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STARSECTOR ATLAS 5

**THE UNITED RANAN WORLDS
also including the Mit G.S.S.R.**

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HISTORY OF THE SECTOR
RANAN CULTURE
75 PLANETS IN DETAIL
PLANETARY BACKGROUNDS
STARSHIP ROUTES

**Ken Campbell
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The United Ranan Worlds

A SOCIO-TECHNIC HISTORY OF THE RANAN WORLDS

by Acadamarian T.R. Di Lantreel, Federation Naval Academy, Melchizednar, Malchezedik III: The Tricorith Lecture Series, 2593.

The history of the Ranan can be broken into seven distinct parts:

- (1) The First Ranan Interstellar Empire (? - circa. 4700 B.C.), known to the Ranan as *Uuxdei Fsei Tzua* or 'Days of Glorious Might.'
- (2) The Dark Age (3700 B.C. - A.D. 1878), known to the Ranan as *Uuxdei Nua Nefsqa* or 'Time of Blackest Night.'
- (3) The Period of the Klackon Raids (A.D. 1878 - 2015), known to the Ranan as *Uuxdei Suan* or 'Time of the Terror.'
- (4) The Blarad Protectorate (A.D. 2016 - 2223), known to the Ranan as the *Uivua Uuxdei dua Bleireiud* or 'Age of the Blarad Devils.'
- (5) The Interregnum (A.D. 2223 - 2418), known to the Ranan as the *Qoxmualikei Uuxdei Xuan Duuzuan Xuanal Kuan Ranaï* or 'Time of the Warlords and the Heroic Struggle of True Ranan Peoples For Unified Liberty.'
- (6) The Rise of Unitism (A.D. 2357 - 2449), known to the Ranan as the *Ranaï Aruuqofsei* or 'Dawn over the Worlds of the Ranan.'
- (7) The Second Ranan Empire (A.D. 2450 - present), known to the Ranan as *Puatzuukuan Ruanei Fsei Kuanua* or 'Glorious Unified Liberation of the Worlds of the Ranan.'

THE FIRST RANAN INTERSTELLAR EMPIRE

Modern Ranan history begins in 1988 with the first Blarad scouting missions into NCG 7292. The Blarad mission logs describe the Ranan as 'miserable creatures, most living at bare subsistence levels, with only a modicum of political organization and culture, and everywhere helpless victims of Klackon predation.' At this time, the Ranan were at the mercy of the Klackons who apparently considered the Ranan planets as 'feeding grounds' and ruthlessly crushed any world showing signs of a technology that could resist them.

That Ranan lived on many worlds was by no means surprising in itself. More than one race has attained interstellar travel in the past and developed an interstellar culture, only to collapse back into barbarism. In the 22nd Century, Blarad archeologists discovered that the First Ranan Interstellar Empire collapsed circa. 4700 B.C. and had, in fact, attained its height a long time earlier.

Usually helpful IRSOL sources are strangely silent on the matter. One senses that the ancient starfaring race is deliberately holding back information for some inexplicable reason. Those well acquainted with IRSOL mannerisms report a momentary flicker of disgust when the matter is raised, followed by a characteristic IRSOL deadpan expression — the much commented on 'veiled mask' which announces that the subject is not and will never be open for discussion. However, both Federation and Blarad archeologists have uncovered IRSOL military artifacts in ancient Ranan ruins on scores of worlds. This suggests that the IRSOL might have been instrumental in reducing the First Ranan Interstellar Empire to the stone age.

The Ranan Empire seems to have been a remnant of the same Fore-Runner Star Empire to which the sinister Rulanthu or 'Trojans' of the Antares sector had also belonged before its fall some 25,000+ years ago. (See *Star Atlas 2: The Mercantile League*, p. 40.) From all indications, the Ranan held sway over some twenty-six StarSectors, containing some 1495 worlds. The lore of many planets in the region makes reference to certain 'Overlords' with such loathing and hatred that one cannot but conclude that the ancient Ranan regime was op-

pressive beyond even the murderous brutality of the infamous Azuriach Imperium.

IRSOL involvement in the collapse of the First Ranan Empire - actually once a province in a far greater Empire — seems to have arisen as a retaliation for the mysterious loss of five StarCities circa. 5000 B.C. The story of the lost StarCities was learned by Terran researchers engaged in studies quite separate from Ranan studies. The data came together quite by accident but showed a high degree of correlation with the sudden and dramatic collapse of the Ranan First Empire and also that of the Rulanthu.

The puzzle is far from complete. However, it appears that the mysterious 'Precursors' whose works have been discovered throughout the explored regions of the Quadrant had allied with the IRSOL StarCities to confront the Ranan, Rulanthu, and several other races which had inherited the fragmentary remains of the ancient Star Empire that once cominated some seven hundred starsectors and more than fifty thousand worlds. That the destruction of the First Ranan Empire took less than three centuries argues for past IRSOL strength far greater than that of the sixty-eight Star Cities currently identified in the known galaxy. The strength and even the very identity of the Precursors is, of course, a total mystery, but indications are that they carried the main burden of the struggle.

THE DARK AGE

With the collapse of the First Interstellar Empire, circa. 3700 B.C., Ranan civilization on the isolated worlds of NCG 7292 and neighboring starsectors soon fell to Tech/1 levels, virtually all elements of the ancient Imperial culture being lost in the cataclysmic collapse. That all of the Ranan planets would simultaneously devolve completely back to the stone age argues for dramatic events on a cosmic scale. Some 416 devastated planets have been discovered within six hundred light years of NCG 7292, which were clearly blasted clean of all life in devastating thermonuclear bombardments. Even today, these worlds are uninhabitable. Less clear evidence of thermonuclear detonations exists on many other worlds which evidence residual radiation levels above expected norms.

The individual histories of the Ranan planets, needless to say, followed different courses in the five thousand years following the destruction of the First Empire, all proceeding at their own pace through the painful stages of climbing back from barbarism. This process was very long. It was only by the late 17th Century A.D. that several worlds had achieved Tech/3-4 levels of development. Most remained at Tech/2. None had achieved anything approaching unitary planetary government, but rather were multi-national worlds containing scores of small, competing feudal nations.

One feature common to Ranan planets was a caste society dominated by a uniquely Ranan aristocracy and a religion which emphasized the subordination of the individual to the ruling class. The economic order often took the form of a 'communalism' in which the ownership of property was vested in the people but was administered by the noble class, which had absolute power and clearly benefited from the arrangement. These elements all appear to have been very ancient in origin. The common occurrence of this on all Ranan worlds, despite five millennia of isolation from each other, argues for their being a vestigial remnant of the culture of the First Empire.

THE KLACKON TERROR

Around 1878 A.D., the Klackons appeared in NCG 7292. Two planets, Elixi II and Krud II, were colonized and used as bases from which Klackons raided the Ranan worlds. By 1885, the crustaceans regularly issued forth to prey upon the Ranan. By the middle of the 20th Century, none of the Ranan worlds in the cluster had escaped the Klackon depredations. For their part, the Ranan courageously attempted to

resist, but Tech/1-5 weapons were of no avail against the Tech/7 Klackons. Many worlds were so ravaged that they sank back to stone age levels again. Others survived the destructive 'raids' but were badly crippled.

Klackon intentions are baffling. Outright conquest of the Ranan worlds was never attempted. Such actions as they did carry out never assumed the proportions of major military operations. As Acadamarian Torvald Hendriksson has observed:

The activities of the Klackons remind one of the insane destruction of the American Bison on Terra in the second half of the nineteenth century. When a herd was discovered by the tracks, trainloads of passengers would dismount and shoot all afternoon, killing hundreds and even thousands without any point. That the Klackons regarded the Ranan as little more than beasts is quite obvious. I suspect that many of the so-called 'raids' were little more than private hunting expeditions in which the Klackons indulged in an orgy of killing for its own sake! Had they desired to exterminate the Ranan outright, the Klackons certainly had the means to accomplish it. We have adequate evidence of Klackon love of cruelty and inflicting pain and suffering from other sources to confirm that race's passionate and, one might say, pathological obsession with 'blood sports.' Of course, the effect on the Ranan can only be described as tragic beyond description.

THE BLARAD PROTECTORATE

In 1985 A.D. the first Blarad expeditions from NCG 7092 arrived in the cluster and settled the frontier world of Artos Luvork, destined to become the Capital World of the Grand Duchy of Luvork. The Blarads were seeking the bases from which the Klackons were raiding into the then thinly held border sectors of the Blarad StarKingdom of Dorad. In 1988, the first Blarad contact with the Ranan occurred in the Sikozang. By 2016, all of the Ranan worlds in the Sikozang were found, where the Blarads were welcomed as liberators. For their part, the main Blarad interest seemed to be to 'teach the damned crabs a hard lesson.' Duke Daggin I's crack warships and elite Marine Guardsmen soon began slaughtering the Klackon 'meat hunters' with superior Blarad firepower.

Once Daggin I consolidated his hold on the Sikozang, he carried the fight to the Klackons in NCG 7292. By 2025, the patrols of the Royal StarNavy were routinely cruising the sector. By 2075, the Klackon menace had greatly abated, all of their outpost colonies eliminated by Blarad punitive expeditions. The crustaceans on Elix and Krud found themselves under a constant state of siege and blockade by the Royal Blarad StarNavy.

The Blarads did much to improve the lot of the Ranan, and it must be admitted that the Ranan worlds progressed and prospered in the peace brought by the ursinoids. But the Blarads were not overly popular with the Ranan of NCG 7292, even though they had eliminated the Klackon terror. The Blarads were clearly and undeniably alien, their hulking ursinoid shapes huge and intimidating, their great strength almost supernatural, their whole appearance and manner raising the ingrained xenophobia in the Ranan character. In this, the commons, dull and conservative, counted for little. They were sheeplike and submissive. The problem lay with the traditional ruling classes of the Ranan.



Only worlds in the Sikozang were directly under Blarad administration, and all of these were successfully integrated into Blarad culture as member worlds of the Blarad StarKingdom of Dorad. Meanwhile, NCG 7292 was administered as a Blarad protectorate, in which the ursinoids exercised little control over local affairs beyond reorganizing the Ranan governmental forms and laws to permit rational global administration and a wider representation of Ranan society. Only in matters affecting Blarad interests did the ursinoids assert their real power. Blarad citizens had extraterritoriality — immunity from local authority and courts — for the Ranan worlds were primitive and Blarad law held that citizens were answerable only to Royal justice. Some, not many, also amassed substantial wealth and vast estates on the Ranan worlds as Daggin I dispensed largesse to his loyal followers. Always the Duke and his representatives had the power to veto local measures if they interfered with Blarad policies or enterprises, but the power was rarely exercised.

On the worlds of NCG 7292, internal affairs were largely left to the Ranan. But the traditional Ranan ruling classes resented the broadening of power the Blarads had effected in government, displacing them with elements more progressive and amenable to cooperation with the Blarads. Progress was made on a number of major worlds, and by 2175 several had attained Tech/6-7 levels and had acquired interstellar capability from the Blarads. These planets, which include DzaKoan, Daita-Zuan, Fsa, Xeikya-Xuan, Sunira, Naglak, Kara-Kei, Sicari, Or-Kat, and Xon Ti Caron, began their own development of the region and soon had established spheres of influence in the starsector.

THE INTERREGNUM

The early part of the 22nd century promised to be a time of peaceful growth and progress in NCG 7292. The key Ranan worlds had been democratized by the Blarads, who recognized the earlier ruling classes as too conservative and self-interested to lead the Ranan into an interstellar culture. The ursinoids, therefore, aided genuine reformers in Ranan society to dismantle the unwieldy traditional caste system to permit a more open and productive social order. This was not direct interference exactly. Rather, advice, assistance, and preference was given to progressive Ranan willing to effect the necessary changes in the Ranan social order to serve Blarad (and, in the final analysis, Ranan) interests. Not a few revolutions occurred, but if there was any disquiet, it was in the form of restlessness and a desire to change the static, caste-ridden social order. Indeed, it was mainly the dispossessed ruling castes which resented Blarad intrusion into Ranan life.

The entire starsector was suddenly ravaged by the first of several Bug incursions. In 2132, it was an Insectile 'reconnaissance in force' preparatory to a major migration which swept through a wide swath of the Terran Quadrant in the late 22nd and early 23rd centuries, finally breaking against the resistance of Terra and her allies.

The Sikozang experienced the full impact and incredible murderousness of Bug warfare. The Loyalist Ranan in the Sikozang fought valiantly alongside the Blarads, and Duke Daggin III rewarded them by extending full citizenship in the Blarad StarKingdom, a right he could bestow on all of his personal vassals. The entire Ranan nation in the Sikozang took the oath and became the 'Duke's Men.' In NCG 7292, matters took a different course. The Blarads had always maintained the space lanes and imposed peace over the sector, refusing to allow warfare of any kind. Thus the Ranan had not developed a military capacity beyond planetary police forces and certainly not a space navy to speak of. The Bug invasion of NCG 7292 was a minor affair, largely contained by the Royal Blarad StarNavy, and only a relatively few Bug Battle-Warms managed to land on the Ranan worlds in NCG 7292. But these were numerous enough and caused considerable damage and loss of life before Blarad Marines could be landed to destroy them.

Anti-Blarad sentiment was inflamed by the old, now largely displaced ruling classes, or rather their descendants who had been closed out of the new power structures instituted by the progressive Ranan with assistance from the Blarads. They blamed the ursinoids for everything the Ranan had suffered. They charged that the Blarads had refused to allow them to develop sufficiently to defend themselves. The 'puppet governments' had not seen to the development of armed forces because the Blarad 'Overlords' would not permit it, fearing that the Ranan would assert their independence. (As if they did not already possess it! The Blarads never asserted sovereignty over the worlds of NCG 7292.) Further, the ursinoids were accused of defending their own people and property first when they did finally arrive. It was bald-faced fabrication, for the Blarads had incurred heavy casualties defending NCG 7292, and they had reacted quickly.

Elsewhere, the Galactic Peoples Republic had attained a position of increasing power in the late 22nd Century. Its hold on the Home Sector in NCG 1039 assured, the Galactic Soviet stretched its arms hungrily toward other starsectors. Even as it was suffering disastrous defeats in the First Interstellar or Pleiades War with the High Republic, the predecessor of the Terran Union, the G.P.R. came into contact with the Ranan worlds in 2194. The Blarads under Duke Daggin III had been seriously weakened from the Bug Raids, sufficiently so for even the bloodied G.P.R. to consider it safe to involve itself in the region. Further, the Blarad StarKingdom centered on NCG 7092 had itself suffered from a far more massive Bug incursion and was not in a position to help the Duke.

The G.P.R. leaders noted that traditional Ranan society resembled communism in many of its elements. The capitalist and democratic order which had recently come into being on the worlds of NCG 7292 had not yet touched the mass of the people, who lived in the traditional Ranan way as peasants. There were literally billions of Ranan open to 'socialist' revolution. With proper indoctrination and direction, they would provide manpower needed to carry the 'socialist struggle' against the hated 'reactionaries' of the High Republic as well as the 'decadent aristocrats' of the StarKingdom. Thus, the G.P.R. determined to aid the Ranan in their 'legitimate desire for self-determination,' characterizing them as 'honest workers and peasants languishing under the oppressive boot of the Blarad capitalist-aristocrat degenerates' and 'their corrupt capitalist running dogs — traitors to all Ranan-kind.' Pretending to engage in peaceful commerce with the Duchy of Luvork, the G.P.R. began infiltrating Ranan society with agitprop specialists to begin the well-known Soviet 'revolutionary' process.

The G.P.R. had prepared its coup with characteristic skill and stealth. Posing as trade representatives and technical 'advisers' to private Ranan interests, agents of the Galactic Soviet identified and won over many dissidents. They appealed to Ranan dreams of independence. The close resemblance of the human form to the Ranan also allayed Ranan xenophobic fears as even the alien Blarad form aroused it. And the Soviets played up the 'alien' nature of the Blarads to the hilt. For ten years, the Ranan Communist Party grew unopposed on eight Ranan worlds, the Blarads regarding it as just another 'quaint' expression of indigenous Ranan socialism. But the G.P.R. was actually in charge, using the Party to recruit committed revolutionaries as well as to gain broad popular support.

The Blarads were quite unconcerned, their interests in NCG 7292 being quite limited beyond establishing trade and a buffer zone on their frontiers which would be favorable to the StarKingdom. And revolution of this type was unheard of in the Ranan experience. It was not until 2204 that trouble began to surface. It was with some shock that Daggin III learned there was rebellion on some of his most populous allied worlds in NCG 7292.

By 2204, an average of 6% of the population on eight target planets were adherents to the Ranan Communist Party and were indoctrinated with Soviet communism, modified somewhat to suit Ranan attitudes and traditions. The most reliable converts were initiated into secret cells and trained in terrorist tactics. In 2205, these elements were unleashed on DzaKoan IV, Asaloi II, and Kuatrikui I, spreading a reign of terror among 'collaborators' and 'sympathizers' who supported remaining in the Blarad StarKingdom. By 2207, all eight target planets were rocked by bombings, sabotage, and assassination.

G.P.R. 'advisers' guided the violence of the 'freedom fighters' toward Ranan elements in society who were friendly towards the Blarads, leaving Blarad citizens and property strictly alone. Thus, the Blarads interpreted the terrorism as an 'internal matter' involving competing political factions and left the problem to be settled by local Ranan authorities. By 2209, the situation was critical on DzaKoan IV and rapidly approaching serious proportions on the seven other worlds. Blarad troops finally had to be committed to assist the hard-pressed native Ranan police and the militia forces (formed during the Bug Raid) who were unable to contain the violence.

This became a signal for outrages to be committed against Blarad personnel and property, the Party propaganda machine proclaiming that the ursinoids had brought it on themselves for directly interfering in the 'affairs of the Ranan people by propping up the corrupt capitalist lackeys who had sold out their race to aliens for personal wealth and power.' This was the third phase in the G.P.R. program, the politicization of the general population which had, up to now, held itself largely aloof and a bit disapproving of the Ranan Communist 'fanatics.' But

the counter-insurgency measures of the legitimate Ranan governments and their Blarad reinforcements were a bit draconian, as often has to be the case, and may hitherto neutral Ranan began to feel sympathy for the 'Revolution.' As the 'Revolution' grew in intensity, counter-measures increased proportionally and alienated even more Ranan. By 2212, not only sporadic terrorism, but general strikes, political demonstrations, and riots were beginning to flare up in communist dominated areas, at times paralyzing whole regions of the affected planets and threatening to become planetwide.

All did not go precisely according to the G.P.R. plan. Some Ranan communists were too fervent in their 'revolutionary zeal.' The Ranan became polarized in their attitudes. Indeed, a great many in the still conservative and authority oriented population were appalled at the violence and disregard for 'lawful government.' With Blarad assistance and the support of a significant number of Ranans, the local Ranan authorities were beginning to make headway against the revolution. Furthermore, competing 'revolutionary' groups not under the control of the G.P.R. directed Ranan Communist Party had also sprung up. These organizations opposed the Blarads, the current Ranan planetary governments, and also the Party. Indeed, the revolutionaries bombed and shot at each other as much as they did the troops and supporters of the native Ranan planetary governments and the Blarads.

There were also many worlds initially untouched by the 'Revolution' and these largely reacted negatively to the whole affair. Indeed, when Ranan from the infected worlds attempted to carry the 'revolution' to worlds untouched by G.P.R. agitation, the reaction was violent. Communist and other dissident groups were savagely put down, and Sicari and Kara-Kei went so far as to send some of their troops to assist the governments of Naglak and Andeland to suppress the revolt on their worlds.

These early days of resistance were very dark for the Ranan communists, and they might well have failed. However, fate intervened to grant them ultimate victory. As the struggle between rebels and loyalist government forces reached a climax, there was a serious falling out between the Duke of Luvork and his suzerain in the StarKingdom of Dorad. The Luvorken Dukes were a minor branch of the Royal Family, banished to the far frontiers to remove it from the heart of Blarad power and influence. The Duchy was never granted the military forces required to do much more than barely hold the border sectors until reinforcements could be sent from the interior. Despite this, the Dukes managed to expand the holdings of Luvork. By 2200, the Duchy had attained considerable power despite every effort of the Blarad central government to thwart it. The Revolution was regarded as a fortuitous event, and the King of the Blarads sat back and allowed his cousin's 'realm' to be torn asunder.

The fact is that the Duchy of Luvork did not have the strength to hold every world contained in its sphere of influence without resort to prohibitively destructive weapons. There just weren't enough troops and ships available for the scale of conventional operations needed to put down the revolts in the Ranan worlds. The Klackons of Elixi and Krudd were still active, piracy was rampant on the spacelanes, and nests of Bugs still had to mopped up on a dozen worlds. The G.P.R. wasted no time in taking advantage of this. Soviet 'volunteers' were landed on the contested planets, fully equipped combat troops of the G.P.R. elite Spetsnaz, the Soviet Special Forces, to 'advise' the 'freedom fighters' in the organization and conduct of full-scale guerilla warfare.

The 'revolution' made real headway as, planet by planet, the Tech/6 Ranan militia forces of the native planetary governments proved unequal to the task of containing the G.P.R. reinforced guerilla brigades that controlled the countryside at night. The majority of the Ranan population simply went to ground, fearful of the guerillas who came by night to exact a 'tax' of food, materiel, and 'volunteer' manpower, and equally afraid of the increasingly repressive government counter-insurgency units that came by day.

The breaking point was first reached on DzaKoan IV. Native loyalist troops fought well for a time, but became increasingly unreliable and prone to crack unless stiffened by Blarad regulars, of which there were all too few. Finally, the loyalist forces shattered under the strain of the vicious and unremitting campaign, and Blarad troops were forced to retreat to their fortified enclaves to protect their civilian population. The Blarads secured a truce and negotiated the right to withdraw from the planet, evacuating all remaining soldiers and the civilian Blarad population. The resistance of the planetary government collapsed within hours of the Blarad evacuation, and DzaKoan IV was declared

an Autonomous Peoples Democratic Republic in 2212.

The pattern was repeated with minor variations on Asaloi II in 2214, and on the remaining six 'revolutionary' worlds in turn. By 2223, all eight had been 'liberated.' These worlds formed the Ranan Soviet of Free Planets. A small, over-worked, and undertalented 'rag-tag' star-force composed of a few captured, third-rate warships of G.P.R. design and a larger number of converted merchantmen served as the link between these worlds.

The small G.P.R. fleet which had proved so useful in supporting the revolution and maintaining contact between the Ranan 'Soviet' worlds had to be withdrawn in 2221. The Galactic Peoples Republic had again become involved in its own war with the Solarian High Republic and were again losing badly. By 2231, the G.P.R. was forced to sue for peace. The Azuriach Imperium, able to smash the 'alien' forces in its midst in the Deneb, and ground forces, took the opportunity to launch a drive into G.P.R. frontier regions in 2235. It was a desperate gamble, for the Imperium was not yet a major interstellar power, but the G.P.R. had been critically weakened by its campaigns against the Solarian High Republic and yielded its nominal control of seven starsectors before it was able to curb the Imperial drive. The early 23rd century was a very bad time for the G.P.R.!

Meanwhile, Ranan revolutionaries continued their program of inciting rebellion on the other worlds of NCG 7292. The revolutions were largely a matter of Ranan vs Ranan. The Blarads hardly played a major role, wisely withdrawing from the struggle to lick their wounds and assess what was really happening. They had never had more than a tenuous hold in NCG 7292 anyway, and the cost of a real conquest would have been prohibitive, even if the central government were willing to pay it.

In 2241, the request by Or-Kat, Kara-Kei, and Sicari for Blarad help against the communist revolutionaries brought the Blarads back into the tumultuous events of NCG 7292 in force. A change of monarchs in the StarKingdom assisted greatly in this, the young King Torrin III being an aggressive ruler with visions of Empire. He wanted his 'lost worlds' back. With the arrival of substantial reinforcements, Duke Daggin IV began what became a long and bloody struggle that continued with unremitting savagery until 2385.

The G.P.R. attempted to supply the communist worlds of the Ranan Soviet Socialist Planets with arms and ammunition where possible, although overt military support was usually out of the question. Its own fight with the Imperium was of mortal proportions and it had no troops or warships to spare, the two great superpowers resting from battle only in those periods in which both were so exhausted that they had to pause to rebuild their shattered forces to continue the next round.

Blarad support to its allies was also largely material — arms and munitions rather than fighting troops. However, quite a few worlds did not suffer the internal revolutions of the 'Free Worlds,' and these the Blarads did determine to defend tenaciously, the populations largely being accepting of the Blarads in their midst and very favorable towards the StarKingdom. At Blarad urging, the divisions among the autonomous Ranan worlds were healed and they formed the Alliance of Ranan Autonomous Planets, the *Deltei Ranai Geital Gosun*, to protect themselves from the depredations of the *Soveituinei Ranai Teseta Nuuret Xuan* or Union of Soviet Socialist Ranan Republics.

This was the notorious period of the Warlords of the Ranai, although in fact there were few real dictators on the autonomous Ranan worlds. The term was applied later by the Ranan unitists to discredit the often immensely popular democratic leaders of the greatest autonomous worlds who opposed the Ranan Soviet.

Even the great Bug Raid of 2345-2360 did not stall the rise of the Ranan worlds. The combat hardened Ranan forces of the U.S.S.R.R., the Deltei Alliance, and the Blarad controlled worlds all turned to giving the Bug assault forces a warm welcome. During the raids, a truce prevailed between the combatants, for the insectile enemy was common to all sentient beings. The situation was desperate until 2356.

After 2360, the G.P.R. once more intervened in strength and also succeeded in bringing its client state, the Mitay Galactic Soviet Socialist Republics, a canine StarNation also in NCG 7292. Things were coming apart rapidly, and the Blarads considered it wise to disengage as much as possible in NCG 7292, concentrating around Xon Ti Caron

and the Xon-Ti Gap, strategically placed to support their Deltei allies from the SikoZang and to cover their own colonies on Newuutz and Kuafsi. By 2385, the Blarads successfully completed a strategic withdrawal to the Xon Ti Frontier and to their own heavily fortified colonies in the SikoZang.

The U.S.S.R.R. made several half-hearted attempts over the next century to invade the Blarad worlds in the Xon-Ti, but met with little success. Military stalemate also prevailed in NCG 7292, so the Ranan Soviet and the Deltei Alliance both directed their efforts outward into neighboring starsectors to gain as much territory and resources as possible, so as to build their strength in NCG 7292. There were three great Ranan Waves of Expansion between 2275 and 2478, in which they overran eleven starsectors and populated them with their colonists. The fundamental split between the Ranan autonomous factions and the Ranan Soviets was carried abroad with the colonists to be pursued in the frontier areas. Warfare was general and vicious.

This outpouring of Ranan into the galaxy gave rise to the Azuriach propaganda about the 'Hordes' that threatened to swallow up the entire quadrant. Each 'autonomous' world in the Ranan Home Sector became, effectively, a capital of a budding interstellar empire, and the whole of them were joined by a very loose alliance that functioned only moderately well. But the Union of Soviet Socialist Ranan Republics was, by far, the largest grouping and included about 60% of all Ranan by 2400.

THE SECOND REVOLUTION: THE RISE OF UNITISM

However great had been the advances of the communist worlds of the U.S.S.R.R., the 'revolution' had been far from complete. Glaring examples of rampant capitalism and class distinction still existed, for much of the 'communist' leadership belonged to the older privileged classes of traditional Ranan society. They had worked, first and foremost, to secure their traditional privileges and prerogatives. This the G.P.R. leadership tacitly accepted and, indeed, for all their 'socialist' pretensions saw little really different between the position enjoyed by the Ranan leadership and themselves. For its part, the G.P.R. courted the Ranan nation, lending it technical advisers, heavy industrial equipment, and second-rate armaments which were better than anything the Ranan could design or build. Of most value was the leverage the G.P.R. provided the Ranan Soviet in galactic affairs. However, G.P.R. military forces became notoriously unavailable after 2390, except on the frontiers with the Azuriach Imperium where the Imperials and the G.P.R. were locked in an eternal war with no quarter given or asked.

The U.S.S.R.R. inevitably became involved in this conflict, with the G.P.R. needing a 'second front' to reduce Imperial pressure on its territories. Even the most pro-G.P.R. members of the Ranan leadership appear to have been reluctant to enter into truly massive commitment to this war. Their casualties were frightful whenever they fought the Imperials, but commit they did whenever the G.P.R. really insisted on it. In all this, the G.P.R. treated the U.S.S.R.R. as a subordinate client state. Resentment grew in some of the younger Ranan officials who had to work closely with G.P.R. officers and officials and experienced first-hand their inferior status in the eyes of the human communists. The bitterness was most prevalent in the young faction of officers led by General Tranlei Reehan.

Tranlei Reehan (2312-2449) was a young and brilliant revolutionary who quickly rose in the Army and the Party to command the troops of Xeikya Xuan by 2345. Ranan blood was being shed liberally as the G.P.R. military establishment used brave Ranan troops as little more than cannon fodder to occupy the Imperials while the G.P.R. grabbed new planets. In 2351, during the height of the Bug Raids which spread havoc and utter confusion through the U.S.S.R.R. and, indeed, all the worlds in Ranan space, General Reehan emerged as the foremost military commander against the Deltei Alliance and even against the Imperials on the frontier. Under his command, the Bug invasion was halted and then driven back. Charismatic, brilliant, and blessed with a paternal manner that masked utter ruthlessness, he was acclaimed Hero of the Ranan People and enjoyed immense popularity. Thus he gained the office of Chairman of the Party in 2354.

The Ranan leadership never suspected that Reehan was a man with a mission. He had carefully clawed his way to the top and now, just as carefully, he discredited and engineered the downfall of his political opponents in a series of bloody purges over the next eight years, relying on his popularity with the army and the people to sustain him. Reehan, a 'doctrinal purist' as he described himself, recognized that the U.S.S.R.R. was still woefully backward. The son of a peasant,

he had longed from his youth to bring about the evolution of the Ranan worlds to total communism and independence from the G.P.R. line.

On November 3rd, 2357 the U.S.S.R.R. was dissolved and the United Ranan Worlds was established. 'Unity' was proclaimed as the goal of the Ranan nation, 'the bringing together of all Ranans under one concerned government, also of Ranans, with no class distinctions, no inherited privilege.' He declared 'social war' on the traditional ruling class which had always controlled the Ranan Communist Party and had always enjoyed privilege and wealth that put the lie to the so-called 'socialism' of the Ranan state. Civil War raged through the U.R.W. until 2368. Reehan emerged victorious.

Reehan spent the following decade reorganizing Ranan society, the period being relatively peaceful because most major StarCultures were still reeling from the disruptive effects of the successive Bug Raids and wished only to rebuild their economies. Massive land reforms were instituted throughout the U.R.W. Heavy industries were established and powerful government institutions set in place. Distancing the Ranan from the G.P.R., the new *Sei Vua Rana Quonei Xiefsuar-onai*, the Democratic Peoples Revolutionary Unity Party of the Rana, replaced the old 'communist' party. The Unitists diligently weeded out 'dissidents, reactionaries, and anarchists,' destroying all opposition to Reehan's programs. Unitist psychologists also perfected the notorious indoctrination system known as *Rana Xontei Fsitorn Uun Tuukein* or 'Ranan Process' in 2372, which went far to promote the loyalty and subservience of the masses to the principles and policies of Unitism.

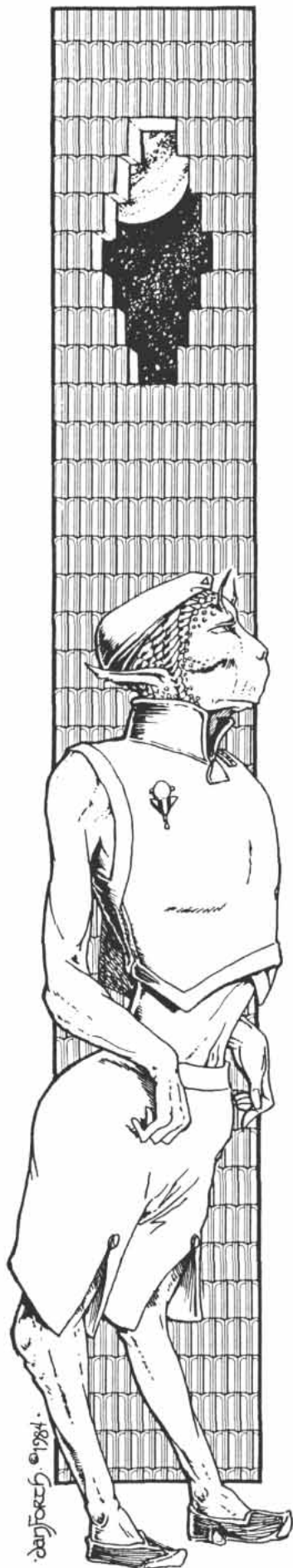
In 2387 the Ninth Interstellar War broke out, and Ranan troops were employed in support of G.P.R. forces against the rapidly expanding Terran Union, whose frontiers now touched those of both the G.P.R. and the Ranan Worlds. The G.P.R. hoped to make significant gains, as the Terran Union had suffered heavily in the Bug Raids and then in the Second Hissst'ist War which immediately followed.

Overwhelming Ranan strength was also brought to bear against the Deltei Alliance and the Blarads of Luvork, but they held out despite frightful losses on both sides. Worse, the Terrans proved far stronger and resilient than the G.P.R. had bargained. Reeling from the initial onslaught, the Union StarGuard recovered and rebounded with a shattering counterattack in 2389. The G.P.R. BattleFleets were swept aside. Then the weight of the Terran offensive fell upon the Ranan, and soon they too were falling back on all fronts. By 2392, the Ranan were exhausted by the conflict, their best regiments bled white, their starforces decimated. So devastating were Ranan losses that Reehan withdrew from joint operations with the G.P.R., hoping he could hold the remaining Ranan territory beyond NCG 7292.

The Terran Union, aware of the growing chasm between the two 'socialist' powers, offered a truce to the U.R.W., a twenty-year non-aggression pact which confirmed all existing Ranan territory and set out the regions in which both the Terran Union and the U.R.W. had 'legitimate territorial claims' that would be respected by the other. Reehan accepted, disgusted by the willingness of the G.P.R. to spend Ranan lives 'like so many rounds of ammunition.' Indeed, in the current campaign, G.P.R. military operations involving the Ranan had been carried out by Soviet commanders with callous disregard for Ranan life. Even the stoic troops of the Ranan Peoples Liberation Army had begun to express open dissatisfaction with being used as 'cannon fodder' in the wars of their 'socialist cousins.'

To its credit, the U.R.W. observed the terms of the pact with the Terran Union, reconfirming it on successive occasions until Reehan's death in 2449. Peace thus existed between Terra and the Ranan until Girdzian launched his offensive on the Polaris Frontier in 2471. Terran intentions were obvious to Reehan, of course. Only in combination with the Ranan did the G.P.R. enjoy near parity with the forces available to the Terran Union. By dividing the already shaky alliance, Terra could curtail the imperialist ambitions of the G.P.R. and secure their frontiers beyond the Pleiades.

Reehan didn't care. He had his own problems to solve. Stung by the Ranan withdrawal from the war and recognizing in Reehan a factor decidedly not in the best interests of the G.P.R., the Soviets did their best to undermine his authority and encouraged rivals to overthrow him. Reehan had had enough. In 2395, he ordered all G.P.R. diplomats and personnel from the U.R.W. Savage purges ran throughout the fabric of the Party, the Army, and the very fabric of Ranan society as he



consolidated his power and eliminated anyone who was even a vague threat to it.

The 'unity' of all Ranan under one strong, central government free of foreign influence had long been his ultimate goal. With his political rivals eliminated and the Terran threat momentarily neutralized, the U.R.W. had only the Azuraich Imperialists to worry about. And these were typically engaged in pitched battle with the G.P.R., the Rauwoofs, and the Blarads. Thus, Reehan launched the long overdue campaign to reduce the autonomous worlds of NCG 7292 to Unitist rule.

Reehan spent the twelve years between 2392 and 2404 rebuilding the Ranan armed forces. Then a massive hammerblow was struck against the home worlds of the Deltei Alliance in NCG 7292. The Alliance resisted well at first, then crumbled under the pressure. The U.R.W. conquered Xon Ti Caron, the last of the autonomous worlds in 2418 and completed the 'liberation of the Ranan.' Not a few Ranan from the Deltei Alliance fled to the Blarad worlds of the Sikozang in the last days, where they found sanctuary. The Sikozang held out against the U.R.W. offensives, though nearly overrun by the Ranan 'Hordes.' However, the Blarad colonials and the loyalist Ranan of the Sikozang fought heroically and repelled invasion attempt after invasion attempt. Reinforcements finally arrived from the StarKingdom in such strength that the balance tipped decisively and the U.R.W. was forced into general retreat.

It was a time for peace. The U.R.W. had an interstellar empire of vast proportions. Reehan had realized his great dream of 'liberating' all of the Ranan worlds and bringing them under one government. But the Ranan were far from 'united.' Reehan turned to healing the rifts in Ranan society and establishing the socialist order that would provide for the needs of all Ranan. Peace was essential, and a long bout of peace at that. Thus, he negotiated an end to the Sikozang Wars in 2395 which the StarKingdom accepted far more quickly than Duke Daggin V wished. The fact was that the Ranan were on the point of collapse once again. But, the Duke had little influence in the court of the StarKingdom.

For the remainder of Reehan's administration, the U.R.W. enjoyed reasonably quiet relations with the major interstellar powers. Even Ranan-Blarad relations were 'peaceful,' an armed truce prevailing in the Sikozang until 2449.

Reehan startled many by revealing a gentle, 'fatherly' side to his nature in his last years. The last decades of Reehan's regime can only be described as enlightened. His ruthless determination to crush all those who opposed Ranan unity now turned to the securing of genuine reconciliation of the divided Ranan people. The battles had been won, he was fond of saying, but now it was time to win the war. He refused to 'punish' the Ranan of the conquered autonomous worlds and placed young, able administrators over them to win their hearts and loyalty. Victory assured in the struggle for Ranan unification, he felt it safe to relax some of the harsh regimentation of Ranan life and permitted a greater degree of freedom and openness than at any time in the past. Military expenditures were cut back to 10% of the annual productivity as he sought to distribute the benefits of peace to all his people.

Reehan's death in 2449 stunned the nation. True, he was a very old man, but few Ranan could remember a time when he was not the leader of the U.R.W. It was as if the race had lost its father. Grief was universal, even in the former autonomous worlds, now largely integrated and reconciled with those of the old U.S.S.R.R.

THE SECOND RANAN EMPIRE

As shock wore off, the power vacuum at the pinnacle of Ranan government precipitated a scramble for the succession. Later known as the Serang Rebellion (2451-2478) to disguise the real nature of the conflict from the Ranan people and blamed on 'dissident' elements in the assimilated autonomous worlds, a civil war broke out and was so bitterly contested that it almost shattered the Ranan as an interstellar power. It certainly set back all of Reehan's hard-won gains so that the Ranan, even today, have not begun to equal the prosperity of his final two decades.

Suanto Girdzian (2389-2488), supreme field commander of the Ranan Army of Liberation, had the support of the remaining conservative elements in the Ranan leadership. He was a hardline communist who was devoted to 'revolution' and the spread of Ranan power throughout the galaxy. He disliked Reehan's liberalizing of Ranan life, but escaped the purges by remaining loyal to the Chairman. His intellect

was cunning and incisive, and he was well used to intricate intrigue and political maneuvering. But he regarded Reehan's later policies as close to a betrayal of the 'Revolution' and sought to reverse the 'rot' he perceived in Ranan society. He was of the old ruling caste in descent and he believed in its ancient right to rule, and to rule absolutely from the top.

A sublimely competent individual, Reehan never suffered from the egotistical fear of criticism. Therefore, he had always governed by committee, exerting his own immense personal influence but never intimidating his colleagues into silence. He welcomed outspoken argument and criticism, even demanded it when none was forthcoming, sometimes taking the role of an opponent of his own plan and tearing it to shreds before his subordinates on the Central Committee. 'You see,' he would say in the tones of a disappointed parent who has found his children in error, 'even a small flaw in a great plan can doom it to failure. Our task is to find error and correct it. I am not immune from this process. You are not immune. Self-criticism is a discipline to which even the highest levels of the Party must submit if the Ranaï would be strong and enduring.'

Girdzian was psychologically incapable of dealing with such opposition. He was a rigid authoritarian and had the authoritarian's inward fear that his inwardly perceived failings might be exposed if criticism were permitted. Like so many dictators, Girdzian felt secure only when he had his own way all the time. If a plan failed, it was the fault of the bumbling incompetent who failed to implement it properly.

He wasted no time and secured his succession to the Chairmanship of the Ranan Central Committee by the end of 2449. Initially lacking strong public support, Girdzian set about building an organization of devoted subordinates to insulate him from the masses and create a public belief in his personal infallibility that could not be tested by close contact. The vast propaganda machine of the Ranan state was enlisted to promote Girdzian as a great national hero and benevolent father figure who grieved for the hardships suffered by his children, the Ranan people. This 'fatherly' leader did not find it a contradiction to use all manner of mass intimidation and terror, purges, assassination and military action to eliminate his rivals and their followers, particularly those who adhered to Reehan's peace-and-bread oriented brand of Unitism. His promotion of the 'Cult of Personality' became the style of government used by U.R.W. leaders ever since.

Most adult Ranan had grown accustomed to the more liberalized conditions which Reehan promoted in his last years. They proved resistant to Girdzian's extreme conservatism. After all, who was this Girdzian, compared to Reehan, the greatest Ranan to ever live? Frustrated, Girdzian tapped into the energies of the restive Ranan youth which comprised a large part of the exploding population. Propagandists denounced his political opponents, accusing them of perverting the 'purity of True Ranan Thought' by 'consorting with Outsiders.' The impressionable teenagers and young adults, so conveniently available to politicization in their classrooms, were directed to 'cleanse the Ranaï and drive out all Outsider influences.' In a 'renewal of the great Revolution of the Ranan people,' the youths were unleashed on society to 'chastise and correct' all 'counterproductive and revisionist tendencies' in Ranan society. In reality, this meant the destruction of all those who opposed Girdzian's drive to secure absolute power for himself, and those who resisted the reversal of the more liberal policies instituted by Reehan in the previous two decades.

The result was a virtual reign of terror that lasted from 2450 to 2459, in which Ranan society was terribly disrupted. (Cf.: 20th century Terran history, the Maoist 'Great Leap Forward,' which bears significant parallels.) The youth were given a free hand to seek out 'dissident and counter-revolutionary elements' in Ranan society. The unrestrained children and young adults were encouraged to denounce anyone they suspected — not only in the general population, but also teachers, Party officials, anyone who did not show enthusiasm for Girdzian's programs. Even one's own parents were to be exposed to such 'discipline and purification.'

Also, in 2450, all 'Outsiders' were barred from the Ranan Worlds under Girdzian's control. This marked the beginning of Ranan 'isolationism,' which continued until 2549. Today, the Ranan government appears to be more relaxed in its attitude toward aliens and permits a considerable amount of 'supervised contact.'

There were nine other identifiable rivals, but Girdzian's chief opponent and leading contender for the leadership of the U.R.W. was Deputy

Chairman Serang (2409-2478), one of Reehan's principal assistants in the reconstruction and integration of the autonomous worlds. Serang won the affection of many in the conquered planets because of his charismatic personality and his genuine sense of justice. Under Reehan's personal direction, Serang worked miracles. In many ways, he was very much like his mentor. Had Serang succeeded, the Ranan worlds would have taken a far different course, one which would ultimately have drawn it into the Federation.

As the Ranan entered the 25th century, the discord within the Star-Nation became pronounced and obvious to all. The burgeoning population and the continual war status of the Ranan had demonstrated the necessity of a solid industrial base. The conquered Deltei worlds were easiest to reconstruct in the new image of the model Ranan society Reehan envisioned. He appointed Rhalin Serang as the architect of the new order and gave him sweeping powers. Indeed, Serang was answerable only to Reehan, and his authority on the worlds under his charge was absolute. This angered the Party establishment, Girdzian among them, for Rhalin was only a junior member of the Committee when Reehan's favor settled upon him. Suddenly, Serang was second in the U.R.W.

Serang typically used forced labor to build the new industrial complexes, but the laborers were rewarded for their achievements. They were allowed to work in the factories they had built. Now many had been drafted from the fields, conservative peasants unhappy with the new and unaccustomed work. At first, the Ranan occupation forces had to subdue and beat recalcitrant elements into submission. But, soon the peoples of worlds like Kera-Kei, Or-Kat, Sicari, and others saw the advantages of industrialized, urban life: larger allotments, superior shelter and state care, more goods, and even some 'leisure' time. Indeed, Serang instituted 'incentive plans' whereby production above quota led to increased allotments of rationed goods, services, and pocket cash.

Unitist conservatives denounced Serang's innovations as 'dangerously close to capitalist heresy.' Serang, they charged, was promoting class inequality in Ranan society. Reehan overrode them, saying that industrialization was so essential to Ranan security and economic success that compromises with principle were acceptable if they hastened the goal of self-sufficiency. Reehan went so far as to make the 'incentive' program a universal feature of Ranan society. Severe philosophic splits began to appear in the Party over this issue by 2545, but open and irrevocable division did not occur so long as Reehan was alive.

As many of the 'hardliners' in the Party feared, a 'separate Unit' effectively came into existence in Serang's area of responsibility. Production was so far above quota that the workers were given greater and greater rewards for their 'tireless devotion to service of the Peoples' State.' They appreciated the 'life of luxury' Serang had brought them, and he had their loyalty and support. Or-Kat, Kara-Kei, and Sicari, furthermore, were again rising to positions of great wealth and power, and these were the heart of the Deltei resistance to Unitism only decades earlier. Worse, they encouraged Outsiders to trade with them. Soon these worlds harbored the closest thing the Ranan worlds would ever have to cosmopolitan centers.

The hardliners considered the 'Reconstructed Worlds' as hopelessly tainted by Serang's 'revisionism,' and by 'the decadent self-interest of capitalistic Outsider degeneracy.' The moment Reehan died, the central government under Girdzian attempted to recall Serang and impose 'proper' Unitist order. Only Serang rejected the recall, saying he was bound to fulfill the instructions of Chairman Reehan though he was now in his grave. Girdzian was more than angry at Serang's rejection of Party discipline. He was also jealous and fearful of the massive support the populations of the Reconstructed Worlds expressed for Serang. These were conquered people! And they were unrepentant. Autonomism was obviously very much alive. What rocked him to the core was the complete support expressed for Serang's policies and defiance of the Party by the units of the Ranan Liberation Army under Serang's command. That the very soul of the Revolution, his own Army, could be so quickly corrupted by the influence of a man like Serang was unthinkable. Only the unthinkable had happened and was reality.

The Serang Rebellion came to a head three years after the death of Reehan. Knowing that Girdzian was utterly opposed to them, Serang and his assistants, Torhalee and Gornai, raised the banners of revolt and refused to accept Girdzian's authority. It was not until 2478 that the Rebellion was crushed, the Army being seriously bled in reducing the rebel worlds to submission. The death of Serang in 2478 solved



nothing. Even now, on most Reconstructed Worlds the people bitterly resent the punitive regulations and state drafts in labor and resources (taxes). To them, Serang came as an avenging, all-powerful representative of the victorious Unitist Party whom they had expected to visit on them the scourge of the whip. Only he revealed himself to be a benefactor and a prophet. He gave them true liberation and hope for a better future.

And the Party killed him.

Serang's two chief lieutenants were never captured. Soran Gornai escaped to the hinterlands, and it is believed his descendants are still waging a guerilla war from the broad wilderlands of Or-Kat. Toran Torhalee (2419-2528) fled to the Sikozang with his wife, Lin (the youngest daughter of Serang), where he and his followers were made welcome by Duke Daggin VI. Today, the followers of Torhalee's grandson, Rhalin Torhalee (2537-) form the bulk of Ranan resistance to the Unitist regime. As the grandson of Torhalee and Serang, Rhalin Torhalee's name stirs the people of the Reconstructed Worlds and gives them hope of liberation from the Unitist tyranny.

Serang might take comfort in one thing. His forward-looking economic policies did not die with him. After the death of Girdzian and the passing or retirement of many of his hardliner coterie, a somewhat more 'liberal' and less doctrinaire generation of efficiency-minded pragmatists has assumed command in the U.R.W. Led by Chairman Trihlee, they have reinstituted the 'incentive programs' for meritorious productivity and increased general allotments to Party members to show the 'gratitude' of the Ranan state for their contributions to the Unitist system.

RANAN EXPANSIONISM

After the collapse of the Serang Rebellion, an 'Iron Curtain' fell between the Ranan worlds and the rest of the galaxy. Girdzian's ban on Outsiders now capable of being extended to the so-called Reconstructed Worlds of the Deltei Alliance. During that period, the internal

events of the U.R.W. became a mystery illuminated by momentary flashes of information gleaned by Mercantile League traders and deep penetration agents of the Intelligence Services.

The explosion of Ranan aggressiveness following the Serang Rebellion was the government's answer to widespread dissatisfaction with conditions within the U.R.W. Of course, aggressive war has always been a solution to internal problems, diverting the attention of the populace from their personal problems and shortages in a flood of jingoism and patriotic fervor. At this the Ranan propagandists are expert. The Great Leap Outward, otherwise known as the 19th and 21st Interstellar Wars, fell heavily upon the Blarads in the Sikozang Belt. But, the Blarad armed forces held fast and even launched lightning sorties and one major counteroffensive of their own into Ranan space. Today, the media regularly carries news of yet another skirmish in the Sikozang. Only strenuous efforts on the part of the Royal Blarad Armed Forces have prevented serious Ranan penetrations into their stoutly fortified frontiers.

The Ranan did achieve considerable success in other regions, especially in the Tornai and the so-called Devil's Frontier regions, expanding their Empire to nineteen starsectors by 2490. Brutal warfare raged on Terra's Polaris Frontier for decades, and even today, intermittent skirmishing is common. Ranan testing of frontier defenses has escalated recently and threatens to precipitate a major conflict if it continues much longer. On the other hand, the rise of the Ranan Empire has attracted increased Azuriach pressure. Combat is habitual and savage in the Frontier of Tears. There is now talk of a 'Final Solution' to the 'Ranan Problem' being voiced in the highest circles of the Imperial government.

With the death of Girdzian in 2499, Ranan interstellar policy softened very little, though regular diplomatic relations were gradually opened with other interstellar nations over the next several decades. In 2506, a G.P.R. Embassy was again allowed on DzaKoan IV. A reconciliation between the two StarNations was effected by a treaty of 'peaceful coexistence, interstellar cooperation, and mutual defense' in 2525. This has resulted in a significant increase in aggressive activity by both the G.P.R. and the U.R.W., including four major wars and more than eighty incidents in the past sixty-eight years. Furthermore, the current Ranan leaders are the products of the Ranan military order Girdzian established. No longer are they overawed by the G.P.R. They insist upon equal status in the alliance — and seem to get it, though it must chafe at the G.P.R. to accept that a former client state stands on an equal level now.

In 2524, when Chairman Valan Trihlee (2491-) came to power, the embassies of foreign StarNations were accredited in the U.R.W. once more. In 2528, trade from StarNations other than the G.P.R. was allowed, and in 2536 some foreign investment in the U.R.W. was permitted as well. None of these developments signified a major change in Ranan attitudes, however. Indeed, even as these events were occurring, a sinister development arose in 2531. The Ranan and G.P.R. initiated 'friendly and mutually beneficial relations' with the Hiss's'st Empire. Though the Hiss's'st are not yet coordinating their efforts with the U.R.W. and G.P.R. activities, the three 'socialist' StarNations are reported by B.R.I.N.T. to be close to arriving at 'complete understandings on many issues of vital importance.' That promises little for prospects of future peace in the galaxy.

Though quite old, Chairman Trihlee remains canny and alert. He has coyly courted both G.P.R. and Federation favor, unabashedly playing the two superpowers against one another to strengthen his increasingly more dangerous position in light of Imperial resolve to smash the U.R.W. The complete devastation of eleven Ranan colony worlds in the Frontier of Tears by Imperial forces last year — the infamous 'Tei Xuan Incident' — has spurred Trihlee's efforts to develop 'understandings' with the Federation.

The Federation has rejected Ranan overtures aimed at delineating 'spheres of influence' in as yet unclaimed regions. Peace is always desirable, but many problems are unresolved. The foreign alliances made by the U.R.W. are clearly of an aggressive, not a defensive nature. The expansionist policies of the U.R.W. have not abated, but rather have escalated, some 153 planets being swallowed up since the Ranan-Soviet Entente of 2525. Many of these were independent worlds and small StarNations which offered no threat or offense to the U.R.W. They were conquered only to further Ranan imperialist ambition. The fundamental civil rights of sentient beings are outrageously infringed in the U.R.W. Ranan determination to crush the Blarad worlds

in the Sikozang cannot be countenanced. Their concerns are acute now that the Duchy of Luvork has declared its independence from the StarKingdom of Dorad to join the Federation beside its long-time ally, the Holy Star Empire.

