

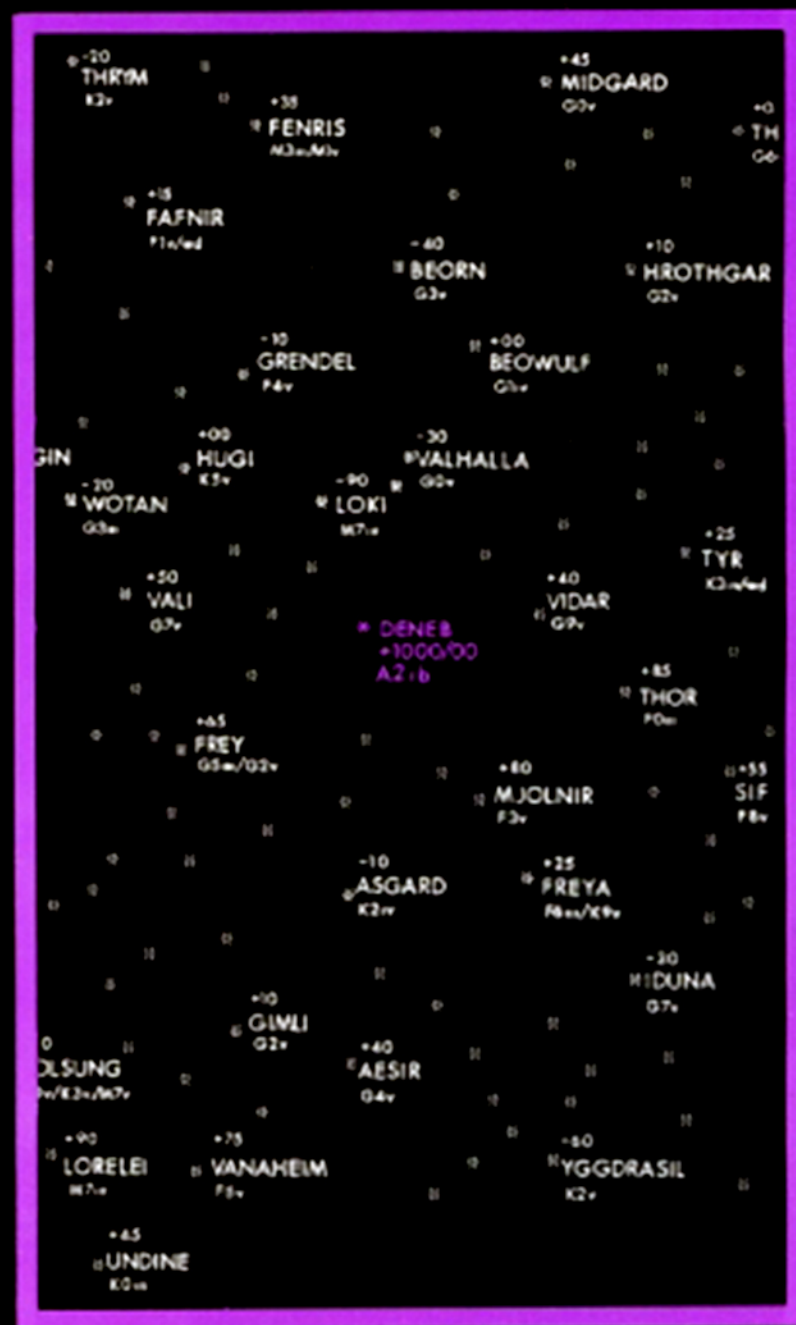
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STARSECTOR ATLAS 3

THE AZURIACH IMPERIUM

STAR SECTOR MAPS
HISTORY OF THE SECTOR
IMPERIAL CULTURE
62 PLANETS IN DETAIL
PLANETARY BACKGROUNDS
IMPERIAL STARSHIP ROUTES

Edw. E. Simbalist
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STARSECTOR ATLAS 3

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The Azuriach Imperium

A CLEAR AND PRESENT DANGER

An Address to the Grand Assembly of the Federation by Kraig Robert St. Vincent; Fleet Admiral, Ret'd., Representative of Britannia, Solarian StarSector, September 22nd 2583. Federation Journal of the Assembly, 2583.-09.22.A4.

Mr. Speaker:

It is an ancient and honored adage of military science that a soldier would be wise to know his enemy well. As an old soldier, I have com to know one of the enemies of the Federation very well indeed.

In the 373 years of its existence, the Azuriach Imperium has been in a state of continuous and unremitting war against its neighbors. By its own reckoning, the Imperium has annihilated the populations of 243 worlds and has reduced to virtual slavery the peoples of more than 1000 others! The Imperium itself is a nation organized for war. The Imperium social order is highly regimented throughout, with all 'civilian' agencies, institutions, and enterprises serving as auxiliaries for the vast military establishment which is, for all intents and purposes, the Imperium itself. The Imperium leadership is very ambitious but also dangerously competent. The citizenry are disciplined and loyal adherents of the Auzriach Supremacy Party and are prepared to make great sacrifices to establish the galactic hegemony of the Imperium and its so-called 'Master Race.' The Subjugated peoples of the Imperium are fearful and obedient. Few having the courage to show active rebellion in the face of Auzriach rule by terror. The Armed Forces are among the finest in the known galaxy, with excellent training, equipment, and morale. The Imperium cannot be discounted as an adversary, and its record is filled with illustrious examples of the bravery of its troops and the superlative tactical skill of its officers.

That is the face of the Enemy. Make no mistake. The Imperials are committed to no less than the total subjugation of all worlds and all people everywhere. Their ambition knows no bounds. And the Imperials have long recognized that the greatest obstacle to their plans for galactic conquest has been and always will be the Federation. Who in this assembly doubts that Imperial policies have always aimed at the destruction of the Federation? All present here know full well that the fall of the Federation would mark the beginning of the Darkest Age in the histories of all our races.

A clear and present danger now exists that the Federation and all its allies will soon be engaged in a bitter war with the Imperium. It will be all-out war 'to the knife,' a conflict so vast in its destructiveness and scale of operations that it will dwarf any interstellar conflict fought in the remembrance of any of our races. The fate of the known galaxy will be at stake. The ghosts of a hundred billion victims of ferocious Imperial aggression and genocide bear mute witness to the bloody fate that awaits us if the Federation should be defeated.

Here in this Assembly are represented the member races of the Federation. We have been nurtured under the Covenant to hold mutual understanding and tolerance to be among the highest civic virtues. Under the Covenant and the Character of Federation, we respect and defend the inalienable rights of all intelligent beings to enjoy life, freedom, and equality of opportunity and treatment. Since its founding, the Federation has never forcibly annexed any world against the will of its people. Never has a world withdrawn from the Federation. We have come together freely in a mutual desire for peace and general prosperity in an atmosphere of universal brotherhood that will not admit any form of discrimination based upon race, form, creed, or cultural difference. We stand together, with room and a voice for all.

Such sentiments are regarded with contempt in the Imperium, as signs of our inherent weakness and degeneracy. In their blind and unremitting worship of power, the Imperials have denounced Terra for betraying mankind everywhere when it dissolved the old Union to extend citizenship to all galactic races. The Imperials have, themselves, pursued a fanatical policy of racial domination over all "lesser breeds" of humanity and other galactic races, convinced that they are a "chosen

people," the predestined masters of the known universe.

To this I answer that the Imperials mistake completely the nature and resolve of those who form this glorious association of races. The Federation is not Terra. The Federation is 496 member worlds and 3977 colonies and protectorates with 600 billion sentient beings and 512 races. We have come together in peace, but we are not weak. I am proud to admit that Terra was weak when my race stood alone. I am proud to proclaim that the strongest and finest thing my race ever did was to create the Federation, which has become our collective strength. To resist such abominations as the Azuriach Imperium. And that Federation has proved that it is anything but weak. We have been beset by enemies; we have always prevailed over them. That we do not chose to employ force except in self-defense and in defense of worlds which have placed themselves under our protection should not be interpreted as anything except a resolute and unfailing determination to live by those rights and freedoms and principles upon which our association of races is founded.

This the Imperials cannot understand. It shall fall upon the Armed Forces of the Federation to teach them a hard lesson.

The Imperium must be destroyed! Over the years in this august Assembly I have earned the nickname of "Cato" St. Vincent. But I know the Enemy and, like Cato of old who rose daily and ended every speech on whatever subject with a demand that the Roman Senate act to destroy the Carthaginian foe, I also serve the nation and will not rest until the peril to the Federation is eliminated. The Imperium must be destroyed. The Federation will not be the one to initiate that war, but by all the Powers that be in this vast universe, the Federation will finish it once and for all time! The Imperium must be destroyed, and the time for debate is over.

Excerpts from **THE AZURIACH IMPERIUM: PROFILE OF MILITARY STATE**; edited by Alisair K. Valasareon, Fleet Captain, BRINT Office of Strategic Studies; BRINT Briefing Manual BBM/OSS 1792. A14.C, edition of 2583.

THE EXTENT OF THE IMPERIUM

The Imperium is concentrated in a block of 12 starsectors which center upon Deneb: NN. 16. +800 and +1000, NN.17.- +800 and +1000, NN.18. +800 and +1000, MM.16. +800 and +1000, MM.17. +800 and +1000, and MM.18. +800 and +1000. Within this volume of some 96,000,000 cubic light years the Imperium is unchallenged and maintaining total control over all known inhabited worlds. The 12 Imperial Provinces contain an average of 52 inhabited planets each, for a total of 624 worlds with a population of 165 billions, of which 14% human stock. Most humans are converted to the doctrine of Human Supremacy and should be regarded as basically loyal to and supportive of the Imperium and all for which it stands.

There are also 17 StarSectors classed as Imperial Military Prefectures, in which the Imperials are either consolidating their power or are heavily engaged in campaigns to extend the frontiers of the Imperium. The Marches of the Wolf are the farthest removed from Terra and are adjacent to the frontiers of the Confederated Rauwoof Republics centered on Helix Nebula in NCG 7293 and surrounding StarSectors. The Marches of the Wolf include 00.17.+1000 and +1200, 00.18. +1000 and +1200, 00.18.+1000 and +1200, and 00.19.+1200. The Ranan Marches include MM.15.+1200, MM.16.+1000 and +1200, NN.15.+1200, and NN.16.+1000 and +1200. The first three sectors of this group are still hotly contested, there being a strong Ranan presence in the region. Finally, there are the "Western" or "Red" Marches, which border upon G.P.R. space: NN.14.+1000, NN.15.+1000, 00.13. +1000 and +1200, 00.14.+1000, and 00.15.+1000. There are an average of 37 inhabited worlds in each of the above sectors, of which an average of 26 are Imperial planets. There 442 Imperial worlds in the Prefectures, with a total population of 85 billions, of which 11% are of

human stock. The total population of the StarSectors is estimated to be about 145 billions.

In addition to these concentrations, an Imperial presence exists on 431 worlds in 49 other StarSectors. The majority of these lie on the outer boundaries of the Imperial Provinces and Prefectures outlined above, but some are far-distant outposts up to 2000 light years from the Azuriach heartland in the Deneb. The total population of these Imperial worlds is around 90 billions, 16% of which is human.

In summary, the Imperium projects a strong presence into 29 StarSectors and cannot be discounted in 49 others. At current date, there are a grand total of 1497 Imperial worlds, with 340 billion inhabitants. Some 53 billion are human, and nearly 45% are supportive of or at least sympathetic to Imperial notions of "Master Race."

THE IMPERIAL ECONOMY

The economy of the Azuriach Imperium is a blend of staterun and private enterprises. Most business and enterprises of any size and importance are owned by Imperial citizens, particularly by the aristocratic Leader Class. Smaller businesses are operated by "cooperative" human subjects not qualifying for Imperial citizenship. The non-human populations and "intransigent" human subjects (an Imperial euphemism for those humans who resist the dogmas of Human Supremacy) are virtually stripped of all rights and provide slave labor for the State and the private enterprises looked upon with favor by the Imperial regime.

The average per capita annual productivity of Imperial citizens and favored human subjects is high-over CR 10,000. That of subjugated races is significantly less, about CR 2500 per capita. The total annual productivity of the Imperium is approximately MCR 1,275,000,000. About MCR 500,000,000 is available to the Imperial State and is acquired through income from Imperial monopolies, customs and excise, and other forms of taxation. The vast burden of taxation falls upon the subject races, Imperial citizens enjoying a total rate which rarely exceeds 20% of gross income. The result is that the Imperial citizen has a very substantial disposable income and can look forward to a comfortable style of life. "Cooperative" human subject also enjoy a preferential position and rarely pay more than 30% in total taxes. Both groups also have the advantage of being able to draw upon the labor and services of the 'slave' classes at very low cost--the average annual disposable income of the enslaved subject being under CR 1000 per capita.

A complex system of Imperial grants of monopoly characterizes the way the Imperials do business. These monopolies effectively limit competition in various enterprises or, more commonly, force others wishing to do business in the area covered by a grant of monopoly to deal with the holders of the grant. The effect of all this is not too dissimilar, in some respects, to the basic requirement that one obtain the permission of a holder of a patent or copyright before one can use the item or process. Only, in the case of the Imperial monopolies, the holder of the grant has the sole right to do business in the defined areas. This means vast profits for those holding Imperial monopolies--and also very considerable revenues to the Imperium, which charges stiff fees for such grants.

The Imperium also employs a very large pool of slave labor, which is often "leased" out to private enterprise. This greatly reduces production costs and maximizes profits. The Imperial monopoly system operates here as well, with grants sometimes being given to individuals and to companies to oversee the "allocation" of forced labor in a particular region of a planet, or even planet-wide. A good proportion of this slave labor is employed in primary industry, construction, and agriculture. A substantial number are also employed as domestic menials by the rank-and-file citizenry. This might seem anomalous, considering the generally high level of technology in the Imperium, but the presence of living servant-slaves seems to satisfy the need of the citizenry to exercise their "superiority" in a way that a cyberneticized system cannot.

The Imperium practises a two-tier policy with respect to technological development. Briefly, all subjugated populations are restricted to Tech/7 levels or worse in virtually all areas. At the same time, the Imperials themselves enjoy the benefits of the highest levels of technological development and education available. This has given the Imperials a massive advantage over the more than 300 billions who are enslaved and has prevented rebellion from being successful. All highly

technical and professional work is conducted by Imperial citizens and trusted human subjects. In any case, where a subject population is "suspect," let alone rebellious, the technological levels are deliberately reduced below Tech/7 and rigidly suppressed at that level.

It has been pointed out that such a policy has severely restricted the over-all productivity of the Imperium. The Imperials feel, however, that internal security thus won is worth the price. Of course, it has worked a grievous hardship on the subject races, but that is of little concern to the Imperials.

THE EARLY HISTORY OF THE AZURIACH COLONIES

The origins of the Azuriach Imperium, like those of many human-inhabited worlds, can be traced back to the complex situation existing on Terra in the last half of the 20th century and in the 21st century. Until unification under the United Planets Government, Terra was a world fragmented into more than 200 nations competing for economic, military, and ideological dominance. The "Wet FireCracker War" of 2008 brought an end to that chaos.

Universal peace and world government altered humanity's prospects overnight. Billions could be diverted from defence budgets and idling industries found full employment in the concerted drive to reorganize and rebuild the SovWorld and also to develop the poor nations of Terra. Immense prosperity followed in North America, Japan, and Europe--prosperity beyond anything known before.

By 2025, the benefits of space exploration and colonization became apparent to even the blindest men. In that year the EuroConfederacy was born, completing the economic and political union begun in the 20th century with the Common Market. The enormous cost and effort needed to undertake the vast terraforming projects underway on Terra, to construct L-5 cities, and to colonize the near planets were more than any one European nation could bear. Thus full union was brought about to prevent Europe from falling behind.

The success of the NorthAm PathFinder mission in 2056 caused European aspirations to turn to interstellar space. Colonization vessels were built and outfitted to carry European colonists to the OutWorlds discovered beyond the Solarian System. Though most of the European effort was concentrated within several hundred light years of Terra, one expedition explored the superb Terran-type worlds of the Azuriach cluster in the Deneb. So promising were these premium planets that the EuroConfederacy laid ambitious plans to develop them, despite their more than 900 LY distance from Terra.

By the late 2060s, the economic and agricultural development of many of Terra's poorer nations were beginning to fail as their burgeoning populations outstripped all efforts to keep pace with development of new farmlands and industry. The problem intensified dangerously despite the irrigation of millions of hectares of land in the Sahara and the opening up of other hitherto unproductive regions. The importation of food from the Solarian OutWorlds was also insufficient to meet the needs of the exploding population. The raw resources of the planet were being depleted at a frightening rate, and the best efforts of the OutWorlds to make up the huge shortages were falling behind demand. "Third World" demands for an even greater share of Terra's food and resources became bitter and strident, since many of these nations had undergone just enough development in the preceding half-century to qualify for full voting status in the UP Assembly, and since they contained almost 85% of the Terran population, they had the political power to enforce many of their increasingly irrational demands.

This was, of course, the time of the detestible Pure Earth Movement. Some of the strongest opposition to Pure Earthianism was voiced in Europe. That the movement would soon gain global dominance was clear to the European leadership. The consensus was voiced by Konrad Hoeffner, Secretary of Space Exploration and Colonization, in a tense meeting of the European High Council in 2066:

It is clear that a new barbarism, a new Dark Age, is now descending upon us. There will soon be a time more terrible than humanity has seen at any period in its history. Here we are on a tiny world, its limited resources almost exhausted by 13 billion people, and that rising steadily by more than 300 millions per year. Yet the Pure Earthian maniacs would deprive us of the means to develop and exploit our vital offworld projects. They would divert our diminishing resources to purely immediate and short-term needs on this planet. They refuse to limit the population growth in the undeveloped nations, terming all

our urgings to do so as a racist plot to commit genocide on non-White races. They blindly ignore the drain on our resources, refuse to slow the accelerating demand by limiting population, and scoff at the need for massive off-world support. This is all sheer lunacy!

We have no choice but to act now. We must send out our best young men and women to secure the New Europe in the OutWorlds. We cannot risk delay, because the Pure Earthians may soon be in position to deny entirely the possibility of future off-world development. If we succeed, perhaps one day the New Europe will save our Old Europe from the worst ravages of the darkness that is coming. If not, well at least we will have the satisfaction of knowing that those barbarians have not destroyed everything we value.

This urgency was also felt in other developed nations, and over the remainder of the 21st century many ambitious programs of deep space colonization planted hundreds of colonies beyond the Solar System. In the last years, Pure Earthian opposition to the "criminal exportation of resources vital to the well being of Earth's poor and needy" became so severe that Terran support to the distant OutWorlds dwindled to a trickle. Yet emigration was not halted, as the Pure Earth regime saw it as a convenient means of ridding itself of unwanted dissident and non-conformist elements.

Being among the farthest removed of all the OutWorlds, the European colonies of the Azuriach were virtually cut off from Terra by 2125. After that date, only a few starships plied the 900 LY between Terra and the Deneb. Colonists still arrive right up to the sociodynamic collapse of Terra, carried out in ColdSleep and bearing with them only a few personal belongings permitted off planet by the Pure Earth regime. Most of these colonists fled Terra with a deep bitterness toward the Pure Earthians who had oppressed Europe and bled away its hard won prosperity. This hatred was colored by racism born out of the simple fact that many officials of the UP Government were "Third World" citizens. This racism would smoulder beneath Azuriach society for a century, finding its final, explosively violent expression in the militarism of the Imperium and the doctrines of racial superiority preached by Richard Ower and his followers.

The Azuriach worlds were themselves quite fertile and also rich in natural resources. The first colonists were well equipped to develop the new planets, and by the 22nd century, the Azuriach Colonies had largely developed self-sufficiency. Indeed, they were well able to maintain technologies in no way inferior to that of Terra. By 2100 the first starships were being launched by the new yards on Beowulf, albeit of modest size and in relatively few numbers. Within a generation, the Azuriach merchant marine was considerable, and the colonies even had a small but efficient navy.

The populations of the colonies expanded at a rapid rate, the colonies tending towards large families which they found easy to support with their abundant produce and rapidly expanding industries. In 2137, five years after the Great Rebellion and the founding of the Solarian High Republic, the independent colonies of the Azuriach combined into a loose confederation, the Azuriach Common Market of Worlds. The ACM renounced all allegiance and loyalty to Terra, except for a vestigial concern for the "Old Country" back in Europe. Contact with other human worlds became attenuated over the next few decades, finally ceasing entirely. Azuriach culture therefore took an increasingly divergent course, marked by insular attitudes and deep distrust of anyone or anything "unAzuriach."

Paradoxically, relations with the non-human races in the Deneb were rather congenial at this time. There was brisk trade between the star-faring races of the sector, which included the canine Rau'aarlu who were also colonizing the region, the avian Kreeee of Sif, and the feline MekPurr of Iduna. Of these races, the Rau'aarlu were clearly the most powerful, with a number of well developed planets and a population of almost three billions. They were also a most friendly race, and the Azuriach Worlds benefited greatly from the association.

In the first years of human colonization in the Deneb, The Rau'aarlu provided much of the naval protection in the sector. Thus it was that the Rau'aarlu "discovered" the Azuriach colonists in 2079 through its routine patrols. A form of military alliance already existed in the Deneb to suppress space piracy and to guard against the "barbarian worlds" of the Korrak, just beyond the Deneb. The Azuriach colonists were invited to join, and Rau'aarlu assistance was instrumental in the development of an Azuriach capacity naval and commercial starcraft of their own.

The first interstellar conflict in the Deneb since the arrival of the human colonists broke out in 2134 and lasted twenty-six years. The Korraiki Worlds, some 18 planets inhabited by a humanoid race, were located at the periphery of the Deneb and had routinely preyed upon the shipping and colonial outposts of its neighbors. The threat was effectively contained until the Warlord Dorarl Kul united all of the Korraiki worlds and directed their combined efforts to establish colonies and military bases in the Deneb. The result was all-out war. The Korraiki Worlds were ultimately reduced to the stone age, and Azuriach Navy and ground forces emerged as a powerful and experienced fighting establishment.

The Imperial preference for extensive employment of high technology on the battlefield emerged during the Korraiki Wars. Though the population of the Azuriach had expanded rapidly, manpower was always a problem. This the ACM compensated for by depending heavily upon mechanized forces and power armored troops. These were very effective against the Korraiki, who were more lightly armed and depended upon weight of numbers to overwhelm their enemies. As the Azuriach forces savaged the Korraiki in battle after battle, they confirmed the intrinsic "rightness" of reliance upon armored and mobile forces supported by powerful artillery.

A second and far more sinister trait emerged which would, again, find its ultimate expression in the policies of the Imperium. The Korraiki humanoids closely resembled one of the non-White races of Terra which had especially "oppressed" the Europeans once Pure Earthianism had swept the planet. The racism of the Azuriach colonists erupted in an orgy of frightened atrocities against the civilian populations of defeated Korraiki planets. The non-human allies were shocked at the punitive reprisals and genocidal savagery of the Azuriach occupation forces. Relations cooled perceptibly between them. Indeed, the highly honorable MekPurrs were scarcely restrained by the Rau'aarlu from declaring war on the ACM for its "lowborn disregard of all the noble rules of warfare." The Azuriach colonists were seen as a threat to them all, and at the conclusion of the Korraiki War a new conflict was looming.

In 2266, the sudden appearance of the Bugs in the Deneb postponed the inevitable conflict. By the standards of the First Bug War (2215-2227) fought in the Terran sector and the Pleiades, the Bug "raid" on the Deneb was a minor affair. To the inhabitants of the Deneb, it was a massive invasion of gargantuan proportions.

It is to the credit of the Azuriach forces that they took the brunt of the initial onslaught, suffering a terrible mauling as they shattered the first scouting forces. But the plain fact is that the Rau'aarlu carried the main weight of the defense of the Deneb. Their naval establishment was larger than those of all their allies combined, and it is clear that more Rau'aarlu died in the direct defense of Azuriach worlds than did Azuriach fighting men.

These facts are mentioned because they put the lie to the later Imperial myth that the Azuriachs often fought alone and unsupported by their allies, that they were repeatedly abandoned to fend for themselves. The Azuriach Worlds would certainly have been overwhelmed and their populations exterminated by the Bugs had not the Rau'aarlu sent massive support. In doing so, they often left their own worlds dangerously undefended. It should be remembered that the Azuriach Navy at this time was modern and powerful, but nonetheless tiny by true interstellar standards. It had only a few battle starships and fleet cruisers, depending upon lighter warships and converted merchant cruisers for the most part. Without a strong Rau'aarlu presence, the naval strength of the ACM could have been annihilated in several battles with the far more numerous Bugs.

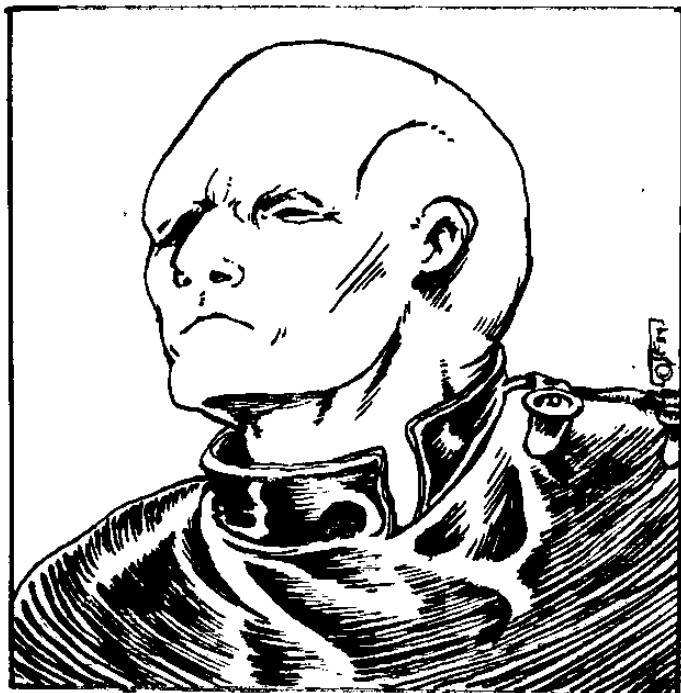
With the withdrawal of the Bugs from the Deneb in 2186, the stage was set for a terrible trial of strength between the Azuriach colonists and the non-human races of the sector.

RICHARD OWER: EVIL GENIUS OF EMPIRE

Richard Ower was born on Bewulf on February 9, 2141, the son of colonists of British stock who had fled Pure Earthian Terra in 2127. Ower's father had been a minor official in the European bureaucracy until dismissed for "recalcitrant reactionary attitudes" in 2120. Forced to scratch out a meager living as an unclassified laborer, he harbored intense hatreds of the Pure Earth regime and the non-Whites of humanity whom he held responsible for his personal disaster. These he passed on to his youngest son in full measure.

Richard Ower was born in the later years of his father's life, and he was doted upon by the aged exile. A strikingly handsome youth, Richard possessed a brilliant wit, an orator's skill with words, and a charming manner. His indulgent father spared no expenses in securing him the best education possible, and Richard graduated from Lamarck University with a Master's degree in StarShip Engineering at the age of 17. He joined the Azuriach Naval Defense Forces the same year as an cadet-officer and saw action as a StarFighter pilot in the last days of the Korraiki Wars.

Discharged in 2160 during the general demobilization at the conclusion of the Korraiki Wars, Ower joined the ultra radical Human Supremacy Party, a tiny splinter group led by Josef Martens, a non-descript merchant who was xenophobe. Ower made an instant impression on Martens, and he quickly rose in the Party to become Martens' chief lieutenant and heir apparent.



The appearance of the Bugs in 2166 led to Ower's recall to duty. He distinguished himself as a StarFighter pilot in the earliest battles and became a squadron leader in 2168. Two years later, Ower had risen to Commander rank and held the bridge of a new destroyer. His exploits against Bug scouting groups became legendary, and he was commanding a destroyer flotilla by 2172.

There can be no denying that Ower was a brilliant tactician. His meteoric rise did not go unnoticed, and he won a patron in Admiral J.R.F. Kinnard, commander of the Azuriach 2nd BattleFleet. In 2173 Ower held a full Captaincy and command of a heavy cruiser. Fourteen months later that Commodore commanding the 3rd Battle Squadron. He had received eleven decorations in this period, including the Star of Deneb, the highest honor of the ACM.

Ower was popularly regarded as the Nelson of the Azuriach Navy by this time, ever prepared to take calculated risks and disturbingly willing to modify or even ignore the orders of his superiors whenever he felt he could improve on their tactics. This increasingly became a source of irritation to the Rau'aarlu "allies" of the ACM, for Ower's unit usually operated in a combined fleet under the command of a canine Admiral. His open contempt for the "Dogs" might had led him into serious difficulties with the Azuriach High Command. However, he was preeminently successful commander and a national hero lionized throughout the Azuriach. Even then, relations between the Rau'aarlu and the ACM were so strained that only the most strenuous efforts of Admiral Kinnard and his powerful friends in the government prevented Ower's courtmartial on a number of occasions.

Ower was "punished" indirectly, passed over for promotion to high rank to mollify the outraged Rau'aarlu. He was also seconded to the Naval Academy on Bewulf to languish there 2178 and 2182 as an instructor. However, he greatly impressed a considerable number of

young officer cadets with his tactical genius and personal charisma, and many of them later became his staunchest supporters. In late 2182, Admiral Kinnard became C-in-C of all Azuriach naval forces, and Ower was posted Vice Admiral and second deputy commander of the Battle Starship Force of the 1st BattleFleet.

Ower wasted no time re-establishing his credentials as a dashing commander reckless of danger. His moment for "everlasting glory" as he later put it, came at the very end of the Bug incursions in the Third Battle of Deneb (2185). The circumstances of the battle are these. The Azuriach 2nd Fleet was part of a combined force under a Rau'aarlu commander. Its mission was to cover the landing of an Azuriach assault force on Deneb IX, an Azuriach colony now occupied by the Bugs. When a powerful Bug Fleet appeared, the Rau'aarlu Admiral ordered a general retirement to regroup for probing attacks against the Bug screening forces. Rau'aarlu battle tactics demanded hit and run operations against greatly superior forces. They had realized early in the campaign that the Bugs were simply too numerous to risk all-out battle at any time. Above all else, the defense of the Deneb demanded that the allies maintain a Fleet in being at all costs.

At the moment the retirement was ordered, the Azuriach flagship Fafnir was hit, and Ower slewed his own Bewulf out of line to order full speed toward the Bug battle squadrons. His squadron followed, and the remainder of the Azuriach battle squadrons conformed to the maneuvers of Ower's unit. This was the famous Death Ride of the Second. Ower cleaved through the light screening units to engage the Bug heavies in hull-to-hull gun and torpedo action. There is no denying that he handled the battle with sheer genius, his vastly outnumbered force inflicting devastating losses on the Bugs. The cost was devastating, too, with some 64% of the entire 2nd Fleet destroyed and many of the surviving vessels grievously damaged and rendered useless as combat units for a long time afterward. At a stroke, Ower had reduced the total fighting strength of the Azuriach Navy by a third!

The Azuriach force would have been utterly annihilated if the Rau'aarlu Fleet had not returned to support their hard-pressed allies. The now thoroughly disorganized Bugs broke off the action and withdrew at high speed before the Rau'aarlu could effectively engage. This made it possible for Ower to later claim that Azuriach had won the battle single-handed.

Ower tried to obscure his own insubordination and misjudgement of the tactical situation by accusing the Rau'aarlu of cowardice in the face of the enemy. He was assisted in his claims that he had "saved the entire sector" by the general withdrawal of the Bugs from the whole sector only a few months later. In fact, the Bugs had already decided to terminate their probe of the region and were pulling back everywhere. Ower, who was no fool, may have deduced this and attempted to capitalize on it. His superiors were not at all convinced, and Admiral Kinnard was powerless to prevent his courtmartial. He was found guilty and was dismissed from the service with loss of all honors and pensions.

Ower was outraged and vowed vengeance against his "political" enemies who had become the willing dupes of the "cowardly Dogs." Returning to private life, he picked up his political career and began reorganizing the Human Supremacy Party. By 2190 the Party was making inroads in Bewulf politics and had elected Ower and 17 supporters to the Grand Assembly of the ACM. Many believed his account of what had really happened at Deneb, and membership in the Party began to grow dramatically as Ower's warnings about the treachery of the Rau'aarlu seemed to be born out by the tensions between the ACM and its non-human neighbors.

In 2192 war broke out between the ACM and the Rau'aarlu. The other starfaring races of the Deneb joined the canines and the result was that the nine-year conflict ended in a stalemate. During that time, the Human Supremacy Party consolidated its hold on Bewulf and had spread to every other Azuriach world. It held 31% of the seats in the national Assembly and was the ruling party on 5 Azuriach planets when the peace was declared in 2201. The beginning of the 23rd century was auspicious for Ower, now a distinguished 60 years old. However, the elections of 2201 did not bring him to power, and Ower felt that drastic action was necessary. He tried to organize the armed overthrow of the government. The coup was betrayed, and Ower and the ring-leaders were arrested for treason. Sentenced to ten years imprisonment, Ower began to formalize his philosophy of humanity as the Master Race and unleashed forces that would shake the Quadrant with Azuriach militarism.

THE DOCTRINE OF HUMAN SUPREMACY

The concept of Master Race is not unique to the Azuriach Imperium. Many races have found the opportunity at some time in their histories to give expression to the notion of racial superiority. Such ideas are invariably shrouded in a mystical belief in the intrinsic superiority of one group or another. Usually, such "superiority" is not born out in practise because it is supported by nothing except an ethnocentric arrogance that denies the possibility that others might equal or surpass the competence and accomplishments of one's own race or nation.

What is unique about the Imperium is that it has succeeded in becoming one of the two most powerful nations in the Terran Quadrant. It has done so because the Imperium has concentrated upon the establishment of a genuine meritocracy of leadership. The Imperials are not the arrogantly vain, goose-stepping robots that some wishful thinkers have made them out to be. The Imperial Leader Class is anything except stupid. High rank in the Imperium is based upon actual ability and the quality of performance evidenced by the individual. The Imperial leadership possesses high intelligence, an extensive general education, an excellent specialist education, Spartan discipline, unswerving loyalty to the Imperial State, and driving personal ambition and utter ruthlessness that will not admit of failure. Further, the Imperia? Leaders can call upon a well trained and highly disciplined body of committed followers to carry out their plans and projects with dedicated efficiency.

Some commentators have seriously erred in comparing the Imperial State to the ancient regime of Nazi Germany on Terra in the 20th century. Nowhere does there exist a better refutation of this simplistic notion than in the words of Richard Ower's grandson, Jonathan Ower, who succeeded to the First Leadership of the Imperium in 2259:

To those who liken Supremacists philosophy and practises to those of Nazi Germany on Terra I can only answer with derisive contempt. We bear no resemblance to that pack of bumbling losers! Hitler was a drug-soaked megalomaniac, an egotistical incompetent surrounded by a crew of corrupt, self-serving synophants. There wasn't a Leader in the whole rotten lot! The Nazis never understood Power. They lusted for dominion over all of Terra, but where were their programs for the reorganization of Humanity into a true Race of Masters? They spoke effusively of racial purity, but they sank to the worst depths of depravity by granting rank and privilege to weaklings who talked a fine game and proved themselves to be intellectually and morally bankrupt when it came down to the Test by Fire and Iron. They made mere accident of birth the sole measure of superiority or inferiority. They ignored the real strength of their enemies and inflated the magnitude of their own powers and abilities. We of the Azuriach spit on such delusions of 'superiority.' The fools deserved to fail, and fail they did!

We Supremacists, on the other hand, believe that Good Blood must prove and prove and prove again its superior quality in the ultimate and only test of the Master—superior performance. No one in authority should count himself safe by virtue of his own rank. Those Leaders who fail the test of performance should be cast down. Even the First Leader is not exempt from this most fundamental of Supremacist commandments, and should he show any weakness of the Will, any serious flaw in character or judgement, he must be torn from the seat of Supreme Power before he can infect the nation with his failure. The First Leader is the embodiment of the divine strength of the Azuriach nation, from whom all True Men draw strength and purpose. That sacred office cannot be held by any man who is not the greatest among us.

Nor will the sons and daughters of undoubted Leaders be allowed to bask in the light of their illustrious parents. They stand alone, to be judge alone on their own merits. If they fail in the tests of Leadership, they will be allowed to sink into the faceless oblivion of the masses. In like manner, the citizen who fails to demonstrate his worthiness to stand in the ranks of the Master Race will be consigned to the Half-cast as one of questionable value to the Imperial State, useful perhaps as a tool but never to be given any real responsibility and authority. As for the subject who fails in his total obedience or performs his duties carelessly, he shall be cast down and punished for his dereliction. So it shall be from the highest to the lowest in the Imperium State. None shall escape the inexorable and unremitting test of performance.

The converse is always true. Those of the lower orders of Humanity shall rise in the Imperial State by virtue of their demonstrable superiority and worthiness and their unquestioning loyalty to the Imperium and the great principles of Human Supremacy. For it is always possible

that, in the course of human evolution, one may cast off the remnants of his bestial origins to conquer the Beast Within, rising purified as one destined to be a Master. We aim at the perfection of all Mankind and welcome into our midst all who evidence the mark of the Master Race. (THE WILL TO SUPREMACY, Jonathan Ower, p.12)

Imperial notions of Master Race are at once mystical and yet appreciative of the inescapable fact that superiority must be hard won and then ruthlessly maintained. It is not enough to believe that one is the best. One must truly be superior in order to justify the claim to total dominion over all planets and peoples everywhere. The sole justification for dominion is the ability to impose and maintain it. Superiority is evidenced only in the degree of success achieved. Such superiority, the Imperials believe, is the product of a savage and merciless process of competitive selection waged between races and individuals within races. It is never assured by mere accident of birth into some "chosen race."

The philosophy of Human Supremacy is starkly enunciated in Richard Ower's most influential and seminal work **OF HUMAN DESTINY: MANKIND'S WILL TO POWER**, the "Bible" of the Imperial State:

True superiority is the perfection of the individual and the species in the naturally ordained arena of violent and mortal competition for supremacy. In its primeval beginnings, our race was numbered among the Beasts. Mankind was weak, mere half-men and half-apes who were the prey of other beasts strong in fang and claw and sinew. Our bestial forebearers were little more than scavengers.....But among the Man-Beasts were born those strong in the Will to Power. Leaders arose..... to overawe their inferior, bestial fellows. These Leaders were...the great civilizers.

Strong in Mind and Will, they conquered their own Beast Within and knew themselves to be Masters. Then they turned their unquenchable Wills to the task of shackling the Beast Within their inferior companions. This was a long and bitter struggle, requiring many millenia..... Thus it was that Man eventually arose from the foul Pit of the Beast to stand erect as Lords of Terra, conquering their environment under the firm guidance of Leaders able to dominate their followers, Leaders supremely strong in Will to enforce their dreams and plans and projects upon the inferior masses.....

All the accomplishments of Mankind began with the emergence of the superior Mind and Will of the Leader, and it has been so ever since the dawn of time. The greatest of our primeval forebears recognized the profound truth underlying all existence: The strong in Will must always come to dominate the weak, and the weak must always submit to the strong or perish at the Will of the strong! This is the highest and the most uncompromising of all the laws of nature....So it was that even the earliest Leaders caused their half-beast followers to make war on others of their kind to bring them under guidance of the Leader's Will. Out of war, the most enduring, the most ruthless and inventive, the strongest, the very best emerged as the purist and fittest specimens of the Race of Man.....

By violent competition and by violent competition alone did the Race perfect itself, rising to dominate all animals and then, in turn, all lesser breeds of mankind still infected by the Mark of the Beast Within. Violence also established the superior men among all other men. Not only in the Holy Crucible of War did Mankind find its most perfect specimens, but also in.... the daily struggle for power and status which each member of the tribe or nation must wage against his fellows. It is in the natural order of things.... that those superior in Mind and Will must rise above those who are less perfectly endowed. Leadership cannot be shared with inferiors. Only those refined and tempered in.... the fires of mortal struggle for dominance....will know the secrets of true Power and be able to apply them. (OF HUMAN DESTINY, Chapter 1.)

The Supremacist view of evolution holds that all lifeforms are locked in unending combat between species to determine which is fittest to dominate all others in the environment. This is true at the levels of the beasts, and no less true at the level of sentient races. One race must be superior over all others, and among intelligent races this means one must be a Master Race, and all the others slaves to the Masters. An equally savage contest is waged within every species to decide who are fittest to dominate as leaders, and who shall follow. Violence in all forms is seen as essential to the process of "refining" and "tempering" the Masters to perfection. For the violence of unrestrained competition for dominance is believed to teach the Leader to stifle all qualities of mercy and compassion, tolerance, and love, and other virtues which the

Imperials hold to be fatal flaws in the character of a true Leader. In Richard Ower's own words:

The indomitable Will to Power is absolute. It admits of no compromise, no half-measures. It demands ruthless competition for supremacy against all rivals. It demands total obedience from all inferiors. The true Leader...can be known only in the Times of Testing, only by his ability to prevail, to dominate those around him...to bring his plans to full fruition. This alone singles out the Leaders destined to rule his fellows...This alone singles out the Masters who shall rule the many slave races of the universe.

Mere accident of birth will not make a Master. No guarantee exists that the Beast Within all of us will not break its bonds to emerge and weaken the Will to Power. Thus I say to you...Be vigilant. Find and cull out all inferiors among you. Isolate them from the Pure in Blood. Destroy them if they threaten to pollute the Master Race with their beast-tainted blood, for the Lords of Creation would otherwise be fatally infected with bestial weakness and shall degenerate into the servile brothers of the beasts from which they rose with so much sacrifice... Cast out all thoughts of pity and mercy towards inferiors. These encourage weakness of the Will...hesitation to grasp and wield power...Know that to hesitate to use the full force of one's Power is inexcusable failure of Will, the mark of one who is himself of the inferior slave breed, an instinctive recognition of... kinship with the fall Beast. (OF HUMAN DESTINY, Chapter III.)

