts') — sacrifice by Ylriith.
- Day 7: Second Payday of the Year — sacrifice by N'rya'ta.

YRO

- Day 1: Festival of the N'Kya Clan — sacrifice by Nola'E'tay.
- Day 10: PYAN'A'TA — Festival of the Standards — sacrifice by N'rya'ta.

ULE

- Day 1: Festival of the E'tay Clan — sacrifice by Nola'E'tay.
- Day 15: DAN'HAL'ALU'TA — Festival of the Horses — sacrifice by Nola'E'tay.
- Day 19: T'ran'JOM'TA — Festival of the Four Warriors — sacrifice by Ylriith.

OME

- Day 1: Festival of the P'tang Clan — sacrifice by Nola'E'tay.
- Day 9: Y'ING'TA — Maiden's Festival — sacrifice by Nola'E'tay. This is the only day of the year those Korells who are under the age of 30 may marry.

INE

- Day 1: Festival of the Ne'Sha Clan — sacrifice by Nola'E'tay.
- Day 12: Festival of Victory — Victory over the Eastern Devils and Western Barbarians — sacrifice by Ylriith.

EVO

- Day 1: Festival of the Son'tay Clan — sacrifice by Nola'E'tay.
- Day 7: Third Payday of the year — ceremonies as previously noted.

APU

- Day 1: Festival of the Es'llar Clan — sacrifice by Nola'E'tay.
- Day 23: ONA'KA'TA — Army Festival — sacrifice by Ylriith.

DAN'APU

- Day 1: Festival of the Nola'Ka Clan — sacrifice by Nola'E'tay.
- Day 15: ONA'ALON'TA — Starforces Festival — sacrifice by Ylriith.

GEN'APU

- Day 1: Festival of the Alon'Pnar Clan — sacrifice by Nola'E'tay.
- Day 19: Festival of War — the end of the ancient campaign season on Korellia — sacrifice by Nola'E'tay.

HIR'APU

- Day 1: Festival of the Ka Clan — sacrifice by Nola'E'tay.
- Day 17: Festival of Manhood — on this day all Korells are advanced one step higher in their road to manhood (i.e. 7 year olds are taken from their mothers, 12 year olds are sent to Service Academies, and 18 year olds join their units). Sacrifice by Nola'E'tay.

JOM'APU

- Day 1: Festival of the Alon Clan — sacrifice by Nola'E'tay.
- Day 23: KNE'SHIN'WA — Festival of Winterset/New Year's Eve — sacrifice by N'rya'ta.

KORELLIAN TELEPATHY

The Korellian approach to Telepathy is quite different from that taken by any other known race in that, though it relies on a Psi-crystal of sorts, it is not a learnt series of talents/skills in the normally accepted sense. As far as our captured and/or stolen Korellian records indicate, their psi technology was actually a development they stole (and probably perverted) from their enemies of pre-spaceflight days, the so called

Eastern Devils or the Western Barbarians in the aftermath of the World War of 1300 P.T., when they exterminated them. It is suspected, but unprovable, that the original non-Korellian inventors were working with some remnants of ForeRunner Starstone technology.

The pseudo-Korellian system uses naturally occurring, and extremely rare, crystals called Cle'Alon (Imperial Stars) in Hau'Korell and these are surgically implanted into the forehead of a Korellian adept and are connected by fine platinum wires directly to his/her forebrain. In a way not fully understood by Confederate science, the implanted Cle'Alon crystals both boost the psionic power of the implantee and effectively give him certain psi abilities which do not need to be learnt in the accepted sense. What happens, basically, is for each Cle'Alon crystal implanted, the adept develops, over a period of 1d.6x(no. of Crystals implanted) weeks a one level boost (permanent) to his Psionic Rating and (regardless of his/her current psi rating) in all the Telurgic talents. At the appropriate Levels of Telurgy they also receive the talents of 'The Force' stated as being associated with that level. This process proceeds normally until the 10th Cle'Alon crystal is implanted (with the exception that, though all Korell Adepts automatically choose the Dark Side of the Force, they retain their healing abilities) but only when using them on fellow adepts (i.e. fellow Korells). When the 11th Cle'Alon crystal is implanted the adept gains all the abilities related to having the Living Matrix talent.



It must be noted that these Cle'Alon crystals do not act as matrix crystals, except for the Telurgic and Force type skills they endow. If a Korell desires to learn (as some do) other telepathic skills, they may only use them as if they had no Starstone until the 11th Crystal is inserted. The crystals are normally implanted at the following stages of a Korell's career: The first is implanted at age 12 when they enter their Service Academy. Thereafter, one is implanted on the Korell achieving RLs/5, 6, 7, 8, 9, 10, 11, 12, 13, and 14. It is, however, quite common for lower ranking Korells to have more than the normal amount of Cle'Alon crystals implanted, as they are passed on as a regular inheritance from mother/father to son/daughter as well as being awarded as the Korellian equivalent of the Victoria Cross or Medal of Honor of Old Terra. It is also thought that members of the Imperial Guard, Imperial Secret Service and some other elite organizations are granted more Cle'Alon Crystals than their rank might otherwise suggest.

Despite numerous attempts to duplicate Korellian usages of these crystals, Confederate scientists have been unable to activate them. The only theory that suggests a reason for this is linked with the fact that the Korells themselves seem to be implanted with them only when a Religious Holiday is approaching, thus suggesting that it is the sacrifice of a sentient life-essence at these ceremonies which activates them. This is further supported by the fact that the number of sacrifices made at these ceremonies has long been known to be a multiple of the number of new crystals being activated.

These Cle'Alon crystals are also used (in extremely limited numbers) as part of the construction of Korellian LaserSword. One crystal is imbedded into the hilt and is connected to the power pack and circuitry. When an adept uses the LaserSword, two things occur. Power drain is reduced to one per number of hits made equal to the number of Cle'Alon the wielding adept has. Thus, an adept with 6 crystals will only expend one charge per six hits: The second thing is that each time a hit is made, there is a (10 x Adept Level)% chance that the LaserSword will generate an effect similar to a neuronomic whip, as well as its normal effects. It is thus little wonder that the Korell LaserSword is one of the most feared melee weapons in the whole of the Imperium.

KORELLIAN PHYSIOLOGY

The Korells are, basically, a humanoid race, though with the usual differences developed from the need to meet differing environmental conditions on their homeworld. The more noticeable major and minor differences that they possess will be detailed below.

They have Hexadactyl manipulatory organs rather than the Terran normal Pentadactyl (which is a fancy way of saying that each hand and foot has six rather than five digits).

Their canines (teeth) are more developed than in a Terran, being up to twice the length of such.

Skin color tends to range from a reddish bronze to a pale reddish bronze tinge (the darkness of the skin color indicates how pure bred, supposedly, the individual Korell is).

The eyes have catlike vertical pupil-slits, and the coloring tends to be either a goldish-red or a pure red or gold flecking. Apart from the normal, outer, vertically closing eyelids (the same as Terrans possess), the Korells also have functional nictitating eyelids that close horizontally, a feature present only in a vestigial form in a Terro-Human. This is a development which enables them to operate with their eyes open (the membrane is transparent) underwater and in duststorms without eye protection.

Korell audio (hearing) abilities have a slightly higher upper (ultrasonic) limit, similar to that possessed by canines and canoid descended species. This also means that a Sonic Stunner type weapon has a +1 Wound Factor against a Korell who is hit by it.

Korell visual apparatus use many more rods and cones than most humanoid races, thus giving them about a 10-25% improvement on normal performance as well as giving them the ability to see, partially, into the upper ends of the infra-red spectrum. This means, in practice, that a Korell has excellent Night Vision, equivalent to half the level they can expect during the day.

Korellian olfactory (smelling) apparatus is, however, slightly less sensitive than a standard humanoid.

Korellian reflexes tend to be fractionally faster than a standard humanoid, though whether this is the result of training or is genetic cannot be determined due to the lack of an adequate control group. What this means in game terms is that a Korell's even numbered combat turns are treated as if they are effectively seven seconds long rather than the standard six seconds. They are not actually seven seconds, so this has no effect on non-Korell players, except to give the Korells a decided edge.

Korell Hand-to-Hand Combat Factor is at a uniform 125% of normal (for all Korellians).

Korells are, strangely enough, slightly more susceptible to poisons and drugs than are humans. Hence they suffer from an additional -1 to whatever the poison is rated for as a minus against their CON CR. Thus, for example, a P1 would normally be -6 against a human, it becomes -7 against a Korell. Similarly, poisons normally N (No Effect) rated against a human are +0 rated against a Korell. (NOTE: This ruling is in addition to the effect Korells heightened hearing has on stunner effects).

Korellian Damage Factors have a multiplier of 2.75, rather than the normal human 2.5, though, again, whether this is due to better training or is genetic cannot reliably be determined.

Korellian Carrying Capacity has a CC Factor of .055 rather than the normal .05.

Korell Stamina Factors have a multiplier of 3.15 rather than the standard 3.0 for humans.

Korellians are, by dint of their training and cultural background, less intuitive than a normal human, so deduct 1d.3 from their Intuition CRs when in non-combat situations, in combat situations it is normal.

Korells are treated as being of a Bravery Level one level higher than they qualify for when making a BRAVERY CR. NOTE: Korells never surrender (at least, not willingly). Unconsciousness and wounds may

mean that they are taken alive, however, in this state they are even more dangerous than otherwise. This is because the only way they will have left to wipe out the stain on their honor and gain entry to Heaven, will be to escape or take someone with them in the attempt.

Due to the conditions they created on their home planet, the Korells have the Radiation Resistance of a TransHuman.

Lifespan is 100-125 years, with the proper advanced medical techniques, the same as for normal Humans.

Crossbreeding between Terro-humans and Korells has been proved to be possible without artificial aids.

All Korells have a golden five pointed star tattooed on their forehead and the Cle'Alon crystals are implanted at the points and intersices, with the eleventh being implanted in the center of the pattern.

IMPERIAL KORELLIAN ARMED FORCES

The Korellian Imperium, being an expansionistic and militaristic state, maintains extensive armed forces. However, since the numbers of pure-bred Korells available for such service is relatively limited, given the size of the area and population the Imperium covers, the armed forces utilize both Imperial Allies (El'Korell) and subjects (El'Ano'Korell) in subordinate and support roles. To ensure that this does not result in a threat to the security of the realm, the Korellians rigidly divide both their StarForces and Ground Forces into separate sections, limiting the technology and equipment available to other than pure Korells. Thus, both the Ona'Alon (Vengeance Stars or StarForces) and the Ona'Ka (Vengeance Ground or Ground Forces) are organized into three sections each, which are all under the command of the Ryllon'Are'Ona (Ministry of Avenging Struggle or Ministry of War). These two forces, and their organization, will be dealt with in more detail below.

THE IMPERIAL GROUND FORCES (ONA'KA)

The Imperial Army is divided into, as has been mentioned, three sections: the elite Nola'T'ran (Warriors of God or Divine Warriors) which are entirely recruited from Korells; the El'T'ran (Sub Warriors or Auxiliaries) which are composed of (relatively) trusted non-Korell troops from planets with El'Korell status; and the El'Ano'T'ran (Slave Warriors) drawn from the slave races of the Imperium. The Nola'T'ran are the crack assault and Guard troops of the empire (the mailed fist that ultimately enforces Korellian rule) and they are thus equipped with the best equipment and weaponry that Imperial science (such as it is) can produce (about TL/10). The El'T'ran are the general purpose combat and security forces of the Empire, performing all the dirty work of fighting and, because they are non-Korell, only equipped with weapons and equipment of the second line (approximately equal to TL/7-9). Finally, the El'Ano'T'ran are generally used as the cannon fodder (mostly as garrison and security forces, or as mercenary troops on newly conquered worlds) and are always posted well away from their homeworlds during their term of enlistment. They receive the obsolete equipment of the Imperial Army (this is not to say that it isn't new, it is. It is merely produced to obsolete designs, equivalent to TL/5-7.



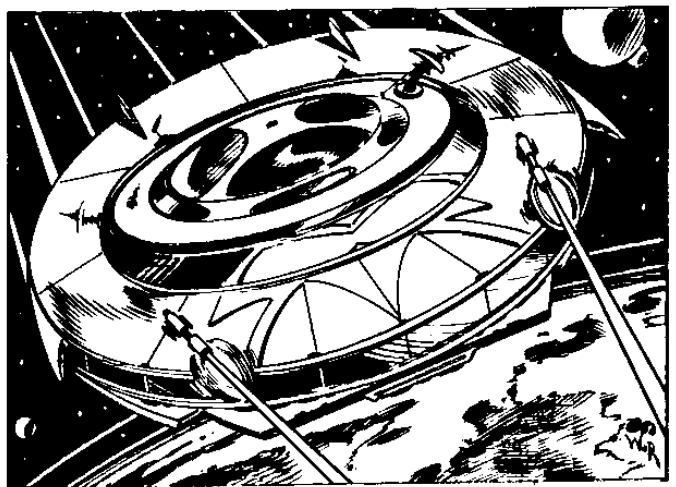
The ground forces are relatively ill-equipped with engineering equipment, both for construction as well as for combat purposes, relying on the specially trained and equipped StarForce ground troops for the latter and the use of conscript labor for the former. Similarly, strategic supply of the ground forces is within the area of responsibility of the StarForces, operational supply is mostly handled by El'Ano'Korell personnel, and tactical supply is handled by the units themselves. As well as these two anomalies, the ground forces have no integral air or aerospace units, the field of air and orbital combat being a purely StarForce preserve. These organizational deficiencies often cause the Korellians problems, which can be serious if there is not close co-operation between the two services (as is often, regrettably, the case), but they are at least partly mitigated by the quality of the Nola'T'ran.



At P'Tang level and above, Nola'T'ran unit commanders normally have two El'T'ran and four El'Ano'T'ran units of the same size attached (more or less) permanently to them.

THE IMPERIAL STARFORCES (ONA'ALON)

The Imperial StarForces are divided, as are the ground forces, into three sections, with the same designations (Nola'T'ran etc.). The major difference between them is not the Tech Level of the equipment and weaponry they are provided with (the whole Navy is equipped to TL/10 standard) but pertains to the maximum ship size operated by each group. The Nola'T'ran operate all ship classes from the 2500 ton Fiend class Fighter (Corvette) to the million ton Setan class Monitor (Battle-StarShip). The El'T'ran, however, operate only ships up to Demon class Battleships (Fleet Cruiser), while the El'Ano'T'ran are equipped solely with Fiend class Fighters.

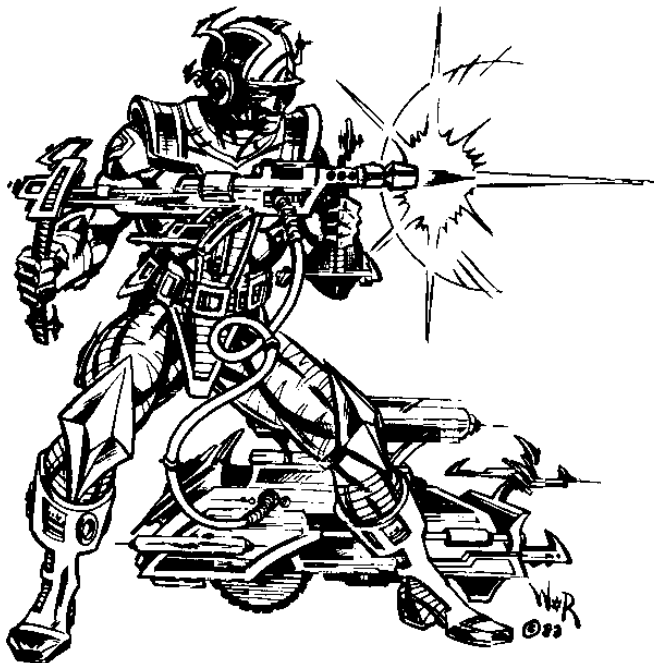


The Ona'Alon has more in common with known space AirForces rather than the more traditionally followed path of inheriting from the wet navy (Korells are notorious landlubbers) traditions. Because of this, it has total control of all aerospace operations and operates all space and airborne (i.e. drop and orbital assault) troops. In keeping with these traditions, the Ona'Alon's ground forces are not, primarily anyhow,

heavily armed assault troops, but are mostly lightly armed drop troops along the lines of paratroops from old Terran history.

THE IMPERIAL GUARD (CLE'T'AN)

The Imperial Guard consists of both StarForce and ground force units. Normally included are Ilar'Son'Tay (Fleet) of combat StarShips, a similar sized unit of combat aerospace craft, and an Ilar'T'Ilar'P'Tang (Army) of ground troops. These are under the direct personal command of the Emperors, and are the best troops available to the Imperium.



IMPERIAL UNIFORMS

To formalize the obvious, the Imperium provides different styles of uniforms for both the two different arms (ground & space) and for the different groups within each arm. Ground forces are provided with combat, dress and ceremonial uniforms, while the StarForces have these plus shipboard uniforms.

ONA'KA (ARMY) UNIFORMS

NOLA'T'AN: The Combat uniform is a grey-green synthesilk coverall with black camouflage (in a tiger stripe pattern). Woven into the material are heating coils which winterize it when a small powerpack is attached. Boots are of plastihide, while combat jackets, mittens etc. all sport the same grey-green/black tigerstripe camouflage pattern. Of course, since the Korell troops rarely fight as light infantry, this uniform will mostly be hidden under their body armor. The body armor will sport the same camouflage patterns. Sneaksuits are used only on extremely rare occasions, even on the few occasions the Korells will be fighting in the LI/commando mode. Rank badges are of cloth: white/grey for NCOs, yellow for junior officers, and silver for senior officers.



The Dress uniform consists of grey-green tunic, grey shirt, grey-green short jacket, black leather jackboots (ankle-length) and berat (also black leather). Rank insignia is white enamelled metal for NCOs, polished gold for junior officers and polished gold for senior officers. To designate branch of service, NCOs and enlisted ranks wear braidwork over their left shoulder in the appropriate colors: officers wear a wide waist sash in the appropriate colors, and through this is the Korell Hau'-P'Tang (Great Sword).

The ceremonial uniform consists of white trousers with red stripes down the seams, a red coat with gold cord trimming and high cloth of gold collar, black leather jackboots (knee length) and 'Attic' style helmets in polished steel for NCOs and enlisted ranks, polished gold engraved steel for junior and silver engraved for senior officers. Rank insignia is as for the dress uniform, and the branch of service is denoted by the same method.

EL'T'AN: The Combat Uniform consists of trousers, shirt and Combat jacket, all in a splotch camouflage pattern consisting of red-brown, sand, dark green, light green and earth. Boots are of black rubberized soles with rubberized cloth uppers in dark green. Rank patches are as for Nola'T'ran.

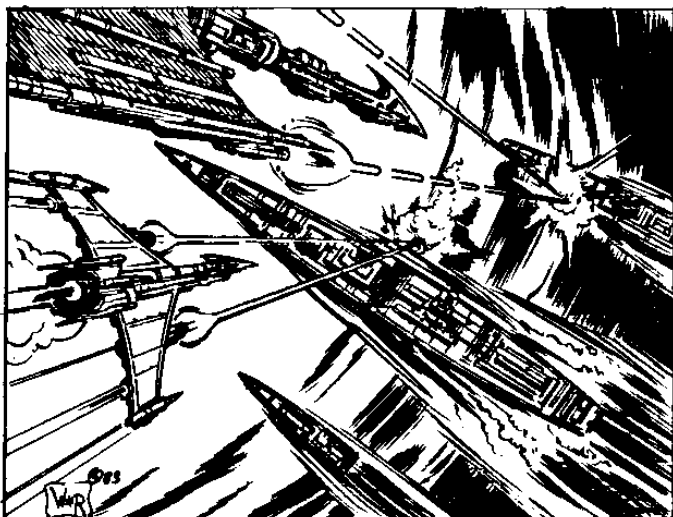
The dress uniform consists of khaki battledress with short jacket, boots are of black leather and are ankle length and a beret of khaki. Rank insignia is as for Nola'T'ran, as is designation of branch of service.

The ceremonial uniform is an adaptation of the above with the major difference in the use of the same braid/sash method of designating branch of service and the same method of denoting rank as above, the major difference being that NCOs are issued with pillbox style hats of brown leather and the officers have similar hats, but with gold piping to indicate their rank.

EL'ANOT'AN: The El'Ano'T'ran use whatever uniforms they used before they were conquered by the Korells.

ONA'ALON (AEROSPACE) UNIFORMS

NOLA'T'AN: The shipboard uniform is simply a one-piece coverall cum Vacc Suit liner of grey synthesilk, with grey plastihide overboots.



The combat uniform is a sneaksuit for ground forces and is a grey-syntheleather mesh oversuit (equivalent to a Protective Suit, pg. 1 Vol. 2 of SO) for other arms.

The dress uniform consists of a midnight black battledress tunic and short jacket with white trim and shoulder braid for NCOs and enlisted personnel, and with silver braid for the officers. Branch is denoted by colored tabs on the epaulettes and collar tabs. The headgear consists of a black leather beret, and footgear consists of black leather knee boots.

The ceremonial uniform consists of the uniform above except that the short jacket is replaced with a normal jacket of black leather. Rank insignia is the same as for the ground forces for all uniform types.