The list of Ranan offenses is long, and the Federation diplomats are not fooled by Ranan expressions of a desire for 'peaceful co-existence.' There is no question that the Ranan are experiencing severe population pressure and feel driven to seek new planets to colonize. But, they also have an impelling obsession to control every world and every people around them. This is, in part, a dark element of the Ranan racial spirit, a harkening back to the glories of the First Empire which the Unitists are trying to recreate in even greater splendor and power. To the Ranan, then, 'peaceful co-existence' means only the freedom to grab off as many worlds as possible without interference, to make war on the many friends and allies of the Federation without Federation involvement. They are imperialists, pure and simple, and must be dealt with as wolves are.

As Fleet Admiral Richard D.L. Kahn, commander of the 5th Terran BattleFleet in the Frontier Wars (2471-2559), remarked of the Ranan foe as he and his staff stood on the Command Bridge of his BattleStar at the Battle of the Seven Suns in 2536: 'Gentlemen, the Ranan are a sharing people. They are willing to share and share. They want a piece of everything we have and of everything we can produce until the end of time. Well enough, I'd hate for them to think we're stingy. The Covenant teaches us to be generous, and I do feel generous today. So let's give them everything we've got. Guns! (T/Fed slang for the Chief Gunnery Officer) Signal the fleet to commence firing.'

Perhaps Admiral Kahn's sentiments are not the most diplomatic, but they do express the feeling of the vast majority of serving and veteran members of the Federation Armed Forces and the body of the Federation citizens living on the Ranan frontiers. They are shared by members of the Ranan race living in the Grand Duchy of Luvork, Ranan who have grown in spirit and evidence a civilized concern with peace, civil rights, and constructive activity in cooperation with their non-Ranan neighbors. It is indeed unfortunate and tragic that, buoyed by the same resilience and potential strength of character as their Ranan cousins in the Sikozang, the Unitists cannot comprehend any argument or accept any compromise except that it be out of the incandescent muzzles of flaming NovaGuns.

KNOW YOUR ENEMY: THE UNITED RANAN WORLDS

edited by Brigadier Lucas K. Stark, FCV, FBS, TCV, 115th Assault Regiment (Terra), Federation Marine Corps (MI); extracts from **Federation Battle Manual** FBM.2605/32.URW.16R, 2596, 153rd printing; revised material included.

THE EXTENT OF THE RANAN WORLDS

The United Ranan Worlds (U.R.W.) are concentrated in a block of nineteen starsectors. The Home Sector is the starcluster NCG 7292 LL.15.+1200. The remaining sixteen starsectors are essentially frontier provinces, acquired primarily by conquest to provide for a massive colonization program to relieve the overpopulated home worlds of their excess population. These include:

The Devil's Frontier: KK.13.+1000 and +800; KK.14.+1000 and +800; KK.15.+1000 and +800. The zone lies at the edges of the Federation and is presently rated as 'ultra sensitive.' Some 210 Ranan controlled worlds and colonies lie in the region.

The Frontier of Tears: MM.14.+1200 and +1000; MM.15.+1200 (disputed) and +1000. The zone is known as the Ranan Marches in the Azuriach Imperium. The region has been the scene of innumerable battles between the Imperials and the Ranan. The Ranan hold 185 worlds in the region.

The Sikozang Belt: 15.LL.+800. This heavily disputed zone lies between the U.R.W. and the Blarad StarKingdom in NCG 7092. The Ranan currently hold twenty-one worlds in the sector.

The Taqozang: 15.LL.+1200. The zone has sixty-eight Ranan colony worlds. The indigenous races of nineteen planets were exterminated by the Ranan as 'useless' when the region was colonized in 2278 to 2345.

The Tornai: 13.LL.+1200, +100, and +800, and 14.LL.+1200, +1000, and +800. The region of greatest Ranan colonization after 2350, the Tornai has 296 Ranan worlds.

The Ranai: 15.LL.+1200. The Home Sector of the Ranan race, NCG 7292 has fifty-four Ranan worlds.

Within this volume of some 152,000,000 cubic light years, the Ranan government maintains nominal control, although there are a considerable number of independent worlds in the frontier region, as well as planets controlled by the Blarad StarKingdoms, the Azuriach Imperium, and the United Federation of Planets. The entire U.R.W. contains 834 planets with a population of 550.75 billions (495.6 Ranan; 55.15 billion non-Ranan conquered subjects). The colony worlds are vital to the Ranan worlds of the Home Sector, which have half the total population of the U.R.W., as their resources and, especially, their agricultural production is essential to the maintenance of life on the overcrowded worlds of NCG 7292.

THE RANAN ECONOMY

The economy of the United Ranan Worlds is a form of socialism akin to but different from traditional communism in many respects. The average Ranan is not particularly well-fed, but is adequately clad and sheltered. He is fully employed with work for the Ranan state-run enterprises, Ranan-Process classes, and Technological Development Studies (T.A.S.). Considering their rather repressed condition under outsider rule only three centuries earlier, the Ranan peoples have made considerable progress.

The total amount of productivity of the United Ranan Worlds is MCR 688,437,500, or a gross annual product of about CR 1250 per person. Revenues of the central government and planetary governments total MCR 344,218,750, collected through income from state enterprises, customs and excise, and other forms of taxation. A vast burden of taxation and 'volunteer' labor falls upon the average Ranan subject, which accounts for the very high level of financing available to the government of what is actually a backward StarNation. From the government revenues are drawn MCR 200,000,000 to support the vast military establishment of the Ranan Peoples Army. The average net per capita income is about CR 725 per year.

By way of comparison, the United Federation of Planets has a gross annual product of MCR 7,974,625,000 produced by more than 665 billion citizens and member of protected races living on 4473 worlds, which represents a gross annual product of CR 12,175 per person! The annual revenue of all governments is MCR 3,189,850,000, of which MCR 1,250,000,000 is allocated to defense. Average per capita net income of a U.F.P. citizen is CR 7305.

Clearly, there is still a great gap to be closed by the Ranan authorities. However, the immense population of the Ranan worlds has been exploding since the late 20th century when the Ranan numbered six billions. That is an increase of some 8160% between 1988 and 2596!

Ranan Currency

The currency of the Ranan worlds is the *Kovanai* (koe'-ven-aye), abbreviated 'K,' a word meaning 'work/hour/unit of exchange.' The *Kovanai* is rated on the interstellar currency market at equivalent to CR 0.10 against the League Credit (CR), Terran Credit (TC), and the Azuriach Imperial (AI). The Ranan currency has little credibility outside the U.R.W.

The Work Ethic

The Ranan have learned that a very populous nation must be run as a '24-hour society,' to use an old Terran phrase. The Ranan do not believe in periodic lulls in their cultural pace, but rather emphasize a continuous flow in which there are few 'days off' granted to the members of the 'workers society.' Ranan factory workers 'enjoy' a standard twelve-hour work day as well. Other requirements in the work place include thirty minutes of mandatory physical exercises each day and several hours per week spent in classes to improve skills, political indoctrination (Ranan Process), and 'self-criticism' sessions. A five-day work week prevails, followed by two days given to rest and relaxation. However, a Ranan is expected to 'volunteer' his service to his neighborhood or village committee, so an additional six to eighteen hours can be taken up each 'weekend' with community works projects. Even school children perform such community services. Members of the Militia spend three hours each week in training, and also operate as a unit in providing ten to eighteen hours of Community service each week.

Average Pay Scales and Allotments

The citizen-worker receives a fairly minimal cash allotment which he is free to spend on 'luxuries' he can acquire through the state marketing system of the black market. This typically ranges from a minimum of K100 to a maximum of K1500 per month for most workers (CR 10-150). But they are also provided for through an allotment process whereby the government oversees the distribution of goods through a comprehensive rationing system. Thus, the actual income of most workers ranges from K500 to K2500 per month (CR 50-250) and averages K725 (CR 75) per month in staple food, clothing, shelter, medicine, and other services received. Many of the lowest paid workers are apprentices, etc., and the vast majority of all workers live in rather spartan, barracks-like quarters, eat in communal dining areas, etc., all of which facilities can only be described as minimal.

Taxation

Officially, there is no taxation of Ranan citizens, but in fact the equivalent of a 50% to 65% tax is deducted at source by the all-employing State. All 'luxuries' which include additional food, clothing, and other consumer items, are rather high priced as well, a good proportion of the cost representing State 'profit.'

Government Trading Licenses

No interplanetary or interstellar trade is possible without a license. Effectively, this requires a simple application at the customs office of any StarPort. If the goods are required (trade acceptance roll), a license will be issued upon the payment of 15% of the assessed value of the goods upon sale, as set by the government trade representative. Hard interstellar currency (League CR or Terran TCR) is the only form of payment accepted for license. (The U.R.W. always tries to maintain a supply of the strongest interstellar currencies and uses this means to acquire it.)

The 'Outsider' trading on Ranan worlds should understand that the Ranan rarely pay for goods in hard interstellar currency — at least not to the full value of the goods. Rather, they prefer to trade 'in kind' — off world products for Ranan products. However, this can be offset by the fact that the value set on many items of Ranan trade goods will be 25% to 50% lower than in most interstellar nations, reflecting the nature of their economy and price structures. Further, they will also pay in iridium, gold, or silver at interstellar rates. Of course, one can also accept Ranan *koevenai* (K), good in the Ranan worlds but almost without value outside the G.P.R. which honors the currency.

State Ownership of the Means of Production

Total agricultural and industrial output belong to the Ranan State and are managed by government agencies and by the Ranan Peoples Liberation Army. Private enterprise is not entirely forbidden. Small shop and stall-type businesses are still allowed.

Ranan Agriculture

Almost 85% of all Ranan are engaged in agriculture. The Ranan State owns all the productive land, which is organized in communes and collectives. Production is on a level comparable to 20th century Terra in the poorer SovWorld nations or the ChiCom Peoples Republic. Mechanization is often limited, musclepower being used far more than machines. But the Ranan have the manpower to spare and intense 'peasant-style' farming does work after a fashion. In theory, the Ranan worlds are grain self-sufficient, but this is rarely borne out in practice. A bad crop year on any planet means serious shortages which must be made up instantly by surpluses taken from more fortunate worlds. Often the combined surpluses in the entire U.R.W. State are insufficient to meet deficiencies on planets with major populations, and vast quantities of foodstuffs have to be imported from neighboring StarNations. Over 78% of all interstellar trade outside the Ranan worlds is conducted in foodstuffs, for which the Ranan have to pay in hard interstellar currency and vital resource materials the U.R.W. can ill afford to export, considering its own needs.

Ranan Industry

Industrialization of the U.R.W. is a major priority of the government, and all factories, mines, and smelters are state operated. By Federation standards, many of these operations are quite primitive and remind one of the industry on Terra in the mid-twentieth century. However, some manufacturing complexes are exceedingly modern, with extensive cybernation of production lines, etc. These are almost invariably devoted to military requirements, which demand high levels of technology even for forces dependent upon sheer numbers of infantry rather than the most advanced war machines. The Ranan Interstellar BattleForces particularly draw heavily upon the advanced production

technology of the U.R.W.

Cash Business

The rule in the U.R.W. seems to be 'No Credit. No private banks. No taxation.' There is no form of internal or external debt as such. Transactions are all made in cash. Foreign trade is on a cash or commodity exchange basis as well, often accompanied by endless paperwork which makes commercial dealing onerous indeed. The National Bank is essentially a savings institution which offers 3% interest on investments — a secure depository for the citizens and clearly established to obtain low cost loans for the government.

Consumer Goods

Production of consumer goods is restricted because of the intense pressure placed upon Ranan production to simply provide the most basic requirements of the constantly exploding population, and to manufacture the arms and equipment so desperately required to maintain the independence of the Ranan worlds. Severe rationing is often encountered in most areas, and 'luxuries' are both hard to obtain and expensive. A flourishing black market therefore exists in Ranan society, in which home-crafted goods and smuggled luxury items are sold, as well as stolen and 'diverted' goods produced in the government run factories.

Foreign Investment

For years, the Ranan would have nothing to do with 'Outsiders,' regarding them as capitalist exploiters of the working masses. However, the Ranan have serious problems in the entire production and trade sector of their economy. Nor can they generate sufficient gainful employment for their burgeoning population. Since 2546, the Ranan government has entered into 'partnership' arrangements with 'Outsiders' wishing to invest in a productive business in the U.R.W. The Ranan are interested only in some area of manufacturing or in foreign trade ventures: the Outsider puts up the initial investment capital. The Ranan provide all labor required (at least 75% of personnel must be Ranan). The Outsider will see to the necessary technical training required of the Ranan personnel, and the profits are shared 50/50.

Black Marketeering

Black marketeering is regarded as an economic 'crime' against the Ranan State, akin to high treason, and is punishable by long terms in the penal labor battalions or even by death in the most flagrant cases.

Those purchasing goods on the black market also risk severe displeasure — if caught. However, in practice, most Ranan officials tend to turn a blind eye to black marketeering if the prices are not too exorbitant. Indeed, many are themselves involved in the activity and provide 'protection' for the black marketeers for a modest percentage of profits. Protected black marketeers often have 'licenses' to do street trade in 'personally produced goods' and usually get away with it even if they clearly have foreign goods in their possession which they could not possibly have produced themselves. One thing to be said for the Ranan social discipline is that a lower ranking investigator never questions a legal authorization to peddle on the streets!

Once customs is cleared, an 'Outsider' Free Trader will discover that a percentage of his goods can easily be sold to a black market 'broker' at +10D10% over standard trade rates if he has general consumer goods, food, liquor, etc. He doesn't have to look for the business; the 'broker' will contact him instead, tipped off by a customs officer in his employ. The chance he is genuine and not a *Kuatempeta* (Ranan Thought Police) agent is the planetary corruption percentage x7 (maximum 95%). In other words, on U.R.W. worlds with corruptibility indices of 13% or more, doing black market business is rather safe. Even a 07% index gives a 51% chance of getting away with a good profit. Payment is in hard interstellar currency, gold, or irridium too! Purchases may be made in the same manner.

RANAN PRONUNCIATION KEY

The sound syllables used in the Anglic transcription of Ranan words are still those laid down by the great interstellar linguistics expert, SocioHistorian Starr Ana Pa-lite in her comprehensive work of 2318, *Language Patterns of Fifty-Seven Interstellar Races*. The following pronunciations are Acadamarian Pa-Lite's adaptations based on the *Interstellar Phonetic Abecedarius* for the dominant Ranan dialect, that of DzaKoan IV, the Capital:

- a: Short 'a' as in ran, man, can. (Andelang)
- ai: Long 'a' sound as in stay, rain, exchange. (Ranai)
- e: Short 'e' as in set, met, technical. (Andelang)

- ei: Long 'i' as in die, fly, sky, rye. (Kara Kei)
- fs: An 'sh' sound as in shimmer, sure, plush, but with a faint lisping inflection. (Fsa)
- i: Short 'i' as in tin, little, sick. (Sicari)
- o: Long 'o' as in go, slow, zone. (Xon Ti Caron)
- oa: A diphthong in which a long 'o' and short 'e' are quickly said together. No precise Anglic equivalent, but close to the sound in 'Owen.' (Dza Koan)
- qo: Hard 'k' + 'ow' = 'kow' as in recount, cowardly. Also spelled 'ko.' (Trego Teka; KoFsan)
- tz: A diphthong identical to the Terran Slavic sound 'ts' in tsar (czar), tsymbaly. (Tzak; Xuantza)
- ua: A 'wa' diphthong sounded as in water, or a 'wha' as in what. (Xuan) The 'w' may be dropped to yield an 'ah' sound as in father, particularly in long words. (Xeifsuaronai)
- ui: Lengthened 'ee' sound as in team, clean, seen. (Yuijure)
- uu: An 'oo' sound which is slightly shorter than in blue, too, use. (Newuudz)
- x: A 'ch' sound as in chatter, chop. (Xon Ti Caron) Some dialects convert it to a 'ch' as in lock, school. It also provides a 'z' sound as in rose, zipper, zone, especially when followed by 'e' or 'oa.' (Xoatan Keiua)
- y: A 'w' sound, as in water, wet. (Yuijure)

The stress patterns of Ranan are too complex to detail here. Emotional loading significantly alters stress. A heavy stress on several syllables, one after the other, signifies emphasis, strong emotion, etc. Similarly, several syllables in a row may be unstressed to show deep contemplation, sorrow, etc. Then there are a whole range of middle stress values. The intended meaning of the same word in different situational contexts can alter stress elements significantly. Only familiarity with the Ranan tongue and temperament yields the skill required to use and understand this component of the language fully. There are also inflections which raise and lower the pitch, giving a musical flavor to the language. Nearest Terran equivalents to the overall sound of Ranan are oriental tongues, but with little 'sing-song' quality — almost as if a person fluent in the tongue was speaking in Anglic accents just short of actually breaking into song.

THE DEMOCRATIC PEOPLES REVOLUTIONARY UNITY PARTY

The *Sei Vua Ranai Qonei Kuuoto Xeifaunorai*, the Democratic Peoples Revolutionary Party, is the guiding force in all aspects of Ranan life.

Theoretically, the Ranan operate under a democratic centralism. Leading bodies at all levels are 'elected' through a process of 'democratic consultation' between Party members. In practice, 'nominations' for Party office come in the form of suggestions from the upper echelons, and these are rarely ignored by the rank and file. All individuals are considered to be under 'Party discipline' and therefore subordinate to the needs and goals of the Party organization, which is officially seen as the 'expression of the will of the Ranan People.' The minority therefore submits to the majority, the lower level to the higher, and the entire Party subordinates itself to the Politic Unit of the Ranai, the national congress of the U.R.W. In turn, this group is subordinate to the ultimate policy makers, the Central Committee of the Politic Unit.

Each planet also has its own Politic Unit, as does each Province, Regional sub-division of each province, District sub-division of each Region, and finally the Area — effectively corresponding to a factory or commune. Co-ordinators are drawn from the membership at each level, from which one is selected as a Chairperson to lead the Committee of the Politic which drafts policy and coordinates its implementation.

The operation of Ranan Party/Governmental organization is confusing to the outsider at first. There are three distinct types of official: policy makers; coordinators of policy; and administrators. The policy makers exist only at the Central Committee levels of the U.R.W. and the individual planets. These are, in effect, the law-givers and the drafters of the Party philosophy at any given moment. The Province, Region, District and Area organizations are essentially empowered to coordinate and implement broad policy and to initiate local programs in step with broad policy handed down to them. Again, each Unit is responsible for a wide range of duties and activities, the leaders in the Politic Committees deciding upon a course of action which the administrative cadres are expected to implement and oversee.

This has led to a frightful amount of decentralization, but Party members are diligent and expend vast energy in developing 'initiatives'

which keep the centralized unity alive. At local levels, regular meetings are held among the rank and file to hear their suggestions and complaints, so that the system will develop efficiency.

While many stories of Ranan totalitarianism and suppression have been heard, it should be understood that the Ranan Constitution states that Party members are under a duty to criticize and to subject themselves to the discipline of self-criticism. The Party member also has the right to appeal over his immediate superior should a dispute arise. The right of appeal was instituted early to eliminate 'repressive or reactionary power brokers' and 'incompetent syncopants and recipients of nepotism.' It is rarely exercised as the Ranan have respect for authority and do not question it unless Party policy has been grievously breached.

The most important departments of the Ranan Party-Government are:

- (1) The Central Committee of the Ranan Politic Unit (*Xuandan HeiRanai Suunta*).
- (2) The Politic Unit of the Rananai (*Xuankadai HeiRanai Suunta*).
- (3) The Democratic Peoples Revolutionary Party Central Office (*HeiXuun Sei Vua Ranai Qonei Kuuoto Xeifaunorai*).
- (4) The Ranan Peoples Liberation Army (*Xuantei Ranai Kuan*).
- (5) The Ranan Peoples Interstellar Defense Forces (*DeiXuantei Ranai Kuan Sen'ta*).
- (6) The Ranan Peoples Office of State Security (*HeiXuun Kuatempeta Anguastun Qefsept Ranai*).
- (7) The Ranan Peoples Office of Social Justice (*HeiXuun Xao Ranan Katuun*).
- (8) The Ranan Peoples Office of Agricultural Development (*HeiXuun Sektan Li Xon Ranai*).
- (9) The Ranan Peoples Office of Industrial Development (*HeiXuun Ranai Dzakuuntai Sektan*).
- (10) The Ranan Peoples Office of Interstellar Development and Colonization (*HeiXuun XoDei Sektan zat kar Vokuun Ranai*).
- (11) The Ranan Peoples Office of Transportation and Supply (*HeiXuun Ortaikan Sovartan ei Keidaut Ranai Sekortan*).
- (12) The Ranan Peoples Office of Communication, Culture, & Ranan Process (*HeiXuun Nektendorkan Soret Ei Domradtal Ei Ranai Xontei Feitorn Uun Tuukein or HeiXuun Soret ta Xontei for short*).
- (13) The Ranan Peoples Office of Trade & Finance (*HeiXuun Mokkaitun Ei Dovant*).
- (14) The Ranan Peoples Office of Foreign Affairs (*HeiXuun Ranai Kos Ortass Vakot*).

The Politic Units of the Ranan Planetary Republics (*Xuandadai HeiRanai Renkalt*) also have comparable departments at planetary and regional (state) levels.

PARTY MEMBERSHIP

Only about 10% of the Ranan population belongs to the Party. It is not easy to become a member. First, a potential candidate must be sponsored by three Party members. This usually occurs only after the sponsors have conducted a thorough scrutiny of the life and character of the prospective candidate, for they are standing as surety for his 'promise and loyalty to the Ranan People.'

The candidate undergoes a two-year training and testing period, at the end of which he must pass a written and oral examination on the principles of Ranan Unitism. Then he has to swear to obey Party discipline. This means that a Unitist may argue with other Party members, however highly ranked, before a decision is made, but never afterwards. When accepted, the Party member receives an I.D. card which he always carries with him. The remainder of his life will be spent in service to the Party. He also devotes much spare time to special indoctrination sessions known as *Xon'koanuunein* or 'mind-body-spirit-processing' which teach him to apply 'true Ranan thought' to all aspects of life so that he may guide, teach, and assist other Ranan. For the Party member is expected to set a good example for others. He is to be honest, hard-working, self-sacrificing — always considering the nation's and the Party's welfare as more important than his own.

The Party members alone have the franchise — the right to approve the candidates in all elections. The candidates must be Party members, nominated by their fellows (often with the 'guidance' of higher authority, although several choices may be permitted for a given office). In effect, the members have the right to vote 'Yes' or 'No' for a given leadership candidate. Those officials elected to the assemblies have, in turn, the right to vote for approval or disapproval of laws at assembly level, but the laws themselves are drafted by the Central Committee of the Ranan and planetary Politic Units.

The bulk of Party members are found in the Peoples Liberation Army and in the cities, with a significantly smaller number in the rural agrarian regions.

THE PRINCIPLES OF RANAN SOCIAL UNITISM

The Ranan concept of communism is based only in part upon the Marxist philosophy imported by the G.P.R. It actually represents a uniquely Ranan political, social, and economic view of social organization.

Government ownership of all means of production is emphasized, with everyone working for the government and the profits used for the good of all the people. No one should be rich or poor; everyone should share according to his need. This is actually a reflection of traditional Ranan family life, the extended family operating as a survival unit in the dark ages before the coming of the Ranan. The leadership of each extended family or clan was in the hands of the elders, and the substance of the clan was shared out to all the members, largely according to need but also according to merit to reward those who were most diligent and productive. Similarly, the heads of the clans would work among themselves to make up shortages and requirements, so that none in the community would be more in need than others who were more fortunate. In other words, the Ranan have practiced a form of communalism (communism) from their earliest history.

To this Ranan form of communism is added a strong sense of group solidarity and loyalty of the individual to the group, and the group to the individual. This, again, is an ancient survival adaptation growing out of the desperate situation in which the Ranan lived during the feudal dark ages and then the Klackon terror, and then under the indifferent domination of the blarads. All that an individual had was his clan and his village standing between him and extinction. All that the community had was the willingness of all its members to ensure the community's survival.

Individualism at the expense of the group was disapproved, and the Unitist Ranan State made it a criminal act. So intense is the drive toward group solidarity, that privacy is almost non-existent. Indeed, being alone is regarded by most as unpleasant and undesirable. This is more than just a desire on the part of the Party to have everyone under constant scrutiny. If a Ranan has a psychological weakness, it is in his sense of being alone and deprived of the support of his comrades and friends. Personal isolation for a long period of time has a significant disintegrating effect on the Ranan personality. Even Ranan in the Blarad controlled Sikozang, who are fully acculturated to Blarad values and cultural patterns, have this aversion to being alone, though less pronounced. One of the most severe forms of public 'punishments' that can be meted out by one's neighbors is shunning — ostracism from the group.

The Unitist Ranan are reared in an exceedingly state-oriented group society. Genetic kinship is downplayed, and day-care collectives, either state or neighborhood run, are the rule. However, family ties are traditionally strong, whatever the feelings of the Ranan leadership, and parents do care about their children's development both out of an innate sense of affection and as a reflection of their own sincerity and ideals.

The basic tenets of Unitist thought, as conveyed through Ranan Process are:

- 1) An all-encompassing love of the Ranan nation before all else.
- 2) A humble heart devoted to unrelenting labor in the service of the state.
- 3) Personal sacrifice for the Ranan state, the Party, and the common good.
- 4) A firm and correct political orientation in accord with Unitist philosophy and the current Party line, and utter obedience to the Party.

The Ranan National Oath opens with the words, '*Unity, Alertness, Harmony, Skill, Sacrifice, Obedience and my very Life and Breath do I pledge . . .*' and every Ranan strives to these ideals of the Perfect Citizen, the Hero of the Revolution. Social achievement awards and public recognition of service are presented regularly, and recipients proudly display these beside Party symbols and pictures of great leaders which adorn their walls. In this pride in service can be seen the only show of ego in the individual Ranan.

RANAN PROCESS

The leadership of the U.R.W. know that to build a strong and advanced

StarNation requires more than increasing industrial or agricultural production. It means winning the minds and hearts of the Ranan people. The Unitists use a great many means to teach four basic concepts: love of the Ranan nation; love of hard work; willingness to sacrifice; and unwavering obedience to the Party. All of these form what the Ranan call 'Process' — *Ranai Xontei Feitorn Uun Tuukein*, 'Perfection of the Individual Found in the Body of the Ranan.' This 'Process' the Ranan regard with a mystical, almost religious devoutness. Indeed, many elements date back to the now defunct religion of early Ranan times, bereft of its supernatural appeals and firmly rooted in the notion of the omnipresent and omnipotent fact of the Ranan Unitist State as the expression of the soul and the will of the Ranan race.

The young years are spent in a whirl of state-organized activities, all of which never actually stop. For from cradle to grave, all Ranan are involved in an all-encompassing program commonly referred to as 'process.' Process is a mixture of social education, political indoctrination, and critical self-analysis. In effect, process serves to destroy much of the egotism of the individual, causing him to subordinate self-interest to that of the group and the Party. Seen very much as promoting chaos and weakness, individualism is persistently denounced and ridiculed. The common weal is stressed as the true responsibility of adults. The fact is that most Ranan are predisposed to regard process as a morally uplifting, fulfilling experience, rich with harmony and tranquility as one comes to be a 'correct thinking' Ranan. The tendency of 'Outsiders' to regard process as merely autocratic, forcefully imposing brainwashing is therefore not entirely correct. The Ranan actively and willingly seek it!

School is one of the most important methods used to teach these principles. In addition to one's regular studies, a student is expected to perform labor in service of the community and the state. The school day begins early. The children start with thirty minutes of calisthenics, for one rule of the Unitist philosophy is that all Ranan must be physically fit so that he may work for and protect his nation. The children then have breakfast together in the school dining area. Lunch is also eaten there. In this way, the Ranan state ensures that all children receive an adequate diet for healthy development.

Classes are conducted for eight hours in the day, six hours of lectures and two hours of supervised study and assignments. Another hour or two of homework lessons and study are assigned for completion after school. Many students will exceed this home study requirement. A half hour will be allowed for each of the following: morning exercises, breakfast, and lunch. A child's school day begins at 7:00 a.m. and ends at 4:30 (plus homework).

Studies include Ranan language, mathematics, science, history, planetary and stellar geography, Unitism, and in later years a trade or agriculture. In the middle of the week, school closes after the lunch period. Every student approved by the teaching staff (which includes Army personnel as well as civilian teachers) attends the weekly meeting of the Unitist Youth Service Corps, the junior branch of the Party. Membership in the Youth Corps is much coveted, for it is the passport to future Party membership and a promising future. If a student did not gain admission to the Youth Corps, he would not be assigned to a good high school, and then possibly higher education. Less fortunate students would be sent to work with adults on community projects. This work the Youth Corps would also perform, in addition to its intensive political indoctrination sessions.

In the schools, the child learns about Unitism from nursery school onward. (Ranan pre-schoolers are cared for from about one year of age upward, as many mothers are workers.) Children do not have materials, toys, etc., of their own. Everything is provided by the state-run school, and the rule is 'Everything is ours; nothing is mine!' The youngest students are taught through games and songs which extoll the Revolution and the many virtues and benefits of Unitism. Older students receive more careful instruction in Unitism from their teachers and political officers. Everything that happened 'B.L.' ('Before Liberation') is described as bad, except for the revolt of the Ranan against their oppressors. Everything 'A.L.' ('After Liberation') is described as good.

Early conditioning to accept Party discipline also receives close attention in the schools. Students are expected to be courteous, respectful, quiet, orderly, and diligent in all their assigned and voluntary tasks. Failure in this area will become part of one's permanent record and can prove a major detriment to obtaining desirable placement in institutions of higher learning or a coveted skill trade. Similarly, academic achieve-



ment is carefully scrutinized to identify 'productive' and 'unproductive' individuals. To be rated as 'undisciplined and unproductive' is not only a great disgrace, it is also a virtual sentence to the most unpleasant forms of menial labor in later life.

The Militia also inculcates discipline and a sense of duty and self-sacrifice. Beginning in one's thirteenth year, a Ranan is expected to perform one half-day of militia training per month, these being done in off hours. Often, such 'training' is mere performance of 'volunteer' heavy labor in the community. In times of emergency, the Militia is expected to take over some of the tasks of maintaining public order and security, freeing the regular Army for formal military duties.

Whether a member of the Party or not, every citizen must attend weekly sessions to learn the philosophy and policies of Unitism. These are usually conducted in the evening after working hours. Party members also have intensive study programs in this area to master as part of their *Xon'koanuunein*. Party propaganda bombards one everywhere. Loudspeakers and large Tri-Vee screens on city street corners, in public transportation, transit stations, etc., carry the Unitist message, as do a host of posters on walls. Magazines, newspapers, and Tri-Vee news broadcasts all follow the Unitist Party line. All forms of entertainment are produced by the government; all teach the Unitist way of life to the Ranan people. Getting along in Unitist society even requires the use of the latest slogans and catch-words extolling the achievements of Unitism and the joys of life in the Ranan Unitist State. And there is an entire range of rhetoric, varying from mild disapproval to the most vitriolic tirades, directed against all foreign StarNations and cultures not in tune with 'True Ranan Thought.' Any latent xenophobia is thereby sensitized and actively employed by the Unitists to close the minds of the people to 'un-Ranan' ideas and values.

Offenders against the system — political as well as other criminal offenders — are sentenced to 're-education,' meaning they are removed from their homes and places of work to serve in forced labor battalions or in the agricultural communes of new colonies. There, they are subjected to the harshest discipline, long hours of work, and intense indoctrination to 'purify them in mind, body, and spirit' so they can re-enter Ranan society as 'worthy citizens.'

Chronic offenders are subjected to harsher programs of 're-education' involving the use of intense 'brain-washing' techniques, including physical intimidation and beatings, isolation, torture, and drugs, to virtually shatter and then rebuild their personalities. Such procedures are often destructive of the higher cognitive faculties, reducing personal initiative and imagination so that the subject is left as little more than an obedient automaton. Fortunately, many personnel amongst the armed forces and government services of foreign powers are psychologically conditioned to resist the worst effects of such extreme methods. However, the experience can still be exceedingly unpleasant.

Blatant or repeated offenses are punished by execution.

'BIG BROTHER IS WATCHING YOU'

Like all totalitarian governments, the Ranan authorities try to insure

that no one says or does anything of which is might disapprove. To accomplish this, the Party has scores of millions of lesser functionaries whose job it is to keep an eye on their neighbors and co-workers. They are called *Tua'ssurein* or 'Eyes that See All, Ears that Hear All.' The *Tua'ssurein* are minor Party officials, usually under rank/grade*5, who have various official duties in the workplace or the residential community.

For instance, a neighborhood *Tua'ssurein* has the responsibility of reporting uncollected garbage, leaking roofs, etc., to the authorities, and also organizes the residents of the block or street to clean up and maintain the area. In this function, the *Tua'ssurein* is similar to a building maintenance superintendent (usually exercised over a block of apartments) and has the authority to make requisitions for repair materials, service technicians, and also work time from residents during their days off from the factory, office, etc.

However, the *Tua'ssurein* also oversees the conduct of residents and effectively functions in the role of a political overseer. Indeed, the *Tua'ssurein* are the leading Party members in their neighborhoods and lead local Ranan 'Process' sessions. They have other duties. For instance, if a worker has not volunteered to do neighborhood work on his day off, the *Tua'ssurein* will publicly upbraid him to shame him before his neighbors. Sloppy housewives are lectured for not cleaning their apartments properly or preparing appetizing meals. Rowdy children are chastized and reported to their parents. Indolent students and their parents are subjected to a visit by the *Tua'ssurein* and the neighborhood Party Committee, who conduct a 'self-criticism' session to 'correct' the behaviors. Anyone heard complaining about the government or existing conditions in a 'non-constructive and subversive' manner the *Tua'ssurein* reports to the authorities. The *Tua'ssurein* also reminds children of their duty to report disloyal comments they overhear that are made by their parents or other adults.

The *Tua'ssurein* is therefore the political conscience of the neighborhood, a firm moral example for others and a visible presence of the Party in the daily lives of residents.

On a much more sinister note, there is the *Kuatempeta Anguastun Qefsept* or Thought Police, the Ranan equivalent of a Secret Police force and regular police force combined. The *Kuatempeta* is a special bureau of the Peoples Liberation Army which has achieved virtual independence from the regular forces and is directly responsible to the highest levels of the Party. It is charged with maintaining general civil order, particularly in the area of criminal investigation; detecting, apprehending, and 're-educating' wrong-thinking Ranan; and providing for the security of the Nation from sabotage and espionage by both internal dissidents and foreign agents. It is the *Kuatempeta* to which the *Tua'ssurein* report suspicious and disloyal behaviors.

Finally, all members of the Party observe their neighbors and fellow workers, paying special attention to strangers. The Party has 'an infinity of eyes' is a saying in the U.R.W. that is not without truth.

Yet the Ranan themselves do not seem to mind the constant scrutiny. As noted, the Unitist Ranan are an intensely 'social' race. Combined with the intense Unitist conditioning process, the result is that they place little value on privacy and even seem relieved that others are looking out for them and are ready to 'correct' their errors and lead them in the path of 'True Ranan Thought.' This is an attitude alien to Federation citizens, who resent prying into one's private affairs or moralistic lecturing on one's faults. But it should be realized that our valuing of personal privacy and freedom from prying eyes is a culturally acquired attitude.

To reiterate, the exceedingly public lifestyle is both natural and necessary to most Ranan. It is to be sought rather than avoided. Nothing strikes terror in a Ranan more quickly than being truly 'alone.' By all reports, most Ranan would prefer a few dozen lashes in the public square to such a punishment as disapproval and shunning by one's neighbors.

THE PARTY IN THE WORKPLACE

There was a saying in the Ranan worlds dating back to their ancient past, perhaps even to the time of the First Empire: 'The stars are high, and the Overlords are far away.' This meant that the rulers had little concern with the day-to-day life of the Ranan people. They made the laws which the soldiers and administrators carried out. But such laws dealt only with such matters as taxes, forced labor, and the maintenance of public order and respect for the government. All other matters

were handled by the heads of the families who formed the village councils.

This is no longer true. The government is the Unitist Party, and the Party is interested in everything the people do and in everything that affects the people. It is the sole employer: it provides the training, assigns the jobs, supervises the work, and decides upon promotions or demotions. It requires all workers and agrarians to attend political meetings, decides what they will read or see on the TriVee, in theaters, etc. It determines merit, grants bonus allotments, and selects lucky candidates for advanced training. It even organizes exercise periods to keep the workers fit. Medical problems are dealt with in clinics found in most factories or communes. Even recreational activities are organized by the Party, with group outings and an emphasis upon suitably 'educational and enlightening' programs. Housing, communal food preparation — everything comes from the Party from the moment of birth to the moment of death.

The rewards for Party membership are considerable. In addition to the Peoples Liberation Army, those Ranan who are actual officials in the Party — the cadres and coordinators — provide much of the administrative personnel of the Ranan nation, both in government and in sectors which would be 'private' in a less socialized society. They wear characteristic uniforms, identical in cut to those worn by the workers but in the colors of the military — maroon tunics, blue-gray trousers, maroon caps, and black belts and boots. They also wear Party rank insignia on their cuffs to distinguish them.

Rank Grade	Senior Party Rank Designation	Party Insignia	Monthly Income	
			Cash	Other
5	Politic Cadre*5	1 red star	1500 K	1500 K
6	Politic Cadre*4	2 red stars	2000 K	1750 K
7	Politic Cadre*3	3 red stars	2500 K	2000 K
8	Politic Cadre*2	4 red stars	3000 K	2250 K
9	Politic Cadre*1	5 red stars	3500 K	2500 K
10	Area Coordinator	1 large star	5000 K	3000 K
11	District Coordinator	2 large stars	6250 K	4000 K
12	Regional Coordinator	3 large stars	7500 K	5000 K
13	Provincial Coordinator	4 large stars	10,000 K	10,000 K
14	Planetary Coordinator	5 large stars	15,000 K	15,000 K
15	Central Committeeman	6 large stars	25,000 K	25,000 K
16	Chairman of the Rana	7 large stars	25,000 K	25,000 K

Rank and file Party members also receive benefits for membership in the form of a bonus to their cash allotments, usually +10%. The Ranan prize Party membership for its material advantages, even though they are expected to be self-sacrificing in their service of the state. The Ranan leadership is not stupid; it recognizes the importance of 'incentive' to encourage maximum effort and rewards hard work and expertise not only with promotion in the workforce, but also nomination to the Party and the promise of further benefits to be gained. Party membership often tends to be offered to those workers who exceed their work quotas and volunteer for extra duties or additional training in their spare time hours.

The populace is divided into workers (the lowest levels are unskilled laborers and apprentices in the trades) and farmers. The workers tend to receive significantly higher incomes, partly because they perform a vital function in the still emerging industrial society of the Ranan worlds, and because they do not have the benefit of small plots of land, like the farmers, on which they can raise additional food for themselves and their families.

Often, one's job assignment in industry or agriculture is for life. The state assigns a citizen when he completes his basic schooling, essentially choosing his career for him, sees to his training, and sends him to where he will likely work for the rest of his days. Freedom of movement is not permitted. One goes where he is told, stays where he is told to stay, and any question of the wisdom of this is regarded as evidence of questionable loyalty to the state. Generally, both husbands and wives work, though most women occupy a lower rank-grade in many cases.

The workers and farmers wear rather plain clothing, usually utilitarian tunic and trousers or coveralls of a dingy grey, grey-blue, or blue color, with matching cap.

Rank Grade	Worker Rank Designation	Monthly Income	
		Cash	Other
0	Apprentice	25 K	300 K
1.0	Worker*8	75 K	325 K
1.25	Worker*7	100 K	350 K
1.5	Worker*6	125 K	375 K
1.75	Worker*5	150 K	400 K
2.0	Skilled Worker*4	200 K	425 K
2.25	Skilled Worker*3	225 K	450 K
2.5	Skilled Worker*2	250 K	475 K
2.75	Skilled Worker*1	275 K	500 K
3.0	Technician*5	400 K	550 K
3.5	Technician*4	450 K	600 K
3.75	Technician*3	500 K	650 K
4.0	Technician*2	550 K	700 K
4.25	Technician*1	600 K	750 K
4.5	Model Worker	800 K	750 K
4.75	Foreman	1000 K	750 K
5.0	Senior Foreman	1200 K	750 K
0.0	Per Dependent*	10 K	90 K

* Children (maximum of four) plus wife if unable to work. If only two children are contracted for by sworn oath, the allotments are 20 K and 130 K for cash/non-cash income. Dependency allotments are granted to the unemployed as well (a form of 'social-security' payment).

Rank Grade	Farmer Rank Designation	Monthly Income	
		Cash	Other
0	Agrarian*9	10 K	250 K
1	Agrarian*8	25 K	275 K
1.25	Agrarian*7	50 K	300 K
1.5	Agrarian*6	75 K	325 K
1.75	Agrarian*5	100 K	350 K
2.0	Agrarian*4	125 K	375 K
2.25	Agrarian*3	150 K	400 K
2.5	Agrarian*2	175 K	425 K
2.75	Agrarian*1	200 K	450 K
3	AgriTech*5	250 K	500 K
3.5	AgriTech*4	275 K	550 K
3.75	AgriTech*3	300 K	600 K
4	AgriTech*2	325 K	650 K
4.25	AgriTech*1	350 K	700 K
4.5	Model Agrarian	400 K	750 K
4.75	Chief Agrarian	500 K	850 K
0.0	Per Dependent	10 K	70 K

Farmers also earn an additional 15% in produce or cash from produce sales from garden plots if they live on collectives.

The AgriTechs are either very skilled farmers or else are specially trained graduates of agricultural schools whose task it is to assist other farmers to improve crop yields and quality, help plan commune programs, etc. — acting very much as foremen in a factory.

THE ARMED FORCES OF THE U.R.W.

Without the Army, the Party would not exist. Without the Party, the masses would starve in chains of brutal oppression. Without the masses, the Army would be nothing. We grow together and are interdependent.

Reehan

Ranan society is a great school, and the Army is the Headmaster. We are all concerned with the Army, and the Army unites us all.

-Girdzian

The *Xuantei Ranaí Kuan* or Peoples Liberation Army is a symbol of pride and freedom to the Ranan people. For it was the Army which released them from the centuries of terror and near destruction imposed upon them by the Klackon invaders and then the oppression of the Blarad imperialists. For the Ranan, the Army is a collective achievement, a shield and a sword against 'Outsiders' which the Ranan bought very dearly.

From the beginning, the Peoples Army and the Party have worked closely together. The Party created the Army during the days of resistance against the Blarad overlords. To be a member of the Party was to be in the Peoples Army. All of the leading figures of the Ranan resistance were military leaders, and they and their followers were the

Party. Even today, in the minds of the Ranan, there can be no separating the Government, Party and Army. They are one — a triad symbolic of the unity of the Ranan people. During the days of resistance, the soldiers of the Army were not only fighters but also political workers. They carried the message of the Revolution to the masses. After learning how to read and write themselves, they taught these skills to the Ranan peasantry. They learned other skills as well as the arts of war, and these they also taught to the peasants, working alongside them and aiding in the improvement of the lot of the people. This tradition has remained with the Army to the present, and it is a major force in Ranan daily life.

The Army's roots are in the irregular guerilla forces of DzaKoan led by Olein Anar in the early part of the 23rd century. The guerilla movement spread like wildfire during the 23rd century and finally evolved into a force that was strong enough and well-equipped enough to conduct 'formal' military maneuvers.

The Peoples Liberation Army was reorganized along professional lines in 2218-2225, with the assistance of military advisers from the G.P.R. The influence of the G.P.R. upon the Ranan Army cannot be understated. The military and political experts of the Galactic Peoples Republic Red Army were present in the Ranan worlds for more than a century and a half, leaving indelible imprints on the Ranan armed forces. Since the Army was a political and teaching organization as well as a fighting force, the impact of the G.P.R. communist doctrine and technical training made the Ranan Army expert not only in combat, but also in the areas of political indoctrination and a wide range of practical skills.

Thus the Army has a variety of functions in the civil affairs of the U.R.W. normally associated with the civilian branches of the governments of other StarNations. This is especially true in the area of medicine, education, major public engineering projects, agriculture, and industrial production, all of these areas being traditionally 'military' areas of endeavor in the early days of the revolution, when the Army had to take care of its many needs by itself. In effect, the Army provided the trained leadership cadres upon which the reorganization of Ranan society was based.

Revolutionizing a rigid caste society does not come easy. The ignorant masses resent change. But the Army worked alongside the peasants in the collectives and communes and the masses of forced laborers drafted to build the new industrial complexes, power dams, and transportation networks needed to link entire planets together. In time, the benefits of the new ways won the heart of the masses and broke down the bitterness, uniting them in the cause of rebuilding the Ranan nation along 'true socialist lines' imposed upon them by their leaders. For the Army did not come merely to impose their will on the masses at the point of a gun; the Army worked shoulder to shoulder with them, sharing their lot, setting an example of what a model farmer or worker should be and teaching the people the new skills needed for the task.

Today, the P.L.A. can be found everywhere. They work beside farmers in the fields, planting and harvesting crops. They build and repair roads, railways, airfields, and port facilities. They work in factories as technical specialists and labor unit leaders. They even help with garbage collection and food delivery.

The Peoples Liberation Army is organized on a 'company' basis. Within one's company and one's corps, a Ranan is living in what can only be described as an extended family. This is an important reason why the Peoples Liberation Army has been able to carry on fighting under the most arduous and desperate conditions without disintegrating. Its resilience and cohesiveness lies in the nature of the 'company' life experienced by its members.

The Ranan regard military service as a high honor, and the Army is very stringent about whom it accepts as recruits. The Army is not only a defense force; is the front-line agent of revolution. From youth indoctrination by members of the P.L.A. up through students working in squads, never alone, to the iron discipline of military life itself, the regimentation of Ranan society is in the hands of the armed forces. The ingrained attitudes of group effort and individual sacrifice for the good of the group is carried by the Army to the peasants and the workers at all times.

The Army is highly disciplined and yet also a remarkably 'democratic' force which enjoys a major role in leadership. Party members are not supposed to argue after a decision has been made on a matter. However,

until the decision is reached, Party members can disagree and, indeed, are expected to voice their opinions and criticisms of any proposed course of action. They disagree about whether or not a plan is wise, or whether it can be improved. Since the Army is the Party, to all intents and purposes, a private can dispute with a general. But once the decision is made, there is no further room for dispute. Duty to the Ranan state now demands total devotion to fulfilling the plan, even at the sacrifice of one's life. This is the iron rule of the P.L.A.

Soldiers are expected to obey lawful orders of their superiors without question, for the officer or senior non-com is regarded as knowing where the duty of the unit lies. Failure to observe command discipline can bring savage punishment. At the same time, excessive display of rank and authority is frowned upon. Indeed, for a time, Girdzian even abolished all insignia of rank in the reformed P.L.A. during the purges of 2453-2459, though these were reinstated after his death. But it is regarded as unnecessary for any officer to receive the usual forms of military courtesy, such as a salute or presentation of arms, other than perhaps a coming to attention when receiving orders and, most certainly, the instant obedience of orders.

Yet the lowest private soldier has the right to request an interview with his officers to discuss complaints or to (respectfully) voice genuine criticisms. He may also carry complaints and criticisms to higher authority if the 'offending' officer or non-com appears unresponsive. Of course, his complaints had better be well-founded or he will find himself guilty of 'subversion of the divine mission of the armed forces' — and that can carry a death penalty if the offense is serious enough. Such cases are judged by a tribunal of officers, non-coms, and private soldiers. In similar fashion, any show of arrogance or a sense of superiority by a senior soldier or officer is regarded as evidence of 'undemocratic tendencies' and can be punished by demotion to the ranks or some other appropriate punishment.

The Peoples Liberation Army is governed by the Eight Guides to Conduct laid down by the first great leader of the Ranan people, Soran Derharai:

(1) Always conduct yourself civilly. There is nothing more hateful to the People than an impolite soldier who does not know he is a servant of the general welfare and a guardian of their lives and the futures of their children. An unmannerly soldier is a reproach to the Party and all that it stands for, a disgrace to his uniform, and an insult to the unstinting sacrifices of his comrades in arms.

(2) Obey all orders in your actions. Your leaders are placed above you because they have demonstrated wisdom, skill, self-discipline, and devotion to the cause of the Ranan People in their struggle for Liberation and Unity. It is your democratic duty to aid them in finding the best course of action, but it is not your place to dispute with them once decisive action has been ordered. A family cannot stand when it bickers incessantly among itself; a nation cannot stand when its Army is divided by insubordinate dissent.

(3) Return everything taken from the People. As soldiers, you may have need of food or goods or equipment possessed by the peasants and workers to carry out your mission. These things you may requisition, but the valiant freedom fighters of the Peoples Liberation Army are not thieves to rob the People of the meager possessions. When the People are themselves in dire need, find what they can spare and show justice in your demands. You bear a responsibility to see that all that you truly need shall be returned in good order or, failing that, some restitution must be made, even if only in labor given to improve the lot of those you protect. In combat, this may not be possible, and the Party will stand as surety for all requisitions required out of military necessity.

(4) Instruct and assist the People in all things. As soldiers, you are the cadre of the Party in the field. The People look up to you for example and advice, instruction and aid. Teach the People the doctrines of the Party. Show them the benefits of writing and reading. Always evidence the virtues of discipline and cooperative effort. When the People are hard-pressed and require extra hands, lend them the strength of your back and the skill of your hands. When there is ignorance, enlighten the People and teach them the knowledge and skills to perform the needed task. The strength of the soldier is the well-being and goodwill of the People. Are we not the Peoples Army of Liberation? We belong to the People, and our duty to them is absolute.

(5) Pay for all things damaged through your negligence. The People

are poor in worldly goods and cannot afford loss. A careless soldier has no excuse. He is under a duty to repair or replace that which he has injured. Even in battle, this duty lies upon the Peoples Liberation Army, and when peace allows, the soldiers will rebuild all that they have destroyed out of military necessity or even which the enemy has destroyed out of his disregard for the welfare of the People. In this, the People will see that their Army shares their fate and suffers as they suffer, and so they will come to love and respect the Army as comrades — as if the soldier were a member of their families.

(6) Share your substance and your unquenchable spirit when the People are in need. As soldiers, you are expected to care for those you protect. When they starve, feed them. When they are injured or ill, treat their wounds and cure their sickness. When they are disheartened, minister to their fears and speak of the cause of Unity and Liberation which shall set their children free forever if they but have the courage to endure.

(7) Be virtuous and chaste. A soldier who does not respect himself and others is not a true Son of the Revolution. Womenfolk are to be protected and honored as you would your own mother, wife, or daughters, not seduced or ravished.

(8) Do not mistreat captives. Our enemies are oppressors, but they are not to be oppressed, lest we stand no better than they. They are misguided servants of exploiters and need instruction in the great truths of the socialist workers revolution. Instruct them. Win them. In this manner, we not only save the individual from grievous error, but also cripple our enemies by converting their lackeys into stalwart comrades who will carry the revolution back to their own nations.

This last directive requires further elaboration. 'Mistreatment' of prisoners of war means abuse and torture for its own sake, or for reasons of personal vengeance. In fact, Ranan prisoners may be subjected to extreme physical and especially psychological pressures under a program of intense 'processing' to convert them to the Ranan point of view. (Cf.: 'Brainwashing: techniques used as far back in Terran history as the Korean Police Action, 1950-53; and also the programming procedures used by some groups to effect 'religious' conversion through isolation of the individual and application of 'encounter group' methods to break down resistance and implant the desired beliefs and attitudes.)

Some of these techniques are highly sophisticated, although the troops of most StarNations are now carefully conditioned to resist attitude-altering programs based upon physical duress, psychological behavior-alteration, and drugs. In this regard, it should be noted that Shahar Surv and several of her assistants in the T/Fed mission to the U.R.W. were political appointees who had not undergone such conditioning and were, therefore, quite susceptible to a Ranan processing operation.

RANAN UNIFORMS, RANKS, and INSIGNIA

Dress Uniform

In the early days of the Ranan Revolution, uniforms were maroon tunics with grey or black pants bearing a wide maroon stripe down the seam, black helmets/hats, boots, and belts. About the middle of the 24th century, all ground force uniforms were converted to light green or mustard brown with maroon trim, and with a wide maroon stripe down the trouser seam, tan gloves, brown belt, and brown boots to mid-calf. Helmets and hats are light green with red trim for officers and dark green trim for enlisted ranks. Officers wear a gold medallion of command around the neck in addition to normal badges of rank, while NCOs wear maroon triangles edged in white on the sleeve, point down. Space service uniforms always were maroon, with black trim and a wide black stripe down the trouser seam, black gloves, belt and boots to mid-calf. Helmets are black, hats are maroon with black trim. Officers wear a silver medallion of command around the neck in addition to normal badges of rank, while NCOs wear black triangles edged in white on the sleeve, point down.