These are the precepts of which the whole of Azuriach culture rests. The Leaders emerge by force of "Will," their driving desire and pre-eminent ability to gain and wield power in all its forms. Power can be shared with inferiors. Anyone who harbors egalitarian notions is branded as a degenerate. As Richard Ower once thundered at a Party rally in 2217:

All the democrats are polluted by slave-blood! They are Half-Men, throw-backs to the servile Man-Beasts our illustrious ancestors had to drag down from the trees and teach to be proper Men! Democracy is corrupted to the core by the Beast's fear of the Master. Like all Beast's, the democrats fear the true Leader and will try to pull him down and destroy him by submerging him in the inferior masses of the slave-mob.

Those who would lead in the democracies fear the real competition of true Leaders. They know their inferiority for what it is, and so they understand that they cannot hold the obedience of the slavery-breed by sheer force of Supreme Will. No, these inferiors...these failed leaders prefer to pander to the bestial appetites and animal lusts and perversions of the slave-mob to win their momentary approval. These non-leaders yield to the chaotic mindlessness and undisciplined sloth and unrestrained greed of the slave-breed. They even go so far as to flatter the slave-masses by telling them that they are all "equal" to their clearly demonstrable betters! And the slaves believe it and demand it.

What colossal folly! What damnable evil! To share Power with slaves! As if the divine Will to Power could be comprehended by the lower breeds or the lofty visions of greatness could be dreamed by the scum in a cesspool! Democracy is the antithesis of true Leadership, a degenerate slide back into the chaos of the Jungle and the moronic wanderings of the easily distracted "will" of the stupid and the ignorant who do not know their own minds and are ruled only by the passions of the Beast Within. I spit on the democrats and mark them down for extinction.

The Beast is everywhere. Thus the Master must always be on guard. Remember that not all men are perfected in Will. This the democrats forget...There are many who wear the form of Man but who are hopelessly corrupted by the brutish blood of our Beast-ancestors. These Half-Men are fit only to be the servants and slaves of Masters, but never, never, never can they be allowed to aspire to stand equal to the Race of Masters!

Beware the many slave breeds of Mankind, for the Beast Within is strong and ever conspires to resist the Will of the Master with cunning animal stealth and treachery....Trust the slave breed at your peril! Learn to crush all fellow-feeling for the lesser breeds, for your concern for those who only wear the appearance of Humanity but are not fully human will surely weaken your resolve to be pitiless in the face of their inevitable insubordination and rebellious envy. (OF HUMAN DESTINY, Chapter VII.)

The unreasoning fear and hatred of the Imperials for democracy is

scarcely surpassed by its loathing of all non-human independent of Imperial control. The concept of the "Galactic Beast Conspiracy" dominates a good portion of Imperial thought and policy. The uninformed regard this idea as a form of mass xenophobia or perhaps paranoia. To the contrary, the Imperials have much more than an irrational fear of sentient non-humans. Their feelings arise from a largely philosophic concept which is at the heart of the doctrine of Human Supremacy. This becomes clear in Ower's account of human evolution:

Our ancestors fought and tamed and enslaved the Beasts among us, for they needed followers. Merely living with and obeying the Leaders taught the Half-Men to become more Human and outwardly to resemble the Leaders in attitude and conduct. But deep within the mass of the slave breeds still lurks the Beast. It rages in the chains placed upon it by the civilizing influence of the Leaders. Always the Beast lusts to break free to destroy the works of the Masters, to corrupt and befoul the Master Race with its stinking inferior seed, to return the Race of Man to the jungles of bestiality. (OF HUMAN DESTINY, Chapter I.)

The "Galactic Beast Conspiracy" is clearly regarded in the light of the above. The "Beast Conspiracy" is not seen by the Imperials as some vast and sinister alliance of the Imperium's many non-human foes. Rather, it is understood to be an intuitive recognition by all of the "slave breeds" that they will be forever subordinate to the "Masters" unless they can cast the dominate race down. In the Imperial view of things, this impulse exists within the human race and is characterized as the "Beast Within" the "lower orders" of humanity. It also exists in all other competing races, who instinctively recognize the "Master Race" as a threat to their own opportunities to achieve total dominance.

Ower and the Supremacists are concerned with the sources and nature of power. Nature is conceived as marked by unrestrained competition for dominance within species and between species. All intelligent non-human races are therefore seen to constitute an eternal danger to human supremacy in the universe. Therefore, the "Beasts of Space" cannot be trusted. The Leaders among them...for ambition...will inevitably seek to establish their own racial supremacy by casting down humanity and its Leaders.

The Azuriach concept of Supremacy assumes a mystical and religious tone. There is buried within each sentient creature a perverse weakness, the vestigial "Beast" level of one's racial origins. The "Beast Within" must be recognized and conquered by a Spartan regime of self-discipline and devotion to coldly rational pragmatism in one's unswerving pursuit of absolute power and the competence to wield it effectively. Dominance is acquired through a process of refining the "Will to Power" until all lesser beings must, as a matter of course, yield to their Masters. In Ower's words:

Eye to eye I have faced down the Beast, and the Beast ever fails in Will and cannot smite the death blow because I Willed it should not fail. The slave breeds always fail in the Time of Testing. Know, and never forget, that the Master Race must never palce its faith and trust in weak men to lead them to victory and absolute power. Weakness in the highest authority will assuredly down the Master Race, and others will rise in its place to grasp the Power to themselves. Know the true Leader and follow only him! The strength of the Leader is the Strength of the Imperium, for the Warrior Spirit of Man is strongest in him and flows into the Race like an irresistible torrent. (OF HUMAN DESTINY, Chapter X)

Every individual and every race is "tested" by the Universal Spirit which, the Imperials believe, is the very fabric of the universe itself, the ultimate expression of the purest form of Power. Those in whom the "Warrior Spirit" is strong will be "chosen" by the Universal Spirit to be masters of the universe, the living proxies of God, which is Pure Will, Mind, and Power. The First Leader of the Imperium is therefore seen as a messianic figure in whom the power of God resides in order to consciously direct His Chosen People as they govern the universe and all who are in it. So long as the Master Race continues to be strong and ruthless, it will continue to be infused with the Will to Power as manifested in the First Leader. Should the Master Race fail in its resolution, the mantle of Power will pass to another more worthy race. And this the Imperials are determined shall never happen.

THE RISE OF THE IMPERIUM

Ower's followers and political allies managed to obtain his early release from prison in 2205. His great work, **OF HUMAN DESTINY**, had already been smuggled out of prison and published, becoming an instant bestseller throughout the ACM. Ower now appeared to be the very Leader of which he had written. There can be no denying that he had undergone a dramatic change during his incarceration, emerging with a vibrant intensity and power of personality that instantly enthralled many who subsequently came into contact with him. Of course, little was known at that time about psionic talents, and every indication is that Ower had become a psionic adept able to project his emotional states upon others. There is also little doubt that Ower was insane, a megalomaniacal psychopath but with brilliance of a true genius.

Within weeks of his release, the ACM was again at war with the Rau'aarlu. Only this time the Canines achieved a few quick, decisive victories which shattered the weakened Azuriach Fleet, still not recovered from the previous struggle. By 2007, the ACM was forced to sue for peace, which the Rau'aarlu granted after wringing many very humiliating concessions from the Azuriach Worlds.

Ower went on a rampage of his own, calling for the indictment of the government leaders for incompetence, cowardice, and outright treason. He accused them of betraying the Azuriach people and proffered forged "proofs" that they had secretly accepted bribes from the Rau'aarlu to sabotage the war effort. In the uproar that followed, the government fell. The Human Supremacy Party formed the new minority government, in coalition with the Anti-Communist League, the Azuriach Independence Party, and several other splinter factions.

Ower began the reorganization and rebuilding of the armed forces, incorporating all of the concepts of warfare that he had long mulled over during his imprisonment. He also courted the conservative industrialists and entrepreneurs of the ACM to gain their material support. The Human Supremacy Party meanwhile waged a blatant campaign of intimidation and terror against Ower's political opponents. The mass media were "nationalized" and used to spread Supremacist propaganda throughout the Azuriach Worlds, all opposing views stifled and denied any coverage. Finally, with public support growing, Ower made his bid for power. Declaring a national emergency, he invoked martial law and ordered the arrest of his political rivals in July of 2209. Three months later, all political parties were declared illegal except for the Human Supremacy Party, and the Party was given sweeping powers and prerogatives in the New Order that Ower was establishing. Finally, on January 1, 2210, Ower compelled all members of the government, the judiciary, the military, and all civil servants to swear personal allegiance to him under the infamous Leader Oath. The Constitution of the Azuriach Common Market of Worlds was suspended, and the Azuriach Imperial State was declared.

The Imperium remained at peace with its apprehensive neighbors for more than a decade, Ower being most preoccupied with the total reorganization of Azuriach society. The MekPurr urged preemptive attack before the Imperials gathered their strength, but the other non-human allies demurred and the opportunity to crush the Supremacists passed. Then, in March of 2220 the Imperial war machine was set into motion. Within 20 years, all opposition to the Imperium was crushed in the Deneb, and the Imperial drive for galactic supremacy was plain for all to see.

Ower withdrew from public view in 2226, and he is believed to have become incapacitated by mental illness. However, the fiction of his continuing leadership was maintained, and actual government of the nation was conducted by his son, Mark. Ower died in 2235, and Mark Ower succeeded to the First Leadership. Under his rule, the Imperium carried its campaign beyond the Deneb to attack the Ranai and the G.P.R. However, the great period of Imperial expansion really began with the succession of Jonathan Ower to the First Leadership in 2258. This grandson of Richard Ower appears to have inherited the psionic talents of his grandfather in good measure, along with intellectual brilliance and a natural talent for military leadership. Under his long government (2258-2312), the Imperium achieved many successes and expanded to include over 200 worlds. Jonathan Ower also instituted many of the Imperial trappings now associated with the office of First Leader and may be regarded as the first "Emperor" of the Azuriach nation.

By the 25th century, the Imperium actually rivaled the Terran Union in size and power, and these two giants vied for dominance over much

of the century. Neither gained a sure advantage over the other until the declaration of the Federation of Planets in 2501. In one brilliant move, Terra swept more than 600 worlds into her orbit as the small interstellar groupings caught in the middle of the titanic conflict raging around them saw an opportunity to maintain their identities while sharing in the protection of the Terran led organization. Even so, the Imperium had become so large that its defeat is anything except sure.

IMPERIAL CITIZENSHIP

Full citizenship is granted to any human Azuriach subject born of parents of certifiable racial purity. "This means that one must be able to trace direct decent back to European ancestors of the White race who had left Terra prior to the socioyamic collapse under the mismanagement of the Pure Earth Movement. Furthermore, the family record must display "consistent and proven loyalty to the Imperium and the principles of Human Supremacy" for at least eight generations. The "Eight Generation Rule" may be set aside by First Leader Directive in cases where an individual has been deemed to have earned full citizenship through meritorious service to the Imperial State.

Associate citizenship is granted to any human being born in the Imperium of "mixed or unproven blood" and evidencing demonstrable loyalty to the Imperium and the principles of Human Supremacy through three generations of family history. Associate citizenry enjoys many of the privileges of full citizenship but are much more restricted in the opportunities open to them for advancement in the Imperial State. They form the "Beta" class.

Imperial Subjects are essentially conquered peoples of questionable loyalty. Conquered human subjects are granted status of Imperial subject for the first three generations, after which those born in the fourth generation can qualify for associate citizenship--again, provided that their family histories demonstrate loyalty to the Imperium. Non-human subjects are totally barred from attaining citizenship.

There are several classes of Imperial citizenship and subject status, each denoting the degree of freedom and power enjoyed in the Imperial State. These can be readily identified, as all citizens and subjects must wear a computerized identity card on the left breast, over the heart. The cards are coded as follows:

LEADER CLASS ALPHA PRIME: Black cards edged and printed in gold; this group forms the highest ranking members of the elite leadership group in the Alpha class.

LEADER CLASS ALPHA STAR: Black card edged and printed in silver; this group forms the "middle management" level in the Imperial State.

ALPHA CLASS: Black card edged and printed in white; this group forms the ordinary citizenry of the Imperium.

BETA CLASS: White card edged and printed in black; this group forms the bulk of the human population who have accepted Imperial rule and the doctrines of Human Supremacy--the associate citizens of the Imperium. The "Betas" are sometimes referred to as the "Half-castes."

GAMMA CLASS: Green card edged and printed in white; this group is of somewhat questionable loyalty and enthusiasm for Imperial rule and Supremacist philosophy but are generally "tractable" subjects.

DELTA CLASS: Red card edged and printed in white; this group is "intractable and resistant" to Imperial rule and Supremacist thought. All newly conquered human populations are automatically classes as "Deltas," pending individual classification by the Imperial security agencies and occupation authorities.

EPSILON CLASS: Grey card edged and printed in white; this group includes all non-humans who have to be obedient to Azuriach "Will."

TAU CLASS: Grey card edged and printed in blood red; this group includes all newly conquered non-humans, convicted felons serving sentences, and rebellious human populations actively resisting Imperial authority.

FOREIGN VISITOR: Blue card edged and printed in white; all foreigners must register with Imperial authorities for identification and certification. Officials of foreign government are issued with gold edged/printed cards denoting their diplomatic status. Failure to register is

punishable by severe penalties. Loss of identity cards should be reported immediately.

Each group outlined above will be described in more detail below.

All citizens and subjects are expected to carry full documentation at all times. The basic I.D. is, of course, the identity card. This plastic card is embossed with the Imperial Seal and displays a front-view picture of the individual. The computer chip contains a variety of data about the card-holder, and it can be read out and compared to central files. Though the cards can be counterfeited without excessive difficulty by high technology culture, the file data cannot be readily accessed for editing and insertion of false information. Federation practise has therefore been to acquire genuine identity cards, relying upon surgical alteration of the facial features and fingerprints of agents to render them physically in accord with the data in the card profile. Retinal patterns remain a problem, however, and a retinogram taken at police or security headquarters will generally expose imposters. Agents are therefore cautioned to take every precaution against arrest unless fitted with KMOR/75G retinal modification, which has a 90% chance of defeating a retinogram.

Other forms of documentation will also be required in most instances, including internal passports, permission to be on Imperial property, etc.

THE LEADER CLASS

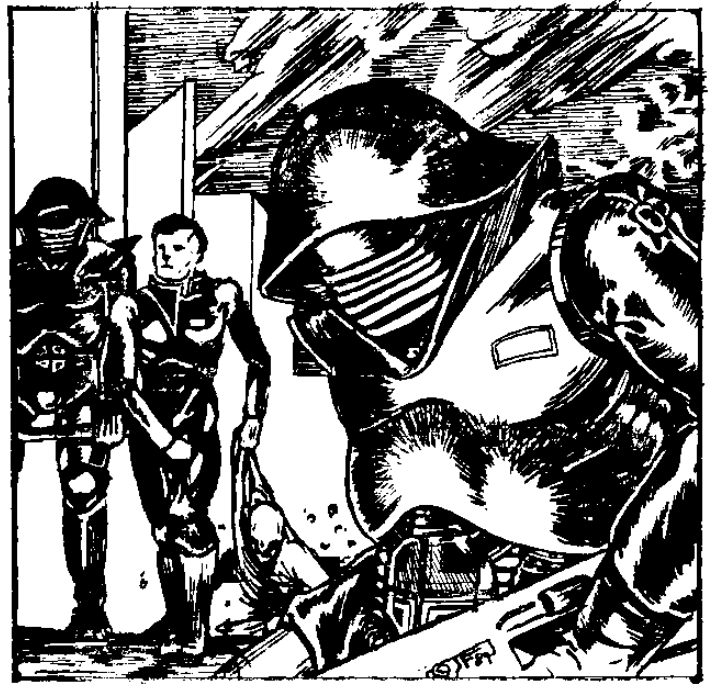
The Leader Class is the ruling elite of the Imperium. With Leader rank comes high status, privilege, and numerous prerogatives and rights as befit the "proven superior man." Entry into the Leader Class is based strictly upon personal merit and efficiency of performance of one's duties. No high ranking official of the Imperium would think of promoting anyone not deserving of the honor. That would, in itself, be a serious failure of duty to the Imperial State and the precepts of Human Supremacy. Failure is regarded with disapproval at all times, and it is inexcusable to promote an undeserving subordinate who might later fail because of obvious shortcomings or weakness in leadership traits. Nepotism thus has little place in the Imperium, and "whb you know" is of no value to anyone unless he has genuine ability as well.

The Leader Class itself splits into two groups. The "Alpha Prime" or Imperial Leader class consists of those Leaders which such talent and drive that they have risen to the highest positions in the Imperial government and private sector. Imperial Leaders are the "aristocracy" of the Imperial totalitarian meritocracy. They are permitted to maintain personal retinues--staffers and bodyguards directly loyal to them, even though they are paid by the State or by the private corporations employing them. Imperial Leaders have great power and prestige in Imperial society, and the holder of a glit-edged card expects to be treated with all the deference due to a great lord.

The "Alpha Star" or Leaders are the lower and middle management of the Imperial government and business. Some are up-and-coming Imperial Leaders of the future, characterized by definite touches of brilliance, superlative preparation and skill, and a burning ambition to reach the pinnacles of power. Others are less capable or ambitious Leaders who have more limited prospects open to them. However, all are anxious to be invited to join the personal staff of an Imperial Leader, for that is the way to the best opportunities to demonstrate superior skill and so win promotion and the eventual conversion of their silver-edged cards to the gold of an "Alpha Prime."

There is considerable cutthroat competition between equals and near-equals in the Leader Class who are clear rivals for the next position up the ladder. Though the competition is fiercely intense, it normally excludes any activity which might directly threaten the security of the Imperium itself. Thus one cannot commit outright sabotage of a rival's activities in his proper sphere of responsibility. Rather, the competition consists of trying to outdo a rival, to score a "coup" by performing one's own duties with unmistakable brilliance and flair, and perhaps simultaneously showing up the shortcomings or failures of one's rivals.

If the Imperium has a chink in its armor, it is in this rivalry between equals vying for advancement. In the interests of scoring personal coups, competing Leaders will often withhold vital information or discoveries which might assist their rivals in establishing their own credentials as superlative leaders. Cooperation and coordination of efforts are often lacking if any justification can be found for holding



back. And plain "dirty tricks" are employed. These include planting of false or misleading information in the camp of a rival; employment of spies to uncover embarrassing secrets which might be used to blackmail or intimidate; and sometimes even convert sabotage and assassination. However, such tactics are seriously frowned upon. A Leader caught using them can expect a grave backlash from his superiors, who will seize upon the slightest pretext to initiate an investigation for possible treason against the Imperial State. However, this does not stop such practises. They are somewhat exceptional, though, and competition typically follows prescribed lines.

Coordination and cooperation between rival government agencies are similarly compromised. In general, few would knowingly and deliberately endanger the State by refusing to work with agencies on a matter of genuine importance to the Imperium. But the net result of both personal and departmental rivalries is that the Imperium suffers from the innumerable power struggles being waged at every level of the Imperial hierarchy. Security measures are intense, often cripplingly so, not only to deny vital intelligence to external enemies, but also to deny it to political competitors who might capitalize on it to effect their own rise to dominance.

A second weakness of the Imperial Leader system is that real innovation must be initiated from the top. Power cannot be shared, only delegated. Those in subordinate positions are not encouraged to exercise too much personal initiative in sensitive areas without receiving approval from higher authority. The Leader is held responsible for the failure of his subordinates when he might have intervened, and thus he is unwilling to risk censure by his superiors for actions he has not had a chance to review. One can be assured that any subordinate who takes too much upon himself will receive in triple measure whatever displeasure his superior suffers if there is failure.

Yet, a Leader cannot be everywhere at once. Thus almost every facet of the Imperial system has been reduced to a standard operational routine in the absence of higher directive. Imperial responses to certain situations can therefore be predictable to a significant degree.

The vital quality of the personal staff of an Imperial Leader is its ability to model itself around the personality and policies of the Leader. In effect, the staffers are expected to become extensions of their Leader, proxies who can anticipate his decisions. The staffers should be able to react quickly and surely in a system that otherwise would lapse into the "safe" response of approval procedure when unorthodox and dynamic action is demanded. It can be said that Imperial success or failure in an emergency is based upon the ability of the leadership to exercise "hands on" control, either by the Leader personally, or through a staffer with delegated authority and a clear understanding of his Leader's desires.

The personal retinues of the Imperial Leaders are therefore recognized

as essential to the smooth functioning of the Imperium. Leaders can take their staffs with them when they are transferred to new postings. Their personal loyalties to their Leaders are encouraged by the Imperial regime because it encourages efficiency, and liberal rewards are made available for dispensing by the leadership for loyal service. Strong personal bonds often develop between Leaders and their staffers as well. When the stakes are high, all share in the catastrophic effects of failure--for are not the staffers identified totally with their Leaders? At the same time, nothing succeeds in the Imperium like success. When a Leader rises in the power structure, he takes his followers with him. They bask in his glory and enjoy excellent prospects of promotion themselves.

The personal staffs contain not only members of the Leader Class, but also those drawn from the ranks of the common citizenry (the "Alphas") and the half-caste (the "Betas"). These staffers do not spare themselves in the service of their Leaders, for they have little chance for greatness in their own right. But they can enjoy status and privilege far beyond their due as executive assistants, bodyguards, and trusted servants of the mighty.

The lifestyle of the Leader Class can only be described as privileged. They have virtually unrestricted right of movement and will be treated respectfully at all times. They possess the right of summary punishment--meaning that they can order the nerve whipping of any subject below "Alpha" status for any "offence against supremacy." They also possess the right of capital punishment when dealing with offenders in the "Gamma-Tau" classes. They are entitled to personal staffs commensurate with their rank, and their households are essentially supported by the State on their corporate organizations. Even junior Leaders of the lowest ranks of "Alpha Star" have several staffers--usually ordinary citizens and "half-castes." If they are clearly promising young men on what appears to be a meteoric career, they will attract other young Leaders to them who hope to rise with him and serve in senior staff positions when he reaches high authority.

THE ALPHA CLASS

Those Imperial citizens who fail to qualify for Leader status still enjoy many rights and privileges denied to the lower orders. The typical citizen is much more limited in his political education than the Leader Class. Many do acquire considerable knowledge and expertise in their vocations, however. The bulk of the citizenry serve in the lower levels of the Imperial government, military, and the skilled areas of the private sector. They can hope to attain Leader status in later life through loyal and distinguished service, though few really do outside of the staffers in the personal retinues of Imperial Leaders. But the Imperial system never closes the door on the chance of advancement. There is always the possibility of latent merit not detected in the early years of citizen. Also, the general morale is well served by such a prospect, and the rank-and-file are encouraged to exert themselves to the limit because of it.

Politically, ordinary "Alphas" have far less weight than do members of the Leader Class. The Imperial Franchise is pluralistic, the number of "votes" in Imperial referenda being based upon one's rank in Imperial society. As a rule of thumb, the Leader Class has about 20 times the voting power per capita than does the citizenry. With 50 citizens per Leader, this seems to give the "Alphas" some influence. In fact, the Leader Class is infinitely more sophisticated in its political awareness and its ability to manipulate public "opinion" among the "Alphas." The ordinary citizens, on the other hand, are prone to follow a particular ideological faction quite blindly. Since the Human Supremacy Party, to which every citizen belongs, is dominated by the Leader Class, the ordinary citizen is important only as a warm body to be counted to back up the political maneuvering of the leaders of the ideological factions as they compete for precedence in the Imperium.

The Imperial "franchise" is effectively only a form of opinion poll conducted by the First Leader to gauge the mood of the citizenry at large. It has no real weight in law. Yet the right to vote in Imperial referenda is regarded as a very important prerogative by the common citizens, a symbol of their status as ones able to provide input into Imperial decision-making. The fiction is carefully maintained by the leadership, who recognize that the "losers" need some consolation to keep them happy and loyal.

All Imperial citizens of the "Alpha" class have the right to bear arms in

the defense of the State. Most have received military training, if they are not serving outright in one of the armed branches of government. For the Imperial State is organized in a way reminiscent of the ancient Spartan state on Terra, every citizen being a "soldier of the Imperium." With only about 20% of the total human population of the Imperium being enfranchised, the chance of rebellion is rather high, considering the huge numbers of non-humans and subjugated humans. An armed citizenry greatly reduces the chance of a successful uprising.

The "Alphas" themselves are unshakably loyal. Their political indoctrination begins in early childhood and is reinforced throughout their lives, so that they are indelibly imprinted with the dogmas of Human Supremacy. As a group, the ordinary citizens can be described as highly disciplined, obedient to higher authority, generally very competent in their areas of specialization, and fanatic in their determination to maintain the Imperial system and the special status which they believe they have over all others.

The citizenry appears to quite obliviously to the fact that their Imperial overlords regard them as dependable cannon fodder to be expended judiciously, as needed, in the defence of the Imperium and the expansion of Azuriach "supremacy" to include the known galaxy. Indeed, the citizens regard it as a high honor to "fall" in the service of the Imperial State. This, again, is a measure of the effectiveness of Imperial indoctrination and propaganda.

The common citizen is a bit insufferable from the point of view of his social inferiors and outsiders. They take arrogant pride in their membership in the "Master Race." At the same time, they are closed off from real power, and they know it. Frustrated, many take special pains to demonstrate their "superiority" by inflicting innumerable petty indignities and humiliations on the subject peoples. They particularly delight in over-officious and pompous exercise of their duties in the State whenever dealing with their social inferiors in an official capacity. As a rule, the lower the rank of the citizen-official, the more likely he will be prone to "lord it" over those below him.

The lifestyle of the typical "Alpha" is quite comfortable. The full range of technological conveniences is available, and the average income of a family--in which both spouses usually work--is not inconsiderable. Special benefits, such as free medical care, good educational opportunities, low rates of taxation, and availability of very cheap servants (from the lower classes), etc., all make for generally desirable standards of living. Freedom of movement is somewhat restricted in that internal and Imperial passports are required for travel outside one's residence district. But these are usually acquired after the most superficial of formalities in most instances.

BETA CLASS CITIZENS

Humans who willingly collaborate with their Imperial overlords and demonstrate an unmistakable loyalty to the Imperium are regarded as potential candidates for Imperial citizenship. Those evidencing "merit" by performing steadfast and efficient service to the Imperium may be granted full citizenship through a process known as "adlection." Adlection (nomination) by a member of the Leader Class is a high honor and is much sought after by the "Betas."

The "Betas" are regarded as sufficiently trustworthy that they are liable to military draft. Upon completion of 20 years' service "in the traditions of the Imperial Armed Forces," a veteran will generally receive full citizenship and "Alpha" status by First Leader Decree, unless his commanding officers set down some impediment in his military record which would disqualify him. A soldier might also be awarded full citizenship for outstanding bravery--on the order of a high decoration. The Armed Forces are therefore quite popular among the "Betas" as a means up the social ladder. This is, of course, no accident. For the Imperium has a chronic need of manpower to maintain its almost continuous military adventurism.

Commonly referred to as "half-castes" by the ordinary "Alphas," who resent the almost equal status of a group they regard as subjects rather than "real" citizens--the "Betas" enjoy most of the freedoms and privileges of full citizenship. They may own property, go into business for themselves, and have the protection of the Imperial High Courts (reserved for citizens). They lack the Imperial Franchise--but that is more a symbolic than real benefit. They also do not receive as high a rate of pay as a citizen, their rates being set at about 75% of a citizen's income. They also pay higher taxes, but not significantly so. Their standard of living is generally lower, too, but again it is quite

"comfortable" by Imperial standards. And, like the "Alphas," they may engage lower class servants.

The Imperial leadership recognized early in the days following the establishment of the Imperium that the "half-castes" had a unique value. They comprise about 30% of the human population of the Imperium, enough to pose a serious threat if they were suppressed overly much. So they were accorded "special status" to bind them to their Imperial masters. The "half-castes" stand firmly between the Imperial citizenry and the subjugated races, effectively isolated in Azuriach society. They are held in jealous contempt by the ordinary "Alpha," who regards himself as "superior." The subject classes all loathe and fear the "half-castes," for they often are the visible presence of Imperial authority in their lives.

The "Betas" depend utterly upon the protection of their Imperial masters, for their lives would be forfeit at the hands of the subjugated classes. They prove very dependable and are most useful as overseers and guards. They are also eager to serve in the Imperial Armed Forces, as noted above, and sometimes are among the best troops in the Imperial legions as they strive to demonstrate their fitness to receive full citizenship. As police and security agents, they are most diligent in their pursuit of "slave plots," for they know what the fate of their class would be if an uprising were even temporarily successful. And as staffers in the personal factions of Imperial Leaders, the "Betas" exhibit a sublimely satisfying preparedness to perform whatever duties required of them by their Leader.

This group largely lives at a level comparable to that of the "working classes" in the Federation, although some are highly successful at business (usually through close connections with businessmen of the "Alpha" class) and become very rich. Members of Imperial Leaders' staffs also enjoy an influence and prestige quite beyond the ordinary, for they stand in the reflected power and glory of their masters. They also may have his delegated authority to deal with matters of concern, and in such capacity they possess powers vastly greater than that enjoyed by the ordinary citizen.

The opportunities open to the "Betas" are more limited than that available to full citizens. Education is more limited, although still adequate and up to date. But rarely will they be able to rise to positions of much authority unless adlected to the "Alphas."

GAMMA CLASS SUBJECTS

About 25% of the humans living in the Imperium are classed as "Gammās," subjects who evidence a woeful lack of enthusiasm for the Imperial regime. They cannot be trusted in sensitive areas. In short, using Azuriach terminology, the "Gammās" are adjudged to be "infected" by the "polluted blood of the Beast" this category should an Imperial citizen or official see fit to record a complaint. Most occupied populations are classed "Gamma" after a conquered infrastructure has been put into place.

"Gammās" are kept under strict surveillance and control. A full battery of sophisticated documentation and spacial permissions are used to monitor and control the movements of this group people is regarded as seditious, except in the family group, unless special permission is granted for a larger assembly. Possessions of any weapon is punishable by summary execution, at the discretion of the Imperial authorities. Striking a citizen of the Imperium is also punishable by death. Speaking out against the Imperium or any Imperial regulation or policy is punishable by demotion to "Delta" class and a sentence of 10 years to life in forced labor battalion.

On the other hand, those "Gammās" who show demonstrable "submission to Azuriach supremacy" and cooperation with the Imperial authorities can be rated as "Gamma Plus" subjects, a designation which gives them special privileges and preferred treatment. These are the "collaborators" who abandon the cause of their people and side with the Imperium largely for reasons of personal gain. They serve as "trustees" and minor officials in local administrations and are much hated by the general populace. In time, clearly loyal "Gamma Plus" subjects can hope for adlection to "Beta" status.

DELTA CLASS SUBJECTS

Humans who prove to be intractible and resistant to Imperial domination are classed as "Deltas." So are all members of human races not of

European stock, a reflection of Azuriach hatreds of the non-white peoples of Pure Earthian Terra. Anyone with more than 1/64th non-European blood is automatically rated "Delta," as are all who come from the G.P.R.

The "Deltas" are subjected to the strictest occupation discipline, and the general populace is held fully responsible for the illegal actions of any individual member against the Imperium. Reprisals are routinely carried out in retaliation for any acts of sabotage, treason, or violence directed against the Imperium and its citizens and "friends" (a euphemism for "collaborators. "). The slightest "disrespect" to a citizen or Half-caste is punishable by a "touch" permitted to carry in their official capacities. The murder of an Imperial official (from private soldier on up) is punishable by the summary execution of an indeterminate number of "Deltas" rounded up at random, the severity of the retaliation depending upon the offence and the rank of the victim.

"Delta" class worlds and subjects are restricted to Tech/7 levels at best. The risk of rebellion is simply too great to allow more sophisticated equipment, training, and skills in the hands of a populace smouldering with rebellion. Indeed, most aspects of "Delta" society are rated Tech/6, with more advanced skills provided by trustworthy "Alphas" and "Betas." Educational opportunities are limited, except for collaborators, who are regarded as potential "Gamma" and "Beta" candidates.

Of course, anyone so foolish as to collaborate with the Imperials would be wise to arrange protection first, meaning that there will be general reprisal if he is harmed by his fellows. "Delta Plus" collaborators and their families are invariably "protected," complete to housing them in districts separate from those of the general population. They are valuable as trustees in the slave ranks--junior overseers and informants--and the Imperium always rewards and protects those who are of use to it. This group usually enjoys a moderately good standard of living compared to the ordinary "Deltas," who are virtual slaves and live in appalling and impoverished conditions. Those of clear value and trustworthiness are often rated "Gamma" and sometimes even "Beta." However, the "Quislings" are still watched carefully by the ever suspicious forces for any treacherous tendencies.

EPSILON CLASS SUBJECTS

The "Eps" are non-humans who have submitted to Imperial authority and are relatively peaceful and submissive. As a "reward," they are accorded treatment somewhat in between that given "Gamma" and "Delta" class humans. However, they can never hope for higher levels in the Imperial social order and should be considered as virtual slaves. The technological levels of "Eps" societies are carefully restricted to Tech/6 or less.

TAU CLASS SLAVES

All "Taus" are virtually unprotected by due process of Imperial law--"wormfood" in Imperial slang. All planets reduced to Imperial dominion by armed conquest are automatically classed "Tau" for an indefinite probationary period until the Imperial authorities are able to classify individual members of the population. During such a period, the Imperial occupation forces will crush any show of civil disobedience or rebellion with a frightful application of force and terror. Breach of Occupation Edicts is almost invariably punished by savage reprisals and crippling general fines against the population at large.

"Tau" classification otherwise includes all criminals, known enemies of the Imperium, and a major proportion of non-humans. All "Taus" live under a suspended sentence of death which can be executed at any time by an Imperial citizen, "half-caste," or collaborator. Death is the Imperial answer to the slightest infraction or breach of discipline.

Life for the "non-man" is a tragic and hopeless fate. The "Tau" is a slave, nothing more or less. His technical competence will be restricted, wherever possible, to Tech/5-6. He is subject to forced draft to labor battalions and will be given tasks considered too dangerous or demanding for others. He is expected to obey all orders or die. His welfare is disregarded, and he receives little benefits from his Imperial masters except an almost starvation level allotment of rations and a crowded barracks that scarcely shields him from the elements. He is constantly under the eye of armed guards and overseers, his every movement monitored. He is a prisoner at all times, accorded no freedoms and only a few privileges for good behavior--such as an extra ration portion for exceeding work quotas, etc.

VISITORS TO THE IMPERIUM

Entry to the Imperium requires that a prospective visitor obtain prior permission from an Imperial embassy or else by direct application through the mails to the Foreign Department of the Imperium. Full documentation has to be presented and verified before a Visitor's Visa and other papers will be processed and delivered into the applicant's hands. Preferential treatment will be accorded known "friends" of the Imperium and businessmen wishing to do serious and mutually profitable trade with Azuriach corporations.

Visitors to the Imperium are accorded a special status, which amounts to a classification as a probable spy. However, the Imperials are very courteous about it and will take special pains to make the visit comfortable and enjoyable so long as the visitor obeys instructions and regulations without much fuss.

To ensure good behavior and avoidance of some of the more subtle breaches in Imperial law and etiquette, the visitor will be assigned a guide from the Azuriach Visitors Bureau. The AVB is ostensibly in the business of aiding tourists, but it is an agency attached to the Imperial security services. The "guides" are highly trustworthy members of the Young Supremacists, the youth wing of the Human Supremacy Party, and they are given some specialized anti-espionage training and a contact in the security services--just in case the "visitor" turns out to be acting in a suspicious manner. Otherwise, the guide will be of genuine assistance, easing the lot of the visitor as he tours the Imperium or conducts his business there.

Visitors are warned upon entry to Imperial space that any attempt to evade the company of an AVB guide is an offence. Such actions are interpreted as prima facie evidence of hostile intentions against the Imperium and the visitor could find himself paying a stiff fine and facing immediate deportation, if not worse.

The cost of AVB tourist service is about CR 250 per day for deluxe class accommodations, food, planetary transportation, and guide; CR 175 for superior; and CR 125 for tourist. Interplanetary and interstellar flights within the Imperium are covered separately, but generally a good rate can be obtained. Guide service is provided only when one disembarks on planetfall. This service is not only mandatory, but necessary. The Imperium generally lacks the usual facilities for travellers, as few travel outside of official business. Therefore, AVB accommodations and other services are indispensable. The visitor is expected to pay in advance for the number of days he expects to be on planet. For an additional CR 10 per day, he may also purchase full medical coverage, which is a bargain in the event of illness. If, for any reason, the Imperium is responsible for any delays which extend the duration, the visitor will receive free food, accommodation, and guide service.

Anyone wishing to do business in the Imperium is required to purchase the necessary permits from the appropriate government agencies. Generally, a surcharge of 5% to 20% is charged against the value of imported goods, depending upon their nature. Import duties will also be charged against any goods in direct competition with those of Azuriach manufacture. These duties can range from 20% to 50%. However, consumer and luxury items are in very high demand, the Imperial production capacity being largely taken up with the manufacture of armaments and equipment for the military establishment and its perennial campaigns against one enemy or another. Thus a trader can expect to obtain +20% to 20% over and above normal trading values for his products. It's a long haul out to the Imperium, and the Imperials expect to pay heavily for desirable imports.

No one in the Imperium is permitted to possess any offensive weapon unless he has the authority to bear arms. Generally, only Imperial citizens have this right, which is accorded under the Imperial Internal Defence Act and applies only to possession and use in the line of duty to bear arms only when the authorities are assured that their intentions are innocent and the situation in which the visitors will find themselves are dangerous and appropriate to the carrying and use of weapons. This would be the case, for instance, if a visitor wished to do some hunting--again, under strict supervision. In some cases, Tech/5-6 firearms will be permitted for self-defence in "troubled regions" (meaning areas in which the populace is actively hostile to the Imperium and the visitor might not enjoy the full protection of the Imperial law enforcement agencies). Such permitted weapons must be of light calibre and incapable of automatic fire, and the licensed visitor is held fully accountable for it.

Trade in weapons is strictly forbidden in the Imperium, except for contracts to supply weapons directly to the military or some other armed branch of the government. Private sales are considered as evidence of intent to foment armed rebellion and are dealt with severely.

Visitors should also realize that Imperial practice is to "grease the skids" with "gifts" to officials whom one wishes to expedite matters. The Imperial bureaucracy is not so much corrupt as slow-moving. A judicious bribe, properly offered, is generally guaranteed to get prompt attention to matters that would otherwise languish in bureaucratic limbo for an excessive period of time. The size of the bribe depends upon the rank of the official and the nature of the services required. It should not be excessive, merely generous and appropriate to the status of the person one is dealing with--equivalent perhaps to a day's pay.



The method of handing over the bribe is very important. Money should never change hands directly. It may be found on the floor, and the inquiry made as to whether the official had perhaps dropped it. Or it can be concealed inside a document, such as a passport, which the official has to examine. Genuine gifts may be handed over directly after the official has acted on the matter, but it will be displayed beforehand. A trader might say, for instance, that it was a "sample" and --yes-- perhaps the official would like to have one? The Imperials enjoy true finesse at the bribery game, and a visitor is advised to put on a good performance.

Serious bribery is quite another matter. In that case, the visitor--or the Imperial subject for that matter--is taking a risk. As a rule of thumb, the chances of finding a corrupt official diminishes with his rank. "Alpha Primes" are virtually incorruptable (bribe chance = 1% to 6%). "Alpha Stars" are only slightly less so (6% to 10%). Rank-and-file "Alphas" and "Betas" can be reached (10%), while the lower orders are very amenable to bribes (20% or more). The size of the bribe depends, again, on the rank of the official and the degree of danger involved. In most cases, it may only be a matter of looking the other way or overlooking a minor infraction or irregularity in documentation. However, any matter touching upon the security of the Imperium will be generally rebuffed by citizens, and those few who do commit "treason" by engaging in clearly suspect transactions will charge a very stiff fee. The lower orders of the Imperial society will be more willing, but again the price will be fairly high and commensurate with the risk.

If the visitor should run afoul of the law, he is forewarned that Imperial justice is swift and implacable. His civil rights, such as they are, will be suspended on the moment of arrest. Imperial law holds that the accused is probably guilty until he can prove his innocence. (Imperial officials do not make mistakes!) An accused person can expect severe interrogation in serious cases and may even face questioning under drugs or

even the mind probe if more conventional techniques of "rigorous questioning" fail to elicit a confession. At the same time, the Imperials are devoted to seeing justice done. If they do find that a person is wrongly accused, they will apologize profusely and a monetary reparation will be paid in compensation. The amount paid depends upon the importance of the accused and the severity of his treatment before he was finally exonerated.

Conviction of a minor offence will probably bring a fine. More serious breaches, if committed innocently through ignorance, will likely result in deportation from the Imperium and a warning not to return. Major offences will likely bring a term in the Imperial prisons or, worse, in the labor battalions of the "Tau" class.

THE AZURIACH IMPERIAL STATE

The Azuriach Imperium is not a nation in the usual sense. Rather, it is more of an Armed Force occupying territory and exercising totalitarian control over a vast subjugated population. All Imperial citizens are defactomembers of the huge military establishment which is the Imperium, although many serve in what might be classed as civil service positions in other nations. Under the leadership of senior administrators of the "Alpha" class, "Beta" Class citizens are largely engaged in the production and business side of Imperial society. They provide for high tech needs and general logistical support of the military as it prosecutes the Imperial goal of galactic conquest. The lower classes ("Gamma" to "Tau") provide the food and a huge labor pool. Although there are significant differences between them, the Imperium is reminiscent of Ancient Sparta with its soldier-citizens and helot slaves.