RANK & BRANCH OF SERVICE INSIGNIA

The following apply to all Korellian arms:

Branch of Service	Color Code
Infantry	White
Heavy Infantry	White & Gold
Armored Infantry	Red
Armor	Red & Gold
Orbital Assault Troops	Red & White
Drop Troops	Red & Silver
Planetary Aerospace Troops	Yellow
Spacecraft Combat Troops	Yellow & Silver
Service Troops	Green

IMPERIAL KORELLIAN RANKS: OFFICER AND NCO ARMY RANKS

Rank Level	Imperial Rank	TeFed Rank Equivalent
0	T'ran (Warrior)	Private
1	Ilar't'Jom (Leader of Four)	PFC/L/cpl
2	Ilar't'Ule (Leader of Eight)	Corporal
3	Ilar't'J'apu (Leader of Sixteen)	Sergeant
4	Ilar't'G'apu'le (Leader of 32)	Sergeant Major
5	T'Elar't'apu'om (Commander of 64)	Lieutenant/2
6	T'Elar't'In'apu'le (Commander of 128)	Lieutenant/1
7	T'Elar't'G'in'apu'j'apu (CO of 256)	Captain
8	T'Elar't'J'in'apu'j'apu'le (CO of 512)	Major
9	Elar't'Elar'le (CO of 8 Warrior COs)	Colonel
10	Elar't'Elar'j'apu (CO of 16 Warrior COs)	Brigadier
11	Ilar't'Elar (Over Warrior Commander)	General
12	El't'ara't'Elar (Sub Prefect)	Field Marshal (Planetary CO)
13	Tara't'Elar (Prefect)	Sub-Prefecture CO
14	Ilar't'ara't'Elar (Over Prefect)	Prefecture CO
15	Hau'Cle (The Emperors)	Imperium CO

STARFORCE RANKS

Rank Level	Imperial Rank	TeFed Rank Equivalent
0	T'ran'alon'hir (Star Warrior/3)	Startech/3
1	T'ran'alon'gen (Star Warrior/2)	Startech/2
2	T'ran'alon'dan (Star Warrior/1)	Startech/1
3	Ilar't'alon'gen (Over Starwarrior/2)	Petty Officer
4	Ilar't'alon'dan (Over Starwarrior/1)	CPO
5	Alon't'el'Elar (Sub Starwarrior CO)	Ensign
6	Alon't'Elar (Starwarrior CO)	Lieutenant
7	El'Elar'Alon't'Elar (Sub CO of Starwarrior COs)	LT/CDR
8	Elar'Alon't'Elar (CO of Starwarrior COs)	Commander
9	Ilar'alon't'Elar (Over CO of Starwarrior COs)	Cruiser Captain
10	El't'ara'alon't'Elar (Sub Prefect of Starwarriors)	Captain
11	Tara'alon't'Elar (Prefect of Starwarriors)	Commodore
12	Ilar't'ara'alon't'Elar (Over Prefect of SWs)	Admiral
13	Alon't'El'Clir't'Elar (Sub CO of Imperial Stars)	Fleet Admiral
14	Clir'Alon't'Elar (Commander of Imperial Stars)	Admiral General
15	Hau'Cle (The Emperors)	Imperium CO

KORELLIAN GROUND FORCES: TO&E STANDARD ARMY ORGANIZATION

The standard organization used by the Korellian Imperium is as follows:

Unit Type	Composition	Personnel	TeFed Equivalent
ULE (Eight)	8 Men	8 Men	Section
J'APU (Sixteen)	2 x Ule	16 Men	Squad
S'TE (Dagger)	4 x J'Apu	64 Men	Platoon
ILAR'S'TE (Over Dagger)	2 x S'Te	128 Men	Company
N'KYA (Spear)	4 x Ilar'S'Te	512 Men	Battalion
ILAR'N'KYA (Over Spear)	8 x N'Kya	4096 Men	Regiment
E'TAY (Axe)	2 x Ilar'N'Kya	8192 Men	Brigade
ILAR'E'TAY (Over Axe)	2 x E'Tay	16,384 Men	Division
P'TANG (Sword)	4 x Ilar'E'Tay	65,536 Men	Corps
ILAR'P'TANG (Over Sword)	4 x P'Tang	262,144 Men	Army Corps
ILAR'T'TILAR'P'TANG (Ultimate Sword)	4 x Ilar'P'Tang	1,048,576	Army

UNIT ORGANIZATION

Given below are the TO&Es (Tables of Organization & Equipment) for the various Imperial ground units, starting with the N'KYA (Battalion), the standard building block of the army.

N'KYA (BATTALION) ORGANIZATION

Infantry N'Kya

1st J'Apu: (1st Ule: 8 men, 6 rifles, 1 heavy rifle, 1 grenade lchr., 2 pistols)
(2nd Ule: 8 men, 6 rifles, 1 heavy rifle, 1 Lt. tripod MG, 2 pistols)
2nd J'Apu: (1st Ule: As 1st Ule above)
(2nd Ule: 8 men, 6 rifles, 1 carbine, 1 medium tripod MG, 2 pistols)
3rd J'Apu: (1st Ule: As 1st Ule above)
(2nd Ule: As 2nd Ule/1st J'Apu)
4th J'Apu: (1st Ule: As 1st Ule above)
(2nd Ule: 8 men, 6 rifles, 1 carbine, 1 heavy tripod MG, 2 pistols)
S'Te: 1st, 2nd, 3rd, & 4th J'Apu
(64 men, 48 rifles, 6 heavy rifles, 4 grenade launchers, 16 pistols, 2 carbines, 1 Lt. MG, 1 Mdm. MG, 1 Hvy. MG)
Ilar'S'Te: 2 x S'Te
(128 men, 96 rifles, 12 heavy rifles, 8 grenade launchers, 32 pistols, 4 carbines, 4 Lt. MG, 2 Mdm. MG, 2 Hvy. MG)
N'Kya: 3 x Ilar'S'Te
1 x X'Ilar'S'Te

Light Infantry N'Kya

The LI is equipped with LBA/6 (El'T'ran) or LBA/5 (El'Ano'T'ran) armor and is armed with lasers (El'T'ran) or slugthrowers (El'Ano'T'ran). The Nola'T'ran do not field LI units.

Medium Infantry N'Kya

The MI is equipped with CBA/6E (Nola'T'ran) or CBA/5E (El'T'ran) armor and is armed with blasters (Nola'T'ran) or lasers (El'T'ran), the El'Ano'T'ran does not field anything other than LI.

Heavy Infantry N'Kya

HI is only fielded by the Nola'T'ran and is equipped with 104 PAPA 'C' and 24 PAPA 'B' suits. Each J'Apu is blaster armed, with heavy Rifles and pistols, has one dally gun for each Ule, and has a Lt. PML replacing the LMG in the 1st Ule of each J'Apu; the 2nd Ule of the 2nd J'Apu has a HMG instead of an MMG, and the 2nd Ule of the 4th J'Apu has a Mdm. PML instead of a HMG.

Recon/Armored Infantry N'Kya

1st/2nd/3rd J'Apu: (1st Ule: 2 CRUs, 1 MICV, 8 men, 8 carbines, 8 pistols, 8 LBA/7)
(2nd Ule: 8 men, 6 rifles, 1 heavy rifle, 1 grenade launcher, 2 pistols, 8 CBA/6E)
4th J'Apu: (1st & 2nd Ule: 2 MBTs, 8 men, 4 carbines, 8 pistols, 8 LBA/7)
S'Te: 1st, 2nd, 3rd, & 4th J'Apu
(64 men, 32 carbines, 46 pistols, 18 rifles, 3 heavy rifles, 3 GLs, 6 CRUs, 3 MICV, 4 MBT, 40 LBA/7, 24 CBA/6E)
Ilar'S'Te: 2 x S'Te
(128 men, 64 carbines, 92 pistols, 36 rifles, 6 heavy rifles, 6 GLs, 12 CRUs, 6 MICV, 8 MBT, 80 LBA/7, 48 CBA/6E)
N'Kya: 3 x Ilar'S'Te
1 x X'Ilar'S'Te

NOTE: Nola'T'ran units have blasters, Nola'T'ran armored vehicles, and the armor listed; El'T'ran units have lasers, El'T'ran armored vehicles, and CBA/5E — LBA/6 instead of the listed armor.

Armored N'Kya

1st/2nd/3rd J'Apu: (As 4th Recon J'Apu)
4th J'Apu: (As 1st-3rd Recon J'Apu)
S'Te: 1st, 2nd, 3rd, & 4th J'Apu
(64 men, 56 LBA/7, 8 CBA/6E, 58 pistols, 32 carbines, 6 rifles, 1 heavy rifle, 1 GL, 12 MBT, 2 CRU, 1 MICV)

Ilar'S'Te: 2 x S'Te
(128 men, 112 LBA/7, 16 CBA/6E, 116 pistols, 64 carbines, 12 rifles, 2 heavy rifles, 2 GLs, 24 MBT, 4 CRU, 2 MICV)
Recon N'Kya: 3 x Recon Ilar'S'Te
1 x X'Ilar'S'Te
Armored Inf.N'Kya: 2 x Recon/AI Ilar'S'Te
1 x Armored Ilar'S'Te
1 x X'Ilar'S'Te

NOTE: The same note as under Recon/AI applies here.

Artillery X'N'Kya

All X'J'Apu: (1st & 2nd Ule: 8 men, 6 carbines, 1 rifle, 2 pistols, 1 SP artillery piece)
X'S'Te: 1st-4th J'Apu
(64 men, 48 carbines, 8 rifles, 32 pistols, 8 SP artillery pieces)
X'Ilar'S'Te: 2 x S'Te
(128 men, 96 carbines, 16 rifles, 64 pistols, 16 SP artillery pieces)
X'N'Kya: 4 x X'Ilar'S'Te

NOTES: Armor is the LBA model of the Tech Level appropriate for the type of force (i.e. — Nola'T'ran etc.), armament is blasters, laser or slugthrowers as appropriate. There are four types of artillery X'N'Kya: Light (1 MDM Mortar, 1 MDM Blaster, 1 LT ML, 1 LT Calliope X'Ilar'S'Te); Medium (1 HVY Mortar, 1 HVY Blaster, 1 MDM ML, 1 MDM Calliope X'Ilar'S'Te); Heavy (1 V.HVY Mortar, 1 V.HVY Blaster, 1 HVY ML, 1 HVY Calliope X'Ilar'S'Te) and MRL (1 LT MRL, 1 MDM MRL, 1 HVY ML, 1 HVY Calliope X'Ilar'S'Te).

Weapons X'Ilar'S'Te

Mortar X'S'Te: (64 men, 48 carbines, 6 rifles, 16 pistols, 6 SP light mortars, 2 SP medium mortars)
Weapons X'S'Te: (64 men, 48 carbines, 6 rifles, 16 pistols, 2 SP Lt. Calliopes, 2 SP Rocket Launchers (F), 2 SP Heavy Flamers, 2 SP LT PML AA).
X'Ilar'S'Te: (1 Mortar & 1 Weapons S'Te).

NOTES: As per Artillery X'Ilar'S'Te, but armor is of the appropriate CBA/E type.

ILAR'N'KYA (REGIMENTAL) ORGANIZATION

The Imperial ground forces are all organized differently up to the Ilar'N'Kya (Regimental) level only. All organization beyond this level is on an ad hoc basis. This does not mean that there are no brigades or divisions (E'Tay and Ilar'E'Tay), but merely that these units are not of a set organization over long periods of time, they are tailored to do a specific job. The standard Ilar'N'Kya organizations are as given below:

Medium Infantry Ilar'N'Kya

5 x MI N'Kya
1 x Recon N'Kya
1 x Light Artillery X'N'Kya
1 x HQ/Support X'N'Kya

Heavy Infantry Ilar'N'Kya

6 x HI N'Kya
1 x Medium Artillery X'N'Kya
1 x HQ/Support X'N'Kya

Armored Infantry Ilar'N'Kya

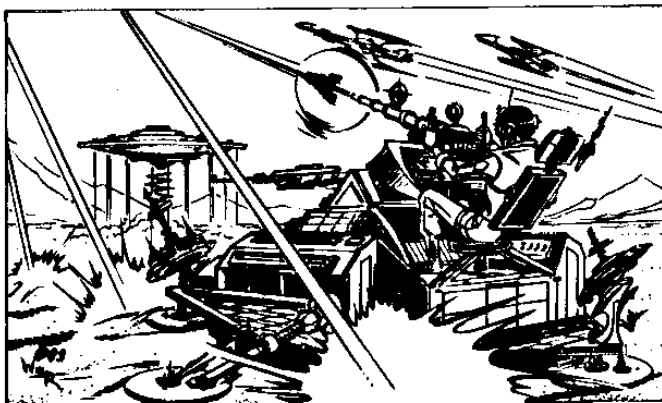
4 x AI N'Kya
2 x Armored N'Kya
1 x Heavy Artillery X'N'Kya
1 x HQ/Support X'N'Kya

Armored Ilar'N'Kya

4 x Armored N'Kya
2 x AI N'Kya
1 x Heavy Artillery X'N'Kya
1 x HQ/Support X'N'Kya

Medium Artillery X'Ilar'N'Kya

4 x Medium Artillery X'N'Kya
 1 x Heavy Artillery X'N'Kya
 1 x MRL Artillery X'N'Kya
 1 x Transport N'Kya
 1 x HQ/Support X'N'Kya

**Heavy Artillery X'Ilar'N'Kya**

4 x Heavy Artillery X'N'Kya
 2 x MRL Artillery X'N'Kya
 1 x Transport N'Kya
 1 x HQ/Support X'N'Kya

MRL Artillery X'Ilar'N'Kya

6 x MRL X'N'Kya
 1 x Transport X'N'Kya
 1 x HQ/Support X'N'Kya

E'TAY (BRIGADE) ORGANIZATION

As mentioned above, the organization at this level is on an ad hoc basis. However, there are certain common organizations that will be encountered frequently and these are listed below:

MI E'TAY:	2 x MI Ilar'N'Kya
MI X'E'TAY:	1 x MI Ilar'N'Kya
	1 x MDM Artillery X'Ilar'N'Kya
HI E'TAY:	2 x HI Ilar'N'Kya
HI X'E'TAY:	1 x HI Ilar'N'Kya
	1 x HVY Artillery X'Ilar'N'Kya
MECH E'TAY:	1 x AI Ilar'N'Kya
	1 x Armor Ilar'N'Kya
MECH X'E'TAY:	1 x AI Ilar'N'Kya
	1 x MRL Artillery X'Ilar'N'Kya
ARMOR X'E'TAY:	1 x Armor Ilar'N'Kya
	1 x MRL Artillery X'Ilar'N'Kya
COMP INF E'TAY:	1 x MI Ilar'N'Kya
	1 x LI Ilar'N'Kya
MDM ARTY E'TAY:	2 x MDM Artillery X'Ilar'N'Kya
HVY ARTY E'TAY:	2 x HVY Artillery X'Ilar'N'Kya
MRL ARTY E'TAY:	2 x MRL Artillery X'Ilar'N'Kya

ILAR'E'TAY (DIVISION) ORGANIZATION

Again, only the most commonly encountered unit organizations are given below:

MI ILAR'E'TAY:	1 x MI E'Tay
	1 x MI X'E'Tay
HI ILAR'E'TAY:	1 x HI E'Tay
	1 x HI X'E'Tay
MECH ILAR'E'TAY:	1 x MECH E'Tay
	1 x MECH X'E'Tay
ARMOR ILAR'E'TAY:	1 x MECH E'Tay
	1 x ARMOR X'E'Tay
COMP INF ILAR'E'TAY:	1 x COMP INF E'Tay
	1 x MI X'E'Tay
ARTY ILAR'E'TAY:	1 x MDM Artillery X'E'Tay
	1 x HVY Artillery X'E'Tay
MRL ILAR'E'TAY:	2 x MRL X'E'Tay

PTANG (CORPS) ORGANIZATION

The most common Corps organizations are:

INFANTRY P'TANG:	2 x MI Ilar'E'Tay
	1 x COMP Inf Ilar'E'Tay
	1 x Artillery X'Ilar'E'Tay
HEAVY INF P'TANG:	2 x HI Ilar'E'Tay
	1 x Comp Inf Ilar'E'Tay
	1 x MRL X'Ilar'E'Tay
MECH P'TANG:	2 x MECH Ilar'E'Tay
	1 x ARMOR Ilar'E'Tay
	1 x MRL Ilar'E'Tay

ILAR'PTANG (ARMY CORPS) ORGANIZATION

The organization at this level is:

4 x MANOEUVRE P'TANGs

ILAR'T'ILAR'PTANG (ARMY) ORGANIZATION

The organization at this level is:

4 x ILAR'P'TANG

KORELLIAN STARFORCES – NAVAL INFANTRY TO&E ■

The Korellian Imperial StarForces have their own infantry units, performing a combination of the paratroop (jump troops) and marine roles. Units above division level are rarely formed.

ORBITAL ASSAULT INFANTRY N'KYA

1st & 3rd J'Apu:	(1st & 2nd Ule: 8 men, 8 LBA/7, 6 rifles, 1 Lt. PML, 2 carbines, 2 pistols, 1 gravsled)
2nd J'Apu:	(1st and 2nd Ule: 8 men, 8 LBA/7, 6 rifles, 2 carbines, 2 pistols, 1 MDM, PML, 1 gravsled)
4th J'Apu:	(1st and 2nd Ule: 8 men, 8 carbines, 8 pistols, 8 Aircav Mounts)
S'Te:	1st, 2nd, 3rd, & 4th J'Apu
	(64 men, 64 LBA/7, 36 rifles, 4 Lt. PML, 2 MDM, PML, 28 carbines, 28 pistols, 6 gravsleds, 16 Aircav Mounts).
Ilar'S'Te:	2 x S'Te
N'Kya:	3 x Ilar'S'Te
	1 x Weapons X'S'Te

DROP/JUMP INFANTRY N'KYA

1st & 3rd J'Apu:	(1st Ule: 8 men, 8 CBA/7E w/exoskeleton, 8 flying belt A, 8 rifles, 8 pistols, 1 Lt. PML)
	(2nd Ule: as above, but LMG instead of Lt. PML)
2nd J'Apu:	(1st Ule: 8 men, 8 CBA/7E w/exoskeleton, 8 FB 'A', 8 heavy rifles, 8 pistols, 1 MDM, PML)
	(2nd Ule: As above, but MMG instead of MDM, PML)
4th J'Apu:	(1st Ule: 8 men, 8 CBA/7E w/exoskeleton, 8 FB 'A', 8 rifles, 8 pistols, 1 HVY, PML)
	(2nd Ule: As above, but HMG instead of HVY, PML)
S'Te:	1st, 2nd, 3rd, & 4th J'Apu
	(64 men, 64 CBA/7E, 64 FB 'A', 48 rifles, 16 heavy rifles, 64 pistols, 4 Lt. PML, 4 LMG, 1 MDM, PML, 1 MMG, 1 HVY, PML, 1 HMG)
Ilar'S'Te:	2 x S'Te
N'Kya:	3 x Ilar'S'Te
	1 x Weapons X'Ilar'S'Te

Weapons X'Ilar'S'Te

Aircav X'S'Te: 4 x Aircav J'Apu

Weapons X'S'Te: (2 Lt. Calliope, 6 HVY, PML, all SP on gravsleds)

NAVAL ILAR'N'KYA (REGIMENT) ORGANIZATION

ILAR'N'KYA: 6 x Drop Infantry N'Kya
 2 x Orbital Assault Infantry N'Kya

NAVAL E'TAY (BRIGADE) ORGANIZATION

E'TAY: 2 x Ilar'N'Kya

NAVAL ILAR'E'TAY (DIVISION) ORGANIZATION

ILAR'E'TAY: 2 x E'Tay

IMPERIAL KORELLIAN STARFORCES TO&E

The organization of the Imperial StarForces is, as has been mentioned previously, along airforce rather than naval lines and the same unit levels and designations are used to deal with StarForce and Aerospace force units. These are:

Imperial Unit Designation	Composition	Strength	TeFed Equivalent
Es'Ilia (Dart)	4 Vessels	4 Vessels	Section
Ilar'Es'Ilia (Over Dart)	2 x Es'Ilia	8 Vessels	Flight
Ne'Sha (Arrow)	4 x Ilar'Es'Ilia	32 Vessels	Squadron
Ilar'Ne'Sha (Over Arrow)	2 x Ne'Sha	64 Vessels	Wing
Son'Tay (Javelin)	4 x Ilar'Ne'Sha	256 Vessels	Group
Ilar'Son'Tay	8 x Son'Tay	2048 Vessels	Fleet

FIGHTER UNIT TO&E

The organization of fighter units beyond this level of Ilar'Ne'Sha only occurs for the El'Ano'Korell and the few Korell or El'Korell Fighter units are mostly attached to StarBases as defense units. The organization is as above, with all vessels being fighters.

Fighter Ilar'Es'Ilia: 128 Marines.
 Fighter Ne'Sha: 512 Marines.
 Fighter Ilar'Ne'Sha: 1024 Marines.
 Fighter Son'Tay: 4096 Marines.
 Fighter Ilar'Son'Tay: 32,768 Marines.

FLEET UNIT ORGANIZATION**Ilar'Es'Ilia TO&E**

PATROL ILAR'ES'ILA: 1 Sheol DD, 7 Fiend FTR (approx 624 Marines).
 DESTROYER ILAR'ES'ILA: 1 Demon BB, 7 Sheol DD (approx 7680 Marines).
 COMPOSITE ILAR'ES'ILA: 1 Satan MN, 4 Sheol BB, 3 Sheol DD (approx 26,112 Marines).
 BATTLESHIP ILAR'ES'ILA: 1 Satan MN, 7 Sheol BB (approx 36,864 Marines).
 MONITOR ILAR'ES'ILA: 5 Satan MN, 3 Sheol BB (approx 53,248 Marines).

Ne'Sha TO&E

PATROL NE'SHA: 3 Patrol, 1 Destroyer Ilar'Es'Ilia (approx 9552 Marines).
 MEDIUM COMPOSITE NE'SHA: 2 Destroyer, 1 Battleship, 1 Composite Ilar'Es'Ilia (approx 78,336 Marines).
 HEAVY COMPOSITE NE'SHA: 1 Destroyer, 1 Composite, 1 Battleship, 1 Monitor Ilar'Es'Ilia (approx 123,904 Marines).
 ASSAULT NE'SHA: 1 Composite, 1 Battleship, 2 Monitor Ilar'Es'Ilia (approx 169,472 Marines).

Ilar'Ne'Sha TO&E

PATROL ILAR'NE'SHA: 2 x Patrol Ne'Sha (approx 19,104 Marines).
 MEDIUM COMPOSITE ILAR'NE'SHA: 2 x Medium Composite Ne'Sha (approx 156,672 Marines).
 HEAVY COMPOSITE ILAR'NE'SHA: 2 x Heavy Composite Ne'Sha (approx 247,808 Marines).
 MONITOR ILAR'NE'SHA: 2 x Monitor Ne'Sha (approx 338,944 Marines).

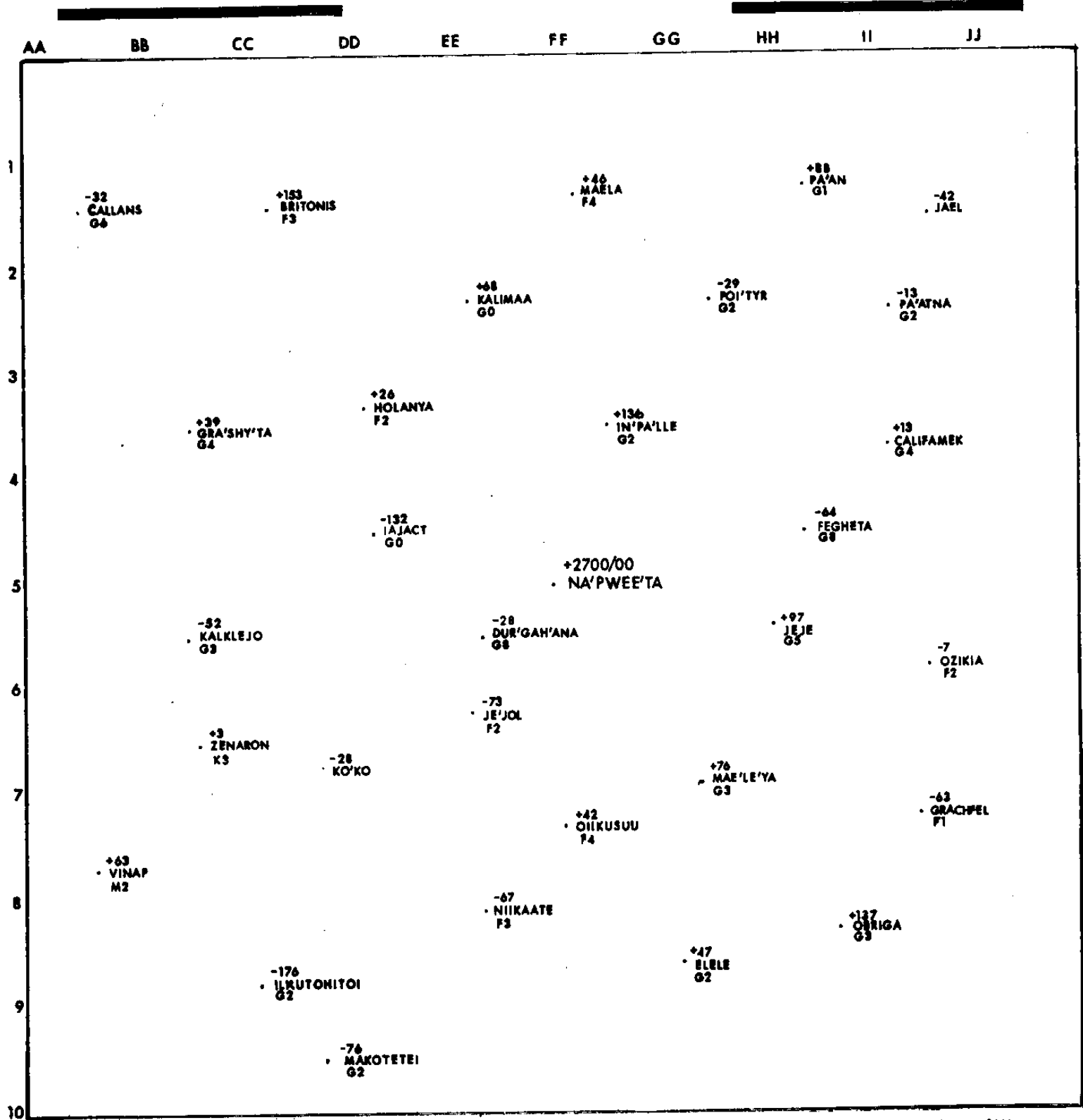
Son'Tay TO&E

There is no set organization beyond the previous level. Each Son'Tay is tailored to fit a given posting. However, one of the more common organizations encountered is one which consists of one of each of the above Ne'Sha.