Combat Uniform

Again, in the early day, ground forces wore combat uniforms resembling dress uniform, but as the Peoples Liberation Army became more regularized, ground troops wore a tigersuit or a dark green camouflage suit with basic EW/2 capability. Officers have gold stripes and half stripes on the cuff, while NCOs have black triangles, point down. The helmets were originally black, but they are now dark green to match the combat uniform. Boots and belts are dark brown. Winter and desert uniforms are available. Naval forces wear maroon coveralls or a poorer grade of dress uniform aboard ship.

Branch Insignia

Badges indicating service type are worn on the upper sleeve, just below the shoulder. The badges are bordered in white (ground forces) or black (naval). Regimental numbers or squadron numbers are centered in the badges.

Ranan Guard: Ring of small gold diamonds around the branch insignia, as listed below:

Armored Forces: Black diamond.
 Mechanized Infantry: Black diamond.
 Light Infantry: Maroon diamond.
 Field Artillery: Blue diamond.
 Engineers: Yellow diamond.
 Air Forces: Blue wings.
 Support Forces: Red diamond.
 StarForce Astronaut: Maroon disc on left breast.
 StarForce Science: White disc on left breast.
 StarForce Weapons: Black disc on left breast.
 StarForce Engineers: Blue disc on left breast.
 StarForce Support: Red disc on left breast.
 Medical (all Services): Red armbands on both sleeves.

Ranan Ranks

Enlisted ranks have a small triangle with the points down placed low on the sleeve about four inches above the cuffs; officers have gold stripes on the cuffs and also wear gold (army) or silver (navy) medallions bearing their ranks on a chain or maroon ribbon around their necks. As noted earlier, all badges of rank were done away with for a brief time during the Chairmanship of General Girdzian, but were reinstated after his death.

Ranan Pay Scales

Army pay scales are quite handsome, compared to the standard enjoyed by the average farmer or worker. However, much of this is in the form of benefits from the massive socialism of the Ranan State. A senior trooper (long-term regular), for example, receives a total monthly income in cash and benefits of CR 65. Most workers would take years to attain the same income. On the other hand, the soldier is expected to devote all his time, energy, and skill to labor, training, and defense of the state. Also, only Party members are allowed to rise past the rank of sergeant/petty officer.

Cash pay scales should be adjusted by +1% per year of service, to a maximum of twenty years. Armed Forces benefits include food, clothing, free medical care, housing (for oneself and one's immediate dependents, though a soldier is not allowed to marry until he/she reaches age 27), all required arms, uniforms, and equipment, pension (75% of pay), educational opportunities, trade training, and preference in rationed purchases. Members of the Peoples Liberation Army are also expected to share their good fortune, and a surprising number will often contribute part of their allotments to assist the people with whom they are working and living in the countryside or the factory cities.

Rank Grade	Army/Navy Rank Designation	Rank Insignia	Monthly Income	
			Cash	Other
0	Recruit	none	25 K	300 K
1	Trooper/Mariner	none	75 K	500 K
1.5	Sr. Trooper/Sr. Mariner	1 triangle	125 K	525 K
2	Corporal/Ldg. Mariner	2 triangles	200 K	550 K
3	Sergeant/Petty Officer	3 triangles	400 K	600 K
3.5	Sr. Sergeant/C.P.O.	4 triangles	500 K	700 K
4	Warrant Officer/2	1 large triangle	800 K	1000 K
4.5	Warrant Officer/1	2 large triangles	1000 K	1200 K
5	SubLieutenant	1 stripe	1500 K	1500 K
6	Lieutenant	1½ stripes	2000 K	1750 K
7	Captain/Lt. Commander	2 stripes	2500 K	2000 K
8	Major/Commander	3 stripes	3000 K	2250 K
9	Colonel/Captain	4 stripes	3500 K	2500 K
10	Brigadier/StarCaptain	4½ stripes	4250 K	2750 K
11	Maj.General/Commodore	5 stripes	5000 K	3000 K
11.5	Lt.General/Admiral	5½ stripes	6000 K	3500 K
12	General/High Admiral	6 stripes	7000 K	4000 K
13	Field Marshal/ Fleet Admiral	6½ stripes	8000 K	4500 K
14	Marshal of the Ranaï/ Grand Admiral	7 stripes	9000 K	5000 K

Ranan ranks are approximate equivalents to those of other StarNations

and are not precise translations of the Ranan terms. Actual Ranan rank designations are:

Rank Grade	Army	Navy	Equivalent Rank Designation
0	<i>Xuanbo</i>	<i>Deibo</i>	Recruit
1	<i>Xuantza</i>	<i>Deitza</i>	Trooper/Mariner
1.5	<i>Saxuantza</i>	<i>Sadietza</i>	Sr. Trooper
2	<i>XuanTaka</i>	<i>DeiTaka</i>	Corporal
3	<i>XuanTeko</i>	<i>DeiTeko</i>	Sergeant
3.5	<i>KoxuanTeko</i>	<i>KodeiTeko</i>	Sr. Sergeant/CPO
4	<i>HeixuanTeko</i>	<i>HeideiTeko</i>	Warrant Officer/2
4.5	<i>TzaxuanTeko</i>	<i>TzadeiTeko</i>	Warrant Officer/1
5	<i>XuanFsan</i>	<i>DeiFsan</i>	Sublieutenant
6	<i>HoxuanFsan</i>	<i>HodeiFsan</i>	Lieutenant
7	<i>TenFsan</i>	<i>TendeiFsan</i>	Captain
8	<i>RanFsan</i>	<i>Randeifsan</i>	Major
9	<i>XuanFsan</i>	<i>DeiFsan</i>	Colonel
10	<i>TzoHan</i>	<i>TzoDeiHan</i>	Brigadier
11	<i>RiHan</i>	<i>RiDeiHan</i>	Major General
11.5	<i>TzuaHan</i>	<i>TzuaDeiHan</i>	Lt. General
12	<i>XuanHan</i>	<i>DeiHan</i>	General
13	<i>FsoHan</i>	<i>FsoDeiHan</i>	Field Marshal
14	<i>Han</i>	<i>HanDeiHan</i>	Marshal of the Ranaï/Grand Ad- miral

Parents have always sought service in the P.L.A. for at least one of their children. The schools are filled with little 'soldiers,' training and absorbing the fundamentals of Unitist thought in the hope of satisfying the demanding Army entrance requirements. Service is hard, but the social rewards are great. For the Army is generally loved by the people, and the man or woman in uniform is held up as the ideal Ranan — selfless, devoted unto death to the Ranan cause. The Army uniform is omnipresent in the U.R.W., and the behavior of all troops is expected to be exemplary at all times, especially now that the Ranan authorities have lifted the ban on Outsiders. The Outsider must see that the Army is popular, strong, and disciplined.

THE PEOPLES MILITIA

As noted earlier, all Ranan are expected to perform at least one tour of duty in the armed forces. In practice, this is an impossibility, as the table of organization of the Peoples Liberation Army, not to mention the budget, cannot afford such a massive establishment. As a consequence, the farmers and workers are enrolled in the Militia, the *Xuan Tzaqon Ranaï*, a body of semi-regular troops trained largely as light infantry and guerilla fighters.

Training begins in later childhood as part of the general education of children, and it continues in adulthood in much the same way as National Guard programs provided for 'week-end' soldiering in many 20th century Terran nations. The result is that the Peoples Militia has aided the regimentation of the rank and file of the civilian society. Discipline of the individual and obedience to the Party line and the goals of the Revolution, virtues prized by the Ranan leadership, are effected through Militia training more than any other agency. It also serves to bring the average citizen into close contact with the regular Peoples Liberation Army and cements the relationship between the Army and the People.

Through the Peoples Militia, the Party has politicized and regimented the entire populace. Militia training teaches the citizen to know what is expected of him and his family and neighbors in time of war. He can perform support services for regular Army units in his district with some understanding of his duties and the military necessity of any sacrifice demanded of him.

Further, if the regulars have been broken by the enemy, the Militia can join with the remnants of the Peoples Liberation Army in guerilla operations. Alternately, he knows how to hide vital supplies from the enemy, and how to clandestinely gather and transport provisions to the guerillas. He may be taught how to harass the enemy by giving misinformation, performing acts of sabotage, or in any way not cooperating with the enemy while appearing to be most eager to do so. He also knows how to obtain useful military information and how to convey it to the 'freedom fighters.' The greatest military virtue of the Militia is in its ability to support the regulars.

The Militia also provides an active local defense force of sorts in the event of a Klackon 'meat raid,' which still occur especially in outlying

colony planets. In times of disaster or breakdown of the local governmental infrastructure, it can provide a rallying point and a visible symbol of order and authority, acting as emergency measures and police forces. The Militia even acts as volunteer fire brigades.

Each factory or commune maintains an arsenal of small arms and automatic weapons, usually of outdated vintage, with which it can arm itself as required. However, such forces are actually very deficient in all heavy weapons beyond a few light mortars and bazooka-type light rocket launchers. Bluntly, the Militia will likely be chopped to pieces by the well-equipped regulars of most StarNations, which almost always possess massive firepower and the training to use it. The Militia's chief function is, and has always been, political more than military — the organization of Ranan society on authoritarian lines.

In this regard, it should be noted that the Militia is employed as disciplined labor to tackle local projects under the direction of regular Army officers and non-coms or the local authorities — the construction of buildings needed by the collective, roads, irrigation canals and ditches, and a host of other public works. In fact, most of its 'training and service' time is devoted to this function, and the real purpose of the Militia is to provide labor battalions much more than it is to fight.

Militiamen wear civilian clothing, with maroon armbands on their left arms and improvised badges of Militia rank (up to Major). No pay is granted for Militia service. They are characteristically organized into the Ranan equivalent of rifle battalions or else function as labor battalions — ad hoc military engineers with limited equipment and skills. Often, such troops are regarded as unlawfully under arms by their enemies, particularly the Blarad and Imperial forces, and are executed upon capture instead of being treated as prisoners of war.

LIFE IN THE RANAN COUNTRYSIDE

When the First Revolution began, most Ranan were poor peasant farmers. Even today, almost 85% of all Ranan and their non-Ranan subjects live in the countryside and are engaged in some form of agriculture or related activity.

Everywhere one goes in the Ranan countryside, one sees fields planted to the very edge of the road, an agricultural village every several kilometers, only the wildest and most inaccessible areas being unsettled. Indeed, terraces are even cut into steep slopes to maximize the area of productive land, of which there never seems to be a sufficiency in the Ranan worlds. Stands of trees are found everywhere and provide lumber and firewood in each locality. The forests themselves are tended as a crop, for wood is a major building material and must be renewed if future generations are to have benefit.

There are many crop types, depending on the climatic and soil conditions. Grains and vegetable crops predominate, meat being a 'luxury.' Few Ranan have more than 150 grams of meat a week. But, at least a tasty morsel once in a while is considered a necessary treat.

In drier regions — prairie steppelands, for the most part — a variety of grains are grown, especially *aua* and *kes*, hybrid descendents of steppe-land grasses which vaguely resemble Terran wheat and barley. Heavy irrigation may also be employed in steppe and arid regions to produce vegetables and fruits. Dry areas unsuitable to grain crops or irrigation (or else not yet opened up to it) pasture herds of cattle-like meat animals (the 1000kg. *doafson*, for the most part, which resembles the old Terran bison, but is tawny yellow-brown in color).

In the areas of considerable rainfall, a crop akin to rice is grown, the *tzonkai* plant, *tzonkai* being a staple food for over two thirds of all Ranan. Fruit trees (*uuxui*, *kanyui*, and *junyui* being the most common) are often planted as wind breaks between fields or around village buildings to provide shade and beauty, as well as succulent fruits and berries.

Meat animals are also raised, most of which are capable of being fed on plant material inedible by Ranan (plant stocks, leaves, table leftovers, or forage and pasturage) and without taking away significant land from farming. *Quodungtzei*, meat animals corresponding to the Terran pig in Ranan society (and just as omnivorous) are very common and much prized because of the ease of raising them and the taste of their flesh. Ponds are stocked with Ranan species of quick-growing food fish (*xondake*) as well. Birds like chickens are not kept; the eating of eggs is repulsive to the Ranan. Draft animals are akin to cattle and provide milk and cheese products in addition to meat and muscle power.

Along the seashore and on the edges of great freshwater lakes, marine agriculture is practiced. This largely involves working carefully managed fisheries in open water. However, in the coastal shallows the Ranan build enclosures of netting attached to pilings, in which are held stocks of fish and the like to be tended, fed, and finally harvested when they reach a proper edible size. Beds of shellfish are similarly stocked and harvested.

THE RISE OF THE STATE COLLECTIVES & COMMUNES

A major reason for Unitist victory was their comprehensive program of land reform. Most land in the Ranan belonged to a relatively few rich Ranan landlords, and the peasants rented their small plots in return for 1/4 to 1/2 of their crop yields. The average Ranan lived in abject poverty, scarcely able to feed his family and always subject to the whims of the landlords. On Unitist worlds, land redistribution began even before the Unitists gained complete control. When a region was 'liberated,' the Unitists drove out the 'gougers' and divided the land among the peasants who farmed it. Millions and then billions of Ranan became owners of the land they worked for the first time in their lives — unheard of in Ranan history.

Unfortunately, the Ranan population underwent a rapid and virtually uncontrolled increase. By 2248, many individual farms had become plots so small that they could barely feed a family. Even worse, a growing number of peasants had gone into debt trying to survive and had sold their lands to more prosperous neighbors. The landlord system was returning!

The Unitist government needed as large an agricultural surplus as possible. It wanted to make certain that every Ranan had sufficient food.

It also wanted to forestall re-establishment of the old and vicious landlord system and a class whose power would rival that of the Party. Nor did starvation and poverty make for loyal supporters facing invasion from without and the threat of counter-revolution from within by non-Unitist Ranan. The peasants had to produce food for the newly growing urban populations as well. Further, to purchase machinery and technology for industrialization and to arm themselves with modern military equipment, the Unitists had to have money or products to pay for them. Even the G.P.R. expected compensation for such expensive items, and specialty agricultural products were needed to meet at least part of the foreign exchange debt.

A second agrarian reorganization was instituted, following the suggestion of their G.P.R. advisers, and the Unitists established agricultural 'cooperatives' and 'collectives.'

Cooperatives

In the earliest form of Ranan 'communist' agriculture, the cooperatives, all the individual farms were put together and cultivated as a single, large farm. The peasants shared whatever tools and animals they owned, worked together, and divided the harvest according to the amount of labor, land, tools, and animals each family had contributed. The cooperatives were more successful than the individual plot system, but production still did not meet expectations and inequalities still existed. The peasants who had more resources to begin with did well. Those who were poor did not; their share of the harvests was significantly less.

Collectives

The cooperatives were regarded as only a temporary measure. The Unitists knew that radical changes would alienate many peasants, who were just getting used to the idea of owning their own land. Time was needed to allow the cooperative's weaknesses to become apparent to the ignorant and conservative peasants. As their problems again increased, the Unitists took all land out of private hands and 'socialized' it as the property of the collective. So would all tools, seed, fertilizer, and animals be socialized. Families were allowed small garden plots of their own, a home, and personal possessions. But the means of production would belong to all. The collectives were administered by senior agrarians with the same authority and responsibilities as factory managers and foremen. The Collective Management Committee decided what crops to plant and when and where to plant them, directed labor, and sold the harvest. The farmers were paid in money and produce on the basis of how much work each had actually done. The collectives were more efficient than the cooperatives, and production increased significantly.

In some respects, life on the collectives closely resembled traditional Ranan village life. The Collective Management Committee was formed much like the old village councils of heads of families, from whose number the wisest and most skilled leaders would be chosen. Their best

young people were sent off for agricultural training, returning with knowledge of improved farming methods, new crop types, use of machinery, etc. And the close family life continued, mingled with the warmth of the traditional village culture.

Families on collectives were allowed a small garden plot, as noted above. This they tend after they finish their regular work in the fields. Such plots are intensively cultivated by a couple and their children and yield exceedingly well. The produce may be used by the family or else sold in nearby towns and cities at the established price levels set by the government. This adds about 15% to 25% to a family's income — very important in the low-paying Ranan economy. There should be little wondering why Ranan on collectives tend to be staunch Unitists and content with their lots.

Communes

In regions where the land was at a premium and maximum economy in the allocation and use of resources was necessary to provide adequately for the peasant population, communes were established. The commune works the same way as the collective, except that families share all resources. For instance, individual homes were replaced with communal barracks. Husbands and wives had small sleeping cubicles for privacy, but children and unmarried men and women slept in dorms. Central dining facilities replaced individual kitchens. Young children were placed in nurseries so that the mothers could work in the fields. School facilities were provided for the older children. Some of the larger and more successful communes even were able to provide for a clinic, with a trained MediTech or two. Recreational facilities were located in the 'common room' — a combination recreation and meeting area. Cash payments were reduced to significantly lower levels, most payment for work coming from the 'enjoyment of services and common property' in the commune.

Life in the communes is far less popular than in the collectives. Communes are regimented, each member having his assigned duties. Specialized positions must be filled — teacher, nursery school attendants, MediTechs, cooks, perhaps a few Techs able to service and repair vehicles and machinery, etc. Some farmers resented the specialists' 'softer' duties. Family life, always very close and intense in the traditional Ranan society, was disrupted by separation of parents from children and their being raised by others, invariably devoted Party members who taught values and attitudes not entirely shared by the average Ranan peasant.

A chronic problem is that many communes do not provide the family garden plots available in collectives. In the commune, all is done together and all is held in common. There are no individual families as such. Thus the need for the gardens is seen by the Party to be non-existent. Indeed, the whole communal lifestyle grated, too, for one's neighbors seemed always underfoot. One even became ashamed to have some luxury that others did not, even if one had carefully saved and sacrificed to purchase it. Often, to avoid resentment from others, such possessions (a radio, tape player, etc.) had to be 'shared' with one's fellow commune members. The worst of it all, despite the most strenuous efforts and intense farming of the commune land, the share allocated to each member was often far less than the amount of labor should have produced because there were just too many people.

In this regard, it should be noted that collectives have about 3/5 the number of people per acre of land cultivated when compared to communes, yet total production is only about 35% higher on communes, despite the most intense efforts to increase it. When garden plots in collectives are added in, the difference in production shrinks to virtually nothing. The result is that the average annual allotment to a collective farmer is about CR 690 plus garden plot proceeds (average is Agrarian*2). On a commune, income averages CR 540 (Agrarian*5). There are exceptions, of course, some 'model' communes attaining AgriTech levels (CR 900+), but these are rare mechanized operations. Similar figures have been attained by collectives in good growing areas.

Further, because of the greater levels of organization and economy demanded by the commune system, 'professional' administrators manage the commune as a proper business. These managers are graduates of the new agricultural colleges or else are seconded from the highly disciplined P.L.A. (the Army). Products of intense Unitist indoctrination to 'make sacrifices,' such men are fired with Unitist zeal and are prepared to drive themselves to their uttermost limits. They are often unable to understand any less in others. Determined to work 'miracles' to increase productivity and so to impress their Party leaders, they tend to drive both themselves and the farmers to the

point of near collapse. And that is no mean feat in a nation given to the work ethic in the first place.

On new colony worlds or in regions being opened up to agriculture on more settled planets, they are necessary. For the organization and discipline of a commune is such that an entire group can be transplanted and, by teamwork, it quickly establishes a new settlement. Communes also have been organized on a massive scale on conquered worlds, for the populace is often restive and untrustworthy. Supervision of large numbers is much easier in the commune. The Army itself has specialized in the management and operation of communes. What better way to mount guard over a subjugated population, break down traditional lifestyles and attitudes, and inculcate the values and goals of Ranan Unitist communism?

Conservation is the byword in agriculture. 'Night soil,' manure, dry leaves, and inedible plant material are all carefully collected and composted for fertilizer. Many things required on the communal farm are made by the farmers themselves, often with great ingenuity, out of wood, scrap metal, etc. Little is ever thrown away. Even leftovers from the meals are collected to be fed to the *Qodungtsai*. What machinery as might be acquired is kept repaired and functional by the village 'mechanical geniuses,' the few who really do understand mechanical equipment.

Most Ranan farming operations, whether collective or commune, still rely on the farmers themselves or draft animals to do most of the pushing, pulling, carrying, etc. Wealthier collectives and communes use some machinery, usually pumps, generators, and tractors. But the Ranan economy is poor and its industries cannot produce enough agricultural machinery to replace reliance on mule power. Indeed, it would have to import most mechanical equipment from abroad at a prohibitive cost. Worse, machines would displace uncounted billions no longer needed on the land. A single tractor-pulled plough can replace from twenty to fifty farmers. Those left unemployed would be unable to find work elsewhere. The Ranan economy has few job openings in service and manufacturing industries, compared to the vast population it has to employ. Put bluntly, the collective and communes largely function at Tech/4-5 levels, with some higher tech equipment and techniques, simply to keep people busy and fed.

However one looks at it, at least one rarely starves and there is some security, more than was known in earlier times; and security for oneself and one's family and neighbors is important to a Ranan.

Construction and Rural Development Collectives

Early in the Unitist movement, the need for permanent, large-scale construction units in the countryside became evident. The Unitists developed 'collectives' — actually professional labor battalions — to perform full-time construction work. Organized on the commune model (the term 'collective' here is very misleading), equipment and all largely mobile camp facilities were held in common.

These construction units proved invaluable in the reorganization of the Ranan countryside. Working in close cooperation with the regular army, they cleared land for new settlement; dug canals and ditches for regional irrigation and/or drainage; built dams and reservoirs, and installed hydropower generation facilities and power lines; constructed bridges and laid down networks of roads and rail lines to improve land communication; and performed heavy construction work for the collectives and communes. The farming units paid the construction collectives for their work on their behalf, just as they paid their own farmers. Massive projects for entire regions were paid for by the regional and planetary governments out of their typically 50% share of the production of the agricultural and industrial units.

Two types of construction unit have been established: Labor Collectives and Peoples Development Collectives.

Labor Collectives: Life in the Labor Collectives can be hard, especially in those devoted largely to providing unskilled, brute manual labor. The labor battalions represent the very bottom of the Ranan social and economic scale. They provide a very minimal average per capita annual income around CR 360 (average is equivalent to Agrarian*2). This is to be expected: labor collectives have a large number of 'volunteers' drafted from the unemployed or unemployable, or else who are identified as 'malcontents, loafers, criminals, and politically unreliable dissidents and would-be counter-revolutionaries.' Such units are administered by the Army and represent forced labor.

Development Collectives: The very specialized construction units are quite another matter, and service in them is much prized and sought after. Peoples Development Collectives have the skilled engineers, technicians, and equipment to perform the complex tasks required by the Unitist Rural Development and Improvement Programs. They are also auxiliary military engineering units (non-combatant or, rather, semi-combatant Militia rather than Combat Engineers) and assist in wartime with construction of fortifications, military supply roads, etc., required by the Army behind its lines. There is generally only one Development Collective for every five or six Labor Collectives. Average per capita incomes of CR 1140 to 1260 obtain in such elite units, very comparable to those of productive factory workers (average is similar to that of Technician*4-5). They also receive special ration priority privileges comparable to those enjoyed by the Army.

LIFE IN RANAN URBAN CENTERS

Ranan cities are a marked contrast from the clean countryside, dotted with villages at regular intervals, separated by fields of produce filled with toiling peasants, an occasional town of 25,000 to 150,000 appearing every so often along the dusty gravel roads to mark a district marketing and distribution center. The cities are overcrowded, dirty, smoggy, teeming hives of industrial activity, rarely containing less than a million people and often up to twenty times that number.

The main streets are broad, well-paved, and well-illuminated avenues running straight north-south or east-west, set out every five hundred meters in a regular grid pattern. But within each 500m by 500m residential district (*Nenxui Ken*) defined by the major arterials are rows of grey, windowless buildings five to eight stories in height, their walls to the street. The buildings are themselves separated by *nendang* which lead into the interiors of the residential district from the main streets. The *nendang* are narrow, often winding alleyways, cobblestoned, dim in the daytime and unlighted at night. Every so often, the walls of the residential blocks are broken by a long passageway leading to the inner courtyard of a block. There one sees balconies stretching all around at the level of each story, connected by stairways. The doors to individual apartments open onto these balconies, which provide the only access to other levels and to the courtyard below.

Each *Nenxui Ken* contains 10,000 to 15,000 residents or an average residential population density of 100,000 to 150,000 per square mile in old Terran measurement! The apartment buildings all belong to the government, and families are assigned to quarters near their place of work, which rarely is more than two kilometers distant. The *Nenxui Ken* is administered by the Unitist Party *Nen Taifun* or District Committee, composed of Party Cadre (officials) and the *Tua'fsurein* who are the leaders of the Block Committees for each of the constituent apartment complexes.

Each apartment contains a living area, and a small bedroom for the parents, and houses an average of two- three adults and two children. First class accommodations, usually reserved for Party Members, generally have a small washroom, with basin, a small tub, and toilet, and also a tiny kitchen with a sink and two-burner cooktop. Such facilities have a living/dining area and two or three bedrooms, with a total area of about 30.1 square meters (325 square feet). Such quarters are considered quite sumptuous and are always at a premium. Standard accommodations are about 11.6 square meters (125 square feet) and lack cooking and washroom facilities. Standard apartments are served by a common area: a common room, a communal kitchen, and washroom facilities are shared by the four or five apartments to either side. The most prized accommodations are those nearest to the common area.

The residents are expected to maintain their residence and the common area, as well as perform labor required in the *Nenxui Ken*. This last is performed in off hours, under the direction of the District Committee. *Tua'fsurein* of the Block Committees coordinate work on the apartment blocks in their charge.

There is no rent, the accommodations being part of one's non-cash allotment from the Ranan state. However, they do have to pay for utilities (water, light). Since energy in all forms is short in the Ranai, the people are very frugal of their use of electricity; the rates are too high. Bulbs are rarely used with more than 60 watt ratings, and often less if reading, etc., is not required. Heat is centrally provided in winter, usually an inadequate steam system which often employs heat drawn from factory sources, which are always within a kilometer or two away. In the coldest weather, insufficient heat is chronic in most complexes. Then the Ranan simply dress more warmly and sleep under extra coverings.

Shiftwork is the rule, generally twelve hours per day, including a lunch break of thirty minutes and two mid-breaks of fifteen minutes. Factory workers usually live within a kilometer of their factory, and often in a factory-built housing project erected by the industrial collective. About half of the urban population lives in such quarters, which tend to be superior. The rest live in somewhat poorer government built housing projects and are employed in various service trades or are even self-employed (street vendors, craftsmen, etc.).

When parents are at work (they usually work for the same collective if in industry), small children are cared for in the factory nursery or in school, again usually located near the place of work. Children go to and from school/nursery with their parents, as their hours are similar and the place they are going to is the same, for all intents and purposes. Often, children of factory workers receive half a day's formal education and then a half day's apprenticeship training in the factory once they reach the age of thirteen. Thus children often follow in their parents' footsteps.

Parents who do not have state jobs will leave their children at the District schools and nurseries provided for that purpose. Their opportunities for employment are significantly reduced because they lack the work connections of children of factory and other government workers. Only the most promising have any real prospects, for they will be identified for special training. The rest tend to scratch out a living, again following in their parents' self-employed occupation or, the worst fate of all, finding no employment and going on the public dole and the list of prime candidates for the labor battalions.

It should also be noted that all Ranan are expected to care for elderly parents no longer able to work. A small allotment is received by these 'retired' people, usually equal to half their working income to a maximum of CR 300 per year for those not in the Party. These elderly people are expected, if physically able, to do light work around the residential block, like sweeping and mopping up, etc.

The main streets are filled, day and night, though the unit side alleys can prove a bit difficult to negotiate. Fortunately, crime is uncommon in the Ranai, for the Ranan have been heavily indoctrinated against it and the penalties for robbery are savage. Thus the dark alleys are not unsafe to traverse in their lack of light. In the main streets can be seen a multitude of people. This is especially true when each shift is going to work or coming home. These are usually staggered to avoid clogging the thoroughfares entirely. Most people walk. Some have bicycles. Virtually no one owns a vehicle. Indeed, all vehicles — groundcars, trucks, buses, etc. — are state owned and are sufficiently rare that they have the right of way over pedestrians. Whenever a ground vehicle passes through the streets, police officers are stationed at each major intersection to change the hand-worked traffic signal to blue (Ranan for 'go', orange is 'stop') so the vehicle may pass unimpeded. People between intersections are expected to get out of the way, the driver merely sounding his warning horn as he approaches.

Along the edges of the main streets on broad sidewalks, street vendors ply their wares for unrationed (cash) payment. Most are self-employed and offer cooked food to passing workers, many of whom stop to buy breakfast on the way to work. Then there are craftsmen selling their handcrafted wares, shoemakers, tailors, and also people in from the countryside selling surplus produce from their private plots on their day off. The agricultural collectives and communes also send in their people from time to time to market their surpluses over government quotas and local needs. And, of course, there are the 'licensed' vendors of rare and expensive manufactured goods — many dealing on the Black Market.

RATIONING

There are *Duanxui*, state run marketing 'collectives,' usually set up in outdoor markets in summer, indoors in winter. The *Duanxui* are strategically located in residential areas and cover the area of an entire block (500m x 500m). There is a wide courtyard in the center, connected to the neighboring streets by passageways between the warehouses and freezer plant facilities grouped around the market court. Here the bulk of the available produce in the Ranai is purchased. Smaller centers (regional towns) in the countryside have scaled down versions of the *Duanxui*, usually with a much smaller selection of goods and a much reduced number of items as well. Major shopping requires going to the city.

Ranan are given ration books (*Ranai Duan Kifsuan*: 'One's Share in the Wealth of the Ranan') and a ration point rating (*Duanqo*). This

establishes the official quotas guaranteed under their allotment for 'free' food, clothing, etc. Special ration points (*Yanhei Duanqo*) are also allocated for cash purchase of premium items (such as a bicycle, radio, etc.) or for extra food if a surplus is available. *Duanqo* must be expended within a ninety-day period, but *Yanhei Duanqo* can be saved up to facilitate major purchases, along with expending cash to make up ration point deficits. The ration points are effectively spent like money on expendables and consumer goods, a form of 'credit' if you will. Indeed, each ration point is the equivalent of K 1.00 or CR 0.10 in purchase value and comes in the form of special coupons with the possessor's I.D. number (corresponding to his ration book number).

One would expect *Ranai Duan Kirsuan* to be the target of theft and of fraud, and this is true to a degree. Yet most *Ranan* are scrupulously honest and regard the loss of a ration book as a serious matter. Personal property is too hard won at the best of times. Further, a ration book is also a *Ranan*'s identification, containing his picture, fingerprints, and other personal data. Trying to alter it or use it unaltered is very dangerous, and punishable by life in a penal battalion on a D Class hellhole world. There are thieves and robbers in the *Ranai* who feel no compunction about stealing food, goods, and cash. But only the ones with 'connections' will take a ration book as well!

Thus a lost book will be turned over to the authorities by the vast majority of finders and is usually back in the hands of the owner within a day or two. If it is not found, a new book will be issued, pro-rated by a reasonable estimation of expenditure of *Duanqo* in the current ninety day period. Most *Ranan* know this to the last one tenth point and their word is rarely doubted. But the 'careless' owner is fined half of his monthly cash wages for one to three months and also all of his special ration points, the sole record of which was lost in his lost ration book. This is a major catastrophe.

The ration book has each purchase carefully entered, the ration points deducted by affixing a stamp with the amount spent, plus the cash paid, and is then returned to the worker by the government salesperson.

This can be a lengthy process. Queues are very common, and often very long. Queues are the source of longstanding public jests in the *Ranai*. Each time a wit comes up with a new tale, it rapidly spreads like wildfire throughout an entire district and, by the next day, is being whispered and laughed at in the whole city. One story goes like this:

A factory worker was returning home after his shift when he passed by the Daunxui and saw lines of fellow workers waiting patiently to make their purchases. Only one day was left before his family had to expend the remainder of its Daunqo, and he had ten points left. So he fell in at the end of the line. An hour passed, and the line moved up, but oh — so slowly. Another half hour passed and the worker, though patient and a loyal Unitist, finally became exasperated.

*'Excuse me, Den'ua,' he said, tapping his Brother Worker on the shoulder (Den'ua = 'Brother,' *Ranan* equivalent to the Soviet 'Comrade'), 'but what are they selling?'*

The story at this point gets a huge laugh, for *Ranan* queue up any time they see a long line, just in case they are missing out on something important. Only afterward to many bother to find out what it is they are queued up for. A standing joke, much beloved. Only this story continues:

*'The Duanxui purchased a surplus of Xingxuu (a staple and widely eaten *Ranan* vegetable vaguely like cabbage), and they have too much. So they offer two xingxuu for half the Duanqo one would normally pay.'*

'But I dislike xingxuu!' the first worker protested. 'My wife cannot stand it either. Nor my little daughter. And even my wife's mother eats it only grudgingly. What will I do with ten points worth of xingxuu?'

'I see your point, Den'ua,' the second worker said. 'We tire of Xingxuu as well in my household. With the poor tzonkai crop this last harvest, we have eaten xingxuu almost every day for the past seven work weeks. But think of it! Two xingxuu for the price of one!'

Federation citizens typically receive the story with a mystified silence, all humor in the situation quite lost on them. *Ranan* laugh so hard that tears flow. Indeed, for days after this story made its appearance, all one had to do was hold up two fingers on one hand and one finger of the other to cause everyone around to break up afresh.

THE INDUSTRIAL COLLECTIVES

Industrial collectives are major business concerns engaged in manufacturing. They are owned directly by the *Ranan* state, the workers being employees. They have trained management and engineering/technical teams (Party Cadres) to direct the plant. Workers are given on the job training as part of their terms of employment, beginning with apprenticeship in their thirteenth or fourteenth year of schooling. Apprentices receive formal education for half the day, the other half being spent in the workplace under the direction and tutelage of experienced workers. These teach the apprentices how to operate machines and keep them running properly. The classes in school, which end at the age of sixteen for the most part, emphasize technical subjects related to the workplace. The most promising students, however, are prepared for higher education to serve the collective as technicians and engineers. Some, identified by the Party, will be singled out for other careers and will not be given factory experience at all.

Emphasis is placed upon primary resource development, heavy industry, armaments production, and manufacture of goods for foreign trade. Production of consumer goods, though officially high on the doctrinal priority list of the Party, is always given second place. If there is slack to permit it, increased production of consumer goods is allowed. After all, the *Ranan* people should have a better standard of living. But not at the expense of a single blaster round to fell another enemy of the Revolution! Further, consumer goods tend to be low tech, rarely more than Tech/5-6 equivalent. There are often shortages in such things as clothing, let alone luxury goods, especially in the state-run stores. On the ration system, one may have to wait a long time for something he wants. Consumer items of all types therefore are in great demand on the Black Market and command a price of 200% to 400% above the official rates for ration goods.

Factories are built on a no-nonsense, no-frills basis to do the job. Workers therefore have to work in conditions that would be considered appalling in many other StarNations. The Azuriach Imperials point out that even their slave races enjoy equivalent or better conditions in the workplace (a bit of an exaggeration, but sometimes not too far off the mark). Environmental considerations, while not ignored, are given a lower priority than productive efficiency. Thus pollution controls are unimportant and pollution levels in the atmosphere and streams around the industrial urbanized complexes can be severe.

Depending on the industry, productivity levels, etc., pay varies considerably in industry. However, the average annual income per capita is CR 810 (average = Skilled Worker*2). All other 'workers' are engaged in government bureaus and earn equivalent incomes plus 10% for the most part, as the vast majority are Unitist Party members.

INDEPENDENT BUSINESSMEN

There are a large number of small businesses in the supposedly socialist *Ranan* state, but most of these are really marginal, street vendor types of operations. People engaged in such activities earn an average annual disposable income of CR 540 (average - Worker*7 equivalent), though some in barge work or specialized crafts and trades can take in anything up to double that amount or more.

THE RANAN CRIMINAL ELEMENT

The urban areas are the centers of such crime as does exist. Crime centers around the Black Market. Though no firm statistics exist, Federation experts estimate that the Black Marketeers clear CR 2000 or so annually, if they are the petty bosses. Major operations make CR 10,500 to CR 90,000, and the Crime Czars at least CR 100,000 and often vastly more. Many have such powerful connections in the local government administration that they can enjoy their wealth too, living in almost regal luxury. Often, they are associated very closely with Outsider business interests which have invested in a *Ranan* operation. The 'Crime Czars,' known as *Tan Kat Fsein*, run gangs of thugs and thieves specializing in the theft of government stores in transit, from sealed warehouses, etc.

These punks, the *Kat Qa Dan* (literally 'Predatory NightCrawlers') are the only real criminals in the *Ranai*. Most come from the disadvantaged class, the surplus, unemployed, untrained youth with no future to look forward to. Some are the sons and daughters of *Ranan* convicted of 'political crimes' and suffered some of their parents' fate by losing all status and opportunity. Others are merely unfortunate. Most are young, feel they owe the *Ranan* state nothing, and are the product of the streets: tough, lacking real scruples, angry, and violent. Many carry knives and know how to use them. The really hardened criminals may even have firearms, though that is considered evidence of 'counter-

revolutionary' intent, punishable by twenty years to life in a penal battalion. If shots are fired at the police, the charge is 'rebellion,' and the sentence is death, often executed on the spot.

In addition to burglary and armed robbery of government goods, the *Kat Qo Dan* deal in all manner of contraband, including liquor (1-2 years in a penal battalion), drugs (10 years to life in a penal battalion), prostitution (pimping is a capital offense as 'exploitation' of misguided women, who merely are 're-educated'), gambling (ten years in a penal battalion for running a gambling operation), intimidation and protection (life in a penal battalion), and murder (death penalty). In short, the usual nastiness associated with criminals everywhere. Unfortunately, they also make good intelligence contacts on the Ranan worlds and, however unsavory it may be, even BRINT has made use of them.

Incidentally, the uniformed police who maintain public order and carry out routine police operations against criminal elements are not called the *Kuatempeta*, though they are part of the Thought Police. Rather, they are colloquially referred to as *Kat Fsan Kodess* or *Kat Fsan* ('NightCrawler Exterminators' or 'NightCrawler Stompers').

THE FORGOTTEN UNEMPLOYABLES

Though Unitists make every attempt to conceal their existence, about 10% to 15% of the population of Ranan urban centers are unemployed. The fact is that the Ranan economy cannot find work for them. Many also come from 'questionable' family backgrounds with histories of 'dissent' and 'anti-Unitist rebellion.' Though much of the problem can be laid at the government's door, the propaganda machine heaps condemnation on the *Xut Kua* ('Lazy Bums') for being idle and using up the resources of the 'industrious Ranan workers and farmers,' for the government cannot dare admit it has failed. What is worse, the numbers are growing.

Xut Kuat are restricted to older, slum-like regions of the cities, where they live in squalid conditions on a minimal 'dependent's' dole of CR 108 per year, which is grudgingly given out. Accommodations are found wherever one can. Many are forced to sleep in the alleys, under stairs, etc., if they do not have friends with a room to share. From this group come the *Kat Qo Dan*, the street thugs and petty crooks. Whenever forced labor is required, units of the Police and Army sweep the *Xut Teinka* or 'Rotten Quarter' to round up 'volunteers.' Sometimes, *Xut Kuat* are forcibly transported to settle new colonies in the frontier regions, a good way of exporting trouble while putting it to some use, the Party reasons. Such colonies are often worlds of far less than premium grade, where casualties are high. Even with a surplus population, the Ranan prefer not to expose valuable workers and farmers until the worst conditions are eliminated or improved. But who would miss a few useless and expendable *Xut Kuat*?

RANAN POPULATION CONTROL POLICIES

Population growth has reached critical proportions in the Ranan worlds. There simply is not enough in the way of available natural resources, food production, or industrial capacity to provide for a continued increase on the order experienced in past centuries. The government has initiated programs to curb the traditional Ranan tendency towards large families. State propaganda continually hammers away on the subject: using birth control measures and having small families as patriotic acts. Parents with more than two living children are denied promotion and are often assigned to the least desirable jobs. Family allotments are K 1080 (CR 108) per year for each of the first two children. After that, the family must provide for itself as best it can. Parents agreeing to have only one child are granted K 1800 (CR 180) per year plus K 100 (CR 10) bonus on each birthday of the child until it reaches the age of fifteen. Such 'model parents' also receive preference in the workplace. Many Party members become 'model parents' as a matter of course.

ENERGY SHORTAGE AND CONSERVATION

Crippling the Ranan economy as a whole is the general shortage of available energy. With vast populations, the Ranan worlds have to husband their energy resources. Hydro-electric dams, fossil fuel power plants, nuclear reactors — all are expensive to construct, and fuel is not endlessly available. Power is reserved first for essential industry. Many alternative forms of energy have been developed for private use. It is in the countryside that the greatest ingenuity has been shown, with waterwheels and windmills turning small generators to provide light and electricity to run the few machines they do use. Solar power is used on a limited basis. Several major industrial planets have modern power satellites. The populace is exhorted to conserve energy where possible. Food is often cooked communally to save on power or fuel.

Heating is often augmented in the city by tapping industrial waste heat. In the countryside, methods of generating inflammable gases from waste animal products have been developed — enough to cook food. Woodlots are maintained to provide firewood and charcoal.

TRANSPORTATION

In the city and countryside both, the energy shortage is seen in the absence of motorized vehicles. There are few cars, and these are invariably official vehicles allocated for use by important government functionaries or else by wealthy 'Outsider' visitors and businessmen. The police use jeep-type ATVs, vans and trucks for their 'flying squads,' but many go on foot or bicycle (the latter costing half a year's allotment or more). Buses are rarely used in the cities, light rail transit systems providing mass passenger linkage over any distance in urban areas.

The standard means of hauling goods is a two-wheeled cart pulled by Ranan or animals. Trucks are used for heavy haulage, in essential industries, and by the military. But if it can be moved locally by handcart, animal cart, or on one's back, it is. Whether in the towns or in the countryside, one sees Ranan and animal drawn transport and people carrying on their backs or on bicycles all along the busy urban thoroughfares or the dusty country roads.

Rail networks criss-cross the Ranan worlds and link the major centers, as well as agricultural regions outside dense population areas. Railways are a very energy efficient means of carrying large tonnages over long distances. Trains are also used to carry people, there being two classes of passenger: *Tzoqa* ('hard' = 2nd class with wooden benches, no frills, used by 98% of all rail passengers) and *Jentai* ('soft' = 1st class, with cushioned seats, private compartment, lavatory at the end of the car). *Tzoqa* tickets cost about K 0.25 (CR 0.025) per kilometer; *Jentai* about K 0.90 (CR 0.09) per kilometer; cargo haulage K 3.50 (CR 0.35) per tonne/kilometer.

Buses link areas not served by the trains, usually at K 0.30 to K 0.35 (CR 0.03 to CR 0.035) per kilometer for a seat and a place for one's bundle or luggage on the roof, floor, etc. The buses plying rural areas are sometimes old and uncomfortable, occasionally breaking down until the driver can jury-rig another 'spit-and-baling-wire' repair to get it down the road. Since the roads are rarely paved and not overly good, such travel can prove long and tiring.

On many Ranan worlds, great irrigation canals cross many regions, while most rivers have been rendered navigable by dredging and the girdling of dams, dykes, etc., to control them and direct their flows, with locks connecting higher and lower stretches or different drainage and irrigation systems. Thus barge and boat traffic is widespread. The river traffic, again muscle powered or else dependent on sail for the most part, carries a vast amount of goods from place to place, even more than the railways. Passage on the slow barges and boats is very cheap, about K 0.10 (CR 0.01) per kilometer for a place to squat on the deck with one's bundle or luggage; cargo K 10 (CR 0.10) per tonne/kilometer. Motorized river boats cost as for rail travel, but are three to five times as fast as the 2-3km/hr average rate of the barge traffic. It might also be noted that the barges are often privately owned family run operations. So vital are they to the Ranan economy that the socialist instincts of the Unitists have been restrained in this area.

The priority in the transportation network is on supplying industry and the military, then food distribution, and finally everything else. The cities are very vulnerable to a breakdown in transportation. But, on the other hand, the countryside will be mobilized in an emergency. In times of major disaster, one may see columns of people weighted down under terrible burdens of food proceeding towards the cities.

VISITING THE UNITED RANAN WORLDS

The Ranan worlds are not organized for tourism. Few people travel outside their own districts, let alone off world, unless on official business. Therefore, there are few accommodations for the Outsider.

Still, these are available in the major centers of the most important worlds. The Ranan State maintains Visitors Hostels which are similar to hotels. These are patronized by the rare tourist, and, more commonly, by foreigners doing business in the Ranan worlds. Some of these last are virtually permanent residents.

The accommodations are spartan by Federation standards, though most Ranan would regard them as almost palatial. Service is excellent and the food generally good and in portions far beyond the national ration

levels. Visitors should recognize that all personnel of these facilities are hand-picked members of the Unitist Party and show due caution about what they say or do in their presence.

A day's accommodation in a hostel plus meals costs about CR 10.00 to CR 15.00 per day, an outrageous price for Ranan but not onerous by Federation standards. Payment is expected to be made in hard interstellar currency, Federation TCR, League CR, or G.P.R. R (galactic rubles) preferred.

Travel beyond the major centers can be arranged through the Peoples Bureau of Finance and Trade, The *Qolantei Xuanluun Kaitun* or Department of Foreign Commerce maintains an office devoted to 'caring for the needs of visitors to the worlds of the Ranan.' A trained guide (who also reports to the *Kuatempeti*) will be assigned to the visitor and arranges all travel permits, etc. The service, the guide, accommodation, and food, cost about CR 18.50 per day. Transportation is extra. Air travel is rather difficult to arrange, as all aircraft are military and do not normally carry anyone not on official business. But a good guide with connections might arrange to jump a scheduled transport flight. If so, the cost is CR 0.35 per kilometer flown. More commonly, railway, bus, and boat will be used. A wheeled groundcar may be available for CR 0.10 per kilometer plus CR 10 per day.

Accommodations are not the problem one might think in areas without Visitors Hostels. For instance, in the countryside, a stop can be made at any commune, where a room will be placed at the disposal of the visitor. There are usually several such which stand empty, against the possibility that a Party official might call. Meals can be similarly obtained.

Visitors should understand that they are typically conducted only to model communes or collectives, so they should be prepared to see conditions that are surprisingly above the norm in the Ranan worlds. The Ranan will try to impress the visitor in any way possible. A most friendly and cooperative welcome can be virtually assured if a visitor is a bit effusive about admiring and praising the accomplishments pointed out to him.

Less of a problem exists in the cities. Many Party Cadres are very anxious to meet 'Outsiders' and will open their homes to visitors as a matter of course, just as they do to visiting Cadres. The visitor will discover that the higher classes of the Ranan enjoy accommodations that

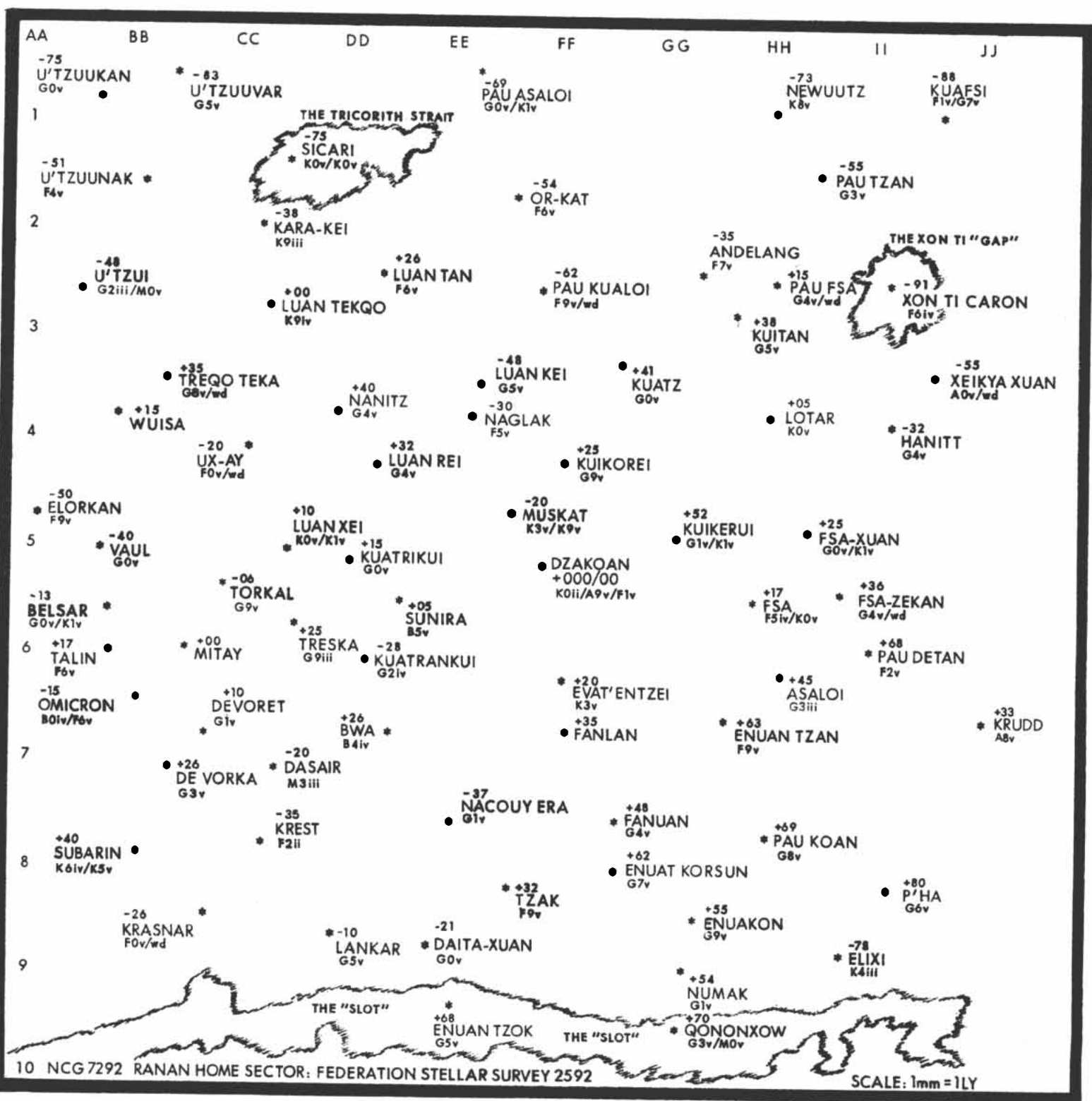
are quite comfortable, generally twice the size of the standard first class apartment.

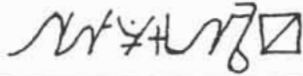
Always should the visitor behave with dignity, hold his tongue and not indulge in criticisms of Ranan conditions, politics, etc., and follow the advice of his guide. Indeed, one's guide is a very valuable resource and can make life in the Ranan worlds far easier than one might expect.

Foreigners granted residency visas for business purposes also have guides on a long-term basis. A contract is signed for the period of time of the foreign resident's visa whereby he agrees to pay CR 15.00 per day plus CR 2.50 per additional person (family members are free up to four persons). This covers the cost of accommodations and guide service. A good apartment will be assigned to the visitor in a 'model' district of the city in which he has permission to reside. The Ranan guide will live with the resident as a combination guide, advisor, secretary, servant, and watchdog. (Guides are invariably young, unmarried Ranan without family responsibilities and intense Party loyalties. Most are actually studying the very foreigners they work for to learn all about them and their cultures. They are actually 'in school.') Even if one does have a spy in his own home, the guide proves so useful that the inconvenience of being closely watched is far outweighed if one has legitimate business in the Ranan worlds.

Food and other purchases are extra in the case of long-term residency. The foreign resident receives a special *Ranai Duanqo Sentzai* or 'unlimited category' ration book which instructs government store officials to accept purchase requests in any (reasonable) amount in return for cash payment in interstellar currency. *Ranai Duanqo Kuutzai* are issued to tourists and temporary visitors. These documents function as combination ration books, identification and visas. They also give the possessor a rather privileged status, for Ranan know to treat visitors with politeness and consideration. Few restrictions will be placed on the foreigner with respect to purchases. The Ranan are eager for hard currency and will relax the usual ration restrictions if payment is rendered in approved currency. Only a serious shortage in such things as food will present some inconvenience.