THE FIRST LEADER OF THE IMPERIUM

At the pinnacle of power and prestige in the Imperium is the **First Leader**. He is Secretary General of the Human Supremacy Party, Commander-in-Chief of all the armed forces, and Head of State. "The Imperium is strong because it is the embodiment of the First Leader, who must be strongest of all," is the underlying dictum upon which the Azuriach Imperial State is founded. The First Leader is regarded as the repository of the Will of the Universal Spirit manifest in the universe. Therefore, the power of the First Leader is absolute in all things. His government is by **Leader Decree** or directives which have the force of law and cannot be disobeyed or disregarded. In the final analysis, the First Leader alone bears responsibility for all matters of State, and all authority flows from him.

Typically, the First Leader is a pre-eminently capable and ruthless man who has claimed his way through a host of rivals to command the Imperial State. His term is for life. However, he will usually be replaced by a coup d'etat once his skill and judgement are seen to be failing. The First Leader is interpreted as meaning that the Universal Spirit has found him wanting as the sacred vessel of flesh from which it will govern the universe. The mantle of absolute power is then judged as waiting for whoever is strongest enough to seize it. However, the coup d'etat is always accomplished through palace revolution, never by civil war which would weaken the Imperium.

THE LEADER OATH

At the heart of Imperial authority and discipline is the **Leader Oath**, first instituted by Richard Ower upon the establishment of the Imperium in 2210:

"I, _____, pledge my unfailling and irrevocable allegiance to my Leader, _____, as the living embodiment of the Imperial State and Recognize him as my Supreme Commander in all things, withholding nothing in the performance of my duties and my unquestioning obedience to my Leader and the others of those he has placed in authority over me."

The Leader Oath is an uncompromising and total submission of the individual to higher authority. In the Imperium, it has served to take away all personal sense of moral responsibility for acts committed under superior orders, no matter how frightful such acts might be. The Leader Oath is the instrument by which the Imperium has short-circuited the consciences of its citizen-soldiers except for their duty to the Imperial State, its leadership, and the principles of Human Supremacy.

THE MINISTERS—GENERAL OF THE IMPERIUM

Next in power to the First Leader are the **Ministers General**. They are all officers of the highest rank, corresponding to cabinet ministers without fixed portfolios. They are also the General Staff of the Imperium. Appointed by the First Leader, the Ministers-General hold the "imperium"—the power to speak in the name of the First Leader, under his Directive. In many instances, the Ministers-General are faithful lieutenants whom the First Leader had included in his personal faction over the years. They may also be powerful leaders in the various "ideological factions" within the Human Supremacy Party.

The Ministers-General do not have fixed duties and may wear several hats at once. Indeed, a Minister-General could hold command over several government departments and breaus at the same time, the extent of his portfolio reflecting his actual power in the State. Needless to say, there is fierce competition between the Ministers-General to maintain and enlarge their portfolios, which obviously must be accomplished at the expense of the others. So strenuous and often so bitter is this rivalry that it is rare that the Ministers-General can enter into even a temporary alliance strong enough to stage a coup d'etat to oust the First Leader. For his part, only a genuinely weak First Leader (an exceeding rarity) will be able to find sufficient among his cabinet officers to neutralize or even eliminate a subordinate who appears not only too ambitious, but is also doing something about it.

If the power of the First Leader is "absolute and undoubted," the powers and perogatives of the Ministers-General are not much less within their own spheres. The benefits are immeasurable as well. The annual salary of CR 900,000 is mere pocket money compared to having the resources of government departments at one's disposal and almost unlimited power to use them.

THE IMPERIAL HIGH COUNCIL

The High Council of the Imperium is the chief governing body of the Azuriach State. It is composed of the First Leader, the Ministers-General, and the Military Governors of the Imperial Provinces and Prefectures. To this select group may be added, as required, the deputies and staff aids of the Councillors.

It has been reported that meetings of the Imperial High Council are relatively informal. The First Leader usually initiates the discussion, and the Ministers-General and their deputies offer clarifications, suggestions, and proposals. For the most part, it is a routine business meeting in which the affairs of the nation are dealt with and policies and directives are issued. However, meetings may also become the battleground upon which the leadership of the Imperium maneuvers and intrigues for greater political power in the State.

It is in the Council that the Ministers-General attempt to score coups against their rivals, hoping to reduce their prestige in the eye of the First Leader and their colleagues. At the same time, the person attempting the coup must not appear to be disloyal or actively disrupting the unity and efficiency of the Council. A very fine line has to be walked in the Imperial power game, and a failed coup can boomerang against the instigator. One must never appear a fool.

The First Leader will himself use the meetings to berate Ministers-General and others he sees as remiss in their enthusiasm for his policies or for delays in their execution. Such moments are sometimes marked by his flying into a seemingly uncontrolled rage—a style apparently begun by Richard Ower and continued as a matter of tradition. The performance has become a high art, with many subtle nuances of meaning contained in every gesture and intonation. The seriousness of the situation can be gauged by all present from the length of the tirade and the key signal words and gestures incorporated into the outburst. Thus the "Leader rages" are observed very, very carefully indeed by everyone present. They provide invaluable clues concerning the current status of the "victim," the First Leader's attitude toward and concerns about the problem, and the degree of urgency to be attached to the solution.

These performances can be most deceiving to the uninitiated. For example, a ten-minute harrangue might be seen as a scathing attack upon a Minister-General's competence. But close examination would reveal that the First Leader is actually quite pleased with the Minister-General's handling of the situation. Any difficulties encountered were clearly beyond his control, as several others present seem to have failed to provide sufficient support, perhaps not realizing that the

project was of particular concern to the First Leader. In the future, closer cooperation had better be forthcoming. The entire episode is clearly bizarre to Federation ways of thinking, but it has to be remembered that the Imperium is governed by constantly flowing currents of power. The "game" of power is everything to the Imperials, and it has its own highly complex set of rules and a logic unique to itself. Suffice it to say that the players all understand the game and function very efficiently within the framework of its conventions.

The First Leader has the final authority and issues his decisions in the form of Leader Decrees. He is no fool, however, and listens very closely to the advice and proposals of his cabinet. In this way he assures that he has a good chance of alternatives and sufficient information upon which to base a sound decision. By involving his cabinet in the decision-making process and then delegating the responsibility for carrying out directives for action to one Minister-General or another, the First Leader can more easily deflect blame to them if things go wrong.

Understand that in the Imperium "mistakes" and "failures" are a sign of some "weakness" if they are serious in nature, and especially if they are made too frequently. Any perceived weakness is a clear signal for one's rivals to begin moving in for the kill, a reflexive turning against the weak one to destroy him. A First Leader cannot afford too many mistakes. That will frighten his Ministers-General more quickly than the appearance of an enemy BattleFleet overhead. They will quickly bury their differences, combine to eliminate the weak Leader, and then choose the strongest and most capable among them as a successor.

THE IMPERIAL "SHADOW" CABINETS

The Imperial system starts every Leader at the bottom. He must work his way to the top of the power structure by force of personality and by pure skill, with large quantities of ruthless cunning thrown in for good measure. He may be very competent in his field, possessing flare and technocratic brilliance, but the system demands that high officials be able to administer a wide range of responsibilities for which they may well be unsuited because of their training.

As noted earlier, each Imperial Leader will gather about him a personal retinue or staff to assist him in his daily duties and also to effect his rise to power in the State. This staff consists of experts who can prepare the Imperial Leader for command in any area. Their job is to know the standard operating procedure in the branch of government he might head. This prevents their Leader from being at the complete mercy of bureaucratic subordinates who might take advantage of his ignorance of the finer points of the operation and/or might even be secretly serving the interests of a rival.

The personal staff becomes, in effect, a shadow cabinet for the Minister-General. Similar "cabinets" are in operation for each Imperial Leader holding an office of lesser but still significant importance.

If the impression has been gained that the Imperial system duplicates effort at numerous levels, one would be completely correct. The intense competition between the Imperial Leaders and the total disgrace of serious failure demands a high level of personal efficiency. It also dissipates a portion of the human and other resources available. The consequence is that different branches of the government sometimes end up working at cross-purposes or, at least, in a spirit of such secrecy and non-cooperation that the progress of many programs will be impeded.

Federation intelligence agencies have learned of many Imperial research programs, for instance, that would add significantly to Azuriach military capability. The applications were not readily apparent to the Minister-General and his personal staff responsible. But they withheld the data and discoveries for fear there might be some useful and prestigious application in another's area of control, hoping to find it themselves! In the Federation, this would be regarded as the height of lunacy. In the Imperium, it is considered "canny politics" and is often admired if the tactics can be used to embarrass a rival whose department should have made the breakthrough first. Such is the Imperial mind!

THE IMPERIAL ARMED FORCES

The armed forces of the Imperium are divided into several Ministries:

THE IMPERIAL STARFLEET: The Imperial space navy has the same requirements for Astronauts, Science Officers, Techs, and Marines as in the Federation. The Imperial Marines have rank grades identical to

those of the Imperial Combat Force (see below), but do not progress beyond rank grade/14 or Sky Marshal.

THE IMPERIAL COMBAT FORCES: The ground forces of the Imperium include the army, attached aerospace forces (starfighters and aircraft), planetary defence batteries, and militia reserves. The requirements for army personnel are the same as in the Federation.

Rivalry between the StarFleet and the Combat Forces is traditionally bitter. Reference is made to the situation existing between the naval and army factions in 20th century Imperial Japan for close comparison. The Combat Forces regard StarFleet as a transport/support organization for the army and little more. For its part, StarFleet evidences open contempt for the ground forces and resists every attempt of the army to dictate to it. It is amazing that there is any cooperation between them at all. Yet the Armed Forces seem to be able to get the job done, for the Enemy Without is hated even more than the rival services.

Refer to **SPACE MARINES** (by A. Mark Ratner, FGU publication, 1980) for details concerning Imperial uniforms, ranks, and insignia.

THE IMPERIAL LEADER GUARD

The Leader Guard is an elite force composed of powered armor and mechanized/armored units reinforced by integral aerospace forces and also a BattleFleet of exceptional strength. The "Storm Troops" act directly under the authority of the First Leader. Personnel requirements are +1 above Federation prerequisites for enlistment. All ranks receive 150% of standard pay for equivalent StarFleet and Combat Forces personnel. Leader Guard officers also enjoy a +2 rank grade status over all other personnel in the Imperium.

The Leader Guard is unique in that all personnel begin at the bottom as non-commissioned personnel—rank grade/0! Futhersome, there are a good number of regiments in which "Beta" class citizens are permitted unlimited advancement, the only restriction being merit. Entrance requirements are very strict, the loyalty of the recruit being checked most carefully by the security service. The mission of the Leader Guard is ostensibly to protect the First Leader, but it has grown from a palace guard regiment to a major branch of the Imperial Armed Forces. Equipped with the most advanced weapons systems and equipment available, it provides the best shock troops in the Imperium. The Leader Guard is also used to crush rebellion, its devotion to duty bringing a special "enthusiasm" to the task. Put bluntly, the Leader Guard is the Imperial "fire brigade," used whenever the fighting is heaviest and the stakes the highest.

Leader Guard dress uniforms are black with silver trim at the collar, shoulder straps, and trouser seams. Officers have black epaulettes trimmed in white and showing rank by silver stars. Enlisted men show rank by silver hash marks on cuff of sleeve. Garrison hats are black with silver trim for officers and men. Leader Guard insignia is worn on the hat, collar flaps, and a silver trimmed black armband: a twinned jagged thunderbolt of silver superimposed over the initials "L.S.H.F. : (for the Guard motto, "Leader, Supremacy, Honor, nad the Fatherland").

THE IMPERIAL STATE POLICE

The State Police is a paramilitary force charged with the internal security of the Imperium. Personnel requirements, rank grades and designations, and pay scales are comparable to those of the Combat Forces. The S.P.A. (State Police of the Azuriach) is a very effective law enforcement agency, secret police, and army of occupation.

The S.P.A. or uniformed police perform standard law enforcement functions. The S.M.P. (State Military Police) are special units of the S.P.A. trained in counter-insurgency and are used to secure "restive" worlds and as military police in rear areas of operational armies. They are equipped as light mechanized infantry. S.M.P. units also provide S.W.A.T. squads for the S.P.A. these being power armored.

The uniform of the State Police is black with red trim at the collar, shoulder straps, and trouser seams. State Police insignia is a jagged red thunderbolt superimposed over the initials S.P.A. or S.M.A., worn at the collar and on the red-trimmed cap. Rank Insignia are the same as in the Leader Guard, only the stars and the hash marks are red.



THE STATE SECURITY POLICE

The dreaded S.S.P.A. (State Security Police of the Azuriach) is universally feared and hated, for it is the secret police arm of the Imperium and has a sweeping mandate to search out and hunt down all enemies of the Imperial State. The S.S.P.A. typically wear mufti or appropriate uniforms as disguises when carrying out covert investigations. Uniforms are identical to those of the Leader Guard, except that rank insignia are red stars and hash marks. The S.S.P.A. insignia is a twined silver thunderbolt superimposed over the initials of the service.

The Minister-General of the S.S.P.A. is usually one of the most trustworthy lieutenants in the First Leader's personal faction. Often he is a "half-caste" adlected to the "Alpha." Rarely will he survive the overthrow of the First Leader, for he has many enemies. Thus he is fanatically loyal and spares nothing and no one in his efforts to maintain the First Leader in office and to discredit and indict all serious rivals.

A significant number of "half-castes" are employed in the enlisted ranks of the S.S.P.A., for covert operations have to be carried out among the "lower orders" in many instances. The "Betas" are much closer to the subject classes than are the "Alphas," and thus often make the best agents. Some "Betas" achieve high rank in the S.S.P.A. once they earn adlection to the "Alpha." They tend to become fanatical even by Azuriach standards, determined to protect the "Purity" of the Master Race of which they are now a part. Since many officers of the S.S.P.A. are adherents of the Ultra wing of the Human Supremacy Party, they combine efforts with the adlected personnel, and the racist quality of Azuriach life in general reaches an unparalleled height of viciousness in the S.S.P.A. as a result.

A complex network of informers is also employed to gather intelligence at all levels of the Imperial social order. So pervasive is the S.S.P.A. "presence" that little escapes the "Thought Police."

THE MILITARY INTELLIGENCE BUREAUS

The Imperial StarFleet and Combat Forces maintain competing intelligence services under the command of a Vice-Admiral and a Colonel-General, respectively (rank grade/12). These are both quasi-independent bureaus under the High Commands of their respective services and do not answer directly to field commanders. The Leader Guard also maintains an integral intelligence service (the Imperial Bureau of State Security or B.O.S.S.), but it is charged largely with detecting plots close to the First Leader and in maintaining the Leader Guard as an utterly trustworthy force. It conducts covert operations in other government branches in close cooperation with the S.S.P.A. The S.S.P.A. itself exercises a curiosity far beyond its internal security mandate and con-

ducts espionage in enemy nations. To further compound matters, the F.E.S. or Foreign Espionage Section of the Foreign Ministry also operates spy networks outside the Imperium, organizes fifth column groups on planets ripe for invasion, and the like.

Competition between all of these agencies is bitter, and cooperation is sometimes sadly lacking. Indeed, their suspicion of each other is extreme, and they sometimes devote considerable effort to discrediting each other or working deliberately at cross-purposes whenever one agency feels another has stepped into its rightful sphere of operations. Intelligence agents of the Federation operating inside the Imperium may find, on occasion, that they will be able to use this rivalry to good effect.

THE OTHER MINISTRIES

All of the other ministries of the Imperial government not detailed previously correspond to the "civilian" branches of the Federation government. However, all are highly regimented, complete with distinctive uniforms and insignia. Pay scales and rank grade designations are standardized. Generally, "half-castes" are not permitted to advance beyond rank grade/4, but promising "Betas" will be adlected. Only Leader Class citizens may achieve high rank.

MINISTRY OF REVENUE

Revenue is charged with obtaining funds for the operation of the Imperium. One branch is the B.O.I.C.E. (Bureau of Immigration, Customs, and Excise), closely corresponding to both the Federation I.P.A. and the Planetary Police in rank grade designations and scope of operations, depending upon whether the personnel are ground-based or in the "Patrol." Other agencies are concerned with tax collection, minting currency, and the general drafting of budgetary requirements of the Imperial government. These are all formed on standard civil service lines.

MINISTRY OF INFORMATION

Information is the propaganda arm of the Imperium and administers all of the media. It conducts comprehensive public "information" programs for internal and foreign consumption. A very high level of media and psychological expertise is employed to extol the virtues of the Imperial system and Supremacist dogmas, and the sophistication and virtuosity of Ministry specialists cannot be denied. All entertainment is under the direction of the Ministry, and it exercises a general censorship function on all materials distributed through electronic and non-electronic media. Censorship includes passing on cultural practices of subject races, and any customs, festivals, etc., which are felt to breed dangerous opposition to Imperial rule are proscribed. Propaganda specialists of the Ministry work very closely with the Ministry of Education to indoctrinate the young. They also prepare the programs to be used by occupation authorities on conquered planets and agit-prop programs to be used against planets high on the Imperial "hit list."

MINISTRY OF EDUCATION

Education oversees the operation of all State Schools, Leader Academies, and advanced institutions of learning. It characteristically has personnel seconded to it from the Ministries of Information, Health and Racial Purity, the S.S.P.A., and the military. Teaching staff are usually of rank grade/5-7, and administrators of educational institutions are at rank grade/8-10. Only Party members of ultra-enthusiastic devotion to the precepts of Human Supremacy are allowed into Education, for the Imperium correctly recognizes the powerful effect that the field has upon the minds of the young. More will be said of this later.

MINISTRY OF SCIENCE AND TECHNOLOGY

Science and Technology has a broad and often unclear jurisdiction over research and development in a great many areas. Ostensibly, its task is to coordinate research and production efforts in the Imperium. In practice, this is a most difficult mission because of inter-Ministerial rivalries and chronic Azuriach paranoia about espionage which impede the rapid exchange of information. That these problems are recognized as most serious is clear in the very existence of the Ministry. So frustrating is the problem that the Ministry now operates institutes of pure research and also funds university-level researchers, making the discov-

eries generally available. Needless to say, this often duplicates efforts in other areas, but at least some important discoveries and applications become more widely known than they might otherwise.

MINISTRY OF PRODUCTION

Production coordinates the activities of industry and business throughout the Imperium and deals largely with the management levels of the private sector. Its task is to ensure that production is quickly marshalled to support the military requirements of the moment. The portfolio is very prestigious and ranks as one of the most important in the Imperium. The Ministry is broken down into Planetary Sub-Ministries, each under an Under-Secretary. Several of these Sub-Ministries are combined into Provincial or Prefecture organizations under Deputy Ministers who report directly to the Minister-General.

In effect, the Ministry is a super-corporation overseeing all of the productive capacity of the Imperium and itself directly controlling state owned production facilities (about 15% of the total in the Imperium). All required production is fitted carefully into the T/O of the Ministry. While the system might seem very efficient, Provincial, Prefecture, and Planetary SubMinistries are often suspicious of their rivals and do not cooperate as well as they should. (See **Ministry of Science and Technology**.) Further, some production facilities are directly in the hands of the various branches of the military, and these organs of government do not prove at all cooperative.

MINISTRY OF TRADE AND COMMERCE

Trade and Commerce is concerned with the regulation of private business and interstellar trade. It has a very similar organization to that of the Ministry of Production. The two Ministries often conflict because of the overlap of jurisdiction and the decided difference in emphasis existing between them, Trade and Commerce being concerned with maximizing profits for Imperial business and Production with military procurement.

Most government monopolies are obtained through this Ministry, as are permissions to trade within the Imperium. Preferred foreign and national corporations may obtain special dispensations reducing the customs and excise tariffs on imports and exports from this department.

MINISTRY OF IMPERIAL CITIZEN LABOR

Labor has, as its areas of responsibility, the training and allocation of skilled and professional personnel to the various segments of the Imperial economy. All free workers ("Alpha" and "Beta" Class citizens) belong to the H.A.S.A., the *Hirds Arbeids Sten Azuriach* or Azuriach National Labor Organization. They are governed by H.A.S.A. regulations and pay scales, the H.A.S.A. being at one and the same time a State labor union and employer. The H.A.S.A. contracts out all labor with the various businesses in the Imperium which require free workers. Organization is along the lines given for the Ministry of Production.

MINISTRY OF ALIEN LABOR

This Ministry administers the vast body of non-citizen workers in the Imperium—those of "Gamma" to "Tau" Class subject status. The H.A.T.A. (*Hirds Arbeids Tjensten Auslander*), is perhaps the most infamous of all the Imperial governmental agencies. Included under its jurisdiction are the penal labor camps, prisons, and other such institutions, in which the most brutal conditions and treatment exist. Large numbers of "half-castes" are employed as guards and overseers of the slave labor force. As in the case of the H.A.S.A., the H.A.T.A. deals extensively with private business and provides "contract workers" at low cost for menial and exceptionally hazardous tasks in the workplace.

MINISTRY OF HEALTH AND RACIAL PURITY

This Ministry is charged with overseeing the health and welfare of Imperial citizens and subjects. In addition to the provision of the usual health care, disability and old-age pensions, etc. (automatically given to Imperial citizens, but requiring payment by all subject classes), the Ministry also enforces the strict race laws of the Imperium. The S.P.A. and especially the S.S.P.A. provide the enforcement arm for the Ministry.

The administration of the Ministry is composed largely of fanatic adherents to the Ultra wing of the Human Supremacy Party. Ironically, the bulk of the medical personnel are more liberal-minded Neos who clearly do not approve of some of the excesses of the Ministries racial policies. But the extremists are in firm control, and the Medical Research Department of the Ministry routinely carries out experimentation upon living subjects in the penal labor camps and on "Tau" planets. These experiments are not always "medical" and often involve the testing of new weapons systems and chemical, bacteriological, or radiation agents for the military. All personnel associated with these activities are slated for trial as "criminals against sentient life" and face execution in the lethal chamber if they are apprehended by the Federation, the Mercantile League, the G.P.R., or a host of other outraged interstellar powers.

It should be noted that all medical officers and medics in the Imperial military are seconded to the service from the Ministry.

THE IMPERIAL GOVERNORS

The Imperium is sub-divided into Provinces and Military Prefectures, each under the direction of a Provincial or Military Governor. Each Province or Prefecture has a variable number of starsystems, of course, but all of the Planetary Governors are directly answerable to their district superiors. The organization of the various governments is comparable to that of the Imperial Government, except that a few additional ministries are added, such as a Ministry of Public Works, Ministry of Transportation, etc., to see to purely local matters.

IMPERIAL MILITARY RANKS AND PAY SCALES

Rank Grade	Naval Rank	Command	Army Rank	Command	Pay Monthly	Pay Yearly
0*	StarShipman/2	—	Trooper/2*	—	500	6000
1*	StarShipman/1	—	Trooper/1*	—	600	7200
2*	Warrant Officer/2	—	AssaultLeader/2*	Section	750	9000
3*	Warrant Officer/1	—	AssaultLeader/1*	Section	900	10,800
4*	Fleet W.O.	Small Craft	Storm Leader*	Platoon	1200	14,400
5	Lieutenant/2	Small Craft	Storm Lieutenant	Platoon	1500	18,000
6	Lieutenant/1	Corvette	Captain-Lieutenant	Company	2000	24,000
7	Lt. Commander	Destroyer	Captain	Company	3000	36,000
8**	Commander	Lt. Cruiser	Major	Battalion	4000	48,000
9**	Cruiser Captain	Hv. Cruiser	Colonel	Regiment	5000	60,000
10**	Fleet Captain	Hv. Unit	Brigade Leader	Brigade	6000	72,000
11**	Commodore	Lt. Squadron	Major General	Division	7500	90,000
12**	Vice Admiral	Hv. Squadron	Colonel General	Corps	10,000	120,000
13**	Fleet Admiral	Task Force	General	Army	12,500	150,000
14**	Admiral-General	BattleFleet	Field Marshal	Army Group	25,000	300,000
15**	Minister-General	StarFleet	Minister-General	Armed Forces	75,000	900,000

* Rank grades open to 'Betas.'

** Rank grades open to 'Leaders' only.

IMPERIAL CIVIL SERVICE RANK AND PAY SCALES

Rank Grade	Civil Service Rank	Pay Monthly	Pay Yearly
0*	I.C.S./5	500	6000
1*	I.C.S./4	600	7200
2*	I.C.S./3	750	9000
3*	I.C.S./2	900	10,800
4*	I.C.S./1	1200	14,400
5	Asst. Supervisor	1500	18,000
6	Supervisor	2000	24,000
7	Asst. Coordinator	3000	36,000
8**	Coordinator	4000	48,000
9**	Director	5000	60,000
10**	UnderSecretary/4	6000	72,000
11**	UnderSecretary/3	7500	90,000
12**	UnderSecretary/2	10,000	120,000
13**	UnderSecretary/1	12,500	150,000
14**	Deputy Minister	25,000	300,000
15**	Minister-General	75,000	900,000

* Rank grades open to Betas.

** Rank grades open to Leaders only.

THE HUMAN SUPREMACY PARTY

Virtually every aspect of Azuriach society bears the imprint of the policies and doctrines of the Human Supremacy Party of the Azuriach, known in the Imperium simply as 'The Party.'

The Party is not, strictly speaking, a branch of the Imperial government. Yet it has a place in the highest councils of the nation and exerts immense influence over all facets of Imperial life and politics. Officials of the Party organization have +2 rank grade status over all equivalent grades of personnel, save in the elite Leader Guard and the S.S.P.A. For it is headed by the First Leader of the Imperium, and the Party exists as the instrument of the Leader's personal will and the guardian of the very concept of Human Supremacy in Azuriach society.

One of the more noteworthy features of Imperial life is the active factionalism which exists within the one party system. Richard Ower's several million recorded words on Human Supremacy and the nature and mission of the Azuriach State were often phrased in turgid and rather obscure style. Indeed, particularly in his later years, Ower's speeches and writings often were little more than the maunderings of a demagogue obsessed with the justification of his own rise to power. Moreover, he routinely presented his thoughts with the fiery zeal of a prophet. Thus, when reduced to Dawaguchi-Dupont logical symbolism, the reliability index for many of his utterances rarely rises above a low 0.81271. Clearly, there is much room for interpretation, and that has been the basis for the factionalism within the Party.

Examination of the ideological factions is instructive, for they reveal the attitudes possessed by the Imperial citizenry, quite apart from their political implications for the rest of the galaxy.

THE ULTRA FACTION

The Ultra wing of the Party is, by far, the most fanatical of all the factions. The Ultra was formed in 2346 when a number of G.P.R. worlds were conquered but proved strongly resistant to all efforts at 're-education' of the populations to accept Imperial government and the dogmas of Human Supremacy. The Ultras were appalled that other human beings should reject so totally the truths of Supremacist philosophy. They advanced the view that the Slavic inhabitants of the G.P.R. had degenerated into a mongrel strain of undermen so vastly inferior and corrupted that they were no longer fit to be considered as human at all. This infection, argued the Ultras, had spread so thoroughly in the G.P.R. that the entire population was probably beyond redemption from the Beast Within. They similarly felt that the predilection of the Federation and the Mercantile League for broadly anti-authoritarian and racially tolerant practices was, again, the result of degeneracy.

Racial purity is the obsessive concern of the Ultra wing. They evolved a 'science' of Race Analysis and Verification to identify and separate the True Men from those possessed by the Beast Within. This race science has been almost universally accepted in the Imperium and is a standard instrument of State policy used to classify all humans born in or else incorporated by conquest into the Imperium. The details of this alleged science will not be presented here. Suffice it to say that

it consists of a potpourri of physical and psychological tests of dubious scientific value, liberally mixed with Supremacist dogmas and obscurantism. The upshot is that the tests qualify those who evidence European ancestry and a predilection to Imperial views of the way things should be.

So horrendous is the crime of racial dilution and corruption by inferior blood that the Ultras advocate the total extermination of the brutish races of mankind to ensure the purity of the Master Race. The Ultras have not convinced the other factions that the Total Solution should be adopted as fundamental Imperial policy. However, they have prevailed in that strict laws and savage punishments exist to discourage any form of intermarriage between Imperials of proven blood and those of mixed or corrupted blood.

Some of the most extreme members of this factions go so far as to impute a deliberate galactic conspiracy on the part of the Beast Races to bring about the degeneracy of the human race, but this wild theory is not accepted by most Imperials. Still, it is a source of much hostility towards non-humans and underlies some of the extermination policies of the Imperium.

The Ultras are centered upon the elite Leader Guard, the S.S.P.A., the H.A.T.A., and the Ministry of Health and Racial Purity, where they can give the fullest scope to their racial policies.

THE ELITIST FACTION

All Elitists believe that any attempt to widen the ranks of the Master Race over much must be attended by definite proof of the Pure Blood of the candidates.

Where the Elitists differ from their more extreme fellows is on the issue of non-Imperial humans. The Elitists strongly favor allowing subjugated humans to enter the ranks of the half-caste Betas if they prove worthy of trust. They are quite realistic about the fact that the Imperium is outnumbered by its enemies and needs all the manpower it can get. Entrance into the elite ranks of the Alphas, on the other hand, is another matter. Here, the Elitists would restrict membership to those born of Azuriach stock, with perhaps only careful adlection of non-Azuriachs of European ancestry possible upon demonstration of exceptional merit.

The Elitists appeal particularly to those Imperials who fear the direct competition of new blood. A significant portion of the supporters of this faction can trace their ancestry back to the early Deneb colonists and are most reluctant to open the ranks of citizenship to upstart newcomers and insolent subordinates who do not know their place. To ensure their own position, they were instrumental, along with the Ultra wing, in drafting the Eighth Generation Rule which provides that a human must demonstrate that he has a line extending back for eight generations of residence in the Imperium, with no ancestor guilty of an offense against the State, to qualify for full citizenship. Only the direct intervention of the First Leader can override this important statute on behalf of an individual. Leader adlection to citizenship is a reward according to those not qualifying under the law but deserving of reward for outstanding service to the Imperium. As a grudging concession to the less severe Supremacists, an exception to the law is also made for those born in non-Imperial space who are undeniably of pure European ancestry and also loyal to the Imperium and Human Supremacy.

Though violent racists when it comes to non-humans, they Elitists reserve their deepest enmity for democracy in all its forms. To place superior men on the same footing as their inferiors is intolerable to Elitist concepts — as it indeed is to all adherents of Human Supremacy. That is a flat denial of Ower's teachings that the strong have a right to dominate the weak. This has placed the Mercantile League and the Federation high on the Elitist list of interstellar nations marked down for destruction to the last stone.

THE SUPREMACIST FACTION

The Supremacists enjoy a fairly strong following throughout the whole of the Party. It is out of this conservative group that the Elitists and Ultras rose. The Supremacists believe that all humans are potential heirs to the mastery of the universe. They hold that the finest specimens of humanity immigrated to the Deneb to establish the New Order. However, they regard adlection to Imperial citizenship as possible for any human who clearly demonstrates his racial superiority through loyal service and utter devotion to the Imperium and the doctrines

of Human Supremacy. Not everyone of the True Blood was able to make his way to the Deneb. Further, pure blood breeds true, so the offspring of True Men can still be found in non-Imperial space and on worlds only recently incorporated into the Imperium. The Supremacists therefore obtain their faction name from the belief that the supreme Will is potentially present in all men, its presence being a matter of determination from observable data.

Though vigorously anti-democratic and anti-socialist, the Supremacists reserve their most passionate hatred for non-human races. They demand outright extermination for all inferior breeds who defy the supremacy of their Azuriach masters. This is particularly true for the caninoid Rauwoofs, for nothing can be more unnatural or damnable than rebellion against one's natural Masters and the Supremacists point out that the Rauwoofs are of the Dog Race which has traditionally been subservient and loyal to mankind. Their failure to recognize the Master has doomed them to utter and complete extinction to the last individual, as far as the Supremacists are concerned. It should be noted that the bitterest wars, fought without quarter given or asked, has been between the Imperials and the Rauwoofs.

Not surprisingly, the Supremacists find their strongest support among the military, and they favor an aggressive program of conquest and the expenditure of a vast proportion of Imperial forces upon the fleet and the armed forces.

THE A.C.L.

The Anti-Communist League was the only political party to survive the Ower Reforms of 2210, for it threw its weight behind Ower the moment he appeared on the scene. For Ower's enemies in the government were social democrats, the sworn enemies of the A.C.L. Though only a splinter party at best, the A.C.L. kept a weather eye for Pinko plots, routinely engaged in vicious smear campaigns against those it marked down for their socialist leanings, and maintained a quasi-military strong-arm force to terrorize its political opponents. The A.C.L. was a fitting ally for Ower, and it was instrumental in engineering his early release from prison in 2005. The little party received his grateful favor in later years and, once it merged with the Human Supremacy Party, the A.C.L. was most influential in setting the anti-G.P.R. policies which have characterized Imperial policy from the very beginning.

The A.C.L. regards communism and socialism as the prime threat to the survival of the Imperium. Ower's most emphatic dogma was that those supreme in power should enjoy the rewards thereof. Socialist systems deny the truth of this, relegating all members of society to the same general standard of material life — at least in theory attempting to level all groups in society to the same common denominator. This egalitarianism is anathema to Human Supremacy. Furthermore, the Pure Earthists were rabid socialists, and the A.C.L. preserved the more extreme reactionary attitudes of early Azuriach colonists toward the repression suffered at Pure Earthian hands before they left Terra.

Supremacists, Elitists, and Ultras are all in accord with the A.C.L. on the question of the threat of communist/socialist societies — human and otherwise. Thus, they often combine to push for campaigns against the Galactic Peoples Republic, the Hisss'st, and other socialist powers.

The A.C.L. is far less extreme than the previous factions with respect to the bulk of humanity outside the Imperium. It does agree with the Ultras that some human populations might have to be eliminated out of hand — namely, all those tainted with the infection of communism and social liberalism who show no remorse or repentance and refuse to renounce their grievous error by enthusiastically embracing Human Supremacy. Societies based upon a reasonable amount of healthy competition are adjudged redeemable, as they do produce fit specimens exhibiting undoubted success in their drive to attain the heights of wealth and power. Indeed, the A.C.L. argues quite strongly that most humans are probably acceptable as members of the Imperial citizenry once they have received the appropriate re-education and encouragement. This position places the A.C.L. in conflict with the Ultra and Elitist factions on many issues.

Nor is the A.C.L. at all convinced that all alien races are worthy of extermination. Enslavement is the proper fate of racial inferiors. Only unrepentant socialists and communists, like the Hisss'st, the IRSOL, and the totally communal species like the Bugs are marked down for extermination to the last member. The A.C.L. rather self-righteously points out that Masters require servants, and the aliens represent a vast source of servile labor for the Imperium. Only fanatics would destroy such a resource out of hand.

While enjoying broad support across Imperial society, the A.C.L. finds the source of its greatest strength and funding among the industrialists, entrepreneurs, and small businessmen. Imperial business is strongly capitalist along generally fascist lines, and this rich and powerful segment of society sees its interests best served by the anti-socialist and pro-capitalist line of the faction. Though some of its policies are clearly distasteful to the right wing factions, the great wealth available to the A.C.L. through its numerous rich supporters has caused the others to court its favor and support. Indeed, no First Leader has ever succeeded to office without the backing of this very influential faction.

THE REVISIONISTS

The Revisionists represent a chronic problem in Imperial society. The faction is strongly supported by Labor, which consists largely of members of the H.A.S.A., and by the citizens of outlying planets of the Imperium. These two groups feel largely left out of the power structure of the Imperial State.

A continual source of irritation to these second-class members of the Alpha is the fact that a half-caste Beta or an adlected Alpha may be their effective superior. For, as mentioned earlier, it is the general practice of many of the Leader Class to maintain personal staffs which include half-castes and adlected Alphas. These staffers are often able to hide behind the status and social betters, while appearing to be acting according to the wishes of their Leaders.

The Revisionists would see the actual power of the half-caste staffers eliminated entirely. They argue that Party members should be able to deal directly with other Party members, not through inferior creatures who often do not know their place and rarely behave with the proper respect.

Incredibly, the Universalists, the most extreme adherents of the faction, go so far as to advocate that all half-castes born in the Imperium who are demonstrably loyal should be granted the same status as the Pure in Blood. This group fervently believes in Ower's teaching that Pure Blood will out, that the best in society will indeed attain power and success if they have an equal and unfettered chance to do so. They also believe in their intrinsic superiority to most of the half-castes and do not fear the increased competition. Rather, they argue, it would do away with the constant irritation and humiliation of dealing with half-caste proxies of the Leaders. If the Imperium were perfectly ordered according to Ower's doctrines, the best man must rise to the top. If he cannot, he will have the inferior status he deserves, with no special privileges deriving only from the fact he is his master's man.

These dangerously egalitarian extremists are regarded with deep suspicion by the Elitist and A.G.L. factions, for their utterances often border on advocating the very levelling policies of democratic and socialist thought so feared by the conservative Leader elements in Imperial society. Indeed, the Universalists brought a number of savage purges down upon themselves because they were too intemperate and ignored the alarm they were generating in their more conservative comrades. Still, the Revisionists as a whole are the largest single group in free Imperial society and cannot openly be repressed without serious risk of rebellion. Even worse, it has gained the silent support of many of the Betas, who see the faction as their sole hope for full citizenship and membership in the Party.

THE NEO SUPREMACISTS

Although it is the smallest and most liberal of all the Azuriach political factions, the Neo has had an influence upon all thought and policy in the Imperium far out of proportion with its numbers. The faction draws its support from the well educated professional and educational elements in society — clearly among the most creative free thinkers in the Imperium.

The Neo has, for example, formulated much of the theory of Imperial society upon which the Revisionists have based their claim to equal opportunity. Deeply concerned with the pursuit of knowledge, the Neo supporters are much troubled by the repressive rigidity of Imperial dogma and administrative practice. A more open society, they feel, will provide the Imperium with much more creative and productive development in science and technology. What is needed is more competent men, and the Neos are not blinded by doctrinal clap-trap about the best automatically rising above their fellows. The key is a good education and a genuine chance to prove oneself in a true meritocracy. And that does not currently exist in the Imperium, where bullying ways often masquerade for true superiority of mind.

Nor do the Neos subscribe to the quasi-religious faith of many Imperials in the innate superiority of mankind. Strength comes from the offices of superior blast-cannon, and may Heaven help the man out-gunned by an alien! is their retort. They point out with embarrassing precision and truth the glaring deficiencies in Imperial military technology and in society in general — the rampant bureaucracy, the wasteful duplication of effort in all areas of production, the competition for the sake of competition which hamstringing genuine research and progress, and a host of other examples of inefficiency that could easily be corrected by provision for larger numbers of Leader Class personnel, a broader citizenship base, and more open and innovative practices.

Needless to elaborate, the Neos are far from popular in some quarters!

The Neos found their over-all philosophy upon an obscure treatise by Ower entitled **MAN'S SECOND BEAST LEVEL** — in which Ower mused upon the possibility that early man did not really come to dominate the beasts but rather formed symbiotic relationships with some species and then gained a position of advantage over the environment. Without these symbiotic partners, the Neos argue, mankind might not have had the time and the energy to progress as far and as fast as he did. Thus the current policy of genocide waged against alien races is stupid, as Ower himself seemed to be pointing out. If Ower did advocate destruction of the Beast, he meant it in a symbolic and not a literal way. Eliminate the rebelliousness of the Beast, not the creature itself.

What has saved the Neos from outright elimination as traitors to Human Supremacy is their clear position that the crime of the non-human races is not that they are Beasts, but that they have betrayed their symbiotic relationship as junior partners and servants of the Master Race. Obedient aliens should be allowed to live and even to prosper. Non-humans can take cold comfort from Neo philosophy, for theirs is a view that aliens have a relation to mankind comparable to that of a faithful pet to its owner or the hard-working stock animal to its master. Still, reasonable treatment and concern for non-humans does underlie Neo thought, and it is suspected that their position is far more radical than they dare express publically. If any group promises a genuine revolution in Imperial attitudes, it is the Neos.

As close to a liberal intelligensia as might be found in the Imperium, the Neo faction is subjected to occasional purges, but the fact that the best scientists, professionals, and educators belong to the Neos has acted to prevent the Imperial leadership from decimating its membership. Ower himself preached that the strength of the Imperium lay in the Will of its citizens to science and technology. With some of the best communications and propaganda experts in the Imperium being Neo supporters, the faction has been very persuasive in identifying itself with the latter concept. The deep faith of all Imperials in applied technology is well known. That the Neos are the creators of the finest examples of Imperial technology has not been allowed to be forgotten by their fellows.

Further, the Neos are regarded by many of their more shallow-thinking fellows as largely the product of too much education and too deep thinking about obvious matters. Theirs is the image of the absent-minded professor which one learns to indulge in the interests of maintaining scientific and technological progress. Still, some of the greatest minds in the Imperium are committed Neos and the fact is that the Neos often prove to be right about a lot of things in the end.

THE DIVERSITY OF IMPERIAL SOCIETY

Considering the active factionalism of the Imperium, the notion that the Azuriach are united by a monolithic solidarity is shown to be a myth. There is often significant difference of opinion on fundamental matters, and even the slightest difference can mean dramatic shifts in Imperial policy when a particular faction gains dominance. That such factionalism is not only tolerated but is considered to be healthy also puts the lie to the simple notion that the Imperials are brainwashed automatons incapable of free thought.

In effect, each of the factions is almost a political party in its own right. The one thing demanded of them all is utter adherence to the concept of human superiority as a Master Race.