AEROSPACE ORGANIZATION

The organization of these units is slightly different in the actual unit strengths, which are as follows:

ES'ILA:	4 ASP/GSP or 2 BMR
ILAR'ES'ILA:	8 ASP/GSP or 4 BMR
NE'SHA:	32 ASP/GSP or 16 BMR
ILAR'NE'SHA:	32 ASP/GSP or 16 BMR 1 Maintenance & Operations Ne'Sha
SON'TAY:	64 ASP/GSP or 32 BMR
ILAR'SON'TAY:	512 ASP/GSP or 256 BMR



KORELLIAN EMPIRE: STARSECTOR CHART GSC 22.TT.+2700

FORM: ISS-2550-26R

SCALE: 1mm = 1LY

Backhand
 Kapil Dev
 Striker
 Halfback
 Norm
 Chappel
 Set
 Bodyline
 Pitcher
 Bradman

Pelee
 Forehand
 Gateway
 Barassi
 Backstop
 Goolagong
 Square Leg
 Dawn
 Outfield
 Infield

Catcher
 Rubber
 Over
 Silly Point
 Bowler
 Shortstop
 Stephenson
 Chukka
 Boundary
 New Combe

JUR'GAH'ANA (BACKHAND)

Stellar Primary	G5 M-5
Planets in System	Six (6)
JUR'GAH'ANA	Terran Type 1, Standard
Orbital Distance	0.83 AU
Length of Year	296 days
Length of Day	23.01 hours
Planetary Diameter	12,000 km
Surface Gravity	0.92 G
Temperature	Terran Standard
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Korellian
Population	1 billion
Tech Level	10, but 'spotty'
StarPort Rating	2 x AAAAA (military), AAA, AA, B
StarPort Rating	2 x AAAAA (Military), AAA, AA, B
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 7,500,000
Major Exports	Troops
Major Imports	Military equipment, Collapsium, Uranium & Thorium
Trade Restrictions	100% on all 'Luxury Goods'
Trade Acceptance	60%

Backhand (to use the CSA codename) is a Korellian colony settled almost entirely by Korells, except for the members of the slave races needed to do the menial jobs that are beneath the dignity of the Hau'-Korell. The Prefecture of the Seven Darts (a semi-mythological reference to an event that took place during the last (Nuclear) war that occurred on Korellia) has its Prefectural Capital on this Planet as it is the strongest, militarily, and has the largest population of all those in the Prefecture. The Prefecture encompasses four Sub-Prefectures: the Yellow Falcon (El'M'lon Na'P'wee'ta - this one), the Eleven Devils (El'M'lon Evo'Diavlu, also dealt with in this Staratlas), the Winter Sword (El'M'lon Shin'Ptang) and the Red Viper (El'M'lon Ra'Traya, the CSA Sector, dealt with in StarAtlas 11).



The Planet has been completely stripped of its native flora and fauna and this has been replaced by Korellian food plants and animals in factory farms designed to maximize food production. There are a few hunting preserves maintained by the Imperium for the enjoyment of off-duty personnel, and stocked with Korell game animals, as well as selected species from other Imperial planets (the more dangerous the better). The planet is run by 200 million El'Korell and El'Ano'Korell, while the Korells themselves busy themselves with their military training and government activities.

MAE'LE'YA (KAPIL DEV)
IA'PA'LEE (STRIKER)
TE'JOL (HALFBACK)
GRA'SHY'TA (NORM)

All these worlds are Korellian colonies of varying population and age. For details, consult the relevant sections in the introduction. It should be noted that about one-sixth of the population of each colony world will be El'Korell or El'Ano'Korell slaves (servants might be a better word) who do all the dirty work necessary to keep the planet running. In all cases, the amount of native flora and fauna around will be limited as the Korellians always exterminate all such to replace it with their factory farms and hunting preserves, all of which are stocked with select Korellian stock animals.

MAE'LE'YA (KAPIL DEV)

Stellar Primary	G3 M-5
Planets in System	Ten (10)
MAE'LE'YA	Terran Type 1, Standard
Orbital Distance	0.99 AU
Length of Year	373 days
Length of Day	26.5 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Korellian
Population	750 million
Tech Level	10, but 'spotty'
StarPort Rating	2 x AAAAA (Military), AAA, AA, B
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 5,625,000

IA'PA'LEE (STRIKER)

Stellar Primary	G2 M-5
Planets in System	Four (4)
IA'PA'LEE	Terran Type 2, No Seasons
Orbital Distance	1.06 AU
Length of Year	408 days
Length of Day	24.3 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	As per Type 2
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Korellian
Population	350 million
Tech Level	10, but 'spotty'
StarPort Rating	AAAAA (Military), AAAAA (Civ.), 2 x A, B
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%

Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 2,625,000

TE'JOL (HALFBACK)

Stellar Primary	F2 Giant
Planets in System	Twelve (12)
TE'JOL	Terran Type 1, Ocean
Orbital Distance	15.0 AU
Length of Year	5775 days
Length of Day	31.01 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	0.95%
Sentient Race	Korellian
Population	100 million
Tech Level	10, but 'spotty'
StarPort Rating	AAAA (Military), AAA, A (Military), A, B
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 750,000

GRA'SHY'TA (NORM)

Stellar Primary	G4 M-5
Planets in System	Five (5)
GRA'SHY'TA	Terran Type 1, Ocean
Orbital Distance	0.915 AU
Length of Year	337 days
Length of Day	23.95 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Terran Standard
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	90%
Sentient Race	Korellian
Population	50 million
Tech Level	10, but 'spotty'
StarPort Rating	A
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 375,000

ILKUTEHITOI — EL'KO'TEH (CHAPPEL)

Stellar Primary	G Type - G2 M-5
ILKUTEHITOI	Type 1, Terran Steppe
Orbital Distance	0.989 AU
Length of Year	368 days
Length of Day	23.02 hours
Planetary Diameter	13,000 km
Surface Gravity	Very Dense 1.3 G
Temperature	Standard Temperate.
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	40%
Sentient Race	Transhuman
Population	10 million
Tech Level	8, but this is due to Ki repression, will increase +1 TL per 2 years to TL 10 if this is removed.
StarPort Rating	AAAAA (Military)
Social Organization	Aristocratic
Societal Strength	10
Xeno Acceptance	0-5% bias
Government Type	Feudal — Kingdom of IlkutehitOI (El'Korell)
Government Support	95% (local); 25% (Korellian)
Loyalty Index	95% (local); 65% (Korellian)
Repression Index	0% (local); 25% (Korellian)
Corruption Index	0% (local); 25% (Korellian)
Bureaucracy Level	3
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 10,000
Tax Rate	30%
Military Spending	MCR 30,000
Major Exports	Gemstones, Luxury goods
Major Imports	Aircraft, Luxury Foodstuffs
Trade Restrictions	nil
Trade Acceptance	75%

The three names of this planet are, respectively, the name it is referred to by the inhabitants, the official Korellian pronunciation of that name, and the CSA codename.

The planet itself is ancient, and looks it. The few mountain ranges are, at best, really high hills; the seas are small, shallow, and very salty. The extensive steppes and deserts are dotted with the ruins of ancient towns and villages. Some are ruinous simply due to age, while some are nuclear hell-holes. The general background radiation level is about 25% higher than that of Terra overall, though this is not a significant threat to the health of visitors; the areas near the bombed out cities, however, are dangerously radioactive and protective clothing should be worn in their vicinity.

The natives are not the descendants of the survivors of the great nuclear exchange which devastated the planet some several score thousands of years ago, as there were none. They are actually the descendants of a genetic engineering program undertaken by one of the combatants with a view to creating the perfect warrior. They were, by the time of The War, still only experimental, though there must have been several thousand of them. They were, by virtue of their Transhuman abilities and the fact that the experimental laboratories where they were being grown weren't targeted, able to survive even after their creators had succumbed to the radiation and artificial plagues let loose by the outbreak of war. As a legacy of that war, the IlkutehitOI live in entirely underground cities and towns which often consist of widely separated suburbs connected to each other by extensive subway systems. The Korellian Exploration and Conquest Fleet which discovered them found that they were, by virtue of their warrior culture, Transhuman abilities, and the siting and construction of their dwelling places, impossible to subjugate (at least two Korell brigades being totally destroyed in fierce fighting in the underground warrens of the IlkutehitOI cities). Though the Korellians finally gained the upper hand by sheer numbers, and an agreement to let the small number of Transhuman IlkutehitOIans virtually alone. As a result of this, IlkutehitOI troops, both ground and space, are not available to the Imperium except to defend their own system or that of their colony MakotetOI. Though they are theoretically subordinate to the Korellians, they are, in fact, their own masters. The agreement they work under is that IlkutehitOI and MakotetOI are to

remain free of Korell ground troops (except for a token garrison), but that they are open to the Korells as StarForce bases; in return the Transhumans are obliged to limit their StarForces to fighter units only (an unusual situation for what is otherwise an El'Korell planet).

The Ilkutehitoi are organized as a warrior aristocracy and on what might be thought of as a caste basis. Actually, they are divided into three groups: the Workers, the Warriors, and the Elders; but things are not as simple as they seem. The workers in fact, consist of those warriors who have retired (at whatever age they feel appropriate) and who have valuable manual and artistic skills. The warriors are those who desire to be practitioners of the skills they are genetically programmed to excel at. The Elders are those warriors who have proved to be exceptional leaders and/or administrators (it is not confined to the elderly, the term elders is evidently one of respect). Within the three castes mobility is high, and the aristocracy of the elders is one chosen from the most suited of the other classes. This makes the society quite different from that of the Korellians, a people the Ilkutehitoi hate with an ill-concealed vengeance. Though they have no obligation to serve outside their system, many Ilkutehitoi warriors offer themselves for hire as mercenaries to El'Korell and El'Ano'Korell races, but almost always as whole units (from platoon equivalents to whole battalion equivalents), rarely as individuals. They will never hire themselves out to the Korells. All Ilkutehitoi warriors will be armed with their traditional weapons: a longsword similar in design and use to the Terran Japanese Katana and concealed throwing darts (equal to throwing knives). In addition to this, they will carry a blaster pistol of Ilkutehitoian make, plus whatever other weapons their hirers provide them with. They excel in steppeland and desert survival, as well as being equally at home on the ground, in the air, or in space. In fact, they are so well trained that each one will have a number Skill Points equal to twice that one would expect for a normal character of his/her age and length of service.

The Ilkutehitoi keep as pets the Duzei, a large, vaguely bulldoglike, creature which forms an empathic bond with Ilkutehitoi warriors if they are exposed to each other at birth. The Duzei are J Class beasts with the following characteristics:

C. CAP: 25% D. FACTOR: 40 avg.
SHOCK CR: 13 avg. H-T-H: 40 avg.

S. FACTOR: 80 avg.
WEAPONS: Fangs = G
 Claws = E + POISON

The Duzei have poison sacs in the front paws which secrete a poison equal to P-15. They are extremely skittish beasts and will attack anyone not known to them (that is, anyone who their master has not empathically advised them as being a friend) if their master is not present. They will also attack on command, and their thick skin provides them with the equivalent of AC F/F/F.

MAKOTETOI – MAH'KOTE (SET)

Stellar Primary	G Type - G2 M-5
Planets in System	Eight (8)
MAKOTETOI	Type 1, Terran Steppe
Orbital Distance	0.875 AU
Length of Year	306 days
Length of Day	22.98 hours
Planetary Diameter	13,000 km
Surface Gravity	Very Dense 1.3 G
Temperature	Standard Temperate
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	45%
Sentient Race	Transhuman
Population	25 million
Tech Level	9, but this is due to Korellian repression, will increase +1 TL per 2 years to TL 10 when removed.
StarPort Rating	AAAAA (Military), C, D
Social Organization	Aristocratic
Societal Strength	10
Xeno Acceptance	0-5% bias
Government Type	Feudal
Government Support	95% (local); 25% (Korellian)
Loyalty Index	95% (local); 65% (Korellian)
Repression Index	0% (local); 25% (Korellian)
Corruption Index	0% (local); 25% (Korellian)

Bureaucracy Level	3
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Very Rich Industrial
Per Capita Income	CR 22,500
Tax Rate	30%
Military Spending	MCR 168,750
Major Exports	Gemstones
Major Imports	Aircraft, Thorium
Trade Restrictions	nil
Trade Acceptance	75%

Makotetoi is a colony world of Ilkutehitoi and is better settled and richer mainly because it is a much newer world, and is not old and worked out as is the mother world. Apart from this, all the notes from Ilkutehitoi apply here.

ZENARON – SAEN'AR'AYN (BODYLINE)

Stellar Primary	K3 - M-5
Planets in System	Fourteen (14)
ZENARON	Terran Type 2, Ocean
Orbital Distance	0.485 AU
Length of Year	150 days
Length of Day	31.02 hours
Planetary Diameter	10,000 km
Surface Gravity	Very Dense 1.0 G
Temperature	Standard Temperate
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	95%
Sentient Race	Humanoid
Population	1.5 billion
Tech Level	7, due to Korellian repression, will increase by +1 TL per 12 years to TL 8 if removed.
StarPort Rating	AAAA (Military), AAA, A (Military), 2 x C
Social Organization	Corporate
Societal Strength	7
Xeno Acceptance	10% bias
Government Type	Corporate State, Zenaron Inc. (El'Korell)
Government Support	60% (local); 25% (Korellian)
Loyalty Index	80% (local); 50% (Korellian)
Repression Index	20% (local); 30% (Korellian)
Corruption Index	10% (local); 25% (Korellian)
Bureaucracy Level	16 (local); 9 (Korellian)
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax Rate	20%
Military Spending	MCR 3,150,000
Major Exports	Anaesthetics, Foodstuffs (Luxury)
Major Imports	Aircraft, Petrochemicals
Trade Restrictions	120% unless 'approved' by Company
Trade Acceptance	70%

Zenaron is inhabited by a typical humanoid race, rather similar to Terran humanity, except for the pronounced orangish coloring of their skin and hair. The Zenari also differ in that they are functionally amphibious, having both lungs and gills, as well as webbed hands and feet.



They are expert sailors and Marine Survival experts. Many of their cities are at least partially underwater. The whole economy is based on intensive sea-farming and underwater mining. Since the Korellians are utter landlubbers, they cannot completely control them. However, the Zenaron Corporation is quite prepared to enforce the wishes of the Imperium, as long as they help support the Company in return.

The Company is not unopposed and the Freedom Fighters (or terrorists as the Company controlled media call them) of the Zenaron Freedom Front do all they can to oppose both the Company and the Imperium. Unfortunately, they are unable to gain any outside support, and internal security by both Company and Imperial forces has meant that they are unable to get the supplies they need to effectively carry on the fight. The seeming ineffectiveness that this has resulted in has meant that many citizens who would otherwise support the ZFF support the Company by default.

The planetary seas are quite deep, and are inhabited by all types of sea life. Some of the species dwelling in the oceans are very similar to those that existed on Terra during the age of dinosaurs. There are species similar to the Pleisiosaur, to the Ichthyosaurus, as well as several varieties of giant sea-serpents and a gigantic squid-like monster which has been known to grab ships of up to 25,000 DWT and pull them under, never to be seen again.

KO-KO — KOH'KOO (PITCHER)

Stellar Primary	K'2' M-5
Planets in System	Nine (9)
KO-KO	Terran Type 4, Ocean
Orbital Distance	0.580 AU
Length of Year	192 days
Length of Day	26.5 hours
Planetary Diameter	13,000 km
Surface Gravity	(Dense) 1.0 G
Temperature	Cold to Arctic
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Humanoid
Population	0.35 billion
Tech Level	7, due to Korellian repression; if removed, will increase by +1 TL per 25 years to TL 8.
StarPort Rating	AAAAA (Military), AAA, 2 x A, C
Social Organization	Corporate
Societal Strength	7
Xeno Acceptance	10% bias
Government Type	Corporate State, Zenaron Inc. (El'Korell)
Government Support	50% (local); 25% (Korellian)
Loyalty Index	80% (local); 50% (Korellian)
Repression Index	30% (local); 30% (Korellian)
Corruption Index	10% (local); 25% (Korellian)
Bureaucracy Level	16 (local); 9 (Korellian)
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	20%
Military Spending	MCR 367,600
Major Exports	Foodstuffs, Petrochemicals
Major Imports	Aircraft, Industrial Metals
Trade Restrictions	as Zenaron

Ko-Ko is a colony of Zenaron, having been settled by the Zenaron Company as a farm world and as a dumping ground for undesirables. This was some centuries ago, and Ko-Ko is more settled now. The transportation of undesirable elements is now to Jeje. The planet is still, however, possessed of a frontier mentality and outlook, and is governed harshly by the Company for its own benefit rather than for the benefit of the colonists. The ZFF is much stronger on Ko-Ko than on the mother planet, though it is still hamstrung by Imperial and Company Security services.

JEJE — JAY'GA (BRADMAN)

Stellar Primary	G'5' M-5
Planets in System	Eight (8)
JEJE	Terran Type 1, Ocean
Orbital Distance	0.789 AU
Length of Year	275 days

Length of Day	23.2 hours
Planetary Diameter	12,000 km
Surface Gravity	(Dense) 1.0 G
Temperature	Standard Temperate
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	90%
Sentient Race	Humanoids
Population	0.1 billion
Tech Level	7, due to Korellian repression; if removed, +1 to TL per 25 years to TL 8.
StarPort Rating	AAAA, 2 x AA (Military), A (Military)
Social Organization	Corporate
Societal Strength	7
Xeno Acceptance	10% bias
Government Type	Corporate State, Zenaron Inc. (El'Korell)
Government Support	60% (local); 25% (Korellian)
Loyalty Index	80% (local); 50% (Korellian)
Repression Index	20% (local); 30% (Korellian)
Corruption Index	10% (local); 25% (Korellian)
Bureaucracy Level	16 (local); 9 (Korellian)
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Average Agricultural
Per Capita Income	CR 3500
Tax Rate	20%
Military Spending	MCR 70,000
Major Exports	Foodstuffs, Gemstones
Major Imports	Aircraft, Thorium, Industrial Metals
Trade Restrictions	as Zenaron

Jeje is also a colony of Zenaron and is primarily settled by the Company as a place to which they can exile any political opponents (and that category takes in a large number of people these days).

POI-TYU — POY'TAYA (PELEE)

Stellar Primary	G2 M-5
Planets in System	One (1)
POI-TYU	Type 1, Terran Jungle
Orbital Distance	0.778 AU
Length of Year	256 days
Length of Day	23.01 hours
Planetary Diameter	13,000 km
Surface Gravity	Dense 1.0 G
Temperature	Hot Temperate
Atmosphere Type	O ₂ - N ₂ ; High humidity — causes 'shorts' in non-planetized equipment
Hydrosphere Type	85%
Sentient Race	Pitheciene
Population	2 billion
Tech Level	7, due to Korellian repression — will increase by +1 to TL 8 in ten (10) years if removed.
StarPort Rating	AAA (Military), AA, A, B, C
Social Organization	Open
Societal Strength	8
Xeno Acceptance	10% bias
Government Type	Oligarchy — Dioscura of Poi-Tye (El'Korell)
Government Support	80% (local); 25% (Korellian)
Loyalty Index	80% (local); 80% (Korellian)
Repression Index	20% (local); 25% (Korellian)
Corruption Index	15% (local); 25% (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	18+ (Both)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	40%
Military Spending	MCR 5,600,000
Major Exports	Machine Tools, Polytextiles
Major Imports	Cybernetic Parts, Industrial Chemicals
Trade Restrictions	20% across the board
Trade Acceptance	85%

Poi-tyu is inhabited by a pitheciene race who call themselves the Poi'aa. They are fairly humanoid in general appearance, though they tend, as one would expect, to be more ape-like than a human/humanoid. Their major distinguishing feature is their large, powerful, prehensile tail which will be about as long as they are tall. They carry their tail erect in the air rather than trailing along in the ground as one might expect, and it has amazingly high dexterity and strength.

The planet is governed by the Dioscura, a Council of the eleven richest

merchant clans on the planet, which allows some democratic organs to survive, but limits the choice of candidates to members of the eleven Dioscurate clans. All in all, this arrangement is not excessively repressive, though the Republican Party would like to see a government along the lines adopted by their colony of Kalimaa set up.

In any case, the Poi-tyu is primarily a mercantile state. Her trading vessels can be found throughout the sector, even despite the restrictive Korellian trade laws. All Poi-aa fancy themselves as master traders and, consequently, they will all have Merchant Ability of Levels 4-9 (3+1d.6). This also means that they will always be on the lookout for a good deal, quite often even if it involves smuggling, fencing stolen goods or other illegal and semi-legal methods of making money. This attitude has its roots in the belief the Poi'aa have that all's fair in love and trading. One of the results of this is that the smaller Poi-Tyuan traders, and, it is rumored, even the Dioscura members, are active all through the Prefecture in undertaking all types of underworld type activities. CSA Intelligence has found that these activities are under the control of something referred to as the Black Brotherhood. There have been several occasions when CSA Intelligence operatives have been assisted by persons who have claimed to be either members of or in the pay of this organization.