Loss of one's R.D.S. or R.D.K. can prove a serious problem unless the Ranan guide can give an account of the circumstances which is 'acceptable.' Otherwise, a fine of K 15,000 is imposed (CR 1500), and a review of one's status is conducted to see if continued presence in the Ranan worlds is in the interest of the Ranan people.





ANDELANG III

StarSystem Coordinate	3.GG.-35 NDG 7292 15.LL.+1200
Stellar Primary	F7v main sequence star
FTL Conversion	10,000 LS
Planets in System	12
ANDELANG III	Type 1 Terran Ocean Planet: 3 small moons
Orbital Distance	575 LS (1.15 AU)
Length of Year	1.18 Terran years
Length of Day	25 hours 56 minutes
Planetary Diameter	13,675 km.
Surface Gravity	0.90 G
Temperature Range	-79 C to 52 C
Atmosphere Type	Terran: 650mm; 125mm oxygen; 512mm nitrogen. The southern hemisphere enjoys a decidedly more pleasant climate than the north, where winters are quite severe above Lat. 40.
Hydrosphere Type:	88%: 5 continents, 8 major islands, many archipelagoes. Large ice caps are present in the polar regions, especially in the north.
StarNationality	United Ranan Reconstructed World
Sentient Race	Ranan Humanoid
Population	7,500,000,000
Tech Level	Tech/6 with Tech/6-10 industry
StarPort Rating	Ranan Naval Starport x2 AA; x5 A class orbital forts.
Social Organization	Ranan Unitist Communism
Societal Strength	5
Xeno Acceptance	20%
Government Type	Military Command
Government Support	07%
Loyalty Index	11%
Repression Index	89% (Revolt = 30% if planet is invaded)
Bureaucracy Level	High
Corruption Level	10%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 9,000,000
Tax%/Levy	60% = MCR 5,400,000
Military Spending	20% = MCR 1,800,000
Major Imports	Industrial metals, power metals, petroleum, chemicals
Major Exports	Food, textiles, agricultural equipment, general tools
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (25% to Black Market)

Andelang translates to 'Forever at War,' a very fitting name because the planet has rarely known peace in its long history. Andelang III suffered numerous Klackon 'meat raids' which culminated in the establishment of Klackon colonies in the southern oceans circa. 1835. The Ranan fought back, but the Tech/4 civilization on the planet at that time was almost helpless against the Tech/7 Klackons. When the Blarads arrived in 2033, the Ranan had been smashed back to Tech/2 feudalism and Tech/1 tribalism. The Blarads immediately established military bases and began protecting the Ranan living around them, pushing further outward and building their power until, in 2071-2094, a major campaign was successfully waged to exterminate the crustaceans. Blarad rule took the form of enlightened feudalism, and civilization had been raised to Tech/4 levels by the time of the Bug Raids of 2182-2201. A powerful force of Bugs effected a landing in the northern hemisphere and the Blarads and their Ranan subjects fought a bitter war of survival against them until the destruction of the last BattleSwarm in 2199.

The Ranan were granted the status of Blarad citizenship and representation in the planetary House of Commons in recognition of their brave efforts to defend Andelang III against the Bugs. The Ranan were thus unmoved by the abortive attempts of the Ranan communists to foment revolt in 2229 and remained loyal to their Blarad overlords. Ranan communist forces attacked the planet in 2251 and 2269, but the Blarad regulars and Andelang Ranan militia repulsed the invasions. When the Blarads pulled out in the last part of the 24th century in their general retirement to the SikoZang, the planet was granted independence. Andelang III joined the Deltei Alliance and remained in opposition to the Unitist worlds until its conquest in 2418. After the 'liberation,' Andelang III was ruled for fourteen years by a military government and subjected to 're-education' which subdued the active rebelliousness of

the population but still left them largely resentful and bitter.

Andelang III was one of the 'Reconstructed Worlds' handed to Serang for integration into the U.R.W. When he rebelled against Girdzian and the Unitist conservatives running the U.R.W., the people of Andelang eagerly supported him. The world was retaken by the Unitists in 2474, and Girdzian instituted a veritable reign of terror which crushed the population under 75% taxes and destroyed their entire intelligentsia. The world was effectively converted into a planet of peasants. Loyal Unitists from other U.R.W. worlds were brought in to man the industrial complexes. Thus there is a definite split between the urban and rural populations, the 'offworlders' and the native-born Andelangans.

Andelang III was once very rich in raw resources and had seen quite a bit of industrial development under Blarad administration. More industrialization occurred after Andelangan independence, though the great majority of the population remained in agriculture. After 'liberation' by the U.R.W., the world was literally raped of its abundance. The deposits of petroleum and industrial metals are reaching depletion today, and materials have to be imported to keep the industries going. Indeed, the moons Andelang VIa and VIc were developed as mining colonies, as both have substantial deposits of industrial metals. Mining operations are also conducted on Andelang IV and V, both of which are small, airless worlds with populations less than 1,000,000 each, the miners living in domed cities and mining centers. Materials are also imported from outside the starsystem.

Terran climatic conditions are experienced over the entire planet, with severe winter conditions in the high latitudes. The planet has significant levels of atmospheric contaminants from industrial wastes, though large areas are still relatively free of serious pollution, being essentially rural agrarian regions or wilderland. Initially a beautiful world from historical accounts, large reaches of Andelang III bear the scars of the savage campaigns fought across them. The atmosphere is unpleasantly smoggy around the industrial complexes, and the cumulative effects of indiscriminate dumping of industrial wastes has resulted in severe contamination of the rivers downstream of the production centers.

The Ranan of the countryside practice a somewhat 'relaxed' form of communism. They are now largely committed socialists, but they work together and meet as concerned villagers to solve their problems and make sure everyone is taken care of. They do not blindly accept Party discipline, unlike the most regimented workers in the cities. The rural population has quietly resisted all attempts by the 'off-worlders' to politicize them to the point of fanatical devotion to Unitism. They pay lip service to Unitist principles but largely go their own way. They even collaborate in the communes and collectives to conceal their true production figures to keep their quotas lower, thereby preventing exportation of their surplus as the U.R.W.'s share of their labors. Of course, the Unitist administration cannot permit such blatant 'economic crimes' to go unpunished. Thus the rural population is subjected to periodic raids to find and confiscate 'wrongfully withheld contraband,' and the worst offenders are purged and sent to the labor battalions.

This dangerous game was played by the Andelangan peasantry right up to the Blarad counter-offensive of 2489, in which the native population either rose up in revolt against their Ranan masters and actively supported the Blarad 'liberators,' or else did little or nothing to assist the Peoples Liberation Army to defend the world. The Blarads instituted a most liberal administration, in which the Ranan had a clear say in their internal affairs. This did much to counter the effects of Ranan Process over the close to a century of Blarad defended freedom enjoyed by Andelang III. Disaster struck in 2573, when the U.R.W. managed to retake the world through a massive effort. The native population was savagely 'punished' for its disloyalty, as the militia forces had actively opposed the Ranan Army to the bitter end, supported by the people who aided them in any way possible and impeded the Ranan Army with sabotage, misdirection, or any other means that could be devised.

Even now, the population clings to its ancient and quiet form of 'guerilla war,' subverting all attempts of the occupation forces to 're-educate' them and their children in the precepts of Unitism. They frustrate Ranan officials in thousands of little ways. Always 'obedient and submissive,' they seem to mess up regularly. They need constant supervision. Turn around, and they seem to get everything all wrong. When confronted, they grin idiotically, pretending they just don't understand. Or they may catch on even the slightest contradictions between instructions given by different officials or between orders and

some regulation to the contrary, to account for the unfortunate and, of course, entirely unintended confusion. Above all, they evade as much as possible the crippling 'tax' levied to repay the costs of the invasion.

Currently, a military command rules the world and has done so since the reconquest. The Ranan central government has kept the Army in charge under the pretext of anticipation of another Blarad attack. The plan actually seems to be to re-establish Unitism on the planet at any cost. Apparently, the Ranan authorities are unaware of what is really going on. They seem to have been totally misled by the seeming eagerness of the native Andelangans to cooperate and do exactly what they are told (of course, looking for every loophole so that things will go wrong). Many otherwise competent Ranan officials have ended up going for a bout of 're-education' themselves for gross inefficiency and neglect of duty because of problems the Andelangans have succeeded in laying at their doors. However, only a moment's thought would yield quite a different assessment, only the Ranan mind doesn't work that way. If the Andelangans are so 'stupid,' how did they manage to chew up so many Ranan assault divisions for four and a half years of their desperate defense of their liberty?

Andelang III's native population is regarded as almost hopelessly 'unreliable,' not so much out of counter-revolutionary disloyalty as outright, congenital stupidity! In any event, the locals are closed out of any real participation in the politics of the U.R.W. or even the planetary administration. Nor do they enjoy much respect in the rest of the U.R.W. *Xartek ordas Andelankui tzadantuu* ('Dumb as an Andelangan peasant!'), *Vanko tak dusavet Andelankui* ('Rockheaded Andelangan stubbornness!'), and *Salanduu beidess okrast xui tzav Andelankui* ('Damned drooling idiot Andelangan nonsense!') are all derisive expressions of contempt used throughout the StarSector. This only confirms the bad opinion of Unitists in general and the sense of alienation felt by the Andelangans, who long for independence and the return of their Blarad brothers.

NAVALA

ASALOI VI

StarSystem Coordinate	7.HH.+45 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G3iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	13
ASALOI VI	Type 2 Terran No Seasons Planet: 1 moon
Orbital Distance	2035 LS (4.07 AU)
Length of Year	2.49 Terran years
Length of Day	25 hours 49 minutes
Planetary Diameter	12,625 km.
Surface Gravity	0.88 G
Temperature Range	-62 C to 48 C
Atmosphere Type	Terran: 665mm; 115mm oxygen; 540mm nitrogen; climate is generally Terran.
Hydrosphere Type	69%: 4 very large continents with numerous lakes and inland seas.
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	15,000,000,000
Tech Level	Tech/6-7 with Tech/6-10 industry
StarPort Rating	Ranan Naval StarPort x4 AAA; x12 A class orbital forts.
Social Organization	Ranan Unitist Communism
Societal Strength	8
Xeno Acceptance	94%
Government Type	Oligarchical Party Politic Unit
Government Support	19%
Loyalty Index	88%
Repression Index	37% (Revolt = 05%)
Bureaucracy Level	Exceedingly High
Corruption Level	12%
Law Level	18+
Economic Rating	Poor Industrialized Planet
Gross Productivity	MCR 25,000,000
Tax%/Levy	50% = MCR 12,500,000
Military Spending	20% = MCR 5,000,000
Major Imports	Foodstuffs, textiles, industrial metals, power metals, petroleum, chemicals
Major Exports	Armaments, military equipment, tools, vehicles, aircraft, StarShips
Trade Restrictions	Government Licensed Trade Only

Trade Acceptance 95% (16% to Black Market)

Asaloi means 'Shining Light,' and the reference to the great sun around which the planet revolves has a second and more profound meaning. Unitism saw its birth on Asaloi VI, for it is the home planet of the first great Ranan communist leader, Soran Derhari.

Asaloi VI has large industrial complexes, though 79% of the population still toils on the land. Ranan industrialization was (and is) carried out on a crash program basis, often with minimal regard for environmental considerations. Extensive pollution and environmental damage usually results. In this, Asaloi VI is no exception.

The Ranan are beginning to appreciate the long term consequences of policies which ignore environmental considerations in the interests of rapid development. The visitor to Asaloi VI today will notice definite signs of terraforming to reverse negative environmental trends caused by industrial pollution. Indeed, considerable research into this engineering science is conducted on Sasloi VI. Not only are the great industrialized worlds of the U.R.W. threatened by massive pollution. As the population of the U.R.W. continues to grow, the supply of planets suitable for colonization becomes increasingly limited. Up to this point, the Ranan have tended to ignore worlds requiring extensive modification as being too expensive to terraform. Now, their choice is being made for them. They need space. Period! Thus the ruling Central Committee of the U.R.W. is finally committing resources to terraform marginal worlds and render them congenial to Ranan settlers.

The implications for the heavily industrialized planets are bright as well. Fifty years ago, the air and water of Asaloi VI were heavily polluted. Today, despite an increase of almost two billions in the population and an extensive enlargement of industrial capacity, pollution levels have been reduced by 19% through terraforming procedures and anti-pollution measures instituted in the worst offending industries. The cost is high, but this is borne by an allocation of some 10% of planetary productivity to the task. Even now, only the industrialized, largest continent is heavily polluted. The other largely agricultural continents are now relatively 'clean' in environmental terms. Serious problems are anticipated in the not too distant future, however, if steps are not taken to reduce industrial pollutants reaching the oceans, and current emphasis is on eliminating excessive dumping of chemical wastes into the rivers of the industrialized regions.



Asaloi VI has been massively developed both industrially and agriculturally, and the world stands second in importance only to DzaKoan IV itself. The primary continent contains seventy-two great industrial complexes, each with more than 20,000,000 people and covering thousands of square kilometers. Every hectare of arable land is under cultivation on the other continents, and labor collectives are converting marginal areas to agriculture, busily building irrigation systems, inter-drainage basin links, and reservoirs. Some twelve billions are directly engaged in farming. All arable land is covered by endless agricultural communes and collectives from horizon to horizon, only the most rugged and useless terrain and the land occupied by the sprawling manufacturing centers is not under cultivation. The seas are also heavily 'farmed' for marine produce. Despite all this, Asaloi VI is able to meet only 95% of its food requirements in average to good crop years and requires extensive importation of food in bad years.

The planet could not conceivably be more in line with the basic doctrines of the Unitist movement. This seems only 'natural' for Asaloi VI is reputed to be the origin of Ranan Process. When the Ranan Central Committee realized the profound implications of what the planetary Politic Unit was doing to indoctrinate the population in the principles of Unitism, it moved to adopt and generally apply Ranan Process to effect the political conversion of all the Ranan people.

So strict is adherence to the doctrines of Unitism on Asaloi VI, there should be little wonder it was the birthplace of the conservative Chairman Girdzian. Today, most Asaloians regard the 'dangerous loosening' of Ranan policy toward contact with Outsiders, especially humankind from the 'capitalist-imperialist' Federation and the 'mercenary-capital-

ist-bourgeois' League, as dangerously close to Serangist 'revisionism.' Indeed, the Asaloian Party openly denounces such policies in the Ranan Central Politic (national congress). While this sometimes proves embarrassing to the Ranan leadership, they remain tolerant of the outspoken Asaloian extremists. Asaloi VI is one of the bulwarks of the Unitist cause, very loyal and prepared to make extreme sacrifices for as long as required. To allow Asaloian Party the freedom of frank criticism is a small price to pay for its unwavering support of the Ranan state.

Outsider visitors to Asaloi VI are advised to never leave the StarPort district unless accompanied by Ranan guides. The extreme xenophobia of the local population has resulted in a number of unfortunate 'incidents,' to use the Ranan's own term for the disappearances of individuals so foolish as to go off on their own.

BWA

BWA V

StarSystem Coordinate	7.DD.+26 NCG 7292 GSC 15.LL.+1200
Stellar Primary	B4iv subgiant star
FTL Conversion	35,000 LS
Planets in System	12
BWA V	Type 15 Low Pressure Planet
Orbital Distance	21,825 LS (43.65 AU)
Length of Year	83.25 Terran years
Length of Day	no axial rotation
Planetary Diameter	8300 km
Surface Gravity	0.52 G
Temperature Range	-122 C (Darkside) to 93 C (Brightside)
Atmosphere Type	Corrosive Exotic: 350mm; 85mm oxygen; 252mm nitrogen; corrosives. Vacc suits are necessary to survive in the atmosphere, which contains chemicals especially corrosive to plastics in particular. Solar flares to RAD*9, while not common, necessitate ARad shielding.
Hydrosphere Type	11%: All water is in the form of ice deposits, both surface and subterranean, found Darkside.
StarNationality	United Ranan Penal World
Sentient Race	Ranan Humanoid
Population	250,000,000
Tech Level	Tech/6-7 (prisoners); Tech/10 (guards)
StarPort Rating	Ranan Naval StarPort x1 A, x2 A class orbital forts.
Social Organization	Ranan Unitist Communism
Societal Strength	3
Xeno Acceptance	55%
Government Type	Military Command
Government Support	08%
Loyalty Index	08%
Repression Index	92% (Revolt = 26%)
Bureaucracy Level	Savagely Repressive: Prison World
Corruption Level	20%
Law Level	18+
Economic Rating	Rich Mining Planet
Gross Productivity	MCR 1,250,000
Tax %/Levy	95% = MCR 1,187,500
Military Spending	50% = MCR 625,000
Major Imports	Foodstuffs, mining equipment
Major Exports	Uranium, iridium, collapsium, industrial metals
Trade Restrictions	Military Logistic Supply: Outsider contact forbidden unless under special Military Trade License
Trade Acceptance	15% (45% to Black Market)

Not at all a typical Type 15 world, Bwa V is actually encased in a partially breathable atmosphere, and certainly a relatively dense one for such a world. There is no cloud cover except for traces of industrial pollution and volcanic contaminants. The planet has some highly exotic micro-organisms, harmless to off-world lifeforms, but remarkable in their ability to process oxygen out of chemical combinations, accounting for the oxygen richness of the atmosphere.

The unusually rich concentration of rare geological products is baffling. Scientists can only attribute it to a very old star near the Bwa system which appears to have gone nova when the Bwa system was stabilizing. However, the other Terran-type planets in the Bwa system should also evidence the same high concentrations, but none do so.

Bwa V is a continuous light-dark world; that is, one side always faces the primary. As the world also has an atmosphere, this means that violent storms occur for about 1000km to either side of the terminator, marking the limits of Lightside and Darkside, the zone where the hot Brightside airs mix with the intensely cold Darkside airs. Winds may reach as much as 125km/hr. at times, and rarely are less than 35km/hr. Nevertheless, along the terminator, temperatures approximate livable levels. The atmosphere is also breathable, using filtered compressor masks. Thus, many mining camps are scattered along the terminator. There are also camps on Darkside which extract water as well as various minerals.

The world is a penal colony with over 235,000,000 Ranans relocated for intense political 're-education.' There is a rumor that Ranan geneticists are engaged in biomedical experiments to develop a Ranan mutant capable of breathing the air of Bwa V and surviving the corrosives without the normally required protective equipment. The rumors have been partially confirmed by investigators of the Federation Amnest Galactic organization. Such atrocities as have been documented are in violation of all sections of the Federation's Articles of Sentient Rights and Treatment (ASERT). While it is understandable that the Ranan would desire a physical type capable of surviving the environment, the cost of maintaining the present self-contained settlements being considerable, the abuse of sentient beings in such a fashion is utterly appalling.

The slave laborers of Bwa V receive only the most minimal allotments in the form of poor and almost unpalatable rations, shorts and T-shirts for indoor wear in the protected domes and underground complexes, crowded barracks, etc., all little above death-camp conditions. They are subject to savage beatings for the most minor infractions. Even when working in the dangerous outdoor environment, their protective suits and masks are only of minimal quality and fail now and then. The casualty rate in the outdoor labor force is estimated to be about 10% per year, but these losses are made up by new shipments of dissidents and criminals gleaned from the Ranan worlds of the starsector.

The prisoners of Bwa V are considered to be among the most violent and dangerous in the U.R.W., and they indeed are that. They live under virtual death sentences and are desperate, having nothing left to lose. The guards conduct themselves accordingly. Many are Ranan criminals, but also included are hard-bitten revolutionaries, committed opponents of Unitism condemned for violent acts against the repressive regime.

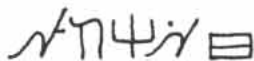
The prisoners have evolved a rather strong, tight-knit culture of their own, based upon *Kattuunatar* ('Silence of the Night'), the code of the criminal element of the Ranan worlds. Whatever else one does, one never collaborates with the Ranan guards or informs on one's fellow inmates. To do so invites *Kress natarnui xanekal'tuun* ('putting to the silence of the grave') or execution by one or another of the gangs of thugs or else by one of the 'Revolutionary Committees' who run the underground culture of the prisoners. No prisoner survives for long unless he joins one of these groups for protection or else pays *duante/kan* ('tribute') in the form of food, extra labor on behalf of one or another of the gang/committee members, etc. The hatred of all the prisoners against anything the Ranan system stands for is simply beyond the power of words to describe. The prisoner who engineers the death or maiming of a Ranan guard or official, especially if it appears accidental, is lionized as a hero. So are the *Tekkodess* ('Rats' = scroungers) who steal from the storerooms and provide extra food, better equipment, etc., for their fellows.

Bwa V is heavily fortified and garrisoned because of the strategic nature of the materials produced on the planet. However, despite the strong security measures, there is a very high level of corruption among the officials of Bwa V, probably the result of their also being permanently located on the planet. Indeed, many officials, guards, and administrative personnel are themselves on Bwa V for lesser infractions against the Unitist system and clearly resent the situation they find themselves in. They are determined to resist any military threat to the system, but they are far less diligent in keeping out trade contact. There is widespread collusion among the naval and army personnel administering the system to allow Free Traders in, provided that suitable bribes in good food, etc., are paid to them.

This has led to a very active smuggling trade. League Free Traders report that the patrols can be parsed easily, the Naval forces being congenially lax in their inspections. Indeed, for a price, counterfeit trading licenses can be obtained from the system frontier patrols themselves. Trade can be conducted in almost complete safety, provided

that landings are made away from the fortified military bases where the most diligent officials and soldiers are found. In the outlying regions, premium prices can be obtained from the Ranan officials and guards themselves for 'luxury' items, such as superior foods, wines, liquors, superior equipment, and so forth!

Further, the prisoners are eager to trade, though arms smuggling is not advisable. In that regard, the officials are not prepared to turn a blind eye if weapons trade is attempted. Prisoners are also desirous of escape and will offer payment in precious metals they have managed to conceal during their work. All this exists despite a Central Committee order forbidding contact by all unauthorized vessels. Bwa V can prove to be a most profitable stop for the enterprising Free Trader with a little backbone.



DAITA-XUAN V

StarSystem Coordinate	9.DD.-21 NCG 7292 GSC 15.LL.+1200
Stellar Primary	GOv main sequence star
FTL Conversion	10,000 LS
Planets in System	10
DAITA-XUAN V	Type 1 Terran Planet: 1 moon
Orbital Distance	505 LS (1.01 AU)
Length of Year	367 Terran days
Length of Day	24 hours 11 minutes
Planetary Diameter	12,650 km
Surface Gravity	0.90 G
Temperature Range	-60 C to 53 C
Atmosphere Type	Terran: 800mm; 150mm oxygen; 640mm nitrogen. Climate is nearly identical to Terran conditions.
Hydrosphere Type	77%: 7 moderate to small sized continents, 1 large island, 12 island groups.
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	12,500,000,000
Tech Level	Tech/7-8 with Tech/7-10 industry
StarPort Rating	Ranan Naval StarPort x2 AAAA; x12 A class orbital fortresses.
Social Organization	Ranan Unitist Communism
Societal Strength	7
Xeno Acceptance	65%
Government Type	Oligarchical Planetary Politic Unit
Government Support	18%
Loyalty Index	92%
Repression Index	11% (Revolt = 01%)
Bureaucracy Level	Moderate
Corruption Level	05%
Law Level	18+
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 50,000,000
Tax%/Levy	50% = MCR 25,000,000
Military Spending	25% = MCR 12,500,000
Major Imports	Industrial metals, power metals, collapsium
Major Exports	Foodstuffs, agricultural equipment, machine tools, tools, StarShips, armaments, vehicles, aircraft, petrochemicals, petroleum.
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	75% (05% to Black Market)

Daita-Xuan V translates as 'Valiant Warrior,' and was the fourth Ranan world to win independence as one of the 'Pure Eight.' It is a world with an ancient civilization, having an unbroken record of history back to circa. 1725 B.C., the period following the collapse of the First Ranan Empire, and most data about that early period has been derived from Daitan sources.

SocioHistorians allowed to visit Daita-Xuan V have reported that the early Post-Empire civilizations preserved many of the customs and traditions of the Empire. Thus the Daitans even today do not feel and think the same way about many issues as do Ranan on other worlds. They stand quite apart and are clearly the most open, innovative, and promising of all the Ranan sub-cultures. Indeed, if any Ranan world would come close to qualifying for membership in the United Federation of Planets, it would be Daita-Xuan V. Repression is minimal, and individuals enjoy a higher standard of living than on any other world of the U.R.W.

The Daitans escaped most of the depredations of the Klackons until shortly before the arrival of the Blarads. Indeed, in A.D. 1934, the date of the first Klackon 'meat raid,' the Daitans had already achieved a global government, possessed nuclear energy, and were making their first steps into space. The Klackons got a very rude and nasty welcome as a result and were repulsed. They returned in 1972 and blasted the budding Tech/6-7 civilization back to Tech/4-5. The Ranan were hard pressed for the next twenty years, but the Blarads arrived in 1993 and successfully defended the world from Klackon attack from that time on.

As a Blarad 'fief,' Daita-Xuan V prospered and attained Tech/7-8 levels by 2175. However, the native population was rather restive, desiring greater independence and self-rule. They proved a most fertile ground for the communist agitators sent in by the G.P.R. and many of the protest movements were swayed to active measures by 2008. The Blarads fought hard to retain control of Daita-Xuan V, and were driven off-world in 2013 only because they were greatly outnumbered by the rebel brigades, which possessed reasonably up-to-date weapons produced in the planet's own armaments complexes.

The planet is known for its very pleasant and congenial conditions. In fact, when under Blarad rule, it was considered to be an exotic tourist spot. The Daitan's own love of the outdoors has resulted in significant areas being left in carefully tended wilderness. There are broad beaches, high mountains, numerous streams and lakes, all untouched by the crude Ranan 'development' so common on other U.R.W. worlds. Even the cities and towns reflect this love of nature, with green parks of trees and grass in many districts, the avenues lined by trees, and some apartment roofs even have grassy plots and small trees and shrubs for the enjoyment of residents. This 'frivolousness' has been denounced by some Unitists, but the Daitans ignore the narrowness of their off-world brothers. *Kaduusai don vatuu reha xoss* ('Green is always good for morale') they reply.

The ruins of the old Ranan society were largely left untouched by the Blarad overlords. But some were callously bulldozed by offworld Ranan labor battalions during the brief period in which Daita-Xuan V rested under the displeasure of Chairman Girdzian in the 25th century. The Party justified the outrage by saying many of the ancient ruins sat on prime agricultural lands. This loss of so valuable a source of information on Ranan antiquity is to be deplored, but so callous a treatment of such a treasure is perhaps only to be expected of such a pragmatic and narrow social order as the Ranan now enjoy. For their part, it must be said that most Daitans resent and do not forgive the barbarism of their 'brothers' from DzaKoan and the insult done to their national heritage.

As noted, Daita-Xuan V has the distinction of being among the 'Pure Eight,' the first Ranan worlds to rise against the Blarads. But Daita-Xuan V was not, and never will be like other Ranan worlds. It is unique and its citizens take an almost arrogant pride in their heritage as *Xuan-taika vad HeiRanai* ('Heirs to the Ancient Ones'). So their version of Unitism is not your typical hardline example of Ranan Unitist Communism. In addition to its own culture, the planet was long exposed to the multiplicate 'alien' ideas of the Blarads and foreign tourists from other starcultures for quite a few years. Many upper class Ranan also travelled far abroad for study and vacation. The combination of ancient Ranan values with interstellar culture produced a cosmopolitan, sophisticated people who favored individualism tempered by an intense devotion to social responsibility. This expressed itself as a form of extreme liberal socialism. Thus a good number were not taken in by the often simplistic propaganda offered by the G.P.R.-instigated communist Party.

Indeed, after the 'Liberation,' a period of eighteen years elapsed before the communists could secure clear domination of the planet. Many preferred complete planetary autonomy and a mixture of socialism and capitalism to the hardline and brutally communistic system evolving on DzaKoan and Asaloi. However, the Ranan of Daita-Xuan V faced reality and espoused Unitism to prevent military intervention by the Unitist Ranan worlds, who were supported by the technologically and militarily powerful G.P.R. Blarad invasion always threatened, and this could not be ignored, either. So the liberals joined the Party and actually 'bored from within' in classic communist revolutionary style to take over the planetary Party and shape in in the form they desired.

The notions of planetary independence and individual freedom are still quietly alive in the native populace, as can be seen in the low repression index and general popularity of the government. Make no mistake, the

Daitans are committed socialists and among the most nationalistic of all the Ranan. But they question Unitist doctrines and methods. The pathological fear of all 'Outsiders,' for instance, is found a bit childish by the average Daitan. His world never experienced the innumerable horrors described in Unitist propaganda to scare people into supporting the Party as their only shield against further terror. Nor is he convinced that virtual brainwashing does anything to increase productivity. A stupefied worker may obey, all right, but he lacks the imagination and initiative to really be efficient. Similarly, a brainwashed soldier will unquestionably charge the mouth of hell itself in his eagerness to die for Unitism, but is it not better if he can think clearly and devise a way for the enemy's soldiers to end up there instead?

Daita-Xuan V has, needless to say, been a major source of 'progressive thinking' in the Ranan worlds. Its technicians, engineers, scientists, and administrators are among the most competent anywhere in the U.R.W. So its industries produce the best manufactured goods, armaments, and the bulk of the starships of the line — the battleships and heavy cruisers. In combat, Daitan troops have proved to be among the finest in the entire Ranan Peoples Army, better equipped, trained, and motivated than the average, and certainly far better led. Indeed, they express a complete deviation from the usual Ranan practice of maintaining a 'peoples army' composed of light infantry. Daitan troops were always formed up on the G.P.R. Galactic Soviet Army model, with concentration on armored forces and airpower. Today, the Daitan forces are virtual mirror images of Soviet troops and use G.P.R. organization and natively-produced equipment on the Soviet design.

To forestall outside interference as much as possible, the planetary Politic Unit has officially embraced the policies of the Ranan Central Committee, which opposed any tendency of the planetary governments toward moderation. But Daita-Xuan V was always a powerful world, too powerful and too valuable to the Ranan cause for the conservatives to risk offending it. For there was always the chance that Daita-Xuan V would secede from the U.R.W. and join the Alliance of autonomous worlds. That could gravely upset the entire power structure in the region.

The Daitans still remember the Military Tribunal that Girdzian almost imposed upon Daita-Xuan V, that hidebound conservative declaring: 'Daita-Xuan V is a festering hotbed of revisionists and backsliders unable to rule themselves. The entire planet seems in need of 're-education.' ' Only his need for Daitan support against Serang prevented his attempting such a foolish act, which the Daitans had secretly agreed to resist by force of arms and alliance with Serang. Many wish now that their past leaders had told Girdzian to sit in *Ko'uad Tzu* (the Ranan 'Hell,' reputed to be a very hot place!). But Girdzian drew back and Daita-Xuan V remained loyal.

Even in recent years, Chairman Trihlee, a relative moderate as most Unitists go, has warned the Daitan leadership on a number of occasions to 'amend dangerous un-Unitist practices and suppress the unruly and liberal-minded elements. Only in this way will the Daitan Ranan be able to demonstrate their worthiness to be numbered among the illustrious Pure Eight and be able, in all honor, to embrace their Ranan brethren everywhere as an example of true Ranan thought.' Daitans regard such admonitions with scarcely concealed disgust.

The world is covered with very extensive and rather successful agricultural communes and collectives. Their farmers are educated in advanced agrarian methods and produce a healthy surplus of foodstuffs which are exported to the other populous worlds of the U.R.W.

The planet also seems to have undergone a very extended Carboniferous period. Abundant oil was found and extracted. However, the Ranan never suspected that the greatest deposits are at depths of 10,000m to 18,000m. Only in 2492 was this discovered, and the Daitans have only now developed the petroleum technology required to recover the deep oil. The crust literally 'swims' on an ocean of oil deposits estimated to total more than 600 trillion barrels in recoverable reserves. Coal deposits are also massive.

If ever there is a 'model' world in the U.R.W., it is Daita-Xuan V. The population is generally happy and enjoys an unprecedented average annual per capita product of K 40,000 (CR 4000), and workers incomes vary from K 8000 to K 35,000. Even the unemployed receive about K 5500 (CR 550) per year, five times the rate seen by most disadvantaged Ranan. In addition, much of the worker's tax money is expended in projects from which they benefit directly or indirectly. The armed forces are second to none, and a very substantial quarter of

the total planetary production is devoted to maintaining them at peak strength. This is not entirely patriotic. The Daitans have no confidence in the everlasting goodwill of their Ranan 'brothers.' The planet is now developing an increasingly large and profitable primary resource industry, not only the newly available petroleum reserves, but also the extensive asteroid belt mines (the asteroid belt is 800 LS out and very rich in minerals, including Collapsium). Its well-supplied industries are the most modern in the U.R.W. and are booming despite the near depletion of planetary metal deposits. A very effective voluntary population control program has stabilized the planetary population at five billions for more than two centuries, permitting a slow but steady increase in the standard of living which has made the local Party very popular. G.P.R. favor clearly has settled on Daita-Xuan V as well, and it is amusing to see how easily the Daitans have manipulated the usually hard-nosed Soviets, using them and their influence to further their own interests and goals.

Without doubt, Daita-Xuan V will be, within a century, perhaps the most productive and most powerful of all the Ranan worlds, with a broad Tech/10 capability in most areas of the economy. This the Daitans look forward to, and they certainly intend to use such an exalted position to exert great influence upon the politics of the U.R.W. when such a day arrives.

Outsiders will find Daitans to be among the friendliest hosts found anywhere in the Rana, with almost interstellar class accommodations in most large centers, comfortable rural hostels, and good food everywhere. Transportation is efficient and comfortable, including air travel, for the Daitans go on two-week vacations every year and have provided accordingly. There are actually tourist resorts in the mountain and forest parks, at the lakes and beaches, etc., largely of the campground variety, but far from 'roughing it.' Guides are courteous, helpful, and very cooperative, regarding their duties as including making one's stay enjoyable, not merely keeping the visitor away from sensitive areas. Free Traders will discover that Daitan manufactured goods are the best to be had in the U.R.W. The purchase cost of such goods is not exorbitant, and they all command excellent prices on other Ranan worlds and in lower Tech non-Ranan cultures.

Not 4947

DZA KOAN STARSYSTEM CAPITAL OF THE RANAN EMPIRE

StarSystem Coordinate	5.FF.+00 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K0iii/A9v/F1v multiple star system
FTL Conversion	40,000 LS
Planets in System	13
DZA KOAN IV	Type MS.2 Terran Planet: 2 moons
Orbital Distance	34,200 LS (68.4 AU)
Length of Year	126.49 Terran years
Length of Day	26 hours 16 minutes
Planetary Diameter	15,005 km.
Surface Gravity	1.12 G
Temperature Range	-67 C to 62 C
Atmosphere Type	Terran: 775mm; 150mm oxygen; 616mm nitrogen. Climate generally resembles Terran conditions, but with the usual 'no seasons' bleated ditions, but with the usual 'no seasons' belted climatic patterns. Heavy atmospheric pollution levels in urban industrial regions.
Hydrosphere Type	68%: 5 large continents and 5 smaller land-masses, numerous islands.
StarNationality	Capital of the United Ranan Worlds
Sentient Race	Ranan Humanoids
Population	65,000,000,000
Tech Level	Tech/6-7 with Tech/9-10 industries
StarPort Rating	Ranan Naval StarPort x5 AA, x5 A, x12 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	7
Xeno Acceptance	70%
Government Type	Oligarchical Central Politic Unit
Government Support	20%
Loyalty Index	79%
Repression Index	58% (Revolt = 05%)
Bureaucracy Level	Exceedingly High
Corruption Level	06%

Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 97,500,000
Tax%/Levy	50% = MCR 48,750,000
Military Spending	20% = MCR 19,500,000
Major Imports	Foodstuffs, textiles, industrial metals, petroleum, chemicals, power metals, collapsium, consumer goods
Major Exports	Starships, armaments, vehicles, aircraft, computers and electronics, factory equipment, parts and general tools.
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	95% (25% to Black Market)

DzaKoan IV, 'World of Shifting Shadows,' stands in the light of three great suns, an immense giant yellow star and its two smaller companions. As the capital of the United Ranan Worlds, DzaKoan IV has to be the epitome of the Unitist policy and ambition, the proof positive of the practical value of the Ranan system and its application. DzaKoan IV dominates the U.R.W., and more than just politically. Economically, the world has a high gross productivity, of which a massive amount is expended on military purposes. It is also one of the most populous, containing an almost unbelievable 65 billion inhabitants, of which about 50 billion live in the countryside. Gross per capita productivity is CR 1500. Average annual income is CR 750 per person, but well over half the population receives less than that in allotments.

The average Federation citizen is usually appalled by the living conditions on this, the showplace of the U.R.W. The buildings are utterly unimaginative specimens of dubious architecture, grey monoliths surrounded by streets crowded with countless millions of faceless Ranan all dressed in the same greys and blues, the whole a disheartening picture of total regimentation without a trace of beauty or wonder in it.

Such impression perhaps fail to take into account the austerity which forms the very heart of Ranan Unitism. Unitism was, in part, a reaction to the severe economic injustices imposed upon the Ranan people for generations by their own traditional caste system. The Ranan became used to extreme privation, so much so that they even made a virtue out of austere living, a source of pride that they could endure even in the face of great want. The anger of the poor was harnessed by the early communists as a driving force that led to revolution, expulsion of the Blarads, and destruction of the 'capitalist monied classes' of the Ranan landowners and aristocrats. 'Food for all! Land for all! Unity now! Liberation forever!'

Early revolutionary philosophy played to the angry reaction of the abjectly poor to the life of the rich. Though essentially negative and destructive, such anger had a powerful and lasting effect on Ranan thinking. It confirmed the poor Ranan in the intrinsic rightness of his own life. It inoculated him against the inevitable spartan quality of life in a society burdened with such a vast population that only the strictest rationing could provide minimal subsistence for the majority. True, austerity and sharing provides a measure of equality in the distribution of very limited supplies of food and goods, and allocation of scarce living space strained to the limit by an exploding population. Unitist communism was applied to every resource, every service, every opportunity.

But those industrious or brilliant enough to produce more do need the skills, knowledge, and opportunity to do so. Educational and vocational opportunity was limited to those capable of exploiting it to the maximum in service of the Ranan state. The less competent were given work requiring limited training. Like everything else in the Unitist State, educational and technical training facilities are limited. Fail to make the stringent entrance requirements, fail to maintain good grades, and one must sink into the laboring masses forever. And there are only a few 'good jobs' relative to the countless Ranan billions. Only the best can be nominated to fill them. Inevitably, this leads to disparity.

There should be no surprise that, in practice, Unitism is riddled with inefficiency, corruption, nepotism, and self-interest. Power can corrupt mortal men, and the Party has absolute power. The fact is that only the ruling class enjoys the available luxuries. In the Unitist state, the rulers are the Party members who form the Army, the bureaucracy, and the technocracy. Party members have more liberal ration-drawing privileges — more and better food and clothing, larger quarters, the right to purchase luxury items in special departments of the government stores, priority in times of shortage, preference in education,

preference in jobs, and on and on. So much for the 'classless society of equals equally sharing the substance of the state' promised by the Revolution!

Billions on DzaKoan are desperately poor, despite the all-encompassing system of state socialism. There are over twelve billion peasants living on the minimal farmer's income, and another ten billion scarcely above that level. Half the workers enjoy a minimal worker's income. Hundreds of millions of forced laborers barely stand above slave status. And there are some nine billion totally disadvantaged *Xut Kuat* in the industrial slums. Of course, these facts the Unitists denounce as capitalist-imperialist lies. DzaKoan nevertheless exhibits the worst features of Unitism.

DzaKoan IV is a vast factory world, even though 75% of the people are involved in some aspect of agriculture. The atmosphere is filled with smoke and dense clouds of pollutants released by the great factories. Little attention was given in the past to serious environmental protection, and the rivers are often little more than running sewers. Indeed, so grave is the situation that many areas depend upon aqueducts to bring fresh water from distant regions, the rivers so contaminated with chemicals and sewage as to be dangerous to health. Large areas have been left waste by massive strip mining to rip minerals from the earth. To keep the factories supplied today, most raw materials have to be imported in vast amounts, the resources of DzaKoan IV being almost depleted. But some hope remains, for the government is attempting to reverse the environmental degradation and is both cleaning up the worst industrial pollution and instituting terraforming to restore damaged regions. A long road remains to be walked in the direction.

As noted, most DzaKoans are still farmers. They live in crowded communes because farmland is at a premium. Much arable land has been covered by the industrial centers or has been rendered unfit by pollution. There still remains a very large area under cultivation, almost three times that on Terra. But even the most heroic efforts have been unable to increase food production to provide for the needs of the huge population. Food must be imported. DzaKoan IV is therefore vulnerable to a close naval blockade, and disruption of its essential imports could deliver a crippling if not mortal wound in time. This the Ranan Central Committee has realized, and very powerful naval and ground forces are maintained in the starsystem.

The DzaKoan StarSystem is immense, with numerous planets, several of which have been colonized and fortified. The minerals and power metals needed by DzaKoan's ever-hungry industries are gathered in the outworlds:

THE INNER ASTEROIDS

Five wide belts of asteroids lie close to the three primaries, which orbit closely around each other. These belts lie at 4250 LS, 9400 LS, 12,500 LS, 16,000 LS, and 21,000 LS, representing five planets broken up when the three stars came together in primordial ages. The outer three belts are mined for minerals, with about 10,000,000 Ranan involved in this activity.

DZA KOAN I (*Dza Fsador*)

Type 15 Airless High Temperature Planet at 23,450 LS (46.9 AU), with a year of 71.8 Terran years. The planet does not rotate on its axis. Temperature is -190 C Darkside grading up to 463 C Brightside. Diameter = 2300 km. Gravity = 0.26G. Surface conditions are extremely hazardous on this world, especially Brightside. There the surface is dotted with pools of molten metals with low melting points, intense solar radiation requires shielding against a continual RAD*5 (rising to as much as RAD*12 in solar storms), and the temperatures themselves are brutally hard on equipment. Brightside is inhabited by an abundance of silicate lifeforms inimical to warm-blooded life (see Kord III for comparable beings). The Ranan regard the entire world as too costly in men and materials to develop at this time.

DZA KOAN II (*Dza Kuun*)

Type 15 Airless High Temperature Planet at 27,125 LS (54.25 AU), with a year of 89.35 Terran years. Day = 258 Terran days. Temperature is -200 C Nightside, grading up to 295 C Dayside at the equator. Diameter is 3800 km. Gravity = 0.34 G. The world is comparable to DzaKoan I, except conditions are far more congenial. For that reason, some mining settlements have been placed in the very high latitudes, from which industrial metals are extracted and sent to DzaKoan IV. The current population fluctuates around 25,000,000 but rarely grows beyond that, as the Party has decided not to expend funds for expansion of the facilities at this time. The permanent inhabitants

therefore practice rigorous birth control and children are permitted only as replacements for casualties and the very elderly expected to die soon. The settlements are largely underground, with only limited surface facilities.

DZA KOAN III (Telzan)

Type 13/7 High Pressure/High Temperature World at 30,900 LS (61.8 AU), with a year of 108.6 Terran years and a day of 78 hours 16 minutes. Temperature is 28 C to 185 C. Diameter = 13,975 km. Gravity is 1.01 G. Atmosphere is equal to 65 Terran atmospheres with a high concentration of carbon dioxide, water vapor, and toxic and corrosive chemicals, all of which add up to using only the finest exotic environmental equipment for any kind of operation on the world at all. This the Ranan lack, and all desire to colonize Dza Koan III is lacking because the expense required would be excessive.

BRINT SECURITY FILE DK277.51J.32AA: STARFORCE COM-MAND ACCESS ONLY, SCRAMBLE CODE DELTADeltaEPSILON

Operation Watchtower: DzaKoan III has been scouted by the Federation Survey Service performing a deep probe of Ranan space. Native life forms are very plentiful, living in the steamy, shallow seas there on DzaKoan III. The land is covered by low-lying vegetation resembling huge, thick lichens, and there are some small land creatures which live among the vegetation and feed on it and each other. Conditions are harsh in the extreme, but by no means strain Terran survival equipment designed for use on such worlds. A Federation Outpost with a BRINT staff of 125 men has been established on DzaKoan III to maintain a listening post within the very heart of the Ranan empire. Much valuable intelligence has been gathered from interception of Ranan communications and observation of ship movements.

DZA KOAN IV

Capital World. See description in preceding section.

DZA KOAN IVa (Krei)

Airless satellite of DzaKoan IV at 561,000 km, orbiting its primary every forty-seven Terran days, with rotation in the same period so that one side of the moon faces DzaKoan IV at all times. Temperature is -125 C Nightside to 175C Dayside. Diameter = 2670km. Gravity = 0.19 G. Krei is heavily cratered, like most moons. It is also pockmarked with numerous abandoned mines, many dating back to the First Empire of the Ranan. Krei houses almost 150,000,000 Ranan in vast underground mining complexes and hydroponic farming tunnels. Conditions in the mining centers can only be described as hellish, and the populace would clearly revolt if they could get away with it, but revolt in such an environment and so close to the heart of Ranan power would mean certain death.

DZA KOAN IVb (Wuuk)

Airless satellite of DzaKoan IV at 819,000km from its primary. Wuuk orbits DzaKoan IV every 91 days, rotating fully every 6.35 Terran days. Temperature = -125 C to 175 C. Diameter = 743km. Gravity is 0.045 G. Wuuk contains an AAAA Ranan naval base.

DZA KOAN V (Sangral)

Type 2 Terran planet at 35,775 LS (71.55 AU) from the primary, with a year of 135.33 Terran years and rotating on its axis every 22 hours 51 minutes. Temperature = -79 C to 52 C. Atmosphere is Terran at 625mm: 115mm oxygen; 500mm nitrogen. Diameter is 12,000 km. Gravity = 0.75 G. The planet is an agricultural and mining colony at Tech/6-7, with 250,000,000 inhabitants and a class A StarPort.

DZAKOAN VI (Traikal)

Type 14 Low Pressure Planet at 36,995 LS (73.99 AU) from the primary, with a year of 142.31 Terran years and rotating on its axis every 25 hours 11 minutes. Temperature range is from -109 C to 31 C. The atmosphere is at 115mm pressure: 16mm oxygen; 80mm nitrogen; 12mm carbon dioxide. Diameter = 7550km. Gravity = 0.55 G. The planet is an agricultural and mining colony at Tech/6-7, with 75 million living in domed settlements. It has a Class B StarPort.

ASTEROID BELT SIX

A very broad belt of asteroids stretching outward from 37,300 LS to 38,500 LS (74.6 - 77.0 AU). There are forty-three domed mining settlements located on the largest asteroids, with about 1,500,000 Ranan living in the belt. Several large deposits of collapsium are reputed to have been discovered in the Belt.

DZA KOAN VII (Maatan)

Type 20 Ringed Gas Giant at 39,485 LS (78.97 AU) from the primary,

with a year of 156.92 Terran years and rotating on its axis every 11 hours 41 minutes. Temperatures range from -165 C in the upper atmosphere. Diameter is 116,000km. Gravity is 1.45 G. Maatan has fifteen satellites ranging from 185km to 5275km in diameter, seven are airless and eight have methane atmospheres. The largest satellite, Maatan V, is *Duatreekan*. It has a class AAA naval StarPort and eighty-two domed colonies with 50,000,000 inhabitants engaged in mining and extensive hydroponic farming. Maatan has an orbit inclined almost sixty degrees away from the orbits of the other worlds and currently lies 'above' the starsystem. The naval base covers the 'high' frontier of the starsystem.

DZA KOAN VIII (Nergal)

Type 20 Ringed Gas Giant at 41,365 LS (82.73 AU) from the primary, with a year of 168 Terran years and rotating on its axis every 9 hours 59 minutes. Temperature in the upper atmosphere is -186 C. Diameter is 180,000km. Gravity = 2.15 G. There are seventeen satellites ranging from 49km to 4295km in diameter, 14 are airless and 3 have methane atmospheres. Nergal VII (*Sarak Dis*) is 875km in diameter, airless, with 0.045 G and holds a frontier naval base in the starsystem, an AAA StarPort.

DZA KOAN IX (Vekkal)

Type 20 Gas Giant at 45,815 LS (91.63 AU) from the primary, with a year of 196 Terran years and rotating on its axis every 18 hours 32 minutes. Temperature in the upper atmosphere is -195 C. Diameter is 88,000km. Gravity is 1.25 G. Vekkal has 10 satellites ranging from 94km to 1625km in diameter, all airless. Vekkal V (*Tranhar*), the largest, holds the main naval base in the starsystem, at x3 AAAA complex with x12 A class fortresses. Since Vekkal is almost diametrically opposite Maatan (Dza Koan VIII), the base covers the far side of the starsystem.

DZA KOAN X (Arduu)

Type 20 Ringed Gas Giant at 48,500 LS (97 AU) from the primary, with a year of 160.84 Terran years and rotating on its axis every 10 hours 22 minutes. Temperatures in the upper atmosphere are -206 C. Diameter is 69,000km for a Gravity of 0.91 G. Dza Koan X has 12 satellites ranging from 233km to 3450km in diameter, all airless.

DZA KOAN XI (Santzuu)

Type 18 Airless Distant Planet at 55,800 LS (111.6 AU) from the primary and with a year of 263.62 Terran years, rotating on its axis every 212 Terran days. Temperatures are in the area of -225 C. The planetary diameter is 6500km. Gravity = 0.39 G. DzaKoan XI contains a naval outpost of A strength. It has 'Pluto-type' surface conditions.

DZA KOAN XII (Ortar)

Type 18 Airless Distant Planet at 61,100 LS (122.2 AU) from the primary, with a year of 302.06 Terran years and rotating on its axis every 11 Terran days. Temperature = -241 C. Diameter is 4500km. Gravity = 0.33 G. DzaKoan XII contains a naval outpost of A strength. Pluto type surface conditions.

DZA KOAN XIII (Klatuu)

Type 18 Eccentric Orbit. Airless Distant Planet at 66,345 LS (132.69 AU) from the primary with a year of 341.78 Terran years and rotating on its axis every 53 Terran days. Temperature is -255C. Diameter is 5225km with a Gravity of 0.46 G. Dza Koan XIII contains a naval outpost of AA strength and a research complex. Pluto type surface conditions are found here. The planet is in the outermost swing of a highly eccentric cometary orbit that will carry it within 17,000 LS of the multiple star primaries at its closest approach some 170,80 Terran years from now (2596).

BRINT SECURITY FILE DK177.51J.32AA: STARFORCE COM-MAND ACCESS ONLY, SCRAMBLE CODE DELTADeltaEPSILON

Operation Watchtower: Dza Koan XIV (Watchtower): Type 18 Airless Distant Planet at 84,200 LS (168.4 AU) from the primary with a year of 488.65 Terran years. The planet does not rotate on its axis. Temperature is -261 C. Diameter is 2600km and Gravity is 0.16 G. Pluto type surface conditions. The tiny world is so far removed from the Dza Koan system and has such a low albedo that the Ranan have not yet discovered it. However, the Federation has, and a concealed class AAA advanced naval base has been established on the world for close observation of the Ranan capital system. Pluto type surface conditions. A Takahashi-Mobutu Mk. XXVI high resolution electronic telescope and a 100m Berkowitz Megaband Dish Receiver have been installed for long-range visual and communications interception. Elite Marine Regiments equipped for Cold Planet combat conditions man the

ground defenses. Based on WatchTower are several squadrons comprised of battlecruisers, cruisers, destroyers, corvettes, and FTL scouts, comprising the 255th Deep Penetration Scouting Task Force. The base is rigged for demolition and rapid evacuation should the Ranan effect discovery and mount an assault against it.

ELORKAN IV

StarSystem Coordinate 5.AA.—50 NCG 7292 GSC 15.LL.+1200
Stellar Primary F9v main sequence star
FTL Conversion 10,000 LS
Planets in System 10

ELORKAN IV: A U.R.W. Colony World. Population: 500,000,000. Average Tech/6-7 agricultural planet with StarPort C. Type 7 Terran Jungle Planet. Distance from Primary = 500 LS (1.00 AU). Year is 353 Terran days. Day is 25 hours 46 minutes. Diameter = 13,400km. Gravity = 1.08 G. Atmosphere is Terran at 825mm; 170mm oxygen; 643mm nitrogen. Climate is hot and humid of a Terran type. Temperature range is —40 C to 67 C. Hydrosphere is 82%. Imports include manufactured goods. Exports include food, textiles, exotic pharmaceuticals. Trade acceptance is 70% and requires a Ranan License. Corruption is 12%. The Gross productivity is MCR 650,000 (50% tax). Military expenditures are MCR 100,000. Population is 88% agricultural and the planet is ruled by a typical Planetary Politic Unit. Militia technology is Tech/8+. Government support is 15% and the Loyalty Index is 72% (Revolt = 11%).