SHAPING THE AZURIACH YOUTH

About the time an Azuriach youth reaches the age of four, his family life effectively ends and he is placed in the hands of the Human Sup-

remacy Party for his upbringing as a model Azuriach citizen. The child is enrolled in a State-run school, where his indoctrination begins. This is a thorough process which reinforces at every stage with powerful psychological conditioning the Azuriach belief in the Master Race. The child is taught to feel contempt for those fated to be slaves. Race prejudice is inculcated with surgical precision, and it eventually becomes very difficult for the subject to experience any form of fellow feeling for those adjudged to be of inferior breeds.

The character traits regarded as essential for success in the Imperium are instilled and refined throughout this early period. Youngsters are carefully observed and tested by their instructors and Party Youth Leaders to detect and select out all those with Leader qualities. At the age of nine or ten, the children are invited to join the Youth Organization of the Party, which outwardly resembles the old Scouting movement on Terra but which has, in reality, a far more sinister intent. All youth activities are conducted under the supervision of Party officials and also veteran military personnel seconded from active units.

Here are taught the civic virtues of military discipline and fieldcraft, carefully tempered with festive outings in the countryside and numerous enjoyable social and hobby activities. By the time a child reaches twelve, those who have distinguished themselves in their grades and their Party Youth work are marked as candidates for Leader training.

Youths of average ability are enrolled in the State Schools at the age of twelve. There they will be taught to be good followers rather than Leaders, at once aggressive and domineering towards their inferiors but docile and submissive towards their superiors. Emphasis is placed upon the development of specific vocational skills.

Youths of very promising or outstanding ability are enrolled in the superb Leader Academies. There they will be taught the attitudes and skills needed to command men and to administer large organizations, whether in the government, the military, or the private sector. From time to time, youths will be transferred from the State Schools to the Academies as latent leadership ability is discovered. Needless to say, the greatest disgrace is for a youth to be sent down from the Leader Academy because he lacks superior qualities.

Also at the age of twelve, all Azuriach youths join the quasi-military Party Youth Organization, the Young Supremacists. At that time, youths are granted many of the rights and prerogatives of full citizenship. These include the right to bear licensed arms in defense of the Imperium, to have any judicial proceeding heard before a Party Tribunal instead of an Imperial Court, and to serve and assist the authorities as accredited auxiliaries of the Party. In performing this last role, each Youth Leader is expected to organize his squad of ten and demonstrate his ability to lead others and to coordinate their efforts with the local Party office.

By the time a member of the Young Supremacists reaches eighteen, he will be selected for full Party membership in the Leader class or else for membership in the Citizens League (Alpha class). Nomination to Leader Cadet, generally a formality for students in the Leader Academies but also possible for high-ranking graduates of the State Schools opens the door to a wide range of educational and vocational opportunities denied to ordinary citizens. The Cadets receive instruction in Azuriach history and philosophy, mass psychology, political science, languages, advanced Leadership and management techniques, and also in-depth instruction in their chosen areas of specialization. After three years, those showing the greatest promise are given the opportunity for advanced study in their fields, while the remainder will be posted to various departments of the government and military, or to the private sector, for field service. Those not chosen for a leadership role are dispatched to fill the lower echelons of Imperial society as apprentices — typically, these being graduates of the State Schools. Some with more promise are given advanced technical or business training in the State Technical Institutes.

CONTROLLING THE MASSES

The leadership of the Imperium is especially adept at managing the general citizens and subject peoples.

All citizens are members of the Human Supremacy Party. This not only gives them special rights and prerogatives, but also places them under Party authority and discipline. The Party determines the very future of individuals through the educational system and the youth organizations, which are filtering mechanisms pure and simple. To be married,

a citizen must obtain the permission of the Ministry of Health and Racial Purity, a license from the Bureau of Eugenics being necessary. Indeed, the Party often goes so far as to arrange marriages through its social organizations, bringing matched young men and women together who will be genetically compatible. Each district has its local Party functionaries, right down to Block Leaders whose job it is to organize and oversee the daily activities of the residents in his area. If they have any personal problems or evidence behaviors disapproved by the Party, he and his assistants will intervene and counsel the individual before more serious measures are taken. All athletic and social clubs are Party run. Even vacations are arranged through the Party's tourism bureaus, complete with tour guides and meticulously arranged activity programs.

Of course, the Party shapes public opinion through the Ministry of Information, with all mass media programming slanted toward the Party line. All news is carefully censored and oriented toward the needs of the government and its perception of public response to any given news item. All entertainment is propagandistic and glorifies the benefits and achievements of the Imperial State. In addition, there are constant reminders of Imperial splendor and power in the huge Party rallies, the innumerable public monuments, the awesome public buildings built on a gigantic scale, the pomp and ceremonies of military parades, etc. All these and more are carefully planned to fill the citizen with the irresistible drive and power of the Imperium.

The subject peoples themselves are controlled not only through fear, but also through generally reasonable treatment so long as they remain obedient and perform their duties cheerfully and well. The fact is that only the Tau are abused systematically. While Imperial citizens do have great powers to punish and even kill subjects almost on whim, bullying for its own sake is widely disapproved if it gets out of hand. The Imperials are not so stupid as to believe that the dog that is beaten

regularly will love his master. Rather, the general policy followed by most Imperial agencies and citizens is to extend the velvet glove in which a mailed fist resides. Do well, and one will be rewarded or, at least, remain unharmed. Do badly, and the wrath of higher authority will be felt in full measure. The fact is that the Imperials, whatever their faults, have a decidedly just view of things and do not make life overly difficult for any subject who chooses to accept the system and work in it.

Most subjects above the Delta classification are quite satisfied with their lot and passively accept their fate. Some non-human races even actively support the Imperium and receive very special treatment as a result. To think that the Imperial State is one great concentration camp is a grave mistake. Over 70% of its subjects live in conditions that are no more harsh than in many other interstellar nations, and revolt is rare on worlds which have resided under Imperial authority for more than a century.

Imperial control over the population is also orchestrated through careful manipulation of all cultural elements. Within Azuriach society, a great degree of tolerance is allowed with respect to traditional elements. The national heritages of the individual nationalities which immigrated to the Deneb are preserved, complete to the old European languages which are learned along with official Anglic (an advanced form of the earlier English language). The same cannot be said for the cultures of subject races. Imperial policy is to totally destroy all vestiges of the cultural heritage of subjugated peoples so as to deny them a rallying point for rebellion. Speaking of any language except official Anglic is punishable by fines and, eventually demotion to lower subject status upon repeated offenses. Traditional ceremonies, art forms, etc., are generally banned or else are allowed only upon imperial license and close scrutiny of the cultural activity.

THE IMPERIAL HOME SECTOR: GSC 18.NN.+1000

Aesir II8.FF.+40 G4v
Andvari I,II3.AA.—30 K3v
Asgard V,VI7.EE.—10 K2iv
Baldur IV6.II.—35 Giv
Beorn III3.FF.—40 G3v
BEOWULF VI4.FF.+00 G1iv
Bifrost III4.HH.+60 K7v
Brynhilde V9.AA.—10 G8v/G9v
DENEb IX6.EE.+1000/00 A1b
Fafnir IV3.DD.+15 F1v/wd
Fenris X2.EE.+35 M3iii/M1v
Freki II5.CC.—30 K0v
Frey VI,VII6.DD.+65 G5iii/G2v
Freya VIII7.GG.+25 F6iii/K9v
Frigga V6.CC.—25 F4v/wd
Garm II4.BB.+35 K3v
Geru II5.BB.—30 K1v
Gimli III8.EE.+10 G2v
GRENDel V*4.EE.—10 F4v
Hagen VIII8.BB.—20 M5iv
Heimdall VII5.II.+40 G4iv
Hela V4.BB.+75 F8v
Hrim III4.CC.—30 G6v
Hrothgar II3.GG.+10 G2v
Hugi II4.DD.+00 K5v
Hugin II4.CC.+00 K6v
Iduna IV8.GG.—30 G7v
Jormungard VIII10.II.—95 F4iii/F0v/K4v
Jotunheim III,IV1.CC.+40 M5iii/K3v
Kobold III3.BB.+25 M4v/M4v
Kvasir I9.CC.—50 M0v
Loki V5.EE.—90 M7iv
LORELEI VI*9.DD.+90 M7iv
Midgard III2.GG.+45 G0v
Mjølner V7.FF.+80 F3v
Njord III7.AA.+20 M0iv/M3v
RAGNAROK VI**1.AA.+100 F2v
Siegfried II8.AA.+00 G2v
Sieglinde II9.CC.—40 G5v
Siegurd***7.BB.—50 G3v
Sif V7.HH.+55 F8v
Skrymir IV2.BB.—55 F0iv/wd
Skuld II1.II.—25 K7v
Surtur V2.BB.—55 F0iv/wd
Thialfi III2.HH.+05 G6v
Thor VIII,IX,X6.GG.+85 F0iii
Thrym II2.DD.—20 K2v
Tyr III5.HH.+25 K3v/wd
Undine VI,VII10.DD.+45 K0iii
Urdur1.GG.—25 M2v
Valhalla III4.GG.—30 G0v
Vali II5.DD.+50 G7v
Valkyrior V9.II.—50 F6v/wd
Vanaheim IV9.EE.+75 F5v
Verdandi II1.HH.—30 M0v
Vidar III5.GG.+40 G9v
Volsung IV9.CC.+30 K0v/K3v/M7v
Wotan VII5.DD.—20 G3iii
Yggdrasil II9.GG.—60 K2v

* Independent World.

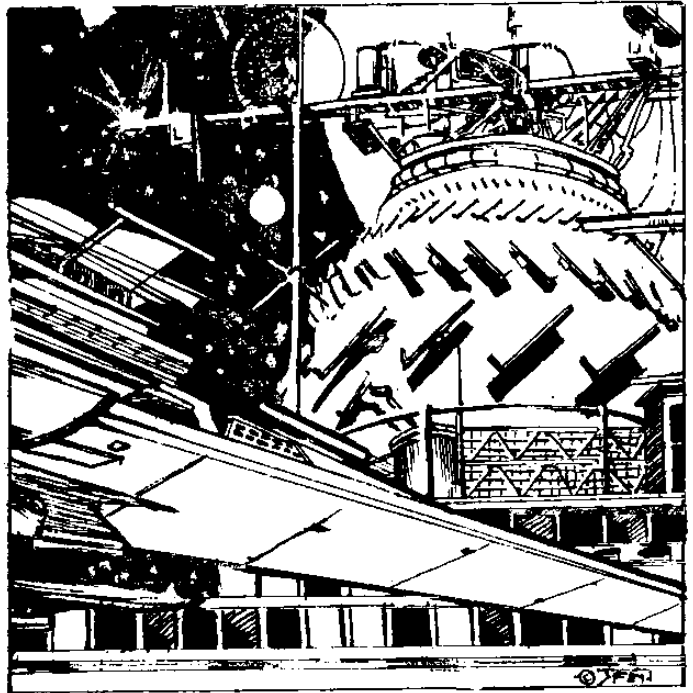
** Federation Fortress World.

*** Recently discovered system, unexplored.

IMPERIAL STARSHIP SERVICE

While there are numerous starship lines in the Imperium, all are combined under Imperial Starways A.G.S., a combination regulatory body and corporation which oversees the operation of all starship routes in the Imperium. Imperial holds the monopoly on all commercial starship services in the Empire and sets routes, prices, etc., which individual members must follow.

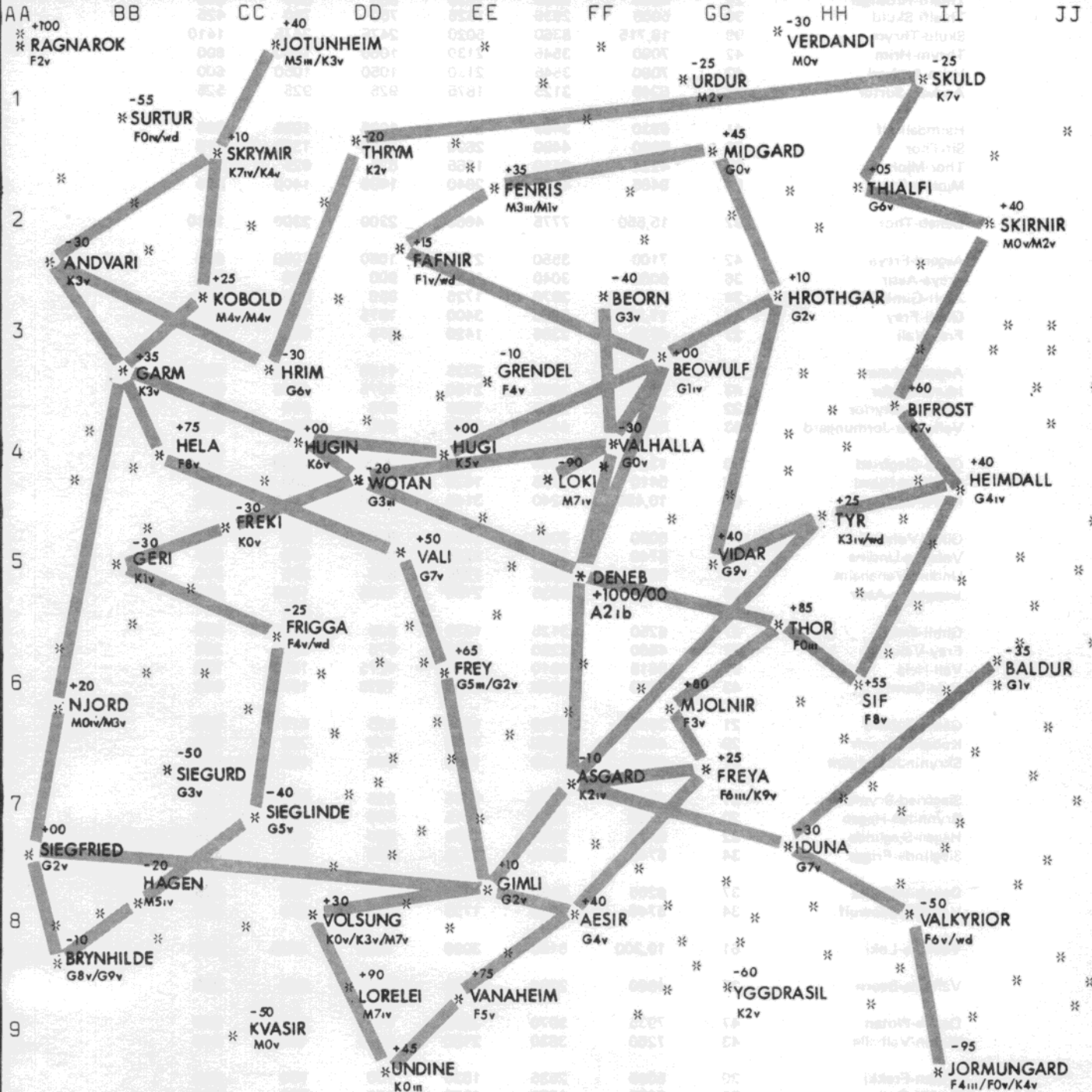
Imperial has large, well-crewed 100,000t HighLiners on most routes, with superb first and second class accommodations and cuisine. The typical cruising speed is 12 LY per day. Fares and cargo tariffs given in the following tables are subsidized somewhat to encourage interstellar trade and commerce, and apply to high-speed transport. Slower transports (average 5 LY per day) are bulk carriers which charge about one third of bulk rates for 100t+ cargoes in both sector and intersector haulage runs. ColdSleep on such vessels is also about one half standard rates for HighLiners.



Intersector High PassageCR 10,000 + CR 200 per LY*
Intersector Middle PassageCR 5000 + CR 100 per LY*
Intersector Low PassageCR 3000 + CR 60 per LY*
Intersector Cold SleepCR 2000 + CR 30 per LY*
Cargo RatesCR 30 per tonne x LY
Bulk Cargo RatesCR 15 per tonne x LY**
Imperial Veterans	—35% discount
Imperial Officials	—35% discount
* Over 200 LY.	
** If cargo is 100t or greater.	

FARES AND CARGO RATES/TON IN CREDITS (CR)

Imperial StarConnection	LY	High	Middle	Low	Coldsleep	Cargo	Bulk
Deneb-Asgard	36	6300	3150	1800	950	950	540
Asgard-Tyr	71	12,400	6200	3725	1875	1875	1065
Tyr-Heimdall	28	4900	2450	1475	700	700	400
Asgard-Gimli	30	5065	2535	1525	750	750	425
Tyr-Vidar	25	4225	2110	1255	625	625	355
Vidar-Hrothgar	56	9465	4735	2840	1400	1400	800
Hrothgar-Beowulf	25	4225	2110	1265	625	625	355



AZURIACH IMPERIUM (DENEBA SECTOR): UNITED FEDERATION OF PLANETS STARFLEET RECONNAISSANCE SURVEY 2550

Imperial StarConnection	LY	FARES AND CARGO RATES/TON IN CREDITS (CR)					
		High	Middle	Low	Coldsleep	Cargo	Bulk
Heimdall-Bifrost	27	4725	2365	1420	675	675	385
Bifrost-Skirnir	40	6760	3380	2030	1000	1000	570
Skirnir-Thialfi	42	7100	3550	2130	1050	1050	600
Thialfi-Hrothgar	24	4055	2030	1220	600	600	340
Thialfi-Skuld	30	5065	2535	1525	750	750	425
Skuld-Thrym	99	16,715	8360	5020	2475	2475	1410
Thrym-Hrim	42	7090	3545	2130	1050	1050	600
Hrim-Andvari	42	7090	3545	2130	1050	1050	600
Andvari-Surtur	37	6245	3125	1875	925	925	525
Heimdall-Sif	41	6930	3465	2080	1025	1025	585
Sif-Thor	53	8960	4480	2690	1360	1360	775
Thor-Mjolnir	25	4225	2110	1265	625	625	355
Mjolnir-Freya	56	9465	4735	2840	1400	1400	800
Deneb-Thor	92	15,550	7775	4665	2300	2300	1310
Asgard-Freya	42	7100	3550	2130	1050	1050	600
Freya-Aesir	36	6080	3040	1825	900	900	515
Aesir-Gimli	34	5740	2870	1725	850	850	485
Gimli-Frey	67	11,325	5665	3400	1675	1675	955
Frey-Vali	27	4725	2365	1420	575	575	385
Asgard-Iduna	44	7440	3720	2235	1100	1100	625
Iduna-Baldur	43	7270	3635	2180	1075	1075	610
Iduna-Valkyrior	32	5410	2705	1625	800	800	455
Valkyrior-Jormungard	53	8940	4470	2685	960	960	545
Gimli-Siegfried	80	13,525	6765	4060	2000	2000	1140
Siegfried-Njord	32	5410	2705	1625	800	800	455
Njord-Garm	62	10,480	5240	3145	1550	1550	885
Gimli-Volsung	36	6080	3040	1825	900	900	515
Volsung-Undine	34	5740	2870	1725	850	850	485
Undine-Vanaheim	35	5910	2955	1775	875	875	500
Vanaheim-Aesir	43	7270	3635	2180	1075	1075	610
Gimli-Frey	37	6250	3125	1875	925	925	530
Frey-Vali	27	4560	2280	1370	675	675	385
Vali-Hela	51	8615	4310	2585	1275	1275	725
Hela-Garm	43	7270	3635	2180	1075	1075	610
Garm-Kobold	21	3550	1775	1065	525	525	300
Kobold-Skryrnir	29	4900	2850	1710	725	725	410
Skryrnir-Jotunheim	37	6255	3130	1880	925	925	525
Siegfried-Brynhilde	21	3550	1775	1065	525	525	300
Brynhilde-Hagen	20	3380	1690	1015	500	500	285
Hagen-Sieglinde	32	5410	2705	1625	800	800	455
Sieglinde-Frigga	34	5740	2870	1725	850	850	485
Deneb-Valhalla	37	6255	3130	1880	925	925	525
Valhalla-Beowulf	34	5740	2870	1725	850	850	485
Valhalla-Loki	61	10,300	5150	3090	1525	1525	870
Valhalla-Beorn	27	4560	2280	1370	675	675	385
Deneb-Wotan	47	7935	3970	2385	1175	1175	670
Wotan-Valhalla	43	7260	3630	2180	1075	1075	610
Wotan-Frekki	30	5065	2535	1525	750	750	425
Frekki-Geri	20	3375	1690	1015	500	500	285
Geri-Frigga	31	5235	2620	1575	775	775	440
Wotan-Hugin	24	4050	2025	1215	600	600	340
Deneb-Beowulf	40	6755	3380	2030	1000	1000	570
Beowulf-Hugi	41	6925	3465	2080	1025	1025	585
Hugi-Hugin	25	4220	2110	1270	625	625	355
Hugin-Garm	47	7935	3970	2385	1175	1175	670
Beowulf-Fafnir	51	8610	4305	2585	1275	1275	725
Fafnir-Fenris	28	4725	2365	1425	700	700	400
Fenris-Midgard	40	6755	3380	2030	1000	1000	570
Midgard-Hrothgar	44	7430	3715	2230	800	800	455
Andvari-Garm	69	11,645	5825	3495	1725	1725	985

AESIR II

StarSystem Coordinate	8.FF,+40 GSC 18.NN/+1000
Stellar Primary	G4v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
AESIR II	Type I Terran Planet
Orbital Distance	325 LS (0.65 AU)
Length of Year	202 Terran days
Length of Day	25 hours 11 minutes
Planetary Diameter	14,500 km
Surface Gravity	1.15 G
Temperature Range	-51C to 46C
Atmosphere Type	Terran: 1050mm:225mm Oxygen
Hydrosphere	79%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials/Subject Races
Population	100,000,000
Tech Level	Tech/10 (Imperial)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/ 4 (Subject)
Xeno Acceptance	92% (Imperial)/38% (Subject)
Government Type	Imperial Planetary Governorship
Government Support	90% (Imperial)/20% (Subject)
Loyalty Index	80% (Imperial)/10% (Subject)
Repression Index	80% (Slave Revolt = 12%)
Bureaucracy Level	Very High
Corruption Level	4% Leader/7% Alpha/10% Beta/24% Subject
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 325,000
Per Capita Income	CR 10,000 (Imperial)/ CR 1500 (Subject)
Tax %/Levy	20% (Imperial)/30% (Beta)/ 45% (Subject)
Military Spending	15%/MCR 150,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Aesir II is a typical Azuriach terraformed planet. Settled in 2088 by Terran colonials, the planet was quickly modified to Terran standards. Over the centuries, virtually all native life forms have been replaced by Terran plants and animals, and the world is now a virtual twin of Terra. Standard Terran climatic conditions prevail with severe winters in only the high latitudes. There are six small continents and many small island archipelagoes, several of which are quite extensive. Aesir II is the only planet in the system that is habitable.

Aesir II is largely devoted to agriculture, with vast plantations and large farms located in the sub-tropical and tropical regions, where the brief seasons have little effect on crop production. There is little settlement in the higher latitudes. There is also some mining of industrial metals and petroleum production.

Much of the labor is provided by human slaves, the subject population of eighty million being largely of the Gamma and Delta classes. No aliens are permitted on the planet. The slaves are treated remarkably well, provided that they perform their duties honestly and show proper deference to their Imperial masters. However, their lot is hard, most being Delta field slaves bound to the plantations. Revolt is rarely more than local with the slaves rising to kill their overseers and then escaping into the forested regions which still cover large portions of the planet. About one million escaped slaves are suspected to be living in the wilderness areas in a very primitive state as small clan groups. For the most part, they pose little threat to the Imperials, although they do occasionally raid outlying farms. From time to time, the Imperials hunt down the escapees and their descendants, this being a popular sport conducted more for personal amusement than as a serious attempt to eliminate these rebels.

The Imperials are adherents primarily of the Supremacist factions and it is traditional for the young men of Aesir II to volunteer for a tour of duty with the Imperial Forces before settling down to a life of farming. The planet is therefore held by a population trained to arms.

ANDVARI I

StarSystem Coord.	3.AA,-30 GSC 18.NN/+1000
Stellar Primary	K3v main sequence star
FTL Conversion	10,000 LS

Planets in System	6
ANDVARI I	Type 15 Airless Planet
Orbital Distance	110 LS (0.22 AU)
Length of Year	46 Terran days
Length of Day	No axial rotation
Planetary Diameter	6800 km
Surface Gravity	0.42 G
Temperature Range	Brightside: 80C to 455C Darkside: -150C
Atmosphere Type	Vacuum
Hydrosphere Type	Waterless
StarNationality	Azuriach Imperium Penal World
Sentient Race	Human Colonials/Slave Races
Population	7,500,000 in domed colonies
Tech Level	Tech/10 (Imperial)/ Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AA Class 1
Social Organization	Totalitarian Meritocracy
Society Strength	7 (Imperial)/4 (Subject)
Xeno Acceptance	97% (Imperial)/21% (Subject)
Government Type	Imperial Planetary Governorship
Government Support	81% (Imperial)/06% (Subject)
Loyalty Index	63% (Imperial)/06% (Subject)
Repression Index	84% (Slave Revolt = 03%)
Bureaucracy Level	Very High
Corruption Level	6% Leader/9% Alpha/16% Beta/45% Subject
Law Level	18+
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 90,000
Per Capita Income	CR 32,500 (Imperial)/CR 1750 (Subject)
Tax %/Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	15%/MCR 13,500
Major Imports	agricultural products, luxury goods, mining equipment
Major Exports	industrial, precious and power metals; precious gems
Trade Restrictions	40% duty on all non-Imperial products
Trade Acceptance	40%

Andvari I is a penal colony settled in 2089 as a mining world to supply Andvari II, but it was converted to a prison planet in 2113, soon after the founding of the Imperium. Surface conditions Brightside can be severe. RAD/1-4 conditions are normal, with up to RAD/10 during solar flare periods, which have a 20% chance of occurring every 15-24 days, with a two day build-up period. Seismic activity is intense in the equatorial regions, and molten material can often be encountered beneath a thin surface crust. There is no standing water, of course, but deposits of subterranean ice may be found Darkside.



Some five million of the population is composed of Tau Class convicts, who are human for the most part. The convicts are classified as exceedingly dangerous to the Imperial state and include a variety of political criminals and incorrigible subjects given life sentences in the

mines. The convicts are violent and smoldering with resentment against the Imperium. Because of the harsh conditions, revolt is rare. One cannot revolt in domed colonies and hope to succeed. However, because the daily conditions on the worksites are perilous, accidents sometimes befall especially hated guards, overseers, and trusty convicts. The convicts are an exceedingly closed group, suspicious of all strangers until they prove themselves worthy of acceptance. Penetration of their ranks by Imperial spies is often very difficult (and dangerous).

ANDVARI II

StarSystem Coord.	3,AA,-30 GSC 18,NN/+1000
Stellar Primary	K3v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
ANDVARI II	Type I Terran Planet
Orbital Distance	500 LS (1.00 AU)
Length of Year	1.21 Terran Years
Length of Day	24 hours 11 minutes
Planetary Diameter	13,250 km
Surface Gravity	0.85 G
Temperature Range	-55C to 50C
Atmosphere Type	Terran: 670mm; 160mm oxygen
Hydrosphere	82%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials/Slave Races
Population	750,000,000 HUMAN Colonials and Subjects
Tech Level	Tech/10 (Imperial)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x 4 and AAAAA Class Orbital Forts x 7
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/5 (Subject)
Xeno Acceptance	94% (Imperial)/17% (Subject)
Government Type	Imperial Planetary Governorship
Government Support	42% (Imperial)/11% (Subject)
Loyalty Index	79% (Imperial)/11% (Subject)
Repression Index	86% (Slave Revolt = 14%)
Bureaucracy Level	Very High
Corruption Level	4% Leader/7% Alpha/10% Beta/24% Subject
Law Level	18+
Economic Rating	Rich Industrial
Gross Productivity	MCR 5,072,500
Per Capita Income	CR 20,000 (Imperial)/CR 1950 (Subject)
Tax %/Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	15%/MCR 775,000
Major Imports	industrial and power metals, food
Major Exports	manufactured goods, arms
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	85%

Andvari II is an Azuriach terraformed planet settled in 2079 by Terran colonials. The planet proved fairly rich in raw resources and was quickly industrialized. The neighboring planet, Andvari I, was soon developed as a mining colony as it had very rich deposits of power metals and rare industrial metals in abundance. Standard Terran climatic conditions are experienced over the whole planet, with severe winters in the upper middle and high latitudes. The planet has significant levels of atmospheric contaminants from industrial wastes. There are four large and three small continents, and five very large island chains. Oceans are somewhat contaminated by industrial wastes.

Initially a beautiful world from historical accounts, the massive industrial activity on Andvari II produced negative ecological effects. The atmosphere is unpleasantly smoggy and acid rains are common. The cumulative effects of indiscriminate dumping of industrial wastes has also begun to poison the oceans and rivers to a significant degree. It is clear that Andvari II is a dying world that will eventually be deprived of all natural life forms. In recent years, some attempt has been made to clean up the excesses in ecological mismanagement, but short of extensive re-terraforming this will only slow down the degradation of the environment.

As is the case on so many Imperial worlds, slave labor provides the bulk of the manpower required by the heavy industries of the planet, with skilled labor supplied by the Alphas and Betas. There is a mixture of races on Andvari II, but the non-humans tend to be Tau Class slaves, who are regarded by even the human slave-subjects as garbage — an attitude encouraged by the Ultra faction, which dominates the planetary administration.

The slaves are treated with characteristic Ultra severity, and life on the planet is brutally repressive. The slightest failure to show due respect to their Masters brings down quick and vicious punishment upon the subject classes. Even the Beta Class citizenry are careful not to offend the Alphas.

Revolt is uncommon, but slaves occasionally escape into the hinterland or the huge ghettos of the subject classes when faced with imminent punishment for infractions against the rules. There is a surprisingly large underground population living in the slums, which the Imperials rarely dare enter except on the occasional sweep to round up subversives and troublemakers. Indeed, life in the worst subject quarters of the industrialized cities is remarkably free of direct Imperial interference, and there is actually a form of slave government in these subject quarters — quite unsanctioned by the Imperials, but nonetheless present in the form of criminal bosses who dominate the districts with their gangs of thugs.

The Imperials on Andvari II enjoy a high standard of living in their own luxuriously comfortable segregated districts into which no aliens are allowed. These areas are heavily patrolled by the police, and any member of a subject class can be stopped and questioned about his presence in the Imperial suburbs. Any irregularities will meet with instant transport of the suspect to police headquarters for rigorous interrogation.

ASGARD V (NEU DEUTSCHLAND)

StarSystem Coord	7,EE;-10 GSC 18,NN/+1000
Stellar Primary	K2iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	14
NEU DEUTSCHLAND	Type I Terran Planet 2 moons
Orbital Distance	1375 LS (2.75 AU)
Length of Year	1.73 Terran years
Length of Day	25 hours 06 minutes
Planetary Diameter	15,600 km
Surface Gravity	1.08 G
Temperature Range	-45 C to 57 C
Atmosphere Type	Terran: 820mm; 185mm oxygen..
Hydrosphere Type	78%.
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials/Subject Races
Population	750,000,000
Tech Level	Tech/10 (Imperial)/Tech/6 (subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x 5 AAAAA Class Orbital Forts x8
Social Organization	Totalitarian Meritocracy
Societal Strength	g (Imperial)/5 (Subject)
Xeno Acceptance	90% (Imperial)/12% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	39% (Imperial)/16% (Subject)
Loyalty Index	83% (Imperial)/16% (Subject)
Repression Index	80% (Slave Revolt = 09%)
Bureaucracy Level	very high
Corruption Level	2% Leader/5% Alpha/8% Beta/18% Subject
Law Level	18+.
Economic Rating	Rich Industrial
Gross Productivity	MCR 7,850,000
Per Capita Income	CR 30,000 (Imperial)/CR 2100 (Subject)
Tax %/Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	19%/MCR 1,500,000
Major Imports	industrial & power metals; food.
Major exports	Manufactured goods arms
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	94%

Neu Deutschland is an Azuriach terraformed planet settled in 2083 by Terran colonials. The planet was rich in minerals, petroleum, timber, and fertile agricultural land and soon became a favorite destination for new colonists from Terra. The world is most congenial, with standard Terran climatic conditions. Rather severe winters are experienced in the upper middle and high latitudes, but the greater proportion of the planet has excellent weather all year around. There are 5 large and 4 small continents, and 9 very large island archipelagos.

New Deutschland is an example of 'enlightened' Imperial rule, the planetary administration being comprised chiefly of Neo Supremacists. Though heavily industrialized, the world is remarkably free of pollution. The Neos have expended considerable effort in maintaining the environment. The world is truly beautiful as a result, with large tracts of virgin forest, great mountain ranges, and natural grasslands with an abundance of Terran animals suitable for sports hunting. Neu Deutschland is known as the 'Playground of the Imperium,' and it is a favorite retreat for vacationing Leaders.

The tourist industry of Neu Deutschland is magnificently organized to make the visitor's stay a pleasant and memorable one. The planet is a center for the Imperial arts, with numerous opportunities to attend, dramas and concerts. The many tourist resorts offer a variety of attractions ranging from deep-sea fishing and sailing to big game hunting on safari in the wild hinterlands, from mountain climbing to skiing — every possible activity that could be imagined. For those less inclined to outdoor activities, there are the theatres, fine restaurants, night-spots, etc. The planet is also known for its beautiful and accomplished courtesans, the most beautiful females from the subject races being gathered in to provide 'diversion' for Imperial visitors able to afford their attentions. Indeed, the planet has few to compare to it in the Imperium.

Neu Deutschland is also an Imperial center of learning, known for several superb universities and institutes of technology. Some of the finest Neo minds conduct both classes and original research on the planet, and the creativity evidenced by them is, again, with few parallels in the Imperium.

The industries of Neu Deutschland are all high tech, and the planet should be considered a prime target for Federation espionage. This is, of course, obvious to the Imperial security agencies, and a strong secret police presence is on the planet. Its activities are somewhat hampered by the New administration, however, which resents the 'interference' of Ultra, Elitist, and Supremacist elements in the S.S.P.A. in matters which the Neo faction regards as being in its own province. On the other hand, relations with the military security agencies seem to be quite congenial. It is suspected that the canny Neos are playing off the traditional rivalries between the military and the S.S.P.A. to divert the secret police from paying too close attention to the clearly liberal activities of the administration.

Though there are many large plantations on Neu Deutschland, the bulk of the farms are more modest family operations. A significant number of the free population dwells in the country side, preferring nature and the 'simple life' to the urban bustle. The rural population is predominantly Neo and Revisionist, and it is remarkably friendly, welcoming visitors quite openly and with little of the characteristic Imperial suspicion met in most rural areas.

Slave labor provides the manpower required by the industries and farms of Neu Deutschland, but the 525,000,000 subjects are very well treated by Imperial standards. Most human subjects are classified 'Gamma,' while the majority of non-human subject are almost all 'Epsilon' — reflecting the 'liberal' policies of the Neos. The subject population is remarkably passive and seems reasonably content with its lot, probably thankful that they are not serving on a less tolerant Imperial world. Revolt is uncommon for not only are the subject peoples treated 'kindly,' but the Neos also employ a comprehensive propaganda program directed at the slave classes to condition them to their lot. The Neos also practice a willingness to raise 'deserving' subjects in class quite uncommon on most Imperial worlds. This has won much favor among the subject classes, and their loyalty to the local regime is high, even if it is not so approving of the Imperial system in general. Nevertheless, the Imperial police and military on the planet are quite capable of dealing with any trouble that might develop.

The Imperials on Neu Deutschland enjoy an exceedingly high standard of living, with the upper classes having sumptuous quarters, complete with servants, in beautifully planned suburban surroundings. The cities are laid out with a display of artistic talent rarely found in the Imperium, the buildings evidencing far less of the usually heavy-handed massiveness of Imperial architecture, the built-up areas surrounded by pleasant parks with meticulously manacured lawns and shrubbery, and even subject quarters have a clean and wholesome quality which is surprising to the visitor. The world is a true showplace, and that fact the Imperials capitalize on in their propaganda.

ASGARD VI (NEU OSTREICH)

StarSystem Coord	7.EE.-10 GSC 18.NN/+1000
Stellar Primary	K2iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	14
NEU OSTREICH	Type I Terran Planet 5 moons & ringed
Orbital Distance	1375 LS (2.75 AU)
Length of Year	1.73 Terran years
Length of Day	24 hours 06 minutes
Planetary Diameter	14,900 km
Surface Gravity	0.95 G
Temperature Range	-58 C to 48 C
Atmosphere Type	Terran: 700mm; 160mm oxygen
Hydrosphere Type	74%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials /Subject Races
Population	250,000,000.
Tech Level	Tech/10 (Imperial)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x2 AAAAA Class Orbital Forts x4
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/4 (Subject)
Xeno Acceptance	94% (Imperial)/22% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	44% (Imperial)/20% (Subject)
Loyalty Index	88% (Imperial)/55% (Subject)
Repression Index	86% (Slave Revolt = 03%)
Bureaucracy Level	very high
Corruption Level	5% Leader/6% Alpha/ 12% Beta/20% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 1,100,000
Per Capita Income	CR 15,000 (Imperial)/30% (Beta)/45% (Subject)
Tax % Levy	20% (Imperial)/CR 1750 (Subject)
Military Spending	16%/MCR 175,000
Major Imports	manufactured goods
Major Exports	agricultural products, luxuries, industrial metals, petroleum
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	94%

Neu Ostreich is a virtual twin of New Deutschland, located in Trojan position in the same orbital line. The planet was settled in 2107 from Neu Deutschland and underwent terraforming over the first century of colonization. Like its twin, the planet colonials was rich in minerals, petroleum, timber, and fertile agricultural land. However, Neu Ostreich never underwent extensive industrialization and remains a food producing world except for mining, petroleum extraction, and light industry. Standard Terran climatic conditions prevail, with very severe winters in the higher latitudes. There are 2 large and 4 small continents, and 5 large island archipelagos.

Neu Ostreich is another fine example of Neo Supremacist planetary government. The world is perhaps more beautiful than its twin, with vast regions left in their natural state. Of course, as is the tendency of the Imperials on any world closely paralleling Terran conditions, massive terraforming has virtually wiped out most native life forms, leaving room only for Terran forms introduced to the planet.

There are few large plantations on Neu Ostreich. The vast majority of the farms are rich small family operations, for they produce a variety of specialty crops which find favor throughout the sector. Ostreich wines are exceedingly popular and command superb prices, as do the many exocitic vegetables and fruits which are unique hybrids of Terran types imported by the colonists almost five centuries earlier.

Almost 90% of the population dwells in the countryside. The rural population is predominantly Neo and few belong to any other Azuriach ideological faction. The populace as a whole, including the 200,000,000 subjects, is suspicious of strangers, particular those belonging to the more conservative factions of the Party. Indeed, many are 'Universalists' — a political group of the Neo which is deeply suspected of harboring anti-Supremacist sentiments. This seems to be borne out superficially by the fact that the subject races are all treated with particular consideration and enjoy a degree of freedom rarely encountered in the rest of the Imperium.

BALDUR IV (VIKING)

StarSystem Coord	6.II.-35 GSC 18.NN/+1000
Stellar Primary	G1v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
VIKING	Type 1 Terran Tundra Planet
Orbital Distance	550 LS (1.10 AU)
Length of Year	1.16 Terran years
Length of Day	23 hours 48 minutes
Planetary Diameter	16,550 km
Surface Gravity	1.66 G
Temperature Range	-90 C to 28 C
Atmosphere Type	Terran: 1075mm; 300mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonial/Feline Races
Population	7,500,000; native Feline Avatars: 10,000,000 (est.)
Tech Level	Tech/10 (Imperial); Tech/6 (Subject); est. Tech /5-7 (Feline)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/5 (Subject)
Xeno Acceptance	96% (Imperial)/37% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	42% (Imperial)/09% (Subject)
Loyalty Index	83% (Imperial)/09% (Subject)
Repression Index	86% (Slave Revolt = 14%)
Bureaucracy Level	moderately high
Corruption Level	7% Leader/9% Alpha/15% Beta/35% Subject
Law Level	18+
Economic Rating	Rich Mining Planet
Gross Productivity	MCR 57,500
Per Capita Income	CR 20,000 (Imperial)/CR 1500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	17%/MCR 10,000
Major Imports	agricultural products, luxury goods, mining equipment
Major Exports	industrial, precious, and power metals; precious gems, furs
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	50%

Viking is an Ice Planet, with all regions subject to wintery conditions for at least part of the year. The equatorial regions enjoy temperate conditions, with about 145 frost-free days per year. Plant life has evolved into types capable to growth in freezing conditions to about -25 C, utilizing self-produced bio-chemical compounds which keep tissue fluids in a liquid state and which unlock soil nutrients. A temperate climate exists to 15 degrees N and S of the equator, with much worse conditions in higher latitudes, about 70% of the planetary surface is locked in sub-Arctic or Arctic climatic conditions, some 60% of the seas are permanently frozen over, and all but one of the six continents is experiencing extensive glaciation.

The animal life of Viking is tough and ferocious, the species native to the planet being omnivorous and capable of utilizing plant or animal food sources. Several of these are valuable fur-bearing types:

Balduran Cave Bear: A huge B-sized ursinoid massing up to 900 kg, with B or C claws and fangs, and fast movement, the Cave Bear is a beast remarkably similar to the Terran Polar Bear. It is a fearless omnivorous 'stalker' with especially keen senses, a high level of animal intelligence, and a superbly camouflaged coat of snow white that renders it invisible against snow and ice at all except the closest ranges (under 50m in many instances, unless it is moving fast). The creatures inhabit the snowy wastes and sea ice. They are reputed to be strong swimmers as well as fleet runners. Pelt Value = 500 x 2d6.