KALIMAA — KA'LE'MAA (FOREHAND)

Stellar Primary	G-0 M-5
Planets in System	Three (3)
KALIMAA	Type 7, Terran Jungle, Inner Eco.
Orbital Distance	0.875 AU
Length of Year	296 days
Length of Day	37.6
Planetary Diameter	12,000 km
Surface Gravity	Dense 1.0 G
Temperature	Very Hot Temperate to Hot Tropical
Atmosphere Type	O ₂ - N ₂ ; High humidity — causes 'shorts' in non-planetized equipment.
Hydrosphere Type	80%
Sentient Race	Pitheciine
Population	500 million
Tech Level	7, due to Korellian repression, if removed will increase by +1 in ten years to TL 8.
StarPort Rating	A (Military), AA, 2 x B, C
Social Organization	Open
Societal Strength	8
Xeno Acceptance	10% bias
Government Type	Republic — Republic of Kalimaa (El' Korell)
Government Support	80% (local); 25% (Korellian)
Loyalty Index	95% (local); 80% (Korellian)
Repression Index	5% (local); 25% (Korellian)
Corruption Index	5% (local); 25% (Korellian)
Bureaucracy Level	4 (local); 9 (Korellian)
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	30%
Military Spending	MCR 787,500
Major Exports	Cybernetic Parts
Major Imports	Machine Tools, Polytextiles, Electronic parts
Trade Restrictions	10% across the board
Trade Acceptance	90%

Kalimaa is a colony of Poi-Tyu; one which had just gained its independence when the Korellians discovered and conquered the two planets. The major difference between the two is that Kalimaa is a republic, and has been for centuries, and is governed by a middle-of-the road party. Though pro-trade and pro-business, it is more concerned with the small businessman and individual trader than with the large megacorps. Otherwise, the data for Poi-Tyu applies here and traders from the two planets always co-operate with each other in their Prefecture-wide efforts to make a buck.

The jungles of Kalimaa are famous for the Ripper, a six-limbed carnivore with a natural chameleon camouflage, which attacks both humans, local, and imported animals on sight with incredible ferocity. This is not to say that the animal is not cunning — it is, as many a hunter has found to his regret. Once it has chosen its prey it will track it till it has succeeded in killing it or until the prey is out of its reach. The following stats apply:

CLASS: K
S. FACTOR: 80 avg.
WEAPONS: Claws (4) = E
Bite = G
MASS: 50 Kg. C. CAP: 30%
SHOCK CR: 16
D. FACTOR: 25 avg.
H-T-H: 30

IAJACHT — YA'JA'KET (GATEWAY)

Stellar Primary	'G' type - G'O' M-5
Planets in System	Seven (7)
IAJACHT	4 (Terran, outer Ecosphere)
Orbital Distance	1.263 AU
Length of Year	513 days
Length of Day	21.75 hours
Planetary Diameter	11,000 km
Surface Gravity	Dense 0.84 G
Temperature	Terran cold Temperate to Terran sub-Arctic and Arctic.
Atmosphere Type	O ₂ - N ₂ , Terran Standard; Relatively high dust content and CO ₂ content from the planets' many Volcanoes - the dust content is uncomfortable, but not overly dangerous, to non-Iajachtin inhabitants - but it will increase equipment problems with delicate mechanical equipment not properly 'Planetized'.
Hydrosphere Type	80%
Sentient Race	Canoid
Population	5 billion (inc. colonies in system)
Tech Level	7, due to Korellian repression, will increase by +1 per 10 years if removed to TL 9 max.
StarPort Rating	AAAAA, AAAA (Naval), A (Naval), 2 x C
Social Organization	Open - Corporate
Societal Strength	8
Xeno Acceptance	10-15% bias
Government Type	Republic of Iajacht (El'Korell)
Government Support	70% (local); 25% (Korellian)
Loyalty Index	90% (local); 80% (Korellian)
Repression Index	20% (local); 25% (Korellian)
Corruption Index	15% (local); 75% (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	16 (local); 18 (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	40% (Korellian)
Military Spending	MCR 14,000,000
Major Exports	Manufactured goods, Furs
Major Imports	Thorium & Uranium, Luxury goods
Trade Restrictions	10% on all goods, 25% on non-Major Imports
Trade Acceptance	80%

The Iajachtians are canoids descended from Solitary wolf-like hunters, who, millenia ago, began to develop intelligence in the face of the worsening weather of a previous ice-age. They rapidly began to develop a civilization which was based on individuality and co-operation, rather than the more usual path which is one of competition. The Iajachtians, once they had developed the necessary degree of intelligence, moved ahead in leaps and bounds, developing from proto-civilization to TL/6 level in a little over 2000 years. This unprecedented rate of development was interrupted some 1500 years ago by the arrival of the Imperium, which immediately conquered the Iajachtians and imposed rigid bans on all research and development once the local Technology reached TL/7, bans which have meant technological stagnation since that date. Despite these practical obstacles, the Iajachtian technicians and scientists have advanced to TL/9 status theoretically. This means that, though limited to TL/7 technology openly, the canoids do have TL/8-9 items available on the black market. It has also meant that the Iajachtian techs and scientists have been able to do unheard of things with TL/7 equipment, as they have been able to develop new techniques which enable them to use it in ways everyone else would swear could only be done at a much higher tech level.

Unfortunately for the locals, the planet is run by a party known as the Iajacht Conservative Alliance (a party which is entirely composed of quislings and traitors) which maintains its own power by suppressing all opposition. Voting in all elections is compulsory. The ICA is the only legal party, a fact which means that it receives 100% of the vote, even though only 20% or so of the population would actually vote for it in free elections under Korell rule, and, quite probably, no-one at all if the Imperium was thrown off Iajacht.



Because of their inquisitive nature and because of their hidden-tech abilities, the Iajachtians make excellent scientists and techs. For NPCs, all such characters will be able to handle all equipment of up to TL/9 without the normal penalties, and gain +1 Level increase in effective skill when dealing with TL/7 (or less) equipment due to their enforced intimate knowledge with it.

KLAKLEJO – KLA'KLEE'YOI (BARASSI)

Stellar Primary	'G' type - G'3' M-5
Planets in System	Twelve (12)
KLAKLEJO	1 (Terra Tundra)
Orbital Distance	0.897 AU
Length of Year	322 days
Length of Day	26.7 hours
Planetary Diameter	12,000 km
Surface Gravity	(Dense) 1.0 G
Temperature	Terra Temperate (tending to cold) to Terra sub-Arctic and Arctic
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Canoid
Population	1 billion (inc. colonies in system)
Tech Level	7, due to Korellian repression, will increase by +1 per 15 years to TL 9 max.
StarPort Rating	AAAA, AA (Naval), A plus AAA (Naval), 2 x C
Social Organization	Open - Corporate
Societal Strength	9
Xeno Acceptance	5-10% bias
Government Type	Colony of Republic of Iajacht (Ef Korell)
Government Support	80% (local); 25% (Korellian)
Loyalty Index	95% (local); 80% (Korellian)
Repression Index	25% (local); 25% (Korellian)
Corruption Index	10% (local); 80% (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	15 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	40%
Military Spending	MCR 2,100,000
Major Exports	Uranium, Furs, Foodstuffs
Major Imports	Manufactured goods
Trade Restrictions	as per Republic of Iajacht
Trade Acceptance	95%

Klaklejo is a colony of Iajacht.

ELELE – EE'LAY (BACKSTOP)

Stellar Primary	'G' type - G'2' M-5
Planets in System	Eight (8)
ELELE	1 (Terra Jungle)
Orbital Distance	0.813 AU
Length of Year	274 days
Length of Day	18.01 hours
Planetary Diameter	13,000 km

Surface Gravity	Dense 1.0 G
Temperature	Terra Tropical to Hot Temperate
Atmosphere Type	O ₂ - N ₂ ; High humidity — non-planetized electronics are very susceptible to breakdown due to this.
Hydrosphere Type	95%
Sentient Race	Humanoid
Population	500 million
Tech Level	7, due to Korellian and Divine order of Elele repression, if both are removed, +1 to TL per 30 years to TL 8 max.
StarPort Rating	AAAAA, AAA (Naval), 2 x A (Naval), C
Social Organization	Communist
Societal Strength	6
Xeno Acceptance	25% bias
Government Type	Religious Dictatorship — Divine Order Of Elele (Ef'Korell)
Government Support	20% (local); 25% (Korellian)
Loyalty Index	25% (local); 80% (Korellian)
Repression Index	50% (local); 25% (Korellian)
Corruption Index	75% (local); 80% (Korellian)
Bureaucracy Level	9 (both)
Law Level	20+ (local); 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax Rate	50%
Military Spending	MCR 875,000
Major Exports	Petrochemicals, Industrial Metals
Major Imports	Luxury goods, Military equipment
Trade Restrictions	75% on everything not 'approved' by the Divine Order of Elele
Trade Acceptance	25%

Elele is inhabited by fairly normal humanoids who, unfortunately for the mass of the inhabitants, is under the most objectionable form of government — a Religious Dictatorship. The Divine Elele was, once, a religious figure on the planet equal to Jesus or Allah of Terra. But, very early on in the place, the priesthood found that their position enabled them to wield enormous political and military power. They used this potential, over the course of several centuries, to conquer a good portion of the planet. By the time the Korellians arrived, they had run up against some tough opposition and were stalled, perhaps even losing ground. They made a pact with the invading Imperial forces, assisting them in return for acknowledged (and Imperially supported) supremacy over the entire planet.

Since that day, the priests have done all they could to institutionalize their political and economic power. The government is open only to members of the priesthood; and only those members who prove ruthless enough to fight their way to the top. No outside/civilian participation is allowed at any level. To ensure that no-one is in a position to dispute their power, the priesthood have appropriated everything on the planet to the point where the government has abolished all private property. This means that everything, from the clothes the citizens wear, through the food they eat, the houses they live in and the factories they work in are government owned. The general standard of living is very low as the priests are forever exhorting the people to make sacrifices in the name of Elele. Needless to say, the priesthood lives in the lap of luxury as a reward for their faith and selfless service to the propagation of the faith!

To assist them in maintaining power, the Divine Order of Elele maintains their own version of BOSS, called the Angels of Elele, who are charged with the maintenance of the security of the State (the Priesthood!) by any method they can! Over the centuries since the Korellian conquest over 12 million people have disappeared (almost certainly at the hands of the Angels), while around 5-10 million are in religious education (concentration) camps at any given time.

GRACHFEL – GRAK'HE'LA (GOOLAGONG)

Stellar Primary	F type - F'1' M-5
Planets in System	Six (6)
GRACHFEL	1 (Standard)
Orbital Distance	2.01 AU
Length of Year	858 days
Length of Day	25.63 hours
Planetary Diameter	14,000 km
Surface Gravity	Very Dense 1.4 G
Temperature	Standard Terra

Atmosphere Type	O ₂ - N ₂ : High concentration of SO ₂ gives planet 'rotten eggs' smell.
Hydrosphere Type	80%
Sentient Race	Humanoid
Population	1.5 billion
Tech Level	7, is due to Korellian repression, if removed will increase to TL 8 in 15 years and will change to Average Industrial in a further fifty years.
StarPort Rating	AAAAA (Naval), AAA, AA, 2 x C
Social Organization	Open
Societal Strength	8
Xeno Acceptance	10% bias
Government Type	Personal Dictatorship — Republic of Grachfel (El Korell)
Government Support	70% (local); 25% (Korellian)
Loyalty Index	50% (local); 80% (Korellian)
Repression Index	20% (local); 25% (Korellian)
Corruption Index	15% (local); 75% (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	12 (local); 18+ (Korellian)
Economic Rating	Average Agricultural
Per Capita Income	CR 3500
Tax Rate	40%
Military Spending	MCR 2,100,000
Major Exports	Liquor/wines, Luxury Foodstuffs
Major Imports	Machine tools, Factory equipment
Trade Restrictions	10% across the board Import Duty
Trade Acceptance	95%

Grachfel is run by a Korellian backed dictator (one Garak Zizksay) and his Blue Braves Party. This situation came about some thirty years ago when the government of the time was becoming too anti-Imperial for the Korellian's tastes. They encountered the commander of the planetary armed forces to stage a coup and usurp the Presidency in the name of the people, claiming corruption and treason on the part of the ex-government. Since then, Zizksay has consolidated his power by creating the Blue Braves Party as his own personal political support. He is so confident of his ability to maintain power that he has even allowed the old opposition party, the Grey Mountains Party, to reappear in a totally emasculated form.

What Zizksay doesn't yet realize is that the GMP has been covertly organizing a terrorist body known as the Brotherhood of the Flowers whose avowed purpose is, at the very least, the overthrow of the dictatorship and the restoration of the Republic, under Korellian overlordship. Though no-one expects it to be possible, the Brotherhood would like to rid Grachfel of all traces of Imperial rule as well.

COLIFAMEK — COL'EE'PA'MEK (SQUARE LEG)

Stellar Primary	Type G - G'4' M-5
Planets in System	Four (4)
COLIFAMEK	7, Terran Jungle, Inner Eco.
Orbital Distance	0.6745 AU
Length of Year	213 days
Length of Day	20.26 hours
Planetary Diameter	12,000 km
Surface Gravity	Very Dense 1.2 G
Temperature	Hot Temperate to Very Hot Tropical
Atmosphere Type	O ₂ - N ₂ : Has high CO ₂ content — causing 'Greenhouse effect' high humidity causes non-planetized equipment to 'fail' with distressing regularity.
Hydrosphere Type	85%
Sentient Race	Saurian
Population	2 billion
Tech Level	7, due to Korellian repression — will increase by +1 per 10 years when removed to TL 9.
StarPort Rating	AAAA (Military), AAAA, A, B, C
Social Organization	Aristocratic
Societal Strength	8
Xeno Acceptance	10-15%
Government Type	Republican Monarchy — Phrayan Kingdom (El' Korell)
Government Support	85% (local); 25% (Korellian)
Loyalty Index	90% (local); 75% (Korellian)
Repression Index	10% (local); 25% (Korellian)
Corruption Index	5% (local); 25% (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)

Law Level	7 (local); 18+ (Korellian)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax Rate	30%
Military Spending	MCR 6,300,000
Major Exports	Gold and Silver, Collapsium
Major Imports	Luxury goods, Petrochemicals, Military equipment.
Trade Restrictions	10% across the board
Trade Acceptance	90%

Colifamek is inhabited by a saurian race descended from Tyrannosaur-like dinosaurs. Despite what one might expect from their forebears, the Phraya (as they call themselves) are a quite peace-loving and peaceful people. This does not mean that they are Pacifists, but simply that they prefer to attempt to logically debate any difference and reach a mutual understanding rather than go through the wasteful motions of conflict. Of course, this assumes that both sides are willing to act in this manner, and, if this should unfortunately prove not to be the case, then the Phrayans will be terrible opponents — hard fighters in battle and capable of doing what is necessary to win.



The Phrayans do not think much of the Imperium. They consider the Korells little better than petulant children who, unfortunately, hold the upper hand over the Phrayans Militarily by virtue of their superior numbers and the restrictions on R&D which they use to ensure continued tech superiority. They would like nothing better than to gain their independence but are not prepared to take any action until their coldly logical minds decide that they have a good chance of winning. The Phrayans are thus a potential source of support for the CSA when the rebellion gets underway. The only problem is that they have difficulty in believing that a race which, to use their words, is continually in rut, could successfully run a rebellion and point out our previous failures. The Phrayans themselves regard human/humanoid races as disgusting in that they are incapable of restraining their sexual urges until the appropriate times, ignoring the fact that the humans are rarely so engrossed in their sexual activities that it effects their work excessively. The Phrayans, on the other hand, though they go into rut only once a year (if a female in heat is present) for 2-3 weeks, they are totally wrapped up in this and cannot be interested in anything else.

The government of Colifamek is the Phrayan Kingdom — which is a republican monarchy. That is, the King has limited powers under a republican constitution and depends on assent of a popularly elected council to govern effectively. What this means in practice is that the political parties who have the majority in the council can effectively run the Kingdom, though lack of royal support would make this difficult.

FEGHEJA — PE'GEH'YA (DAWN)

Stellar Primary	G type - G'3' M-5
Planets in System	Eight (8)
FEGHEJA	13/7, Jungle Planet
Orbital Distance	0.683 AU
Length of Year	214 days
Length of Day	25.263 hours
Planetary Diameter	14,000 km

Surface Gravity	Dense 1.2 G
Temperature	Tropical to Very Hot Tropical
Atmosphere Type	O ₂ - N ₂ ; High humidity means non-planetized equipment to fail due to short circuits.
Sentient Race	Saurian
Population	200 million
Tech Level	7, due to Korellian repression, will increase by +1 per 15 years to TL 8 when removed.
StarPort Rating	AAAAA (Naval), AAA, 2 x A, C
Social Organization	Aristocratic
Societal Strength	9
Xeno Acceptance	5-10%
Government Type	Republican Monarchy — Phrayan Kingdom (El'Korell)
Government Support	90% (local); 25% (Korellian)
Loyalty Index	95% (local); 65% (Korellian)
Repression Index	5% (local); 25% (Korellian)
Corruption Index	5% (local); 25% (Korellian)
Bureaucracy Level	4 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	30%
Military Spending	MCR 315,000
Major Exports	Petrochemicals
Major Imports	Manufactured goods
Trade Restrictions	10% across the board
Trade Acceptance	95%

Fegheja is a colony of Colifamek, and so the notes made for that world apply here also.

BRITONIS — P'R'I'TO (OUTFIELD)

Stellar Primary	F'3' - M-5
Planets in System	Eighteen (18)
BRITONIS	Type 1 Terran
Orbital Distance	1.68 AU
Length of Year	687 days
Length of Day	22.98 hours
Planetary Diameter	13,000 km
Surface Gravity	(Dense) 1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂ (Standard Terran)
Hydrosphere Type	80%
Sentient Race	Ursoid
Population	3 billion
Tech Level	7, due to Korellian repression, when removed will increase by +1 per 15 years to TL 9.
StarPort Rating	AAAAA (Civ. & Military), A (Civ.), B (Civ.), 2 x C (Civ.)
Social Organization	Open
Societal Strength	8
Xeno Acceptance	5% bias
Government Type	Constitutional Monarchy — Kingdom of Britonis (El'Korell)
Government Support	95% (local); 30% (Korellian)
Loyalty Index	95% (local); 60% (Korellian)
Repression Index	5% (local); 25% (Korellian)
Corruption Index	10% (local); 25% (Korellian)
Bureaucracy Level	3 (local); 9 (Korellian)
Law Level	4 (local); 18+ (Korellian)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax Rate	30%
Military Spending	MCR 9,450,000
Major Exports	Radioactives, Collapsium
Major Imports	Industrial Metals, Luxury goods
Trade Restrictions	15% across the board
Trade Acceptance	90%

Britonis' native race is ursoid and refer to themselves as the Britts. They are rather similar to the Terran grizzly bear but more humanoid and, of course, intelligent. They are governed by a constitutional monarchy where the King is normally only a figurehead, though if he is an exceptional leader he is often able to govern in his own right. Government is normally undertaken by a bicameral system consisting of a Baron's Council (consisting of all the nobles) and a Commoner's Council, the latter being popularly elected. Since the conquest of the planet by the

Korellians, certain of the nobles have been quislings, but the majority have only aided the Imperium under duress, a fact which is known and appreciated by the population at large.

CALLARIS — CAY'LA'R'ISA (INFIELD)

Stellar Primary	G'6' - M-5
Planets in System	Ten (10)
CALLARIS	Type 1, Terran
Orbital Distance	0.817 AU
Length of Year	293 days
Length of Day	23.6 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Terran Ice Age
Atmosphere Type	O ₂ - N ₂ ; Much of the planet's water is locked up in the ice-caps — and so moisture content in the air is low — meaning mucous membranes tend to dry out more quickly than one would expect.
Hydrosphere Type	80%
Sentient Race	Ursoid
Population	1 billion
Tech Level	7, due to Korellian repression, when removed, will increase by +1 per 20 years to TL 9.
StarPort Rating	AAA (Civ. & Military), AA (Military), AA (Civ.), B, C
Social Organization	Open
Societal Strength	9
Xeno Acceptance	5% bias
Government Type	Colonial — Kingdom of Britonis (El'Korell)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	30%
Military Spending	MCR 2,100,000
Major Exports	Machine Tools, Furs/Luxury goods
Major Imports	Radioactives
Trade Restrictions	10% on Luxuries only
Trade Acceptance	95%

Callaris is colony of Britonis. The planet, although classed as Type 1, Terran is in the grip of an Ice Age, and almost all habitation is limited to the equatorial zones with only small mining and/or research settlements further north or south.

POLONYA — POYN'LOH'NAA (CATCHER)

Stellar Primary	F'2' - M-5
Planets in System	Six (6)
POLONYA	Terran Type 1, Water World
Orbital Distance	1.98 AU
Length of Year	860 days
Length of Day	27.43 hours
Planetary Diameter	13,000 km
Surface Gravity	Dense (1.0) G
Temperature	Cold Terran
Atmosphere Type	N ₂ - O ₂ Standard
Hydrosphere Type	95%
Sentient Race	Ursoid
Population	500 million
Tech Level	7, due to Korellian repression, if removed will increase +1 per 25 years to TL 9 and will change to Rich Agricultural in 50 years.
StarPort Rating	AAA (Civ. & Military), AA (Civ. & Military), B, C
Social Organization	Open
Societal Strength	9
Xeno Acceptance	5% bias
Government Type	Colonial — Kingdom of Britonis (El'Korell)
Economic Rating	Average Agricultural
Per Capita Income	CR 3500
Tax Rate	30%
Military Spending	MCR 210,000
Major Exports	Petrochemicals
Major Imports	Electronics Parts, Industrial Chemicals

Polonya is another colony of Britonis.

NIIKAATE – NE'KA'TA (RUBBER)

Stellar Primary	'F'-3 M-5
Planets in System	Ten (10)
NIIKAATE	Type 1, Terran Standard
Orbital Distance	2.01 AU
Length of Year	899 days
Length of Day	27.03 hours
Planetary Diameter	11,000 km
Surface Gravity	(Dense) 0.9 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	75%
Sentient Race	Avian
Population	1 billion
Tech Level	7, is due to Korellian repression, when removed, will increase by +1 per 2 years to TL 10 AA (Civ. & Military), 4 x A (Civ. & Military)
StarPort Rating	Open
Social Organization	Open
Societal Strength	9
Xeno Acceptance	5% bias
Government Type	Confederacy—Confederated Flocks of Niiikaate (El'Korell)
Government Support	95% (local); 20% (Korellian)
Loyalty Index	95% (local); 50% (Korellian)
Repression Index	5% (local); 30% (Korellian)
Corruption Index	5% (local); 25% (Korellian)
Bureaucracy Level	1 (local); 9 (Korellian)
Law Level	1 (local); 18+ (Korellian)
Economic Rating	Very Rich Industrial
Per Capita Income	CR 21,000
Tax Rate	30%
Military Spending	MCR 6,300,000
Major Exports	Cybernetic Parts, Computer Parts
Major Imports	Foodstuffs, Uranium
Trade Restrictions	5% across the board
Trade Acceptance	95%

Niiikaate is inhabited by a scientific 'impossibility', an intelligent avian race which retains the power of flight. Of course, this would be impossible under normal conditions as the minimum brain size would necessitate a body weight which would make natural flight impossible. What most scientists did not take into account was the possibility of the development of a biological supercharger which has made possible the massive expenditure of energy necessary to propel such a large body into the air and this is exactly what the Niiikaate proved to have. They have normal birdlike wings, and their feet have developed into manipulative organisms. They differ from Terran (and most other) birds in that they have no beak. Indeed, their facial structure is vaguely humanoid, with nose, mouth, teeth (which are the degenerate, but still useful, remnants of what was once their beak), and generally humanoid layout.