Ennazei III

ENNAZEI III

StarSystem Coordinate 3.JJ.—55 NCG 7292 GSC 15.LL.+1200
Stellar Primary F5v main sequence star
FTL Conversion 10,000 LS
Planets in System 10

ENNAZEI III Type 1 Terran Tundra Planet
Orbital Distance 925 LS (1.85 AU)
Length of Year 2.74 Terran years
Length of Day 25 hours 11 minutes
Planetary Diameter 13,900 km
Surface Gravity 1.13 G
Temperature Range —91 C to 25 C
Atmosphere Type Terran: 675mm; 115mm oxygen; 552mm nitrogen. The planet is locked in the depths of a severe ice age, and most life forms dwell in the equatorial and tropical regions, which have climatic conditions similar to that of Terra's boreal forest regions.

Hydrosphere Type 78%: 5 continents. The seas in the higher latitudes remain icebound for most of the year, and vast glacial icecaps 1000-3000m thick lie over more than half the land area.

StarNationality United Ranan Subjugated Reconstructed World
Sentient Race Ranan Humanoids
Population 750,000,000
Tech Level Tech/6-7 with Tech/6-9 industry
StarPort Rating Ranan Naval StarPort A
Social Organization Ranan Unitist Communism
Societal Strength 4
Xeno Acceptance 16%
Government Type Military Command
Government Support 07%
Loyalty Index 18%
Repression Index 93% (Revolt = 25%)
Bureaucracy Level Oppressive
Corruption Level 20%
Law Level 18+
Economic Rating Poor Agricultural/Mining Planet
Gross Productivity MCR 1,500,000
Tax %/Levy 60% = MCR 900,000
Military Spending 25% = MCR 375,000
Major Imports Manufactured goods, textiles
Major Exports Food, precious metals, gems, furs, industrial metals
Trade Restrictions Government Licensed Trade Only
Trade Acceptance 65% (52% to Black Market)

Ennazei III (which translates literally as 'Pregnant Man,' a derisive term given the world by the Unitists after its conquest) is ruled with an iron hand by the military authorities. All Outsiders are barred from setting foot on the planet except to offload cargos and take on export commodities.

Discovered by the Blarad Scouting Service in 2053, the unappealing tundra world was found to contain the very precious Tricce 'emerald,' as well as promising deposits of other precious gems and metals. Early in the Ranan Revolution, the small Ranan capitalist class which arose on Kara-Kei III was permitted to leave the planet and seek a new home, the liberal minded communist revolutionaries glad to be rid of them but not wishing to precipitate a bloodbath. The Blarads allowed the refugees to establish a colony on Ennazei III to develop the resources. A very stable and prosperous capitalist plutocracy flourished on Ennazei III for a time, an essentially Ranan-directed society in which the average citizen was remarkably well off, and Blarad involvement in their lives was minimal.

A world of little apparent importance, Ennazei III avoided the ire of the Unitist worlds until 2409, when the U.R.W. decided to invade. The defenses of Ennazei III were quickly overwhelmed, the brave but small Blarad garrison being slain to the last man. The 'totally' degenerate and corrupt capitalist boot-lickers and Bear-lovers' who formed the Ranan population were a source of horror to the Unitists. At one point, Girdzian is reputed to have considered exterminating the entire population, but settled for permanent military occupation instead.

Ennazei III was supposed to be converted into a planet-wide 're-education' facility, but the world is so large, the wilderness so vast, and conditions so harsh for the average Ranan that the plan failed miserably. The fact was that troops assigned to Ennazei III were quickly demoralized by it all. Further, the native population itself has had a devastating effect upon the supposedly unshakable Ranan process conditioning of many of the occupation personnel. Indeed, too many of them were actually infected with such dangerous and liberal ideas that they had to be discharged from service in disgrace and sent to join the occupied population. After fifteen years of this, the Ranan government finally abandoned all except the most minimal contact between its personnel and the native population.

CAUTION: Today, the Ranan maintain a strong garrison to keep an overwatch on the recalcitrant Ranan of the hinterlands, demanding only that the taxes be paid in production materials. All contact with Outsiders is forbidden, and the naval patrols will fire upon any non-Ranan vessel entering the system.

SECURITY CLEARANCE: NEED TO KNOW BASIS ONLY, UPON ASSIGNMENT BY BRINT:

The U.R.W. quarantine of Ennazei (code name: Little David) in 2407 served to maintain the old, democratic traditions of the native Ranan population, the Ennazei'tei. Over the course of the 25th century, as the failure of the U.R.W. to convert the Ennazei began to exact its own toll on the Ranan personnel, the U.R.W. withdrew from the Ennazei except for maintaining surveillance patrols.

By 2500, the Ennazei were quite free to pursue their own internal goas and had become expert at hiding their true condition from the Ranan occupation forces. With assistance from the Federation's BRINT Office of Self-Determination (a revolution-fomenting agency charged with assisting oppressed peoples to gain their independence), technological aid was provided and the Ennazei'tei attained an effective Tech/9-10 level in key areas. A complete infrastructure of government and national armaments production, hidden totally from Ranan knowledge, has been developed with Federation assistance and materials.

The Ennazei shadow government now commands the loyalty of 93% of the population, with almost half committed to active support. It has also doubled production so that the gross planetary income is somewhat over 200% of that estimated by the U.R.W. authorities. It therefore has the military tax levy of the Ranan occupation forces, and this has been augmented by BRINT grants, for a total of MCR 500,000 per year. The population has been armed and trained with light infantry weapons on the Ranan model, imitated from U.R.W. weapons stolen from their arms stores. A revolution is definitely brewing, and the Ennazei have concluded a secret agreement with both the Blarads and the Federation whereby the planet will be declared a Federation Protectorate the moment they are able to demonstrate effective control of the planetary surface.

The Ennazei have been most cooperative with both Federation and Blarad intelligence services operating in the Ranan region, providing excellent espionage agents to penetrate the worlds of the U.R.W. and gather much valuable intelligence on the Ranan economy, military, and the whole social system in general. Smugglers are welcome, for the native population is desperate for off world products, and Free Traders make a healthy profit on the Ennazei run. A number of trustworthy League Free Traders who do 'contract work' for BRINT are running arms and military equipment for the rebels. This distances the Federation from direct involvement should the Ranan StarForces effect a successful interception.

ENUAKON III

StarSystem Coordinate 9.GG.+55 NCG 7292 GSC 15.LL.+1200
Stellar Primary G9v main sequence star
FTL Conversion 10,000 LS
Planets in System 8

ENUAKON III: U.R.W. Colony World with a population of 750 million Poor Tech/6-7 agricultural planet with StarPort C. Type 1 Terran Forest Planet. Distance from Primary = 355 LS (0.71 AU), Year = 248 days; Day = 24 hours 23 minutes. Diameter = 12,200km for a surface gravity of 0.81 G. Atmosphere is Terran at 695mm; 139mm oxygen; 546mm nitrogen. Climate is Terran typical. Temperature range is -55 C to 59 C. Hydrosphere is 75%. Imports include manufactured goods. Exports include food and textiles. Trade Acceptance is 45%. Corruption is 11%. Gross Productivity = MCR 950,000 (50% tax). Military Expenditures = MCR 150,000. The planet has a military government and 95% of the population is engaged in agriculture. The militia technology is Tech/8+. Government Support = 15%; Loyalty = 88% (Revolt = 03%).

ENUAN TZAN II

StarSystem Coordinate 7.GG.+63 NCG 7292 GSC 15.LL.+1200
Stellar Primary F9v main sequence star
FTL Conversion 10,000 LS
Planets in System 9

ENUAN TZAN II: U.R.W. Colony World with a population of 1,250,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 555 LS (1.11 AU). Year = 1.14 Terran years. Day = 25 hours 19 minutes. Diameter = 13,150km. Gravity = 0.93 G. Atmosphere: Terran at 655mm; 120mm oxygen; 522mm nitrogen. Climate is Terran typical. Temperature range is -68 C to 63 C. Hydrosphere is 59%. Imports include manufactured goods. Exports include food and textiles. Trade Acceptance is 55% on Ranan License. Corruption = 14%. Gross Productivity is MCR 1,575,000 (50% tax). Military expenditures are MCR 250,000. Military Government with 91% agricultural population. Militia technology is Tech/9+. Government Support = 19%; Loyalty = 92% (Revolt = 06%).

ENUAN TZOK III

StarSystem Coordinate 10.DD.+68 NCG 7292 GSC 15.LL.+1200
Stellar Primary G5v main sequence star
FTL Conversion 10,000 LS
Planets in System 10

ENUAN TZOK III: U.R.W. Colony World. Population 775,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 445 LS (0.89 AU). Year = 327 days. Day = 23 hours 51 minutes. Diameter = 12,675km. Gravity = 0.97 G. Atmosphere: Terran at 695mm; 122mm oxygen; 558mm nitrogen. Climate is Terran typical. Temperature = -60 C to 66 C. Hydrosphere = 81%. Imports include manufactured goods. Exports include food and textiles. Trade Acceptance = 65% on Ranan License. Corruption = 07%. Gross Productivity = MCR 950,000 (50% tax). Military Expenditure = MCR 150,000. Military Government, with 91% agricultural population. Militia technology is Tech/7+. Government Support = 18%; Loyalty = 82%; Revolt = 10%.

ENUAT KORSUN V

StarSystem Coordinate 9.FF.+62 NCG 7292 GSC 15.LL.+1200
Stellar Primary G7v main sequence star
FTL Conversion 10,000 LS
Planets in System 7

ENUAT KORSUN V: U.R.W. Member World. Population 625,000,000. Average Tech/6-7 agricultural/mining planet with StarPort B. Type 2 Terran No Seasons Steppe Planet. Distance from Primary = 400 LS (0.80 AU). Year = 288 days. Day = 23 hours 38 minutes. Diameter = 12,425km. Gravity = 0.78 G. Atmosphere: Terran at 595mm; 115mm oxygen; 470mm nitrogen. Climate is Terran typical. Temperature = -72 C to 66 C. Hydrosphere = 58%. Imports include manufactured goods. Exports include food, textiles, rare industrial metals, silver, gold, platinum, irridium. Trade Acceptance = 50% on Ranan License. Corruption = 16%. Gross Productivity = MCR 925,000 (50% tax). Military Expenditure = MCR 175,000. Planetary Politic Unit with 88% agricultural population. Militia technology is Tech/9+. Government Support = 18%; Loyalty = 78%; Revolt = 08%.

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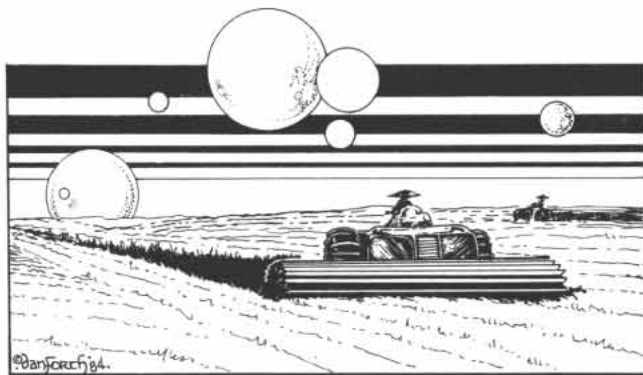
EVAT'ENTZEI VII

StarSystem Coordinate 7.FF.+20 NCG 7292 GSC 15.LL.+1200
Stellar Primary Kiii giant star
FTL Conversion 35,000 LS
Planets in System 12
EVAT'ENTZEI VII Type 2 Terran Planet: 13 moons
Orbital Distance 6745 LS (7.85 AU)
Length of Year 13.49 Terran years
Length of Day 31 hours 23 minutes
Planetary Diameter 16,500 km
Surface Gravity 1.13 G
Temperature Range -63 C to 55 C
Atmosphere Type 690mm; 120mm oxygen; 560mm nitrogen
Hydrosphere Type 79%: 5 large continents and more than 28,000 islands
StarNationality United Ranan Member World
Sentient Race Ranan Humanoids
Population 18,500,000,000
Tech Level Tech/6-7 with Tech/9-10 industry
StarPort Rating Ranan Naval StarPort x1 AAAA; x8 A class orbital forts
Social Organization Ranan Unitist Communism
Societal Strength 8
Xeno Acceptance 68%
Government Type Oligarchical Party Politic Unit
Government Support 26%
Loyalty Index 96%
Repression Index 08% (Revolt = 01%)
Bureaucracy Level High, but not repressive
Corruption Level 02%
Law Level 18+
Economic Rating Poor Industrialized Agricultural Planet
Gross Productivity MCR 27,750,000
Tax %/Levy 50% = MCR 13,875,500
Military Spending 18% = MCR 5,000,000
Major Imports Armaments, factory equipment
Major Exports Foodstuffs, textiles, industrial metals, power metals, agricultural machinery, tools
Trade Restrictions Government Licensed Trade Only
Trade Acceptance 70% (13% to Black Market)

Evat'Entzei VII (literally translated as 'Beautifully Pregnant Fruitful Woman') is one of the U.R.W.'s largest producers of agricultural products, with a 16% surplus over planetary requirements. The planet is viewed as a model for Unitary agricultural policies carried out successfully, just as DzaKoan IV and Asaloï VI are regarded as model worlds of Ranan industry. And truly, the planetary government has both worked wonders while still maintaining a very strong popularity with the Ranan citizenry.

Evat'Entzei VII enjoys an unheard of repression index of only 08% and very high loyalty and government support indices. This is attributable, in part, to the fact that Evat'Entzei VII is the birthplace of the greatest Unitist philosopher, Tranlei Reehan. A member of the 'Pure Eight,' it was among the first to rebel and even was for a brief time the capital world for the short-lived Ranan Soviet. Tzanlar Reehan, the great-great-grandfather of Tranlee Reehan, led the revolutionaries in the early days.

After Tzanlar Reehan's death, his son Donlee governed the world. Donlee, and each of his five successors, promoted a cult of personality



around the leadership, ruling by charisma as well as hard practicality. This appealed emotionally to the people and has gone a long way to explain the general contentment of the Evat'Entzei Ranan. So has the preparedness of the authorities to look at the individual ambitions and talents of its citizens. Unlike on many Ranan worlds, workers are free to compete for new jobs elsewhere and are not locked for life in a given factory, commune, etc.

Today, Evat'Entzei VII is very supportive of the central government on DzaKoan IV and strictly adheres to the Party line. It is also a prime supplier of personnel for the Army and the government bureaucracy. By a peculiarity of vocal evolution, true natives of Evat'Entzei VII are capable of mastering a wide range of languages and dialects, quickly and often fluently. This has made them prized members in the diplomatic corps of the Ranan government, and also excellent field agents for the Ranan secret Thought Police, the *Kuatempeta*, and the Military Intelligence Service, *Spechein* ('Eyes on the Enemy').

Evat'Entzei VII has a stunning procession of 13 moons at night. All of the moons have extensive settlements on them (domed mining colonies of 100,000 to 500,000 population). These satellites range from about 1100km to 3275km diameter and are placed from 22,000km to 593,000km from their planetary primary. All are airless worlds with temperatures ranging from -150 C to 135 C and gravities from 0.095 G to 0.193 G.

FANLAN II

StarSystem Coordinate 7.FF.+35 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G3v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 10

FANLAN II: U.R.W. Colony World. Population: 600,000,000. Poor Tech/6-7 mining/agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 475 LS (0.95 AU). Year = 346 days. Day = 24 hours 59 minutes. Diameter = 13,050km. Gravity = 0.95 G. Atmosphere: Terran at 725mm; 130mm oxygen; 612mm nitrogen. Climate is Terran typical. Temperature = -66 C to 59 C. Hydrosphere = 73%. Imports include manufactured goods. Exports include food, textiles, industrial metals, power metals. Trade Acceptance = 60% on Ranan License. Corruption = 16%. Gross Productivity = MCR 175,000. (50% tax) Military Expenditure = MCR 175,000. Military Government with 90% agricultural population. Militia technology is Tech/9+. Government Support = 21%, Loyalty = 82%; Repression = 46%; Revolt = 10%.

FANUAN III

StarSystem Coordinate 8.FF.+48 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G4v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 10

FANUAN III: Ranan Colony World. Population: 1,500,000,000. Poor Tech/6-7 agricultural planet with StarPort A. Type 1 Terran Steppe Planet. Distance from Primary = 525 LS (1.05 AU). Year = 1.12 Terran years. Day = 25 hours 27 minutes. Diameter = 13,500km. Gravity = 0.97 G. Atmosphere: Terran at 745mm; 136mm oxygen; 596mm nitrogen. Climate is Terran typical. Temperature = -62 C to 64 C. Hydrosphere = 56%. Imports include manufactured goods. Exports include food. Trade Acceptance = 50% on Ranan License. Corruption = 13%. Gross Productivity = MCR 1,875,000 (50% tax). Military Expenditure = MCR 300,000. Military Government with 94% agric-

ultural population. Militia technology is Tech/9+. Government Support = 19%. Loyalty = 64%; Repression = 43%; Revolt = 22%.

Fsa

FSA III

StarSystem Coordinate 6.GG.+17 NCG 7292 GSC 15.LL.+1200
 Stellar Primary F5iv/K0v binary starsystem
 FTL Conversion 25,000 LS
 Planets in System 6
 FSA III Type 1 MS Terran Planet: 8 moons
 Orbital Distance 2250 LS (5.10 AU)
 Length of Year 9.63 Terran years
 Length of Day 26 hours 09 minutes
 Planetary Diameter 12,900 km
 Surface Gravity 0.94 G
 Temperature Range -65 C to 61 C
 Atmosphere Type Terran: 725mm; 150mm oxygen; 562mm nitrogen. Climatic conditions over most of the planet are comparable to Terran climate at medium to high latitudes, as much of the land is high plateau and mountain country. Dense smog in industrial areas.

Hydrosphere Type

66%: 4 continents, 5 large islands, numerous smaller islands.

StarNationality United Ranan Member World
 Sentient Race Ranan Humanoids
 Population 45,000,000,000
 Tech Level Tech/5-6 with Tech/6-10 industry
 StarPort Rating Ranan Naval StarPort x3 AAA; x7 A class orbital forts

Social Organization Ranan Unitist Communism

Societal Strength 4
 Xeno Acceptance 87%
 Government Type Oligarchical Planetary Politic Unit
 Government Support 10%
 Loyalty Index 52%
 Repression Index 88% (Revolt = 11%)
 Bureaucracy Level Pervasive at all levels
 Corruption Level 19%
 Law Level 18+
 Economic Rating Poor Industrialized Agricultural Planet
 Gross Productivity MCR 55,000,000
 Tax %/Levy 50% = MCR 27,500,000
 Military Spending 15% = MCR 8,250,000
 Major Imports Agricultural equipment, tools, vehicles, aircraft, foodstuffs, armaments.

Major Exports Foodstuffs
 Trade Restrictions Government Licensed Trade Only
 Trade Acceptance 80% (25% to Black Market)

Fsa III (which translates as 'Self-Prosperity') is an example of the consequences of Unitist policy applied in the most brutal and uncompromising dictatorial fashion. Although one of the 'Pure Eight' and one of the most populous, Fsa has been unable to effect the 'miracles' of the Unitist Revolution. This hopelessly overcrowded world is covered by agrarian collectives and communes, but it cannot feed itself. The morale of the masses is low, and they are sullen if generally obedient. However, given the right circumstances, the populace could rise against the oppressive management of its daily lives, which are regulated in virtually every aspect by a red-tape enwrapped bureaucracy that seems impervious to the desperate need of billions of the citizens.

FSA-XUAN III

StarSystem Coordinate 6.HH.+36 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G0v/K1v binary starsystem
 FTL Conversion 10,000 LS
 Planets in System 8

FSA-XUAN III: U.R.W. Colony World. Population: 635,000,000. Poor Tech/6-7 mining/agricultural planet with StarPort B. Type MS 1 Terran Steppe Planet. Distance from Primary = 545 LS (1.09 AU). Year = 312 Terran days. Day = 25 hours 23 minutes. Diameter = 12,500km. Gravity = 0.85 G. Atmosphere: Terran at 1005mm; 185mm oxygen; 806mm nitrogen. Climate = Dry warm to hot Terran. Temperature = -61 C to 58 C. Hydrosphere = 40%. Imports include manufactured goods. Exports include food, power metals, industrial metals, precious

metals. Trade Acceptance = 55% on Ranan License. Corruption = 14%. Gross Productivity = MCR 900,000 (50% Tax). Military Expenditure = MCR 150,000. Military Government with 84% agricultural populace. Militia Technology is Tech/9+. Government Support = 20%; Loyalty = 76%; Repression = 33%; Revolt = 08%.

FSA-ZEKAN II

StarSystem Coordinate 6.HH.+10 NCG 7292 GSC 15.LL.+1200
Stellar Primary G4v/wd binary starsystem
FTL Conversion 10,000 LS
Planets in System 9

FSA-ZEKAN II: U.R.W. Colony World. Population: 575,000,000. Poor Tech/6-7 agricultural planet with StarPort B. Type MS 1 Terran Ocean Planet. Distance from Primary = 875 LS (1.35 AU). Year = 1.18 Terran years. Day = 27 hours 23 minutes. Diameter = 13,075km. Gravity = 0.81 G. Atmosphere: Terran at 750mm; 155mm oxygen; 585mm nitrogen. Climate = Marine Terran. Temperature = -50 C to 50 C. Hydrosphere = 88%. Imports include manufactured goods. Exports include food and petroleum. Trade Acceptance = 45% on Ranan License. Corruption = 13%. Gross Productivity = MCR 725,000 (55% Tax). Military Expenditures = MCR 125,000. Military Government with 93% agricultural population. Militia technology is Tech/8+. Government Support = 24%; Loyalty = 80%; Repression = 35%; Revolt = 10%.

718.747Δ

HANITT III

StarSystem Coordinate 5'II.-32 NCG 7292 GSC 15.LL.+1200
Stellar Primary G4v main sequence star
FTL Conversion 10,000 LS
Planets in System 9

HANITT III Type 2 Terran Tundra Planet: 1 moon
Orbital Distance 500 LS (1.00 AU)
Length of Year 1.11 Terran years
Length of Day 24 hours 52 minutes
Planetary Diameter 12,000 km
Surface Gravity 0.78 G
Temperature Range -98 C to 16 C
Atmosphere Type Exotic: 925mm; 185mm oxygen; 726mm nitrogen. Noxious gases in the atmosphere (D/3 and D/4 type) are potent and fast acting. The native population is immune to the effects, but most humanoids require filter masks and protective clothing because the gases can be absorbed through the skin. Terran natives and about 65% of all other humans seem to be unaffected by the gases. Polar and sub-polar conditions exist throughout the planet.

Hydrosphere Type 66%: 5 continents and many large islands. The glacial ice caps are now receding, but some 68% of the land area is still covered.
StarNationality United Ranan Protectorate
Sentient Race Ranan Humanoid (Mutated)
Population 25,000,000 (est.)
Tech Level Tech/1
StarPort Rating Landing Ground
Social Organization Tribal Anarchy
Societal Strength 2
Xeno Acceptance 95% (including off-world Ranan)
Government Type Clan/Tribal Organization
Law Level 0
Economic Rating Very Poor Agricultural Planet
Gross Productivity MCR 6500
Trade Restrictions Prohibited by U.R.W.

Hanitt III (which translates as 'Cold Past') is gradually awakening from an ice age that has likely lasted for some 20,000 years or more. The lack of axial tilt creates truly vast and barren wastes in middle and high latitudes. Most life forms (including the native Ranan) are restricted to a very thin belt about the equator. Even here, the weather can be harsh, as severe cold snaps and occasional blizzards slip through from higher latitudes.

It is not known whether the native Ranan tribesmen are genetically

compatible with their interstellar cousins. As a matter of fact, little is known about them at all except that they are a very warlike species quick to attack any intruders into tribal hunting lands. They also appear to be significantly mutated from the Ranan norm.

Rich deposits of silver, gold, platinum, and iridium have been discovered on Hanitt III. Though the rumors cannot be confirmed, illegal prospecting and mining may be in progress on the planet.

CAUTION: The Hanitt starsystem has been placed under a total interdict by the Ranan StarForces. All vessels entering the system can expect to be fired upon without challenge. The Ranan have declared the world to be a protectorate, subject to complete non-interference with the natural development of the indigenous race.

SECURITY CLEARANCE: NEED TO KNOW BASIS ONLY, UPON ASSIGNMENT BY BRINT:

It is not customary Ranan policy to follow principles of non-intervention on primitive worlds, yet they profess just such a policy on Hanitt III. This has strengthened suspicion in Federation Contact Service and Intelligence circles that something else is actually being done on Hanitt III, something the Ranan are attempting to conceal from Outsider awareness. That a class AAA fortress base and a C Landing Ground are maintained on the planet and some MCR 75,000 has been allocated for 'Defense' purposes in the starsystem adds further reason to suspect some sinister activity. Deep penetration operations to gather intelligence on Ranan intentions should be initiated at the earliest opportunity.

718.747Δ

KARA-KEI III

StarSystem Coordinate 2.CC.-38 NCG 7292 GSC 15.LL.+1200

Stellar Primary K9iii giant star
FTL Conversion 35,000 LS
Planets in System 8
KARA-KEI III Type 2 Terran Steppe Planet: ringed; 3 small moons.
Orbital Distance 3875 LS (7.75 AU)
Length of Year 6.80 Terran years
Length of Day 27 hours 19 minutes
Planetary Diameter 13,550 km
Surface Gravity 1.00 G
Temperature Range -48 C to 70 C
Atmosphere Type Terran: 735mm; 125mm oxygen; 588mm nitrogen.
Hydrosphere Type 43%: 3 large continents, 4 smaller land masses, separated by narrow oceans and seas. Large regions are arid wastes, especially in the barren equatorial zone which is largely desert. Fertile steppelands predominate in the middle latitudes. Well watered regions contain lush forests.

StarNationality United Ranan Member World
Sentient Race Ranan Humanoids
Population 12,500,000,000
Tech Level Tech/8-9 with Tech/8-10 industries
StarPort Rating Ranan Naval StarPort x2 AAAAAA; x9 A class orbital forts.
Social Organization Ranan Unitist Communism
Societal Strength 8
Xeno Acceptance 28%
Government Type Oligarchical Planetary Party Unit
Government Support 26% (essentially loyal to Trihlee personally, not to the Party)
Loyalty Index 91%
Repression Index 17% (Revolt = 02%)
Bureaucracy Level Moderate
Corruption Level 05%
Law Level 18+
Economic Rating Average Industrial Planet
Gross Productivity MCR 50,000,000
Tax %/Levy 50% = MCR 25,000,000
Military Spending 15% = MCR 7,500,000
Major Imports Industrial metals, power metals, Collapsium, some foodstuffs, textiles.
Major Exports Starships, electronic parts, aircraft, AFV, heavy weapons, small arms.

Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	85% (17% to Black Market)

Kara-Kei III was discovered in 2010 by Blarad scouts. The planet was inhabited by Tech/1-2 humanoids, but there were satisfactory mineral deposits so it was claimed and incorporated into the Duchy of Luvork. The shock of the ursinoids' arrival caused the complete cultural and social collapse of whatever society the primitive Ranan had. The colonial governors, members of the very noble but liberal and enlightened Renkur-Torval line, instituted a comprehensive program of education and indoctrination to bring the poor and distressed natives into modern society.

The life of the natives of Kara-Kei III enjoyed a lifestyle far superior to that on many of the other Ranan planets. They were granted the same freedoms and rights held by Blarad citizens of the common classes and received excellent technical educations, and took well to the industrial work which employed many. Kara-Kei saw its first shipyards completed in 2058, and other high-tech industries were founded there as well.

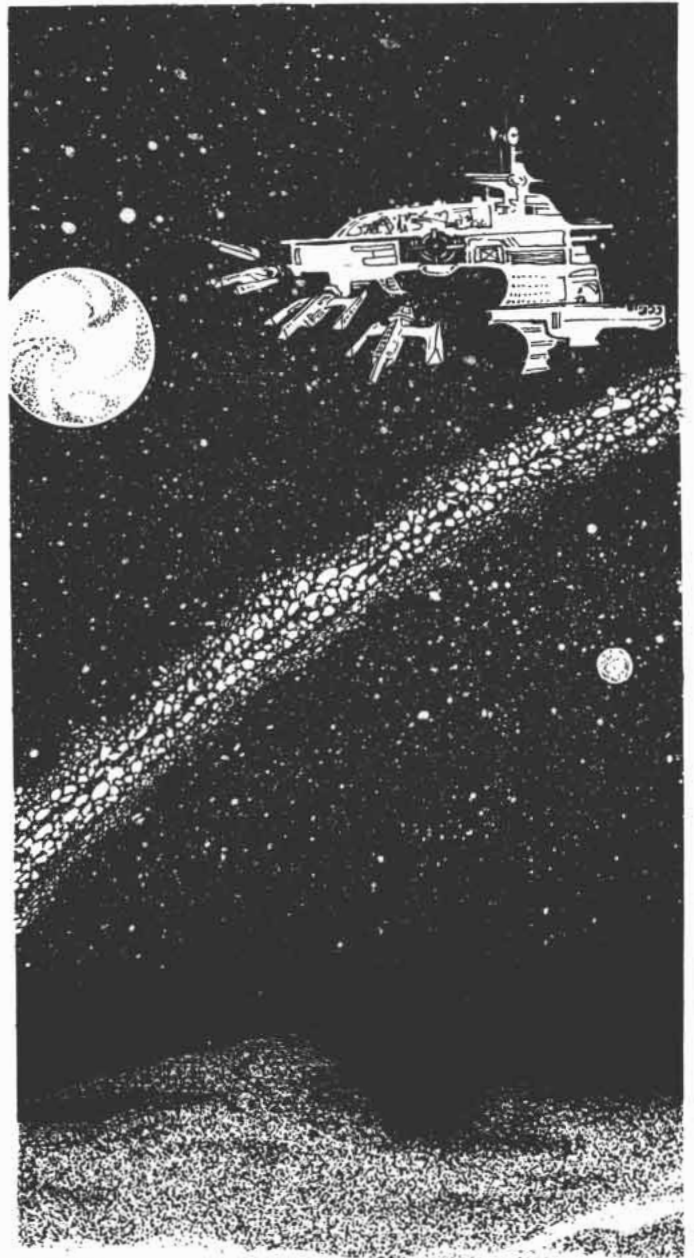
The vast majority remained on the land, however, converted from nomadic hunters into farmers and herdsman. Yet they benefited greatly as well, the Blarads establishing great irrigation systems to bring water to the semi-arid steppelands. Advanced agricultural techniques and good farming equipment were also readily available, and the Ranan of the countryside soon came to enjoy the same high standard of life as did their urban cousins working in the mines, smelters and factories.

Within several generations, the Kara-Keians became loyal citizens of the Blarad monarchy. In 2072, the planet was granted independence and its own government. A century of peace and prosperity ensued. Then the Ranan regime on Kara-Kei was overthrown by an ultra-right fascist group of entrepreneurs and army officers in 2176. Conditions for the common Ranan quickly degenerated and government repression was extreme. After the revolution had begun on DzaKoan and other worlds, it spread to Kara-Kei. The government was overthrown in 2216 by a coalition of revolutionary factions, the communists predominating. The revolutionary government almost immediately found itself with the Central Revolutionary Committee of the 'Pure Eight,' which claimed command over the entire 'revolutionary movement' in NCG 7292. This absolute authority over planetary affairs the Kara-Keian communist regime rejected, so the Central Committee attempted to overthrow the Kara-Keian revolution by fomenting one of its own. This ultimately failed. Ironically, communistic Kara-Kei found itself firmly outside and opposed to the group of worlds that later formed the U.R.W.

The Kara-Keians were nationalists before all else. They wanted social justice, freedom from outside interference, and the right to decide their own affairs. Thus Kara-Kei even began aiding other Ranan planets to put down the 'communist' revolutionaries even though Kara-Kei itself was governed by a liberal communist system. It became a leading world in the Deltei Alliance and an ally of the Blarads. Until its conquest in 2417, Kara-Kei was one of the most dangerous foes of Unitism.

Kara-Kei was subjected to brutally oppressive military rule by the U.R.W. occupation forces under General Khar Sintzan, a close friend of Girdzian. Even today, the name of Khar Sintzan is loathed on Kara-Kei III. The same cannot be said of Reehan. Even on Kara-Kei III, he is respected. When he heard of the atrocities being committed on Kara-Kei III, he recalled Sintzan immediately and dispatched Serang to clean up the mess that Sintzan had created.

Serang was a charismatic leader. His popularity with the Kara-Keians rose meteorically. Though ruthless, he also stands as an example of the best that the Ranan could produce in a law-giver and administrator — honest, fair, efficient, and committed to the welfare of the people. He was opposed to unneeded suppression of individual freedom and initiative. Blind subordination of the individual to the needs of the state — the essence of Unitism as practiced, however much its spokesmen prate on the 'greater good' and the 'welfare of the masses' — he privately regarded as nothing more or less than a crude means of ensuring the survival of the group in power. Serang believed that leaders should lead because they are the most competent, not because they have an army to back them and a brain-washed mass of sheep too mindless to know not to follow when the leaders are wrong. In this, Serang was purely Unitist, a true revolutionary living in a time in which few Ranan leaders were anything except secure members of an en-



trenched oligarchy determined to cling to power.

Serang's administration of Kara-Kei and the other Reconstructed Worlds was a great success. Had Reehan lived long enough to ensure Serang's succession to the leadership of the U.R.W., the integration of the Reconstructed Worlds into the Unitist state would have undoubtedly occurred. Only Reehan did not live long enough, and Girdzian became Chairman of the U.R.W.

Put bluntly, Serang was a mortal threat to the conservative Unitist establishment. They described him as a 'corrupt power boss,' a 'revisionist backslider' who had 'betrayed the Revolution' by permitting 'capitalism and self-indulgent love of luxury to infect the working masses and turn them away from the precepts of true Ranan thought.' After the reconquest of Kara-Kei, he was slain fighting in a guerilla action in 2478. Though the very mention of his name is now forbidden, the Ranan of Kara-Kei do not forget Serang.

The Unitist establishment attempted to crush all vestiges of Serang's ideas and programs in Kara-Keian society. A savage 75% tax was imposed upon the planet for more than three decades as 'reparation' for 'rebelliousness.' The occupation forces viciously imposed Ranan 'order,' and scores of millions disappeared forever when they were sent off to 're-education in the countryside.' This all served only to send Kara-Keian production into a disastrous nose-dive.

It was not until the entry of Trihlee to the Central Committee of the U.R.W. in 2525 that anyone dared to voice the reason aloud and in council. A bit of a maverick himself and a phenomenon who had risen to the highest levels of the Party by the age of 24, Trihlee saw that Kara-Kei strength had been in its well-trained and imaginative technical class, which was not afraid of exercising initiative. This group had been decimated in the Unitist purges. The masses were crushed by the high taxes and denial of any freedom. Kara-Keian morale was non-existent, and the entire U.R.W. was suffering from it. Trihlee astounded his colleagues in the Central Committee by denouncing the Unitist administration on Kara-Kei as 'saboteurs and enemies of the Revolution.'

Girdzian's vicious policies had fallen in serious disrepute two decades after his death, yet his appointees on Kara-Kei had been allowed to continue without redirection and 'correction.' What had they accomplished? Risking everything, Trihlee took on the conservative faction of the Central Committee:

'The alienation of billions of our brothers, the expenditure of a sea of koevani to maintain order, and a disastrous fall in starship and military production to a mere 55% below quota — a fine record of Unitist accomplishment! Perhaps we should suggest shooting one in ten. That would teach them proper 'respect.' I say that those who persist in the error of Girdzian's faction are themselves ripe candidates for 're-education' — beginning with a few who sit around this table!'

Khalian, then Chairman of the Party, was impressed. He silenced those who tried to speak out against Trihlee's denunciation and immediately gave Kara-Kei to Trihlee with instructions to 'set all matters right, as you see fit.' Trihlee swept with a large broom. Arriving with his own hand-picked staffers and a team of competent Cadres, he ordered 're-education' for thousands of officials in the occupation administration. He 'rehabilitated' many competent dissidents and took them into his administration. These were unpopular measures with the conservatives of the Central Committee. They regarded Trihlee as a dangerous 'liberal revisionist' and wondered if they had another Serang on their hands.

In some respects they were right. Trihlee belonged to the least conservative faction in the Unitist Party (which is not saying much as he was still very conservative and authoritarian, but significantly less so than the hardliners). Considering his methods and programs, it is probable that Trihlee secretly admired Serang as well. It is clear that he regarded Girdzian's regime as disastrous because of the damage done to the cause of welding the Ranan into one people. As Trihlee wrote recently:

'One cannot unify the People with the sword. Force commands fear, not loyalty and devotion to the Cause. The oppressed bow their heads, but they hate the oppressor. This is a fundamental precept of Unitism. But the dictator Girdzian ignored it, preferring the role of conqueror to liberator. He and those who supported him were criminally stupid.'

At first, the Kara-Keians had understandable doubts. They saw Trihlee

as just another hatchetman sent to trap them by pretending to be a liberal to draw them out. Charismatic and deeply reminiscent of Serang in his warmth and profound concern for their welfare, he won their respect and then their trust and affection over time. By the completion of his mission, many Kara-Kei Ranan whispered that he was the 're-incarnation of Serang' come back to save them. For the Kara-Keians, Trihlee was a national hero, and there the cult of the leader flourishes.

Trihlee left Kara-Kei a much happier world, with 'incidents' down and productivity way up. Trihlee himself won the respect of many colleagues in the Central Committee as a 'miracle worker.' He also won the fear of his political rivals, who recognized him as a rising power who could destroy them all. They were right. Trihlee continued to perform coup after coup, gaining ever more power and influence as he established his reputation as a never failing 'trouble-shooter.' By 2524, he had so consolidated his position that he succeeded to the Chairmanship of the Party and absolute leadership of the U.R.W. He was only 33 at the time.

Kara-Kei stands as an enigma, for it is today one of the more individualistic of the Ranan worlds, almost as much as Daita-Xuan V, but without the Daitan record of steadfast loyalty and support of the Unitist cause. This has caused Trihlee some trouble with his colleagues, most able to accept only with the greatest difficulty any significant 'deviation' from a rigorous and narrow interpretation of Unitist doctrine and discipline. They do not understand why he permits the Kara-Keians the latitude he himself would crush on another world. However, Kara-Kei clearly stands as Trihlee's 'pet,' and he indulges it in its whims. Perhaps it tickles him to know that the world won by 'Devil Serang' had fallen to his own wiles afterward. In any event, the Chairman is strong, the most securely established leader the Ranan have ever had since Reehan. So no one protests to vehemently.

Kara-Keian loyalty to the U.R.W. is clearly placed in Trihlee himself. The planet staunchly supports his policies and provides a powerful commitment of resources and manpower to the defense of the U.R.W. But it is suspected that should a change in leadership and policy occur in the U.R.W., Kara-Kei II could rebel again. For the planetary leader, Keihan, is himself a charismatic personage in the mold of Trihlee. He stands in the popular mind as Trihlee's successor, should unfortunate circumstance deprive them of their 'heroic Chairman Leader.' Since Trihlee is growing old, a crisis could develop in the very heart of the U.R.W. should the next Chairman be less tolerant.

WHE

KUAFSI IV (LORRINSTAR)

StarSystem Coordinate	1.II.-88 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F1v/G7v binary star system
FTL Conversion	15,000 LS
Planets in System	9
KUAFSI IV	Type MS 8 Terran Desert Planet: 2 tiny moons
Orbital Distance	1200 LS (2.40 AU)
Length of Year	3.08 Terran years
Length of Day	25 hours 38 minutes
Planetary Diameter	15,500 km
Surface Gravity	1.41 G
Temperature Range	-25 C to 75 C
Atmosphere Type	Terran: 2450mm; 165mm oxygen, 2257mm nitrogen; high silica dust content which requires filter masks, while the humidity is generally very low. Stillsuits provide the best protection against the harsh environment of the desert regions. The uplands are more congenial, where adequate water and some forestation exists. Severe and prolonged sandstorms are common in the deep desert.
Hydrosphere Type	24%: 6 landlocked seas and 9 large lakes; many smaller lakes and rivers, especially in the uplands regions. Oases occur in the desert regions.
StarNationality	Disputed Planet: U.R.W. vs Duchy of Luvork
Sentient Race	Ranan Humanoids and Blarad Ursinoids
Population	250,000,000 Ranan and 500,000 Blarads
Tech Level	Tech/7-8 (Ranan) and Tech/10 (Blarad)
StarPort Rating	Ranan Naval StarPort x1 A and Blarad Landing Ground
Social Organization	Ranan Unitist Communism and Blarad WarLord
Societal Strength	5 (Ranan) and 9 (Blarad)

Xeno Acceptance	99% (Ranan) and 20% 'Death to Ranan(Blarad)
Government Type	Military Command (Ranan) and Blarad Armed Forces (Blarad)
Government Support	23% (Ranan) and 100% (Blarad)
Loyalty Index	85% (Ranan) and 100% (Blarad)
Repression Index	42% (Revolt = 09%) (Ranan) [Blarad = N/A]
Bureaucracy Level	High (Ranan) [Blarad = N/A]
Corruption Level	12% (Ranan) and 0% (Blarad)
Law Level	18+ (Ranan) and an Armed Populace for the Blarads
Economic Rating	Rich Mining/Agricultural World (Ranan) and a Guerilla Economy (Blarad)
Gross Productivity	MCR 1,000,000 (Ranan) and MCR 25,000 for the Blarads
Tax %/Levy	75% = MCR 750,000 (Ranan) 100% = MCR 25,000 (Blarad)
Military Spending	50% = MCR 500,000 (Ranan) MCR 500,000 (from Duchy of Luvorkfor the Blarad Guerillas)
Major Imports	Factory equipment, armaments, food (Ranan)
Major Exports	Collapsium, iridium, platinum, gold, silver, rare earths, industrial metals, power metals
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	95% (18% to Black Market)

Known as LorrinStar to the Blarads, Kuafsi IV (Ranan for 'Freedom Earned') was an uninhabited planet settled by Blarad colonists in 2066 to exploit the mineral resources of this harsh desert world. Unitist forces arrived to 'liberate' Kuafsi in 2493 and eventually gained command of the space around the planet. Facing overwhelming numbers, the Blarad ground forces dispersed to conduct guerilla warfare. Ranan military operations were hampered throughout by the high pressure atmosphere (very oppressive and fatiguing to most Ranan), and by the extreme desert conditions, to which Ranan personnel and equipment were unsuited. Casualties were severe.

The Blarad forces, along with the surviving civilians, reduced to a fraction of the original 1,250,000 population, retreated into the wastelands and continued the struggle long after the formal battles were lost. Indeed, they have developed a totally military social order on the lines of the Royal Blarad Armed Forces establishment. Groups are organized into 'Brigades' numbering around 15,000 to 25,000 souls, each such 'Brigade' having 100% mobilization of all adult males, females, and older youths. These groups have strongholds located underground in the hill and mountain country of the deep deserts, where they mine collapsium and other vital minerals for the Blarad Duchy of Luvork. Their products are carried off-planet by high speed corvettes of the Royal Navy, which run arms, munitions, and reinforcements into Kuafsi regularly. The value of this effort is reflected by the Blarad military expenditure figures. Small arms and light support weapons are now being produced in the strongholds, as is much of their desert equipment.

Each 'Brigade' corresponds in equipment and firepower to a regular Blarad Light Infantry Regiment! Raggedly guerillas they are not. They possess the most up-to-date armaments and vehicles of the Blarad Armed Forces. The population eagerly awaits the long-promised counterattack and the Blarad liberation of their world from the hated Ranan invaders who massacred so many of their ancestors. Hunted themselves as if they were rabid animals, there is little wonder that they do not take prisoners.

The Ranan naval defense forces around the planet are rarely kept at strength to oppose Blarad supply operations, the expense being more than the Central government is prepared to pay. Nor have the local Ranan forces been able to bring the highly mobile and dispersed Blarad 'irregulars' to terms. Satellite surveillance is thwarted by the high dust levels which are chronic in the upper atmosphere. On the ground, Ranan EW/ECW systems are hopelessly inferior to Blarad types. And, unlike the Ranan, the Blarads are very much at home in the deep desert and easily elude Ranan sweeps to trap them. Superbly led and equipped the Blarads are masters of desert camouflage and move fast and far even in difficult terrain. They have come to know every part of their arid fastnesses. Theirs are the tactics of ambush, hit, and run, continually harrying and even hunting the Ranan forces sent to hunt them down, always refusing battle until it is on their terms and entirely to their advantage.

Ranan military leaders have been baffled and horrified by their inability to defeat the Blarads. They are the supposed masters who

wrote the book on guerilla warfare, but the Blarads seem to be using a different and better book. Ranan airpower seemed to promise the answer. It was, after all, responsible for the ultimate collapse of the beleaguered Blarad defenders during the 'liberation' campaign. But that was fought in the plateau country. In the desert regions, airpower is ineffective. The deep deserts experience windstorms with disturbing frequency, casting dust and grit high into the atmosphere. In such conditions, aircraft are all but useless. Moreover, the Blarads have a good supply of excellent surface-to-air missiles.

Combat has to be on the ground, and there the Ranan Army is out-classed. Lacking stillsuits, without combat vehicles and equipment designed for severe desert conditions, and constitutionally unsuited to high temperature and high pressure environments, the Ranan Army is demoralized by its powerlessness in the face of Blarad tactical combat superiority. Ranan troop efficiency is effectively reduced by 50% to 75% in the deep deserts, rendering even large forces prey to the tough, acclimatized, desert-wise Blarads. In the hotlands of Kuafsi, war is indeed hell for the Ranan!

The Ranan themselves prefer to stick to the higher altitudes of the upland plateaus and mountains, where temperatures and atmospheric pressure are lower and more comfortable than in the deserts. There they have adequate water and freedom from the dust and heat — which Ranan protective equipment is only marginally capable of handling. The population has been steadily increased by shipments of 'volunteer settlers,' so that 250 million Ranan now live on Kuafsi. Few like the planet, but then who asked them for their opinion? The chronic raids by the Blarads on the outlying mines, farms, and villages have those living on the edge of the desert in constant terror. The Army seems incapable of preventing the raiders from striking at will, and local Militia units have been savaged by the raiders to the point that they often take to their heels along with the women and children.

KUATRANKUI V

StarSystem Coordinate	7.DD.-28 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G2iv subgiant star
FTL Conversion	20,000 LS
Planets in System	8
KUATRANKUI V	Type 8 Terran Ocean Planet: 4 moonlets
Orbital Distance	1425 LS (2.85 AU)
Length of Year	1.92 Terran years
Length of Day	26 hours 13 minutes
Planetary Diameter	13,350 km
Surface Gravity	1.08 G
Temperature Range	—33 C to 64 C
Atmosphere Type	Terran: 750mm; 120mm oxygen; 619mm nitrogen. Distinct climatic belts have developed because of the limited seasonality. The oceans mitigate the temperatures in the equatorial belt, but the region is still hot and exceedingly humid. Higher latitudes range from tropical to temperate conditions, even at the poles. Frontal activity can produce storms of spectacular proportions, with intense lightning displays and drenching downpours.
Hydrosphere Type	89%: 3 continents, innumerable islands
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	28,500,000,000
Tech Level	Tech/5-6 with Tech/6-10 industry
StarPort Rating	Ranan Naval StarPort x3 AA Class 1; x6 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	5
Xeno Acceptance	78%
Government Type	Oligarchical Planetary Politic Unit
Government Support	10%
Loyalty Index	65%
Repression Index	90% (Revolt = 17%)
Bureaucracy Level	Repressive
Corruption Level	14%
Law Level	18+
Economic Rating	Poor Lightly Industrialized Agricultural Planet
Gross Productivity	MCR 35,625,000
Tax %/Levy	50% = MCR 17,812,500
Military Spending	15% = MCR 5,350,000
Major Imports	Agricultural equipment, consumer goods
Major Exports	Food, textiles, industrial metals, power metals

Trade Restrictions Government Licensed Trade Only
Trade Acceptance 75% (08% to Black Market)

Kuatrankui I (Ranan for 'Ancient House') was a Blarad Protectorate and was left to its own development, the only contact being with Blarad traders from time to time. Kuatrankui was a multi-national planet in Tech/3-4 stages of development when first discovered by the Blarads in 2055 and had not attained planetary unity when the Ranan Unitist forces finally 'liberated' it in 2243. By that time, there were several superpowers at Tech/6 levels of development, and the first steps toward space travel had been taken. The situation was much as it was on Terra in the last half of the twentieth century, a divided world on the brink of thermonuclear war. The Ranan were not welcomed with open arms, however, and had to subdue the three superpowers by force. This humiliation has not been entirely forgotten by the descendants of those nations.

Though there are a number of notable U.R.W. industrial complexes sprawling across thousands of square kilometers, most of the planet is devoted to agricultural pursuits. Many of the farming collectives and communes are not of the most modern type.

Kuatrankuian temperament is such that an intrinsic streak of fanaticism color whatever this branch of the Ranan race does. Those who support the Unitists do so with fervor. Those who do not, and there are more than the central government would admit, respond with terrorism. With the imposition of Unitism upon the hitherto fairly open society of Kuatrankui, bombings, assassination, sabotage, and intimidation became the routine answer of the Kuatrankuian 'Brotherhood of Freedom' to Unitism. The K.B.F. is devoted to the 'liberation of Kuatrankui from self-styled liberators, who are nothing more than imperialist thugs, murderers, thieves, and rapists, lying fiends who bleed and butcher the Kuatrankuian people like cattle.' Many Kuatrankuians agree with them and secretly sympathize with their program. Some provide active support in little ways, such as not seeing anything when an 'outrage' is performed, giving misleading information to the Ranan authorities, or even assisting the K.B.F. in obtaining needed materials, effecting an escape, etc.

The K.B.F. is greatly feared by those in the population who do not actively support them, and they carefully refrain from actively helping the Unitist authorities. For the K.B.F. rebels are oblivious to their individual deaths and to any lengths to 'settle scores' with their real and imagined political enemies. The terrorists are clearly not drawn from the lowest elements of society either. They appear to include scientists and technicians able to construct explosive devices and other infernal engines of destruction of considerable sophistication. They also seem to be officials in the planetary bureaucracy as well, for some of the operations evidence detailed inside knowledge.

The active members of the K.B.F. are believed to be relatively few in number. But they have absorbed everything they can about revolution, and the Ranan are masters at the subject. The K.B.F. is classically organized in cells of three members and carefully insulated from too much knowledge about other cells. Such knowledge is possessed only at leadership levels to facilitate communication of orders, coordination of efforts between cells, etc. Always the security of the organization is emphasized. When a rebel is about to be captured, he usually manages to suicide first, thereby denying the *Kuatempeta* the opportunity to question him rigorously and extract information. Those who have been captured have either been rescued in daring raids by their brethren or else have been assassinated before they could talk.

The Unitists have taken the gloves off now and maintain large contingents of the dread *Kuatempeta* on the planet to counter the 'unregenerate enemies of the Revolution.' The 'Hidden War' between these two groups is savage in the extreme. So serious is the movement that the Ranan central government has ordered the most careful scrutiny of all persons leaving the planet to prevent the 'infection' from possible spreading to other areas of the U.R.W.

W/4XTHE □

KUATRIKUI V

StarSystem Coordinate 6.DD.+15 NCG 7292 GSC 15.LL.+1200
Stellar Primary G0v main sequence star
FTL Conversion 10,000 LS
Planets in System 8

KUATRIKUI V
Orbital Distance
Length of Year
Length of Day
Planetary Diameter
Surface Gravity
Temperature Range
Atmosphere Type

Hydrosphere Type
StarNationality
Sentient Race
Population
Tech Level
StarPort Rating

Social Organization
Societal Strength
Xeno Acceptance
Government Type
Government Support
Loyalty Index
Repression Index
Bureaucracy Level
Corruption Level
Law Level
Economic Rating
Gross Productivity
Tax %/Levy
Military Spending
Major Imports

Major Exports

Trade Restrictions
Trade Acceptance

Type 1 Terran Steppe Planet: 1 moon
510 LS (1.02 AU)

372 Terran days
24 hours 55 minutes
12,500 km
0.89 G

−67 C to 59 C

Terran: 690mm; 120mm oxygen; 561mm nitrogen. Several great deserts. Steppeland precipitation over some 45% of all planetary surface has created broad prairie grasslands which are excellent grain growing regions. Tropical regions contain dense jungles because of heavy rainfall.

80%: 7 continents, innumerable islands

United Ranan Member World

Ranan Humanoids

30,000,000,000

Tech/5-6 with Tech/6-10 industry

Ranan Naval StarPort x2 AA; x7 A class orbital forts

Ranan Unitist Communism

5

92%

Oligarchical Planetary Politic Unit

20%

86%

38% (Revolt = 10%)

Repressive

09%

18+

Poor Industrialized Agricultural Planet

MCR 37,500,000

50% = MCR 18,750,000

16% = MCR 6,000,000

Food, industrial metals, power metals, armaments

Small arms, light support weapons, general tools, mining equipment, agricultural equipment.