Baldurian Bison: A large A-sized 'grazer' with D horns and fast movement, the Balduran 'Bison' is a woolly beast that closely resembles the Terran Musk Ox in appearance and behavior. They typically range in herds of 10 - 20 members in the tundra regions. The meat of the 'Bison' is quite tasty, while the hide is warm and well-suited to the making of cold weather garments. Hide Value = CR 50 x 2d6.

Baldurian Snow Fox: The snow fox is a small 2-3 kg 'stalker' which closely resembles a Terran cat. Its pelt ranges from pure silver-white in winter to black-tipped silver in summer. The creature preys upon small birds and rodent-like animals. Pelt Value = CR 50 x 2d6.

Balduran Wolf: A small but very savage I beast massing well over 100 kg, with E or D fangs and fleet movements, the Balduran 'Wolf' has a vaguely canine head but the body actually resembles that of a large hunting cat. Coloration varies from browns and blacks in warm weather to whitish-grey in winter. The 'wolves' are pack hunters and run in groups of 5 - 20 animals. They are persistent trackers and also employ ambush tactics. Wolves roam the entire surface of the planet. Pelt Value = CR 30 x 3d6.

Balduran Devil Tiger: The 'Tigers' are actually sentient feline avatars of Blarad size and power, and very fleet of foot. Their natural armaments are fearsome C claws and fangs. Their combat capabilities have been compared favorably with those of Marauder powered armor, which makes the 'Tigers' among the most dangerous opponents yet encountered by any starfaring race. The pelts vary considerably in color, depending upon the season - tawny or black in summer and white in winter. The fur is plush and highly prized by Azuriach women. However, the pelts cost a staggering CR 1000 x 3d6, reflecting not only the luxurious beauty of the furs, but also the extreme danger involved in hunting them.



The creatures are highly intelligent and clearly have a culture of considerable age and sophistication. They have evidenced Tech/7 capabilities in a number of areas and readily adapt to the use of Imperial equipment and weapons, of which they seem to have captured a significant amount. They are implacably hostile toward the Imperials and despite Imperial military capabilities, the 'Tigers' most certainly control the hinterlands in the absence of the heaviest Imperial firepower. Imperial inability to 'dispose' of the problem is a source of frustration and embarrassment to the Azuriach regime, and a number of very costly and ineffective campaigns have been waged to rid the planet of the 'vermin.' Imperial casualties are reported to have been substantially higher than those inflicted upon the enemy in every engagement!

Little else is known, except that the Imperials greatly fear the 'Tigers' and have been unable to locate any centers of population. This despite the high probability that the felines do have settlements of some size in which they manufacture equipment and weapons. Feline personnel of the Contact Service have suggested that the Balduran avatars may have extensive psionic powers and could be the remnants of a once very advanced race. Federation field teams may be dispatched on a covert mission to Baldur IV to investigate further.

The Imperial population is comprised of Supremacists for the most part, with largely 'Delta' and 'Tau' slaves (about 5,000,000) to work in the mines. Most of the settlements are fortified towns in the equatorial zone, where the 'Baldurian Devil Tigers' are least likely to be encountered.

The mines of Viking are very valuable. Recent discoveries of some rare metals vital to advance electronics have occurred in the last 10 years, and a concerted effort is being made to develop the new deposits.

Since some of the richest deposits can be found deep within the snowlands dominated by the 'Tigers,' a major military effort to 'pacify' the planet can be expected. Covert operations by Federation intelligence agencies are in progress to contact and render all possible aid to the gallant freedom fighters of the native avatars. The propaganda value of an Imperial reverse in its home starsector is incalculable. And there is the necessity of preventing the extermination of yet another race unfortunate to stand in the way of Azuriach imperialism.

SPECIAL NOTE: The most recent intelligence has revealed that several rich deposits of collapsium have been discovered on Viking, likely the residue of very ancient asteroid strikes.

BEORN III (SCHWARTZWALD)

StarSystem Coord	3.FF.-40 GSC 18.NN/+1000
Stellar Primary	G3v main sequence star
FTL Conversion	10,000 LS
Planets in System	6
SCHWARTZWALD	Type 1 Terran Planet
Orbital Distance	450 LS (0.90 AU)
Length of Year	323 Teran days
Length of Day	25 hours 11 minutes
Planetary diameter	18,000 km
Surface Gravity	1.82 G
Temperature Range	-63 C to 47 C
Atmosphere Type	Terran: 1725mm; 325mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials/Subject Races
Population	125,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/4 (Subject)
Xeno Acceptance	92% (Imperial)/17% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	52% (Imperial)/16% (Subject)
Loyalty Index	83% (Imperial)/16% (Subject)
Repression Index	84% (Slave Revolt = 09%)
Bureaucracy Level	very high
Corruption Level	2% Leader/5% Alpha/9% Beta /16% Subject
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 950,000
Per Capita Income	CR 16,500 (Imperial)/CR 1250 (Subject)
Tax % Levy	20 % (Imperial)/30% (Beta)/45% (Subject)
Military Spending	18%/MCR 175,000
Major Imports	manufactured products.
Major Exports	agricultural products.
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Schwartzwald is a heavily forested planet settled in 2093. The planet was subjected to extensive terraforming and now bears a close resemblance to Terra, virtually all native lifeforms having been eliminated or else modified to Terran norms. The planet has standard Terran climatic conditions, with boreal (northern) forest climate prevailing over much of the planetary surface. The subtropics are the most congenial, with ideal growing conditions. The planet has 2 large continents, 7 small continents, and many islands. The planet originally was the home of a Tech/3-4 ursinoid race which the settlers wiped out in the initial hundred years of colonization.

Schwartzwald is noted for its fertility, and vast tracts of the planet are devoted to huge plantations and livestock ranches. Lumbering is also a major industry, many valuable and exotic woods growing in the great forests that comprise more than 60% of the planetary surface. A small but growing petrochemical industry has been established recently, as the planet has large deposits of petroleum and natural gas. Several rich strikes of gold and other precious metal have been made recently, and the planet is threatened by a 'gold rush,' which the inhabitants do not look forward to at all.

The Imperial population is predominantly Elitist in faction Loyalties. The slave population (75,000,000) is human and humanoid, with few aliens of non-human appearance present on the planet. The lifestyle is essentially rural, with few large cities and most towns under 50,000 population. The inhabitants are very 'provincial' in outlook and tend to regard offworlders with suspicion.

BEOWULF VI (ZITADELLE)

Starsystem Coord	4.FF.+00 GSC 18.NN/+1000
Stellar Primary	G1iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	12
ZITADELLE	Type 2 Terran Planet 6 moons
Orbital Distance	2500 LS (5.00 AU)
Length of Year	4.17 Terran years
Length of Day	24 hours 23 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.02 G
Temperature Range	-55 C to 53 C
Atmosphere Type	Terran: 825mm; 188mm oxygen
Hydrosphere Type	80%
StarNationality	Azuriach Imperium Capital World
Sentient Race	Human Colonials/Subject Races
Population	4,500,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Slaves)
StarPort Rating	Imperial StarPort AAAAA Class 1 x9 Orbital Fort AAAAA x10
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/4 (Subject)
Xeno Acceptance	94% (Imperial)/10% (Subject)
Governmental Type	Imperial Leader
Government Support	39% (Imperial)/14% (Subject)
Loyalty Index	83% (Imperial)/14% (Subject)
Repression Index	77% (Slave Revolt = 09%)
Bureaucracy Level	very high
Corruption Level	6% Leader/9% Alpha/9% Beta/22% Subject
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Very Rich Industrial Planet
Gross Productivity	MCR 32,000,000
Per Capita Income	CR 25,000 (Imperial)/CR 2000 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta) 45% (Subject)
Military Spending	20%/MCR 6,400,000
Major Imports	manufactured products
Major Exports	agricultural products, all raw resources, power metal
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	95%

Zitadelle (Citadel is the capital world of Azuriach Imperium. The planet was among the very first to be settled in the Deneb in 2071 and was originally known as Beowulf. The planet has no seasons, with very congenial weather in most regions of the planet except for the high latitudes. There are 3 large continents, 4 smaller continents, and many islands. Several huge mountain ranges can be found on the largest continent, some peaks reaching 12,000m altitude.

Beowulf was a heavily forested planet, but now it is largely bereft of natural beauty. Vast expanses of Imperial **Zitadelle** are covered by urban complexes and industrial complexes so that, from space, the planet appears to be covered by metal, so extensive are the built-up areas.

Zitadelle is dotted by powerful fortresses, the two largest being at the poles to defend the planetary xenon screens. An estimated 500 heavy planetary defense guns and several thousand anti-starship missile launchers command the planetary approaches. Eight of the great starports are naval installations, the home base for the elite Leader Guard and scores of other regiments of the Imperial Combat Forces. Few planets are so well defended.

Because **Zitadelle** is the Imperial capital, security is rigorous in all sensitive regions of the planet. Full documentation is required for entrance

onto Imperial property, and internal passports and visas are required for all subjects and visitors desiring to travel beyond designated areas of residence and work.

The populations are rigidly segregated according to class. The Alphas live in exceedingly comfortable districts, with wide range of public amenities and good police protection. It is little less true for the Betas, who have a favored status and form the backbone of Imperial strength. The reasonably trustworthy Gammas also enjoy fairly attractive residential surroundings, again carefully segregated and protected from the slave masses. On **Zitadelle**, it is clearly pays to be a known supporter of the imperial system.

The vast subject population of 3.5 billions is housed in the warren-like slums of the industrial complexes. Riots occasionally break out when conditions become too unbearable, but these 'rebellions' are quickly crushed by units of the Imperial Armed Forces. Life in the warrens is often violent, but the Imperials rarely interfere except to restore order and to protect the lives and property of Imperial citizens.

The Imperial leadership is dominated by the Supremacist wing to the Party — the militarists. They evidence little concern for the lot of the subject masses beyond ensuring that the 'slaves' obey Imperial edicts and regulations, fulfill their work quotas, and are not subjected to sanitary conditions that would have evolved forms of local 'government' to meet the essential needs of the subject population. As is the case on so many Imperial worlds, these underground governments are comprised of the 'criminal' element who alone have the strong-arm to enforce their will.

Surprisingly enough, they do seem to provide genuine protection and service to those who are diligent in the payment of their 'taxes' to the underworld crime lords. The result is that there is a surprising level of 'law and order' in the warrens, despite the absence of Imperial law enforcement to deal with purely 'slave matter.' It is suspected that the Imperial authorities have not cracked down on the underground governments simply because they find that their task of maintaining order is made easier. It is also clear that the authorities monitor the activities of the underground governments through a network of informers and infiltrators, whose job it is to detect plots against the Imperial State.

Zitadelle is intended to be a showplace of Imperial power and wealth, and so it is, however heavy-handed and architecturally tasteless many of the impressively huge public buildings and monuments might be. Everything is done on a gigantic scale to dwarf the individual against the backdrop of Imperial might. But if one is able to penetrate the facade, the sordid repression and exploitation of billions becomes plain to see in the squalid warrens of the subject peoples, the great industrial complexes begrimed with the soot and smog of hundreds of factories grinding out war material for the Imperial military establishment, and the poisoned sky, land, and seas beyond the air-conditioned protection of the urban complexes.

The five small moons of **Zitadelle**, which range from 50 km to 400 km in diameter, are all fortified with AAAAA class bases. Of the eleven other planets in the starsystem, four are inhabited. Beowulf II and III are airless worlds, much like Terra's own Luna, and each have about 2,000,000 living in underground complexes. Beowulf V and VI are Mars-type worlds, with thin atmospheres. Some 5,000,000 live on V and 2,500,000 on VI, in domed colonies. All four planets are primary producers of raw resources to feed the great industrial complexes of **Zitadelle**.

BIFROST III

StarSystem Coord	4.HH.+60 GSC 18.NN/+1000
Stellar Primary	K7v main sequence star
FTL Conversion	10,000 LS Planets in System 5
BIFROST III	Type 1 Terran Tundra Planet
Orbital Distance	450 LS (0.90 AU)
Length of Year	1.03 Terran years
Length of Day	27 hours 31 minutes

Planetary Diameter	13,750 km
Surface Gravity	1.15 G
Temperature Range	-97 C to 21 C
Atmosphere Type	Terran: 925mm; 180mm oxygen
Hydrosphere Type	77%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials/Slave Races
Population	5,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/4 (Subject)
Xeno Acceptance	90% (Imperial)/13% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	32% (Imperial)/13% (Subject)
Loyalty Index	88% (Imperial)/13% (Subject)
Repression Index	84% (Slave Revolt = 09%)
Bureaucracy Level	very high
Corruption Level	5% Leader/8% Alpha/9% Beta/33% Slave
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Average Mining Planet
Gross Productivity	MCR 29,125
Per Capita Income	CR 16,500 (Imperial)/CR 1250 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	17%/MCR 5000
Major Imports	food, manufactured products
Major Exports	industrial and power metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	40%

Bifrost is a world caught up in a fierce ice age which affects the entire planetary surface. When first discovered in 2107, it was not considered worth settling. However, the discovery of rich deposits of industrial metals led to the establishment of mining operations on **Bifrost** in 2268. The planet has Arctic or Sub-Arctic conditions over most of its surface, with severe winter weather throughout the year in higher latitudes. The planet has 4 large continents and 4 smaller continents. Almost 65% of the seas are permanently frozen over, and all but a narrow belt around the equator is heavily glaciated.

The planet is effectively a monopoly of the great Dupre-Ingersol A.G.S., a major Imperial conglomerate with operations on more than 300 Imperial planets. The slave workers are all 'Tau' Class, leased from the H.A.T.A.

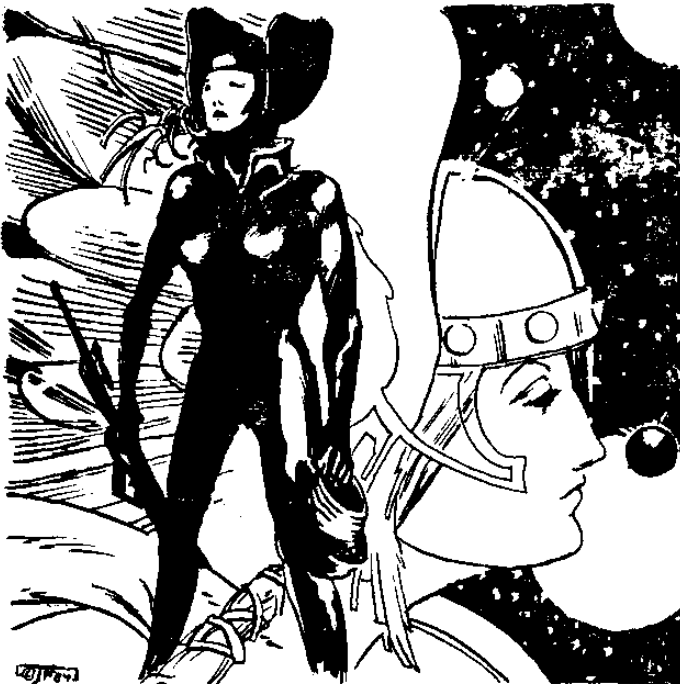
BRYNHILDE V

StarSystem Coord	9.AA.-10 GSC 18.NN/+1000
Stellar Primary	G8v/G9v main sequence binary star
FTL Conversion	10,000 LS
Planets in System	9
BRYNHILDE V	Type 1 Terran Planet 3 small moons
Orbital Distance	475 LS (0.95 AU)
Length of Year	269 Terran Days
Length of Days	23 hours 49 minutes
Planetary Diameter	17,750 km
Surface Gravity	1.65 G
Temperature Range	-59 C to 56 C
Atmosphere Type	Terran: 1055mm; 202mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	100,000,000
Tech Level	Tech/10
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Matriarchy
Societal Strength	10
Xeno Acceptance	72%
Governmental Type	Imperial Planetary Governorship
Government Support	39%
Loyalty Index	91%
Repression Index	6% (Revolt = 01%)

Bureaucracy Level	~ moderate
Corruption Level	5%
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 2,000,000
Per Capita Income	CR 20,000
Tax % Levy	30%
Military Spending	20%/MCR 400,000
Major Imports	manufactured products.
Major Exports	agricultural products, petroleum, industrial and power metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Brynhilde is a congenial Terran world settled in 2084 in the initial period of colonization in the Deneb. The planet was subjected to moderate terraforming and was ecologically reorganized to Terran be 2177. Standard Terran climatic conditions prevail, except that the equatorial regions tend to be very hot and humid throughout the year, almost unbearable in the summer months. There are 3 large continents, 4 smaller continents, and many island groups, including two very large archipelagos in the southern oceans. Volcanic activity is considerable on Brynhilde as well, but rarely reaching disastrous levels. A feature of this somewhat restive world is the very high number of hot springs found in many parts of the planet — a favorite attraction for the Imperials, many of whom still exhibit the old European love of spas.

In 2326 Brynhilde was swept by a mysterious plague which affected only the male population. The planet was placed under strict quarantine by the Imperial authorities, and the ban on contact was not raised until 2441, when the disease had run its course. The exact nature and origin of the plague was never discovered, and it had totally disappeared when the quarantine was finally lifted.



During the century and more that Brynhilde was isolated from the mainstream of Imperial culture, a female — dominated matriarchy evolved. The Brynhildeans developed effective genetic procedures to ensure continuance of the population in absence of males, only females were born as a consequence. Even after reintegration into the Imperium the 'Amazons' of Brynhildeans continued to practice their female-oriented version of Human Supremacy and did not adopt the more conventional attitudes and lifestyle of the Imperium.

The Imperial leadership made only a half-hearted effort to reorient the Brynhildeans, soon giving up the attempt when it became clear that their eugenic programs had succeeded in producing a very high calibre individual in every respect. The typical 'Amazon' is every bit the equal,

physically and mentally of the finest examples of Imperial manhood. The Brynhildeans are also adherents of the Neo faction of the Party, which is the only one liberal enough to permit them a significantly role in Imperial life and politics. That they regard females as intrinsically superior to the 'unnecessary male' perhaps grates upon their offworld comrades, but their abilities and enthusiasm for the Imperial cause is undoubted.

Males will feel decidedly uncomfortable on Brynhilde. The magnificently beautiful women of the planet evidence absolutely no interest in men and treat males with a coldly condescending manner. Indeed, they can be described only as 'Female Supremacists' and delight in surpassing their male counterparts — doing so more often than the men of the Imperium would willingly concede. The Brynhildeans are also clearly uncomfortable with the male-dominated arrogance of the Imperium. Some intelligence sources have indicated that the Brynhildeans might be induced to defect to a more liberal interstellar grouping if given the chance. Yet they also are very supportive of the general concept of human supremacy and have rendered signal service to the 'cause' on past occasions, so it is judged unlikely that they can readily be won over or persuaded to more tolerant views.

The 'Amazons' of Brynhilde also provide the Imperium with some of its best combat troops. Their power armored 'shock infantry' are invariably elite formations, while their starfighter pilots are among the most skilled and fearless in the Imperium. It appears that the women of Brynhilde have embraced the Valkyrie concept to the full and glory in war perhaps even more than their male counterparts.

DENE B IX

StarSystem Coord	6.EE.+1000/00 GSC 18.NN.+1000
Stellar Primary	A1b supergiant star
FTL Conversion	50,000 LS
Planets in System	16
DENE B IX	Type 15 Airless Planet 3 moons
Orbital Distance	18,500 LS (37.0 AU)
Length of Year	45.01 Terran years
Length of Day	no axial rotation
Planetary Diameter	11,350 km
Surface Gravity	1.25 G
Temperature Range	Brightside: 80 C to 635 C Darkside: -175 C
Atmosphere Type	Vacuum
Hydrosphere Type	Waterless
StarNationality	Azuriach Imperium StarBase
Sentient Race	Human Colonials
Population	1,000,000 (est.)
StarPort Rating	Imperial StarPort AAAAA Class 1 x10; Orbital Fort AAAAA x12
Social Organization	Imperial Military Establishment

Deneb IX is a major Imperial starbase at the heart of the Imperial Home Sector. The planet is a 'Mercury-type' world, characterized by very hot conditions Brightside, moderate tectonic activity, and generally hostile environmental conditions. Normal radiation levels are at RAD/4 - 6 Brightside, but up to RAD/12 during solar flares, which have a 35% chance of occurring every 10 - 15 days (1 - 2 day build-up period). Deposits of subterranean ice have been found Darkside.

All Imperial bases are located Darkside, in which several powerful BattleFleets and many regiments of the Imperial Marines are based for general sector defense. The approaches to the planet are heavily mined, and the orbital forts are equipped with N*1500 heavy energy rifles.

Deneb IX is a restricted planet, and approach to within 10,000 LS by unauthorized vessels will result in their immediate engagement and destruction by units of the Imperial Fleet.

All intersector traffic is required to enter the Imperial Home Sector off Deneb IX for inspection of papers, cargo, and passengers at Station

Alpha, an orbital fortress located at 30,000 LS off Deneb. Failure to obtain the proper clearance at Station Alpha can result in severe repercussions upon later planetfall within the Deneb Sector.

FAFNIR IV

Star System Coord	3.DD.+15 GSC 18.NN/+1000
Stellar Primary	F1v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	10
FIFNIR IV	Type 1 Terran Planet 2 moons
Orbital Distance	950 LS (1.90 AU)
Length of Year	2.16 Terran years
Length of Day	26 hours 24 minutes
Planetary Diameter	17,500 km
Surface Gravity	1.45 G
Temperature Range	-42 C to 55 C
Atmosphere Type	Terran: 750mm; 145mm oxygen
Hydrosphere Type	79%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials/Subject Races
Population	500,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Slaves)
StarPort Rating	Imperial StarPort AAAAA Class 1 x5 Orbital Fortress AAAAA x5
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/5 (Subject)
Xeno Acceptance	96% (Imperial)/23% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	41% (Imperial)/10% (Subject)
Loyalty Index	93% (Imperial)/10% (Subject)
Repression Index	93% (Slave Revolt = 17%)
Bureaucracy Level	very high
Corruption Level	4% Leader/7% Alpha/17% Beta/28% Subject
Law Level	18+
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 5,600,000
Per Capita Income	CR 20,000 (Imperial)/CR 200 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	15%/MCR 825,000
Major Imports	food, industrial metals, power metals, precious metals, and petroleum
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	85%

Fafnir IV was settled in 2077, during the initial colonization of the Deneb. Climatic conditions approach Terran norms, but winter at higher latitudes tend to be much less severe, while tropical and subtropical regions are much more extensive. The planet has 3 large continents, 3 smaller continents, and several large island groups. The planet required extensive terraforming to eliminate the indigenous life forms and to replace them with Terran types.

The population consist of 250,000,000 Imperials and a like number from the subject races, brought to Fafnir to work in industry. The Imperials are largely Revisionists in political leanings, and the high percentage of citizens is a reflection of their policy of adlecting trust-worthy human subjects as soon as possible.

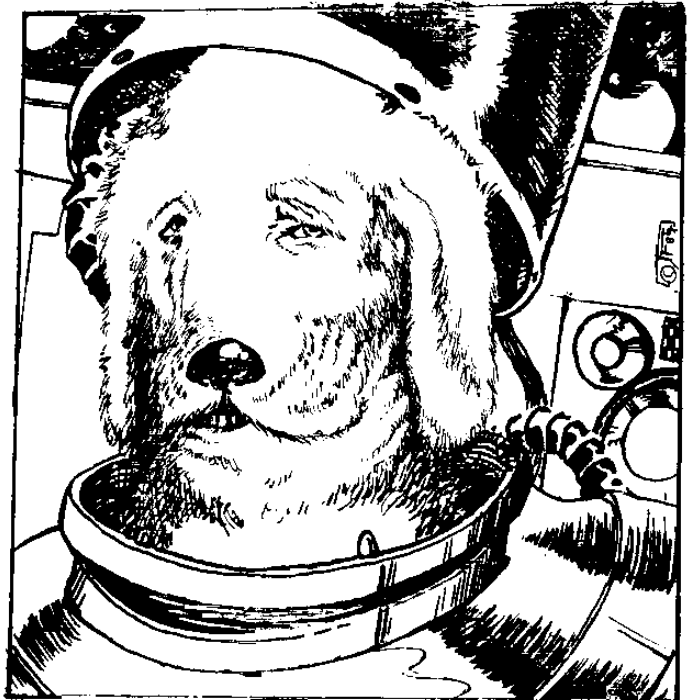
Fafnir is a major manufacturing center of the Imperium, specializing in heavy industrial equipment, aircraft, and armaments. A small spacecraft construction industry also exists, but craft built are rarely over 100,000t.

Three other world of the Fafnir starsystem are inhabited. Fafnir III is a 'Mercury-type' world with 5,000,000 inhabitants in domed colonies. Fafnir V is a 'Mars-type' world with 12,500,000 inhabitants, again in domed colonies. And Fafnir IVb is the second and largest moon of Fafnir IV, some 6500km in diameter, airless, and having a population of 25,000,000 in underground settlements. The OutWorlds provide the raw resources for Fafnir.s industries.

FENRIS X

StarSystem Coord	2.EE.+35 GSC 18.NN/+1000
Stellar Primary	M3iii/M1v binary star system
FTL Conversion	35,000 LS
Planets in System	16
FENRIS X	Type 2 Terran Planet
Orbital Distance	6500 LS (13.0 AU)
Length of Year	15.13 Teran years
Length of Day	25 hours 55 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.05 G
Temperature Range	-55 C to 59 C
Atmosphere Type	Terran: 700mm; 145mm oxygen
Hydrosphere Type	79%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	650,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Calss 1 x3 Orbital Fortress AAAAA x5
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/5 (Subject)
Xeno Acceptance	96% (Imperial)/23% (Subject)
Governmental Type	Imperial Planetary Governorship
Govemerment Support	41% (Imperial)/10% (Subject)
Loyalty Index	93% (Imperial)/10% (Subject)
Repression Index	77% (Slave Revolt = 7%)
Bureaucracy Level	very high
Corruption Level	4% Leader/7% Alpha/17% Beta/12% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 2,900,000
Per Capita Income	CR 17,500 (Imperial)/CR 1050 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/12% (Subject)
Military Spending	20%/MCR 575,000
Major Imports	manufactured products
Major Exports	agricultural products, cloth, industrial metals, power metals, precious metals, petroleum
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	65%

Fenris X was conquered in 2236, during the Imperial consolidation of power in the Deneb Sector. Fenris was one of the worlds of the Rau-



aarlu Confederacy. The native canine race was enslaved and reduced to Tech/4 levels to prevent their rebellion. In time, they submitted to Imperial rule and since have won a position of some trust and have been allowed to rise to Tech/6 levels.

The climate of Fenris X approaches Terran norms. Because of the minimal axial tilt, winter occurs only in the higher latitudes, and seasonality itself is scarcely noticeable over most of the planet. Equatorial regions are hot and arid. The sub-tropical and temperate zones are very comfortable and admirably suited to agriculture. The planet has 5 small continents, 8 large islands (about Iceland sized), and many smaller islands.

The population consist of about 150,000,000 Imperial citizens and 500,000,000 Rau'aarlu, with most engaged in agriculture. Some light industry and mining operations exists on the planet, but it still depends on imports of complex goods. It should be noted that the world was considered such a pleasant one the heavy Azuriach colonization occurred in the century following the conquest.

Five other worlds of the Fenris starsystem are inhabited: VI, VII, VIII, IX, and XI, all of which are small (under 10,000 km) airless worlds. Each has a population of 1.5 to 2.5 millions, largely Imperial citizens, living in domed colonies and conducting mining operations.

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The Rau'aarlu population of Fenris X has remained stubbornly defiant to Imperial rule. In the first decades following the conquest, they were subjected to the most savage repression possible to break the spirit of the 'insolent Dogs.' The Rau'aarlu wisely appeared to submit and cultivated an air of resignation to their fate. In time, the Imperials relaxed their security measures and permitted the Rau'aarlu to rise to Tech/6 levels. The Imperials do not realize that the mass of the Rau'aarlu are anything except dumb and obedient 'dogs' eager to please their masters.

About 70% of the Rau'aaru now enjoy 'Epsilon' status because of their apparent tractability. In fact, only about 10% of the population actively collaborates with the Imperials. The majority are quietly resistant. And about 10% are definitely hostile toward their 'masters' and work in whatever way they can to undermine Imperial rule on their world.

It is normal practice for the Imperium to infiltrate any group in a conquered race by using native collaborators. It is a measure of the true nature of the Imperial hold on Fenris X that this has happened in reverse. There is an underground government on Fenris, a carefully hidden resistance organization which has effectively subverted the entire Imperial program. All known collaborators are meticulously isolated from underground operations, and those few who do penetrate to the outer layers are often quickly discovered and eliminated in an 'accident.' The Rau'aarlu 'shadow government' has itself penetrated many sensitive areas of the Imperial administration and commercial operations on Fenris X (in the form of low class office staff, cleaning personnel, etc.). This have given the Rau'aarlu access to much valuable intelligence or, at least, the opportunity to gain access to vital information with a bit of covert activity.

The Rau'aarlu have become expert at defying Imperial authority without appearing to do so. Delays in production and innumerable forms of subtle and covert sabotage are part of the daily life of these most independent-minded and determined people. They outwardly feign fearful submissiveness guaranteed to win the approval of the most arrogant 'Ultra,' conforming in every way to Imperial expectations of how a conquered race should behave. Yet things go maddenly wrong on too many occasions. So total is the charade that the baffled Imperials are often prone to blame their own personnel and not the frightened Rau'aarlu who seem to bend every effort to determining what had gone awry this time!

This is not to say that the situation has completely fooled the Imperials. They know that something is going on, but they cannot find out exactly what it is. That, in itself, is enough to raise deep suspicion in the Imperial security services. Thus Fenris X does have a strong garrison of security troops and open revolt is not at all advisable.



The pattern established on Fenris X is typical of the other Rau'aarlu worlds under Imperial dominion (see Garm, Gimli, Hagen, Heimdall, Hugi, Hugin, and Njord). Under the guise of accepting their lot, the Rau'aarlu have managed to preserve a significant proportion of their cultural heritage and their pride. They have been able to prosper and recover their numbers without their Imperial overloads coming to suspect the sheer depth of the vast conspiracy which has gone on under their noses since the earliest days of the Imperial occupation.

Rau'aarlu Epsilons with Star*A*Star security ratings are allowed to travel to other Imperial planets. Since some members of the Rau'aarlu underground have been able to establish themselves as 'good Eps' in every way, they have been able to open up and maintain lines of communication with similar groups on the other Rau'aarlu worlds. Indeed, they have succeeded in obtaining high tech training, and that is granted only to the most trustworthy Imperial subjects. Such is the incredible success of the Rau'aarlu revolutionary program. All they await is the appearance of a powerful external military force to engage the Imperial armed forces. At that time — though it should take a millenium to arrive — the Rau'aarlu are determined to rise up and cast out their 'masters.'

Rau'aarlu preparations for 'The Day' have progressed over the centuries until a great number of 'arsenals' of weapons have been secreted over the planet. Quite a large number of these arms have been obtained through a falsification of production and shipment figures in the armament plants located on Fenris X. The extent of the deception can readily be appreciated when one considers the infamous efficiency of the Imperial security services in the matter of arms control. Yet so thorough are the Rau'aarlu that not a single cache of arms discovered by the Imperials has been attributed to an underground rebel force. For the weapons have been fashioned with several components of vaguely Terran configuration, suggesting that Terran operatives may have been responsible. Or, even more commonly, many of the weapons are modified to look like early Rau'aarlu arms, suggesting that the cache is an old one dating back to the war and the early occupation days.

Military training is not neglected, either. Like so many canine races, the Rau'aarlu are fond of the outdoors. Wilderness camps were established long ago for the diversion and reward of 'worthy' Rau'aarlu 'Eps.' Several of these camps are actually training establishments for the underground army. Rau'aarlu security arrangements are able to channel potential spies in their midst to other camps when training exercise are in progress. As the camps do not operate full time as training units, and are run as normal vacation establishments for more than half the year, the Imperials and most Rau'aarlu are oblivious to their true nature.

Military training is largely restricted to tactics and unarmed combat, as

it is not safe to discharge weapons in the open on a Imperial held planet. Firing practice is conducted in concealed underground ranges, and is unfortunately restricted to small arms and lighter automatic support weapons. Very heavy emphasis has been laid on the use of demolition charges and mines. At the time when the underground army does go into action, it should acquit itself well so long as an external force is engaging the main battle units of the Imperials.

Federation agents have been able to operate with remarkable freedom on Fenris X and the other Rau'aarlu worlds. Rau'aarlu cooperation has been a major factor in the successful penetration of the entire sector. So effective is the Rau'aarlu underground that their worlds can be regarded as virtual sanctuaries for agents fleeing from the Imperial security forces. Every effort is being made to aid and strengthen the Rau'aarlu underground apparatus, including instruction in advanced technology essential to operating and maintaining the latest weapons systems and combat equipment. Special agents from the Rau'aarlu worlds of the Pleiades have been infiltrated into the general population, and are proving to be most successful in coordination Federation espionage operations with the Rau'aarlu underground.

Above all else, operatives in the Imperial Home Sector are to avoid compromising the Rau'aarlu underground.

FREKI II (TALNU)

StarSystem Coord	5.CC.-30 GSC 18.NN/+1000
Stellar Primary	K0v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
TALNU	Type 1 Terran Planet
Orbital Distance	350 LS (0.70 AU)
Length of Year	247 Terran days
Length of Day	23 hours 50 minutes
Planetary Diameter	13,000 km
Surface Gravity	0.90 G
Temperature Range	-66 C to 50 C
Atmosphere Type	Terran: 750mm; 155mm oxygen
Hydrosphere Type	86%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	175,000,000
Tech Level	Tech/10 (Imperials)/Tech/5 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/3 (Subject)
Xeno Acceptance	96% (Imperial)/33% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	41% (Imperial)/18% (Subject)
Loyalty Index	93% (Imperial)/18% (Subject)
Repression Index	93% (Slave Revolt = 9%)
Bureaucracy Level	very high
Corruption Level	2% Leader/5% Alpha/8% Beta/28% Subject
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 400,000
Per Capita Income	CR 12,500 (Imperial)/CR 600 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	15%/MCR 60,000
Major Imports	manufactured products
Major Exports	agricultural products, cloth, industrial metals, power metals, precious metals, petroleum
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	50%

Freki II was conquered in 2224, during the Imperial consolidation of power in the Deneb Sector. The native humanoid race was enslaved and reduced to Tech/4 levels to prevent their rebellion against Imperial rule. Climatic conditions approach Terran norms. Winter at higher latitudes tend to be much more severe and prolonged, but the tropical and sub-tropical regions are very pleasant. There are 2 very large continents, 4 smaller continents, several large island groups, and numerous individual islands (many volcanic dotting the extensive seas).

The Talnu humanoids of Freki II are docile and obedient subjects of the Imperium, all spirit having been beaten out of this once proud and promising race. About 10% of the native population is employed in the mines and on the Imperial plantations. The rest scrape a meager living from tiny plots of land farmed in a primitive peasant fashion. The Talnu were fearsome enemies of the Imperial forces in the Deneb Wars

of the early 23rd century. This the Imperials never forgot nor forgave. Over 90% of the original population was exterminated, and it has never risen much above the 150,000,000 figure ever since.

The planet is under the control of the 'Ultra' faction, so the lot of the Talnu is grim indeed. Their resemblance to the Ranai does not help their case, either, as many are used as 'research subjects' for Imperial chemical and bacteriological weapons intended for employment against the Ranai Horde. The planet is one vast death camp.

FREY VI (BREVAN)

StarSystem Coord	6.DD.+65 GSC 18.NN/+1000
Stellar Primary	G5iii/G2v binary star system
FTL Conversion	35,000 LS
Planets in System	12
BREVAN	Type 2 Terran Planet 7 moonlets
Orbital Distance	3500 LS (7.00 AU)
Length of Year	5.1 Terran years
Length of Day	25 hours 20 minutes
Planetary Diameter	14,500 km
Surface Gravity	0.92 G
Temperature Range	-37 C to 68 C
Atmosphere Type	Terran: 850mm; 165mm oxygen
Hydrosphere Type	85%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	150,000,000
Tech Level	Tech/10 (Imperials)/Tech/4 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/3 (Subject)
Xeno Acceptance	91% (Imperial)/22% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	27% (Imperial)/15% (Subject)
Loyalty Index	88% (Imperial)/15% (Subject)
Repression Index	93% (Slave Revolt = 11%)
Bureaucracy Level	very high
Corruption Level	6% Leader/9% Alpha/17% Beta/25% Subject
Law Level	18+
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 400,000
Per Capita Income	CR 17,500 (Imperial)/CR 600 (Slave)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Slave)
Military Spending	15%/MCR 60,000
Major Imports	manufactured products
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	60%

Frei VI was conquered in 2227, during the Imperial consolidation of power in the Deneb Sector and was renamed after its conqueror, Admiral Thomas Brevan, the son-in-law of Richard Ower. The native humanoid race was enslaved and reduced to Tech/4 levels to prevent rebellion against Imperial rule. Climatic conditions show very little seasonality because of the minimal axial tilt. Equatorial regions are blistering hot and have steaming swamps and jungles or furnace-like deserts. Higher latitudes are very congenial and prove highly fertile. There are 6 continents and many islands in the warm, shallow seas.

The 115,000,000 Naralasan humanoids of Brevan are obedient subjects of the Imperium, although an occasional slave revolt does break out every generation or so. About 20% of the native population is employed on the Imperial plantations. The rest are largely impoverished peasants.

FREY VII

StarSystem Coord	6.DD.+65 GSC 18.NN/+1000
Stellar Primary	G5iii/G2v binary star system
FTL Conversion	35,000 LS
Planets in System	12
FREY VII	Type 1 Terran Ocean Planet 1 moon
Orbital Distance	4300 LS (8.60 AU)
Length of Year	7.43 Terran years
Length of Day	27 hours 42 minutes
Planetary Diameter	18,500 km
Surface Gravity	1.22 G
Temperature Range	-42 C to 47 C
Atmosphere Type	Terran: 975mm; 185mm oxygen

Hydrosphere Type	92%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	65,000,000
Tech Level	Tech/10 (Imperials)/Tech/4 (Subjects)
StarPort Rating	Imperial StarPort AA Class 1 x1
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/3 (Subject)
Xeno Acceptance	93% (Imperial)/25% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	30% (Imperial)/19% (Subject)
Loyalty Index	85% (Imperial)/19% (Subject)
Repression Index	92% (Slave Revolt = 4%)
Bureaucracy Level	very high
Corruption Level	5% Leader/7% Alpha/14% Beta/22% Subject
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 175,000
Per Capita Income	CR 12,500 (Imperial)/CR 500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	17%/MCR 30,000
Major Imports	manufactured products
Major Exports	marine products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	42%

Frey VII was conquered in 2227, during the Imperial consolidation of power in Deneb Sector. Frey VII was a colony of the Naralasan humanoids of Frey VI. The inhabitants were enslaved and reduced to Tech/4 levels to prevent rebellion against Imperial rule. Climatic conditions are modified by the oceans. Precipitation patterns are adequate over the whole of the planetary surface. Frey VII is an ocean planet with 2 smallish continents. Island archipelagos dot much of the ocean surface.

As on Frey VI, the Naralasan humanoids of Frey VII are obedient subjects of the Imperium. Slave revolts are exceedingly rare.

The chief industry of the planet is the fisheries. Frey VI is notable for the richness of life in its oceans, and a number of species are popular eating throughout the Deneb sector.

FREYA VIII (VULCAN'S FORGE)

StarSystem Coord	7.GG.+25 GSC 18.NN/+1000
Stellar Primary	F6iii/K9v binary star system
FTL Conversion	35,000 LS
VULCAN'S FROGE	Type 1 Terran Desert Planet 2 moons
Orbital Distance	5050 LS (10.1 AU)
Length of Year	10.25 Terran years
Length of Day	29 hours 51 minutes
Planetary Diameter	13,250 km
Surface Gravity	1.03 G
Temperature Range	-26 C to 68 C
Atmosphere Type	Terran: 955mm; 195mm oxygen
Hydrosphere Type	17%
StarNationality	Azuriach Imperium Penal World
Sentient Race	Human Colonials/Slave Races
Population	25,000,000
Tech Level	Tech/10 (Imperials)/Tech/5 (Tau)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/5 (Tau)
Xeno Acceptance	96% (Imperial)/37% (Tau)
Government Type	Imperial Planetary Governorship
Government Support	31% (Imperial)/1% (Tau)
Loyalty Index	92% (Imperial)/1% (Tau)
Repression Index	93% (Tau Revolt = 17%)
Bureaucracy Index	very high
Corruption Level	6% Leader/10% Alpha/20% Beta/50% Tau
Law Level	18+
Economic Rating	Poor Agricultural Planet
Gross Productivity	MCR 19,200
Per Capita Income	CR 15,000 (Imperial)/CR 300 (Tau)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Tau)
Military Spending	20%/MCR 3850
Major Imports	manufactured products
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	20%

Frey VIII was settled in 2173, but the colony soon failed because of the harsh conditions. In 2245 the planet was re-designated as a penal world, and some of the Imperium's most hardened offenders were settled there, with an average of 14,000,000 at any time. All personnel, require filter equipment, as high silica dust concentrations will be encountered. Sandstorms are frequent and severe in the lower latitudes. Equatorial regions are fiercely hot, and stillsuit survival gear is recommended. Free standing water can be found only in oasis pools and mountain regions.