Because of the massive amounts of high energy foods such an evolutionary development has necessitated, the Niiikaate have never developed the idea of a nation state along Terran or Korellian lines. The flocks (clans) require large expanses of land or sea in which to hunt or raise their herds of food animals. Of course, they have long since realized that a continual state of armed conflict between flocks over various territorial and border disputes is not a good idea and have gradually developed a loose confederate government run by the most powerful flocks, with input from the others. It would, however, be a mistake to apply human ideas of government to the Niiikaate, as their ideas of what governments are for and should do are radically different from most of humanity's.

As far as the Imperium is concerned, they evidently have even more trouble understanding the Niiikaate than we do, and have failed abysmally in several dozen attempts to institute a worldwide government in the face of Niiikaate incomprehension at what they desire. Another problem the Imperium faces is brought about by the very fact that the Niiikaate have the power of flight. Because of that, they have the absolute ability to be individuals, and even the flocks/clans are more groups for mutual company, protection, and convenience. This means that they are evolutionarily opposed to the very ideas of a monolithic state the Korellian Imperium is and wishes to impose on all races everywhere. This is worsened by the fact that the Niiikaate actively preach their brand of functional anarchy to all they come into contact; overtly, by their attitude of contemptuous disregard for the Imperial laws etc.; as well as covertly, by direct assistance of rebellious groups wherever they come into contact.

The Niiikaate, as they are at one with the concept of flight are capable of reaching Level/15 in all combat and non-combat flying skills while in both planetary atmosphere and in space. They can literally fly aerospace craft by the seat of their pants, enabling them to do without computer control etc as long as they still have visual. This means that any malfunction that would normally reduce speed and/or maneuverability in a spacecraft will have half the effect it would normally have, and the Air-to-Air rating of any aircraft flown by a Niiikaate is increased by +1d.6. Unfortunately, they are at a disadvantage in melee combat if they are forced to fight on the ground since their feet are also their hands. Their Hand-to-Hand rating is adjusted to 50% for military types, and 30% for civilian types in such a case. However, while on the air, they have full normal avian H-T-H factors. They have an air speed equal to a TL/11 Jump Belt.

OIIKUSUU – OYE'KA'SA (OVER)

Stellar Primary	F4 - M-5
Planets in System	Six (6)
OIIKUSUU	Type 1, Terran Standard
Orbital Distance	1.687 AU
Length of Year	707 days
Length of Day	22.48 hours
Planetary Diameter	12,000 km
Surface Gravity	(Dense) 1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Avian
Population	200 million
Tech Level	7, is due to Korellian repression, if removed, will increase by +1 per 10 years to TL 10.
StarPort Rating	AAA (Military), AA (Civ. & Military), 3 x A (Civ.)
Social Organization	Open
Societal Strength	10
Xeno Acceptance	5% bias
Government Type	Confederacy—Confederated Flocks of Oiiikusuu (El'Korell)
Government Support	95% (local); 20% (Korellian)
Loyalty Index	95% (local); 50% (Korellian)
Repression Index	5% (local); 30% (Korellian)
Corruption Index	5% (local); 25% (Korellian)
Bureaucracy Level	1 (local); 9 (Korellian)
Law Level	1 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	30%
Military Spending	MCR 315,000
Major Exports	Petrochemicals, Foodstuffs
Major Imports	Factory equipment, Machine tools
Trade Restrictions	5% across the board
Trade Acceptance	95%

Oiiikusuu is a colony of Niiikaate in the sense that it was colonized by Niiikaatians. Though it has friendly relationships with the mother planet, it is not subject to her desires in any way, and all the notes above apply to Oiiikusuu as well.

PA'AN – PAY'AA'NAA (SILLY POINT)

Stellar Primary	'G'-1 M-5
Planets in System	Thirteen (13)
PA'AN	Type 3 Terran, Extreme Seasons
Orbital Distance	1.00 AU
Length of Year	368 days
Length of Day	24.01 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	'Standard' Terran, given unusual planet type
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	75%
Sentient Race	Felinoid Avatar
Population	750 million
Tech Level	5, due to Korellian repression; if removed, it will increase to TL 7 in 20 years; will increase to Average Industrial in 10 years.
StarPort Rating	A (Civ. & Military), 2 x B, 2 x C

Social Organization	Open
Societal Strength	6
Xeno Acceptance	15% bias
Government Type	Multi-Government (El'Ano'Korell)
Government Support	var.; 30% (Korellian)
Loyalty Index	var.; 60% (Korellian)
Repression Index	var.; 25% (Korellian)
Corruption Index	var.; 25% (Korellian)
Bureaucracy Level	var. (local); 9 (Korellian)
Law Level	var.; 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax Rate	20%
Military Spending	MCR 525,000
Major Exports	Monetary Metals, Furs
Major Imports	Machine tools, Computer parts
Trade Restrictions	5% across the board
Trade Acceptance	80-90%

Pa'an is rather unusual in that the whole planet (and, indeed, her colony worlds) are the devastated results of an interstellar war dating back to pre-Korellian times. The war was fought, as far as the fragmentary records of the Pa'aa (the felinoid race inhabiting all these worlds) and dating of radioactives in the slagged city areas can pinpoint it, some 25,000 years ago. It was so devastating that for millennia afterwards the few survivors lost all trappings of civilization and descended into savagery and have taken the period since then to rebuild to TL/5. Thus, when the Imperium discovered these worlds, the Pa'aa were unable to do much to resist them, as their fragmented governments (Pa'an had 15 nation states at the time, though there are now only 7 — divided into three competing blocs) made easy meat for finely honed Korellian divide and conquer techniques.

The Pa'aa have learned a lot since then and are gradually coming around to the view that a planet-wide government (along the lines of a very loose confederacy) might have something going for it. At least two of the three power blocs are interested in this. The Korellians are doing all they can to put dampers on the idea. Fortunately for them, the leadership of the 3rd power bloc is none too keen on the idea themselves (though their populace probably would be if the idea were presented to them stripped of all the rhetoric that has been attached to it by the state owned media).

As far as the indigenes are concerned, they are still only semi-civilized Felinoid Avatars. All three power blocs are combined of large numbers of almost feudal leaders who owe allegiance to their overlords and receive allegiance from their subjects at all levels. The actual forms of government they espouse are quite different, but the reality is that these leaders are the power behind the throne, and they do mostly what they will. This attitude is supported by the great majority of their people, who actually seem to prefer the personal ties of the feudal relationship with their Overlords to the more impersonal ones with the theoretically supreme central governments. This attitude is hardened by the fact that membership of this class of leaders is open to anyone who amasses the necessary financial wherewithal.



There is some evidence to suggest that Pa'an once orbited much closer to the primary, and it seems that it was rapidly and catastrophically catapulted outwards some time about 25,000 years ago, though what connection this might have with The War is not known. In any case, the Pa'aa have adapted to the changed conditions well, a process evidently due to a combination of both natural selection and radiation enhanced mutation rates that resulted from the war. Indeed, there are marked physical differences between the more polished pre-war felinoid inhabitants of the planet and the current ones.

(In many ways, though the CSA historians cannot know this, the Avatars are very similar in their outlook on government to that held by the Mekpurr — TeFed Intelligence).

PA'ATAA — PAY'AA'TAA (BOWLER)

Stellar Primary	'O'-2 M-5
Planets in System	Eighteen (18)
PA'ATAA	Type 6 Terran, Extreme outer Eco.
Orbital Distance	1.121 AU
Length of Year	444 days
Length of Day	27.1 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Terran Arctic
Atmosphere Type	O ₂ - N ₂ ; Relatively high background radiation.
Hydrosphere Type	80%
Sentient Race	Felinoid Avatar
Population	500 million
Tech Level	6, is due to Korellian repression; if removed, it will increase to TL 7 in 10 years.
StarPort Rating	A (Civ. & Military), B, 3 x C
Social Organization	Open
Societal Strength	7
Xeno Acceptance	15% bias
Government Type	Multi-Government — (El'Ano'Korell)
Government Support	var. (local); 30% (Korellian)
Loyalty Index	var. (local); 55% (Korellian)
Repression Index	var. (local); 30% (Korellian)
Corruption Index	var. (local); 25% (Korellian)
Bureaucracy Level	var. (local); 9 (Korellian)
Law Level	var. (local); 18+ (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	20%
Military Spending	MCR 700,000
Major Exports	Industrial Metals, Gemstones, Radioactives
Major Imports	Military equipment, General tools, Factory equipment, Collapsium
Trade Restrictions	5% across the board
Trade Acceptance	80-90%

Pa'ataa was originally a colony, or perhaps an independent world, settled by Pa'an, but it was also heavily fought over and devastated by the nuclear holocaust that hit the mother world so badly. Probably since it was a relatively new colony at the time, damage to Pa'ataa was significantly less severe, and the colonials managed to maintain their technological tradition uninterrupted. The damage done by the war was still severe. Most of the computer records and much of the fledgling mining colony's industry were destroyed. What little was left was not nearly enough to support the surviving population. The scattered settlements which had survived the war found themselves forced to fight amongst themselves over the very means of staying alive. It was this period which resulted in the fragmentation of what had once been a single planetary state into a veritable snakepit of mutually hostile and ferociously warlike petty states. This alone retarded the development of the Pa'aa colonists beyond the mere maintenance of the old pre-war machines on a patch and cannibalize basis for several millennia after the end of the war.

As well as the above factors, the marginally habitable nature of the planetary ecosphere, also made the struggle for survival, even with the technology that remained, a marginal affair. In fact, the engineers who tended the machines soon developed into a Priesthood which reduced most of its knowledge to mere rote learning and jealously guarded it from the masses in order to keep them in line. This priestly clique was finally overthrown from within its own ranks, when some of its acolytes began to realize that the ancient machines were rapidly becoming irreparable and realized that their only salvation lay in the possibility

of rekindling the scientific culture that had originally created the sacred relics. This proved to be far from an easy task and the struggle to restore the ancient technology was only partially complete, mainly because of the many petty and not-so-petty wars fought by the states which had survived the Great War. Another reason for the stagnation of the planetary technical level is a total lack of any callasium in the entire system, a factor which has meant that the Tech Level was limited to TL/6 until the conquest by the Korellians. Since then, the Korellians have not gone out of their way to help the Pa'aa on this planet to increase their Tech Level.

MAELA – MA'EL'AYA (SHORTSTOP)

Stellar Primary	F-4 M-5
Planets in System	Seven (7)
MAELA	Type 1 Terran, Ocean
Orbital Distance	1,586 AU
Length of Year	645 days
Length of Day	20.9 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Sentient Race	Felinoid Avatar
Population	50 million
Tech Level	5, due to Korellian repression; if removed, it will increase by +1 TL per 10 years to TL 7.
StarPort Rating	B (Civ.), B (Military), C (Civ.)
Social Organization	Open
Societal Strength	8
Xeno Acceptance	10% bias
Government Type	Colonial from Pa'an (El'Ano'Korell)
Government Support	75% (local); 25% (Korellian)
Loyalty Index	80% (local); 55% (Korellian)
Repression Index	10% (local); 30% (Korellian)
Corruption Index	10% (local); 30% (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	8 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 3750
Tax Rate	40%
Military Spending	MCR 75,000
Major Exports	Foodstuffs, Petrochemicals
Major Imports	Factory equipment, Industrial Chemicals
Trade Restrictions	25% to non-Pa'an Imports
Trade Acceptance	90%

Maela is an agricultural colony settled by Pa'an with Korellian assistance, with a view to allowing the Pa'an's access to a more fertile and productive planet than their own is, yet keeping control over it. Of course, the Imperium charges the Pa'an's a stiff emigration tax to cover the costs of transporting their colonists to the planet.

OZIKIA – OSHI'KA (STEPHENSON)

Stellar Primary	F-2 M-5
Planets in System	Nine (9)
OZIKIA	Type 3 Terran, Extreme Seasons
Orbital Distance	1,798 AU
Length of Year	744 days
Length of Day	23.08 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	As noted in rules for such Planetary types.
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Felinoid Avatar
Population	28 million
Tech Level	5, due to Korellian repression, if removed, it will increase by +1 TL per 10 years to TL 7.
StarPort Rating	B (Civ.), B (Military)
Social Organization	Open
Societal Strength	9
Xeno Acceptance	15% bias
Government Type	Feudal – Colonial from Pa'ataa (El'Ano'Korell)
Government Support	80% (local); 25% (Korellian)
Loyalty Index	80% (local); 55% (Korellian)
Repression Index	10% (local); 30% (Korellian)

Corruption Index	10% (local); 25% (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	8 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 3750
Tax Rate	40%
Military Spending	MCR 37,500
Major Exports	Foodstuffs, Industrial Chemicals
Major Imports	Machine tools, Industrial Metals, Petrochemicals
Trade Restrictions	30% to non-Pa'ataa'n sources
Trade Acceptance	90%

Ozikia is a colony allowed the Pa'ataa's for similar reasons to the above description of Maela.

JAEI – JAEI'AYA (CHUKKA)

Stellar Primary	G5 - M-5
Planets in System	Ten (10)
JAEI	Type 2, Terran Ocean
Orbital Distance	0.837 AU
Length of Year	299 days
Length of Day	25.201 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂ ; Standard Terran
Hydrosphere Type	90%
Sentient Race	Felinoid Avatar
Population	1 billion
Tech Level	6, due to Korellian repression; if removed, it will increase by +1 TL per 10 years to TL 8.
StarPort Rating	2 x B (Civ. & Military)
Social Organization	Open
Government Type	Confederacy – (El'Ano'Korell)
Government Support	var.; 20% (Korellian)
Loyalty Index	var.; 50 (Korellian)
Repression Index	var.; 25 (Korellian)
Corruption Index	var.; 25 (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	var.; 18+ (Korellian)
Economic Rating	V. Rich Agricultural
Per Capita Income	CR 5000
Tax Rate	30%
Military Spending	MCR 1,500,000
Major Exports	Foodstuffs, Polytextiles
Major Imports	General tools, Factory equipment
Trade Restrictions	10% across the board
Trade Acceptance	90%

Though there seems to be some similarities between the inhabitants of Jael and the felinoid avatars of Pa'an and Pa'ataa, and, indeed, interbreeding is possible (though most offspring are sterile mules), there are no records of the colonization of this world by them. The only theory that the CSA staff investigating the anomalies have been able to come up with is that either the whole thing is the result of some ForeRunner tampering or the colony is the result of some felinoid starcraft from the above mentioned worlds being marooned here at some point during or after the war that destroyed the earlier civilizations on those planets. Both these theories have their problems, and no conclusion will be possible until far more evidence has been found.

As for the inhabitants, they are unusual (when comparing them to their possible cousins) in that they have a planetary government, and seem to have had one for at least several thousand years. In the earliest records of the Jael, there has always been one state, the most powerful at the time, acknowledged (by the chroniclers at least) as the World Ruler. Of course, in the long struggle up to their present level of civilization, many such claimants have fallen by the wayside in the face of more capable, luckier, or more advanced opposition, who then usurped their title. However, for the last several hundred years, the state of Jael'aa has been the acknowledged World Ruler, and has forged a planet-wide confederacy which has been so successful that even the destruction of the Jael'aa state would not wreck.

VINAP – VE'NA (BOUNDARY)

Stellar Primary	M-2 - Giant
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Planets in System	Seventeen (17)
VINAP	Type 2, Terran, No Seasons
Orbital Distance	16.3 AU
Length of Year	7601 days
Length of Day	37.87 hours
Planetary Diameter	30,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran, allowing for planet type.
Atmosphere Type	O ₂ - N ₂ , Standard Terran
Hydrosphere Type	85%
Sentient Race	Humanoid
Population	100 million
Tech Level	4
StarPort Rating	C, D
Social Organization	Aristocratic
Societal Strength	5
Xeno Acceptance	25% bias vs. nonhumanoids
Government Type	Multi-Government — (El'Ano'Korell)
Government Support	var. (local); 30% (Korellian)
Loyalty Index	var. (local); 60% (Korellian)
Repression Index	var. (local); 30% (Korellian)
Corruption Index	var. (local); 25% (Korellian)
Bureaucracy Level	var. (local); 9 (Korellian)
Law Level	var. (local); 18+ (Korellian)
Economic Rating	Poor Agricultural
Per Capita Income	CR 750
Tax Rate	30%
Military Spending	MCR 22,500
Major Exports	Foodstuffs, Gems, Gold, Silver, etc.
Major Imports	Factory equipment, Machine tools, Military equipment.
Trade Restrictions	75% on all items above TL 5 (by Korellian only).
Trade Acceptance	95% (30% if from nonhumanoids)

Vinap is a humanoid inhabited world which was, at the time of Korellian discovery, at about TL/3. It was then in a situation analogous to the 15th and 16th centuries on Terra — somewhat of a 'Renaissance' situation, with the wide open political and social problems that Terra herself went through. Though the Imperium has made no attempt to help the Vinaps to increase their TL, the mere fact that they have been able to see the impossible happen has given their native technology a great boost, to the point where they have reached TL/4 status.

The major state on the planet is the Empire of Vinlandip, whose expansionistic policies are opposed by the Byzati Confederation. The Empire is rather reminiscent of the old Terran Holy Roman Empire in that it is a hodge-podge of different nationalities tied together by loyalty to the Emperor (which is an elective post), rather than by any feeling of common nationality. The main things keeping the Vinlandips going are that they are still in the expansionistic stages of creating the Empire (which is why the Byzati Confederacy was set up by the smaller states threatened by this) and that the technological revolution they are going through is constantly coming up with new developments which enable the Empire to shore up its power.

OBRIGA — OB'PRI'GA (NEW COMBE)

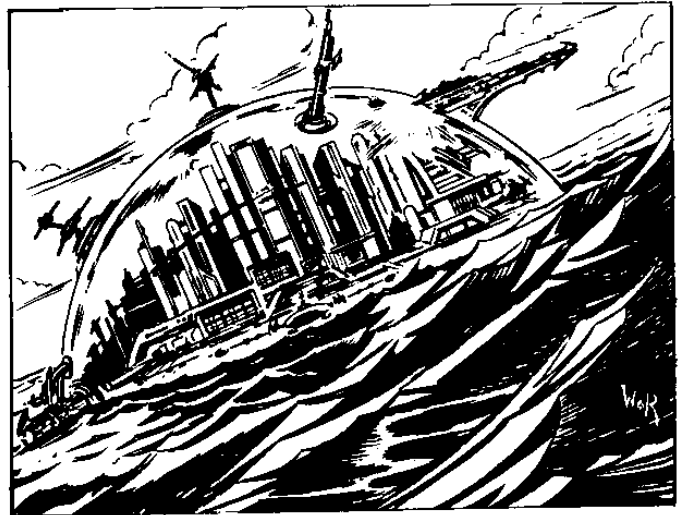
Stellar Primary	G3 M-5
Planets in System	Thirteen (13)
OBRIGA	Type 1, Terran Ocean
Orbital Distance	0.869 AU
Length of Year	307 days
Length of Day	22.9 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂ , Standard Terran; High dust content.
Hydrosphere Type	98%
Sentient Race	Humanoid
Population	250 million
Tech Level	4
StarPort Rating	C
Social Organization	Aristocratic
Societal Strength	4
Xeno Acceptance	30% bias vs. nonhumanoids
Government Type	Multi-Government/Anarchy — (El'Ano'Korell)

Government Support	var. (local); 75% (Korellian)
Loyalty Index	var. (local); 95% (Korellian)
Repression Index	var. (local); 30% (Korellian)
Corruption Index	var. (local); 25% (Korellian)
Bureaucracy Level	var. (local); 9 (Korellian)
Law Level	var. (local); 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 1500
Tax Rate	30%
Military Spending	MCR 112,500
Major Exports	Industrial Metals, Industrial Chemicals, Petrochemicals
Major Imports	Factory equipment, Electronic spares
Trade Restrictions	75% on all items above TL 5 (by Korellian only)
Trade Acceptance	95%

The quarter billion Obrigans are the remnants of a large planetary population which was decimated by a catastrophic realignment of the tectonic plates on which the major continent once rested. What caused the realignment is now known, but the epicenter of the disturbances is known to have been a top secret Obrigan Royal Military Research Center. In any case, whatever caused it, the results were horrific. Ninety percent of the major continent was submerged by massive earthquakes which have left little but scattered islands amongst a shallow sea where the continent once stood. The massive loss of life and destruction of property and the planet's industrial base meant that, when the Korellians arrived, the situation was (and still is) so grim that they were welcomed as saviors.

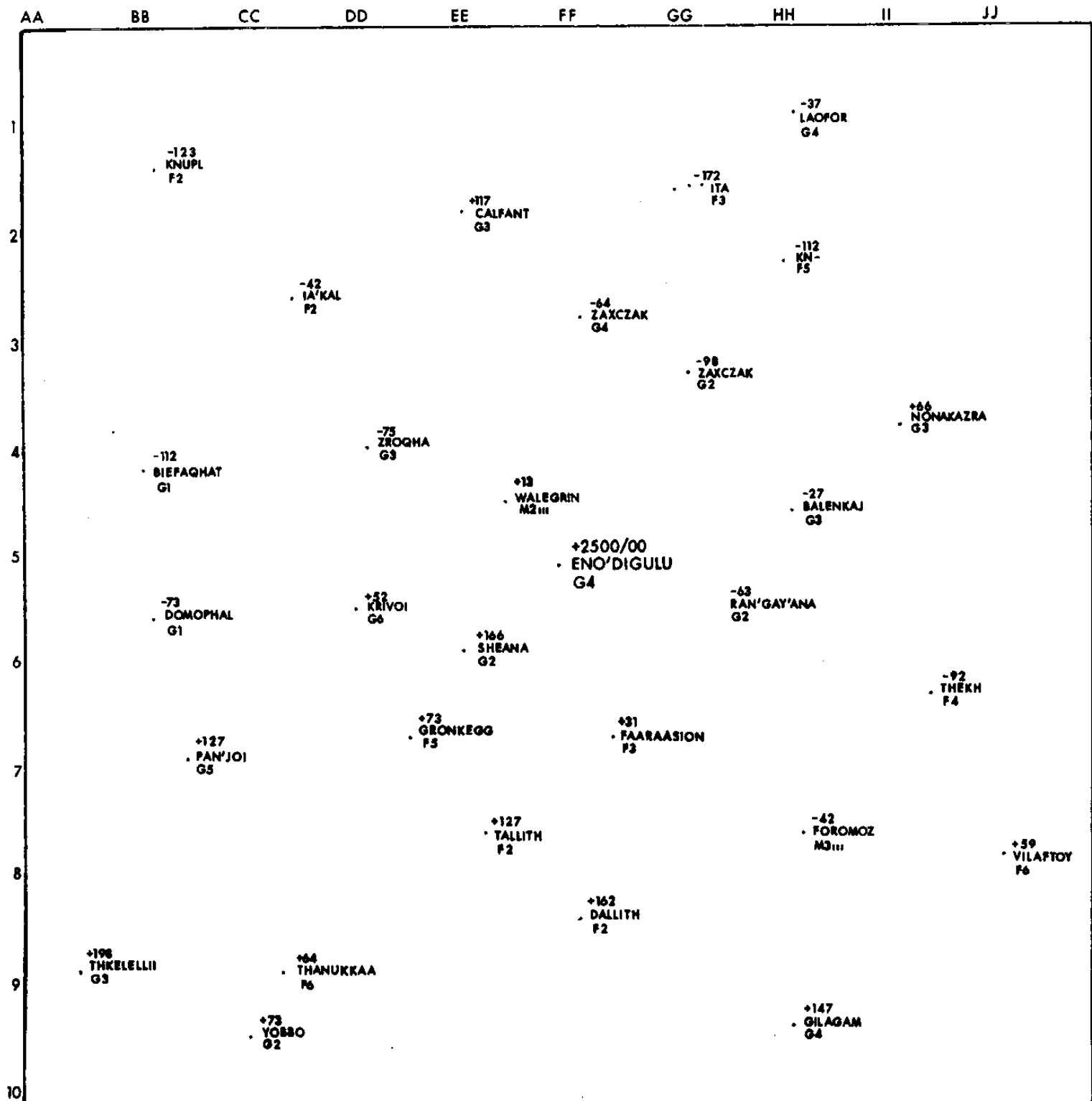
Originally, the planet boasted a TL/5-6 intermediate culture, but the catastrophe has pushed back this to a TL/3-4 intermediate level. There are anomalies, mainly in the form of TL/5-6 devices which are still in use and date back to the catastrophe of some 370 years ago and which are maintained by little but spit and baling wire.