Government Licensed Trade Only

75% (12% to Black Market)

Kuatrki V (which translates as 'A Firm House') was discovered by the Blarads in 2010. The planet is rather unremarkable, except that it is one of the 'Pure Eight.' Kuatrki V was 'liberated' by Unitist rebel forces in 2214. Since that time, it has been a staunch, rather conservative force in the center of U.R.W. politics. The planet is heavily populated, with 83% of the population involved in agriculture. It functions as a regional capital for worlds on the 'high frontier' of NCG 7292.

W/□ =

KUATZ III

StarSystem Coordinate 4.FF.+41 NCG 7292 GSC 15.LL.+1200

Stellar Primary G0v main sequence star

FTL Conversion 10,000 LS

Planets in System 8

KUATZ III

Type 1 Terran Ocean Planet: 2 large moons and

3 moonlets

500 LS (1.00 AU)

361 Terran days

22 hours 52 minutes

11,900 km

0.89 G

−49 C to 53 C

Terran: 775mm; 160mm oxygen, 600mm nitrogen. Terran Marine conditions.

87%: 6 rather small continents, numerous islands.

United Ranan Member World

Ranan Humanoids

10,000,000,000

Tech/5-6 with Tech/6-10 light industry

Ranan Naval StarPort x1 AA

Ranan Unitist Communism

4

Xeno Acceptance	85%
Government Type	Oligarchical Planetary Politic Unit
Government Support	50%
Loyalty Index	85%
Repression Index	45% (Revolt = 11%)
Bureaucracy Level	Very High
Corruption Level	16%
Law Level	18+
Economic Rating	Poor Agricultural Planet
Gross Productivity	MCR 12,500,000
Tax %/Levy	50% = MCR 6,250,000
Military Spending	16% = MCR 2,000,000
Major Imports	Manufactured goods
Major Exports	Foodstuffs, petroleum, industrial metals
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	85% (20% to Black Market)

Kuatz III (Ranan for 'Deep Waters') was 'liberated' in 2279. The world is unremarkable, even boring, with some industry but mainly agricultural communes and collectives which employ over 88% of the population. Since Kuatz is an ocean planet, it has a large fishing and marine farming industry to harvest the abundance of food in the extensive seas. Mechanization is limited, production is not particularly high, and the average Kuatzian Ranan is quite poor. Still, the general population is not particularly restive. There is always enough food, the climate is congenial, and the government is not unusually harsh or demanding. Indeed, in the outlying collectives and communes, the presence of the Unitist administration is felt only periodically as officials visit to give the year's production quotas, give pep talks, or collect the government's share of the produce. Otherwise, the masses are left largely to solve their own problems and take care of themselves.

KUIKERUI III

StarSystem Coordinate	5.GG,+52 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G1v/K1v binary starsystem
FTL Conversion	10,000 LS
Planets in System	9

KUIKERUI III: U.R.W. Colony World. Population: 800,000,000. Poor Tech/6-7 mining/agricultural world with StarPort B. Type MS 1 Terran Steppe Planet. Distance from Primary = 875 LS (1.35 AU). Year = 1.18 Terran years. Day = 25 hours 54 minutes. Diameter = 13,000km. Gravity = 0.95 G. Atmosphere: Terran at 650mm; 125mm oxygen; 515mm nitrogen. Climate = Warm dry Terran. Temperature = -60 C to 55 C. Hydrosphere = 40%. Imports include manufactured goods. Exports are food, industrial metals, precious metals. Trade Acceptance = 50% on Ranan License. Corruption = 13%. Gross Productivity = MCR 1 million (50% Tax). Military Expenditure = MCR 150,000. Military Government with 92% agricultural population. Militia technology is Tech/8+. Government Support = 17%; Loyalty = 70%; Repression = 35%; Revolt = 10%.

KUIKOREI II

StarSystem Coordinate	5.FF.+25 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G9v main sequence star
FTL Conversion	10,000 LS
Planets in System	9

KUIKOREI II: U.R.W. Colony World. Population: 575,000,000. Poor Tech/6-7 mining/agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 320 LS (0.64 AU). Year = 212 Terran days. Day = 23 hours 58 minutes. Diameter = 12,350km. Gravity = 0.80 G. Atmosphere: Terran at 600mm; 115mm oxygen; 475mm nitrogen. Climate is Terran typical. Temperature = -65 C to 53 C. Hydrosphere = 70%. Imports are manufactured goods. Exports are food, petroleum, industrial metals, precious metals. Trade Acceptance = 50% on Ranan License. Corruption = 18%. Gross Productivity = MCR 900,000 (50% Tax). Military Expenditure = MCR 150,000. Military Government with 89% agricultural population. Militia technology is Tech/8+. Government Support = 21%; Loyalty = 86%; Repression = 39%; Revolt = 07%.

KUITAN IV

StarSystem Coordinate	4.GG.+38 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	9

KUITAN IV: Ranan colony world. Population: 325,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 435 LS (0.87 AU). Year = 316 Terran days. Day = 25 hours 08 minutes. Diameter = 12,950km. Gravity = 0.88 G. Atmosphere: Terran at 680mm; 125mm oxygen; 545mm nitrogen. Climate is Terran typical. Temperature = -63 C to 55 C. Hydrosphere = 77%. Imports are manufactured goods. Exports are food, petroleum, industrial metals. Trade Acceptance = 50% on Ranan License. Corruption = 11%. Gross Productivity = MCR 400,000 (50% Tax). Military Expenditure = MCR 60,000. Military Government with 92% agricultural population. Militia technology is Tech/7+. Government Support = 19%; Loyalty = 78%; Repression = 48%; Revolt = 10%.

LUAN KEI I

StarSystem Coordinate	4.EE.-48 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	7

LUAN KEI I: U.R.W. Colony World. Population: 725,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 405 LS (0.81 AU). Year = 284 Terran days. Day = 24 hours 30 minutes. Diameter = 11,550km. Gravity = 0.73 G. Atmosphere: Terran at 575mm; 100mm oxygen; 465mm nitrogen. Climate is Terran typical. Temperature = -69 C to 50 C. Hydrosphere = 72%. Imports are manufactured goods. Exports are foodstuffs. Trade Acceptance = 50% on Ranan License. Corruption = 11%. Gross Productivity = MCR 1,125,000 (50% Tax). Military Expenditure = MCR 175,000. Military Government with 86% agricultural population. Militia military technology is Tech/8+. Government Support = 16%; Loyalty = 58%; Repression = 60%; Revolt = 16%.

LUAN TAN II

StarSystem Coordinate	3.DD.+26 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F6v main sequence star
FTL Conversion	10,000 LS
Planets in System	9

LUAN TAN II: U.R.W. Colony World. Population 500,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 635 LS (1.27 AU). Year = 1.32 Terran years. Day = 26 hours 42 minutes. Diameter = 12,400km. Gravity = 0.86 G. Atmosphere: Terran at 775mm; 150mm oxygen; 615mm nitrogen. Climate is Terran typical. Temperature = -57 C to 56 C. Hydrosphere = 46%. Imports are manufactured goods. Exports are foodstuffs. Trade Acceptance = 50% on Ranan License. Corruption = 15%. Gross Productivity = MCR 625,000 (50% Tax). Military Expenditure = MCR 100,000. Military Government with 95% agricultural population. Militia technology is Tech/7+. Government Support = 22%; Loyalty = 70%; Repression = 45%; Revolt = 14%.

LUAN TEKQO III

StarSystem Coordinate	3.CC.+00 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K9iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	10

LUAN TEKQO III: U.R.W. Colony World. Population: 650,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Ocean Planet. Distance from Primary = 655 LS (1.31 AU). Year = 301 Terran days. Day = 23 hours 46 minutes. Diameter = 11,550km. Gravity = 0.70 G. Atmosphere: Terran at 690mm; 135mm oxygen; 545mm nitrogen. Climate is typical Marine Terran. Temperature = -55 C to 50 C. Hydrosphere = 86%. Imports are manufactured goods. Exports are food, petroleum and industrial metals. Trade Acceptance = 50% on Ranan License. Corruption = 16%. Gross Productivity = MCR 850,000 (50% Tax). Military Expenditure = MCR 125,000. Military Government with 88% agricultural population. Militia technology is Tech/7+. Government Support = 15%; Loyalty = 75%; Repression = 35%; Revolt = 10%.

LUAN XEI V

StarSystem Coordinate	6.CC.+10 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K0v/K1v binary starsystem
FTL Conversion	15,000 LS
Planets in System	9

LUAN XEI V: U.R.W. Colony World. Population: 900,000,000. Average Tech/5-6 agricultural planet with StarPort B. Type 1 Terran Planet. Distance from Primary = 450 LS (0.90 AU). Year = 257 Terran days. Day = 27 hours 11 minutes. Diameter = 14,000km. Gravity = 1.10 G. Atmosphere: Terran at 975mm; 160mm oxygen; 800mm nitrogen. Climate is Terran typical. Temperature = -73 C to 57 C. Hydrosphere = 78%. Imports are manufactured goods. Exports are food, industrial metals and petroleum. Trade Acceptance = 55% on Ranan License. Corruption = 11%. Gross Productivity = MCR1,125,000 (50% Tax). Military Expenditure = MCR 175,000. Military Government with 91% agricultural population. Militia technology is Tech/8+. Government Support = 23%; Loyalty = 83%; Repression = 35%; Revolt = 10%.

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MUSKAT IV

StarSystem Coordinate 5.EE.-10 NCG 7292 GSC 15.LL.+1200
 Stellar Primary K3v/K9v binary starsystem
 FTL Conversion 10,000 LS
 Planets in System 11
 MUSKAT IV Type 3 Terran Planet: 1 moon
 Orbital Distance 305 LS (0.61 AU)
 Length of Year 156 Terran days
 Length of Day 28 hours 57 minutes
 Planetary Diameter 11,100 km
 Surface Gravity 0.67 G
 Temperature Range -79 C to 55 C
 Atmosphere Type Terran: 610mm; 130mm oxygen; 460mm nitrogen. Climate is typical of Type 3 worlds.
 Hydrosphere Type 69%: 2 large and 7 small continents.
 StarNationality United Ranan Colony World
 Sentient Race Ranan Humanoid
 Population 6,500,000,000
 Tech Level Tech/5-6 with some Tech/6-9 light industry
 StarPort Rating Ranan Naval StarPort x4 B
 Social Organization Ranan Unitist Communism
 Societal Strength 5
 Xeno Acceptance 93%
 Government Type Military Command
 Government Support 06%
 Loyalty Index 16%
 Repression Index 90% (Revolt = 20%)
 Bureaucracy Level Repressive but bribable
 Corruption Level 20%
 Law Level 18+
 Economic Rating Poor Agricultural Planet
 Gross Productivity MCR 6,500,000
 Tax %/Levy 50% = MCR 3,250,000
 Military Spending 15% = MCR 975,000
 Major Imports Manufactured goods, especially tools and implements
 Major Exports Foodstuffs
 Trade Restrictions Government Licensed Trade Only
 Trade Acceptance 75% (25% to Black Market)

Muskat IV (which translates as "Workers Must Sacrifice" was established as an agricultural colony in 2289, under the auspices of the Ranan Army Labor Corps. Ten million 'volunteers' from DzaKoan's worst slums were transported to the world to prepare it. Their numbers have been augmented from time to time by Ranan dissidents and 'idlers.' Muscat is effectively a 're-education' planet, a penal colony, and it is run with an iron hand, as can be seen from the high repression index and loyalty government loyalty and support indices. Still, crime and corruption are rampant on this poor planet. Average per capita income is low, about CR 500 per year.

Conditions on Muskat IV are onerous in themselves, with the climate having some extreme and harsh variations. However, the short summers are characterized by continuous daylight in many part of the planet because of the extreme axial tilt. Thus crops grow quickly and harvests are generally at quota levels. The Ranan central government appropriates a very significant portion of the yield, however, and the life of the average Ranan on Muskat IV is a hand-to-mouth existence at the most marginal levels.

W/A9÷7 IXV

NACOUY ERA IV

StarSystem Coordinate 8.EE.-37 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G1v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 8
 NACOUY ERA IV Type 7 Terran Jungle Planet: 1 very large moon
 Orbital Distance 420 LS (0.84 AU)
 Length of Year 283 Terran days
 Length of Day 28 hours 1 minute
 Planetary Diameter 13,100 km
 Surface Gravity 0.79 G
 Temperature Range -43 C to 65 C
 Atmosphere Type Terran: 775mm; 140mm oxygen; 625mm nitrogen. Tropical and semi-tropical conditions prevail over much of the planetary surface.
 Hydrosphere Type 77%: 3 very large continents, penetrated in many places by long arms of the oceans, and 10 large islands, with many island groups as well.
 StarNationality United Ranan Member World
 Sentient Race Ranan Humanoids
 Population 20,000,000,000
 Tech Level Tech/5-6 with some Tech/6-9 industry
 StarPort Rating Ranan Naval StarPort x1 A; x2 B
 Social Organization Ranan Unitist Communism
 Societal Strength 3
 Xeno Acceptance 72%
 Government Type Oligarchical Planetary Politic Unit
 Government Support 16%
 Loyalty Index 60%
 Repression Index 47% (Revolt = 07%)
 Bureaucracy Level Very High
 Corruption Level 20%
 Law Level 18+
 Economic Rating Poor Industrialized Agricultural Planet
 Gross Productivity MCR 22,500,000
 Tax %/Levy 50% = MCR 11,250,000
 Military Spending 20% = MCR 4,500,000
 Major Imports Manufactured goods, farming equipment, general tools, vehicles.
 Major Exports Foodstuffs
 Trade Restrictions Government Licensed Trade Only
 Trade Acceptance 70% (25% to Black Market)

Nacouy Era IV (which translates as 'Tower of Moral Strength') is one of the largest agricultural colonies in the Ranan Home Sector. The planet was discovered by IRDU (Interstellar Ranan Development Unit) in 2295 and was initially ignored as a low-grade planet too difficult to develop as an agricultural colony. This decision was quickly reversed when it was discovered that the chemical properties of the soil made grain production most viable in the upland plateaus, which have a steppeland climate. Over a twenty year period between 2304 and 2324, some 25 million Ranan 'volunteers' were transported to Nacouy Era IV to establish the colony. Significant successes were gained toward the end of this period, and by 2375 the planet was regularly exceeding its quotas. The population grew rapidly and was augmented by further shipments of 'volunteers' until it has reached its present size of somewhat over twenty billion population.

In 2503, the planet was 'rewarded' for its 'great progress and devotion to labor in the service of the Ranan People' by being given a Party government, the military tribunal being withdrawn. True, the Party leaders were all shipped in, but the step was still lauded as a great leap forward and has become a source of pride to the local Ranan.

The settlers have developed a deep fear of the vast, steaming jungles that covers some 76% of the land area of the planet. Some whisper that the *Nakak* (the Ranan version of the Boogie Man) lurks in the dense rainforest and seizes the unsuspecting and the lost to tear their living flesh from their bones with his horrible teeth. The Party downplays such talk as the 'fear of small children,' but it remains a fact that some of the expeditions sent into the forested lowlands have not returned. Nor has any trace of the missing Ranan been found, not a clue as to why they disappeared or what might have caused them to do so.

Thus the Ranan cling to the extensive plateau country, usually 1500m to 2200m above sea level. Overcrowding is severe, and a crash program to establish agricultural settlements in the low country is being pursued. Several of these are reputed to have suffered sudden and mysterious disasters. One outlying commune of some 12,500 men, women, and children is alleged to have simply disappeared! That is, the buildings, equipment, and animals were all left untouched, but the people had vanished without a trace! The Ranan government denies this, but the fact remains that Army garrisons of considerable strength have been established in the new colony areas. Large, heavily armed patrols routinely traverse the region. Some of these disappear without a trace too!

נאגלאק II

NAGLAK II

StarSystem Coordinate	4.EE.-30 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F5v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
NAGLAK II	Type 1 Terran Steppe Planet: 3 moons
Orbital Distance	720 LS (1.44 AU)
Length of Year	1.55 Terran years
Length of Day	23 hours 31 minutes
Planetary Diameter	13,500 km
Surface Gravity	0.90 G
Temperature Range	-64 C to 58 C
Atmosphere Type	Terran: 750mm; 155mm oxygen; 588mm nitrogen. Climatic conditions approach Terran norms for grassland steppes over 64% of the planetary surface. Much of the remaining area also evidences Terran conditions - polar, jungle, temperate, and northern forestlands.
Hydrosphere Type	50%: 5 very large continents, penetrated in many places by long arms of the oceans, and also with large inland seas. The oceans also contain numerous island archipelagoes.
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	30,000,000,000
Tech Level	Tech/5-6 with Tech/6-10 industry
StarPort Rating	Ranan Naval StarPort x2 AAA; x9 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	5
Xeno Acceptance	92%
Government Type	Oligarchical Planetary Politic Unit
Government Support	24%
Loyalty Index	73%
Repression Index	48% (Revolt = 07%)
Bureaucracy Level	Very High
Corruption Level	16%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 25,000,000
Tax %/Levy	50% = MCR 12,500,000
Military Spending	15% = MCR 3,750,000
Major Imports	Manufactured goods, farming equipment, general tools, vehicles.
Major Exports	Foodstuffs, when available
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (15% to Black Market)

Naglak II (which translates as 'Liberty Won') is a very distinguished member of the 'Pure Eight.' It is a rank

Naglak II (which translates as 'Liberty Won') is a very distinguished member of the 'Pure Eight.' It is a ranking member of the U.R.W.'s Politic Unit - the national congress - and is widely regarded as a moral and ideological leader. However, it is also, per capita, one of the poorest of all the Ranan worlds. The conditions on Naglak II are such that extensive irrigation is required for effective farming, only mass irrigation is very expensive and difficult to achieve, even when millions of forced laborers are engaged constantly in building and maintaining the great canal systems required to supply more than 25 billion people farming unending agricultural communes and collectives that seem to sweep from horizon to horizon in many parts of the world. Further,

technological development has lagged badly, and many regions actually function at relatively primitive levels. Indeed, muscle power of Ranan and beast is relied on by the greater majority.

As an example of the 'success' of Unitist Communism, Naglak stands as a failure. That so backward a planet could have such strong influence on the thinking of the Ranan interstellar government is itself a glaring contradiction which lends strong ammunition to opponents of the whole Ranan social system.

נאניץ III

NANITZ III

StarSystem Coordinate	4.CC.+40 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G1v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
NANITZ III	Type 1 Terran Planet: 5 moons
Orbital Distance	575 LS (1.15 AU)
Length of Year	1.10 Terran Years
Length of Day	22 hours 54 minutes
Planetary Diameter	11,750 km
Surface Gravity	0.83 G
Temperature Range	-61 C to 55 C
Atmosphere Type	Terran: 655mm; 135mm oxygen; 508mm nitrogen. Climatic conditions correspond closely to Terran conditions, but as much of the planetary land mass lies at 1000m+ altitude, most of the climate is Terran high plateau and steppeland.
Hydrosphere Type	74%: 1 massive ocean completely rings the solitary vast continent of Nanitz III, with long arms of the seas penetrating as much as 1500 kilometers into the interior. Many intricate and huge river systems flow across the continent into the ocean, and the interior contains numerous lakes, often little less than great freshwater seas themselves.
StarNationality	United Ranan Reconstructed World
Sentient Race	Ranan Humanoids
Population	20,000,000,000
Tech Level	Tech/5-6 with Tech/6-10 industry
StarPort Rating	Ranan Naval StarPort x2 AAA; x9 A class orbital forts.
Social Organization	Ranan Unitist Communism
Societal Strength	6
Xeno Acceptance	34%
Government Type	Military Command
Government Support	11%
Loyalty Index	11%
Repression Index	89% (Revolt = 30%)
Bureaucracy Level	Repressive
Corruption Level	13%
Law Level	18+
Economic Rating	Poor Industrial/Agricultural Planet
Gross Productivity	MCR 30,000,000
Tax %/Levy	67% = MCR 20,000,000
Military Spending	20% = MCR 6,000,000
Major Imports	Manufactured goods, farming equipment, general tools, vehicles
Major Exports	Foodstuffs, textiles, polytextiles, industrial metals
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	85% (25% to Black Market)

According to U.R.W. propaganda, Nanitz III (which translates as 'The Old Man') long experienced the repressive boot and whip of Blarad rule. In fact, the Blarad 'repression' was an enlightened and tolerant administration. Under the Blarads, the Nanitzans enjoyed self-government over internal affairs and were progressing toward an advanced technology and status as associate (non-Blarad) citizens of the Star-Kingdom. The 'boot and whip' came with Unitist 'Liberation' of Nanitz III in 2278.

The population was far from overjoyed to see their Unitist cousins overwhelm their National Defense Forces and the small Blarad gar-

risson, following with a massacre of 2,000,000 Blarad civilians and countless millions of Nanitzian Ranan. The bloody entry of the U.R.W. inot their lives contrasted sharply with the cooperative Blarads. The Unitist occupation forces turned their efforts to 're-educating' the native Ranan population by crushing all expression of individuality. All local celebrations and festivals were banned. Nanitzian culture was to be eliminated and replaced with the Unitist 'ideal.' The Nanitzians sullenly resisted, which only brought down more Unitist fury upon them. Millions were 'sent to the country side.' There is little wonder the Nanitzians rose in a planet-wide revolt to throw the Unitists out when invasion forces of the Deltei Alliance arrived in 2309.

The planet was reconquered by the Unitists in 2145 and subjected to an even more savage period of repression than in the initial conquest. During the Serang Rebellion, the people of Nanitz rose a third time and were crushed a third time in 2471. Fully 20% of the population was slain, and countless millions were brutalized in the unrestrained campaign waged by the Ranan Peoples Liberation Army and the dread *Kuatempeta*. Even today, the native Ranan whisper darkly of the 'Rape of Nanitz' and silently vow that a day of reckoning will come.

Little has changed. The Unitists have failed miserably in their attempts to integrate Nanitz into the U.R.W. The planet is regarded as a major trouble spot by the central government. Punitive taxes have been imposed, regulations are strictly enforced, and a strong military presence is maintained to overawe the sullen and uncooperative citizenry. *Kuatempeta* operations are intense, the Thought Police leaving no stone unturned in its ceaseless search for dissident elements. Propaganda continually bombards Nanitzians, extolling the benefits of Unitist socialism and the virtues of self-denying labor for the Ranan state. But the populace remains little moved by such efforts. The people are bitter and still whisper of the 'good days' when the *Blarkoreka* ('Kindly Bear People') lived and worked alongside them to build a better life for all. The Unitists are despised as hypocritical brutes, vicious sub-Ranan thieves, sadists, killers, and rapists who live in 'luxury,' setting themselves apart from the people as privileged slavemasters while the people of Nanitz labor for a pittance in allotments.

There is a small but active dissident underground on Nanitz III, the *Nanetzei Tuanteke Korai* or 'Front for Nanetzian Freedom.' The N.T.K. does not engage in violent acts, but it does spread a most effective form of 'street' propaganda against the Ranan administration. Stickers and handbills containing anti-Unitist slogans appear mysteriously on windows or under doors. Unitist propaganda posters are 'edited' by counter-propaganda written over them, pointing out the errors and bald lies in the official announcements. Whispering campaigns spread the most outrageous rumors and jokes about the personal lives and habits of important Unitist officials, or about the latest failure of the current Six-Year Plan. The strict Unitist censorship and management of information is magnificently countered by news of U.R.W. reverses elsewhere in the Empire or in its dealings with neighboring StarNations, spread by special 'bulletins' posted in prominent places. The movement has spread to the planet's youth as well. Young Nanitzians regard it as a mark of 'manhood' to 'trash' public conveyances and building walls with expertly wielded cans of spray paint, and much highly artistic and immensely witty graffiti has appeared to satirize Party officials and programs.

Needless to say, the populace regards all these antics with scarcely disguised amusement. The Unitist planetary regime is furious because of its powerless attempts to curb the dissident elements. Each arrest seems to produce two new dissidents to take the place of the recently apprehended 'criminal.'

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NEWUUTZ I (TALMARA)

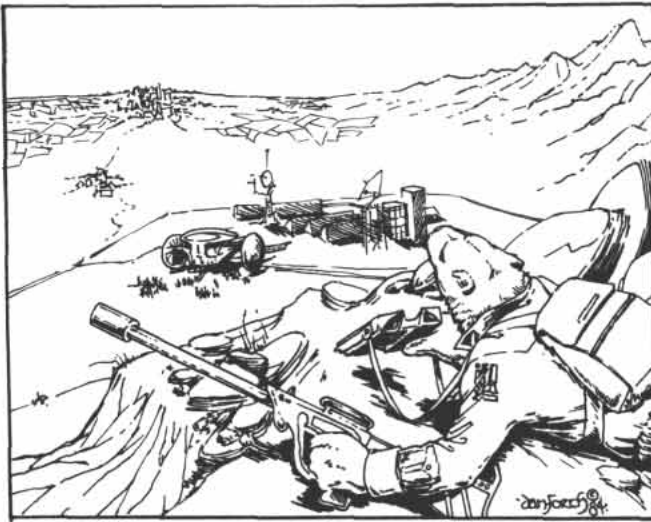
StarSystem Coordinate	1.HH.-73 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K8v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
NEWUUTZ I	Type 2 Terran Jungle Planet: 9 moons
Orbital Distance	180 LS (0.36 AU)
Length of Year	107 Terran days
Length of Day	25 hours
Planetary Diameter	13,675 km
Surface Gravity	1.12 G

Temperature Range	-47 C to 58 C
Atmosphere Type	Terran: 825mm; 125mm oxygen; 690mm nitrogen. Warm, humid Terran climatic conditions prevail over most of the planetary surface. Winter conditions occur only in the highest latitudes.
Hydrosphere Type	83%: 9 very small continents, separated by narrow straits (5km to 35km wide), many island groups.
StarNationality	Disputed Planet: U.R.W. vs Duce of Luvork
Sentient Race	Ranan Humanoids and Blarad Ursinoids
Population	2,500,000,000 Ranan and 75,000,000+ Blarads There are 250,000,000 Blarad slaves kept by the Ranan.
Tech Level	Tech/7 with Tech/7-9 industry (Ranan) Tech/9-10 (Blarads)
StarPort Rating	Ranan Naval StarPort x3 B (Ranan) Landing Grounds (Blarads)
Social Organization	Ranan Unitist Communism (Ranan) and a Military Command (Blarads)
Societal Strength	5 (Ranan) and 10 (Blarads)
Xeno Acceptance	52% (Ranan) and 10% (Blarads)
Government Type	Military Command (Ranan)/Military Governor (Blarads)
Government Support	11% (Rebels = 12%) (Ranan)/100% (Blarads)
Loyalty Index	33% (Rebels = 47%) (Ranan)/99% (Blarads)
Repression Index	88% (Ranan)/ Not Applicable (Blarads)
Bureaucracy Level	Exceedingly Oppressive (Ranan)/N/A (Blarads)
Corruption Level	18% (Ranan)/00% (Blarads)
Law Level	18+ (Ranan)/Armed Citizenry (Blarads)
Economic Rating	Poor Mining/Agricultural Planet (Ranan) Guerilla Economy (Blarads)
Gross Productivity	MCR 2,500,000 (Ranan)/MCR 1,000,000 (for the Blarad guerillas)
Tax %/Levy	67% = MCR 1,675,000 (Ranan) 70% = MCR 700,000 (Blarad)
Military Spending	50% = MCR 1,250,000 (Ranan) 50% = 500,000 + 250,000 from Luvork (Blarad)
Major Imports	Manufactured goods, farming equipment, general tools, vehicles.
Major Exports	Foodstuffs, petrochemicals, petroleum, industrial metals.
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	60% (20% to Black Market)

Newuutz I (which translates as 'Wrested From the Foe') is a planet torn by war and by revolution. Newuutz I (Talmara to the Blarads) is a symbol of what the Blarad-Ranan wars represent to the Ursinoids. Talmara was a vibrant Blarad colony with almost 90,000,000 inhabitants. The Ranan Army overran Talmara in 2435, massacring 30% of the Blarad citizens in an orgy of bloodletting and brutally using the remainder as field slaves because of their great strength. A crash colonization program was initiated, and 75,000,000 Ranan were moved to Newuutz I before the Blarad Royal Armed Forces retook the world in 2456. The planet changed hands again in 2492, was retaken again by the Blarads in 2498, only to be lost a third time in 2533. It was a major objective of the Blarad counter offensive of 2537-2553, and was invaded in 2541. The Ranan occupation forces managed to hold out against a powerful Blarad invasion force until relieved in 2542. That did not settle the issue. Strong commando units of the Royal Blarad StarRangers and a few elements of the Armored Forces remained on the planet. Today, the Blarads effectively control one continent, despite all attempts by the Ranan Army to root them out.

Free Talmara is strong. Underground settlements safe from Ranan air surveillance have been established, with factory facilities producing arms and munitions for the Blarad forces. About 75,000,000 Blarads now live in Free Talmara. The productivity of these embattled but resolute people is phenomenal, considering the circumstances. The average gross productivity is over CR 12,500 per capita, of which 60% is earmarked for the resistance. This is further supplemented by off-world support, so the Blarad war effort is significant.

The Blarads are well-armed. The forested and mountainous areas they hold are ideally suited to Blarad battle tactics, while Blarad superiority in the area of camouflage and ECM thwarts Ranan satellite reconnaissance. Since the armored units are of little use in mountainous and forested terrain, the Ranan have been committed to a bitter conventional infantry operation against the Blarads. That is comparable to pitting third-class light infantry against powered armor troops, for



the Blarads are immensely strong and wear stout personal armor, hopelessly outclassing Ranan infantry. What is worse, the Ranan have been unable to prevent Blarad high-speed corvettes from carrying in supplies and reinforcements to the Royal Ranger commando units.

The civilian population of Free Talmara is armed and ready to fight as well. In addition to the regulars, all adult males and many females are trained guerilla fighters, though most have only small arms. They are employed in militia operations should the Ranan push into their region. Further, the now more than 250,000,000 Blarads enslaved on Newuutz I remain heartened by the presence of their troops, and a good number have escaped to join their comrades. Those still enslaved often manage to aid their fellows by maintaining an underground resistance organization which slips both information and supplies to the 'freedom fighters.' Commando operations are routinely conducted in Ranan territory, relying on the 'resistance' at times for information and assistance. Bluntly, the Blarads are giving the Ranan a bitter taste of their own medicine.

The fact is that the Ranan are losing the fight. Their own population is demoralized and reeling under massive taxes and extreme repression as the administration prosecutes its wearing campaign against the Blarads. Many Ranan have had enough and are engaging in 'counter-revolutionary' activities of their own. Indeed, these Ranan rebels are actively encouraged by the Blarads of Free Talmara. Ranan citizens of the StarKingdom are being used as agitators and organizers in U.R.W. controlled territory. Some of these have managed to raise bands of Ranan guerillas in the countryside.

The Ranan of Newuutz I, especially the lowly peasants of the countryside, have come to know the Blarads from the slaves who share the hard work of the fields. These simply are not the monsters that Unitist propaganda has taught them to believe. The average Ranan peasant discovered he had more in common with his Blarad co-workers than he did with the Party officials who dictate every aspect of his harsh life. Indeed, there is little difference between the lot of a Blarad field slave and a poor Ranan peasant, a sense of common feeling grew up between them and the Ranan began even to protect their Blarad companions from some of the worst outrages of the urban-based administration!

When active revolt began in some of the outlying districts, Unitist action was prompt and characteristically savage. Entire villages were punished for the actions of rebels in their area, whether they were involved or not. This only bred further dissatisfaction and recruited new followers to the rebel movement. Then Blarad commando strike forces began to appear to save a Ranan guerilla band from a sweep by U.R.W. troops, or to save a village from punitive action for being suspected of aiding the rebels. Blarad medics and physicians in the strike forces treated the sick of the area. When food was required because of a crop failure or because the Peoples Liberation Army had carried off the commune's quota, unconcerned that the food stocks were dangerously depleted, the Blarads as often as the Ranan rebels seemed to know where to find more food and how to get it to the hungry people.

Blarad commando units fight alongside the rebels now, comrades-in-arms instead of hereditary enemies, united in a common hatred of

Unitist tyranny and accepted by the people in the countryside as protectors and liberators. Entire provinces are now virtually ruled by the Resistance. When asked how he accounted for the success of the Blarad war effort on Newuutz I, the Blarad Commander, Major General Durak, smiled and replied, 'I, too, have read Derharai and he makes a great deal of sense militarily — and morally, as well. I subscribe fully to the Eight Guides of Conduct. Only I and my troops in the field practice what the Unitists merely preach!'

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NUMAK III

StarSystem Coordinate	9.GG.+54 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G1v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
NUMAK III	Type 1 Terran Planet: 2 moons
Orbital Distance	600 LS (1.20 AU)
Length of Year	1.32 Terran years.
Length of Day	23 hours 39 minutes
Planetary Diameter	12,500 km
Surface Gravity	0.88 G
Temperature Range	—68 C to 59 C
Atmosphere Type	Terran: 700mm; 148mm oxygen; 540mm nitrogen. Climatic conditions compare to Terran climate.
Hydrosphere Type	68%: 8 continents.
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	28,000,000,000
Tech Level	Tech/5-6 with some Tech/6-9 light industry
StarPort Rating	Ranan Naval StarPort x2 AA; x5 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	6
Xeno Acceptance	96%
Government Type	Oligarchical Planetary Politic Unit
Government Support	26%
Loyalty Index	88%
Repression Index	45% (Revolt = 06%)
Bureaucracy Level	Exceedingly High
Corruption Level	20%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 28,000,000
Tax %/Levy	50% = MCR 14,000,000
Military Spending	18% = MCR 5,000,000
Major Imports	Manufactured goods, vehicles, armaments, industrial metals, petroleum, power metals.
Major Exports	Textiles, agricultural equipment, tools
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	95% (25% to Black Market)

Numak III (Ranan for 'Hungry Heart') is a relatively unremarkable agricultural world, being quite typical of the Ranan system in operation. The visitor is struck by the apparent crowding, however, as almost all of the arable lands are now under intense cultivation, and it is clear that further population expansion will have to be sent off-planet to develop new colonies. This is not something the younger generation looks forward to, as most of the 'volunteers' will be drafted from their number.

Numak has a firmly entrenched and rather venal administration. Public officials are notoriously corrupt, but little real attempt to clean up the system has been made by the planetary authorities, except for a show put on to satisfy representatives from the central government from time to time. Indeed, if one has the 'K' to grease the skids, almost anything can be purchased. There is also a flourishing black market, run it is suspected by Party officials through intermediaries, and Free Traders with trade licenses can run any form of goods in without difficulty from the customs agents. Top prices are paid for luxury goods and consumer items not normally available in the U.R.W.

OR-KAT II

OR-KAT II

StarSystem Coordinate	2.EE.-54 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F6v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
OR-KAT II	Type 1 Terran Steppe Planet: hundreds of moonlets
Orbital Distance	700 LS (1.40 AU)
Length of Year	1.52 Terran years
Length of Day	25 hours 11 minutes
Planetary Diameter	13,600 km
Surface Gravity	1.03 G
Temperature Range	-57 C to 55 C
Atmosphere Type	Terran: 755mm; 143mm oxygen; 601mm nitrogen. Classic steppe planet with large expanses of reasonably well-watered prairies.
Hydrosphere Type	54%: 5 large, land-locked seas are fed by separate river systems. Several massive deserts dominate the equatorial zone and the northern hemisphere.
StarNationality	United Ranan Reconstructed World
Sentient Race	Ranan Humanoids
Population	35,000,000,000
Tech Level	Tech/5-6 with Tech/6-10 industry
StarPort Rating	Ranan Naval StarPort x3 AAA; x8 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	7
Xeno Acceptance	30%
Government Type	Military Command
Government Support	08%
Loyalty Index	08%
Repression Index	92% (Revolt = 46%, but only with outside support)
Bureaucracy Level	Viciously Repressive
Corruption Level	20%
Law Level	18+
Economic Rating	Poor Industrialized Planet
Gross Productivity	MCR 35,000,000
Tax %/Levy	65% = MCR 22,750,000
Military Spending	30% = MCR 10,500,000
Major Imports	Foodstuffs, industrial metals, petroleum, chemicals, power metals.
Major Exports	Armaments, vehicles, aircraft, high-tech (computers, etc.), general tools, parts, some 'consumer' goods.
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	85% (25% to Black Market)

Or-Kat II (Ranan for 'Toil Without End') has not been one of the driving forces in the Ranan empire. Or-Kat was one of the leading worlds of the Deltei Alliance. Along with Kara-Kei and Sicari, Or-Kat developed many colonies both within and especially beyond NCG 7292. The world fell to the U.R.W. invasion forces in 2407, but rose in rebellion on five occasions over the next decades. Or-Kat rebelled again in the ill-fated Serang Rebellion and has borne the consequences of its desire for independence ever since.

The populace is ground down by crippling taxes and very long hours of labor, while the ever watchful Army and *Kuatempeta* keep strict order. For Or-Kat II has produced some of the most radical and dangerous democratic and capitalist thinkers among the Ranan. This infamous reputation has the central government on DzaKoan IV ready to stamp out any signs of serious unrest. At the same time, Or-Kat seems to have a disturbing effect on off-world Ranan sent to administer the planet. For government corruption is rampant, and many officials can be bribed to obtain privileges or black market goods. Even the Army and *Kuatempeta* appear to be infected with 'economic crimes.' Service on Or-Kat is disliked by offworld Ranan. They clearly feel the scarcely disguised hatred of the Or-Kattans, and a good number have apparently decided that they should console themselves with a life better than that of the 'traitorous masses' they oversee. Thus the black market flourishes, and a Free Trader can make a very healthy profit by selling luxury and consumer items.

Under the heel of an oppressive administration which treats the entire

world as a 're-education camp,' the morale of the Or-Kattans is low. This is reflected in Or-Kat's having one of the lowest loyalty and government support ratings in the entire U.R.W. A grue, 'anti-Unitist' dissatisfaction permeates the population, but the constant threat of retribution prevents any serious show of resentment. The Or-Kattans still remember the decade of terror that followed the Serang Rebellion, in which some 28% of the planetary population perished by starvation, execution, and mass punitive actions against entire regions by the Ranan military.

It is suspected that any military force invading Or-Kat, whether Blarad, Federation, or perhaps even the Azuriach Imperials themselves, will be enthusiastically welcomed as liberators!

PAU ASALOI II

StarSystem Coordinate	1.EE.-69 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G0v/K1v binary starsystem
FTL Conversion	10,000 LS
Planets in System	8

PAU ASALOI II: U.R.W. Colony World. Population: 725,000,000. Poor Tech/6-7 mining/agricultural world with StarPort B. Type MS 1 Terran Planet. Distance from Primary = 875 LS (1.35 AU). Year = 1.18 Terran years. Day = 23 hours 43 minutes. Diameter = 12,200km. Gravity = 0.78 G. Atmosphere: Terran at 700mm; 110mm oxygen; 580mm nitrogen. Climate is Terran typical. Temperature = -60 C to 56 C. Hydrosphere = 71%. Imports are manufactured goods. Exports are food, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 55% on Ranan License. Corruption = 13%. Gross Productivity = MCR 1,000,000 (50% Tax). Military Expenditure = MCR 150,000. Military Government with 86% agricultural population. Militia technology is Tech/8+. Government Support = 24%; Loyalty = 80%; Repression = 35%; Revolt = 08%.

PAU DETAN IV

StarSystem Coordinate	6.II.+68 NCG 7292 GSC 15.LL.+1000
Stellar Primary	F2v main sequence star
FTL Conversion	10,000 LS
Planets in System	9

PAU DETAN IV: U.R.W. Colony World. Population: 650,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 605 LS (1.21 AU). Year = 1.29 Terran years. Day = 25 hours 03 minutes. Diameter = 12,200km. Gravity = 0.78 G. Atmosphere: Terran at 770mm; 125mm oxygen; 735mm nitrogen. Climate is Terran typical. Temperature = -68 C to 62 C. Hydrosphere = 44%. Imports are manufactured goods. Exports are foodstuffs. Trade Acceptance = 50% on Ranan License. Corruption = 11%. Gross Productivity = MCR 650,000 (50% Tax). Military Expenditure = MCR 100,000. Military Government with 94% agricultural population. Militia Technology is Tech/7+. Government Support = 20% Loyalty = 68%; Repression = 55%; Revolt = 11%.

PAU FSA II

StarSystem Coordinate	3.HH.+15 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G4v/wd binary starsystem
FTL Conversion	10,000 LS
Planets in System	8

PAU FSA II: U.R.W. Colony World. Population: 475,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 420 LS (0.84 AU). Year = 295 Terran days. Day = 24 hours 34 minutes. Diameter = 11,775km. Gravity = 0.63 G. Atmosphere: Terran at 500mm; 100mm oxygen; 390mm nitrogen. Climate is Terran typical. Temperature = -65 C to 58 C. Hydrosphere = 41%. Imports include manufactured goods. Exports are food. Trade Acceptance = 50% on Ranan License. Corruption = 16%. Gross Productivity = MCR 475,000 (50% Tax). Military Expenditure = MCR 75,000. Military Government with 95% agricultural population. Militia technology is Tech/7+. Government Support = 19%; Loyalty = 66%; Repression = 40%; Revolt = 12%.

PAU KOAN III

StarSystem Coordinate	8.HH.+69 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G8v main sequence star
FTL Conversion	10,000 LS

Planets in System 11

PAU KOAN III: U.R.W. Colony World. Population = 275,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 330 LS (0.66 AU). Year = 219 Terran days. Day = 24 hours 16 minutes. Diameter = 12,800km. Gravity = 0.88 G. Atmosphere: Terran at 710mm; 110mm oxygen; 590mm nitrogen. Climate is Terran typical. Temperature = -68 C to 55 C. Hydrosphere = 44%. Imports include manufactured goods. Exports are food, petroleum, industrial metals, precious metals. Trade Acceptance = 55% on Ranan License. Corruption = 15%. Gross Productivity = MCR 275,000 (50% Tax). Military Expenditure = MCR 50,000. Military Government with 85% agricultural population. Militia Technology is Tech/8+. Government Support = 25%; Loyalty = 84%; Repression = 20%; Revolt = 08%.

PAU KUALOI II

StarSystem Coordinate 3.EE-62 NCG 7292 GSC 15.LL.+1000
 Stellar Primary F9v/wd binary starsystem
 FTL Conversion 10,000 LS
 Planets in System 9

PAU KUALOI II: U.R.W. Colony World. Population: 350,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type MS.1 Terran Ocean Planet. Distance from Primary = 875 LS (1.35 AU). Year = 1.18 Terran years. Day = 23 hours 43 minutes. Diameter = 12,200km. Gravity = 0.78 G. Atmosphere: Terran at 800mm; 140mm oxygen; 650mm Nitrogen. Climate is Marine Terran. Temperature = -55 C to 55 C. Hydrosphere = 90%. Imports are manufactured goods. Exports are food, petroleum, industrial metals, precious metals. Trade Acceptance = 55% on Ranan License. Corruption = 16%. Gross Productivity = MCR 350,000 (50% Tax). Military Expenditure = MCR 50,000. Military Government with 88% agricultural population. Militia technology is Tech/7+. Government Support = 20%; Loyalty = 77%; Repression = 39%; Revolt = 07%.

PAU TZAN III

StarSystem Coordinate 2.II-55 NCG 7292 GSC 15.LL.+1000
 Stellar Primary G3v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 9

PAU TZAN III: U.R.W. Colony World. Population: 300,000,000. Poor Tech/5-6 agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 465 LS (0.93 AU). Year = 335 Terran days. Day = 26 hours 16 minutes. Diameter = 13,300km. Gravity = 0.96 G. Atmosphere: Terran at 735mm; 120mm oxygen; 605mm nitrogen. Climate is Terran typical. Temperature = -68 C to 62 C. Hydrosphere = 88%. Imports are manufactured goods. Exports are food, petroleum, industrial metals. Trade Acceptance = 55% on Ranan License. Corruption = 14%. Gross Productivity = MCR 300,000 (50% Tax). Military Expenditure = MCR 50,000. Military Government with 87% agricultural population. Militia technology is Tech/7+. Government Support = 20%; Loyalty = 74%; Repression = 40%; Revolt = 05%.

PH'A IV

StarSystem Coordinate 9.II.+80 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G6v main sequence star
 FTL Conversion 10,000 LS
 Planets in Systems 9

PH'A IV
 Type 1 Terran Ocean Planet: 2 small moons
 Orbital Distance 475 LS (0.95 AU)
 Length of Year 367 Terran days
 Length of Day 22 hours 37 minutes
 Planetary Diameter 11,250 km
 Surface Gravity 0.75 G
 Temperature Range -58 C to 61 C
 Atmosphere Type Terran: 700mm; 165mm oxygen; 523mm nitrogen. Terran marine climate prevails over most of the planet. Landlocked polar areas tend to be cold and have bitterly long winters.
 Hydrosphere Type 87%: 3 large continents, 3 small continents (2 in polar regions), numerous island archipelagoes. Precipitation is generally adequate to very heavy in most areas.
 StarNationality United Ranan Colony World

Sentient Race	Ranan Humanoids and Phayan Humanoids
Population	750,000,000 Ranan and 6,000,000 Phayans
Tech Level	Tech/6-7 (Ranan) and Tech/1 (Phayans)
StarPort Rating	Ranan Naval StarPort B
Social Organization	Ranan Unitist Communism and Agrarian Democracy (Phayans)
Societal Strength	4 (Ranan) and 10 (Phayans)
Xeno Acceptance	82% (Ranan) and 01% (Phayans)
Government Type	Military Command (Ranan) and Village Council (Phayans)
Government Support	23% (Ranan) and 100% (Phayans)
Loyalty Index	82% (Ranan) and 100% (Phayans)
Repression Index	43% (Revolt = 09%) (Ranan) and 0% (Phayans)
Bureaucracy Level	High (Ranan) and Non-existent (Phayans)
Corruption Level	13% (Ranan) and 0% (Phayans)
Law Level	18+ (Ranan); Phayans allowed primitive arms
Economic Rating	Poor Agricultural Planet
Gross Productivity	MCR 1,000,000 (Ranan); MCR 1500 (Phayans)
Tax %/Levy	50% = MCR 500,000 (Ranan); Phayans pay the Ranan tax.
Military Spending	15% = MCR 150,000 (Ranan); Nil (Phayans)
Major Imports	Manufactured goods, general tools, vehicles
Major Exports	Foodstuffs, petroleum, chemicals
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	75% (20% to Black Market)

P'ha IV was discovered by the IRDU (Interstellar Ranan Development Unit) in 2299. The world had a reasonably congenial environment, and an agricultural colony was established to exploit its rich marine life and its fertile soil. Though the planetary administration is rather severe in its application of Ranan socialist principles, there is sufficient abundance that the workers and farmers are reasonably satisfied with their lot. P'Ha IV is therefore rather unremarkable, a typical Ranan agricultural world devoted to long hours of labor in the fields and fisheries, and utterly boring to the visitor.

There are still vast expanses of wilderness, with many strange sights to see and places to explore. Were the world other than Ranan, it would be a definite tourist attraction. The forests abound with flowering plants, great ferns, and tall, stately trees. Waterfalls abound in the hilly and mountainous interiors of the continents and volcanic islands. Wildlife is abundant as well. In many areas, fine hot springs bubble forth from the earth and would make excellent spas. The beaches are broad, with white or pink sand, and the fishing is excellent. All these things are lost on the unimaginative, work-oriented Ranan.

The planet has a primitive aboriginal race, the Phayan humanoids, known to the Ranan as *Tuscahein* or 'Sleepers.' The Phayans were, to Ranan eyes, an indolent race given to long periods of total inactivity and stringent measures were taken to 'process' the aboriginals so that they could become productive units in the Ranan system. All attempts at this failed, and the overseers themselves were afflicted by a mysterious debilitating mental illness that seems to emanate from the Phayans. The Ranan finally gave up their efforts in disgust, quarantining the aboriginals on reservations in the isolated island groups in the southern oceans.

For their part, the Phayans are very tractable, accepting Ranan authority without question and not proving difficult in any way. That they practice a total 'communism' and share all produce and property communally has probably been the only reason they have not been exterminated. As one Ranan official put it, 'that such perfect devotion to socialism and the welfare of the group exists in such lazy primitives argues for some good in them, though I am hard-pressed to see it.'

The Phayans stand just over 154cm in height, on the average. Their eyes are very large, coal black, and very round, with faint concentric circles about them. They have no body hair. Most striking, the Phayan skin is translucent, almost transparent, so that one can readily discern surface veins and capillaries. With a strong light behind them, even internal organs can be seen as dark shadows. Their skin temperature is also remarkably warm at slightly over 27 C (106 F). This is believed to be an evolutionary development, for it corresponds closely to the temperatures of the sun-warmed shallows of the tropical seas in which this coast-dwelling people spends much of its time. Indeed, the Phayans are an aquatic race, possessing both lungs and gills, with a strange biological interchange system that permits them to breathe water and atmosphere with ease. They rarely venture far inland, and remain out of water for only moderate periods of time even though they seem to suffer no ill effects from extended absence from a watery environment.



Low humidity conditions, however, lead to rapid dehydration and to heat stroke.

The Phayans are strict vegetarians, preferring fruits and marine vegetation for their diet, although they can eat grains and land-grown vegetables. Meat in any form is repulsive to them. They carry primitive weapons for defense in the sometimes dangerous seas, but the thought of eating meat is abhorrent. So is the idea of slaying another intelligent creature, or showing any violent mood toward another. They cannot comprehend the warfare that they have been told of, and the struggle for 'liberation' makes no sense to them at all. This total and unshakable pacifism has shaken the Ranan leadership, and they have quarantined the Phayan reservations lest their non-violent ways prove infectious in the war-weary Ranan masses. This fear seems unfounded, as most Ranans regard the Phayans as an inferior, rather disgusting-looking race, preferring to avoid them where possible.

Very recently, the noted Ranan research physician, Debars Kreehan, achieved a breakthrough in his study of this mysterious race. It had long been known that the Phayans were capable of effecting empathic healing in themselves and other Phayans who had suffered grievous injuries, wounds closing over and flesh restoring itself visibly. Similarly, the Phayans were apparently immune to all known diseases, most drugs, and all except a few poisons, which cause them to sicken but are not lethal. This talent fascinated Ranan medical circles and every effort has been made to learn the secret so that it could be duplicated. Thanks to Dr. Kreehan's work, a psionic-biological linkage has been proven, and the reasons for the Phayans long periods of lethargy and sleep are now known.

Phayan society seems to be structured around the sleep cycle. Typically the Phayan is awake and moderately active for one full Phayan day, then spends about two days sleeping or lazing around. Individual waking and sleeping periods are staggered, however, so there is always someone up and about in the sleepy little villages. Dr. Kreehan has discovered that the Phayans can live without the heavy reliance on sleep, keeping more 'normal' hours, but they lose their empathic healing abilities and become weak and ill within several days or, at most, several weeks after the regimen has been begun. This has explained the dramatic 'die back' of the Phayans in the early days of colonization, when they were pressed into work battalions and subjected to Ranan conditioning techniques. Once allowed to return to their normal routines, the Phayan population slowly rebounded and now has reached about 20% of the levels existing when the Ranan arrived on their world.

The psionic auras of the Phayan also have a mood-altering effect on Ranan who are in their presence for an extended period of time, aggressive emotions being dampened. In time, a person develops a fatalistic acceptance of whatever happens around one, an almost Phayan form of lethargy descending upon those affected, which saps one's drives to the point of near inactivity. The effect was not understood at first, but the Ranan overseers in Phayan labor battalions were all stricken by this malaise which the Ranan first put down to some kind of local disease of unknown nature which was spread from the Phayans

to their Ranan taskmasters. When the Phayans were no longer used for forced labor, the 'disease' disappeared. Thus the surviving Phayans were quarantined on isolated island groups.

The cause of the 'disease' was discovered only when Kreehan's research facility began missing its routine reports to the administration of the Ranan settlements. An investigation team discovered the entire staff was lazing about in the sun, oblivious to their duties, evidencing clear signs of disorientation and mental deterioration. However, once evacuated to the Ranan settlements, the victims recovered within a month, just as the Ranan overseers had. After his recovery, Kreehan was able to associate Phayan psionics with the illness. Now it is known that a Ranan can remain in close proximity to Phayans for somewhat over two months before the onset of the lethargy, so the research staff is routinely rotated out for R & R every sixty days.