The planet supports a moderate amount of agriculture, carried out through extensive irrigation. The reasonably inhabitable mountain regions of the north are the sites for a number of large and very prosperous plantations. The desert oasis are also sites of fertile farms. The majority of the planetary surface, however, is very hostile and life can be very difficult for those prisoners who choose to escape. Nevertheless, it is estimated that upwards of 200,000 live in the southern wastelands as desert nomads, preferring a precarious but free existence to Imperial oppression. They equipment they cannot produce themselves, but they represent a nuisance at best. The Imperium has made little effort to crush this group, considering the cost to be excessive.

The administration of Freya VIII is notoriously corrupt, the prison officials and guards quite prepared to accept bribes in return for easier work, better rations, etc. Still, the convicts prize assignment to the plantations, where they are generally well treated (by Imperial standards) if they work hard and increase the profits of the Imperial owners.

FRIGGA V

StarSystem Coord	6.CC.-25 GSC 18.NN/+1000
Stellar Primary	F4v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	9
FRIGGA V	Type 14 Low Prssure Planet 3 moonlets
Orbital Distance	1100 LS (2.20 AU)
Length of Year	2.88 Terran years
Length of Day	30 hours 45 minutes
Planetary Diameter	9,250 km
Surface Gravity	0.73 G
Temperature Range	-110 C to 19 C
Atmosphere Type	Terran: 310mm; 80mm oxygen
Hydrosphere Type	No surface water
StarNationality	Azuraiach Imperium Colony World
Sentient Race	Human Colonials/Slave Races
Population	7,500,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Slaves)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/5 (Slave)
Xeno Acceptance	91% (Imperial)/22% (Slave)
Governmental Type	Imperial Planetary Governorship
Government Support	33% (Imperial)/11% (Slave)
Loyalty Index	87% (Imperial)/11% (Slave)
Repression Index	87% (Slave Revolt = 5%)
Bureaucracy Level	very high
Corruption Level	5% Leader/8% Alpha/17% Beta/25% Slave
Law Level	18+
Economic Rating	Average Mining Planet
Gross Productivity	MCR 26,400
Per Capita Income	CR 22,500 (Imperial)/CR 600 (Slave)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Slave)
Military Spending	15%/MCR 3950
Major Imports	food, manufactured products
Major Exports	industrial, power, and precious metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	45%

Frigga V was settled in 2108 to exploit the rich dispoits of minerals found in the mountain regions of the planet. The settlements are all sited at the mines, and are largely placed underground. Though thin, the atmosphere is breathable with a pressurizer. UV protection is required during daylight hours. Some deposits of subterranean water have been discovered in the course of mining operations and provide the potable water needed in the settlements.

The mines of Frigga are notorious throughout the sector, and slave laborers greatly fear assignment to the planet. Working conditions are very dangerous, particularly in the uranium and thorium mines, and the

Ultra administration maintains a brutal and callous policy toward the welfare of the 'Tau' Class laborers assigned to the works by the H.A.T.A.

GARM II

StarSystem Coord	4.88.+35 GSC 18.NN/+1000
Stellar Primary	K3v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
GARM II	Type 4 Terran Tundra Planet 2 moons, ringed
Orbital Distance	400 LS (0.80 AU)
Length of Year	317 Terran days
Length of Day	23 hours 13 days
Planetary Diameter	12,250 km
Surface Gravity	0.89 G
Temperature Range	-88 C to 36 C
Atmosphere Type	Terran: 750mm; 160mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	125,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Slaves)
StarPort Rating	Imperial StarPort AAAAA Class 1 x2 Orbital Fortress AAAAA x4
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/5 (Subject)
Xeno Acceptance	91% (Imperial)/12% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	36% (Imperial)/3% (Subject)
Loyalty Index	90% (Imperial)/3% (Subject)
Repression Index	83% (Slave Revolt = 2%)
Bureaucracy Level	very high
Corruption Level	4% Leader/6% Alpha/11% Beta/5% Subject
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 887,500
Per Capita Income	CR 27,500 (Imperial)/CR 2000 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 175,000
Major Imports	manufactured products
Major Exports	armaments, high tech equipment, industrial and power metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	75%

Garm II was settled by Rau'aarlu colonists in 2016. The planet was conquered by Imperial forces in 2228, and the population was reduced to Tech/6 levels to minimize the chance of successful rebellion. The planet is locked in an ice age, but conditions are fairly congenial in tropical and sub-tropical latitudes. There are 6 moderate-sized continents. The seas are icebound in upper middle and high latitudes. The animal life of Garm II bears close resemblance to that of Terra in the late Pleistocene, and the most dangerous is a huge sabre-tooth tiger.

The 100,000,000 Rau'aarlu canines of Garm II have largely adjusted to Imperial domination with fatalistic realism and are regarded as generally orderly and obedient subjects by the Imperial authorities. Indeed, so cooperative have the Rau'aarlu been that they have been largely accorded 'Epsilon' subject status. With an average CR 2000 income per capita, the Rau'aarlu also enjoy a reasonably 'comfortable' standard of living for Imperial subjects (over CR 12,000 per family).

Garm II is an important manufacturing center and provides considerable wealth to the Imperium. The planet is also known for its great mountain ranges, some of which have peaks 13,000m above sea level, and for its excellent hunting. The planet has become a favorite for Imperial tourists who enjoy the outdoors life.

MOST SECRET: SECURITY CLEARANCE ALPHA*ONE REQUIREMENT; BRINT SPECIAL FILE GARM II, AI.F.39.BRINT. 227.GR.5; NEED TO KNOW BASIS ONLY:

The Imperial armaments works on Garm II have recently been converted to the production of heavy armor. The new 'King Tiger' 125t CSU, comparable to the early Terran Union 'Odin' CSU but with hovergrav propulsion systems and the most advanced EW/ECM gear available to the Imperium, has gone into production in the last year, with 275 units per month contemplated when the plant at Treskaline



reaches full capacity. Imperial security is exceedingly affords the best chance for Federation intelligence to obtain data about this new weapon system. Rau'aarlu resistance workers can be counted on to provide whatever support is required to penetrate the works and carry off the information.

The Garm II wilderness areas provide a most useful training area for the Rau'aarlu underground, with about 30,000 receiving basic combat training per year. Of course, actual fire practice is limited to carefully shielded underground ranges installed by Federation personnel, but the fieldcraft of the Rau'aarlu has been honed to a fine edge under cover of group 'hikes' and 'campouts.' The Imperial security services are believed to be totally oblivious to the real nature of these activities. A number of their informants did manage to penetrate some of the resistance cells and made their way to the training centers. But they were detected and, as the Rau'aarlu reported, they suffered 'unfortunate accidents' in the still 'dangerous' wilderness. However, the scale of these training operations is considered too large for security measures to be 100% effective over an extended period.

The extensive wilderness areas of Garm II are also exceedingly useful for penetration landings by Federation sneakships. About 20% of all Federation agents currently entering or leaving the Home Sector of the Imperium are now using Garm II as a 'port' of entry/exit. As of the current date, Imperial security forces have not discovered the importance of this world as a penetration point. **RED TAG: REFER TO FENRIS X FILE.**

GERI II

StarSystem Coord	5.BB.+30 GSC 18.NN/+1000
Stellar Primary	K1v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
GERI II	Type 1 Terran Ocean Planet 2 moons, 5 moonlets
Orbital Distance	325 LS (0.65 AU)
Length of Year	221 Terran days
Length of Day	24 hours 13 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.15 G
Temperature Range	-40 C to 39 C
Atmosphere Type	Terran: 850mm; 185mm oxygen
Hydrosphere Type	93%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	250,000,000
Tech Level	Tech/10 (Imperials)/Tech/3 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/4 (Subject)

Xeno Acceptance	97% (Imperial)/42% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	41% (Imperial)/18% (Subject)
Loyalty Index	93% (Imperial)/18% (Subject)
Repression Index	89% (Slave Revolt = 18%)
Bureaucracy Level	very high
Corruption Level	4% Leader/8% Alpha/10% Beta/15% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 500,000
Per Capita Income	CR 16,000 (Imperial)/CR 400 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 100,000
Major Imports	manufacturing products
Major Exports	agricultural products, petroleum, industrial and power metals.
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	80%

Imperial forces easily conquered Geri II in 2218, as the planetary population was in a very primitive state of development. The aquatic humanoids were subjected to a minimum of Imperial force, the authorities preferring to show 'favor' to one group over another and aiding them in their internal wars until the Imperial 'allies' had conquered their enemies. Because the Opetta have both lungs and gills, and are equally at home in the water as on land, the Imperials found it was most efficient to use humanoid proxies to enforce their rule on the watery world. Slave labor is provided for the Imperial plantations by the Thiraldu Overlords (the Opetta ruling caste) from the ranks of the conquered peoples. Rebellions by the slave castes is not uncommon. Imperial assistance to the Thiraldu is largely in the form of heavy weapons support and transport, and the fighting is left for the most part to the aquatic 'allies.'

A marine climate prevails over all of the planetary surface, no region escaping the influence of the great seas. There are no continents, only five large islands and many island archipelago and coral islands.

GIMLI III

StarSystem Coord	8.EE.+10 GSC 18.NN/+1000
Stellar Primary	G2v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
GIMLI III	Type 1 Terran Planet 4 moons
Orbital Distance	475 LS (0.95 AU)
Length of Year	346 Terran days
Length of Day	23 hours 54 minutes
Planetary Diameter	13,600 km
Surface Gravity	1.00 G
Temperature Range	-53 C to 46 C
Atmosphere Type	Terran: 725mm; 160mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	800,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x4 Orbital Fort AAAAA x7
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/7 (Subject)
Xeno Acceptance	90% (Imperial)/8% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	35% (Imperial)/14% (Subject)
Loyalty Index	90% (Imperial)/14% (Subject)
Repression Index	80% (Slave Revolt = 2%)
Bureaucracy Level	very high
Corruption Level	4% Leader/8% Alpha/15% Beta/11% Subject
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Very Rich Industrial Planet
Gross Productivity	MCR 6,200,000
Per Capita Income	CR 25,000 (Imperial)/CR 2000 (Slave)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Slave)
Military Spending	20%/MCR 1,250,000
Major Imports	raw materials, food
Major Exports	armaments, high tech equipment, general manufactured goods
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	80%

Gimli III was one of the main Rau'aarlu planets until its conquest by Imperial forces in 2230. The population was reduced to Tech/4 levels to minimize the chance of successful rebellion, but has since been allowed to attain Tech/6 levels. The planet is a twin of Terra in many respects. The climatic conditions are very close to Terran norms, with milder winters and slightly close to summers. There are 4 continents, 11 major island archipelagos, and a great many islands.

The Rau'aarlu canines have accepted Imperial domination and are regarded as generally orderly and obedient subjects by the Imperial authorities. About 75% of the Rau'aarlu population of 500,000,000 is classified as trusted 'Epsilon' Class subjects, and they enjoy a very high standard of living as a 'reward' for their submissive obedience to Imperial 'supremacy.' There are also about 300,000,000 human and alien subjects on the planet, and the human 'Gammas' and 'Deltas' appear largely supportive of the Imperial regime — which has been engineered mainly through Imperial propaganda efforts to make them feel superior and privileged over the non-humans.

Gimli III is a major manufacturing planet of the Imperial Home Sector and is therefore well protected by military and security forces. However, so placid and cooperative are the vast majority of subjects on the planet that they are granted a remarkable degree of 'freedom' in their private lives. Also, with about CR 2000 a year in per capita income, the subject peoples enjoy a fairly decent standard of living and have little material reason for resentment. **RED TAG: REFER TO FENRIS X FILE.**

GRENDDEL V

StarSystem Coord	4.EE.-10 GSC 18.NN/+1000
Stellar Primary	F4v main sequence star
FTL Conversion	10,000 LS
Planets in System	11
GRENDDEL V	Type 1 Terran Planet 1 moon
Orbital Distance	775 LS (1.55 AU)
Length of Year	1.71 Terran years
Length of Day	22 hours 23 minutes
Planetary Diameter	19,500 km
Surface Gravity	2.13 G
Temperature Range	-56 C to 59 C
Atmosphere Type	Terran: 1250mm; 185mm oxygen
Hydrosphere Type	86%
StarNationality	Independent Bug World
Sentient Race	Mutated Bugs
Population	5,000,000,000 (estimated)
Tech Level	Tech/9
StarPort Rating	StarPort AAAAA Class 1 x4, in camouflaged underground installations
Social Organization	Modified Bug Hive Mind
Societal Strength	10
Xeno Acceptance	90%
Governmental Type	Bug Atheniam Republic
Government Support	10% (Brains/Warriors)
Loyalty Index	100%
Repression Index	N/A (Workers = 90% of pop.)
Bureaucracy Level	N/A
Corruption Level	Incorruptible
Law Level	(?)
Economic Rating	Subterranean Average Industrial Planet
Gross Productivity	MCR 32,500,000
Per Capita Income	CR 6500
Tax % Levy	N/A
Military Spending	20%/MCR 6,500,000
Major Imports	raw materials, food, armaments, high tech equipment, power metals
Major Exports	gems, precious metals, quaint cultural artifacts, luxury quality confections, Xxkzzx liquor, Nakkbak weed
Trade Restrictions	none
Trade Acceptance	95%; premiums of +50% x 3d6 are paid on almost all goods on the preferred imports list, payment being rendered in gold, platinum, or irridium

Grendel V was one of the few planets seized and colonized by the Bugs during the Bug Incursions into the Deneb at the end of the 22nd century. It was held relatively untouched for 93 years until Jason Ower, the great grandson of Richard Ower, demanded that this festering blot

on the honor of Imperial supremacy in the Deneb Sector be removed in 2283. While the Bug fleet covering the planet was eliminated in a short but savage battle and the Imperials gained dominance of the space over Grendel V, nothing quite prepared the Imperial troops for what awaited them below. The initial landings were literally annihilated within hours. Secondary assaults were savaged in equally short time. After the loss of some 26 crack assault regiments, it was apparent to the Imperial generals that the species below was different from the normal Bug for a number of reasons.

Worker insects, though operating in disorganized and clearly unskilled mobs, did assail human troops and some even used captured weapons.

High levels of individual initiative were evident among the regular Bug Warriors. Further, standard Imperial ambush techniques developed in the earlier Bug Incursions were signally unsuccessful, and Imperial troops found themselves lured into traps in the tunnel complexes closest to the surface. The Imperial response was typical: 'Nuke them 'till they glow!' Over 2400 thermonuclear devices were exploded, including 100 cobalt-encased warheads, and the surface was converted into a glassine wasteland, the atmosphere and seas poisoned with radioactive fallout as well. The 'sterilization' procedure was apparently successful, as the surface was cleared of all Bug installations and all Bug activity ceased.

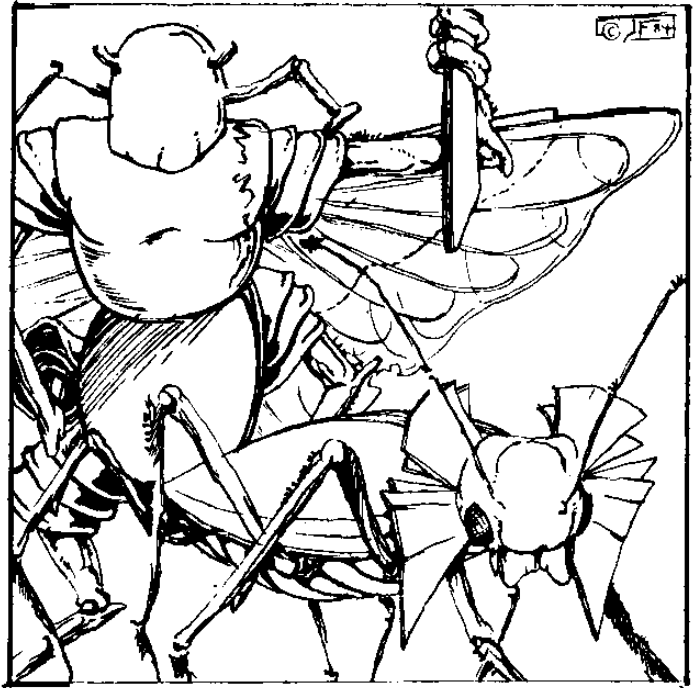
The planet has been subjected to such massive thermonuclear bombardment that the RAD count still averages RAD/4, with 'hot' spots up to RAD/10. Large areas are virtually devoid of vegetation and fierce dust storms rage in these regions. The climate has also been seriously affected by the total disruption of the surface, with wildly fluctuating weather conditions in many areas. Extensive terraforming would return the climate to close to Terran normal in most respects. There are 3 large continents, 7 moderate-sized continents, and numerous island groups. Two continents were totally 'sunk' during the Azuriach bombardment, as massive fractures occurred which caused continental subsidence.

The Imperials allowed more than a century to pass in order that the planetary surface 'cool down' sufficiently to permit 'Tau' Class reconstruction parties to begin terraforming operations in 2405. Work progressed apace for about six months. Then, on August 26th, 2405, over 55,000 Imperials and their slave workers were 'exterminated' without warning in a single massive assault.

To understand the unique conditions prevailing on Grendel V, developments in Bug research in genetic engineering some 300 years earlier must be considered. Before the Bug Migrations into the known galaxy began, the Bug Brain Castes anticipated that the Warrior Castes may require higher degree of individual initiative than was and still for 'normal' Bugs the actual case. They initiated 'Project 13,' producing a special mark of Warrior which was so individualistic that it was regarded as an abomination and had to be destroyed. However, the Hive involved in this research had been 'infected' telepathically by the powerful egos of the new Warrior caste, and the now somewhat individualistic Brain Caste of the Hive refused to destroy them.

The great mass of Bug 'society' on the planet on which the project had been conceived then made an attempt to destroy the Hive. But the new Warriors proved so effective that the Hive was able to destroy all the normal Bugs instead. The Brain Caste realized that their unique qualities would call down the wrath of all Bugs everywhere, and so they devised a number of subterfuges to mask their newfound individuality. Even then, the measure would have had only a limited chance of long-term success, but the Bug Migrations began at about the same time. The Bugs of the Nzxxztzzpzzt Nest joined the Migration and hoped to lose themselves completely in the process. This they managed to do in the Deneb, remaining behind when the rest of the migration moved on.

When the Imperium assaulted Grendel V, the Bugs had already achieved high levels of individual development, while retaining many of the telepathic powers of their race. Thus they were able to coordinate their operations with truly devastating success, though clearly out-classed at the time by Imperial military technology. They lost a major portion of their population from the frightful bombardment of their planet, but the survivors tunneled kilometers beneath the surface and began the task of rebuilding their civilization. Of course, their very survival depended upon avoiding Imperial detection, and this the Bugs succeeded in accomplishing.



The Brain Caste realized at this point that resistance was feasible, but it would only prolong the inevitable extermination of their new species. Thus one of the first efforts was to create the impression that all sentient life had been erased from the planet. Absolutely no activity was tolerated on the surface of the planet for many decades. Further, a massive program of technological and scientific upgrading was initiated, part of which included the contacting of any enemy of the Imperium which might prove to be willing to ally themselves with the beleaguered Bugs. This they achieved in 2493 when a Bug high-speed scoutship managed to outrun Imperial patrols and reach the Federation.

The phenomenon of individualistic Bugs is still a matter for amazement. Even more astonishing is their willingness to enter into amicable relations with other species — something unheard of in our history of involvement with the Bugs.

The culture of the Nzxxzt (the name is virtually unpronounceable so the race is more commonly referred to as 'Grendels') is divided into three main groups. The first is the Brain Caste, which serves in administrative and command capacities for the most part, being by far the most intelligent, creative, and telepathically skilled. The second is the Military Caste, which is generally independent of the Brain Caste to the point that ranks similar to that of a more conventional nature are employed. Field officers tend to be Warriors, while general officers and staffers are Brain Caste. The third is the Worker Caste, which is made up of some 90% of the population. This group evidences the least individuality of all, but still is capable of some independent thought. It is a relatively docile and submissive group clearly subordinate to the Brain and Military Castes. The Workers can function as militia, but they more commonly are employed purely in support of the military.

Government is a form of 'Athenian Democracy,' in that the major decisions of the Grendel leadership can be submitted to general vote by telepathic link-up. Matters touching upon the specializations of any group in society will be subjected to such procedures to ensure that their knowledge and experience become available for a logical analysis of the problem.

Though contact with the Grendels has been very limited, those few in the Federation who have had relationships with their diplomatic representatives all report that they are all clearly definable personalities with a wit and humor that is perhaps unique, but somewhat 'human' in quality. Their social order is communistic but not as an ideology so much as simply a way of life. Though they have males and females, they find family groupings a total mystery. The functional females, of which only a relatively few exist in the Nests, simply lay eggs. Worker Nurses care for the young grubs until they metamorphose into 'intelligent' adults. That there could be anything else to this process is quite beyond their understanding. However, they are prepared to tolerate the 'idiosyncracies' of other races in this matter.

Their economy is essentially devoted to national defense, for Grendel V is a world under siege. Some nineteen assaults have been made against Grendel V since the Imperials discovered the Grendels' existence, though the nuclear bombardments have not been repeated because the planetary xenon screens are among the most heavily defended installations on the embattled world. Thus the Grendels are desperate in need of almost every form of raw material and manufactured goods, particularly those which they cannot afford to expend or produce themselves because of the necessity of maintaining their war effort. Exceedingly high premiums will be paid to any trader daring enough to carry 'contraband' cargos into Imperial space to meet their requirements. Special contracts may also be obtained which are more profitable.

Some of the unique exports of this remarkable planet are:

Xxkzxx Liquor: This clear bluish-green distillate is among the most powerful psychedelic concoctions known, producing a state of euphoria, followed by vivid and immensely pleasurable hallucinations involving all of the senses. All of this can be achieved by about 50cc of Xxkzxx liquor. The liquid has the advantage of being totally non-addictive and has no known adverse side effects. The price of Xxkzxx liquor is about CR 25 per 50cc on Grendel, but may market for 6 - 10 times that amount off planet.

Zxktzxtx ('Ambrosia Confections'): A wide range of very delicious 'candies' are produced by the Grendels which can be compared to the finest Terran or League confections. Some of the tastes are so unusual that they have no parallel elsewhere. At present, 'Ambrosia Confections' are sold through an agreement between the Grendels and Galactic Chocolates of Terra and Augusta in the Federation and the League, respectively. However, some special orders may be obtained directly on planet at a cost of CR 7.5 per kg, and may easily be marketed at 3 - 6 times their cost.

Grendel Cultural Artifacts: Though Grendel's inhabitants have had anything resembling what could be called a culture for only a few hundred years, several notable artistic forms have evolved which can command a significant price off world. Grendel crystal carvings are especially prized (200 - 1000% profit), as are Tyzk or small smooth objects designed for pleasurable 'fingering' while one is contemplating a matter (again, a 200 - 1000% profit). The base price of such objects varies, but generally ranges from CR 125 and up. Other products can be found in **DI'RENLEER'S CATALOGUE OF ART**, volume XIII.

Nakbak Weed: Though fairly common on many planets of the Deneb Sector, Grendel Nakbak is highly prized for its euphoria producing side effects without some of the other unpleasant reactions sometimes associated with the drug. Though readily purchased for CR 50 per kilo on Grendel, it can command a price 5 - 15 times that amount from Imperial subjects, many of whom are virtually addicted to chewing the weed or drinking it as a 'tea.'

Pharmaceuticals: The Grendels have a remarkable ability to produce pharmaceuticals of very high quality in the bodies of specially adapted Bugs and sell them at about 20% of market cost elsewhere. About 3% of all users will suffer a reaction (non-fatal), but the remaining users will experience no ill effects. Some very exotic products are available.

HAGEN VIII

StarSystem Coord	8.BB.-20 GSC 18.NN/+1000
Stellar Primary	M5iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	16
HAGEN VIII	Type 2 Terran Planet 2 moons
Orbital Distance	1750 LS (3.50 AU)
Length of Year	3.78 Terran years
Length of Day	25 hours 27 minutes
Planetary Diameter	15,900 km
Surface Gravity	1.10 G
Temperature Range	-56 C to 53 C
Atmosphere Type	Terran: 825mm; 175mm oxygen
Hydrosphere Type	85%: 7 moderate-sized continents
StarNationality	Azuriach Imperial Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	600,000,000

Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3 Orbital Fort AAAAA x6
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/6 (Subject)
Xeno Acceptance	90% (Imperial)/8% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	42% (Imperial)/7% (Subject)
Loyalty Index	93% (Imperial)/7% (Subject)
Repression Index	83% (Slave Revolt = 4%)
Bureaucracy Level	very high
Corruption Level	6% Leader/9% Alpha/15% Beta/7% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 2,600,000
Per Capita Income	CR 18,500 (Imperial)/CR 1500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 525,000
Major Imports	manufactured goods
Major Exports	agricultural products, power metals, industrial metals, petroleum, petrochemicals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	80%

Hagen VIII was one of the main Rau'arlu planets until its conquest by Imperial forces in 2227. The population was reduced to Tech/4 levels to minimize the chance of successful rebellion, but has since been allowed to attain Tech/6 levels. Some Rau'arlu are permitted Tech/7 training and skills.

Climatic conditions are those of a standard Terran planet with minimal axial tilt. The weather and precipitation patterns are admirably suited to agricultural production, and Hagen VIII produces excellent wines, grains, and vegetable products. There is also a rapidly growing industrial base, largely staffed by Imperial citizens and human subjects.

The Rau'arlu canines of Hagen VIII have accepted Imperial domination and are regarded as generally orderly and obedient subjects by the Imperial authorities. About 55% of the Rau'arlu population of 500,000,000 has been classified as trusted 'Epsilon' Class subjects. There are also about 100,000,000 Imperials and human and alien subjects on the planet.

Hagen VIII is a major agricultural planet of the Imperial Home Sector and has also undergone considerable industrialization in the last century. The planet is well protected by military and security forces. **RED TAG: REFER TO FENRIS X FILE.**

HEIMDALL VII

StarSystem Coord	5.II.+40 GSC 18.NN/+1000
Stellar Primary	G4iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	12
HEIMDALL VII	Type 2 Terran Planet 6 moons
Orbital Distance	1925 LS (3.85 AU)
Length of Year	3.64 Terran years
Length of Day	24 hours 44 minutes
Planetary Diameter	14,250 km
Surface Gravity	1.00 G
Temperature Range	-55 C to 57 C
Atmosphere Type	Terran: 900mm; 175mm oxygen
Hydrosphere Type	81%: 5 continents, many islands
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	650,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3 Orbital Fort AAAAA x5
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/7 (Subject)
Xeno Acceptance	90% (Imperial)/8% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	41% (Imperial)/3% (Subject)
Loyalty Index	97% (Imperial)/3% (Subject)
Repression Index	83% (Slave Revolt = 5%)
Bureaucracy Level	very high
Corruption Level	2% Leader/7% Alpha/10% Beta/5% Subject
Law Level	18+

Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 5,050,000
Per Capita Income	CR 27,500 (Imperial)/CR 1850 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 1,000,000
Major Imports	manufactured goods
Major Exports	agricultural products, power metals, industrial metals, gemstones, petroleum, petroleum products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	80%

Heimdall VII was one of the main Rau'aarlu planets until its conquest by Imperial forces in 2228. The population was reduced to Tech/4 levels to minimize the chance of successful rebellion, but has since been allowed to attain Tech/6 levels. Some Rau'aarlu are permitted Tech/7 training and skills.

The Rau'aarlu canines of Heimdall VII have accepted Imperial domination and are regarded as trustworthy subjects by the Imperial authorities. About 85% of the Rau'aarlu population of 450,000,000 has been classified as 'proven' 'Epsilon' Class subjects. There are also about 200,000,000 human and alien subjects on the planet, many of them 'Tau' Class slaves used as menial labor on the Imperial plantations and in the mining and forestry industry.

With climatic conditions those of a standard Terran planet with minimal axial tilt, Heimdall VII is a major agricultural planet of the Imperial Home Sector. In the last fifty years, extensive industrialization has been undertaken, and a strong heavy industrial base is taking shape. The population is increasing as well, with a 2% increase per year authorized to develop the needed 'manpower' to staff the massive industrialization contemplated for the planet.

MOST SECRET: SECURITY CLEARANCE ALPHA*ONE REQUIREMENT; BRINT SPECIAL FILE HEIMDALL VII, AI.F47. BRINT.227.GT.9; NEED TO KNOW BASIS ONLY:

Heimdall VII is a major center of the underground Rau'aarlu resistance movement and, because of the Imperial industrialization program now being pushed forward at breakneck pace, this world is assuming paramount importance. By 2625, vast armaments plants will be operational on Heimdall, as well as shipyards capable of constructing vessels up to heavy cruiser displacement.

Federation intelligence operations have been intensified on Heimdall, and the already sophisticated Rau'aarlu underground network has been greatly tightened up and streamlined to maximize its effectiveness and also to minimize its chances of discovery by the Imperial security agencies. In the last few years the S.S.P.A. has intensified its security, doubling the number of personnel on the planet and expanding its net of informers by a factor of six. Clearly, the S.S.P.A. has discovered something, but as yet the agency has not found out the existence of the deeply entrenched Rau'aarlu conspiracy against the Imperium. **RED TAG: REFER TO FENRIS X FILE.**

HELA V (NEW LONDON)	[REDACTED]
StarSystem Coord	4.BB.+75 GSC 18.NN/+1000
Stellar Primary	F8v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
NEW LONDON	Type 1 Terran Planet
Orbital Distance	550 LS (1.10 AU)
Length of Year	1.21 Terran years
Length of Day	25 hours 24 minutes
Planetary Diameter	16,500 km
Surface Gravity	1.25 G
Temperature Range	-42 C to 62 C
Atmosphere Type	Terran: 825mm; 165mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials/Subject Races
Population	1,450,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x7 Orbital Fort AAAAA x12
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/5 (Subject)

Xeno Acceptance	46% (Imperial)/11% Subject
Governmental Type	Imperial Planetary Governorship
Government Support	30% (Imperial)/10% (Subject)
Loyalty Index	62% (Imperial)/10% (Subject)
Repression Index	93% (Slave Revolt = 7%)
Bureaucracy Level	very high
Corruption Level	4% Leader/6% Alpha/12% Beta/22% Subject
Law Level	18+
Economic Rating	Very Rich Industrial Planet
Gross Productivity	MCR 11,125,000
Per Capita Income	CR 32,500 (Imperial)/CR 2500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 2,225,000
Major Imports	food, raw resources
Major Exports	manufactured products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	95%

New London was settled in 2081 by colonists from the British Isles. The planet was a virtual twin of Terra in all important respects, and terraforming was conducted only on a minor scale. Climatic conditions are very close to Terran norms. Winters at higher latitudes tend to be much less severe, and tropical and sub-tropical regions are much more extensive and warmer. There are several very large desert regions on three of the 5 large continents. There are also 5 smaller continents and several very large island groups.

The planet was founded on British traditions and was not incorporated into the Imperium until 2231, at which time the local Supremacists won a referendum on the matter by a scant majority. The Imperium is still not overly popular with more than half the human population, although those committed to Supremacist doctrines are quite loyally fanatic. This has polarized New London society. Nowhere else does the population so flagrantly criticize unpopular programs or treat non-humans with more fairness and genuine regard for their welfare and sentient status. The almost 900,000,000 Imperial subjects on New London thus enjoy a degree of freedom unparalleled on most Imperial planets. This the authorities tolerate because of New London's value as a source of highly creative technology and industrial production. The extensive starship yards build large numbers of naval and merchant craft, and the armament plants produce a significant proportion of the Imperium's heavy weapons. A wide range of superb high tech and manufactured goods are also produced on New London, clearly among the best available from Imperial industry.

MOST SECRET: SECURITY CLEARANCE ALPHA*ONE REQUIREMENT; BRINT SPECIAL FILE HELA V, AI.F12.BRINT. 118.FF.3.NEED TO KNOW BASIS ONLY:

A small but potentially very effective underground organization exists on New London and is totally opposed to everything the Imperium stands for. Many members are highly placed in the Imperial hierarchy or else serve high-ranking officials throughout the Imperium.

Despite strenuous efforts, Federation agents have not been able to discover the identity of any member of this group. Yet the 'Sons of Freedom' are one of the Federation's best sources of intelligence on almost any aspect of Imperial policy and intentions. The group clearly knows the identity of key Federation agents in the Imperium, for they are routinely passed information by a variety of covert means. The 'Sons of Freedom' are also quite aware of the Rau'aarlu conspiracy in the Imperial Home Sector. While they have avoided any form of direct contact with the Rau'aarlu underground, the 'Sons of Freedom' have provided signal service in sidetracking Imperial investigations of the rebel movement. These and other indications point to the probability that some of the 'Sons of Freedom' hold very important positions in the Imperial security services.

The 'Sons of Freedom' have been very circumspect in their operations and will not reveal themselves by providing assistance to Federation agents or their proxies who run afraid of the authorities. They regard their role as being one of preparing for the long-range goal of total over-throw of the Supremacist regime. They have their own program and should be considered as true patriots at odds with a repressive government. They are not supporters of the Federation but rather of the idea of a liberalized Empire. Great care should therefore be taken when dealing with the movement. Their aim is revision of the Imperial government and social order, not the dismantling of the Empire. In this regard, it is suspected that they have made contact with the

'Imperialist' faction in Terran politics with a view to engineering the eventual union of the Azuriach Imperium with a Terran controlled Federation to form a great, human-dominated interstellar Empire.'

HRIM III (ARCTICA)

StarSystem Coord	4.CC.-30 GSC 18.NN/+1000
Stellar Primary	G6v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
ARCTICA	Type 1 Terran Tundra Planet 1 moon
Orbital Distance	425 LS (0.85 AU)
Length of Year	310 Terran days
Length of Day	21 hours 57 minutes
Planetary Diameter	12,500 km
Surface Gravity	0.83 G
Temperature Range	-106 C to 22 C
Atmosphere Type	Terran: 775mm; 150mm oxygen
Hydrosphere Type	84%
StarNationality	Azuriach Imperium Penal World
Sentient Race	Imperial Exiles
Population	25,000,000 Exiles
Tech Level	Tech/4 - 6 (?)
StarPort Rating	Landing Ground Orbital Fort AAAAA (Imperial Garrison) Anarchist
Social Organization	
Societal Strength	4
Xeno Acceptance	11%
Governmental Type	Unknown — probably tribal
Sociological Data	Unknown — but very anti-Imperial
Law Level	18+; exiles are illegally armed
Economic Rating	Very Poor 'Agricultural' Planet
Gross Productivity	MCR 18,750 (est.)
Per Capita Income	CR 750 (est.)
Economic Data	Unknown; no Imperial levy
Trade Restrictions	Total ban on all contact
Trade Acceptance	95%

Arctica is a Tau class penal colony established in 2239 to hold incorrigible enemies of the Imperium and dangerous criminals whose 'crimes' are regarded as so horrendous that execution is an insufficient punishment. Exile to the planet is for life. Little is known about Arctica, other than that the world has a brutally harsh climate. Violent snow storms are common in middle and high latitudes, with very high winds and driving snow. Severe polar conditions prevail over much of the planet except for the barely temperate tropical zone. There are 2 large continents, 3 smaller continents, and many island groups. The oceans in higher latitudes are icebound and ice caps cover most of the land surface except in the tropical zone.

The Imperials do not maintain a presence on the planet, but rather have a garrison in orbit. All contact with the surface is strictly forbidden, but smugglers occasionally penetrate the Imperial patrols and make very profitable business with the exiles, who are prepared to pay premium prices for weapons and survival-oriented equipment.

HROTHGAR II (NEW DENMARK)

StarSystem Coord	3.GG.+10 GSC 18.NN/+1000
Stellar Primary	G2v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
NEW DENMARK	Type 1 Terran Planet
Orbital Distance	425 LS (0.85 AU)
Length of Year	293 Terran days
Length of Day	23 hours 50 minutes
Planetary Diameter	13,700 km
Surface Gravity	1.55 G
Temperature Range	-48 C to 53 C
Atmosphere Type	Terran: 990mm; 195mm oxygen
Hydrosphere Type	85%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	150,000,000
Tech Level	Tech/10
StarPort Rating	Imperial StarPort AAAAA Class 1 Orbital Fort AAAAA x4
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)

Xeno Acceptance	76% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	34% (Imperial)
Loyalty Index	71% (Imperial)
Repression Index	43% (Revolt = 1%)
Bureaucracy Level	moderate
Corruption Level	4% Leader/4% Alpha/7% Beta
Law Level	18+
Economic Rating	Very Rich Industrial Planet
Gross Productivity	MCR 4,125,000
Per Capita Income	CR 27,500 (Imperial)
Tax % Levy	20% (Imperial)
Military Spending	10%/MCR 425,000
Major Imports	luxury goods, industrial metals, power metals, petroleum, petrochemicals
Major Exports	manufactured products, food
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	95%

New Denmark was settled in 2096 by colonists from Scandinavia. The planet was in a primitive evolutionary state and required extensive terraforming. However, Terran lifeforms very successfully adapted and now fill all ecological niches. The world has a wild, untouched feel, with only a few major centers of population and many smaller mining and agricultural communities scattered across the planet's surface. Though the population centers are heavily industrialized and manufacturing is the chief activity in economic importance, New Denmark also has a reputation for the quality of its agricultural products. Almost 80% of the population lives in the countryside on very modern, highly automated farms.

The climate is very close to Terran conditions, especially after weather modification, with mild winters except at the higher latitudes. There is 1 very large continent about the size of Asia, 4 smaller continents, and numerous island groups. The seas are shallow and warm for the most part, with an abundance of marine creatures available for the widespread fisheries of the planet. A vast high plateau and a mountain range with peaks more than 12,500m in altitude is found in the western half of the largest continent, and almost half the land surface is mountainous. Deep fjords abound along the coastlines, and the effect is startlingly similar to that of Scandinavia back to Terra.

The inhabitants are close to 100% human, and they are very disapproving of the use of 'slave' labor in any form. They are also quite tolerant of non-humans, their xeno-acceptance index indicating preference for human company rather than outright xenophobia. Politically, they are 'Neos' almost to the man and, though very conservative in their morality, they distrust the unthinking fanaticism of most Imperials. Life on New Denmark is about as 'normal' as anywhere in the Imperium, and many citizens of the Federation would feel quite at home there. Only the visible presence of Imperial authority mars the effect. But even then, the local officials are quite moderate in their procedures and very unobtrusive about exercising their powers.

HUGI II

StarSystem Coord	4.DD.+100 GSC 18.NN/+1000
Stellar Primary	K5v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
HUGI II	Type 1 Terran Planet 2 moons
Orbital Distance	235 LS (0.47 AU)
Length of Year	148 Terran days
Length of Day	22 hours 34 minutes
Planetary Diameter	11,500 km
Surface Gravity	0.88 G
Temperature Range	-65 C to 44 C
Atmosphere Type	Terran: 700mm; 145mm oxygen
Hydrosphere Type	88%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Slave Races
Population	350,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x2 Orbital Fort AAAAA x3
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/7 (Subjects)
Xeno Acceptance	90% (Imperial)/6% (Subject)
Governmental Type	Imperial Planetary Governor

Government Support	41% (Imperial)/36% (Subject)
Loyalty Index	97% (Imperial)/36% (Subject)
Repression Index	83% (Slave Revolt = 1%)
Bureaucracy Level	very high
Corruption Level	1% Leader/3% Alpha/3% Beta/5% Subject
Law Level	18+
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 1,775,000
Per Capita Income	CR 20,000 (Imperial)/CR 1000 (Slaves)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Slave)
Military Spending	15%/MCR 275,000
Major Imports	manufactured goods
Major Exports	agricultural and marine products
Trade Restrictions	40% duty of non-Imperial products
Trade Acceptance	80%

Hugi II was colonized by the Rau'aarlu in 2055 and was conquered by Imperial forces in 2223. The population was reduced to Tech/4 levels to minimize the chance of successful rebellion, but has since been allowed to attain Tech/6 levels. Some Rau'aarlu are permitted Tech/7 training and skills.

The Rau'aarlu canines of Hugi II have accepted Imperial domination and are regarded as trustworthy subjects by the Imperial authorities. About 65% of the Rau'aarlu population of 250,000,000 has been classified as 'proven' 'Epsilon' Class subjects. There are also about 100,000,000 Imperials and human subjects on the planet.

Hugi II is a quiet backwater of the Imperial Home Sector. In the last fifteen years, extensive industrialization has been undertaken, and a resource based economy is arising to exploit the rich undersea mineral and petroleum resources. The majority of the population is still engaged in land agriculture, sea farming, and fishing.

MOST SECRET: SECURITY CLEARANCE ALPHA*ONE REQUIREMENT; BRINT SPECIAL FILE HEIMDALL VII, AI.F47. BRINT.227.GT.9; NEED TO KNOW BASIS ONLY:

Hugi II is a danger spot in which the underground Rau'aarlu resistance movement has serious problems with the large number of canine collaborators in the population. The people of Hugi II did not fight against the Imperials when their invasion forces landed, and indeed welcomed them as 'liberators.' For Hugi II had been, at that time, a highly exploited colonial world of Gimli III and the colonists were fretting under poor off-world administration and restrictive laws. Their initial warmth and continued obedience toward the Imperials has not gone unrewarded, and the 'Epsilon' class subjects of Hugi II are accorded privileges normally granted only to 'Gammas!' The 'Neo' administration has largely been responsible for this development, as the attitude of the 'Neo' faction towards non-human has been more moderate than that of other ideological groups within the Supremacy Party.