The unusual thing that resulted from the destruction of most of the planet's dry land is that the inhabitants have built huge floating cities with steel hulls, powered by steam engines, and with populations of up



to 15,000 which navigate the shallow waters between the scattered island chains which are the remnants of the old continent. These cities account for about 35% of the planetary population. Of the remainder, some 40% belong to the Obrigan Kingdom (in theory), the shattered remnant of the planetary government which, in reality, has effective control over about 5%. The rest simply go their own ways (mostly in the form of petty feudal states or personal dictatorships). Finally, the remainder of the population consists of the White Raiders, the Obrigan version of the Terran Vikings, if you can imagine Vikings armed with Civil War (American) style weapons. Because of the drastically reduced land area, food is in short supply for those who do not maximize their use of the seas — which in the case of Obriga means all except the Maritime League (the floating cities). The White Raiders exacerbate this situation by their depredations.

SUB PREFECTURE OF THE ELEVEN DEVILS



KORELLIAN EMPIRE: STARSECTOR CHART GSC 23.TT.+2500 FORM ISS 2550-26R

SCALE: 1mm = 1LY

Palette
Acrylic
Rubens
Chisel
Pollock
Tapestry
Rodin
Sculptor
Charcoal
Scraper

Wagner
Handel
Young
Frieze
Relief
Engraving
Archibald
Sulman
Enamel
Cazaly

Potter
Glaze
Dali
Sable
Vermeer
Verdi
Sistine
Bach
Da Vinci
Picasso

PAN'JOL (PALETTE)

Stellar Primary	G5 M-5
Planets in System	Eight (8)
PAN'JOL	Terran Type 1, Standard
Orbital Distance	0.782 AU
Length of Year	271 days
Length of Day	25.219 hours
Planetary Diameter	12,000 km
Surface Gravity	1.1 G
Temperature	Terran Standard
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Korellians
Population	750 million
Tech Level	10, but 'spotty'
StarPort Rating	AAAAA (Military), AAA (Civ. & Military), AA (Civ.), B
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	5,625,000

Palette, to use the CSA codename, is a Korellian colony, and is the Sub-Prefectural Capital of the Eleven Devils Sub-Prefecture. For details on Korellian society, history and culture, refer to the relevant sections at the beginning of this StarAtlas. Also note that the Korellians exterminate all native flora and fauna and import their own (see Yellow Falcon Sub-Prefecture notes on the Korellian worlds there for further details). Again, about one-sixth of the planetary populations of the Korell colony worlds in this sector will consist of El'Korell and El'Ano'Korell servants/slaves. Other Korell colonies in the Sub-Prefecture are:

EVO'DIAVLU (ACRYLIC)

IA'KAL (RUBENS)

PAN'GAY'ANA (CHISEL)

EVO'DIAVLU (ACRYLIC)

Stellar Primary	G4' - M-5
Planets in System	Eleven (11)
EVO'DIAVLU	Terran Type 1, Standard
Orbital Distance	0.7675 AU
Length of Year	259 days
Length of Day	23.42 hours
Planetary Diameter	13,000 km
Surface Gravity	1.02 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂ (Standard Terran)
Hydrosphere Type	75%
Sentient Race	Korellian
Population	250 million
Tech Level	10, but 'spotty'
StarPort Rating	AAAAA (Military), AA (Civ.), 3 x A (Civ.)
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 1,875,000
Major Exports	Troops

Major Imports

Trade Restrictions

Trade Acceptance

Military equipment, Collapsium, Uranium & Thorium

100% on all 'Luxury goods'

60%

IA'KAL (RUBENS)

Stellar Primary	F2 M-5
Planets in System	Ten (10)
IA'KAL	Terran Type 1, Jungle
Orbital Distance	1.89 AU
Length of Year	802 days
Length of Day	25.267 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Hot Temperate
Atmosphere Type	O ₂ - N ₂ , High humidity
Hydrosphere Type	85%
Sentient Race	Korellian
Population	125 million
Tech Level	10, but 'spotty'
StarPort Rating	AAAAA (Civ. & Military), A (Civ.), B (Civ.), C (Civ.)
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 937,500
Major Exports	Troops
Major Imports	Military equipment, Collapsium, Uranium & Thorium
Trade Restrictions	100% on all 'Luxury goods'
Trade Acceptance	60%

PAN'GAY'ANA (CHISEL)

Stellar Primary	G type - G'2 M-5
Planets in System	Six (6)
PAN'GAY'ANA	Terran Type 1, Ocean
Orbital Distance	0.847 AU
Length of Year	291 days
Length of Day	24.8 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂ (Standard Terran)
Hydrosphere Type	95%
Sentient Race	Korellian
Population	75 million
Tech Level	10, but 'spotty'
StarPort Rating	AAAAA (Military), AA (Civ.), AAA, 2 x A, B
Social Organization	Caste - Primitive
Societal Strength	9
Xeno Acceptance	50% bias
Government Type	Imperial
Government Support	95%
Loyalty Index	95%
Repression Index	5%
Corruption Index	25%
Bureaucracy Level	9
Law Level	2
Economic Rating	Rich Industrial
Per Capita Income	CR 25,000
Tax Rate	30%
Military Spending	MCR 562,500
Major Exports	Warriors
Major Imports	Military equipment, Collapsium, Uranium & Thorium
Trade Restrictions	100% on 'Luxury goods'
Trade Acceptance	60%

GRUNKEGG – GRU'NE'KAAG (POLLOCK)

Stellar Primary	F5 M-5
Planets in System	Sixteen (16)
GRUNKEGG	Type 1, Terran Jungle
Orbital Distance	1.478 AU
Length of Year	589 days
Length of Day	21.27 hours
Planetary Diameter	15,000 km
Surface Gravity	0.94 G
Temperature	Hot Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	75%
Sentient Race	Saurian
Population	3 billion
Tech Level	7, due to Korellian repression, if removed will increase by +1 per 10 years to TL 9.
StarPort Rating	AAA (Civ. & Military), AA (Military), A (Civ. & Military), 2 x A (Civ.)
Social Organization	Aristocratic
Societal Strength	8
Xeno Acceptance	15% bias
Government Type	Republican Democracy – Republic of Grunkegg (El'Korell)
Government Support	75% (local); 25% (Korellian)
Loyalty Index	80% (local); 50% (Korellian)
Repression Index	10% (local); 25% (Korellian)
Corruption Index	5% (local); 30% (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Rich Industrial
Per Capita Income	CR 10,500
Tax Rate	30%
Military Spending	MCR 9,450,000
Major Exports	Cybernetic parts, Antibiotics
Major Imports	Polytextiles, Collapsium
Trade Restrictions	10% across the board
Trade Acceptance	85%

Grunkegg is a jungle world inhabited by a race of intelligent saurians, the Hss'Tathi (for details on society and history, see *Saurians*, by Wes Ives and E.E. Simbalist). Of course, these Hss'Tathi have developed technology instead of magic and have developed a republican form of government to oversee the affairs of the planet as a whole, while retaining the hold described in *Saurians* as the equivalent of a Terran electorate. The Members of Parliament/Congressmen are elected almost exclusively from the ranks of the Hss'Tathi aristocracy. NOTE: The fauna of Grunkegg bear a striking resemblance to the monsters described in *Saurians*.

KRIVOI – KRI'VOYH (TAPESTRY)

Stellar Primary	G6 M-5
Planets in System	Twelve (12)
KRIVOI	Type 1, Terran Jungle
Orbital Distance	0.752 AU
Length of Year	258 days
Length of Day	22.68 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Hot Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Saurian
Population	½ billion
Tech Level	7, due to Korellian repression, will increase by +1 per 15 years if removed to TL 8
StarPort Rating	AAAAA (Civ.), AAA (Military), AA (Military)
Social Organization	Aristocratic
Societal Strength	7
Xeno Acceptance	15% bias
Government Type	Republican Democracy – Colonial from Grunkegg (El'Korell)
Government Support	70% (local); 20% (Korellian)
Loyalty Index	75% (local); 40% (Korellian)
Repression Index	15% (local); 30% (Korellian)
Corruption Index	10% (local); 30% (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	5 (local); 18+ (Korellian)

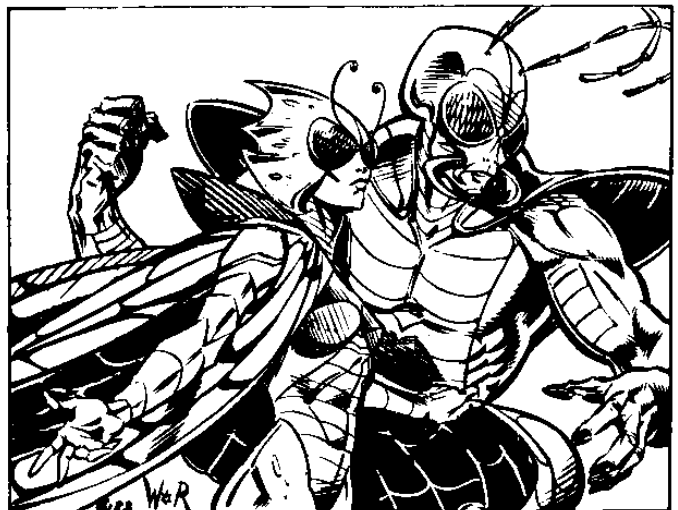
Economic Rating	Rich Agricultural
Per Capita Income	CR 7000
Tax Rate	30%
Military Spending	MCR 1,050,000
Major Exports	Polytextiles, Foodstuffs
Major Imports	Factory equipment, Mechanical parts
Trade Restrictions	10% across the board
Trade Acceptance	90%

Krivoi is a colony of Grunkegg. The monsters here also bear a resemblance to those detailed in *Saurians*.

ZZZ'KKK – SE'SE'KA (RODIN)

Stellar Primary	G3 M-5
Planets in System	Nine (9)
ZZZ'KKK	Type 1, Terran Tundra
Orbital Distance	0.792 AU
Length of Year	267 days
Length of Day	27.02 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Cold Temperate
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	60%
Sentient Race	Arachnoid
Population	1.5 billion
Tech Level	7, due to Korellian repression, if removed will increase by +1 per 15 years to TL 8.
StarPort Rating	AAAAA (Civ. & Military)
Social Organization	Open/Aristocratic
Societal Strength	9
Xeno Acceptance	10% bias
Government Type	Feudal Republic – Kingdom of Zzz'Kkk (El'Korell)
Government Support	80% (local); 30% (Korellian)
Loyalty Index	90% (local); 60% (Korellian)
Repression Index	10% (local); 30% (Korellian)
Corruption Index	5% (local); 25% (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	8 (local); 18+ (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	30%
Military Spending	MCR 3,150,000
Major Exports	Mechanical parts, Electronic parts
Major Imports	Industrial Metals, Industrial Chemicals
Trade Restrictions	15% across the board
Trade Acceptance	90%

The Zzz'Kkk are a Bug-like race, looking very similar physically to them. However, they are, in fact, quite different. They do not reproduce by means of Queens and Drones, with most of the population being Workers. They are not hive-minds. They have two sexes, and the female reproduces by the laying of eggs similar to all insects, but all females are fertile, rather than just a few Queens. Similarly, all of the Zzz'Kkk are quite individual in their mentation and are no more tele-



pathic than one would expect a humanoid race to be. Of course, they do retain some of the advantages of being insectoid. They inherit to a great degree certain survival instincts, especially as far as combative abilities are concerned. All males are thus to be treated as Bug Warriors for combat purposes. Because of this, the feudal Hives which make up the Kingdom have large numbers of males, but a relatively small number of females. In fact, only about 10% of the total population is actually female. This has resulted in the development in a Matriarchal society, the females forming an aristocracy and being the feudal lords who control the male warriors. This situation has lasted for millennia because it was always known that the females were more stable and more intelligent than the males and thus were obviously better suited to rule.

However, some 750 years ago, one of the hives was attacked by a coalition of its opponents and over 90% of the female technicians and leaders were killed in the final assault on the hivehome. The surviving females, along with their warriors, fled to a mountainous region nearby, expecting, as normally happened in such situations, that they would eventually be exterminated since they had too few females to offer effective resistance. Yet, in a complete break with traditional beliefs, the Hive Mother (Zz'k'zz'k) decided to train male children to fill some of the lower administrative and technical posts. To the astonishment of the coalition of her enemies, within a generation Zz'k'zz'k's armies were sweeping their armies from the field with her own armies of educated males!

In fact, her armies were so successful that they, over a period of some 124 years, managed to make her and her hive the supreme hive on the planet. It is from this single change that the current planetary Kingdom has descended, still ruled by Zz'k'zz'k's descendants.

Despite these changes, males are still regarded as being second class citizens, with females getting all the top military and civilian posts. Though males can, on rare occasions, be appointed to such post in their own right.

ZEZEZEK – SE'SE'KAA (SCULPTOR)

Stellar Primary	G4 M-5
Planets in System	Eleven (11)
ZEZEZEK	Type 1, Terran
Orbital Distance	0.752 AU
Length of Year	251 days
Length of Day	25.67 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Cold Temperate
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Arachnoid
Population	250 million
Tech Level	7, due to Korellian repression, if removed will increase by +1 per 20 years to TL 8.
StarPort Rating	AAAAA (Civ. & Military)
Social Organization	Open/Aristocratic
Societal Strength	9
Xeno Acceptance	10% bias
Government Type	Colonial from Zzz'Kkk (El'Korell)
Government Support	85% (local); 30% (Korellian)
Loyalty Index	90% (local); 50% (Korellian)
Repression Index	10% (local); 35% (Korellian)
Corruption Index	5% (local); 30% (Korellian)
Bureaucracy Level	4 (local); 9 (Korellian)
Law Level	7 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	30%
Military Spending	MCR 393,750
Major Exports	Petrochemicals, Foodstuffs
Major Imports	Factory equipment
Trade Restrictions	25% on all not from Zzz'Kkk
Trade Acceptance	90%

Zezezek is a colony of Zzz'Kkk, the notes above apply to her also.

DALLITH – DAR'LI'THO (CHARCOAL)

Stellar Primary	F2 M-5
Planets in System	Three (3)
DALLITH	Type 7, Terran Jungle, Inner Eco.
Orbital Distance	1.51 AU
Length of Year	573 days
Length of Day	26.67 hours
Planetary Diameter	13,000 km
Surface Gravity	1.01 G
Temperature	Very Hot Tropical
Atmosphere Type	O ₂ - N ₂ , High humidity
Hydrosphere Type	80%
Sentient Race	Saurian
Population	2 billion
Tech Level	7, due to Korellian repression, will increase by +1 per 15 years, if removed to TL 9.
StarPort Rating	AAAAA (Military), AAA (Civ.), 4 x A (Civ.)
Social Organization	Aristocratic
Societal Strength	6
Xeno Acceptance	20% bias
Government Type	Feudal – Kingdom of the Sacred Egg(El'Korell)
Government Support	80 (local); 30 (Korellian)
Loyalty Index	90 (local); 50 (Korellian)
Repression Index	15 (local); 25 (Korellian)
Corruption Index	10 (local); 25 (Korellian)
Bureaucracy Level	3 (local); 9 (Korellian)
Law Level	2 (local); 18+ (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	30%
Military Spending	4,200,000
Major Exports	Petrochemicals, Cybernetic parts
Major Imports	Collapsium, Uranium
Trade Restrictions	10% across the board
Trade Acceptance	80%

Dallith is inhabited by another race of intelligent saurians, crocodilians to be exact. These are, in fact, the Kulun'Ssaatha from Saurians (by Wes Ives and E.E. Simbalist – available from FGU). The flora and fauna of Dallith are very similar to those described in Saurians.

TALLITH – TAR'LI'THO (SCRAPER)

Stellar Primary	F2 M-5
Planets in System	Five (5)
TALLITH	Type 1, Terran Jungle
Orbital Distance	1.61 AU
Length of Year	631 days
Length of Day	25.07 hours
Planetary Diameter	15,000 km
Surface Gravity	1.2 G
Temperature	Hot Tropical
Atmosphere Type	O ₂ - N ₂ , High humidity
Hydrosphere Type	85%
Sentient Race	Saurian
Population	1 billion
Tech Level	7, due to Korellian repression, will increase by +1 per 20 years to TL 9 when removed.
StarPort Rating	AAA (Civ. & Military), AA (Military), AA, B, C
Social Organization	Aristocratic
Societal Strength	7
Xeno Acceptance	20% bias
Government Type	Colonial from Dallith
Government Support	85 (local); 30 (Korellian)
Loyalty Index	95 (local); 50 (Korellian)
Repression Index	15 (local); 25 (Korellian)
Corruption Index	10 (local); 25 (Korellian)
Bureaucracy Level	3 (local); 9 (Korellian)
Law Level	1 (local); 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax Rate	30%
Military Spending	MCR 1,050,000

Major Exports	Machine tools, Mechanical parts, Electronic parts
Major Imports	Collapsium, Gemstones
Trade Restrictions	10% across the board
Trade Acceptance	85%

Tallith is a colony of Dalliith, and all notes apply.

BEFOQHAZ – PE'LO'HA (WAGNER)

Stellar Primary	G1 M-5
Planets in System	Two (2)
BEFOQHAZ	Type 1, Terran Desert
Orbital Distance	0.998 AU
Length of Year	367 days
Length of Day	22.9 hours
Planetary Diameter	12,000 km
Surface Gravity	0.94 G
Temperature	Terran Temperate
Atmosphere Type	O ₂ - N ₂ , Very dry
Hydrosphere Type	40%
Sentient Race	Canoid
Population	2.5 billion
Tech Level	7, due to Korellian repression, if removed, will increase to TL 9 by +1 increments.
StarPort Rating	AAAA (Civ. & Military), AA, A, 2 x B
Social Organization	Open
Societal Strength	9
Xeno Acceptance	5% bias
Government Type	Republican Democracy – Republic of Befoq haz (El'Korell)
Government Support	95 (local); 35 (Korellian)
Loyalty Index	95 (local); 60 (Korellian)
Repression Index	5 (local); 30 (Korellian)
Corruption Index	5 (local); 25 (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	3 (local); 18+ (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	30%
Military Spending	MCR 5,250,000
Major Exports	Luxury Wines, Iridium
Major Imports	Petrochemicals, Industrial Chemicals
Trade Restrictions	20% across the board
Trade Acceptance	90%

The Befoqhazi are a canoid race descended from wolf-like predators. They are, despite this, not an exceptionally warlike race on a mass basis. They prefer to keep their combative encounters on a personal basis. They are, in many ways, an honor oriented culture, though not in the sense of any honor others might perceive, but for their own personal honor. This aspect of their culture (the absolute individuality) is carried over into their government and society in many ways. For example, though the government is a republican democracy, all the politicians are legally fair game for assassination by any citizen who opposes their policies as represented by their voting habits. This means that the real power is wielded by twice yearly town meetings at which all adults can get together and make decisions regarding the governing of the planet. As one might guess, the occupation of professional politician is not a sought after one and those who are actually elected are careful to keep their election promises.

This individualism has its drawbacks, as the Befoqhazi found when the Korellians invaded. Their army was relatively well equipped, but they had little experience in mass combat. Though they fought well, they were soon overwhelmed by both the skill and numbers of the invasion forces. Since then, they have picked up some skills in this area, but they still have not become expert in the field of mass combat. In fact, they prefer to hire out as battalion units or smaller, as they are not skillful enough to effectively operate larger units in foreign employ.

ZTOQHA – TO'HA (HANDEL)

Stellar Primary	G3 M-5
Planets in System	Five (5)
ZTOQHA	Type 1, Terran Steppe
Orbital Distance	1.02 AU
Length of Year	390 days

Length of Day	26.7 hours
Planetary Diameter	13,000 km
Surface Gravity	1.1 G
Temperature	Terran Temperate
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	55%
Sentient Race	Canoid
Population	500 million
Tech Level	7, due to Korellian repression which, if removed, will increase to TL 8 in 50 years.
StarPort Rating	AAA (Civ. & Military), AA (Military), 2 x A (Civ.), B
Social Organization	Open
Societal Strength	9
Xeno Acceptance	5% bias
Government Type	Colony of Befoq haz (El'Korell)
Government Support	95 (local); 30 (Korellian)
Loyalty Index	95 (local); 60 (Korellian)
Repression Index	10 (local); 35 (Korellian)
Corruption Index	10 (local); 30 (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	3 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 5250
Tax Rate	30%
Military Spending	MCR 787,500
Major Exports	Foodstuffs, Biochemicals
Major Imports	Mechanical parts, Vehicles
Trade Restrictions	20% across the board
Trade Acceptance	90%

Ztoqha is a colony of Befoq haz.

TLAKOLELLII – TL'AHK'LAA (YOUNG)

Stellar Primary	G3 M-5
Planets in System	Six (6)
TLAKOLELLII	Standard Terran, Type 1
Orbital Distance	0.898 AU
Length of Year	322 days
Length of Day	23.98 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Transhuman
Population	18 million
Tech Level	7, due to Korellian repression, on verge of TL 8 (1 yr), if removed will be TL 9 within 5 years and TL 10 5 years thereafter.
StarPort Rating	AAAAA (Military), 2 x (Civ.)
Social Organization	Aristocratic
Societal Strength	10
Xeno Acceptance	5% bias
Government Type	Feudal – Kingdom of Ilkutehitoi (El'Korell)
Government Support	95 (local); 25 (Korellian)
Loyalty Index	95 (local); 60 (Korellian)
Repression Index	0 (local); 25 (Korellian)
Corruption Index	0 (local); 25 (Korellian)
Bureaucracy Level	3
Law Level	10 (local); 18+ (Korellian)
Economic Rating	Very Rich Industrial
Per Capita Income	CR 22,500
Tax Rate	30%
Military Spending	MCR 121,500
Major Exports	Gold, Silver, Iridium
Major Imports	Thorium, Uranium
Trade Restrictions	nil
Trade Acceptance	80%

Tiakolellii is a colony of the Kingdom of Ilkutehitoi – see the Sub-Pre-fecture of the Yellow Falcon for details.