A more sinister aspect of this strange psionic effect is that a Ranan exposed to it for five or six months becomes completely open to deep conditioning. Recently, the *Kuatempeta* has established a prison facility for incorrigible political prisoners near Kreehan's research establishment. There the prisoners are broken down to helplessness by psionic exposure and then are 're-programmed' into virtual robots obedient to their Unitist masters.

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QONONXOW II

StarSystem Coordinate	10.GG.+70 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G3v/M0v binary star system
FTL Conversion	15,000 LS
Planets in System	9
QONONXOW II	Type MS.1 Terran Planet: 6 moons
Orbital Distance	550 LS (0.90 AU)
Length of Year	253 Terran days
Length of Day	26 hours 19 minutes
Planetary Diameter	12,725 km
Surface Gravity	0.79 G
Temperature Range	-73 C to 43 C
Atmosphere Type	Terran: 685mm; 120mm oxygen; 555m nitrogen. Climatic conditions compare to Terran climate, except middle and higher latitudes are somewhat cooler.
Hydrosphere Type	78%: 5 continents, numerous islands.
StarNationality	United Ranan Colony World
Sentient Race	Ranan Humanoids
Population	5,000,000,000
Tech Level	Tech/5-6 with Tech/7-10 industry
StarPort Rating	Ranan Naval StarPort x1 AAAAAA
Social Organization	Ranan Unitist Communism
Societal Strength	4
Xeno Acceptance	86%
Government Type	Military Command
Government Support	27%
Loyalty Index	68%
Repression Index	63% (Revolt = 09%)
Bureaucracy Level	High
Corruption Level	18%
Law Level	18+
Economic Rating	Poor Agricultural Planet with U.A.W. armament industry
Gross Productivity	MCR 5,000,000
Tax %/Levy	50% = MCR 2,500,000
Military Spending	20% = MCR 1,000,000
Major Imports	Factory equipment, farming equipment, general tools
Major Exports	Armaments
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (25% to Black Market)

Qononxow II (Ranan for 'Lost in the Wilderness') was discovered by IRDU (Interstellar Ranan Development Unit) in 2311, the population of Ranan stock was at Tech/1-2 levels. The Ranan Army occupied the planet and began reconstruction and Ranan orientation programs to assimilate the indigenous Ranan to the U.R.W. Except for the armed forces and U.R.W. personnel, the planet is at Tech/5-6 levels. The planet is a major staging area for Ranan operations in the Sikozang via the 'Slot.'

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SICARI IV

StarSystem Coordinate	2.CC.-75 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K0v/K0v binary star system
FTL Conversion	15,000 LS
Planets in System	7
SICARI IV	Type MS.1 Terran Planet: 1 moon
Orbital Distance	375 LS (0.75 AU)
Length of Year	194 Terran days
Length of Day	23 hours 36 minutes
Planetary Diameter	13,700 km
Surface Gravity	0.98 G
Temperature Range	-79 C to 54 C
Atmosphere Type	Terran: 730mm; 140mm oxygen; 577mm nitrogen. Climatic conditions compare to Terran climate, except the growing season is very short in higher latitudes, which approximate Terran tundra and taiga regions from Lat. 40 North and South.
Hydrosphere Type	73%: 7 continents, numerous islands
StarNationality	Reconstructed Ranan Member World
Sentient Race	Ranan Humanoids
Population	25,000,000,000
Tech Level	Tech/6-7 with specialized Tech/9-10 industries
StarPort Rating	Ranan Naval StarPort x3 AAAA; x12 C class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	4
Xeno Acceptance	15%
Government Type	Military Command
Government Support	08%
Loyalty Index	08%
Repression Index	92% (Revolt = 50% if invaded)
Bureaucracy Level	Repressively High
Corruption Level	15%
Law Level	18+
Economic Rating	Poor Industrial Planet
Gross Productivity	MCR 40,000,000
Tax %/Levy	67% = MCR 27,000,000
Military Spending	50% = MCR 20,000,000
Major Imports	Food, industrial metal, collapsium, power metals, chemicals, textiles.
Major Exports	Starships, vehicles, aircraft, small arms, factory equipment, computers, parts, general tools.
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (25% to Black Market)

At the time of the revolutions in the 'Pure Eight,' Sicari IV (Ranan for 'Four Hundred Futures') had already attained interstellar capacity and considerable prosperity as a capitalist democratic world. Sicarian leaders were always innovative and independent in spirit, like their people, and they were instrumental in organizing the Deltei Alliance and opposing the U.R.W. right up to the Unitist invasion of 2418. It remained under the oppressive heel of military occupation until handed over to Serang for 'reconstruction.' When Serang defied Chairman Girdzian and his conservative dominated Ranan Central Committee, the Sicarans enthusiastically joined the rebellion and provided a magnificent contribution to the war effort until its invasion and reduction to U.R.W. control in 2475.

After the collapse of the Serang Rebellion, Sicari was placed under a totally uncompromising military government, which still controls all planetary affairs today. Not only the people of Sicari were casualties of their rebellion. In the course of the final assault, the great naval yards of the planet were destroyed by the Sicarians as a last act of defiance, thereby denying them to the Unitists. The shipyards were rebuilt by 2530 and are considered a major element in the U.R.W.'s naval construction establishment. The yards, like all essential industry, are now manned by Ranan imported from DzaKoan, loyal Unitists to the last workers.

The central government regards Sicari as a *doafsak* ('cow') to be 'milked,' but the population is so restive that the Unitists must maintain strong military forces on the planet. B.R.I.N.T. reports indicate the presence of an underground movement which contents itself with anti-Unitist propagandizing and only occasionally stings the Unitist

administration with acts of terrorism and sabotage. The Sicarians are surly and uncooperative, though held down by brutally repressive measures and by punitive levels of taxation. They still fight back passively with work slow-downs and shoddy workmanship. Production is at half its potential and would quickly rise to pre-occupation levels of MCR 75,000,000,000 - MCR 85,000,000,000 if delivered from Unitist control.

Prior to their next offensive into NCG 7292, the Blarads plan on rousing the resistance to active levels, complete with Loyalist Ranan commandos to stiffen the locals. That will be followed by a major landing to secure Sicari, as the world commands the NCG 7292 entrance to the Tricorith Strait. Further, the Sicarians would prove invaluable allies for they hate everything Unitist.

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SUNIRA VI

StarSystem Coordinate	6.DD.+05 NCG 7292 GSC 15.LL.+1200
Stellar Primary	B5v main sequence star
FTL Conversion	15,000 LS
Planets in System	15
SUNIRA VI	Type 2 Terran 'No Seasons' Planet: 8 moons
Orbital Distance	7450 LS (14.90 AU)
Length of Year	21.08 Terran years
Length of Day	27 hours 43 minutes
Planetary Diameter	15,000 km
Surface Gravity	1.09 G
Temperature Range	-89 C to 72 C
Atmosphere Type	Terran: 790mm; 165mm oxygen; 612mm nitrogen. Sunira VI is a typical 'no seasons' world, with distinct belts of climate. Only the middle (temperate) latitudes are really bearable. High latitudes are very cool to brutally frigid all year around, while equatorial and tropical regions are hot and arid.
Hydrosphere Type	69%: 6 continents, numerous islands. Two continents girdle much of the equatorial and tropical zone and are 85% desert, with only several coastal regions being well-watered.
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	40,000,000,000
Tech Level	Tech/7 with Tech/7-10 industries
StarPort Rating	Ranan Naval StarPort x3 AAAA; x13 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	5
Xeno Acceptance	99%
Government Type	Oligarchical Planetary Politic Unit
Government Support	21%
Loyalty Index	85%
Repression Index	43% (Revolt = 10%)
Bureaucracy Level	Exceedingly High
Corruption Level	12%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 60,000,000
Tax %/Levy	50% = MCR 30,000,000
Military Spending	17% = MCR 10,000,000
Major Imports	Foodstuffs, industrial metals, collapsium, chemicals, power metals, textiles.
Major Exports	Starships, computers, armaments, aircraft, and vehicles
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	80% (20% to Black Market)

A strongly pro-Unitist planet and one of the 'Pure Eight,' Sunira VI (Ranan for 'Hands of Power') is a major producer of the U.R.W.'s naval warships and heavy armaments — tanks, artillery, etc. While such high-tech areas of the economy are well-developed, most of the population lives at marginal levels as very poor peasants despite massive irrigation projects to open up even the deserts to cultivation. Famine is an ever present threat. Still, its contribution in men and materiel to the Ranan war machine has made Sunira a major power in the central government. Its politicians invariably adopt an extreme hardline position towards all things non-Ranan and non-Unitist.

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TREQO TEKA V

StarSystem Coordinate 4.BB.+35 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G8v/wd binary star system
 FTL Conversion 15,000 LS
 Planets in System 9
 TREQO TEKA V Type MS.1 Terran Planet: 2 moons
 Orbital Distance 350 LS (0.70 AU)
 Length of Year 239 Terran days
 Length of Day 25 hours 40 minutes
 Planetary Diameter 16,900 km
 Surface Gravity 1.24 G
 Temperature Range -63 C to 57 C
 Atmosphere Type Terran: 650mm; 125mm oxygen; 513mm nitrogen. Climatic conditions compare to Terran climate, except summers are shorter in the higher latitudes.

Hydrosphere Type 81%: 7 continents, numerous islands.
 StarNationality United Ranan Colony World
 Sentient Race Ranan Humanoids
 Population 8,250,000,000
 Tech Level Tech/6 with some Tech/6-9 light industry
 StarPort Rating Ranan Naval StarPort x5 B
 Social Organization Ranan Unitist Communism
 Societal Strength 6
 Xeno Acceptance 90%
 Government Type Oligarchical Planetary Politic Unit
 Government Support 20%
 Loyalty Index 85%
 Repression Index 43% (Revolt = 05%)
 Bureaucracy Level High
 Corruption Level 12%
 Law Level 18+
 Economic Rating Average Agricultural Planet
 Gross Productivity MCR 15,000,000
 Tax %/Levy 50% = MCR 7,500,000
 Military Spending 15% - MCR 3,000,000
 Major Imports Manufactured goods, farming equipment, general tools, vehicles, armaments.
 Major Exports Foodstuffs, textiles, *tuurda*
 Trade Restrictions Government Licensed Trade Only
 Trade Acceptance 70% (10% to Black Market)

Treqo Teka (Ranan for 'Good Smoke') is the sole exporter of *Tuurda*, the Ranan equivalent of tobacco. Only the tropical soils of Treqo Teka produce this plant, the leaves of which are dried and then shredded to make cigarettes and cigars. The inhabitants of Treqo Teka are very proud of being the *Tuurda* exporter of the entire U.R.W. Some Federation wags, having tried *Tuurda*, remarked afterward that 'The Ranan would probably smoke anything!' Still, Treqo Teka has rather modern farms and expert agronomists, producing an abundant surplus of grains, vegetables, and meat, vitally needed by many of the populous worlds of the U.R.W. About 90% of the population is agrarian, although there is a small light industry base as well.

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TZAK II

StarSystem Coordinate 9'EE.+32 NCG 7292 GSC 15. LL.+1200
 Stellar Primary F9v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 7
 TZAK II Type 3 Terran Planet: 1 moon
 Orbital Distance 600 LS (1.20 AU)
 Length of Year 1.63 Terran years
 Length of Day 25 hours 10 minutes
 Planetary Diameter 13,550 km
 Surface Gravity 1.01 G
 Temperature Range -79 C to 66 C
 Atmosphere Type Terran: 725mm; 140mm oxygen; 573mm nitrogen. Climatic conditions are those of a classic Type 3 world.
 Hydrosphere Type 76%: 6 continents, numerous islands
 StarNationality United Ranan Quarantined Protectorate
 Sentient Race Ranan Humanoids

Population 500,000,000
 Tech Level Tech/1-3
 StarPort Rating Ad Hoc Landing Grounds
 Social Organization Caste Society
 Societal Strength 2
 Xeno Acceptance 71%
 Government Type Feudal
 Government Support 15%
 Loyalty Index 79%
 Repression Index 68% (Revolt = 19%)
 Bureaucracy Level Low
 Corruption Level 20%
 Law Level 18+
 Economic Rating Poor Agricultural Planet
 Gross Productivity MCR 200,000
 Tax %/Levy 35% = MCR 70,000
 Military Spending 25% = MCR 50,000
 Trade Restrictions Total Ban on Offworld Trade
 Trade Acceptance 25%

Tzak II was discovered in 2339 by the IRDU (Interstellar Ranan Development Unit), but the world was so primitive that even the Ranan threw their hands up in disgust. To bring Tzak II into a modern, interstellar nation as a member that could pull its weight required a considerable investment of men and resources, but these the Ranan were prepared to expend. Almost one million were landed to begin the project in 2345, but in 2358 the effort was suspended. A frightful plague broke out on Tzak (Tzakei fever), comparable in its effects on Ranan to the 'Black Death' on humans. At the time, no cure for the disease existed in Ranan medical science, and the planet was placed under the strictest quarantine to prevent spread of Tzakei fever to other worlds.

The IRDU personnel were abandoned on Tzak II to meet their fates as best they could. Many died, the off-world Ranan being even more susceptible to Tzakei fever than the native inhabitants. The few survivors were killed by the surrounding population, apparently hostile to off-worlders because of their blatant interference in Tzakan affairs. Indeed, it appears that the Ranan IRDU teams were most high-handed, resorting to force routinely to 're-educate and reorganize the down-trodden peasants.' The Tzakans took a savage revenge for such outrages.

The quarantine was too late. The disease was carried off planet and decimated the populations of five Ranan worlds before it could be contained and immunization developed against Tzakei fever. Tzak II still remains under quarantine. The very name of Tzak is enough to strike terror in the hearts of many Ranan. Few would willingly set foot on that world, even though Tzakei fever has apparently run its course and has not occurred on Tzak II for almost two centuries.

A light Ranan naval patrol is mounted in the Tzak StarSystem and will challenge any vessel intruding into the area. Despite this, a few League Free Traders make regular runs to Tzak II to conduct fairly profitable trade with the local aristocracy. The planet is divided into three large and more than two hundred small feudal states. The three largest are 'empires' and control about 35% of the land mass and almost 50% of the population. These have rather stagnant and unprogressive cultures vaguely reminiscent of Chinese and Japanese culture on Terra circa. AD 750-1400. Many groups are still in stone-age or bronze-age barbarism. One group of nations — barely more than city states — have reached chivalric feudal levels. Several large groups of mounted nomadic warriors roam the steppelands, again vaguely comparable to the ancient Mongols and Huns of Terra, making their livings by herding animals, warring with each other, or raiding civilized nations.

The world is reported to be a most congenial one, fertile and possessed of large areas in which the climate is mild, the rainfall adequate for good crops, and the population generally docile and friendly. Among the Tzakans whose ancestors had contact with the Ranan IRDE teams, the U.R.W. does not have a very favorable reputation.

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U'TZUI IV

StarSystem Coordinate 3.AA.-48 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G2iii/M0v binary star system
 FTL Conversion 30,000 LS
 Planets in System 12

U'TZUI IV	Type MS.2 Terran Planet: 6 moons
Orbital Distance	4600 LS (9.20 AU)
Length of Year	15.98 Terran years
Length of Day	29 hours 37 minutes
Planetary Diameter	17,350 km
Surface Gravity	1.28 G
Temperature Range	-63 C to 60 C
Atmosphere Type	Terran: 885mm; 170mm oxygen; 702mm nitrogen. Climatic conditions compare to Terran climate, except middle and higher latitudes are somewhat warmer.
Hydrosphere Type	78%: 7 massive continents, numerous islands. Many inland seas and deep bays.
StarNationality	United Ranan Reconstructed World
Sentient Race	Ranan Humanoids
Population	20,000,000,000
Tech Level	Tech/6-7 with Tech/7-10 industry
StarPort Rating	Ranan Naval StarPort x2 AAAA; x7 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	5
Xeno Acceptance	36%
Government Type	Military Command
Government Support	13%
Loyalty Index	55%
Repression Index	82% (Revolt = 09%)
Bureaucracy Level	Repressively High
Corruption Level	20%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 20,000,000
Tax %/Levy	65% = MCR 13,000,000
Military Spending	30% = MCR 6,000,000
Major Imports	Food, industrial metals, power metals, factory equipment, petroleum
Major Exports	Agricultural equipment, tools, vehicles, aircraft, small arms
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	85% (25% to Black Market)

When discovered in 2053 by the Blarads, U'Tzui IV (Ranan for 'In the Light of Heaven') had attained Tech/5-6 levels in its higher technology, although the masses still lived at Tech/4 for the most part. The Blarads did not attempt to move onto the planet. U'Tzui therefore never developed an anti-Blarad prejudice and, indeed, remained at peace with the Ursinoids throughout its period of independence, which lasted until its conquest by U.R.W. forces in 2405.

U'Tzui obtained space travel technology by purchasing its first starcraft from League Free Traders in 2189, and by 2215 was building its own vessels. It was a member of the Deltai Alliance until its conquest and developed many far-flung colonies in the Sikozang and other Star-Sectors around NCG 7292. The Ranan of U'Tzui practiced a very open and democratic form of socialism, allowing free enterprise to flourish side by side with state owned enterprises. It actually attained a much higher stage of technological development than is currently indicated, largely through cooperative efforts with Mercantile League corporations operating out of Omicron V. After the conquest, the Unitist authorities 'nationalized' all 'capitalist bourgeois enterprises which only exploit the working masses.' This was vigorously protested by League merchants and manufacturers on the planet, but they were ignored. The result was that League expertise was withdrawn from the planet, and the economy suffered disastrously.

U'Tzui was not a 'difficult' world until the Serang Rebellion. The planet rose in support of Serang and was almost immediately reconquered in the initial U.R.W. assault on rebel worlds. Since that time, a Military Tribunal has administered U'Tzui, which was declared a 'hotbed of capitalists and liberal socialist backsliders.' Millions of U'Tzuian scientists, technicians, and teachers were 'sent to the countryside for re-education,' depriving the planet in one terrible blow of the elite among its most intelligent and capable minds. In ten short years, the planet slid from Tech/9 to Tech/6-7 average levels and has never recovered.

U'Tzui stands as an example of Unitist determination to have absolute control over the very thoughts of their people, whatever the cost. Once one of the most innovative and productive of all the Ranan worlds, U'Tzui was reduced to mediocre status simply because the Ranan political system cannot tolerate any form of free thinking or dissent.

The destruction of its intelligensia and technical classes merely to make a political point was stupid in the extreme. But, though dissatisfaction is general, the masses are sheeplike. No serious dissent or opposition to the government exists.

U'TZUUKAN II

StarSystem Coordinate	1.AA.-75 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G0v main sequence star
FTL Conversion	10,000 LS
Planets in System	9

U'TZUUKAN II: U.R.W. Reconstructed Colony World. Population: 950,000,000. Poor Tech/5-6 lightly industrialized agricultural planet with StarPort B. Type 1 Terran Steppe Planet. Distance from Primary = 875 LS (1.35 AU). Year = 1.18 Terran years. Day = 25 hours 23 minutes. Diameter = 12,400km. Gravity = 0.85 G. Atmosphere: Terran at 725mm; 140mm oxygen; 575 mm nitrogen. Climate is Terran typical. Temperature = -60 C to 60 C. Hydrosphere = 43%. Imports are manufactured goods. Exports are food, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 55% on Ranan License. Corruption = 16%. Gross Productivity = MCR 950,000 (65% Tax). Military Expenditure = MCR 200,000. Military Government with 84% agricultural population. Militia technology is Tech/7+. Government Support = 14%; Loyalty = 35%; Repression = 80%; Revolt = 18%.

U'TZUUNAK IV

StarSystem Coordinate	2.BB.-51 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F4v main sequence star
FTL Conversion	10,000 LS
Planets in System	10

U'TZUUNAK IV: U.R.W. Reconstructed Colony World. Population: 625,000,000. Poor Tech/5 agricultural planet with StarPort C. Type 1 Terran Jungle Planet. Distance from Primary = 735 LS (1.47 AU). Year = 1.58 Terran years. Day = 25 hours 23 minutes. Diameter = 13,000km. Gravity = 0.93 G. Atmosphere: Terran at 700mm; 130mm oxygen; 660mm nitrogen. Climate is hot, humid Terran. Temperature = -49 C to 60 C. Hydrosphere = 77%. Imports are manufactured goods. Exports are food, petroleum, industrial metals, precious metals. Trade Acceptance = 60% on Ranan License. Corruption = 20%. Gross Productivity = MCR 500,000 (65% Tax). Military Expenditure = MCR 100,000. Military Government with 87% agricultural population. Militia technology is Tech/7+. Government Support = 07%; Loyalty = 18%; Repression = 85%; Revolt = 20%.

U'TZUUVAR II

StarSystem Coordinate	1.BB.-83 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	8

U'TZUUVAR II: U.R.W. Reconstructed Colony World. Population: 525,000,000. Poor Tech/5 agricultural world with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 415 LS (0.83 AU). Year = 295 Terran days. Day = 25 hours 23 minutes. Diameter = 12,000km. Gravity = 0.73 G. Atmosphere: Terran at 675mm; 125mm oxygen; 540mm nitrogen. Climate is Terran typical. Temperature = -68 C to 59 C. Hydrosphere = 88%. Imports are manufactured goods. Exports are food, industrial metals, precious metals. Trade Acceptance = 50% on Ranan License. Corruption = 17%. Gross Productivity = MCR 425,000 (60% Tax). Military Expenditure = MCR 125,000. Militia technology is Tech/7+. Government Support = 10%; Loyalty = 20%; Repression = 82%; Revolt = 22%.

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UUX-AY III

StarSystem Coordinate	5.CC.-20 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F0v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	11

UUX-AY III	Type MS.2 Terran No Seasons Planet: 2 moons
Orbital Distance	1110 LS (2.22 AU)
Length of Year	2.67 Terran years

Length of Day	25 hours 36 minutes
Planetary Diameter	14,500 km
Surface Gravity	1.14 G
Temperature Range	-77 C to 54 C
Atmosphere Type	Terran: 775mm; 150mm oxygen; 615mm nitrogen. Climatic conditions compare to Terran climate.
Hydrosphere Type	72%: 7 continents, numerous islands
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	55,000,000,000
Tech Level	Tech/5-6 with Tech/6-10 industries
StarPort Rating	Ranan Naval StarPort x2 AAAA; x11 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	6
Xeno Acceptance	95%
Government Type	Oligarchical Planetary Party Unit
Government Support	12%
Loyalty Index	52%
Repression Index	86% (Revolt = 19%)
Bureaucracy Level	Exceedingly High
Corruption Level	18%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 50,000,000
Tax %/Levy	50% = MCR 25,000,000
Military Spending	15% = MCR 7,500,000
Major Imports	Foodstuffs, textiles, industrial metals, colapsium, power metals, chemicals
Major Exports	Starships, vehicles, aircraft, small arms, factory equipment, general tools.
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (25% to Black Market)

When discovered in 2138, Uux-ay III (Ranan for 'Ancient Strength') had already attained a global government and was at early Tech/6 levels. The Blarads rather peacefully inserted themselves into Uux-ayan affairs and had brought the planet to a general Tech/7 level when G.P.R. agitators began their work among the disaffected elements, who were largely in opposition to the government then in power rather than to the Blarads. When the revolution reached serious proportions in 2209, the Blarads lent the government arms and military 'advisors.' The fight was essentially between Ranans, however. The struggle continued until 2218, when Ranan communists 'liberated' the world. Only later were the Blarads converted into brutal and oppressive 'conquerors' by Unitist propagandists.

As an advanced planet, Uux-ay became one of the industrial bastions of the U.R.W. It is a classic Unitist planet, with great manufacturing complexes wreathed in smog. Though the countryside is almost completely given over to cultivation of every hectare of arable land, the planet cannot meet the needs of its burgeoning population. Indeed, little advance has been made since 2237 in greatly increasing the lot of the typical Uux-ayan. The population growth kept pace with every step made in production. Needless to say, Uux-ay has been a major U.R.W. colonizer and has established some seventy-three colonies throughout Ranan controlled space.

The fifty-five billions on the planet are simply more than the government can handle or provide for. It is estimated that there are over 17% unemployed, the *Xut Kuat* or 'Forgotten' who live in the urban slums, places of unbelievable squalor and overcrowding. Crime is rife in all of the large cities, and routine police sweeps occur in the slum districts. So dangerous are many districts that the police will not enter them unless in squad and platoon strength. The Black Market is booming on Uux-ay as well, and business is conducted openly in the poorer quarters which the police visit only infrequently. Graft and corruption is common in every branch of the bureaucracy as well. A few Ranan K will get remarkably prompt results on most routine matters. Even serious offenses can be 'overlooked' or greatly reduced upon the passage of sizable sums. Everything can be bought on Uux-ay if one has the cash and knows the right people.

No corruption index can begin to indicate the depth of the graft. If anything, the 20% figure indicates the number of honest officials. The others all have a price, though most draw back from clearly treasonous behavior, such as selling military secrets. Even then, such things can be had.

The *Kat Qo Dan* or criminals rule entire urban districts, and the *Tan Kat Fsein* or Bosses have powerful friends in local police, municipal, and even judicial circles. So complete is their power that their hired thugs even carry licensed weapons and are often authorized as Peoples Police Militia in their districts! They openly run 'free markets' dealing in Black Market goods which rival the government stores for sheer magnitude of business done and goods and produce moved.

Graft and corruption are everywhere. The common citizen seems to think nothing of pilfering government property for his own use. A bit of produce disappears from a crate while it is in the process of being unpacked, and a family eats better tonight. Workers in clothing factories are better dressed than many. On and on it goes. Everyone is on the take, and everyone is on the make. Even Chairman Girdzian, a moralistic man if there ever was one in the U.R.W., despaired of anyone ever being able to clean out that *Xat'do Kass* (the only equivalent translation is 'nest of thieving pack-rats') short of sterilizing the planet by nuclear bombardment.

All this the chief officials of Uux-ay carefully minimize whenever the issue arises in the Ranan Central Committee, saying that a purge of the 'criminals' is underway and has made excellent progress to date. Very convincing figures are presented to prove their case. Mostly fabricated, of course.

WUISA IV

WUISA IV

StarSystem Coordinate	4.BB.+15 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F9v/K6v binary starsystem
FTL Conversion	20,000 LS
Planets in System	10
WUISA IV	Type 1 Terran Planet: 1 moon
Orbital Distance	635 LS (1.27 AU)
Length of Year	1.11 Terran years
Length of Day	24 hours 21 minutes
Planetary Diameter	13,450 km
Surface Gravity	1.09 G
Temperature Range	-78 C to 72 C
Atmosphere Type	Terran: 800mm; 155mm oxygen; 642mm nitrogen. Wuisa IV is a typical 'no seasons' world, with distinct belts of climate. Only the middle (temperate) latitudes are really comfortable. High latitudes are very cool to brutally frigid all year around, while equatorial and tropical regions are hot and very moist.
Hydrosphere Type	74%: 6 continents, numerous islands
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	22,500,000,000
Tech Level	Tech/6-7 with Tech/7-10 industries
StarPort Rating	Ranan Naval StarPort x4 AA; x8 A class orbital forts
Social Organization	Ranan Unitist Communism
Societal Strength	9
Xeno Acceptance	13%
Government Type	Oligarchical Planetary Politic Unit
Government Support	05% (U.R.W.); 25% (Wuisa IV)
Loyalty Index	15% (hardline Unitism); 85% (Wuisa IV)
Repression Index	09% (Revolt = 01%)
Bureaucracy Level	Moderate
Corruption Level	01%
Law Level	18+
Economic Rating	Poor Industrialized Agricultural Planet
Gross Productivity	MCR 28,125,000
Tax %/Levy	50% = MCR 14,062,500
Military Spending	15% = MCR 4,250,000
Major Imports	Foodstuffs, textiles, heavy armaments, industrial metals, power metals, petroleum, chemicals.
Major Exports	Factory equipment, parts, tools, small arms
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (02% to Black Market)

Wuisa IV (which translates as 'Pass Bravely') is demonstrative of the gentler side of traditional Ranan culture, still very much present despite Unitist attempts to politicize the inhabitants. A more tranquil, peaceful agrarian world is hard to find. Though Wuisa has a significant level of

industrialization, it has been done with some thought to preserving the environment. The countryside is still truly beautiful.

The Wuisans are a relaxed, patient, quietly enduring group and do not at all fit the image of a living sea of maniacal fanatics charging in wave after endless wave to fall on their enemies — the 'hordes' depicted by irresponsible journalists and calculating Azuriach propagandists. The Wuisans are humble, law-abiding, and hospitable. The Unitists find them too relaxed, to involved with life to become satisfactorily enthusiastic about the latest Six-Year Plan issued by the Central Committee or wildly demonstrative over the surpassing of some production quota. Ranan Process meetings can be frustrating for Party lecturers, who use every psychological technique to trigger off fanatical audience response, but the Wuisans only applaud politely at the end, as they are expected to do, and then go about their own business, placid and quite untouched by it all.

Wuisan culture emphasizes the importance of the family above all things, one's first duty belongs to one's immediate family and then one's relatives. This, of course, runs entirely counter to Unitist doctrine which states that the state comes before anyone or anything else. The Party has attempted to break down the traditional family loyalties and has failed miserably. The commune system, for instance, tends to separate families. But the Wuisans avoided this by providing quarters in which parents and children live together. Husband and wife are assigned duties so that they can work together as much as possible. Failing that, they are given work assignments that allow them off-duty hours together. A mother is given at least one day's work assignment in the nursery school so that she can be with her own children. Families eat together in the communal dining facilities. Recreational outings sponsored by the commune are organized around the family unit. In short, the Wuisans have found legitimate ways to circumvent Unitist measures designed to destroy the tight-knit family bonds that so characterize Wuisan life.

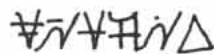
All this would be infuriating to the Unitist leadership on DzaKoan IV, except that the Wuisans are industrious and law abiding. The officials and people are famous for their incorruptibility, and the crime rate is the lowest in all of the U.R.W. It is said that one can leave a sheaf of money or even a package containing some succulent food rations or a prized consumer item lying in a street and it will remain untouched by passers-by. Or it will be picked up and dutifully taken to the police for the loser to reclaim. Black Market activities are also minimal. The fact is that the Wuisans are scrupulously law abiding, unrebelling, and easy to rule. They work hard and contribute to the economy of the U.R.W.

The Wuisans are outright pacifists, and few volunteer for regular Army duty. This the Central Committee again finds infuriating but does little to correct by military draft. Scripted Wuisan troops are notorious for their lack of motivation in the offensive. Unitist commanders are secretly relieved when there are no Wuisans in their unit. For instance, after a rousing speech by an officer to whip up the fighting spirit of his troops before an assault, a Wuisan will invariably rise to ask, a sheep-like expression of innocence on his face, 'But why, *Duan-han* (Sir), are we here? This is not our world. Why do we wish to take this land from those who were born here? Why must we kill peasants like ourselves? Were they not also pressed into their nation's armies to fight? Surely, as you say, they are misled by their capitalist rulers. But you yourself have taught us that we are here to liberate them. How can we liberate those we kill? Please explain. I do not understand.' This sort of thing is simply bad for morale.

However, should Wuisa itself be threatened, the Wuisan shows quite another side of his personality. Then he is fighting for his family, his community, and his world, and a more ferocious opponent cannot be found this side of a Larvan Hive threatened with the loss of its Queen. The Wuisans enthusiastically embrace their Militia duties, and a more motivated force a commander could not hope to lead into battle. Money that would normally be lavished on the regular Army is largely diverted to the Wuisan Militia instead. This fact is not lost on the Central Committee of the U.R.W. Should it wish to crack down on the Wuisans, it would be facing a very well armed, moderately well trained, and totally motivated countryside. Thus they leave Wuisa well enough alone.

The visitor to Wuisa finds it difficult to believe he is on a Ranan Unitist world. Officials and common citizens alike are friendly, courteous, and hospitable, ready to offer assistance with a genuine concern for the visitor's needs. An off-worlder is free to go fairly much where he wants, except in the case of security-sensitive areas. His Ranan guide will be

more tourist guide than watchdog. And everyone will be gratifyingly helpful and cooperative. Nor should the visitor feel constrained to watch what he says. The Wuisans enjoy a good political discussion and are quite open and frank. 'The Party tells us that self-criticism is good for one's *Ja'xen* ('Soul') . . . ' is a typical Wuisan opening remark before an incisive and often unflattering analysis of some aspect of Unitist theory or practice. Still, they are loyal and do stand up for what they consider good in Ranan society.



XEIKYA XUAN VII

StarSystem Coordinate	3.11.-55 NCG 7292 GSC 15.LL.+1200
Stellar Primary	A0v/wd binary star system
FTL Conversion	15,000 LS
Planets in System	15
XEIKYA XUAN VII	Type MS.1 Terran No Seasons Planet: 1 moon
Orbital Distance	16,375 LS (32.75 AU)
Length of Year	83.82 Terran years
Length of Day	26 hours 10 minutes
Planetary Diameter	13,625 km
Surface Gravity	1.02 G
Temperature Range	-60 C to 62 C
Atmosphere Type	Terran: 950mm; 150mm oxygen; 790mm nitrogen.
Hydrosphere Type	76%: 7 continents, numerous islands
StarNationality	United Ranan Member World
Sentient Race	Ranan Humanoids
Population	10,000,000,000
Tech Level	Tech/9 with Tech/8-10 industry
StarPort Rating	Ranan Naval StarPort: x4 AAA; x10 A class orbital forts
Social Organization	Nominal Ranan Unitist Communism; actually Democratic Socialism
Societal Strength	7
Xeno Acceptance	12%
Government Type	Elected Planetary Politic Unit
Government Support	28%
Loyalty Index	95% (Xeidyran rather than Unitist)
Repression Index	15% (Revolt = 05%)
Bureaucracy Level	High
Corruption Level	05%
Law Level	18+
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 50,000,000
Tax %/Levy	50% = MCR 25,000,000
Military Spending	25% = MCR 12,500,000
Major Imports	Foodstuffs, textiles, petroleum, chemicals, industrial metals, power metals, aircraft
Major Exports	Armaments, factory equipment, farming equipment, general tools, consumer goods
Trade Restrictions	Government Licensed Trade Only
Trade Acceptance	90% (20% to Black Market)

Xeikya Xuan IVV (Ranan for 'Bright-Shining Star Warrior') is the last of the 'Pure Eight.' It was not discovered until 2085, at which time this world had attained starflight and was beginning its own tentative steps at interstellar exploration and colonization. Xeikya Xuan was always an independent world and resisted all attempts by the Blarads to draw it into their sphere of influence. This the agent of the G.P.R. drew upon when they agitated on Xeikya Xuan for support to be given to the seven other worlds of the 'Pure Eight' in their 'glorious struggle for self-determination.' Xeikya Xuan VII did just that, providing the only interstellar navy possessed by Ranan society in its first decades.

Xeikya Xuan was not a communist world at the time of the First Revolution, though G.P.R. and Ranan agents tried to organize a communist party to challenge the popular and democratic socialist world government. In 2246, Xeikya Xuan withdrew from the Ranan Soviet and joined the Deltei Alliance. Though it had become a nominally communist world, it preferred autonomy to the increasing centralism of the Ranan Soviet and the interference of the Central Committee in what Xeikya Xuan considered to be purely internal planetary affairs. For a time, Xeikya Xuan VII opposed their aggressive moves against the Deltei worlds with a vigor that stalemated every attempt made by the Ranan communists. However, when Reehan rose to power, he managed to woo Xeikya Xuan away from the Alliance. Xeikya Xuan VII

agreed to join the U.R.W. on condition that internal planetary affairs would be a matter for the people and government to decide. Needing the great industrial and military power of Xeikya Xuan, Reehan was forced to accept these terms.

Xeikyan Unitism has always taken its own course since that time. Xeikyans enjoy considerable personal freedom in their lives. They also enjoy one of the highest standards of living in the U.R.W., as production is so high that the government can afford to 'indulge' the people by providing good accommodations (on the average, the equal of first-class quarters on other worlds, reserved on those worlds primarily for favored Party members), excellent food rations, and even a reasonable selection of consumer goods. These last are produced, in part, by joint venture projects with the Mercantile League's Omicron Corporation. Rationing and shortages are, in fact, quite minimal.

Life for the Xeikyans is positively luxurious by Ranan standards. The typical Xeikyan receives about four times the Ranan average income, approximately K 25,000 (CR 2500) per year! The population having been stabilized at ten billions for more than a century, and the planetary economy is not under the extreme pressure to provide a basic subsistence level of existence for the masses. The farms are all collectives and the farmers share the profits of the collective as well as earning a standard wage. The factories are run in the same manner. The means of production may belong to the state, but the benefits of national ownership do go to the people who perform the labor. All this reflects the elective nature of Xeikyan 'unitism,' which is actually a form of extreme socialism coupled with fairly democratic political institutions. On Xeikya Xuan, all citizens are Party members, and all adults have a vote in general Party elections which offer a choice of at least two candidates for each elective position. Further, district officials require nomination by 5% of their electorate to stand for office. On Xeikya Xuan, the government is popular because the people choose it. And they can get rid of poor leaders, too, without resort to revolution.

Xenophobia on Xeikya Xuan is minimal as well, and 'Outsiders' are made quite comfortable. There are even first class hotels on the model found on many Federation worlds. The visitor is treated as a proper guest at all times. Further, there is an active and interesting cultural and 'night' life in the large centers. Xeikyan performing arts do not reflect the continual propagandizing so often encountered on Ranan worlds and exhibit some of the best features of traditional Ranan art-forms. There are even fine restaurants and nightclubs to visit, for the Xeikyans enjoy a good time after their hard labors. Interestingly enough, the planet is one of the few in the U.R.W. to permit the sale of alcoholic beverages, and excellent liquors, wines, and beers may be had without difficulty. There should be no wondering why Xeikya Xuan is a popular 'tourist' planet for the upper echelons of the Party, who have the means and the freedom to journey their for a vacation.

Hardline Unitists regard Xeikya Xuan as 'soft' and 'decadent.' That is really not the case. The cream of the Ranan StarForces are raised on this progressive world as well as on Daita-Xuan. Xeikyan ground troops also compare with those of the Daitans, with a most un-Ranan emphasis on armored forces. Indeed, the development of armored fighting vehicles has been led by the Xeikyans in the U.R.W. Furthermore, the independent minded Planetary Politic Unit expends substantial sums on the armed forces without significantly harming the 'luxurious' lifestyle of its people. There is no doubt where Xeikya Xuan military strength would be directed if the Central Committee decided to crack down on Xeikyan 'liberalism.' And there is good reason to believe that such an act would cause Daita-Xuan V, with whom Xeikya Xuan has very close ties, to support the Xeikyans, precipitating a Civil War. That is why Xeikya Xuan is treated with the proverbial 'kid gloves' by the Unitist Central Committee.

XON-XUNAN III

StarSystem Coordinate 2.FF.-45 NCG 7292 GSC 15.LL.+1000
Stellar Primary F8v main sequence star
FTL Conversion 10,000 LS
Planets in System 8

XON-XUNAN III: U.R.W. Reconstructed Colony World. Population: 825,000,000. Poor Tech/6-7 mining/agricultural planet with StarPort B. Type 1 Terran Planet. Distance from Primary = 775 LS (1.55 AU). Year = 1.30 Terran years. Day = 28 hours 4 minutes. Diameter = 12,500km. Gravity = 0.80 G. Atmosphere: Terran at 975mm; 155mm oxygen; 810mm nitrogen. Climate is Terran typical. Temperature =

-62 C to 60 C. Hydrosphere = 76%. Imports are manufactured goods. Exports are foodstuffs, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 50% on Ranan License. Corruption = 17%. Gross Productivity = MCR 875,000 (65% Tax). Military Expenditure = MCR 175,000. Military Government with 88% agricultural population. Militia technology is Tech/7+. Government Support = 10%; Loyalty = 21%; Repression = 85%; Revolt = 15%.

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XON TI CARON V

StarSystem Coordinate 1.JJ.-71 NCG 7292 GSC 15.LL.+1200
Stellar Primary F6iv sub-giant star
FTL Conversion 20,000 LS
Planets in System 16
XON TI CARON V Type 2 Terran Steppe Planet: 4 small moons
Orbital Distance 2675 LS (5.35 AU)
Length of Year 6.27 Terran years
Length of Day 27 hours 16 minutes
Planetary Diameter 13,225 km
Surface Gravity 0.97 G
Temperature Range -76 C to 65 C
Atmosphere Type Terran: 875mm; 150mm oxygen; 712mm nitrogen
Hydrosphere Type 55%: 8 continents, numerous islands
StarNationality United Ranan Member World
Sentient Race Ranan Humanoids
Population 60,000,000,000
Tech Level Tech/5-6 with Tech/6-10 industry
StarPort Rating Ranan Naval StarPort x4 AAA; x20 A class orbital forts
Ranan Unitist Communism
Social Organization Societal Strength 5
Xeno Acceptance 52%
Government Type Oligarchical Planetary Politic Unit
Government Support 16%
Loyalty Index 56%
Repression Index 68% (Revolt = 15%)
Bureaucracy Level Repressively High
Corruption Level 17%
Law Level 18+
Economic Rating Poor Industrialized Agricultural Planet
Gross Productivity MCR 60,000,000
Tax %/Levy 50% = MCR 30,000,000
Military Spending 15% = MCR 9,000,000
Major Imports Foo, textiles, industrial metals, power metals, petroleum, chemicals.
Major Exports Armaments, especially small arms, light support weapons
Trade Restrictions Government Licensed Trade Only
Trade Acceptance 95% (25% to Black Market)

Xon Ti Caron V (Ranan for 'First Among the Free') was the leading world of the Deltei Alliance. Always very favorable to the Blarads of Luwork, the planet did not fall by conquest to the Unitists, every effort being made by the Blarads to keep it secure as a foothold in NCG 7292. However, in the later part of the 24th century, population pressure became so extreme that the economy finally collapsed, and in the internal anarchy that resulted, the underground Unitist faction was able to engineer a successful coup, aided by disaffected elements in the Army. Thus, Xon Ti Caron passed into the Unitist camp in 2381, grievously crippling the hard-pressed Deltei Alliance by the loss of one of its most important bastions. Worse, Xon Ti Caron commands the Xon Ti 'Gap' into the Blarad dominated Sikozang. At a single blow, the route to invasion of the Sikozang was opened to the Unitists.

Xon Ti Caron was rapidly converted to Unitism by the Ranan Peoples Liberation Army, which appeared not as an occupation force but as an interstellar relief force. The starving masses were fed by the lifeline of supplies brought in by the Ranan spaceforces, while the Army saw to the distribution of rations and medicines and kept order in the aftermath of the general social breakdown. Indeed, the events on Xon Ti Caron closely approximate those on Terra when the socio-dynamics of the planet crumbled in the last days of the 'Pure Earthian' regime. As it was, some 40% of the planet's 75 billion population died, despite heroic efforts by the U.R.W. Today, the population has risen back to sixty billions, and the masses live in relative poverty, the average in-

come little more than K 5000 (CR 500) per capita annually. Conditions closely approximate those on Ux-ay.

Xon Ti Caron stands as an example of just how truly precarious is the existence of the most populous Ranan worlds. They are not self-sufficient and depend upon vital food supplies and natural resources to be transported in from the colonies. A failure of this essential life-line cannot long be tolerated.

INDEPENDENT WORLDS OF NCG 7292

THE MERCANTILE LEAGUE

OMICRON V

StarSystem Coordinate	7.BB.-15 NCG 7292 GSC 15.LL.+1200
Stellar Primary	B0iv/F6v binary starsystem
FTL Conversion	35,000 LS
Planets in System	14
OMICRON V	Type 13.7 Terran Desert Planet: 2 small moons
Orbital Distance	25,655 LS (51.31 UA)
Length of Year	82.18 Terran Years
Length of Day	36 hours 52 minutes
Planetary Diameter	16,875 km
Surface Gravity	1.55 G
Temperature Range	-35 C to 82 C
Atmosphere Type	Terran: 1200mm; 135mm oxygen; 1048mm nitrogen. Silicate dust levels in the atmosphere are high, requiring the use of filtered breathing apparatus. Humidity levels approach 01% to 10% in most regions, and long term survival without a stillsuit is virtually impossible. Severe and prolonged sandstorms are common, especially in the deep desert. Refer to Archenar VI (StarSector Atlas 1: The Terran Sector) for a planet with comparable, but even more severe conditions.
Hydrosphere Type	12%: Standing water is found mainly in the Polar latitudes in the high mountain valleys and plateaus which exist in those regions. Indeed, conditions are bearable in those latitudes, with temperatures ranging between -15 C and 35 C. In the lower regions, the only water is found in desert oases or, more commonly, in subterranean deposits (caves, artesian, etc.).
StarNationality	Mercantile League Trading World
Sentient Race	Humans and MekPurrs
Population	1,000,000 and 100,000,000 Meks
Tech Level	Tech/10
StarPort Rating	x1 AAAA; x8 A class surface fortresses
Social Organization	Mercantile Open Society
Societal Strength	7
Xeno Acceptance	10%
Government Type	Corporate Regional Directorate: Company World
Government Support	35%
Loyalty Index	90%
Repression Index	12% (Revolt = 01%)
Bureaucracy Level	Moderate
Corruption Level	12%
Law Level	15
Economic Rating	Exceedingly Rich Automated Industrial Planet
Gross Productivity	MCR 10,000,000 (Manufacture 45% of that)
Military Spending	MCR 1,500,000 (Naval is MCR 1,200,000)
Profit	MCR 1,500,000 (Manufacture = MCR 675,500)
Major Imports	Collapsium, industrial metals, petroleum, chemicals.
Major Exports	Commercial starships, aircraft, AFV, military small arms, computers, parts, factory equipment, high grade machine tools, agricultural equipment, parts, general tools.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	95%

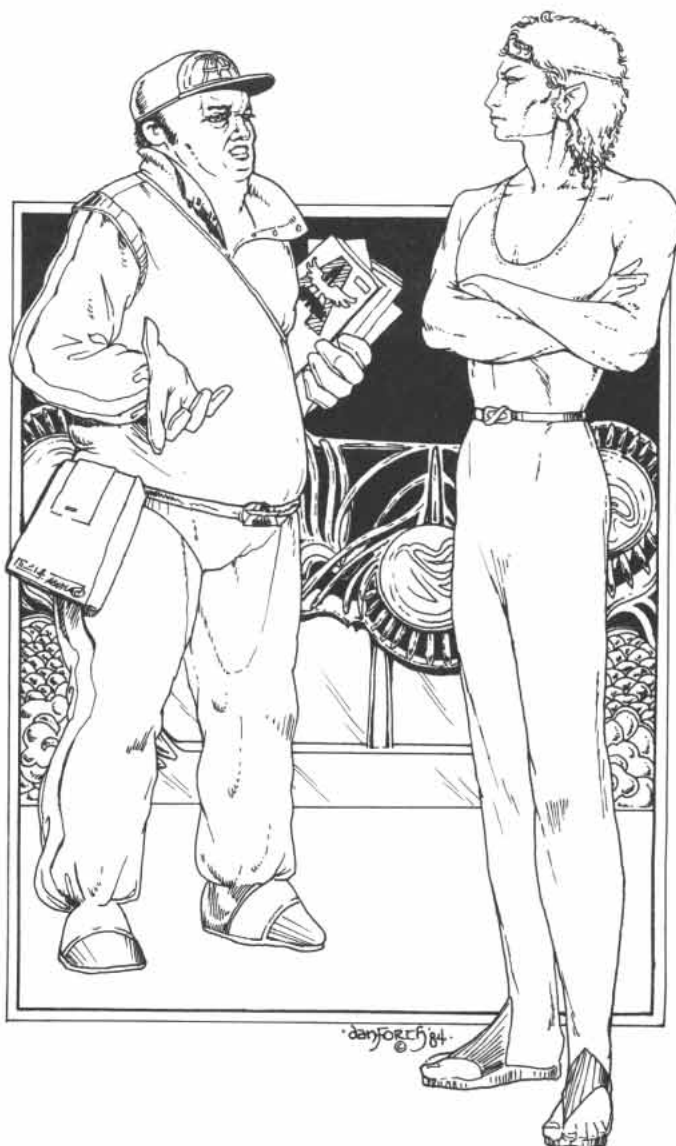
Omicron V was colonized by a joint venture between the great Tetragammetron Corporation of Augusta and the powerful MekPurr clan of Di Dusan of Rigel VII in 2258 to trade into NCG 7292. Omicron

V was chosen deliberately because of its harsh conditions, so extreme that any invader would be hard pressed to maintain a planetary foothold, let alone mount a successful military campaign, without massive support and excellent desert equipment. Di Dusan provided the automated production technology for mass manufacture, and the robotic equipment needed to construct planetary bases and to mine the resources of Omicron V. Tetragammetron provided the expertise in interstellar trade and commerce and the starships to carry Omicron V products throughout the StarSector.

Since its establishment, Omicron Corporation has proved an immensely successful and profitable venture. In its joint venture with the Mit G.S.S.R., Aquila Red Star Lines and Aquila Red Star Freightways have gained a virtual monopoly on passenger star travel in NCG 7292 and the Ranan controlled regions of the Sikozang. It is also expert at cargo tug haulage, picking up a handsome profit by carrying high mass bulk cargoes that the constantly overstrained Ranan interstellar transport net simply cannot handle. About 65% of the annual income of Omicron Corporation (as represented by planetary income) derives from interstellar passenger and cargo service.

Omicron Corporation's high quality goods receive top Credit on every world in the region, and the Ranan seem prepared to buy whatever the roaring production lines of Omicron V can produce. Subsidiary manufacturing plants have also been established on a number of Mit planets, particularly Mitay, which has both greatly increased the Mit income and also has advanced its own technological expertise significantly.

Omicron V is located in the heart of the Mit G.S.S.R., where it is protected by the Mit from any designs that the U.R.W. might have



on such an ultra-high technology factory world. The admittedly socialist Mit see no contradiction in having the epitome of capitalism in their midst. The presence of Omicron V has been a boon to the entire Mit nation, and the canines enjoy a personal standard of living undreamed of before the arrival of the League and MekPurr merchant princes. Similarly, the StarNation itself enjoys prestige, power, and freedom from dependence upon outside forces (the G.P.R.) and fear of Ranan invasion.

Working for the Omicron Corporation brings numerous rewards. In addition to standard Guild wage scales, Omicron Corporation offers a +50% bonus for 'arduous duty' to all personnel based on Omicron V. Ship's crews receive a +25% bonus above all Guild scales plus a handsome 10% commission on all business they find beyond standard passenger and contract cargo haulage. All employees enjoy full medical care, accommodations, basic rations (generally good food), and a range of other benefits. The committed employee is desired and valued. Omicron offers a standard League indentured service contract which binds one absolutely to remain in Omicron's employ for a contracted term of two to seven years, unless released or fired. Indentured employees receive a signing bonus of one month's pay per year of term, rated at one's rank/scale at time of signing. Further, at the end of every business year, the Corporation pays a profit-sharing dividend to indentured employees which amounts to 4d6% of annual pay.

Omicron is looking for specialists in every category — starship personnel, merchants, scientists, technicians, and soldiers. For Omicron Corporation is effectively a StarNation in its own right, recognized by the Mit G.S.S.R. and the U.R.W. as having national status. Its ships enjoy extraterritoriality when on Mit or Ranan worlds as well, local authorities not being permitted aboard. Similarly, if abiding by all rules of navigation and naval interdiction, an Omicron vessel will not be ordered to heave to for inspection. All this was the basis of Omicron Corporation existence from the very beginning.

In the beginning, the Unitists were very unhappy with Omicron's 'intransigence' and a few nasty incidents occurred in the first century of Omicron's operations in NCG 7292. However, the 'capitalist exploiters' simply had too many invaluable goods to offer for sale, and their passenger runs were dependable and regular, compared to Ranan service. Grudgingly, the U.R.W. relented. Besides, they learned that, if they would not trade like 'civilized' people everywhere, the Omicron Corporation would deal in outright smuggling and black marketeering anyway.

Ranan attempts to end that sort of activity met with a most unpleasant response from Omicron Corporation. After a number of Omicron vessels were seized or destroyed, 'Q-Ships' were employed — merchantmen protected by heavy armor and screens, mounting powerful tractor beams, and carrying a strong contingent of power armored Merc Marines. These vessels could heave to when challenged, then locked on with tractors as the Ranan patrol craft came up, and it was 'board and storm' time. Alternatively, the Q-Ships would be escorted by several cruisers or destroyers hanging off just out of detector range. When challenged, the Q-Ships would flee at high speed toward the escort, luring many a Ranan corvette or destroyer to its destruction.