Federation intelligence operations on Hugi II are seriously hampered by the general collaboration of the populace with the Imperials. The Rau'aarlu underground network has been seriously curtailed in its growth as well. In the last few years the S.S.P.A. has begun recruiting Hugian canines as informers. This has the Rau'aarlu rebels worried, as the infiltration of Hugian Imperial agents into the underground network could prove disastrous. **RED TAG: REFER TO FENRIS X FILE AND NJORD III FILE.**

HUGIN II

StarSystem Coord	4.CC.+00 GSC 18.NN/+1000
Stellar Primary	K5v main sequence star
FTL Conversion	10,000 LS
Planets in System	6
HUGIN II	Type 1 Terran Planet 1 moon
Orbital Distance	425 LS (0.85 AU)
Length of Year	369 Terran days
Length of Day	24 hours 04 minutes
Planetary Diameter	13,000 km
Surface Gravity	1.00 G
Temperature Range	-57 C to 52 C
Atmosphere Type	Terran: 775mm; 165mm oxygen
Hydrosphere Type	77%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races

Population	400,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3 Orbital Fort AAAAA x10
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/9 (Subject)
Xeno Acceptance	90% (Imperial)/5% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	33% (Imperial)/17% (Subject)
Loyalty Index	90% (Imperial)/17% (Subject)
Repression Index	92% (Slave Revolt = 5%)
Bureaucracy Level	very high
Corruption Level	6% Leader/10% Alpha/20% Beta/17% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 1,725,000
Per Capita Income	CR 18,500 (Imperial)/CR 1000 (Subject)
Military Spending	15%/MCR 275,000
Major Imports	manufacturing goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	80%

Hugin II was a very successful Rau'aarlu colony until its conquest by Imperial forces in 2226. The population was reduced to Tech/4 levels to minimize the chance of rebellion, but has been allowed to attain Tech/6 levels. Some subjects are permitted Tech/7 training and skills.

The Rau'aarlu canines of Hugin II have accepted Imperial domination and are orderly and obedient subjects. About 80% of the Rau'aarlu population of 325,000,000 is classified as trusted 'Epsilon' Class subjects, and they enjoy a very high standard of living as a 'reward' for their submissive obedience to Imperial 'supremacy.' There are 75,000,000 Imperials and human subjects, and the human 'Gammas' and 'Deltas' are widely supportive of the Imperial regime because they are given preference by the Supremacist regime. Hugin II is an important agricultural planet of the Imperial Home Sector and is therefore well protected by military and security forces. However, as on so many other Rau'aarlu worlds, so placid and cooperative are the majority of subjects that they are granted considerable 'freedom' in their private lives. **RED TAG: REFER TO FENRIS X FILE.**

IDUNA IV

StarSystem Coord	8.GG.-30 GSC 18.NN/+1000
Stellar Primary	G7v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
IDUNA IV	Type 1 Terran Desert Planet ringed
Orbital Distance	325 LS (0.65 AU)
Length of Year	211 Terran days
Length of Day	24 hours 57 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.28 G
Temperature Range	-59 C to 68 C
Atmosphere Type	Terran: 860mm; 165mm oxygen
Hydrosphere Type	28%
StarNationality	Azuriach Imperium 'Sterilized' World: the surface is under the Imperial interdict and landing is forbidden.

Indua IV was the home planet of a once vibrant MekPurr culture in the Deneb. The planet was attacked in 2232 by the Imperial BattleFleet and, after a four-year siege, the defenses were worn down sufficiently to permit a successful assault landing by the Imperial Storm Troops. The entire surface of the world still bears the scars of the conflict, which was waged with uncommon ferocity as the MekPurrs sold their honor and their lives at the dearest price. The planet formerly had a fairly standard Terran climate until the Imperial attack sterilized the surface of most life forms, disrupting the seas and weather patterns. Present conditions are most severe requiring alien environment and radiation may be found scattered over the planetary surface. Vast regions of the planet are glassine deserts, and others are filled with dense mutated vegetation. The only animal life are insects, many of which are mutated to considerable size. Some are highly dangerous. Imperial saturation bombing caused major upheavals in the planet's surface. The previously extensive seas (estimated 65% of surface area)

drained into deep trenches and underground. Arid conditions now prevail over most of the land area.

About 10% of the felines escaped at the end, breaking through the cordon of Imperial warships when the 'Death Ride' of the remaining MekPurr combat vessels opened a gap for the transports carrying the refugees. The survivors have since settled in Federation space.

Iduna IV remains uncolonized by the Imperial, though the planet could readily be Terraformed. A significant number of concealed MekPurr freeholds remain operational, manned by loyal robotic devices and sustained by automatic systems and production facilities. Traveling mines, battle robots, cyber armor, and camouflaged batteries of energy projectors and missile launchers in good fighting order are also present on the planet.



These all make peaceful development of the world an impossibility. The Imperials have chosen to leave the planet alone, counting the cost of 'pacifying' the robotic war machines too high. It is rumored that few of the descendents of the original population have returned from the Pleiades to reclaim several of the freeholds, but this is as yet unsubstantiated.

JORMUNGARD VIII

StarSystem Coord	10.II.-95 GSC 18.NN/+1000
Stellar Primary	F4iii/Fov/K4v multiple star
FTL Conversion	35,000 LS
Planets in System	13
JORMUNGARD VII	Type MS.7 Jungle Planet 4 moons
Orbital Distance	6375 LS (12.75 AU)
Length of Year	17.21 Terran years
Length of Day	1.65 G
Planetary Diameter	17,500 km
Surface Gravity	1.65
Temperature Range	10 C to 67 C
Atmosphere Type	Terran: 1825mm; 210mm oxygen
Hydrosphere Type	86%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials/Slave Races
Population	200,000,000
Tech Level	Tech/10 (Imperials)/Tech/1 (Slaves)
StarPort Rating	Imperial StarPort AAAAA Class 1 Orbital Fort AAAAA x2
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/3 (Slave)
Xeno Acceptance	96% (Imperial)/91% (Slave)
Governmental Type	Imperial Planetary Governorship
Government Support	33% (Imperial)/04% (Slave)

Loyalty Index	62% (Imperial)/01% (Slave)
Repression Index	98% (Slave Revolt = 18%)
Bureaucracy Level	very high
Corruption Level	4% Leader/6% Alpha/12% Beta/22% Slave
Law Level	18+, with arms only on Imperial mandate
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 250,000
Per Capita Income	CR 40,000 (Imperial)/CR 250 (Slaves)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Slave)
Military Spending	15%/MCR 37,500
Major Imports	manufactured products
Major Exports	exotic foodstuffs, Taafun root, Quoropa leaves, exotice pharmaceuticals, precious metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	65%

Jormungard VIII was settled in 2126. The world is a mirror twin of Canopus V (see *StarSector Atlas 1*), with most flora and fauna identical to Canopan forms. The reasons for this are unknown, but one theory proposes that the 'ForeRunners' or 'Precursors' may have had a hand in the matter. The aboriginals are warm blooded saurians akin to Hissss'ist, but clearly native to the world. About 15,000,000 have been pressed into servitude on the Imperial plantations. The remainder live in small, independent tribal groups beyond the Imperial pale and raid the settlements and plantations occasionally. Little is known about them, except that they are regarded as a 'nuisance' by the Imperials, who are prosecuting an intermittent program of genocide against the more troublesome aboriginals.

JOTUNHEIM III (HELLGARD)

StarSystem Coord	1.CC.-40 GSC 18.NN/+1000
Stellar Primary	M5iii/K3v binary system
FTL Conversion	35,000 LS
Planets in System	11
HELLGARD	Type MS.2 Desert Planet ringed
Orbital Distance	5600 LS (11.20 AU)
Length of Year	18.74 Terran years
Length of Day	29 hours 37 minutes
Planetary Diameter	19,500 km
Surface Gravity	1.85 G
Temperature Range	19 C to 85 C
Atmosphere Type	Terran: 1000mm; 190mm oxygen
Hydrosphere Type	14%
StarNationality	Azuriach Imperium Penal World
Sentient Race	Exiles
Population	15,000,000 Exiles
Tech Level	Tech/5 - 7
StarPort Rating	Landing Ground Orbital Fort AAAAA
Social Organization	Anarchic Tribalism
Societal Strength	4
Xeno Acceptance	99%
Governmental Type	Tribal Warlords
Law Level	18+; tribals are illegally armed
Economic Rating	Poor Agricultural Planet
Gross Productivity	MCR 5250 (est.)
Per Capita Income	CR 350 (est.)
Trade Restrictions	Imperial Interdict: no contact
Trade Acceptance	15%

Jotunheim III was established as a penal colony in 2246. The planet is described as 'hot as a blast furnace,' and it is therefore considered suitable as a punishment world for incorrigibles deserving worse than a clean execution. Sand storms are frequent and prolonged in duration, with high winds, electrical displays, and abrasive dust effects. Life support gear is mandatory for survival in the desert regions which cover 91% of the planetary surface. Free standing water is typically found in desert oasis and in the cooler highlands of the upper latitudes.

The Imperials base no personnel on the planet and maintain the interdict from their orbiting fortresses. Precise details about the penal culture which has developed on the world are unavailable. The exiles are known to be intensely hostile to outsiders, especially Imperials

Jotunheim III is a binary planet in orbit with Iberia (JotunheimIV), some 550,000 km distant. A goodly number of the 'convicts' on Jotunheim III are supplied by the Iberian regime.

JOTUNHEIM IV (IBERIA)

StarSystem Coord 1.CC.+40 GSC 18.NN/+1000
 Stellar Primary M5iii/K3v binary system
 FTL Conversion 35,000 LS
 Planets in System 11
 IBERIA Type MS.2 Terran Steppe Planet
 Orbital Distance 5600 LS (11.20 AU)
 Length of Year 18.74 Terran years
 Length of Day 29 hours 37 minutes
 Planetary Diameter 12,500 km
 Surface Gravity 0.91 G
 Temperature Range -25 C to 58 C
 Atmosphere Type Terran: 785mm; 160mm oxygen
 Hydrosphere Type 57%
 StarNationality Azuriach Imperium Colony World
 Sentient Race Human Colonials
 Population 200,000,000
 Tech Level Tech/10
 StarPort Rating Imperial StarPort AAAAA Class 1 x2 Orbital Fort AAAAA x6

Social Organization Totalitarian Meritocracy
 Societal Strength 7 (Imperial)
 Xenon Acceptance 98% (Imperial)
 Governmental Type Imperial Planetary Governorship
 Government Support 36% (Imperial)
 Loyalty Index 88% (Imperial)
 Repression Index 23% (Revolt = 1%)
 Bureaucracy Level high
 Corruption Level 2% Leader/2% Alpha/5% Beta
 Law Level 18+
 Economic Rating Rich Agricultural Planet
 Gross Productivity MCR 3,000,000
 Per Capita Income CR 15,000 (Imperial)
 Tax % Levy 20% (Imperial)/30% (Beta)
 Military Spending 15%/MCR 450,000
 Major Imports manufactured goods
 Major Exports agricultural products
 Trade Restrictions 40% duty on non-Imperial products
 Trade Acceptance 65%

Iberia was settled in 2079 by colonists from Old Spain on Terra. The planet required extensive terraforming, including climate modification. Conditions now resemble those of steppelands on Terra, with subtropical and tropical coastal regions having a 'Mediterranean' type climate. Open prairie and semi-arid regions account for 72% of the planetary surface. The winters are mild, the summers hot. There are 4 large continents, separated by narrow oceans, with arms of the sea often reaching far inland. This has produced moderately good precipitation patterns in most of the favorable regions. The semi-arid and desert regions have numerous oases, but large areas are still waterless and desolate of life.

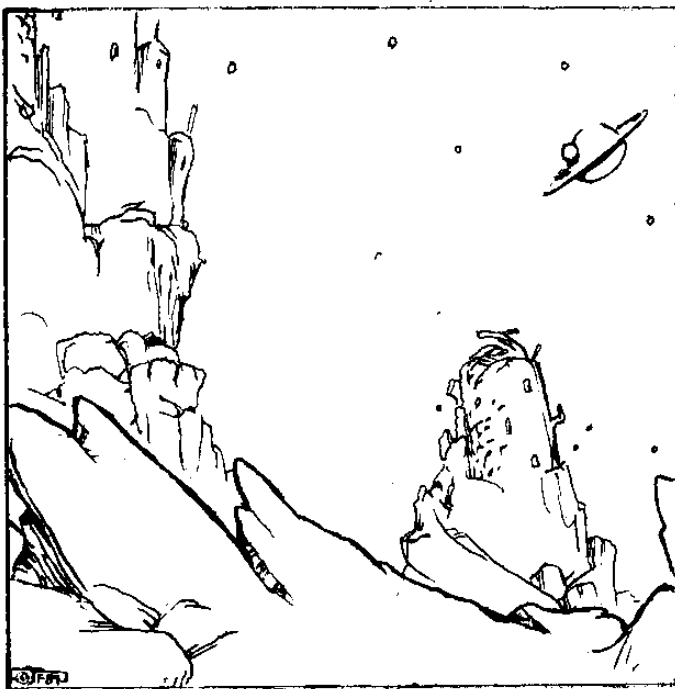
The world is restricted to human settlement, the very conservative Ultra population being opposed to non-humans living in their midst. Iberia is known for its superb wines and the abundance of its crops. Vast herds of meat animals are raised in the grasslands of the interior.

The planet has a 'frontier' quality even though it has been settled for some 500 years. The society is class oriented, with the retention of many customs and manners from the 'Old Country' back on Terra. Traditional Latin 'machismo' has been successfully translated into Supremacist terms, and the Iberians evidence a strong desire to demonstrate their total 'superiority of manhood' at all times. The personal duel is legal on Iberia, though usually fought to first blood only to satisfy 'honor.' Also out of a sense of 'honor,' many young men volunteer for a term with the armed services and regard war with the same romanticized zeal they bring to the bullfights — which have been preserved as a popular Iberian custom since the early days of Azuriach settlement.

KOBOLD III

StarSystem Coord 3.BB.+25 GSC 18.NN/+1000
 Stellar Primary M4v/M4v binary system
 FTL Conversion 10,000 LS
 Planets in System 6
 KOBOLD III Type MS.12 Airless Planet in eccentric orbit, ringed
 Orbital Distance 45 to 775 LS (0.09 to 1.55 AU)

Length of Year 1.45 Terran years
 Length of Day 87 hours 44 minutes
 Planetary Diameter 12,000 km
 Surface Gravity 0.73 G
 Temperature Range -150 C to 59 C
 Atmosphere Type Vacuum
 Hydrosphere Type Non-existent
 StarNationality Azuriach Imperium Outpost
 Sentient Race Human Colonials
 Population 100,000 Alphas & Betas (est.)
 Tech Level Tech/10
 StarPort Rating Imperial StarPort A Class 1
 Social Organization Military Base
 Trade Restrictions Trade by Imperial License only
 Trade Acceptance 15%



Little is known about the Kobold system other than the discovery of very ancient ruins on Kobold III in 2519. An Imperial Outpost was established six years later, and extensive archeological research is rumored to be proceeding on planet. The involvement of the armed forces and the restrictions of landing to Imperial licenses and authorized personnel suggests that the ruins are yielding items with military applications. From what little intelligence that has been forthcoming, Kobold III appears to have been a 'ForeRunner' planet.

KVASIR I

StarSystem Coord 9.CC.-50 GSC 18.NN/+1000
 Stellar Primary MOv main sequence star
 FTL Conversion 10,000 LS
 Planets in System 4
 KVASIR I Type 16 Airless Planet 1 moon
 Orbital Distance 935 LS (1.87 AU)
 Length of Year 3.16 Terran Years
 Length of Day 42 hours 11 minutes
 Planetary Diameter 9600 km
 Surface Gravity 0.57 G
 Temperature Range -78 C to -175 C
 Atmosphere Type Vacuum
 Hydrosphere Type Non-existent
 StarNationality Azuriach Imperium Outpost
 Sentient Race Human Colonials
 Population 50,000 Alphas & Betas (est.)
 Tech Level Tech/10
 StarPort Rating Imperial StarPort A Class 1
 Social Organization Military Base
 Trade Restrictions Trade by Imperial License only
 Trade Acceptance 15%

Absolutely nothing is known about Kvasir I. An Imperial Outpost was established there in 2439 to conduct scientific research.

LOKI V (KASALL)

StarSystem Coord	5.EE.-90 GSC 18.NN/+1000
Stellar Primary	M7iv sub-giant star
FTL Conversion	25,000 LS
Planets in System	9
KASALL	Type 2 Terran Planet 3 moons
Orbital Distance	725 LS (1.45 AU)
Length of Year	1.66 Terran years
Length of Day	22 hours 20 minutes
Planetary Diameter	11,900 km
Surface Gravity	0.80 G
Temperature Range	-87 C to 55 C
Atmosphere Type	Terran: 550mm; 100mm oxygen
Hydrosphere Type	36%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials & Kasallians
Population	250,000,000
Tech Level	Tech/8 - 10
StarPort Rating	Imperial StarPort AAAAA Class 1 x4
Social Organization	Totalitarian Meritocracy
Societal Strength	8
Xeno Acceptance	90%
Governmental Type	Imperial Planetary Governorship
Government Support	33%
Loyalty Index	78%
Repression Index	27% (Revolt = 5%)
Bureaucracy Level	very high
Corruption Level	3% Leader/5% Alpha/8% Beta
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 1,875,000
Per Capita Income	CR 7500
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	16%/MCR 300,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	80%

Kasall is an old planet but has been 'rejuvenated' by Terraforming. Only the temperate and equatorial belts are really habitable on this 'no seasons' world. The upper latitudes are simply too cold for extensive settlement. The free standing water largely consists of lakes and land-locked seas. Much of the planetary surface is arid or semi-arid but is being reclaimed by irrigation projects on a massive scale.

The Kasallan humanoids are an old race, reputed to have had space travel for some 8,000 years before the collapse of their civilization around 451 B.C. The world was discovered by Rau'arlu explorers in 2017, during that race's initial survey of the region. Kasall was made a Rau'arlu 'protectorate' - meaning that it was reserved for Rau'arlu economic exploitation. At that time, the Kasallans were in a feudal Tech/2 - 3 state. Their experiences under Rau'arlu rule were, apparently, not at all pleasant and the Kasallans retain a bitter hatred of the canines.

The world was incorporated into the Imperium in 2223, and the Imperials were welcomed as liberators by the happy Kasallans. The Imperial commander, Fleet Admiral Rolf Chambers, was canny enough to restrain his troops from committing the usual Imperial outrages against a conquered population, and the Imperium has reaped the benefits of his wisdom.

The Imperials found that the Kasallans are of 'human' stock, for it is possible for them to interbreed with humanity. The initial Imperial reaction was to exterminate the 'beasts,' but an archeological discovery on Kasall seems to indicate that the race originated on Terra itself! Imperial philosophers have evolved a fanciful explanation, complete with obscure references to the ancient and legendary land of 'Mu' and 'Atlantis' on Terra, holding up the Kasallans as likely forebears to the SuperRace of mankind. This has spared the Kasallans, and they have been indoctrinated with Supremacist concepts for several centuries, their culture being brought up to Tech/8 levels in the meantime.

The 225,000,000 Kasallians have been granted 'Beta' status, their most promising members even attaining 'Alpha' status after the Leader Edict of 2388. The Kasallans are a rare example of Imperial extension of citizenship to another race. For the Kasallans have evolved away from the elfin features. Quick to embrace Supremacist notions of racial superior-

ity, they have become willing partners in the Imperial drive to power and have provided many crack units for the Imperial Combat Forces.

LORELEI VI

StarSystem Coord	9.DD.+90 GSC 18.NN/+1000
Stellar Primary	M7iv sub-giant star
FTL Conversion	25,000 LS
Planets in System	13
LORELEI VI	Type 1 Terran Planet 9 moons
Orbital Distance	800 LS (1.60 AU)
Length of Year	1.08 Terran years
Length of Day	25 hours 05 minutes
Planetary Diameter	12,000 km
Surface Gravity	0.93 G
Temperature Range	-67 C to 54 C
Atmosphere Type	Terran: 775mm; 155mm oxygen
Hydrosphere Type	83%: 4 main continents, 2 small continents, several very large island groups
StarNationality	Independent World
Sentient Race	The Lorelei
Population	500,000,000 (est.)
Tech Level	Tech/11+
StarPort Rating	StarPort AAAAA Class 1 x9 Orbital Fort AAAAA x20
Social Data	Unknown
Economic Rating	Ultra Advanced World
Gross Productivity	MCR 50,000,000 (est.)
Per Capita Income	CR 100,000 (est.)
Tax % Levy	30% (est.)
Military Spending	20%/MCR 10,000,000 (est.)

The Lorelei star system is located somewhere in the dense Lorelei Nebula at the edge of the Deneb. Though the Imperium and others have sought to find this enigmatic world for centuries, no search has been successful. Indeed, no vessel has been able to penetrate more than half a light-year past the edge of the nebula before the crew would be gripped by panic fear and retreat was necessary. All data presented here is largely based upon rumor and legend.

Little is known of Lorelei VI, other than that it is reputed in legends to be a magnificently beautiful world, with great expanses of untouched natural splendor despite the very advanced technological achievements of the Lorelei. The world is protected by 20 great orbiting fortresses, according to the legends, and each of the nine moons is also supposed to be fortified.

The Lorelei are themselves no less mysterious. They possess highly developed psionic powers. Those who have allegedly encountered them report that the Lorelei appear to a human aspect, but whether this is real or a mental projection is unknown. The Lorelei appear to be able to thwart much of the protective capabilities of standard mindscreens as well. That they are active in Imperial territory is a certainty, but none have been apprehended by the Imperial security services. Their intentions are unclear beyond an apparent disapproval of Imperial aspirations. Yet they have not actively opposed the Imperium. Nor have they made contact with nor allowed contact by any of the enemies of the Imperium.

Lorelei starships are quite small, generally of FTL scout and corvette size. Yet they possess the firepower of light and fleet cruisers, respectively, while their screens and armor are again equal to those of cruisers! These vessels can maneuver like starfighters, with sub-light speeds approaching 300 LS or more. FTL rates clearly exceed 100 LY per day. Lorelei EW/ECM systems undoubtedly surpass EW/20, with sensor ranges vastly beyond those of any known interstellar race. Whatever the legends may contain of truth, it is clear that these advanced ships exist. The capacities of the race producing them cannot be underestimated.

MIDGARD III (ZEELAND)

StarSystem Coord	2.GG.+45 GSC 18.NN/+1000
Stellar Primary	G0v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
ZEELAND	Type 1 Terran Planet
Orbital Distance	530 LS (1.06 AU)
Length of Year	394 Terran days
Length of Day	24 hours 42 minutes

Planetary Diameter	12,500 km
Surface Gravity	0.95 G
Temperature Range	-55 C to 61 C
Atmosphere Type	Terran: 700mm; 150mm oxygen
Hydrosphere Type	83%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	150,000,000
Tech Level	Tech/10
StarPort Rating	Imperial StarPort AAAAA Class 1 Orbital Fort AAAAA x3
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)
Xeno Acceptance	99% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	35% (Imperial)
Loyalty Index	89% (Imperial)
Repression Index	9% (Revolt = 1%)
Bureaucracy Level	very high
Corruption Level	2% Leader/5% Alpha/5% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 2,025,000
Per Capita Income	CR 13,500 (Imperial)
Tax % Levy	20% (Imperial)
Military Spending	15%/MCR 300,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	95%

Zeeland was settled in 2158 by colonists from Beowulf. The planet required extensive terraforming. The climate is identical to Terran conditions, but with mild winters except in the sub-polar and polar regions. There are 2 large continents, 5 smaller continents, 4 large island groups, and a substantial number of individual islands, especially in the southern hemisphere. After 140 years, Terran lifeforms filled a ecological niches. The world is largely wilderness, with only six major centers of population and many smaller communities scattered across the planet. About 90% of the population lives in the countryside on modern, highly automated farms. Zeeland is famous for its fine wines, the uniformly high grade of its grain and fruits, and the superb grain of its wood products. Large deposits of petroleum and minerals also exist on the planet, but these are as yet not developed, being part of the Imperial reserve against future shortages.

The inhabitants are extreme 'Ultras' and are totally intolerant of all alien races, preferring to use high tech agricultural automation and procedures to slave labor.

MJOLNIR V (FARAWAY)

StarSystem Coord	7.FF.+80 GSC 18.NN/+1000
Stellar Primary	F3v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
FARAWAY	Type 1 Terran Planet
Orbital Distance	775 LS (1.55 AU)
Length of Year	2.78 Terran years
Length of Day	23 hours 50 minutes
Planetary Diameter	13,500 km
Surface Gravity	1.05 G
Temperature Range	-48 C to 67 C
Atmosphere Type	Terran: 850mm; 175mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	425,000,000
Tech Level	Tech/10 (Imperials)/Tech/4 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 Orbital Fortresses AAAAA x3
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/3 (Subject)
Xeno Acceptance	96% (Imperial)/28% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	44% (Imperial)/10% (Subject)
Loyalty Index	96% (Imperial)/10% (Subject)
Repression Index	92% (Slave Revolt = 10%)
Bureaucracy Level	very high

Corruption Level	2% Leader/5% Alpha/13% Beta/22% Slave
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 875,500
Per Capita Income	CR 16,500 (Imperial)/CR 500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	17%/MCR 150,000
Major Imports	manufactured products
Major Exports	agricultural products, cloth, industrial metals, power metals, precious metals, petroleum
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	75%

Faraway is a pleasant forested world with climatic conditions approaching Terran norms. Winter in higher latitudes tends to be much less severe, but most tropical and sub-tropical regions are hotter. The planet has only one large continent about the size of Africa, 5 smaller continents, and many low lying island groups which include large islands the size of the British Isles.

Faraway was conquered in 2241, during the Imperial consolidation of power in the Deneb Sector. The native humanoid race was enslaved and reduced to Tech/4 levels to prevent their rebellion against Imperial rule.

The planet is dominated by the Supremacist faction, and life for the subjugated slave race is harsh indeed. Most are rated 'Tau' not so much because of their resistance to Imperial rule, but rather because the human population is particularly racist in temperament.

NJORD III

StarSystem Coord	4.BB.+35 GSC 18.NN/+1000
Stellar Primary	MOIv/M3v binary star system
FTL Conversion	20,000 LS
Planets in System	11
NJORD III	Type 1 Terran Planet 1 moon
Orbital Distance	650 LS (1.30 AU)
Length of Year	342 Terran days
Length of Day	22 hours 43 minutes
Planetary Diameter	12,000 km
Surface Gravity	0.83 G
Temperature Range	-80 C to 47 C
Atmosphere Type	Terran: 675mm; 160mm oxygen
Hydrosphere Type	84%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	200,000,000
Tech Level	Tech/10 (Imperials)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 Orbital Fortress AAAAA x5
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/6 (Subject)
Xeno Acceptance	94% (Imperial)/19% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	40% (Imperial)/9% (Subject)
Loyalty Index	96% (Imperial)/9% (Subject)
Repression Index	80% (Slave Revolt = 5%)
Bureaucracy Level	very high
Corruption Level	1% Leader/4% Alpha/10% Beta/12% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 575,000
Per Capita Income	CR 15,000 (Imperial)/CR 1500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	17%/MCR 100,000
Major Imports	manufactured products
Major Exports	agricultural products, petroleum, industrial and power metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	75%

Njord III is a classic Terran planet in most respects. Conditions are fairly congenial in tropical and sub-tropical latitudes, but the higher latitudes experience bitter winters and cool summers. There are 5 moderate-sized continents. The seas are icebound in the high latitudes for most of the year.

Njord III was settled by Rau'arlu colonists in 2031. The planet was conquered by Imperial forces in 2228, and the population was reduced

to Tech/6 levels to minimize the chance of successful rebellion. As is the case on so many Rau'aarlu worlds, the 180,000,000 canines have largely submitted to Imperial domination with their fatalistic realism. About 65% of the Rau'aarlu have been accorded 'Epsilon' subject status.

The planet is an exporter of grain and meat products, although a growing primary resource industry is now producing petroleum, iron and steel, uranium, and thorium in significant quantities.

MOST SECRET: SECURITY CLEARANCE ALPHA*ONE REQUIREMENT; BRINT SPECIAL FILE NJORD III,A.I.F.41.BRINT. 218.NJ.3; NEED TO KNOW BASIS ONLY:

The Rau'aarlu underground conspiracy to rebel against the Imperium is not strongly entrenched on Njord III, and the population is generally divided in its opposition to the Imperium. For a number of Rau'aarlu, the Tarru, a minority group which experienced severe discrimination at the hands of their canine brothers, have embraced their Imperial liberators totally. In return for the clearly unrestrained loyalty of the Tarru, the Imperium has extended this non-human group a remarkable status bordering on 'Beta' levels in some ways. The Tarru are permitted light infantry arms and equipment and serve as the planetary police and militia! The Tarru are exceedingly persistent and clever in their pursuit of any 'disloyalty' and perhaps form the greatest single threat to the Rau'aarlu underground.

The Tarru have already uncovered the underground plot on Njord III, and the secret organization is in total disarray. However, no leader with the knowledge of the larger conspiracy has, as yet, been apprehended and made to talk. The magnitude of the 'local' conspiracy has been enough to alert Imperial security on the planet, and additional forces have been requested to crush the rebellion 'in the shell.' There is also some indication that a few security officials are beginning to consider the possibility of a wider plot, and the Rau'aarlu underground is even now preparing for the eventuality of more strenuous Imperial security efforts on the other Rau'aarlu worlds. The situation is becoming more critical every day. **RED TAG: REFER TO FENRIS X FILE.**

RAGNAROK VI

StarSystem Coord	1.AA.+100 GSC 18.NN/+1000
Stellar Primary	F2v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
RAGNAROK VI	Type 1 Terran Jungle Planet
Orbital Distance	725 LS (1.45 AU)
Length of Year	1.48 Terran years
Length of Day	26 hours 21 minutes
Planetary Diameter	19,500 km
Surface Gravity	1.75 G
Temperature Range	-32 C to 71 C
Atmosphere Type	Terran: 1375mm; 265mm oxygen. Climatic conditions are hot and humid in all but the highest latitudes
Hydrosphere Type	84%: 11 continents
StarNationality	Federation Fortress World
Sentient Race	Federation Military Personnel
Population	Unknown
Tech Level	Tech/10
StarPort Rating	T/Fed StarPort AAAAA Class 1 x5 Orbital Fortress AAAAA x10

Ragnarok was discovered and occupied by Federation forces in 2371 during the Ninth Interstellar War. The planet was heavily fortified and strongly garrisoned to serve as an advanced base in the heart of the Deneb. The only approaches to the starsystem known to the Imperials lies along a narrow corridor in the dense Lorelei Nebula, which has been extensively mined by the Federation. It is believed that there is a very powerful planetary battery of 24 N*2500 'coastal defense guns' commanding the final approaches to Ragnarok, in addition to other heavy anti-spacecraft weapons. A BattleFleet can easily be based on Ragnarok and the StarFleet is known to base strong naval and ground forces there.

Ragnarok has been subjected to seventeen Imperial attacks since its establishment as a forward base, all of which were beaten off with heavy Azuriach casualties.

SIEGFRIED II

StarSystem Coord	8.AA.+00 GSC 18.NN/+1000
Stellar Primary	G2v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
SIEGFRIED II	Type I Terran Planet
Orbital Distance	500 LS (1.00 AU)
Length of Year	359 Terran days
Length of Day	23 hours 55 minutes
Planetary Diameter	13,500 km
Surface Gravity	1.01 G
Temperature Range	-73 C to 66 C
Atmosphere Type	Terran: 850mm; 180mm oxygen
Hydrosphere Type	83%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	100,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)
Xeno Acceptance	92% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	38% (Imperial)
Loyalty Index	92% (Imperial)
Repression Index	80%
Bureaucracy Level	moderate
Corruption Level	4% Leader/7% Alpha
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 1,250,000
Per Capita Income	CR 12,500 (Imperial)/CR 1500 (Subject)
Tax % Levy	20% (Imperial)
Military Spending	16%/MCR 200,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	75%

Siegfried II is a typical Azuriach terraformed planet. Settled in 2169 by colonists from Wotan, the planet was modified to Terran standards until it has become a virtual twin of Terra. Standard Terran climatic conditions prevail, with severe winters in high and middle latitudes. There are 10 small continents and many island archipelagos, several of which are quite extensive. Siegfried II is the only planet in the system that is habitable.

Siegfried II is largely devoted to agriculture, with the majority of the human population running family farms. There is little settlement in the higher latitudes. Some mining of industrial metals, petroleum production, and light industry complete the economic picture.

No aliens are permitted on the planet, the colonists preferring to maintain the 'purity' of the planet.

The Imperials are adherents primarily of the Supremacist faction, and it is traditional for the young men of Siegfried II to volunteer for a tour of duty with the Imperial Forces before settling down to a life of farming. The planet is therefore held by a population trained to arms, and most veterans maintain their personal equipment and small arms in case they are called to duty by the militia to defend the planet.

SIEGLINDE II

StarSystem Coord	9.CC.-40 GSC 18.NN/+1000
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	6
SIEGLINDE II	Type 15 Airless Planet
Orbital Distance	450 LS (0.90 AU)
Length of Year	334 Terran days
Length of Day	26 hours 41 minutes
Planetary Diameter	18,000 km
Surface Gravity	2.21 G
Temperature Range	-92 C to 51 C
Atmosphere Type	Terran: 1955mm; 290mm oxygen
Hydrosphere Type	85%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	25,000,000

Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort AA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	10 (Imperial)
Xeno Acceptance	97% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	81% (Imperial)
Loyalty Index	99% (Imperial)
Repression Index	84%
Bureaucracy Level	moderate
Corruption Level	6% Leader/9% Alpha/16% Beta
Law Level	18+
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 1,250,000
Per Capita Income	CR 50,000 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	16%/MCR 200,000
Major Imports	food, manufactured and luxury goods, mining equipment
Major Exports	industrial, precious, and power metals; precious gems
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	40%

Sieglinde II was settled by colonists from Brynhilde V in 2396 when rich deposits of minerals were discovered by one of their commercial vessels while making repairs to a damaged drive unit. The brutal gravity field did not dissuade the tough amazons, and the generations born since on Sieglinde have developed into very strong specimens indeed.

Sieglinde itself is a planet in the early stages of development. The first life forms have crawled out of the primordial seas, and insect life abounds in the huge forests of ferns and primitive plants. Despite the gravity field, everything is conceived on a gigantic scale, and the life forms are uniformly tough. Some of the insect predators, which can rival the size of a small pony, are very dangerous.

SIF V (KORRAD'EEE)

StarSystem Coord	7.HH.+55 GSC 18.NN/+1000
Stellar Primary	F8v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
KORRAD'EEE	Type I Terran Planet
Orbital Distance	625 LS (1.25 AU)
Length of Year	1.33 Terran years
Length of Day	23 hours 49 minutes
Planetary Diameter	12,000 km
Surface Gravity	0.89 G
Temperature Range	-60 C to 59 C
Atmosphere Type	Terran: 900mm; 170mm oxygen
Hydrosphere Type	79%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	500,000,000
Tech Level	Tech/10 (Imperial)/Tech/4 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3 Orbital Fortress AAAAA x5
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/3 (Subject)
Xeno Acceptance	99% (Imperial)/78% (Subject)
Government Type	Imperial Planetary Governorship
Governmental Support	31% (Imperial)/0% (Subject)
Loyalty Index	93% (Imperial)/10% (Subject)
Repression Index	90% (Slave Revolt = 17%)
Bureaucracy Level	very high
Corruption Level	4% Leader/7% Alpha/10% Beta/11% Subject
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 475,000
Per Capita Income	CR 10,000 (Imperial)/CR 500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/55% (Subject)
Military Spending	15%/MCR 75,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Korrad'eee is the home planet of the sole avian race in Deneb. It was conquered in 2240 by Imperial forces after a long and savage siege. The



avians acquitted themselves so well and inflicted such high casualties on the Imperials that subsequent generations have suffered from the Imperial wrath ever since.

The planet is still scarred by the furious bombardment leveled against it by the Imperials in the final assault, and two continents are still uninhabitable wastelands. However, the remainder of the world has largely recovered, and the three largest continents were untouched by the war centuries earlier.

The world is administered by the Ministries of Production and the H.A.T.A., a somewhat unusual situation until one realizes that one of the main products of Korrad'eee is prime cut of avian! The Imperials have developed a barbarous taste for 'space turkey,' their word for the avians, and maintain special breeding farms to produce the highest grade of fattened 'turkey' possible. The remainder of the avian population of 475,000,000, is employed as slave labor on the Imperial plantations and in the mines or else scratches out a bare living on their peasant farms.

SKRYMIR IV (STARBRIGHT)

StarSystem Coord	2.BB.-55 GSC 18.NN/+1000
Stellar Primary	Foiv/wd sub-giant star
FTL Conversion	20,000 LS
Planets in System	16
STARBRIGHT	Type 15 Low Pressure Planet
Orbital Distance	4525 LS (9.05 AU)
Length of Year	9.94 Terran years
Length of Day	19 hours 55 minutes
Planetary Diameter	16,800 km
Surface Gravity	1.42 G
Temperature Range	-20 C to 89 C
Atmosphere Type	Primordial: 475mm
Hydrosphere Type	Waterless
StarNationality	Azuriach Imperium Penal World
Sentient Race	Human Exiles
Population	7,500,000 in domed colonies
Tech Level	Tech/10 (Imperial)/Tech/6 (Subject)
StarPort Rating	Imperial Landing Ground
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/2 (Subject)
Xeno Acceptance	97% (Imperial)/21% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	81% (Imperial)/0% (Subject)
Loyalty Index	63% (Imperial)/0% (Subject)
Repression Index	84% (Slave Revolt = 03%)

Bureaucracy Level	very high
Corruption Level	6% Leader/10% Alpha/20% Beta/45% Subject
Law Level	18+
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 27,625
Per Capita Income	CR 50,000 (Imperial)/CR 375 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	10%/MCR 2775
Major Imports	agricultural products, manufactured goods, mining equipment
Major Exports	industrial, precious, and power metals; precious gems
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	40%

StarBright is a penal colony established in 2289 as a mining world to exploit the rich deposits of ore on the planet. The world can only be described as exotic. The atmosphere includes 180mm of carbon dioxide, heavy concentrations of nitrogen and sulphur oxides, and a variety of other gases, some corrosive and many toxic. Volcanic activity is intense, spewing vast amounts of gases and ash in titanic eruptions, while tectonic activity produces earth tremors on a regular basis, with occasionally gargantuan earthquakes that require all construction on the planet to be shock mounted. High quality life support equipment is essential on this world, which is in the early stages of atmosphere building.

Some 7,000,000 of the population is comprised of 'Tau' Class convicts — human, for the most part. The convicts are classified as 'exceedingly dangerous to the Imperial State' and include a variety of political criminals and incorrigible subjects given life sentences in the mines. The convicts are violent and hate the Imperium. Because of the extreme conditions, revolt is rare. One cannot revolt on StarBright and hope to survive. Off-world support is essential to maintenance and replacement of specialized equipment, etc. However, because the daily conditions on the worksites are perilous, 'accidents' sometimes befall especially hated guards, overseers, and trusty convicts.

SKULD II

StarSystem Coord	1.II.-25 GSC 18.NN/+1000
Stellar Primary	K7v main sequence star
FTL Conversion	10,000 LS
Planets in System	5
SKULD II	Type 14 Terran Low Pressure Planet, ringed with 3 moonlets
Orbital Distance	215 LS (0.43 AU)
Length of Year	118 Terran days
Length of Day	19 hours 33 minutes
Planetary Diameter	11,250 km
Surface Gravity	0.77 G
Temperature Range	-95 C to 37 C
Atmosphere Type	Terran: 435mm; 65mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonial
Population	10,000,000 domed colonies
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort AA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)
Xeno Acceptance	90% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	22% (Imperial)
Loyalty Index	58% (Imperial)
Repression Index	55% (Revolt = 6%)
Bureaucracy Level	very high
Corruption Level	4% Leader/7% Alpha/10% Beta
Law Level	18+
Economic Rating	Rich Mining Planet
Gross Productivity	MCR 450,000
Per Capita Income	CR 45,000 (Imperial)

Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	10%/MCR 45,000
Major Imports	food, manufactured goods, mining equipment
Major Exports	power metals, precious metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Skuld II was settled in 2079 by Azuriach miners when the planet proved rich in mineral resources. Breathing apparatus is generally required, either a pressurizer or self-contained oxygen. UV levels are high enough to make protective gear mandatory. There are no regions of standing water, but considerable ice is found in polar caps, which are fairly extensive, and in subterranean deposits.

Skuld II is currently open for prospecting, and large tracts remain unclaimed.

SURTUR V (HELLSGATE)

StarSystem Coord	2.BB.-55 GSC 18.NN/+1000
Stellar Primary	FOIv/wd binary star system
FTL Conversion	20,000 LS
Planets in System	12
HELLSGATE	Type 13.7 Terran Desert Planet 1 large moon, 5 moonlets
Orbital Distance	2950 LS (5.90 AU)
Length of Year	5.23 Terran years
Length of Day	28 hours 29 minutes
Planetary Diameter	14,250 km
Surface Gravity	1.14 G
Temperature Range	20 C to 84 C
Atmosphere Type	Terran: 900mm; 185mm oxygen
Hydrosphere Type	10%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials
Population	15,000,000 Human Colonials
Tech Level	Tech/10 (Imperial)/Tech/6 (Subject)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)/10 (Subject)
Xeno Acceptance	94% (Imperial)/10% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	76% (Imperial)/8% (Subject)
Loyalty Index	95% (Imperial)/8% (Subject)
Repression Index	97% (Slave Revolt = 35%)
Bureaucracy Level	very high
Corruption Level	6% Leader/10% Alpha/20% Beta/4% Subject
Law Level	18+
Economic Rating	Poor Agricultural
Gross Productivity	MCR 275,000
Per Capita Income	CR 500,000 (Imperial)/CR 1500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	18%/MCR 50,000
Major Imports	manufactured goods
Major Exports	spice
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	Imperial License only

Hellsgate is a spice planet and is very similar in all particulars to Archenar VI in the Terran Home Sector (see *StarSector Atlas 1*). The planet was originally colonized in 2109 by Amerinds from the North-Am region of Terra when their ship became lost and had to land because of fuel shortage. The world was not rediscovered until 2516, at which time an Imperial colony was planted there to take advantage of the spice deposited by the 'Makers.'