FOROMOZ – ORO'MO (FRIEZE)

Stellar Primary	M-3 Giant
Planets in System	Seven (7)

FOROMOZ	Terran Type 1, Standard
Orbital Distance	14.99 AU
Length of Year	6842 days
Length of Day	36.72 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Humanoid
Population	750 million
Tech Level	7, due to Korellian repression, if removed will increase by +1 per 35 years to TL 9.
StarPort Rating	AAAAA (Civ. & Military), 2 x B, 2 x C
Social Organization	Open
Societal Strength	7
Xeno Acceptance	25% bias
Government Type	Athenian Democracy — Unity of Foromoz
Government Support	100% (local); 25 (Korellian)
Loyalty Index	100 (local); 50 (Korellian)
Repression Index	0 (local); 50 (Korellian)
Corruption Index	10 (local); 30 (Korellian)
Bureaucracy Level	1 (local); 9 (Korellian)
Law Level	5 (local); 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 3500
Tax Rate	20%
Military Spending	MCR 787,500
Major Exports	Industrial Metals, Silver
Major Imports	Cybernetic parts
Trade Restrictions	10% across the board
Trade Acceptance	80%

Foromoz is another colony of Pa'an and seems to have been settled by the remnants of the fleet from that world sometime after the destruction of their homeworld. Because there was a relatively high level of technological skills amongst the fleet, the building of a technological civilization was only hindered by the fact that there were evidently few Females aboard, and this meant that it was difficult to create the necessary population base to support the civilization on a self-sustaining basis. So the general level slipped, though the knowledge was always available. It has, in fact taken up to the present day to build up the planetary population to the current level. Part of the problem being the small genetic pool from which the population originally came, and the high rate of infertility as a consequence of this.

The current government, such as it is, has done much to encourage immigration by colonists from the other planets originally settled by Pa'an, as well as from the motherworld itself, in order to help solve this problem. They also import supplies of frozen sperm and ova for artificial insemination and artificial womb programs for the same reason.

THANUKKAA — THA'NU'KAH (RELIEF)

Stellar Primary	F6 M-5
Planets in System	Seven (7)
THANUKKAA	Terran Type 1, Ocean
Orbital Distance	1.372 AU
Length of Year	540 days
Length of Day	31.6 hours
Planetary Diameter	15,000 km
Surface Gravity	1.15 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	95%
Sentient Race	Pithechine
Population	1.2 billion
Tech Level	6-7, due to Korellian repression, will increase to TL 8 in 25 years and Average Agricultural in 15
StarPort Rating	AAA (Military), AA (Civ. & Military), 2 x A (Civ.)
Social Organization	Open
Societal Strength	8
Xeno Acceptance	25% bias
Government Type	Corporate State (Thanukkaa Inc., (El' Korell)
Government Support	75 (local); 35 (Korellian)
Loyalty Index	85 (local); 50 (Korellian)
Repression Index	10 (local); 25 (Korellian)
Corruption Index	15 (local); 35 (Korellian)

Bureaucracy Level	7 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Poor Agricultural
Per Capita Income	CR 1750
Tax Rate	20%
Military Spending	MCR 630,000
Major Exports	Foodstuffs
Major Imports	Mechanical parts, Computer parts, Cybernetic parts, Electronic parts
Trade Restrictions	25% on 'Luxury' items
Trade Acceptance	75%

Thanukkaa is a rather unremarkable world inhabited by pithechines (Neanderthaloid types) who, apart from a rather surly disposition and a dislike for any non-pithechines (double the bias towards humans and humanoids), are quite intelligent and technically advanced. The planet is, however, dirt poor. It was evidently one of the ForeRunner homeworlds as signs such as mile upon mile of slagged cities (now under oceans or hundreds of feet of soil) and massive circular Mares (seas) resulting from planetbuster strikes, and has been worked out of all economically mineable natural resources. To effectively make a go of things on the planet, the government long ago was taken over by one of the large planetary corporations, Thanukkaa Inc., which has made rather a success of running things, and has managed to drag the planet up to TL/6-7 Intermediate levels.



It's possible that the pithechine population are descended from what were animals when the world was a ForeRunner colony. The fact that the ForeRunners who inhabited this particular world were definitely humanoid may have a lot to do with the bias the inhabitants show towards these peoples.

FAARAASSIAA — PA'RAA (ENGRAVING)

Stellar Primary	F3 M-5
Planets in System	Four (4)
FAARAASSIAA	Terran Type 1, Ocean
Orbital Distance	1.76 AU
Length of Year	737 days
Length of Day	22.87 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	95%
Sentient Race	Pithechine
Population	125 million
Tech Level	6-7, due to Korellian repression, will increase to TL 9 in +1 increments every 25 years.
StarPort Rating	AAA (Civ. & Military), AA (Civ.), 2 x A (Military), B
Social Organization	Open
Societal Strength	9
Xeno Acceptance	15% bias
Government Type	Republic — Republic of Faaraassiaa (El'Korell)
Government Support	85 (local); 25 (Korellian)

Loyalty Index	95 (local); 60 (Korellian)
Repression Index	10 (local); 25 (Korellian)
Corruption Index	10 (local); 30 (Korellian)
Bureaucracy Level	6 (local); 9 (Korellian)
Law Level	5 (local); 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 5250
Tax Rate	30%
Military Spending	MCR 196,875
Major Exports	Factory equipment, Electronic parts
Major Imports	Mechanical parts, Foodstuffs
Trade Restrictions	15% on all goods
Trade Acceptance	85%

Faaraassiaa is a colony of Thanukkaa, but has its own independent government. It was settled by Thanukkaa so that it could provide the raw materials so vitally needed and yet in such short supply on that planet. The colonists tend to be less biased towards non-pithecinians than their fellows on the mother world, probably due to the fact that they must rely upon humanoid/human piloted and owned spacecraft to bring in supplies and equipment.

*tITO - 'T'OHA (ARCHIBALD)

Stellar Primary	F3 M-5
Planets in System	Eight (8)
*tITO	Type 1, Terran Ocean
Orbital Distance	1.67 AU
Length of Year	681 days
Length of Day	22.6 hours
Planetary Diameter	15,000 km
Surface Gravity	1.2 G
Temperature	Terran Standard
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	90%
Sentient Race	Ichthyoid
Population	1 billion
Tech Level	6-7, transition, will achieve full TL 7 in 5-10 years.
StarPort Rating	AAAAA (Military)
Social Organization	Klackonlike
Societal Strength	10
Xeno Acceptance	50% bias
Government Type	? (El'Korell)
Economic Rating	Average Industrial
Per Capita Income	CR 7000
Tax Rate	30% (?)
Military Spending	MCR 2,100,000
Major Exports	? Gold, Silver, Iridium
Major Imports	Military equipment, Food
Trade Restrictions	watch out or be eaten!
Trade Acceptance	25%
General Comments	See SO, Book 2, for details on Klackons

'T'OHA (ARCHIBALD) K'ONA (SULMAN)

These two planets are inhabited by a Klackonlike race (see Book 2, SO for details) who have learnt the hard way that the Korellians are not to be trifled with. In fact, they are relatively happy with Korellian overlordship as they get plenty of opportunity to slake their appetite for any food that is going, including, perhaps even especially, if it is sentient in service with the Korellian Military.

KN*tIt - K'ONA (SULMAN)

Stellar Primary	F5 M-5
Planets in System	Seven (7)
KN*tIt	Terran Type 1, Jungle
Orbital Distance	1.33 AU
Length of Year	503 days
Length of Day	27.21 hours
Planetary Diameter	12,000 km
Surface Gravity	1.01 G
Temperature	Hot Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Ichthyoid

Population	750 million
Tech Level	5, 'New' colony of *tItto, will reach TL 6-7 transition in 50 years.
StarPort Rating	AAAAA (Military)
Social Organization	Klackonlike
Societal Strength	10
Xeno Acceptance	50% bias
Government Type	Colony of *tItto - (El'Korell)
Economic Rating	Poor Industrial
Per Capita Income	CR 3750
Tax Rate	30% (?)
Military Spending	MCR 843,750
Major Exports	? Gold, Silver, Iridium
Major Imports	Military equipment, Machine tools
Trade Restrictions	watch out or be eaten!
Trade Acceptance	25%

General Comments See SO, Book 2, for details on Klackons

NONAKAZRA - NO'NAH'KA (ENAMEL)

Stellar Primary	G3 M-5
Planets in System	Six (6)
NONAKAZRA	Type 1, Terran Steppe
Orbital Distance	1,101 AU
Length of Year	438 days
Length of Day	26.717 hours
Planetary Diameter	13,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	65%
Sentient Race	Felinoid
Population	2 billion
Tech Level	6, approaching TL 7 in 25+ years.
StarPort Rating	AAAA (Civ.), 2 x AA (Military), A (Civ. & Military), A (Civ.)
Social Organization	Open
Societal Strength	9
Xeno Acceptance	15% bias
Government Type	Feudal - Royal United Prides of Nonakazra (El'Ano'Korell)
Government Support	85 (local); 40 (Korellian)
Loyalty Index	95 (local); 80 (Korellian)
Repression Index	15 (local); 25 (Korellian)
Corruption Index	15 (local); 30 (Korellian)
Bureaucracy Level	4 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Rich Industrial
Per Capita Income	CR 9000
Tax Rate	30%
Military Spending	MCR 5,400,000
Major Exports	Furs, Machine tools
Major Imports	Cybernetic parts, Computer parts, Electronic parts
Trade Restrictions	nil
Trade Acceptance	85%

Nonakazra is inhabited by felinoids who are superficially similar to those of Pa'an and Pa'ataa, but the similarity goes no further than this. Unlike the fragmented felinoids of those planets, the Nonaa have had a planetary king for some centuries, and, though the government may well be termed feudal, it is a feudal system under which the rules have not been formalized to the point where the possibility of advancement into the ranks of the nobility is impossible. In fact, such advancement is relatively easy. Patents of nobility are granted automatically to citizens who perform services to the state. These include such things as distinguished military, political or business careers and this has meant that the nobility has been so able to accept the best new blood available such as to make them the accepted leaders of the planet and to make the goal of receiving a Patent of Nobility the goal of every ambitious young Nonaa.

Currently, the King is being held under house arrest by the Korellians to ensure that certain less than friendly nobles and their supporters will co-operate in the suppression of a popular revolutionary group which has been of considerable worry to the Korell commander. The King and his major nobles were less than enthusiastic about calling out an arriere ban (i.e. calling out the feudal levies) to suppress the rebels, the stated reason being that the Iron Claw rebels (as they have styled themselves)

were being successfully handled by the Royal and Noble Constabularies. However, the Korellians were not satisfied with this and, wrongly, decided that the King was covertly supporting the rebels. In fact the current King, Amberr III, has always been a pro-Korell quisling. What the Korells have not realized is that the Iron Claw rebels are actually being led by the King's son (thought to be dead after a flying accident some two years ago) who wishes to throw off the yoke of tyranny.

BALENKAJ – BAAL'ENK (CAZALY)

Stellar Primary	G1 M-5
Planets in System	Eleven (11)
BALENKAJ	Type 1, Terran Standard
Orbital Distance	1.03 AU
Length of Year	385 days
Length of Day	23.621 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	80%
Sentient Race	Felinoid
Population	125 million
Tech Level	5, due to Colonial States, rapidly approaching TL 6, capable of repairing TL 6, just not producing it!
StarPort Rating	AAAAA (Civ. & Military)
Social Organization	Open
Societal Strength	10
Xeno Acceptance	15% bias
Government Type	Feudal — Colony of Nonakazra (El And Korell)
Government Support	85 (local); 35 (Korellian)
Loyalty Index	95 (local); 75 (Korellian)
Repression Index	20 (local); 35 (Korellian)
Corruption Index	15 (local); 30 (Korellian)
Bureaucracy Level	4 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Rich Agricultural
Per Capita Income	CR 3750
Tax Rate	30%
Military Spending	MCR 140,625
Major Exports	Foodstuffs, Industrial Chemicals
Major Imports	Machine tools, Factory equipment
Trade Restrictions	nil
Trade Acceptance	90%

Balenkaj is a colony of Nonakazra, and is, in fact the main base world of the Iron Claw freedom fighters. The King's son, Taawnaa, is currently planning a rising to place the whole planet under his control with the hope that this will carry Nonakazra with it in rebellion against the Korellians.

KNMPL – KON'OM'POL (POTTER)

Stellar Primary	F2 M-5
Planets in System	Seven (7)
KNMPL	Type 1, Terran Standard
Orbital Distance	1.786 AU
Length of Year	737 days
Length of Day	23.2 hours
Planetary Diameter	12,000 km
Surface Gravity	1.01 G
Temperature	Terran Standard
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	75%
Sentient Race	Avian
Population	100 million
Tech Level	6, 'Colony' of Niikaate, has TL 7 equipment, but cannot manufacture it yet.
StarPort Rating	AAAAA (Civ. & Military)
Social Organization	Open
Societal Strength	9
Xeno Acceptance	5% bias
Government Type	Confederacy — Confederated flocks of KNMPL (El Korell)
Government Support	95% (local); 20 (Korellian)
Loyalty Index	95 (local); 50 (Korellian)
Repression Index	5 (local); 30 (Korellian)

Corruption Index	5 (local); 25 (Korellian)
Bureaucracy Level	1 (local); 9 (Korellian)
Law Level	1 (local); 18 (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 6000
Tax Rate	30%
Military Spending	MCR 180,000
Major Exports	Industrial Chemicals, Industrial Metals, Uranium
Major Imports	Cybernetic parts, Computer parts, Factory equipment
Trade Restrictions	5% across the board
Trade Acceptance	95%

Knmpl is a colony of Niikaate, though only in the sense that the colonists are all originally from that planet. In fact, the planet was colonized by the KNMPL Clan, a major clan on Niikaate which was, some decades ago, losing out in the power struggle with the current ruling clans of that planet. They decided at the time to opt out rather than accept second place and so moved en masse to this world with their allies. There are, however, no restrictions on the immigration of other Niikaate/Oiikusuu/Tkchk citizens to Knmpl. So, of late, increasing numbers of avians from those planets have been moving here for the free land.

TKCHK – TU'KOK'—OK (GLAZE)

Stellar Primary	F4 M-5
Planets in System	Three (3)
TKCHK	Type 1, Terran Ocean
Orbital Distance	1.90 AU
Length of Year	846 days
Length of Day	18.97 hours
Planetary Diameter	12,000 km
Surface Gravity	0.99 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	88%
Sentient Race	Avian
Population	25 million
Tech Level	6, for production, actually can repair imported TL 7 equipment.
StarPort Rating	AA (Civ. & Military)
Social Organization	Open
Societal Strength	10
Xeno Acceptance	5% bias
Government Type	Confederacy — Confederated flocks of TKCHK (El Korell)
Government Support	95 (local); 25 (Korellian)
Loyalty Index	95 (local); 40 (Korellian)
Repression Index	5 (local); 30 (Korellian)
Corruption Index	5 (local); 25 (Korellian)
Bureaucracy Level	1 (local); 9 (Korellian)
Law Level	1 (local); 18+ (Korellian)
Economic Rating	Average Industrial
Per Capita Income	CR 6000
Tax Rate	30%
Military Spending	MCR 45,000
Major Exports	Foodstuffs, Thorium, Gold
Major Imports	Machine tools, Factory equipment, Mechanical spares.
Trade Restrictions	5% across the board
Trade Acceptance	95%

Tkchk is also a colony of Niikaate, and was settled for reasons similar to those of the Knmpl clan, though the Tkchk were not nearly as numerous or as powerful as the latter. For this reason, they offered free land to any settlers who were willing to invest a set amount of capital in the colony. Strangely enough, a large number of humans from the CSA sector answered the ad. The current population is about 75% avian and 25% human and, by all accounts, the co-operation between the two species is very good, as each is able to supplement the skills and outlook that the other lacks. It might be noted that the Underground Alliance does have sympathizers, both active and inactive amongst the colonists on Tkchk, both human and avian. This means that the planet is a good potential recruiting ground for the CSN due to the piloting abilities of the avians.

GILAGAM – HI'LAH'GAA (DALI)

Stellar Primary	G6 M-5
Planets in System	Seventeen (17)
GILAGAM	Type 1, Terran Ocean
Orbital Distance	0.797 AU
Length of Year	282 days
Length of Day	19.97 hours
Planetary Diameter	15,000 km
Surface Gravity	1.2 G
Temperature	Cool Terran
Atmosphere Type	O ₂ - N ₂ , He; Helium content makes vacuum tube technology difficult, as it can 'defeat' any seals on such & break vacuum.
Hydrosphere Type	98%
Sentient Race	Humanoid
Population	2 billion
Tech Level	5, will increase to Average Industrial if united, and to TL 6 25 years later.
StarPort Rating	AAA (Civ. & Military), AA (Civ. & Military), 2 x C, D
Social Organization	Aristocratic/Socialist
Societal Strength	4 (varies from State to State)
Xeno Acceptance	15% bias
Government Type	Multi-Government
Government Support	var.; 35 (Korellian)
Loyalty Index	var.; 75 (Korellian)
Repression Index	var.; 25 (Korellian)
Corruption Index	var.; 25 (Korellian)
Bureaucracy Level	var.; 9 (Korellian)
Law Level	var.; 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 2500
Tax Rate	30%
Military Spending	MCR 1,500,000
Major Exports	Gold, Platinum
Major Imports	Military equipment, Uranium
Trade Restrictions	25% on non-major imports.
Trade Acceptance	80%

The various governments of Gilagam are currently in a state of cold war with each other, forming two major blocs. The larger of the two, the Alliance (Kingdom & Republic) is easily the stronger economically compared to the Coalition (Socialist Republic/People's Republic/Socialist Workers' Republic) opponents, but is currently struggling to maintain its dominance vis-a-vis the latter. The reason for this situation is quite simple. Their Socialist/Communist enemies are unscrupulously using the democratic freedoms of the two countries against their own best interests by such things as promoting the idea of appeasement (Peace at any price). This program is having great success, and has meant that the national will of the two main Alliance nations has been sapped to the point where they are no longer, politically, able to help their smaller (and unlisted) allies against Coalition supported National Liberation movements.

The Alliance governments are well aware of these problems, but various traitors and well meaning fools within their own political ranks have meant that they have been unable to mount any effective opposition, and have gradually been losing the confidence of the people in the face of persistent opposition propaganda. At the current time, they are both facing important elections within only a few years; elections which are almost certainly going to result in further military and/or political emasculation unless they can find some way of turning the tide against their enemies' covert political manipulations.

COLFANT – COH'L'FA (SABLE)

Stellar Primary	G3 M-5
Planets in System	Nine (9)
COLFANT	Type 2, Terran
Orbital Distance	1.02 AU
Length of Year	390 days
Length of Day	27.6 hours
Planetary Diameter	15,000 km
Surface Gravity	1.2 G
Temperature	See notes for type.
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	78%
Sentient Race	Humanoid

Population	150 million
Tech Level	5, will become Rich Agricultural if united, will increase to TL 6 in 50 years after.
StarPort Rating	AA (Civ. & Military), A (Civ. & Military), 3 x D
Social Organization	Socialist/Aristocratic
Societal Strength	5 overall (var.)
Xeno Acceptance	10% bias
Government Type	Multi-Government
Government Support	var.; 35 (Korellian)
Loyalty Index	var.; 75 (Korellian)
Repression Index	var.; 25 (Korellian)
Corruption Index	var.; 25 (Korellian)
Bureaucracy Level	var.; 9 (Korellian)
Law Level	var.; 18+ (Korellian)
Economic Rating	Average Agricultural
Per Capita Income	CR 2500
Tax Rate	30%
Military Spending	MCR 112,500
Major Exports	Foodstuffs, Petrochemicals
Major Imports	Military equipment, Machinery
Trade Restrictions	50% on imports not from Gilagam
Trade Acceptance	85%

Colfant is a colony world from Gilagam. On the planet are colonies from all the major powers from the mother world, plus their allies. Here, unlike at home, the cold war has heated up into open guerilla warfare between the Coalition colonies and those of the Alliance. Because of the political situation at home, the Alliance is proving unable to maintain sufficient forces here to protect her colonials against the depredations of the Coalition terrorist/guerillas. For this reason the Alliance colonials are quite supportive of their government's policies, and cannot believe the ridiculous policies of the opposition parties at home. To supplement the regular forces of their own governments they have even formed a volunteer militia organization which does a great deal towards providing security from guerilla raids, even though technically illegal.

WALEGRIN – WA'HAL'EY (VERMEER)

Stellar Primary	M2 Giant
Planets in System	Nineteen (19)
WALEGRIN	Terran, Type 6, Extreme outer Eco.
Orbital Distance	20.89 AU
Length of Year	11,028 days
Length of Day	37.6 hours
Planetary Diameter	9000 km
Surface Gravity	0.9 G
Temperature	Very Cold Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	60/90% (60% in Oceans, 30% in 'Icecaps').
Sentient Race	Humanoid
Population	500 million
Tech Level	5, due to War situation, if stopped, will increase to TL 6 in 25 years and to Average Industrial in 50 years.
StarPort Rating	3 x A (Civ. & Military), B, C
Social Organization	Aristocratic
Societal Strength	7
Xeno Acceptance	20% bias
Government Type	Multi-Government
Government Support	var.; 50 (Korellian)
Loyalty Index	var.; 75 (Korellian)
Repression Index	var.; 20 (Korellian)
Corruption Index	var.; 25 (Korellian)
Bureaucracy Level	var.; 9 (Korellian)
Law Level	var.; 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 2500
Tax Rate	30%
Military Spending	MCR 375,000
Major Exports	Gold, Silver, Platinum, Mercenaries
Major Imports	Military equipment
Trade Restrictions	25%
Trade Acceptance	95%

The five major nations on Walegrin are currently in the midst of a World War which broke out some twelve months ago when the Supreme Empire invaded and conquered the Republic of Prasi (except for her overseas colonies, who are continuing the fight), and have just invaded

the Socialist Confederation of Mosowcon and are making massive gains there. The remaining two great powers, the Kingdom of Lonndo and the Republic of Tonnowash, have offered support to both Prasi and Mosowcon. These have been unable to do anything concrete yet as both are on the second major continent — well away from the fighting on the first continent. However, they are both determined that the Imperial aggressors shall not rest in security. Since they have much stronger and more modern industries than the populous but old fashioned Empire, they will most likely be able to do so if they can help Prasi and Mosowcon fight back and maintain a foothold where they can base their troops prior to any counterinvasion. To this end they are in the market for large numbers of hi-tech mercenary units which will assist the Prasi and Mosowcon forces fend off the massive armies of the Supreme Empire while the Kingdom and Republic get their economies onto a war footing.