Dust levels in the atmosphere are very high, requiring the use of filters and protective clothing at all times. Humidity levels approach 1% to 10% in most regions, and StillSuits are essential to survival outside of the polar regions, where there are some deposits of standing water. Sandstorms in the deep deserts are very severe and sometimes pro-

longed in duration, with winds exceeding 100 kmh and violent electrical activity. There are a few desert 'oasis,' these being deposits of subterranean water which are generally known only to the Amerind colonists.

About 14,500,000 'Lost Colonists' of American Indian descent live on Hellsgate and are regarded mainly as a nuisance by the Imperials, who do not regard them as a serious threat. The Amerinds, for their part, remain free of Imperial control in their desert fastnesses and do not hesitate to ambush spice operations wherever they can.

Smugglers make runs into the planet to purchase spice illegally from the Amerinds, who are eager to acquire advanced weaponry and equipment. Imperial patrols have been relatively ineffective in curtailing the illegal trade because the naval forces made available are not large.

The 500,000 Imperials on the planet are either employees of the huge Dupre-Ingersol Corporation, which has the spice monopoly, or garrison troops detailed to guard the spice operations and the Imperial settlements near the northern pole. They live in heavily fortified settlements with sumptuous facilities. The equipment available to the spice personnel is the best the Imperium can produce, although the Imperials cannot begin to match the Amerinds of Hellgard for sheer expertise in the manufacture of StillSuits. The average wage of Imperial workers on the planet is about three times normal. Of course, the vast majority of the profits from the operation goes to Dupre-Ingersol. The Imperial forces are mainly light troops in aircavalry units, for mobility is essential in counter-insurgency operations against the desert-wise 'natives.'

THIALFI III

StarSystem Coord	2.HH,+55 GSC 18.NN/+1000
Stellar Primary	G6v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
THIALFI III	Type 1 Terran Jungle Planet
Orbital Distance	405 LS (0.81 AU)
Length of Year	289 Terran days
Length of Day	23 hours 38 minutes
Planetary Diameter	12,000 km
Surface Gravity	0.92 G
Temperature Range	-41 C to 66 C
Atmosphere Type	Terran: 810mm; 175mm oxygen
Hydrosphere Type	86%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials
Population	75,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	6 (Imperial)
Xeno Acceptance	99% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	24% (Imperial)
Loyalty Index	78% (Imperial)
Repression Index	23% (Revolt = 7%)
Bureaucracy Level	high
Corruption Level	6% Leader/10% Alpha/10% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 1,387,500
Per Capita Income	CR 18,500
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	11%/MCR 150,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	50%

Thialfi III was discovered in 2129 and colonized in the following year. The planet is covered with dense jungle vegetation in tropical and sub-

tropical regions. Only the polar regions experience winter conditions. Precipitation patterns tend to be fairly heavy to extreme on all of the 5 low-lying continents in the extensive, shallow seas. There is still considerable vulcanism, and many volcanic islands dot the northern oceans, although few reach explosive activity.

The plantations are family operations, for the most part, and very few employ slave labor as the practice of importation of 'inferior breeds' is widely disapproved by the local population. Considerable reliance is made upon up to date agricultural machinery and automation instead of manpower. Three to four crops per year can be obtained, accounting for the prosperity of the planet.

Extensive regions of Thialfi III have not been explored. The coastal regions of the continents are inhabited, but the interiors are largely unknown. Interior regions are characterized by very dense jungle and rainforest, fever infested swamps, and generally unhealthy conditions. If any sentient life native to the planet exists, it is in these unurveyed areas.

THOR VIII

StarSystem Coord	6.GG.+85 GSC 18.NN/+1000
Stellar Primary	FOiii giant star
FTL Conversion	35,000 LS
Planets in System	22
THOR VIII	Type 1 Terran Steppe Planet
Orbital Distance	9075 LS (18.15 AU)
Length of Year	19.96 Terran years
Length of Day	26 hours 32 minutes
Planetary Diameter	15,500 km
Surface Gravity	1.21 G
Temperature Range	-26 C to 73 C
Atmosphere Type	Terran: 985mm; 190mm oxygen
Hydrosphere Type	41%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	50,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)
Xeno Acceptance	97% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	33% (Imperial)
Loyalty Index	87% (Imperial)
Repression Index	27%
Bureaucracy Level	moderate
Corruption Level	3% Leader/5% Alpha/10% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 625,000
Per Capita Income	CR 12,500 (Imperial)/CR 1500 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	12%/MCR 75,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	82%

Thor VIII was settled in 2283 by colonists from Thor X. Large expenses of the planet's 7 continents are arid and semi-arid, but great areas of grasslands provide superb pasturage and a huge ranching industry has grown up on Thor VIII as a result. Winters are severe in the high latitudes, but the temperate, sub-tropical, and tropical regions are inhabitable and relatively comfortable all year around, except for the somewhat high temperatures in the lower latitudes.

As noted, Thor VIII is mainly engaged in the raising of meat animals, and the greater proportion of the exclusively human population is engaged in ranching. The planet has an unconventional, frontier quality about it, with much of the typical stiff formality of Imperial culture lacking. The only feature that is distasteful is the general hatred of non-human sentients, and all non-humans are barred from the planet.

There are few settlements of any size, the largest being a city of only 200,000, and the population is broadly dispersed.

The Imperials are adherents of the Revisionist faction and welcome settlers adlected from the 'Beta' to 'Alpha' classification. While the ranchers are not militarists and regard military service as a waste of time, many are trained in the use of arms because of the need to protect the huge herds from wild animals and rustlers. A strong militia of light infantry is therefore readily available if the planet is threatened.

THOR IX

StarSystem Coord	6.GG.+85 GSC 18.NN/+1000
Stellar Primary	FOiii giant star
FTL Conversion	35,000 LS
Planets in System	22
THOR IX	Type 1 Terran Ocean Planet
Orbital Distance	10,925 LS (21.85 AU)
Length of Year	26.37 Terran years
Length of Day	23 hours 55 minutes
Planetary Diameter	12,750 km
Surface Gravity	0.94 G
Temperature Range	-40 C to 47 C
Atmosphere Type	Terran: 955mm; 190mm oxygen
Hydrosphere Type	92%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	25,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort AA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	10 (Imperial)
Xeno Acceptance	93% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	42% (Imperial)
Loyalty Index	89% (Imperial)
Repression Index	26%
Bureaucracy Level	moderate
Corruption Level	4% Leader/5% Alpha/10% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 287,500
Per Capita Income	CR 11,500 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	14%/MCR 40,000
Major Imports	manufactured goods
Major Exports	marine products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	70%

Thor IX was settled by colonists from Thor X in 2266. The planet is dominated by its vast oceans, and there are no large bodies of land, the largest being an island slightly larger than 150,000 square kilometers in area. Innumerable islands dot the seas. The climate is marine, with no extremes in temperature except in the high latitudes.

The population is almost entirely involved in the fisheries and the sea farming industry, although huge deposits of petroleum and minerals have been found below the sea bed. These resources are now being developed by corporate interests from Thor X.

THOR X (NEW FRANCE)

StarSystem Coord	6.GG.+85 GSC 18.NN/+1000
Stellar Primary	FOiii giant star
FTL Conversion	35,000 LS
Planets in System	22
NEW FRANCE	Type 2 Terran Planet
Orbital Distance	12,275 LS (24.55 AU)
Length of Year	31.41 Terran years
Length of Day	24 hours 19 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.14 G
Temperature Range	-78 C to 62 C
Atmosphere Type	Terran: 785mm; 168mm oxygen
Hydrosphere Type	77%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	3,250,000,000
Tech Level	Tech/10 (Imperial)/Tech/5 (Subjects)

StarPort Rating	Imperial StarPort AAAAA Class 1 x8 Orbital Fortress AAAAA x8
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/3 (Subject)
Xeno Acceptance	93% (Imperial)/38% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	25% (Imperial)/0% (Subject)
Loyalty Index	87% (Imperial)/10% (Subject)
Repression Index	80% (Slave Revolt = 17%)
Bureaucracy Level	very high
Corruption Level	6% Leader/10% Alpha/20% Beta/27% Subject
Law Level	18+
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 10,000,000
Per Capita Income	CR 25,000 (Imperial)/CR 1250 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/50% (Subject)
Military Spending	20%/MCR 2,000,000
Major Imports	agricultural products, industrial metals, power metals, petroleum, petrochemicals
Major Exports	manufactured products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	95%

Thor X was inhabited by the Flanarali, a humanoid race, when the first settlers arrived in the Deneb. In 2083, colonists from France were permitted to settle on the planet by one of the smaller nations. At that time Thor X was at much the same stage of development as Terra, circa 1940, and the colonists were drawn into the global conflict as a matter of course. When the matter was finally resolved in 2088, the colonials effectively governed the planet even though the Flanarali still maintained their national identities under the new World Government. In 2134, the Flanarali finally awakened to the fact that the 'aliens' had seized control of their world and joined in a global effort to evict the colonials. Almost thirty years of warfare resulted before the colonials were able to crush the last organized resistance.

Thor X is a large, 'no-seasons' world with very pleasant conditions prevailing over most of the planetary surface. There are four very large continents and many island groups. The life forms tend to parallel Terran types quite closely, with only a faint bluish hue to the foliage of many plants betraying their non-Terran nature.

Thor X was renamed New France in 2167 and has been organized along the social patterns of its namesake back on Terra, with French as the national language (Anglic being the 'official' language of the Imperium, but learned as a second language, as on so many Imperial worlds). The 250,000,000 humans are supporters of the Supremacist and Revisionist factions. They maintain firm control over the three billion Flanarali, most of which are rated as 'Epsilons.'

Uprisings are rare, but Flanarali 'nationalism' remains strong and ter-



rorist groups emerge from time to time, disrupting the smooth operation of New French society with bombings, assassinations, and ambushes of military patrols, etc. The Imperials have learned not to hold the general population responsible, most of which stays safely clear of the terrorist activities and remain 'law-abiding' subjects of the Imperium. But times are hard during periods of civil unrest, and often informers step forward to denounce political dissidents and activists in the hope that the Imperials will be mollified and not overreact at the expense of all the Flanarali.

New France is heavily industrialized and has an insatiable appetite for the resources needed to fuel its great factory complexes. The pollution levels have not reached grievous levels because it is government policy to control environmental dangers before they get out of hand. However, industrialization has overrun many of the prime farming areas, necessitating importation of large amounts of food from the Out-Worlds.

Five other planets of the Thor starsystem are inhabited, Thor XI, XII, XIII, XIV, and XV, all of which are Type 14 Low Pressure Planets on the general lines of Mars in the Terran starsystem. Each has a population of between 1.5 and 3 millions, living in domed colonies. No non-humans are allowed on these worlds, all of which have strong Revisionist leanings. They are engaged primarily in mining operations.

THRYM II (NOVARRLU)

StarSystem Coord	2.DD.-20 GSC 18.NN/+1000
Stellar Primary	K2v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
NOVARRLU	Type 1 Terran Airless Planet
Orbital Distance	375 LS (0.75 AU)
Length of Year	306 Terran days
Length of Day	22 hours 50 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.06 G
Temperature Range	-160 C to 116 C
Atmosphere Type	Vacuum
Hydrosphere Type	Waterless
StarNationality	Azuriach Imperium 'Sterilized' World

Almost nothing is known about the Varrla except a few fragments of information obtained from the Rau'aarlu. The Varrla were apparently a fairly advanced race of humanoids (Tech/8, est.) who played a prominent role in the defense of the Deneb against the Bugs in the 22nd century. When the Imperium under Richard Ower began its genocidal campaign against the 'alien' races of the Deneb, Varrla naval forces scored a number of stunning victories against the Imperial StarFleet. In 2224 a huge Imperial BattleFleet was sent to crush the Varrla and lay to waste to their planet. The Varrla put up a magnificent defense, but their fleet was eventually decimated by the more numerous, if technologically inferior Imperials. Imperial planetary assaults were pressed home and the 7th and 42nd Assault Regiments eventually captured and disabled the North Polar xenon defense generators.

The Imperials then invited the Varrla to surrender, as they were now naked to thermonuclear bombardment, but the valiant humanoids refused to yield. After several weeks of close engagement with the planetary defense batteries, in which a great many Imperial warships were damaged and destroyed, the heavy guns and missile batteries of Novarrlu were silenced. The Imperial fleet then stood off and subjected Novarrlu to a month of intense saturation bombing with cobalt-encased thermonuclear warheads. The coup de grace was delivered with 1000 megaton Deltron*K Phoenix reaction bombs which fractured the very crust of the planet, releasing the great pressures of the molten planet below and even blasted away the atmosphere itself.

An estimated 2.75 billion Varrla perished in the final attack. The planet, now an airless, radioactive cinder, is a grim reminder of Imperial ferocity in the face of stout and unyielding opposition. RAD/ 5 - 7 conditions prevail over most of the planetary surface, with occasional pockets at RAD/12. Much of the surface is slagged down into glassine plains, and no trace of habitation can be found anywhere, so thorough was the Imperial bombardment.

TYR III (WARLORD)

StarSystem Coord	5.HH.+25 GSC 18.NN/+1000
Stellar Primary	K3v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	9
WARLORD	Type 1 Terran Planet 3 moons
Orbital Distance	255 LS (0.51 AU)
Length of Year	162 Terran days
Length of Day	27 hours 11 minutes
Planetary Diameter	13,000 km
Surface Gravity	0.98 G
Temperature Range	-80 C to 60 C
Atmosphere Type	Terran: 767mm; 165mm oxygen
Hydrosphere Type	84%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	75,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort AAAAA Class 1 x2
Social Organization	Totalitarian Meritocracy
Societal Strength	7 (Imperial)
Xeno Acceptance	99% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	39% (Imperial)
Loyalty Index	98% (Imperial)
Repression Index	11% (Revoit = 1%)
Bureaucracy Level	moderate
Corruption Level	1% Leader/3% Alpha/5% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 1,125,000
Per Capita Income	CR 15,000 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	18%/MCR 200,000
Major Imports	manufactured goods
Major Exports	agricultural products, industrial metals, power metals, precious metals, petroleum, and petrochemicals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	75%

Tyr III was settled in 2249 by Azuriach veterans of the Deneb Wars. The planet has six small continents which are heavily forested. Several huge mountain ranges can be found on two of the continents, with some peaks exceeding 12,800m in altitude. The weather is remarkably close to Terran norms, although the short seasons have rendered the higher latitudes virtually locked in perpetual winter. Most settlement is in the tropical and sub-tropical regions, where the seasonality of the short year is not apparent.

WarLord is a Supremacist bastion, with the entire population committed to the idea of aggressive Imperial expansion on all fronts. It is customary for young men to serve at least one tour with the armed forces before taking up a lifetime career farming or working in the now significant primary industries on the planet.

The population is very prejudiced against the presence of 'inferiors' on WarLord, human or alien subjects alike being banned from the world.

UNDINE VI

StarSystem Coord	10.DD.-25 GSC 18.NN/+1000
Stellar Primary	K0iii giant star
FTL Conversion	35,000 LS
Planets in System	15
UNDINE VI	Type 13.7 Terran Desert Planet 2 large moons, 5 moonlets
Orbital Distance	3200 LS (6.40 AU)
Length of Year	4.18 Terran years
Length of Day	25 hours 16 minutes
Planetary Diameter	13,000 km
Surface Gravity	1.01 G
Temperature Range	-34 C to 82 C
Atmosphere Type	Terran: 725mm; 155mm oxygen
Hydrosphere Type	19%

StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials
Population	25,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	6 (Imperial)
Xeno Acceptance	91% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	40% (Imperial)
Loyalty Index	95% (Imperial)
Repression Index	12% (Revolt = 1%)
Bureaucracy Level	very high
Corruption Level	6% Leader/10% Alpha/20% Beta
Law Level	18+
Economic Rating	Average Mining World
Gross Productivity	MCR 300,000
Per Capita Income	CR 12,000 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	17%/MCR 50,000
Major Imports	manufactured goods
Major Exports	industrial metals, silver, gold, platinum, iridium, thorium
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Undine VI was settled in 2246, at the conclusion of the Deneb Wars. Dust levels in the atmosphere are very high in the deep desert, requiring the use of filters and protective clothing. Humidity levels approach 1% to 10% in most sub-tropical and tropical areas, and Still-Suits are essential to survival. The temperate and polar zones have the bulk of the standing water, and conditions are sufficiently moderated that comprehensive protection against heat and dehydration are unnecessary. Precipitation in temperate regions is sometimes enough to support extensive grasslands, upon which herds of animals graze and flourish.

In addition to the mining operations, some ranching is conducted in the grasslands, but the total production is small, compared to the income brought in by the mines.

There are few large population centers, the two largest being the spaceports, each with around 150,000 people. Most of the population is scattered in small mining centers and on ranches.

UNDINE VII

StarSystem Coord	10.DD.+45 GSC 18'NN/+1000
Stellar Primary	KOiii giant star
FTL Conversion	35,000 LS
Planets in System	15
UNDINE VII	Type 2 Terran Ocean Planet ringed, 5 moons
Orbital Distance	8950 LS (17.90 AU)
Length of Year	19.55 Terran years
Length of Day	25 hours 30 minutes
Planetary Diameter	16,000 km
Surface Gravity	1.32 G
Temperature Range	-36 C to 48 C
Atmosphere Type	Terran: 1000mm; 200mm oxygen
Hydrosphere Type	91%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	900,000,000
Tech Level	Tech/10 (Imperials)/Tech/2 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/4 (Subject)
Xeno Acceptance	92% (Imperial)/97% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	52% (Imperial)/0% (Subject)
Loyalty Index	83% (Imperial)/0% (Subject)
Repression Index	84% (Slave Revolt = 20%)
Bureaucracy Level	very high
Corruption Level	2% Leader/5% Alpha/9% Beta/26% Subject
Law Level	18+
Economic Rating	Poor Agricultural Planet
Gross Productivity	MCR 593,750
Per Capita Income	CR 15,000 (Imperial)/CR 250 (Subject)

Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	17%/MCR 100,000
Major Imports	manufacturing products
Major Exports	marine products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	55%

Undine VII was conquered in 2219 at the beginning of the Deneb Wars. The planet has a marine climate prevailing over much of the planetary surface. The sub-tropics are the most congenial, with ideal conditions. Undine VII has 4 small continents, and many islands. The planet is the home of a primitive race of sentient crustaceans resembling the Klackons, who have been brought under nominal 'control' by the Imperials but largely live a relatively free lifestyle because they are aquatic creatures and used to an environment in which air breathers can operate only with difficulty.



There are only 25,000,000 Imperials on the planet, with most engaged in farming in the interior of the continental land masses or else in trading with the crustaceans, who are the 'fishermen' of Undine VII. As is often their policy, the Imperials have formed 'alliances' with several of the crustacean 'tribal' groups, offering them material assistance and trade monopolies in return for bringing independent groups into the Imperial pale. Continual warfare is therefore raging in the shallow seas of the planet between the Imperial proxies and the independent crustaceans.

The Imperial population is predominantly Elitist in faction loyalties. Their lifestyle is essentially rural, with few large cities and most towns under 50,000 population. The Imperials are 'provincial' in outlook and tend to regard offworlders with suspicion.

VALHALLA III

StarSystem Coord	4.GG.-30 GSC 18.NN/+1000
Stellar Primary	GOv main sequence star
FTL Conversion	10,000 LS
Planets in System	7
VALHALLA III	Type 1 Terran Planet 1 moon
Orbital Distance	510 LS (1.02 AU)
Length of Year	372 Terran days
Length of Day	23 hours 47 minutes
Planetary Diameter	14,000 km
Surface Gravity	1.02 G
Temperature Range	-78 C to 56 C
Atmosphere Type	Terran: 855mm; 180mm oxygen
Hydrosphere Type	82%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	4,000,000,000
Tech Level	Tech/10 (Imperials)/Tech/5 (Slaves)

StarPort Rating	Imperial StarPort AAAAA Class 1 x3 Orbital Fort AAAAA x6
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)/4 (Subject)
Xeno Acceptance	94% (Imperial)/58% (Subject)
Governmental Type	Imperial Leader
Government Support	75% (Imperial)/10% (Subject)
Loyalty Index	99% (Imperial)/10% (Subject)
Repression Index	95% (Slave Revolt = 09%)
Bureaucracy Level	very high
Corruption Level	6% Leader/9% Alpha/17% Beta/26% Subject
Law Level	18+
Economic Rating	Poor Agricultural Planet
Gross Productivity	MCR 9,950,000
Per Capita Income	CR 25,000 (Imperial)/CR 250 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 1,200,000
Major Imports	manufactured products
Major Exports	agricultural products, cloth, industrial metals, power metals, petroleum, petrochemicals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	90%

Valhalla III was conquered in 2227. The planet is inhabited by a race of humanoids who had attained only Tech/2 levels at the time of conquest. They have since been raised to Tech/5.

Valhalla III has standard Terran climatic conditions, with mild winters in most regions. There are 2 large continents, 5 smaller continents, and many islands. Valhalla III was a picturesque planet in 2227, but now it is being converted into an industrial world. There are a considerable number of large cities, some with populations of 20 millions or more, with industrial complexes belching their smokey pollution into the atmosphere. Vast open-pit mines also scar the planet as the Imperials proceed to rape the world of its abundant mineral deposits.

The subject population, numbering about 3,800,000,000, is restive under Imperial rule, and the Imperials have taken to enforcing stringent control measures. Full documentation is required for entrance onto Imperial property, and internal passports and visas are required for all subjects and visitors desiring to travel beyond designated areas of residence and work. As on *Zitadelle* and many other Imperial worlds, the population are rigidly segregated according to class. The Alphas and Betas live in exceedingly comfortable districts, with a wide range of public amenities and good police protection. The trustworthy Gammas of the native population, about 250,000,000 in number, also enjoy preference, with good jobs fairly high pay, and quite comfortable residences – again carefully segregated and protected from the slave masses. The Imperials take good care of the native collaborators, for they are greatly outnumbered and need all the support they can get.

The vast subject population lives in the slums of the industrial cities or the hovels of the largely impoverished countryside. Riots are not uncommon, and occasional uprisings occur when there is a local famine or other problem which the enslaved populace can blame on the Imperials. Such outbreaks of 'public disorder' are ruthlessly crushed by Imperial troops and the 'Gamma' auxiliaries of the native police forces.

Life in the warrens is often violent, but the Imperials rarely interfere except to restore order and to protect the lives and property or Imperial citizens. The Imperial leadership is dominated by the Ultras. They have no concern for the welfare of the 'brutish mob' beyond ensuring that the 'slaves' obey Imperial edicts and regulations, fulfill their work quotas, and are not living in totally dangerous unsanitary conditions. As is the case on many Imperial worlds, the criminal element tends to dominate the slums, for they alone have the strong-arm men to enforce their will and pay bribes to the police authorities to give them a free hand.

VALI II

StarSystem Coord	5.DD.+50 GSC 18.NN/+1000
Stellar Primary	10,000 LS
Planets in System	8
VALI II	Type 2 Terran Planet
Orbital Distance	330 LS (0.66 AU)
Length of Year	222 Terran days
Length of Day	23 hours 18 minutes
Planetary Diameter	13,000 km
Surface Gravity	0.09 G

Temperature Range	-70 C to 58 C
Atmosphere Type	Terran: 725mm; 150mm oxygen
Hydrosphere Type	80%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Slave Races
Population	325,000,000
Tech Level	Tech/10 (Imperials)/Tech/5 (Subjects)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/4 (Subject)
Xeno Acceptance	90% (Imperial)/26% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	32% (Imperial)/15% (Subject)
Loyalty Index	89% (Imperial)/15% (Subject)
Repression Index	84% (Slave Revolt = 17%)
Bureaucracy Level	very high
Corruption Level	5% Leader/8% Alpha/9% Beta/16% Subject
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 840,000
Per Capita Income	CR 13,500 (Imperial)/CR 550 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	15%/MCR 125,000
Major Imports	manufactured products
Major Exports	agricultural products, forestry products, industrial metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	85%

Vali II was first discovered in 2154. It was found to have rich deposits of industrial metals, and the Dupre-Ingersol Corporation established mining operations there in 2157.

Because of the limited seasonality, Vali II has a growing period which lasts most of the planetary 'year.' There are 3 large continents and 2 smaller continents, and most of the land area is well watered. Vast forests cover over two-thirds of the land.

The indigenous humanoid race on Vali II was scarcely at Tech/2 levels when the first Azuriachs landed on the planets. They were largely ignored until the rise of the Imperium, at which time they were 'pacified' and brought under Imperial control. The more than 300,000,000 Valians are now little more than slaves administered by H.A.T.A. and leased out to the huge plantations and the mining companies.

VALKYRIOR V

StarSystem Coord	9.II.-50 GSC 18.NN/+1000
Stellar Primary	F6v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	9
VALKYRIOR V	Type 1 Terran Planet 5 small moons
Orbital Distance	705 LS (1.41 AU)
Length of Year	1.54 Terran years
Length of Day	24 hours 32 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.65 G
Temperature Range	-64 C to 71 C
Atmosphere Type	Terran: 815mm; 167mm oxygen
Hydrosphere Type	85%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	100,000,000
Tech Level	Tech/10
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	10 (Imperial)
Xeno Acceptance	99% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	35% (Imperial)
Loyalty Index	94% (Imperial)
Repression Index	19% (Revolt = 01%)
Bureaucracy Level	high
Corruption Level	1% Leader/5% Alpha/9% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 2,000,000
Per Capita Income	CR 20,000 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)

Military Spending	20%/MCR 400,000
Major Imports	manufactured products
Major Exports	agricultural products, petroleum, industrial and power metals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	75%

Valkyrior V is a congenial Terran world settled in 2119 during the initial period of colonization in the Deneb. The planet was subjected to moderate terraforming and was ecologically reorganized to Terran norms by 2210. Standard Terran climatic conditions prevail, except that the equatorial regions tend to be very hot and humid throughout the year, and the polar regions are perennially frigid. There are 2 large continents, 5 smaller continents, and many groups, including 8 large archipelagos in the northern oceans.

The planet is a placid agricultural world, with little of note other than that there are less than 2,000,000 'slaves' present, most employed on the large corporate plantations. The bulk of the population eschews slave labor and regards it as distasteful. The extremely liberal attitudes of the populace are regarded with some suspicion by the Imperial authorities.

VANAHEIM IV

StarSystem Coord	9.EE.+75 GSC 18.NN/+1000
Stellar Primary	F5v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
VANAHEIM IV	Type 2 Terran Planet 2 moons
Orbital Distance	650 LS (1.30 AU)
Length of Year	1.33 Terran years
Length of Day	26 hours 11 minutes
Planetary Diameter	12,000 km
Surface Gravity	0.88 G
Temperature Range	-49 C to 76 C
Atmosphere Type	Terran: 700mm; 140mm oxygen
Hydrosphere Type	77%
StarNationality	Azuriach Imperium Member World
Sentient Race	Human Colonials
Population	50,000,000
Tech Level	Tech/10
StarPort Rating	Imperial StarPort AAAAA Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	10 (Imperial)
Xeno Acceptance	93% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	29% (Imperial)
Loyalty Index	81% (Imperial)
Repression Index	22% (Revolt = 01%)
Bureaucracy Level	high
Corruption Level	4% Leader/7% Alpha/7% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 500,000
Per Capita Income	CR 10,000 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	15%/MCR 75,000
Major Imports	manufactured products
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	50%

Vanaheim IV was originally a colony of the avians of Sif V. The planet was conquered in 2218 and the 25,000,000 avian inhabitants were exterminated when they attempted an uprising a year later. The planet is quite Terran in nature, except for the lack of seasonality. The equatorial regions are hot and arid, but the sub-tropics and middle latitudes are very pleasant and fertile. The polar regions are locked in continual winter. There are only 2 large continents on Vanaheim, accounting for 79% of the landmass, the remainder consisting of numerous island chains and archipelagos.

The primary industry on Vanaheim IV is farming, typically family operations, although there are a few large corporate plantations run with imported slave labor. Some mining and lumbering operations are carried on, as well, but these form minor industries compared to the agricultural component of the economy.

VERDANDI II

StarSystem Coord	1.HH.-30 GSC 18.NN/+1000
Stellar Primary	MOv main sequence star
FTL Conversion	10,000 LS
Planets in System	11
VERDANDI II	Low Pressure Planet ringed
Orbital Distance	310 LS (0.62 AU)
Length of Year	220 Terran days
Length of Day	36 hours 55 minutes
Planetary Diameter	12,350 km
Surface Gravity	0.91 G
Temperature Range	-110 C to 18 C
Atmosphere Type	65mm, with trace oxygen
Hydrosphere Type	Waterless
StarNationality	Azuriach Imperium

Verdandi II is an ancient world in an ancient starsystem. The planet was once inhabited but has clearly been devoid of life for millenia, the resources being depleted, the atmosphere largely leaked away to outer space, and the waters long since lost. Yet on this dead and desolate world stand some of the most impressive ruins found anywhere in the known galaxy — single great City more than 15,000 square kilometers in area, with towers and spires soaring to 20 kilometers and more in height, the whole an architectural marvel of such exquisite beauty that to look upon the limitless wonders of the majestic City is almost painful to the beholder. The City is itself perfectly preserved, with all systems operational, though there is no sign of any automated maintenance equipment or production facilities.

Verdandi II is famous as the 'Ghost World,' for any visitor there soon has the feeling that he is being observed at all times by invisible watchers, unpleasant dreams come with sleep, and within a day or so most visitors are aware of a growing dread within them which rises to panic levels within a week or so. Clearly, some active and possibly malevolent force is at work which is successfully driving away all trespassers.

Artifacts carried away from Verdandi II disintegrate within hours of being removed from the planetary surface, no matter what precautions are taken to preserve them. Even more mysterious, all records are wiped clean, even when graven on monomolecular plastifilm which is supposed to be indelible and very hard to destroy short of exposure to a disintegration chamber. And the eerie truth is that no sensorscan has detected the application of any outside force to effect the destruction. Similarly, even memories of specific details observed on the strange world blur within a short time, so that one is left largely with impressions of the awesome majesty of the place and little more.

The the wonders on Verdandi II are the product of an exceedingly advanced culture is unmistakable. Some Federation scientists have deduced from what evidence is available that The City was constructed by the legendary ForeRunners, and that it is more than 1,700,000 Terran years old!

The Imperials mount a naval patrol in the starsystem to keep away unwanted intruders, even though they themselves have been signally unsuccessful in remaining on its surface very long. Clearly, whoever does manage to discover what lies behind the mysteries of Verdandi II will acquire a technological capacity that is virtually incomprehensible by contemporary standards. Yet there are legends which hold someone will be 'permitted' the opportunity if he is of pure heart and noble intentions.

VIDAR III

StarSystem Coord	1.HH.+40 GSC 18.NN/+1000
Stellar Primary	G9v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
VIDAR III	Type 1 Terran Planet 1 moon
Orbital Distance	343 LS (0.686 AU)
Length of Year	236 Terran days
Length of Day	22 hours 50 minutes
Planetary Diameter	11,500 km
Surface Gravity	0.81 G
Temperature Range	-74 C to 46 C
Atmosphere Type	Terran: 700mm; 140mm oxygen
Hydrosphere Type	82%

StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials
Population	35,000,000
Tech Level	Tech/10 (Imperial)
StarPort Rating	Imperial StarPort A Class 1
Social Organization	Totalitarian Meritocracy
Societal Strength	9 (Imperial)
Xeno Acceptance	90% (Imperial)
Governmental Type	Imperial Planetary Governorship
Government Support	35% (Imperial)
Loyalty Index	90% (Imperial)
Repression Index	80% (Revolt = 2%)
Bureaucracy Level	very high
Corruption Level	4% Leader/8% Alpha/15% Beta
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 500,000
Per Capita Income	CR 10,000 (Imperial)
Tax % Levy	20% (Imperial)/30% (Beta)
Military Spending	17%/MCR 60,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	70%

Vidar III was colonized in 2251, after the Deneb Wars. The planet required extensive Terraforming, which was not completed until 2381. The world is now a twin of Terra in most respect. The climatic conditions are very close to Terran norms, with slightly cooler summers. There are 6 continents, 6 major island archipelagos, and many smaller island chains.

VOLSUNG IV

StarSystem Coord	9.CC.+30 GSC 18.NN/+1000
Stellar Primary	K0v/K3v/M7v multiple star
FTL Conversion	20,000 LS
Planets in System	7
VOLSUNG IV	Type MS.2 Terran Planet 1 moon
Orbital Distance	775 LS (1.55 AU)
Length of Year	1.48 Terran years
Length of Day	27 hours 23 minutes
Planetary Diameter	18,500 km
Surface Gravity	1.88 G
Temperature Range	-79 C to 59 C
Atmosphere Type	Terran: 1775mm; 225mm oxygen
Hydrosphere Type	86%
StarNationality	Azuriach Imperium Colony World
Sentient Race	Human Colonials
Population	15,000,000
Tech Level	Tech/10
StarPort Rating	StarPort A Class 1 x4
Social Organization	Totalitarian Meritocracy
Societal Strength	10
Xeno Acceptance	90%
Governmental Type	Imperial Planetary Governor
Government Support	28% (Imperial)
Loyalty Index	91% (Imperial)
Repression Index	24% (Revolt = 5%)
Bureaucracy Level	moderate
Corruption Level	2% Leader/6% Alpha/6% Beta
Law Level	18
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 150,000
Per Capita Income	CR 10,000
Tax % Levy	20% Alpha/30% Beta
Military Spending	17%/MCR 25,000
Major Imports	manufactured goods
Major Exports	agricultural products
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	65%

Volsung IV was seized and colonized by the Imperials during the Deneb Wars. The avian colonists on the planet, some 6,000,000 of them, were exterminated immediately after the occupation. The planet has congenial weather in the tropical and sub-tropical zones, but winters in higher latitudes are too prolonged and severe to justify heavy settlement outside the warm regions. There are 2 large continents, 3 moderate-sized continents, and numerous island groups.

WOTAN VII

StarSystem Coord	8.BB.-20 GSC 18.NN/+1000
Stellar Primary	M5iv sub-giant star
FTL Conversion	20,000 LS
WOTAN VII	Type 2 Terran Planet 8 moons
Length of Year	3.78 Terran years
Length of Day	25 hours 27 minutes
Planetary Diameter	16,900 km
Surface Gravity	1.35 G
Temperature Range	-56 C to 66 C
Atmosphere Type	Terran: 1000mm; 195mm oxygen
Hydrosphere Type	85%
StarNationality	Azuriach Imperium Subjugated World
Sentient Race	Human Colonials/Subject Races
Population	800,000,000
Tech Level	Tech/10 (Imperial)/Tech/6 (Subjects)
StarPort Rating	Imperial StarPort AAAAA Class 1 x3 Orbital Fort AAAAA x6
Social Organization	Totalitarian Meritocracy
Societal Strength	8 (Imperial)/6 (Subject)
Xeno Acceptance	90% (Imperial)/8% (Subject)
Governmental Type	Imperial Planetary Governorship
Government Support	34% (Imperial)/17% (Subject)
Loyalty Index	93% (Imperial)/17% (Subject)
Repression Index	88% (Slave Revolt = 4%)
Bureaucracy Level	very high
Corruption Level	5% Leader/8% Alpha/10% Beta/17% Subject
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 2,550,000
Per Capita Income	CR 18,500 (Imperial)/CR 1000 (Subject)
Tax % Levy	20% (Imperial)/30% (Beta)/45% (Subject)
Military Spending	20%/MCR 500,000
Major Imports	manufactured goods
Major Exports	agricultural products, power metals, industrial metals, petroleum, petrochemicals
Trade Restrictions	40% duty on non-Imperial products
Trade Acceptance	90%

Wotan VII was conquered by Imperial forces in 2233. The native humanoid population was reduced to Tech/4 levels to minimize the chance of successful rebellion, but has since been allowed to attain Tech/6 levels.

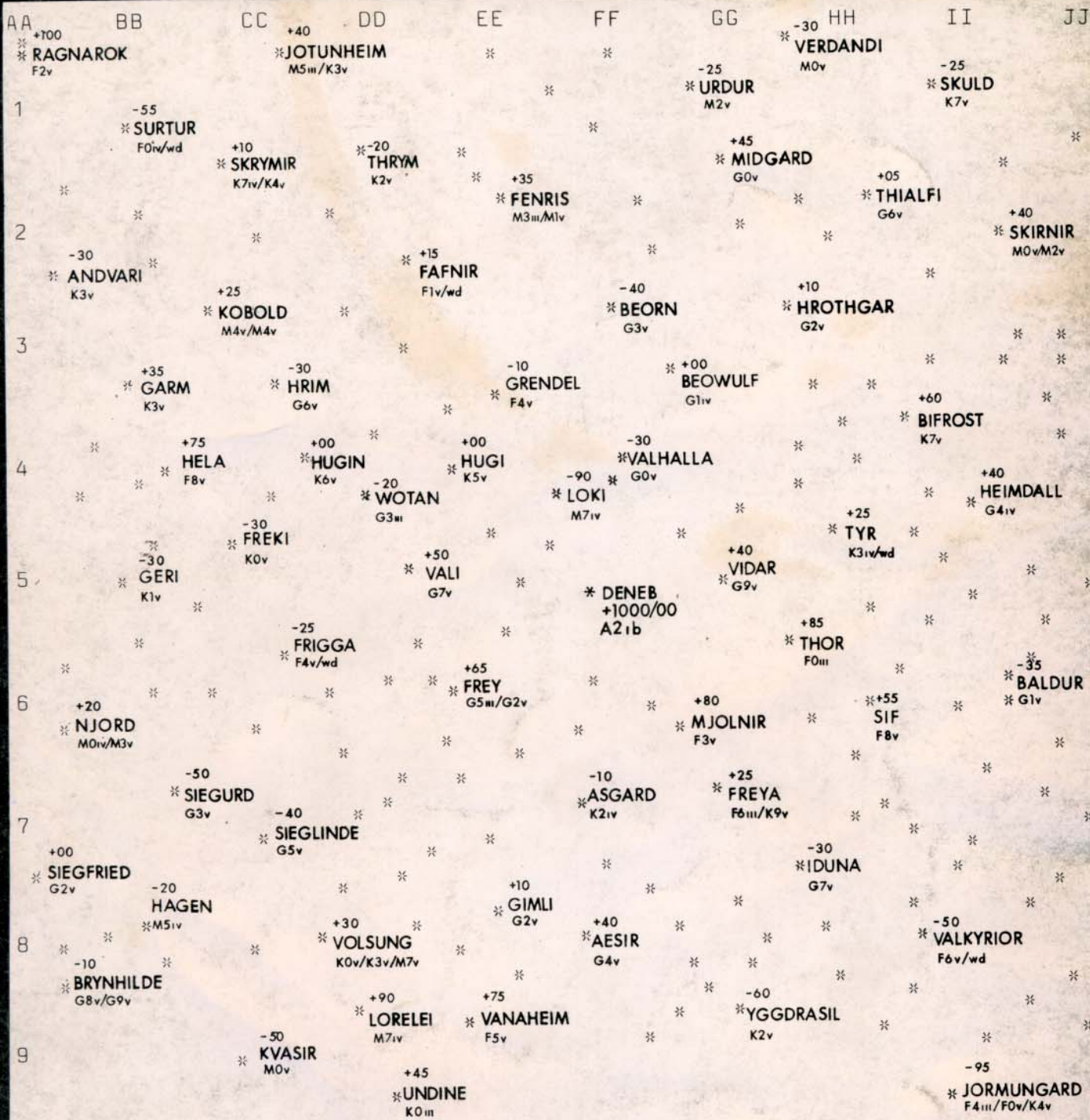
Climatic conditions are those of a standard Terran planet with minimal axial tilt. The weather and precipitation patterns are admirably suited to agricultural production, and Wotan VII produces excellent wines, grains, and vegetable products. There is also a rapidly growing industry base, largely staffed by Imperial citizens and human subjects. The humanoid Uranna of Wotan VII have submitted to Imperial rule and are regarded as fairly obedient subjects by the Imperial authorities. About 55% of the Urannan population of 700,000,000 has been classified as trusted 'Epsilon' Class subjects. There are also about 100,000,000 Imperials on the planet.

YGGDRASIL II

StarSystem Coord	9.GG.-60 GSC 18.NN/+1000
Stellar Primary	K2v main sequence star
FTL Conversion	10,000 LS
Planets in System	5
YGGDRASIL II	Type 2 Terran Planet 1 moon
Orbital Distance	1925 LS (3.85 AU)
Length of Year	3.64 Terran years
Length of Day	26 hours 44 minutes
Planetary Diameter	15,300 km
Surface Gravity	1.00 G
Temperature Range	-55 C to 66 C
Atmosphere Type	Terran: 1400mm; 210mm oxygen
Hydrosphere Type	83%
StarNationality	Azuriach Imperium Interdicted World

Yggdrasil II was discovered in 2239, and the planet was quickly placed under general interdict. The reasons for this extreme measure are unclear, as the Imperium has treated the whole matter with the strictest attention to security.

Yggdrasil II is a Terran type world which is heavily vegetated on all 5 of its continents. Climatic conditions closely parallel those on Terra, and the planet would seem to be ideal for colonization. It remains a mystery as to why all contact with the planet has been forbidden.



AZURIACH IMPERIUM (DENEBA SECTOR): UNITED FEDERATION OF PLANETS STARFLEET RECONNAISSANCE SURVEY 2550