Needless to say, as long as their correct amount of tribute and graft keep rolling in, the Korellian civil administration is not unhappy about the situation. The military is quite happy that everyone has enough to occupy themselves with local affairs and thus keep their minds off the Korell garrison and their subjugated status.

OOMPHAL — OOM'APHAL (VERDI)

Stellar Primary	G1 M-5
Planets in System	Twelve (12)
OOMPHAL	Type 1, Terran Standard
Orbital Distance	1.03 AU
Length of Year	385 days
Length of Day	22.07 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	75%
Sentient Race	Humanoid
Population	750 million
Tech Level	4, approaching TL 5 within 5 years, though not in a complete fashion. Can already repair TL 5, but at high cost.
StarPort Rating	AA (Civ. & Military)
Social Organization	Aristocratic
Societal Strength	8
Xeno Acceptance	15% bias
Government Type	Feudal — Kingdom of Oomphal
Government Support	75 (local); 30 (Korellian)
Loyalty Index	95 (local); 50 (Korellian)
Repression Index	20 (local); 25 (Korellian)
Corruption Index	15 (local); 25 (Korellian)
Bureaucracy Level	5 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Average Agricultural
Per Capita Income	CR 2000
Tax Rate	30%
Military Spending	MCR 450,000
Major Exports	Gold, Foodstuffs, Platinum
Major Imports	Factory equipment, Mechanical spares, Electronic spares.
Trade Restrictions	10%
Trade Acceptance	80%

The situation on Oomphal is currently quite confused. The royal government is, under the present King, attempting to institute a new constitution which would create a constitutional monarchy and give the ordinary citizens a greater say in government. The reason for this is not altruistic, but merely to gain mass support for the King against his unruly, troublesome and rebellious feudal nobles who, quite naturally, almost all oppose such reforms.

LANFOR — LAN'PO (SISTINE)

Stellar Primary	G4 M-5
Planets in System	Eleven (11)
LANFOR	Type 1, Terran Standard
Orbital Distance	0.786 AU
Length of Year	268 days
Length of Day	28.6 hours
Planetary Diameter	13,000 km

Surface Gravity	1.05 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Humanoid
Population	250 million
Tech Level	4, but can repair TL 5 at high extra cost
StarPort Rating	A (Civ. & Military)
Social Organization	Aristocratic
Societal Strength	7
Xeno Acceptance	20% bias
Government Type	Feudal — Confederacy of Lanfor
Government Support	var. (local); 25 (Korellian)
Loyalty Index	var. (local); 50 (Korellian)
Repression Index	var. (local); 25 (Korellian)
Corruption Index	var. (local); 25 (Korellian)
Bureaucracy Level	3 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Poor Industrial
Per Capita Income	CR 2000
Tax Rate	30%
Military Spending	MCR 150,000
Major Exports	Industrial Metals, Petrochemicals
Major Imports	Machine tools, Mechanical spares, Electronic spares.
Trade Restrictions	10%
Trade Acceptance	80%

The Confederacy is really just a coalition of the major nobles of the planet (there is no real planetary king) who wish to unify the planet under a single government. The major problem is that no single faction is powerful enough by itself to enforce acceptance of its model for a planetary constitution onto their opponents. For this reason, the composition of the various factions is constantly shifting and changing as each noble jockey for position and power.

It is rumored that certain of the more powerful (and more enlightened) nobles are hiring outside mercenaries whom they intend to use to force planetary unification onto their opponents, though no concrete details of such plans, if they indeed exist, have arisen.

STICON — ST'IC'ONA (BACH)

Stellar Primary	G2 M-5
Planets in System	Seven (7)
STICON	Terran Standard, Type 1
Orbital Distance	1.067 AU
Length of Year	414 days
Length of Day	28.37 hours
Planetary Diameter	14,000 km
Surface Gravity	1.1 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Humanoid
Population	500 million
Tech Level	3
StarPort Rating	A (Civ. & Military)
Social Organization	Primitive
Societal Strength	3
Xeno Acceptance	25% bias
Government Type	Feudal — Kingdom of Sticona
Government Support	50 (local); 25 (Korellian)
Loyalty Index	75 (local); 50 (Korellian)
Repression Index	25 (local); 30 (Korellian)
Corruption Index	15 (local); 25 (Korellian)
Bureaucracy Level	1 (local); 9 (Korellian)
Law Level	3 (local); 18+ (Korellian)
Economic Rating	Poor Agricultural
Per Capita Income	CR 750
Tax Rate	30%
Military Spending	MCR 112,500
Major Exports	Industrial Metals, Industrial Chemicals, Petrochemicals, Gold, Silver
Major Imports	Any hi-tech goods
Trade Restrictions	10%
Trade Acceptance	90%

The situation on Sticona is rather confused at the present time, as the

cousin of the present King has raised about half the planet into rebellion on his side. Unfortunately, his supporters are scattered all around the Kingdom, while those of his uncle are much more concentrated. The Royal armies are gradually crushing the smaller areas of support for his side, leaving him at a large numerical disadvantage.

VILAFTOY – VE'LAR'TO (DA VINCI)

Stellar Primary	F6 M-5
Planets in System	Six (6)
VILAFTOY	Terran Type 1, Standard
Orbital Distance	1,357 AU
Length of Year	532 days
Length of Day	27.48 hours
Planetary Diameter	10,000 km
Surface Gravity	0.8 G
Temperature	Standard Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Ursoid
Population	200 million
Tech Level	3
StarPort Rating	A (Civ. & Military)
Social Organization	Primitive
Societal Strength	5
Xeno Acceptance	15% bias
Government Type	Feudal – Kingdom of Vilaftoy
Government Support	50 (local); 25 (Korellian)
Loyalty Index	75 (local); 50 (Korellian)
Repression Index	25 (local); 35 (Korellian)
Corruption Index	15 (local); 30 (Korellian)
Bureaucracy Level	2 (local); 9 (Korellian)
Law Level	6 (local); 18+ (Korellian)
Economic Rating	Poor Agricultural
Per Capita Income	CR 750
Tax Rate	30%
Military Spending	MCR 45,000
Major Exports	Gold, Silver, Platinum
Major Imports	Any Hi-tech items

The ursoids of Vilaftoy are currently in a state of future shock resulting from exposure to the high technology of their Korellian conquerors. The Kingdom is thus in a state of turmoil as one faction struggles against another, each with its own ideas of how to deal with the advances being thrust upon their society. It might be noted that, the Korellians do tend to shelter the less advanced races they meet from excessive culture shock, though mainly because they have long since found that the potential for complete social collapse is high in such cases!

YOBBO – YOP'PAH (PICASSO)

Stellar Primary	G2 M-5
Planets in System	Three (3)
YOBBO	Type 1, Terran (Ice Age)
Orbital Distance	0.87 AU
Length of Year	303 days
Length of Day	27.48 hours
Planetary Diameter	12,000 km
Surface Gravity	1.0 G
Temperature	Cold Terran
Atmosphere Type	O ₂ - N ₂
Hydrosphere Type	85%
Sentient Race	Pitheciine
Population	50 million
Tech Level	3
StarPort Rating	B
Social Organization	Primitive
Societal Strength	2
Xeno Acceptance	25% bias
Government Type	Anarchy
Government Support	var.: 20 (Korellian)
Loyalty Index	var.: 50 (Korellian)
Repression Index	var.: 25 (Korellian)
Corruption Index	var.: 25 (Korellian)
Bureaucracy Level	var.: 9 (Korellian)
Law Level	var.: 18+ (Korellian)
Economic Rating	Poor Agricultural
Per Capita Income	CR 750
Tax Rate	nil
Military Spending	MCR 7500
Major Exports	Gold/Silver
Major Imports	Luxury Goods
Trade Restrictions	nil
Trade Acceptance	10-60%

The pitheciines of Yobbo are very backward socially and technologically, though there are some signs that a messianic leader has arisen somewhere on the planet and is organizing something that approaches a nation for the first time in Yobban history, and all with the express purpose of ridding the sacred soil of Mother Yobbo from the heel of the satanic invaders of the Korells. It is not known whether this messiah – the kreeen – actually believes that this is possible, but there is evidence that he may be tending to take a more long term view. This is mainly due to the fact that he has conspicuously avoided attacking any Korellian Imperial bases or troops and has confined his attacks to the settlements of their Yobbo supporters, or on the city that has grown up around their SpacePort at Yobbo.

ANIMAL ENCOUNTERS – KORELL COLONIES

As has been mentioned in the Planetary Gazetteer section, on all Korell colony worlds the local flora & fauna are almost completely destroyed and replaced with a combination of domesticated Korell animals and plants and, in special hunting preserves, the various game animals from the Korellian homeworld and other selected worlds. In this section are descriptions of some of the various species found in the latter areas, which will be very extensive on Korell settled planets.

K'TA (LION)

The K'Ta is a carnivore which is common on the Korell homeworld and after which one of the two Royal Clans is named. The K'Ta hunts in packs of 20-30 and is primarily a woodland creature as its mottled greenish fur coat would suggest. The fur ranges from light green with greenish-black mottling through to a deep emerald green with almost black mottling; the mane tends to be the same color as the mottling. Thus, while the K'Ta is in a woods or forest type environ, they are extremely difficult to spot (so treat them as if they were wearing a Sneaksuit if you are sighting them visually).

Physically, the K'Ta is unusual for both its size (about that of a horse), and for the fact that it has six legs, two to the rear and four to the front. This arrangement makes climbing trees quite easy for a K'Ta so that prey which depends on climbing to escape pursuit are in for a big surprise unless they are small and can climb up into the top part of the tree where the branches/trunk aren't able to support the weight of their pursuer. The other major feature of the K'Ta is its powerful jaw, lined with a double row of razor sharp teeth with which it may inflict terrible



BODY MASS: 900-975Kg.
STAMINA FACTOR: 90-120
NATURAL WEAPONS: 4 Claws = D
1 Bite = B

SPEED: Average to Fast

CARRYING CAPACITY: 40%
SHOCK CR: 12-18

NSHE (BEAR)

The Nsha is a generic name for a whole group of Korellian animals which have different ranges but which are still related. They are all Aggressive Omnivores with an inbred distrust, almost hatred, of humans/humanoids, and will often drop whatever they are doing to track/kill any such they come across. They have varying colored fur according to the environ in which they live and these include woodlands/forests, savannah, desert, mountains etc.

The Nshe also have six limbs, in the same arrangement as the K'Ta, and can also climb as well, if not better, than the latter, especially the lighter species.



BODY MASS: 200-600Kg.
STAMINA FACTOR: 60-80
NATURAL WEAPONS:
 4 Claws = E to H
 1 Bite = D to G

CARRYING CAPACITY: 30-50%
SHOCK CR: 12-14

DAN'HAL'ALU

The Dan'Hal'Alu is the Korell equivalent of the horse and, while it is not a carnivore or omnivore, it will be commonly found in the game preserves where it is used as a riding animal. In such situations it will be domesticated. Anyone with skill at riding horses may attempt to ride one of these. They are very large animals and exhibit the six limb arrangement that all other animals from Korellia have. Dan'Hal'Alu can be from 6-10 ft. at the shoulder, depending on sex and age (the females are significantly larger than the males) and resemble giant Clydesdales with six legs. Their coat ranges in color from a sandy brown to a reddish brown (no black, white or grey colors).

Trained Dan'Hai'Alu are quite well behaved. If they have received war training, they can attack in conjunction with their rider when given the correct signals. Normally, about 20-25% of all Dan'Hai'Alu found on Korell game preserves will be war trained, as the Korellian visitors will wish to use them as hunting mounts.



BODY MASS: 1250-1750Kg.
STAMINA FACTOR: 80-100
NATURAL WEAPONS: 4 Hoofs = F
1 Bite = H

SPEED: Very Fast to Fleet

CARRYING CAPACITY: 100%
SHOCK CR: 15-17

KORELLIAN GROUND & AIR EQUIPMENT

The following data is for the various different types of ground and air vehicles used by the different groups within the Korellian Imperial Armed Forces.

ARMORED VEHICLES – NOLET'RAN

AFV Type	MBU(T)	MBU(H)	CRU(T)	CRU(H)	APC
Code Name	Crusher	Scooter	Mauler	Racer	Lance
TL	10	11	10	11	10
Mass	60t.	50t.	30t.	25t.	25t.
Crew	4	4	3	3	2+16
Travel Mode	MDM.TRK	GEM/GRAV	FST.TRK	GEM/GRAV	GEM/GRAV
Range	2000km	2500km	2500km	3000km	2500km
EW/ECM	8	9	8	9	5
Hud Targeting	+12%	+12%	+12%	+15%	+10%
D. Cap	30	25	20	25	18
Rad. Shield	-12	-12	-8	-10	-8
Battlescreens	+5	+4	+3	+4	+2
Armor – F	+6	+5	+2	+2	+2
S	+4	+3	+2	+2	+2
R	+2	+2	+1	+2	+1
Turret – F	+5	+4	+3	+4	–
S	+4	+3	+2	+2	–
T	+2	+2	+1	+2	–
Turrent Guns	B*100	B*75	B*50	B*75	–
	BLMG	BLMG	2 BLMG	2 BLMG	–
Cupola Guns	2 BLMG	2 BLMG	1 BLMG	1 BLMG	2 BLMG
	LT PML	2 LT PML	–	–	–
Hull Guns	–	–	–	LT PML	LT PML
Cost	1.25	1.5	0.5	0.75	0.6

ARMORED VEHICLES – EL'T'RAN

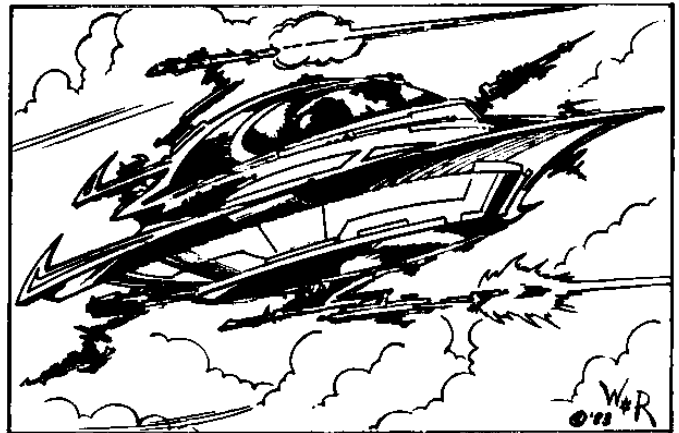
AFV Type	MBU(T)	MBU(H)	CRU(T)	CRU(H)	APC(W)
Code Name	Vendetta	Avenger	Retribtn	Nemesis	Sword
TL	9	8	9	8	8
Mass	75t.	60t.	35t.	30t.	30t.
Crew	4	4	3	3	2+16
Travel Mode	MDM.TRK	GEM	FST.TRK	GEM	FST.WHL
Range	1500km	2000km	2000km	2500km	2000km
EW/ECM	6	7	6	7	6
Hud Targeting	+8%	+8%	+8%	+8%	+5%
D. Cap	25	20	18	16	12
Rad. Shield	-12	-12	-8	-10	-8
Battlescreens	+4	+3	+2	+2	+1
Armor – F	+5	+4	+3	+2	+1
S	+3	+2	+1	AFV	+1
R	+2	+1	AFV	AFV	AFV
Turret – F	+4	+3	+2	+1	AFV
S	+3	+2	+1	AFV	AFV
T	+1	+1	AFV	AFV	AFV
Turret Guns	L*100	L*75	L*50	L*75	–
	LMMG	LMMG	LMMG	LMMG	–
Cupola Guns	4 LLMG	2 LLMG	2 LLMG	2 LLMG	4 LLMG
	–	2 LT MPL	LT PML	2 LT PML	–
Cost	1	1.25	0.375	0.5	0.25

ARMORED VEHICLES – EL'ANOT'RAN

AFV Type	MBU(T)	CRU(T)	CRU(W)	APC(W)
Code Name	Slogger	Slagger	Slugger	Slider
TL	7	7	7	6
Mass	60t.	25t.	15t.	15t.
Crew	4	3	3	2+16
Travel Mode	SL.TRK	MDM.TRK	FST.WHL	MDM.WHL
Range	1000km	1500km	1500km	1500km
EW/ECM	5	5	5	5
Hud Targeting	+5%	+5%	+3%	–
D. Cap	20	15	12	10
Rad. Shield	-8	-6	-4	-4
Battlescreens	+2	+1	basic	nil
Armor – F	+4	+2	+1	AFV
S	+2	+1	AFV	AFV
R	+1	AFV	AFV	AFV
Turret – F	+3	+1	AFV	–
S	+2	AFV	AFV	–
T	AFV	AFV	AFV	–
Turret Guns	GAUSS F	GAUSS F	2 GHMG	–
	GHMG	GHMG	–	–
Cupola Guns	2 CN LMG	1 CN LMG	1 CN LMG	1 CN LMG
	RKT LCHR	RKT LCHR	–	–
Cost	0.75	0.275	0.15	0.1

NAVAL VEHICLES

AFV Type	GRAVSLED	AIRCAV MOUNT
Code Name	Destrier	Gnat
TL	10	10
Mass	50t.	1t.
Crew	2+6	1
Travel Mode	GRAV	GRAV
Range	5000km/Orbit	5000km/Orbit
EW/ECM	10	8
Hud Targeting	+15%	+8%
D. Cap	20	5
Rad. Shield	-12	-6
Battlescreens	+5	Basic
Armor - F	+2	AFV
S	+1	AFV
T	+1	AFV
Cupola Guns	2 BLMG	2 BLMG
Cost	0.8	2 RKT LCHR 0.1

**AIRCRAFT - NOLA'T'AN**

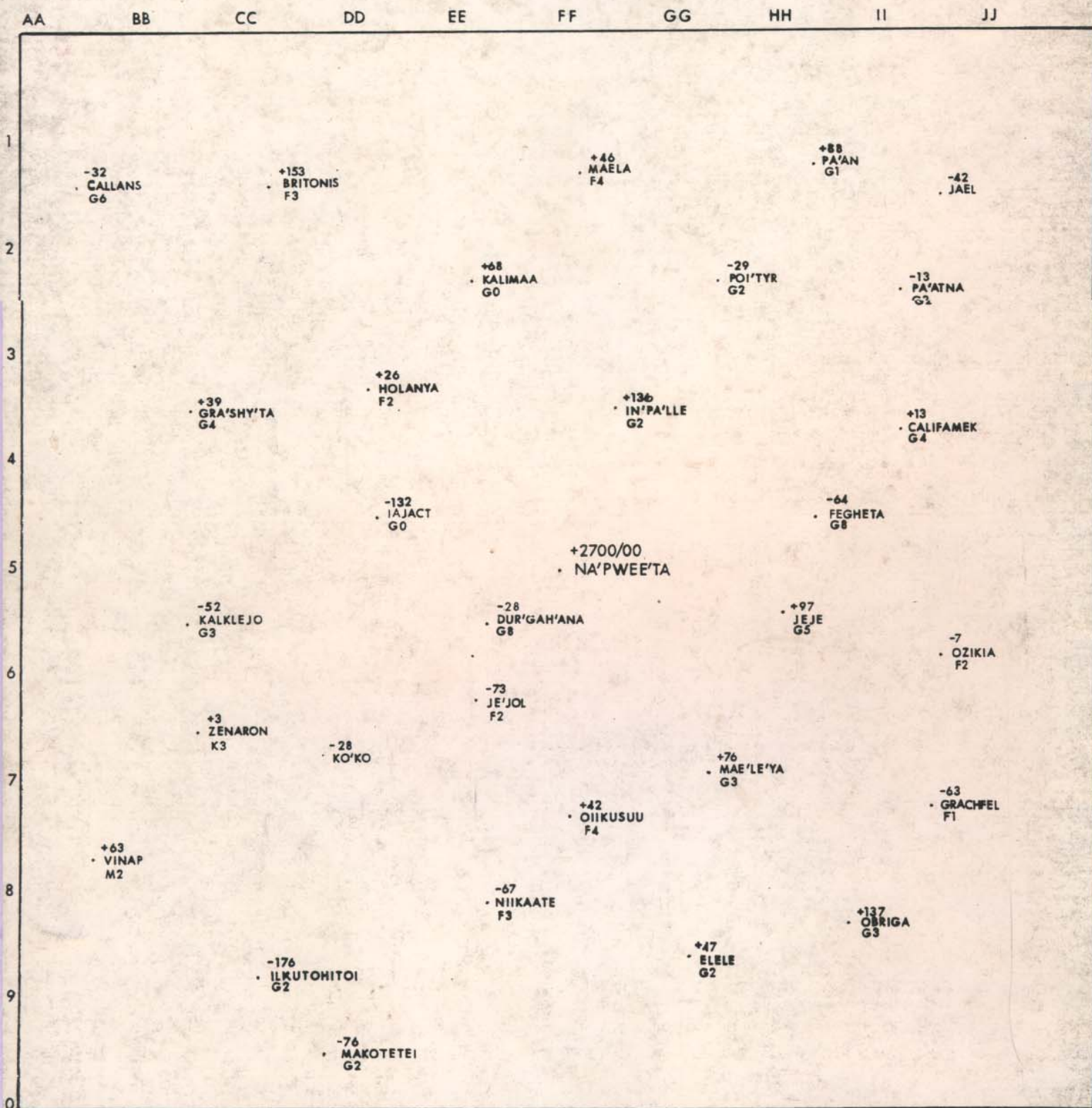
Type	ASP FTR	PTRL FTR	BMR
Crew	2	2	4
Mass	12t.	15t.	25t.
PWRPLT	2TGV	3TGV	4TGV
Speed	7000kmh	5000kmh	4000kmh
Ceiling	Orbit	Orbit	Orbit
Range	8000km	16,000km	12,000km
D. Cap	8	8	10
Rad. Shield	-8	-8	-8
Armor	AFV	AFV	AFV
EW/ECM	8	7	7
Dogfighting	14	15	7
WPNS FWD	4 B*20	2 B*20	4 B*20
WPNS Turret	-	-	4 B*20
Ordnance	4 AAM	8 AAM	20t.
Cost	2.8	3.6	5.0

All have +2 Shields.

AIRCRAFT - EL'T'AN & EL'ANOT'AN

Type	PTRL FTR	BMR	UTILITY
Crew	2	4	4
Mass	10t.	15t.	15t.
Cargo	-	-	12t./30men
PWRPLT	2TGV	3TGV	3TGV
Speed	6500kmh	4500kmh	3500kmh
Ceiling	Orbit	Orbit	Orbit
Range	6000km	12,000km	10,000km
D. Cap	8	10	6
Rad. Shield	-7	-7	-7
Armor	AFV	AFV	AFV
EW/ECM	7	6	5
Dogfighting	13	6	(3)
WPNS FWD	4 B*20	4 B*20	-
WPNS Turret	-	4 B*20	-
Ordnance	4 AAM	12t.	nil
Cost	2.3	2.8	1.75

Shields +1 all.



KORELLIAN EMPIRE: STARSECTOR CHART GSC 22.TT.+2700

FORM: ISS.2550.26R

SCALE: 1mm = 1LY

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