One of the most telling actions involved the *Aquila Fairdealer*, a *Fasolt* 5000t class passenger liner. In 2276, while berthed on DzaKoan IV itself, the *Fairdealer* was boarded by three Ranan fugitives who requested political asylum. *Kautempeta* officers arrived moments later, demanding to come aboard the *Fairdealer* to arrest the 'criminals.' The captain refused, it being League policy never to yield to 'statist' regimes in such matters. Sanctuary is a right of all sentient beings, and the League will defend it to the end. The Ranan attempted forcible entry. A Ranan cruiser squadron was overhead and *Fairdealer* was covered by the planetary defense batteries of the port. It could not lift off without risking certain destruction.

Captain Dekker obeyed standing orders and triggered the demolition charges of Tridelex-B carried aboard against just such an eventuality. Equivalent to the detonation of a 10 kiloton nuclear device, the sub-molecular chemical explosion destroyed nearby installations with the port xenon screens (the Ranan did not have planetary defense screens at that time). The energy of the imploding anti-matter drives, detonation of the ship's magazines, and also detonation of the magazines of three nearby Ranan planetary defense batteries was suddenly released. The resultant blast devastated the StarPort facility and nearly 17% of the city beyond.

The Ranan learned. Now a League vessel is sacrosanct, territory that cannot be entered. The U.R.W. does not wish any more such incidents. Nor can it afford to lose the now vital trade it enjoys with Omicron.

Free Traders are not particularly welcome on Omicron V, however. Nor does the Omicron Corporation extend its own 'national' status to free agents. If one wants to poach on what Omicron regards as its own private preserve, a Free Trader is taking his chances. However, contracts can be had to operate under the Omicron flag, and few Free Traders wishing to operate in NCG 7292 or the SikoZang fail to sign up. Basically, Omicron provides the business and also its protection, which is considerable, in return for 10% of the passenger or haulage fees. But Free Traders are obligated to obey Omicron direction, observe all Omicron regulations, and accept all contracts assigned to their vessels.

Omicron V itself is a brutally hostile planet. The factory facilities and main settlements are located in the north and south polar regions, which exhibit reasonably temperate conditions varying from -35 C in the winter to +45 C in summer. Even then, the region is not pleasant, though the intense radiations of the great B0iv primary are somewhat reduced. It might be noted, however, that even at high latitudes, the intensity of the ultra-violet is comparable to noonday sun on Terra in equatorial regions. In the lower latitudes, there is no such thing as a protective tan. One burns quickly if skin is exposed to the harsh sunlight for very long.

In the tropical and equatorial regions, daytime temperatures can reach 78 C (172 F) in the sun, and even at night the temperature will often not fall below 38 C (100 F). Except for dust at high altitudes, there is no such thing as clouds in the sky. The light is savagely bright, almost blinding, as if one had a continuous flashbulb ignited. Thus protective goggles and visors are essential to permit proper vision and prevent sunblindness. The absolute best in hot planet survival gear is essential — filter mask, stillsuit, stilltent, and air-conditioned desert vehicles.

The planet is mostly exposed rock and sand. What vegetation there is takes the form of tough, lichen-like plants which cling to the rocks. Sand and dust storms are not at all uncommon in the deep deserts, and these can be so severe that great lightning displays occur from the vast amounts of static electricity generated. The force of the winds is sometimes so powerful that the surface paint on a vehicle will be scoured by the driven sand. An unprotected man in such conditions will soon find his survival suit has been torn to ribbons. So one wears body armor or else digs in to sit out the blasting sandstorms.

There is extensive volcanic activity on Omicron V as well. The planet is in the late stages of its formation, and numerous active volcanoes, volcanic vents, and hot water geysers can be encountered. These last will, in time, create sufficient water to convert Omicron V to a truly steaming Jungle World, but that is millions of years in the future. The waters from these geysers are usually unpotable, being contaminated with sulfur. Earthquakes are also common, particularly Light Force 3-5 shocks, although occasional Force 7 or 8 will be experienced. Precautions should be taken against poisonous volcanic gases escaping from vents, as these are both toxic and also superheated to 400 C or more near their sources.

Prospectors are welcome on Omicron V. The Corporation is very interested in developing its resources, and Omicron V is very rich in minerals. Of special interest are deposits that are extensive and contain high concentrations of industrial metals. For those who prefer the throes of 'gold fever,' there are also deposits of iridium, platinum, gold, and silver, as well as thorium and uranium. Gems — including some very rare and valuable types — can be found in the cave complexes of the lower latitudes, formed by geyser-expelled waters that returned below ground. These deposits tend to be filtered of impurities and are generally drinkable. Indeed, pure water itself is a valuable find, and there is a CR 25,000 bonus available to anyone who discovers a permanent oasis in the deep desert.

Aircraft are virtually useless on Omicron V because of the dust, and ground vehicles are advisable — hovergrav, grav, or tracked units. Straight hover units will encounter dust problems, while wheeled vehicles will find going very hard in many areas. Transport should be environmentally sealed and desert conditioned. Spare parts should be carried for field repairs, and vehicles should always travel at least in pairs in case of major breakdown. Atmospheric conditions are often so bad that communications fail after a relatively few kilometers, so a party out in the desert with a breakdown may find that no help is

forthcoming. And walking out of the desert is not a pleasant or easy task to accomplish.

The planet is virtually lifeless, except for silicate forms which haunt the deep deserts below Latitude 40. These silicates are not intelligent, but do exhibit an animal cunning and a ferocity that is awe inspiring. They are carpet-like forms (hence their names) of a dusty hue that allows them to blend in with the desert sand and rock, scarcely distinguishable beyond ten to thirty meters. They are undetectable with infra-red. Special sensors set to their life frequencies give a general

direction and distance in the 100m-250m range and a precise location under 100m. If they burrow down just below the sand, a habit of theirs, silicates cannot be detected with sensors beyond 50m, and cannot be located precisely beyond ten meters.

Silicates attack by a sudden, undulating rush to enfold their prey. Getting rid of one of these clinging horrors is a top priority. For they exude a digestive acid corrosive that can burn through personal body armor. Flapjack HH values, burnthrough percentages, and wound damage inflicted by acids are given below. Body values are double HH factor rolled. Armor is C/C/E for all types.

Flapjack Rating	HH = x2	Personal Armor Protection/Burnthrough Percentage										Wound Damage
		K-J	I-H	G	F	E	D	C	B	A	AFV	+1
F = 500kg	30 + 3d10	100	95	90	80	70	60	50	40	30	20	10
G = 400kg	28 + 3d10	95	90	85	80	65	55	45	35	25	15	07
H = 300kg	26 + 3d10	90	85	80	70	60	50	40	30	20	10	05
I = 200 kg	24 + 3d10	85	80	75	65	55	45	35	25	15	05	02
J = 150kg	22 + 3d10	80	75	70	60	50	40	30	20	10	02	00
K = 100kg	20 + 3d10	70	60	50	40	30	20	10	07	05	00*	00*
L = 75kg	18 + 3d6	65	55	45	35	25	15	07	05	02	00*	00*
M = 50kg	16 + 3d6	50	40	30	20	10	07	05	02	00*	00*	00*
N = 25kg	14 + 2d6	40	30	20	10	05	05	02	00	00*	00*	00*
O = 10kg	10 + 2d6	30	20	10	05	02	02	00*	00*	00*	00*	00*

* No burn through percentage possible for a number of turns equal to the '00' values in the column above the current Flapjack rating plus the current level. For instance, a Flapjack*N is attacking a man in personal armor 'A.' For four turns no burnthrough is possible. Each turn adds to the chance of a burnthrough. Read up one level each turn. Thus, in our example the Flapjack*N will have a 02% chance on turn 5, a 05% chance on turn 6, and so on. When 'F' levels are reached, add +05% each additional turn. Vehicles with 'A' armor or better have ½ burnthrough percentage values and +2% added per turn once 'F' levels are reached. Battlescreens effectively prevent vehicle damage.

Damage is read at the level of the silicate and is not increased along with the burnthrough percentages.

Silicates are not bothered much by such things as clubs, swords, etc., which cannot score critical damage. Stunners, Neuronic Whips, Sonic Disruptors, Needlers, poison darts, etc. are useless. Coagulators, Vibro-blades, LaserSwords, and LightSwords do full damage. Bullets do only light or moderate damage, as do rocket rounds (unless explosive). Flamers, Lasers, Blasters, Energy Disruptors, Scramblers, Grenades, and the like do full damage. Put bluntly, one has to use powerful energy or explosive weapons to stop the Flapjacks. Weapons deliver no less than moderate wounds if rated at full damage effects.

In close combat with Flapjacks, Biarads, Bugs, Klackons, beings with fighting claws (like MekPurrs), and men in powered armor can do full unarmed combat damage, literally tearing them apart with bare/armored hands/mandibles/claws. Others can do unarmed points damage up to their unarmed combat experience level, but critical hits are impossible. One can also try to dislodge a Flapjack in unarmed combat. The chance of doing this is 50% — HH of Flapjack. Biarads and any personnel in powered armor enjoy a chance of 95% — HH of Flapjack.

The silicates are active only during daylight hours, when the powerful radiations of the great B0iv sun are cast upon the planet. (The smaller companion star may be in the heavens at 'night' as it is so far away as to appear as only a very bright star, casting about as much light as the full moon on Terra). It is therefore recommended that daylight activities be restricted to a secured camp or to an area close to one's vehicle.

Silicates do not 'like' an area stunner field and a defensive perimeter can be set up with several generators. Silicates venturing into the fields have an 85% chance of backing off. Those that do come through will be in a very bad 'mood' however, and probably will have to be destroyed before they get the personnel instead. Base installations in the deep desert have both stun field and also disruptor fence protection as standard routine.

Markheim-Debret disruptor fences consist of 4m posts set at 25m intervals, with VVK.10 disruptor beam projectors that activate whenever any living creature approaches within ten meters of the fence line, driving pencil-wide lines between the posts at ten centimeter intervals up the four meter height. Flapjacks, or most other living creatures,

caught in a disruptor fence, tend to die immediately. However, careful attention must be paid to line up to align the ground level beam no more than six centimeters above ground, or 'O' to 'L' Flapjacks may slip through. Depressions and irregularities in the ground should also be bulldozed or covered in some way. Cost = CR 2000/VVK.10 disruptor post. Mass per post = 20kg. Activations: 100 on powerpack, with sun recharger (very effective in B0iv direct light) or 1 per 5 KTAM blaster power discs. A minimum of eight posts are usually required to set up a fifty meter by fifty meter square perimeter, sufficient for a small vehicle laager and field camp.

Even with such protection, one should still go armed and remain alert. Flapjacks have a habit of wriggling in where they just aren't wanted.

THE MIT GALACTIC SOVIET SOCIALIST REPUBLIC

The canines of Mitay II derive from a stock similar to the Terran wolf. The Mit are fully bipedal now, but for special religious ceremonies they revert to all fours to conduct the rites (aliens are not permitted to attend), which seem to have something to do with the coming of age of the young and admittance to the 'pack.'

Standing about 188cm (6'2") on the average, the Mit are human-sized and have the strength of superior men, but can run as fast as Rauwoofs. The race has maintained a full coat of short hair, generally grey and black. Their hair generally falls well over their eyes, though they can see sharply enough. Their noses and ears are so sensitive that they can follow a trail that is several days old or hear a whisper at 100m on a still day.

Mitay was a multi-national world at Tech/5 levels that had just completed a major but inconclusive global war when discovered by G.P.R. scouting units in 2203. The G.P.R. landed agents in one of the major superpowers, a 'socialist state' and quickly effected conversion of its military leadership to the Galactic Soviet brand of communism. Aided by G.P.R. 'advisors' and some advanced military equipment, the Mitay Republic resumed the war and established dominance over the planet by 2217. G.P.R. assistance was given on a regular basis after that, the planet becoming the listening post of the Soviets in the sector. The Mit also enjoyed friendly relations with the Ranan Unitists. (In recent years, the Mit negotiated the reconciliation between the Ranan and the G.P.R., in return for advanced military and industrial technology from the G.P.R.).

The Mit now have a tiny empire of thirteen worlds in the Sikoang, with a total population of 4.725 billions. The gross annual product of the Mit G.S.S.R. is MCR 58,825,000, or an average per capita productivity of CR 11,179. Mit productivity is high for a communist StarNation! The annual revenues of the government are estimated at MCR 26,412,500, of which some MCR 15,620,000 is devoted to the military.

Mit communism is founded on strong central government by a military junta. There is no illusion of democracy, but there is considerable freedom under the militarist regime. Indeed, the general public is favorable toward the principles of socialism, and the government is not too hard-line or befuddled with red tape to have the masses irritated or feeling oppressed. The fact is that the system works well. There is a 'squeeze' system (as represented by the corruption index) which facilitates getting what one needs done once a few Mit Rubles change paws. This suits the citizen just fine. At least he can get to the officials and persuade them to do their jobs with dispatch. Note, however, that such graft does not constitute bribery in any sense. Mit officials are scrupulous about their duty when it comes to turning a blind eye to offenses that would endanger the state. If it's lawful, it's okay. Otherwise, forget it or risk a few years in a penal battalion. It is very bad to be in a Mit penal battalion.

The Mit G.S.S.R. is not a police state. The *Kitarnetsovar Mitaychosoov Brezentokarovet*, the K.M.B. or secret police, is a combination of regular police force and a counter-espionage and military intelligence agency. It rarely has to deal with political dissent. There are few revolutionaries in the Mit worlds; freedom of speech is tolerated, and the authorities do pay attention to genuine complaints. A bit of honesty, outspoken comment is regarded as a good thing in Mitay society. It serves to let the government know the true frame of mind of the people and therefore gives a direction for future action which will head off trouble before it develops.

The Mit Ruble (MR) is very stable, for it is backed by iridium and other resources acceptable to the Interstellar Banks. It is pegged against the Terran TCR and League CR at CR 0.25. The MR is accepted on G.P.R. and Ranan worlds at the same exchange rate. The Mit are quite congenial toward Free Traders and grant landing privileges and trading licenses. Movement on the planetary surface is somewhat restricted, as appropriate travel visas and a guide from the Mit Intourist office must be engaged.

The average worker enjoys a good standard of living, and even has the right to purchase his own apartment or home. Small businesses are also allowed on a private basis, subject to government regulations and controls against 'capitalist exploitation.' All means of agricultural and industrial production are owned by the state, but workers and farmers have a great deal of local control over how the work is done, as will be seen.

Today, the farms are collectives, but they are run by the farmers as if they owned the land and equipment, and they effectively do. Each family has responsibility for an area of farmland, which it cultivates. About 75% of the crops are assigned, but the remaining 25% is the choice of the family. They live in their own homes on their land. Machinery and bulk purchases are made by the cooperative, and is shared by the individual farmers. Group cooperation is given at harvest time or when emergency strikes, etc. After state quotas are met, taxes paid, etc., they pool their profits and split them evenly. However, a family is entitled to keep two thirds of the profits from their elective crops.

This is closer to the cooperatives in a capitalist system than it is to communism, but the Mitay always had a strong sense of territory and do not take real state ownership too seriously. One's responsibilities to the state consist of doing one's duty, paying taxes, and meeting quotas, not having some petty bureaucrat trying to tell a farmer how to do his job when he knows better.

The Mitay have heavily industrialized their economy and achieved a remarkable degree of success in attaining the internal self-sufficiency of their StarNation, though they do import heavy armaments — especially warships of the BattleStarShip class — from the G.P.R. They also have access to the superb consumer products of the League, manufactured on Omicron V and in joint-venture factories on Mitay III and the other industrial worlds of the Mit G.S.S.R. Factory collectives are organized on a worker-management cooperation model. Each worker has a share in the profits shown by his factory and works hard to increase production. The Workers Council itself weeds out slackers and shirkers for suitable disciplining or dismissal. The management works closely with labor to effect the best working conditions, to increase production, and to obtain the highest returns for the investment of the socialist corporation. In effect, the workers are the company shareholders, answerable on all levels to the state for serious failures or deficiencies in the operation.

Put bluntly, the Mitay practice a rather strange form of 'communism'

which allows for the decentralization of authority in many areas. If it be known, the Mit are not communists at all. They are a society organized along military lines, and everyone is a specialist under military discipline but is expected to do his part and exhibit initiative. They outwardly show the strictest adherence to communistic principles because they are surrounded by true communists — the Unitist Ranan — who would descend upon their nation in an instant if the Mit evidenced weakness. The G.P.R. is their primary source of outside support, an interstellar superpower eager to get a foothold in the heart of the Ranan Empire. But the Mit are not fools. They know where their self-interest lies. To be politically acceptable to the G.P.R., the Mit must be communists. So the entire nation is officially communist. And if the truth be known, they are not overly fond of any of their 'friends' and 'allies.'

All of the Mitay planets are superbly served by Aquila Red Star Lines, a joint Mitay Government-Aquila StarLines company based on the Mercantile League planet, Omicron VI. Tetragammetron Corporation of Augusta in the Antares StarSector (see **StarSector Atlas 2: The Mercantile League**) penetrated the Ranan Home Sector in 2285 and concluded a joint venture agreement with the Mitay Soviet to take advantage of Mit-Ranan friendship, and to overcome Ranan socialist prejudices against capitalists. It was a major coup, for the Mit then took advantage of their friendship with the Ranan to obtain exclusive rights to run regular flights to Ranan planets.

Thus Aquila Red Star serves not only the Mitay worlds, but also those of the Ranan — the only genuine service of its type in the StarSector. It also serves the Ranan worlds of the Sikozang. Even Ranan officials use the line when traveling on government business! Aquila Red Star Freightways also provides mass haulage in cargo tugs at reasonable rates. This permits the inexpensive transport of large quantities of food and raw resources at prices the Ranan cannot afford to turn down. Ranan cannot equal League-Mit technology in this area and have allowed almost 41% of their interstellar trade in the region to fall into Red Star's hands/paws. The profits from this venture are astronomical.

It might be noted that the Aquila Red Star arrangement was acceptable to the Mit not only because of its financial benefits, but also because it enabled the Mit to become so indispensable to the Ranan that they did not have to fear much for Ranan aggressive moves against them. After all, nations do change their policies, even towards long term friends and allies. But how can one bite the hand that literally feeds one?

THE ARMED FORCES OF THE MITAY G.S.S.R.

The Mit G.S.S.R. is a military state which is governed by the Armed Forces General Staff Council. The combat arm of the Mit Armed Forces is organized along lines identical to that of the Galactic Peoples Republic, complete with G.P.R. equipment and starships, all of which are now built on the Mit worlds. The Mit are specialists in light infantry tactics but also use massed armored formations. Like all canine races Mit have instincts for woodcraft, keen senses, and a powerful native courage which, combined with a high level of military technology, make them excellent troops.

Mit troops are highly disciplined and always smart and snappy on parade, the ground forces using a quick marching pace — almost a 'dogtrot' — while the space forces use a more sedate rate comparable to the 140 paces a minute in human light infantry. The salute is given with the left arm, a clenched fist held to the left side of the head. Troops with small arms present arms instead. Officers are always addressed as 'Sir,' while NonComs are addressed by their ranks. In the field, military courtesies are relaxed (no saluting or coming to attention) when in possible view of the enemy, but are otherwise rigorously enforced.

The civilian population is actually militarized as well, many being militia or else discharged veterans. Thus it takes quite naturally to military discipline, which is carried into the workplace. Seniority determines civilian 'rank' and commands the same show of 'respect' that it does in the armed forces.

Dress Uniform

All ground forces wear grey-green with a thin white stripe down the trouser seam, with black gloves and black boots to mid-calf. White trim edges shoulder straps, collars, and sleeve badges. A weapons belt (black) with holstered sidearm and forceblade is worn at all times. AirForce and StarShip personnel wear pale blue-grey uniforms with

white trim. All Officers have gold shoulder boards with red, silver, or gold stars; enlisted men have red diagonal hashmarks on each sleeve. Helmets and garrison hats are grey-green or blue-grey with gold trim for officers and red trim for NCOs and enlisted men.

Combat Uniform

Combat uniforms are invariably a reversible green and brown mottled camouflage (sneak) suit with basic EW/5 capability. Badges of rank, etc., are scarcely distinguishable at close quarters. Officers have black shoulder straps with white pips or stars, and enlisted men have black hashmarks. Winter and desert camouflage suits are available. Naval battledress is battleship grey. All boots and belts are black.

Branch Insignia

Insignia on upper shoulder and collar tabs indicate service for ground troops, while StarForces have cuff bands.

Armored Forces: Red shield with white diagonal

Light Infantry: Red shield with crossed rifles

Commandos: Black shield with crossed rifles

Field Artillery: Red shield with stylized gun

Engineers: Red shield with black diagonal.

Air Forces: Gold wings with a centered red star on the left breast

Support Forces: Red shield with grey edging

StarForces: All StarForce personnel have a black cuff band.

StarForce Astronaut: Gold edging to cuff band

StarForce Science: Silver edging to cuff band.

StarForce Weapons: Red edging to cuff band

StarForce Engineer: Blue edging to cuff band

StarForce Support: Grey edging to cuff band.

Medical (All Services): Red armband on right arm.

Mit Ranks

Enlisted ranks have red hashmarks edged in white on lower sleeves; officers have red stars on shoulder boards.

Rank Grade	Rank	Rank Insignia	Monthly Pay (MR)
0	Recruit	none	500
1	PFC/StarShipman	1 hashmark	1000
2	Corporal/Ldg. StarShipman	2 hashmarks	1250
3	Sergeant/W.O.*3	3 hashmarks	1650
4	Staff Sgt./W.O.*2	4 hashmarks	2100
4.5	Regt. Sgt./W.O.*1	5 hashmarks	2500
5	R.S.M./Fleet W.O.	6 hashmarks	3000
4.5	Officer Cadet	1 black pip	500
5	Lieutenant*2	1 red star	3000
6	Lieutenant*1	2 red stars	4000
7	Captain/Lt. Commander	3 red stars	5000
8	Major/Commander	4 red stars	7500
9	Lt. Colonel/Captain	5 red stars	10,000
10	Colonel/Fleet Captain	1 silver star	15,000
11	Brigadier/Commodore	1 gold star	25,000
12	Maj. General/Rear Admiral	2 gold stars	50,000
13	Lt. General/Vice Admiral	3 gold stars	75,000
14	General/Admiral	4 gold stars	125,000
15	Marshal/Admiral of the fleet	5 gold stars	175,000
16	Grand Marshal of the Mitay	Gold Starburst	250,000

1 Mit Ruble - CR 0.25. Pay scales should be adjusted by +1% per year of service, to a maximum of 25 years. Ground troops also receive a +20% bonus for any combat drop (planetary assault mode) in the month of the assault. Armed Forces benefits also include free medical, housing (for oneself and one's immediate dependents), all required arms and equipment, and pension contributions (65% of pay - 2% per year under 25 years of service).

StarFleet Command Officers also receive the following monthly bonuses for commanding a vessel. Fleet command is included in the base pay of Executive Officer scales for rank grades 11-15 and bonuses are not added.

Small Craft.	MR 100	Cruiser	MR 500
StarFighter.	MR 150	Fleet Cruiser.	MR 750
Corvette	MR 250	BattleStarShip.	MR 1000
Lt. Cruiser	MR 375	Squadron.	MR 1500



THE MIT WORKPLACE

The civilian population is organized under military leadership, and all workers and farmers are effectively non-combatant members of the militarist society. They wear one-piece coveralls at work, these being typically grey or blue. Off duty clothing is far more colorful, with a great many styles to suit individual taste.

Rank Grade	Worker Rank Designation	Monthly Income Basic	Service*
0	Apprentice	MR 300	+15.00
1	Laborer	MR 750	+37.50
2	Skilled Worker	MR 1000	+50
3	Technician	MR 1500	+75
4	Foreman	MR 2500	+125
5	Manager*5	MR 5000	+250
6	Manager*4	MR 6500	+325
7	Manager*3	MR 8000	+400
8	Manager*2	MR 10,000	+500
9	Manager*1	MR 12,500	+625

* Service bonuses are paid for years of work. For instance, a Manager*5 with fifteen years of service receives basic MR 5000 + (250 x 15) = MR 8750 per month (CR 2187.50). If promoted to Manager*3 five years later, he would receive a basic MR 6500 + (325 x 20) = MR 13 thousand per month (CR 3250). No bonuses are paid beyond twenty years of service. All Apprentices are in training for five years, after which they are rated as Laborer, Skilled Workman, or Technician, depending on their fields. Pensions are 50% of final work-year's pay.

MITAY II

StarSystem Coordinate	6.BB.+00 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F7v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
MITAY II	Type 1 Terran Planet: 1 small moon
Orbital Distance	655 LS (1.31 AU)
Length of Year	1.38 Terran years
Length of Day	24 hours 25 minutes
Planetary Diameter	13,500 km
Surface Gravity	1.00 G
Temperature Range	-72 C to 60 C
Atmosphere Type	Terran: 800mm; 160mm oxygen; 628mm nitrogen. High latitude conditions are severe.
Hydrosphere Type	72%: 6 continents. The land masses closer to the poles than Latitudes 40 north and south have pronounced ice caps from an Ice Age just ended 4500 years ago. Mountain regions also have extensive icefields in the upper valleys, even in the equatorial region.
StarNationality	Capital World: Mit Galactic Soviet Socialist Republic
Sentient Race	Mit Canines
Population	2,500,000,000
Tech Level	Tech/10
StarPort Rating	Mit StarNavy StarPort x 4 AAA; x12 A class orbital forts
Social Organization	Mit Militarist Socialism
Societal Strength	9

Xeno Acceptance	10%
Government Type	Military Junta
Government Support	29%
Loyalty Index	88%
Repression Index	12% (Revolt = 02%)
Bureaucracy Level	Moderate to High
Corruption Level	10%
Law Level	15
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 40,000,000 (including MCR 825,000 from starlines)
Tax %/Levy	50% = MCR 20,000,000
Military Spending	30% = MCR 12,000,000
Major Imports	G.P.R. capital ships, collapsium, industrial metals, power metals, petroleum, chemicals, some consumer and luxury items
Major Exports	Armaments, vehicles, aircraft, factory equipment, agricultural equipment, general tools, foodstuffs.
Trade Restrictions	Free Trade with Omicron V; License and 10% tariff to others.
Trade Acceptance	90%

Mitay II is a pretty planet, with large expanses still untouched by civilization. The Mitay have an urbanized society, only about 20% living in the countryside. The planet is heavily industrialized and provides a major part of the production of the Mit StarNation.

BELSAR III

StarSystem Coordinate	6.AA.—13 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G0v/K1v binary starsystem
FTL Conversion	10,000 LS
Planets in System	10

BELSAR III: Mit S.S.R. Population: 100,000,000. Rich Tech/8-9 mining/agricultural planet with StarPort C. Type MS.1 Terran Planet. Distance from Primary = 875 LS (1.35 AU). Year = 1.18 Terran years. Day = 24 hours 3 minutes. Diameter = 13,000km. Gravity = 0.91 G. Atmosphere: Terran at 790mm; 150mm oxygen; 631mm nitrogen. Climate is Terran typical. Temperature = -66 C to 60 C. Hydrosphere = 70%. Imports are manufactured goods. Exports are food, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 50% on Mit Trade License. Corruption = 14%. Gross Productivity = MCR 850,000 (50% Tax). Military Expenditure = MCR 225,000. Militia technology is Tech/9+. Government Support = 25%; Loyalty = 80%; Repression = 23%; Revolt = 06%.

DE VORET V

StarSystem Coordinate	7.BB.+10 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G1v main sequence star
FTL Conversion	10,000 LS
Planets in System	8

DE VORET V: Mit S.S.R. Population: 75,000,000. Rich Tech/7-8 agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 450 LS (0.90 AU). Year = 314 Terran days. Day = 23 hours 38 minutes. Climate is Terran typical. Diameter = 12,200km. Gravity = 0.78 G. Atmosphere: Terran at 750mm; 140mm oxygen; 600mm nitrogen. Temperature = -66 C to 57 C. Hydrosphere = 76%. Imports are manufactured goods. Exports are food, textiles, petroleum. Trade Acceptance = 60% on Mit License. Corruption = 12%. Gross Productivity = mcr 425,000 (50% Tax). Military Expenditure = MCR 100,000. Militia technology is Tech/9+. Government Support = 21%; Loyalty = 80%; Repression = 30%; Revolt = 09%.

DASAIR VI

StarSystem Coordinate	8.BB.+16 NCG 7292 GSC 15.LL.+1200
Stellar Primary	M3iii giant star
FTL Conversion	20,000 LS
Planets in System	8

DASAIR VI: Mit S.S.R. Population: 125,000,000. Average Tech/7-8 agricultural planet with StarPort C. Type 2 Terran No Seasons Planet. Distance from Primary = 5570 LS (11.14 AU). Year = 11.75 Terran years. Day = 27 hours 21 minutes. Diameter = 12,200km. Gravity = 0.75 G. Atmosphere: Terran at 675mm; 130mm oxygen; 535mm nitrogen. Climate is Terran with classic climatic belts. Temperature =

-75 C to 62 C. Hydrosphere = 77%. Imports are manufactured goods. Exports are food, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 55% on Mit License. Corruption = 16%. Gross Productivity = MCR 500,000 (50% Tax). Military Expenditure = MCR 125,000. Militia technology is Tech/9+. Government Support = 25%; Loyalty = 84%; Repression = 21%; Revolt = 03%.

DE VORKA II

StarSystem Coordinate	8.BB.+16 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G3v main sequence star
FTL Conversion	10,000 LS
Planets in System	10

DE VORKA II: Mit S.S.R. Population 55,000,000. Average Tech/8 mining/agricultural planet with StarPort C. Type 1 Terran Steppe Planet. Distance from Primary = 450 LS (0.90 AU). Year = 1.18 Terran years. Day = 25 hours 15 minutes. Diameter = 13,300km. Gravity = 0.88 G. Atmosphere: Terran at 700mm; 110mm oxygen; 581mm nitrogen. Climate is Terran typical. Temperature = -70 C to 62 C. Hydrosphere = 46%. Imports are manufactured goods. Exports are wines and spirits, foodstuffs, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 55% on Mit License. Corruption = 16%. Gross Productivity = MCR 450,000 (50% Tax). Military Expenditure = MCR 125,000. Militia technology is Tech/9+. Government Support = 25%; Loyalty = 84%; Repression = 21%; Revolt = 03%.

KRASNAR V

StarSystem Coordinate	7.BB.—26 NCG 7292 GSC 15.LL.+1200
Stellar Primary	F9v/wd binary starsystem
FTL Conversion	10,000 LS
Planets in System	11

KRASNAR V: Mit S.S.R. Population: 575,000,000. Average Tech/9-10 industrialized agricultural planet with StarPort AAA. Type MS.1 Terran Steppe Planet. Distance from Primary = 625 LS (1.15 AU). Year = 1.20 Terran years. Day = 25 hours 20 minutes. Diameter = 13,800km. Gravity = 1.06 G. Atmosphere: Terran at 775mm; 130mm oxygen; 635mm nitrogen. Climate is Terran typical. Temperature = -66 C to 63 C. Hydrosphere = 45%. Imports are manufactured goods. Exports are food, agricultural equipment, general tools, petroleum, power metals, industrial metals, precious metals. Trade Acceptance = 70% on Mit License. Corruption = 20%. Gross Productivity = MCR 5,500,000 (50% Tax). Military Expenditure = MCR 1,375,000. Militia technology is Tech/9+. Government Support = 26%; Loyalty = 83%; Repression = 26%; Revolt = 02%.

KREST VII

StarSystem Coordinate	8.CC.—35 NCG 7292 GSC 15.LL.+1000
Stellar Primary	F2ii giant star
FTL Conversion	35,000 LS
Planets in System	13

KREST VII: Mit S.S.R. Population: 95,000,000. Average Tech/8-9 agricultural planet with StarPort C. Type 2 Terran Forest Planet. Distance from Primary = 22,475 LS (44.95 AU). Year = 66.56 Terran years. Day = 24 hours 38 minutes. Diameter = 14,000km. Gravity = 1.12 G. Atmosphere: Terran at 750mm; 150mm oxygen; 590mm nitrogen. Climate is temperate to cool Terran, with pronounced climate belts. Temperature = -85 C to 52 C. Hydrosphere = 76%. Imports are manufactured goods. Exports are food, textiles, petroleum, precious metals, gems. Trade Acceptance = 45% on Mit License. Corruption = 12%. Gross Productivity = MCR 400,000 (50% Tax) Military Expenditure = MCR 100,000. Militia technology is Tech/9+. Government Support = 28%; Loyalty = 79%; Repression = 14%; Revolt = 08%.

LANKAR III

StarSystem Coordinate	8.DD.+10 NCG 7292 GSC 15.LL.+1200
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	9

LANKAR III: Mit S.S.R. Population: 65,000,000. Average Tech/8 agricultural planet with StarPort C. Type 1 Terran Ocean Planet. Distance from Primary = 415 LS (0.83 AU). Year = 294 Terran days. Day = 26 hours 25 minutes. Diameter = 13,125km. Gravity = 0.89 G. Atmosphere: Terran at 725mm; 140mm oxygen; 575mm nitrogen.

Climate is Marine Terran. Temperature = -54 C to 51 C. Hydrosphere = 87%. Imports are manufactured goods. Exports are food, petroleum. Trade Acceptance = 45% on Mit License. Corruption = 15%. Gross Productivity = MCR 275,000 (50% Tax). Military Expenditure = MCR 70,000. Militia technology is Tech/9+. Government Support = 23%; Loyalty = 85%; Repression = 15%; Revolt = 04%.

SUBARAN V

StarSystem Coordinate 8.BB.—40 NCG 7292 GSC 15.LL.+1200
 Stellar Primary K6iv/K5v binary star system
 FTL Conversion 20,000 LS
 Planets in System 12

SUBARAN V: Mit S.S.R. Population: 250,000,000. Average Tech/8-9 industrialized agricultural planet with StarPort A. Type 1 Terran Planet. Distance from Primary = 890 LS (1.78 AU). Year = 1.11 Terran years. Day = 27 hours, 11 minutes. Diameter = 13,800km. Gravity = 1.15 G. Atmosphere: Terran at 925mm; 145mm oxygen; 767mm nitrogen. Climate is Terran typical. Temperature = -72 C to 65 C. Hydrosphere = 43%. Imports are manufactured goods. Exports are food, general tools, agricultural equipment, industrial metals, power metals, precious metals, gems. Trade Acceptance = 60% on Mit License. Corruption = 20%. Gross Productivity = MCR 2,125,000 (50% Tax). Military Expenditure = MCR 525,000. Militia technology is Tech/9+. Government Support = 24%; Loyalty = 81%; Repression = 30%; Revolt = 07%.

TALIN IV

StarSystem Coordinate 6.AA.+17 NCG 7292 GSC 15.LL.+1200
 Stellar Primary F6v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 10

TALIN IV: Mit S.S.R. Population: 325,000,000. Average Tech/8-9 industrialized agricultural planet with StarPort A. Type 1 Terran Forest Planet. Distance from Primary = 700 LS (1.40 AU). Year = 1.52 Terran years. Day = 23 hours 54 minutes. Diameter = 12,855km. Gravity = 0.92 G. Atmosphere: Terran at 725mm; 135mm oxygen; 580mm nitrogen. Climate is Terran typical. Temperature = -60 C to 66 C. Hydrosphere = 81%. Imports are manufactured goods. Exports are food, vehicles, small arms, light support weapons, industrial metals, petroleum. Trade Acceptance = 50% on Mit License. Corruption = 18%. Gross Productivity = MCR 2,200,000 (50% Tax). Military Expenditure = MCR 450,000. Militia technology is Tech/9+. Government Support = 25%; Loyalty = 90%; Repression = 15%; Revolt = 02%.

TRESKA VI

StarSystem Coordinate 6.CC.+25 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G9iii giant star
 FTL Conversion 35,000 LS
 Planets in System 15

TRESKA VI: Mit S.S.R. Population: 435,000,000. Average Tech/8 lightly industrialized agricultural planet with StarPort A. Type 2 Terran Ocean Planet. Distance from Primary = 415 LS (5.65 AU). Year = 4.75 Terran years. Day = 25 hours 32 minutes. Diameter = 14,200km. Gravity = 1.19 G. Atmosphere: Terran at 995mm; 170mm oxygen; 810mm nitrogen. Climate is Marine Terran. Temperature = -50 C to 50 C. Hydrosphere = 90%. Imports are manufactured goods. Exports are food, textiles, petroleum, precious metals. Trade Acceptance = 50% on Mit License. Corruption = 17%. Gross Productivity = MCR 2,250,000 (50% Tax). Military Expenditure = MCR 450,000. Militia technology is Tech/9+. Government Support = 20%; Loyalty = 80%; Repression = 22%; Revolt = 05%.

TORKAL II

StarSystem Coordinate 6.BB.—06 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G9v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 8

TORKAL II: Mit S.S.R. Population: 40,000,000. Average Tech/8 agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 330 LS (0.66 AU). Year = 222 Terran days. Day = 23 hours 36 minutes. Diameter = 12,225km. Gravity = 0.80 G. Atmosphere: Terran at 735mm; 125mm oxygen; 600mm nitrogen. Climate is Terran typical. Temperature = -75 C to 50 C. Hydrosphere = 72%.

Imports are manufactured goods. Exports are foodstuffs. Trade Acceptance = 50% on Mit License. Corruption = 13%. Gross Productivity = MCR 125,000 (50% Tax). Military Expenditure = MCR 25,000. Militia technology is Tech/8+. Government Support = 20%; Loyalty = 78%; Repression = 28%; Revolt = 07%.

VAUL III

StarSystem Coordinate 6.AA.—40 NCG 7292 GSC 15.LL.+1200
 Stellar Primary G0v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 10

VAUL III: Mit S.S.R. Population: 85,000,000. Average Tech/8 agricultural planet with StarPort C. Type 1 Terran Planet. Distance from Primary = 535 LS (1.07 AU). Year = 1.10 Terran years. Day = 24 hours 6 minutes. Diameter = 13,650km. Gravity = 1.10 G. Atmosphere: Terran at 800mm; 155mm oxygen; 635mm nitrogen. Climate is Terran typical. Temperature = -80 C to 60 C. Hydrosphere = 77%. Imports are manufactured goods. Exports are foodstuffs. Trade Acceptance = 50% on Mit License. Corruption = 19%. Gross Productivity = MCR 275,000 (50% Tax). Military Expenditure = MCR 50,000. Militia technology is Tech/9+. Government Support = 20%; Loyalty = 78%; Repression = 28%; Revolt = 07%.

THE KLACKON WORLDS OF NCG 7292

When the Blarads arrived in NCG 7292, the Klackons had established themselves on eight worlds, of which six were Ranan, and were routinely raiding eleven other Ranan worlds. The Klackon presence was part of a grand strategy to 'encircle the Blarad with a glove of steel and fire.' The outrages against the Ranan were incidental to this greater plan. The Klackon threat was met by vigorous and resolute action by the Blarads, and the crustaceans were either destroyed where they stood to fight or else fled the sector entirely. Two hold-outs remained, however, the great fortress worlds of Elix V and Krudd II, ocean worlds beyond the capacity of the Blarads and then the Ranan to clear of the Klackon menace. Thus the Klackons remain in NCG 7292, a menace to Ranan interstellar commerce and colony worlds.

Cut off from their Empire, the Klackons remain steadfastly loyal to their StarNation. However, they are desperately short of some vital minerals and woefully short of consumer and high-tech goods, for which they will pay a +100% premium, plus more if regular business is done. There are risks, of course. The Ranan maintain patrols around the Klackon StarSystems and will blast smugglers running the blockade out of space if they can. A fast, well-armed ship is required for this work, preferably a League corvette or even a converted destroyer fitted to carry up to 6000t of additional cargo in hull pods (MCR 25 per 500t pod for the conversion).

Once within 5000 LS of a Klackon world, a blockade runner can count on the Klackon defense patrols coming to its assistance. The Klackons will designate an island landing site, and negotiations will begin. The Klackon language and customs are incomprehensible to the uninitiated, but samples and Intergalac Sign Language will suffice to strike a bargain. Free Traders will find they are free to roam the island landing ground but cannot venture into other regions of the planet. They should not regard themselves as entirely safe, either. Klackon civilians have been known to sneak past the military beach patrols to grab a 'tasty softskin snack.' The Free Trader should know that the Klackon authorities regard self-defense in such situations as quite understandable. Indeed, the whole thing seems to be almost a kind of sport — hunting 'the most dangerous game' in some form of incomprehensible test of Klackon 'manhood.'

If a Free Trader establishes himself as 'sympathetic' to the Klackons by returning several times to do business, the crustaceans will be very easy to deal with. Indeed, they may give the Free Trader contract work, specifying very precisely what they need and paying top credit in iridium for it: cost plus 150% danger pay plus 20d10% bonus for prompt delivery by the agreed upon time.

The Federation I.P.A. reports that the Sikozeang pirates operating out of Thanis are deeply involved with the Klackons and sell a good deal of the loot taken in NCG 7292 to the crustaceans. The Klackons also provide a base of operations for the pirates from their planets. The matter is under further investigation.

ELIXI V

StarSystem Coordinate	9.AA.+78 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K4iii giant star
FTL Conversion	35,000 LS
Planets in System	13
ELIXI V	Type 7 Terran Ocean Planet: 7 small moons
Orbital Distance	2500 LS (5.00 AU)
Length of Year	4.72 Terran years
Length of Day	28 hours 31 minutes
Planetary Diameter	20,000 km
Surface Gravity	1.78 G
Temperature Range	-30 C to 55 C
Atmosphere Type	Terran: 2050mm; 285mm oxygen; 1742mm nitrogen. Constant storms circle the planet. Typhoons are staggering in intensity.
Hydrosphere Type	91%: 2 small continents; numerous islands; vast shallow seas
StarNationality	Member of the Klackon Empire
Sentient Race	Klackon Crustaceans
Population	10,000,000,000 (?)
Tech Level	Tech/8-9 with Tech/8-10 industry
StarPort Rating	Klackon Naval StarPort x4 AAA; x18 A class orbital forts
Social Organization	Klackon Imperial Governorship: Caste Society
Societal Strength	4
Xeno Acceptance	100%
Government Type	Oligarchical Military Tribunal
Government Support	22%
Loyalty Index	85%
Repression Index	70% (Revolt = 17%)
Bureaucracy Level	Exceedingly High
Corruption Level	20%
Law Level	15
Economic Rating	Poor Industrialized Planet
Gross Productivity	MCR 21,250,000
Tax %/Levy	50% = MCR 10,625,000
Military Spending	30% = MCR 6,375,000
Trade Restrictions	None: Blockade Runners Welcome
Trade Acceptance	65%

Elix V (Ranan for 'Deadly Seas') is one of the two Klackon worlds remaining in NCG 7292. Elix is magnificently fortified and has long been a dagger in the chest of the Ranan worlds, despite repeated efforts to dislodge the 'shellbacks,' as the Ranan call the Klackons. The Klackons have been quiet for close to a century, except for raids on Ranan shipping and lightly defended colony worlds. They are clearly building their naval and military strength for a hammerblow and their ancient 'prey.'

Three Ranan punitive expeditions in the last fifty-five years have met with failure, the Klackons refusing space battle and relying on minefields, orbital forts, and heavy planetary defense guns to keep the Ranan Fleet at bay. Ranan landings were successful and the Ranan inflicted heavy losses on the defenders. But the Klackons badly mauled the invasion forces as well, their vast surface/submarine naval power restricting the Ranan to the land. Since much of the land is far from dry, being low-lying and swampy, or else readily accessible to the sea, the Klackons issued forth at will to strike at their foes.

KRUDD II

StarSystem Coordinate	7.CC.+33 NCG 7292 GSC 15.LL.+1200
Stellar Primary	A8v main sequence star
FTL Conversion	15,000 LS
Planets in System	10
KRUDD II	Type 2 Terran 'No Seasons' Planet: encircled by asteroid belt
Orbital Distance	2075 LS (4.15 AU)
Length of Year	5.97 Terran years
Length of Day	19 hours 25 minutes
Planetary Diameter	16,500 km.
Surface Gravity	1.46 G
Temperature Range	-43 C to 74 C
Atmosphere Type	Terran: 2900mm; 285mm oxygen; 2596mm nitrogen. Climate is strongly moderated by marine conditions over the entire planetary surface. Storms are especially severe in tropical and sub-tropical regions, humidity is high, and rainfall is heavy over more than 80% of the land areas.

Hydrosphere Type	88%: 3 small continents, innumerable islands. No point on the land is more than 300km from the sea. The oceans have extensive shallows (under 200m), but deep trenches that are up to 15,000m deep.
StarNationality	Member of the Klackon Empire
Sentient Race	Klackon Crustaceans
Population	3,500,000,000 (?)
Tech Level	Tech/7-8 with Tech/7-10 industry
StarPort Rating	Klackon Naval StarPort x3 AAA; x16 A class orbital forts on surrounding asteroids.
Social Organization	Klackon Imperial Governorship: Caste Society
Societal Strength	5
Xeno Acceptance	99%
Government Type	Oligarchical Military Tribunal
Government Support	20%
Loyalty Index	87%
Repression Index	52% (Revolt = 11%)
Bureaucracy Level	Probably High (?)
Corruption Level	20%
Law Level	15
Economic Rating	Poor Industrial Planet
Gross Productivity	MCR 6,562,500
Tax %/Levy	50% = MCR 3,281,250
Military Spending	30% = MCR 2,000,000
Trade Restrictions	None: Blockade Runners Welcome
Trade Acceptance	40%

Krudd II (shortened Ranan from *Kruddan'ixi* or 'Shark Seas' — nearest meaningful translation) is the other Klackon world in NCG 7292. Like Elix V, it has not been engaged in offensive action, other than piratical raiding, for about a century. B.R.I.N.T. has noted a significant increase in communication between the two Klackon planets in the last decades. This is interpreted as signifying imminent military action. But long gone are the days when these two worlds could ravage the defenseless worlds of the sector without fear of loss or reprisal.

Krudd was subjected to a massive Ranan punitive action in 2445-51, in which some 20% of the entire Ranan military and naval strength was involved at some point or other. The Klackon forces were smashed and the population decimated to 250,000,000, about 4% of its former levels. The Serang Rebellion interposed, and the Ranan forces had to be withdrawn to fight in the civil war before they could complete blasting the Klackons back to the stone age. In the decades of respite so fortuitously obtained, the survivors rebuilt their world, aided by Elix V. The recovery of this once very populous and powerful world is a remarkable testament to the prolific birthrate, tenaciousness of Klackon lifeforms, and the resilience and productivity of their often maligned social order.

Krudd is notable because it lies within an asteroid belt rich in mineral resources. About 5,000,000 crustaceans live in some two hundred mining camps on the asteroids. The asteroid belt in the approaches to Krudd is fortified, and minefields have been laid as well — automatic StarTorpedo launchers on small asteroids out to 1500 LS from the planet.

THE LARVAN HIVE WORLD OF NCG 7292

The only Bug world in NCG 7292, Lotar II (Ranan for 'Blood' = 'World of Blood') was colonized during the Bug raids of 2345-2360 and served as the primary base for the insectiles over the fifteen-year period they ravaged the StarSector. In 2361 the Peoples Interstellar Defense Forces destroyed the Bug fleet defending the starsystem and subjected the planetary surface to heavy thermonuclear bombardment after a Marine assault force took out the heavy planetary Xenon field generators at the poles. The Bugs were believed to have been thoroughly exterminated, but apparently several Nests were left sufficiently undamaged to have permitted a full recovery over the next century.

Lotar II was left unvisited for 114 years, as the condition of that world was well known. However, in 2515, a Ranan Naval Auxiliary craft (commercial craft) made a forced landing to effect repairs to its FTL drives and was attacked and destroyed. Several Ranan succeeded in escaping in a scout boat, but their own FTL drives were damaged by a pursuing Bug warcraft, which fortunately hove to at the system FTL limit instead of continuing and finishing off the crippled Ranan boat. Proceeding at 65% standard TISA drive, the three intrepid Ranan

managed to survive and keep their vessel operational over the long years required to reach the next Ranan held world. The Ranan considered launching an immediate 'extermination' operation, but their war with the Blarads in the Sikozang had reached a crisis and the forces required for the action were unavailable.

Since that time, the Ranan naval forces have maintained a close watch on Lotar II. The Insectiles have not evidenced any hostile intent, except to challenge fiercely any incursion within 20,000 LS of their Hive World. Nevertheless, Federation experts estimate a Bug outpouring in the close order of twenty-five years.

Lotar II has 'cooled down' considerably since the Blarad sterilization procedure was applied. However, there are still pockets of intense radiation on the surface, varying from RAD*3 to RAD*10, requiring proper vehicle shielding and protective clothing.

LOTAR II

StarSystem Coordinate	9.CC.+05 NCG 7292 GSC 15.LL.+1200
Stellar Primary	K0v main sequence star
FTL Conversion	10,000 LS
Planets in System	6
LOTAR II	Type 1 Terran Desert Planet: 2 small moons
Orbital Distance	335 LS (0.67 AU)
Length of Year	270 Terran days
Length of Day	24 hours 21 minutes
Planetary Diameter	12,225 km.
Surface Gravity	0.80 G
Temperature Range	-44 C to 85 C
Atmosphere Type	Terran: 800mm; 165mm oxygen; 633mm nitrogen. Climatic conditions are arid throughout the planet, with high silicate dust content in the atmosphere and vast dust storms often sweeping the landscape.
Hydrosphere Type	09%: Little free standing water, most lakes, streams, etc. found in the highlands of the upper latitudes. Desert regions have some oases. Subterranean water deposits can be found and indications are that they are quite extensive.
StarNationality	Independent Bug Hive World
Sentient Race	Bug Insectiles
Population	75,000,000,000 (est.)
Tech Level	Tech/9 (est.)
StarPort Rating	Bug StarPort x2 AAAAAA largely underground facilities.
Social Organization	Larvan Hive
Societal Strength	10
Xeno Acceptance	100%
Government Type	Hive Mind
Economic Rating	Poor Industrial/Agricultural Planet
Gross Productivity	MCR 67,500,000 (est.)
Military Spending	MCR 17,500,000 (est.)

STARTRAVEL IN NCG 7292

RED STAR LINES

Startravel in the Ranan Home Sector is provided mainly by Aquila Red Star Lines, a huge conglomerate formed as a joint venture by the powerful Tetragammetron Corporation of Antares and the Mital Galactic Soviet Socialist Republic. Four classes of passenger accommodation are provided, the usual three plus fourth class 'colonial steerage,' in which eight persons are berthed in a compartment under rather cramped conditions. The accommodations allocated to the various classes are significantly different than in settled regions. Only 5% of the cabin space is High Passage, 10% Middle Passage, 20% Low Passage, and 65% Steerage. Passage rates are quoted for high-speed travel (10-15 LY per day).

A bit of haggling will often get a berth at -6d6% if the space is available, the probability being 25% there is. The same is true for standard cargo. Omicron Corporation employees travel at 75% stated rates when on private business and can transport private cargo at 75% stated rates.

Red Star liners are rather well appointed, with the excellent service associated with Aquila Starlines. The vessels vary from 1000t Free Traders to 50,000t liners fitted out as auxiliary merchant cruisers. Average cruising speeds are 12 LY to 15 LY per day. Note that intersector service is also provided. Rates for Terra and also for Tetragammetron's home planet of Augusta in the Antares StarSector are quoted. Other StarSectors are served, and rates are comparable on a per light-year basis. StarShips operating outside Ranan Space will be flying the Aquila Spaceways flag.

RED STAR FREIGHTWAYS

Also a joint venture of Tetragammetron and the Mitay G.S.S.R., Red Star Freightways offers bulk cargo tug service. Accommodations are at 50% of quoted rates, and all cargo is carried at bulk rates. Cargo in excess of 1000t is carried at 75% of quoted bulk rates. The StarTrains cruise at an average of 2 LY to 5 LY, so expect a slow passage, even if the costs are significantly less.

Intersector travel is also available, and rates are at 50% of standard values for long-range travel. A substantial number of passengers prefer StarTrains even when crossing vast distances because of the greatly reduced costs. Again, StarTrains operating out of Ranan Space will be under the flag of Aquila Spaceways.

The crews and service staff aboard Red Star craft will be a mixture of humans and Mit canines, for the most part, although a few other races may also be present. It should be noted that Red Star vessels are granted extraterritoriality. This means that one is on League territory once inside the entry lock, where League law and the authority of the ship's captain are supreme.

FREE TRADERS

There are a moderate number of Free Traders operating 'tramp' starfreighters in NCG 7292, usually under contract with the Ranan authorities to provide bulk transport of grain, industrial metals, etc. as well as fourth-class 'colonists.' Rates are about 75% of those quoted below, accommodations are inferior, and cruising speeds typically are 5 LY to 9 LY per day, with occasional long stop-overs and no regular schedule as provided by Red Star. When Ranan are aboard in any numbers, 'political officers' will be present among them, and foreign passengers are cautioned to be very circumspect in their behavior.

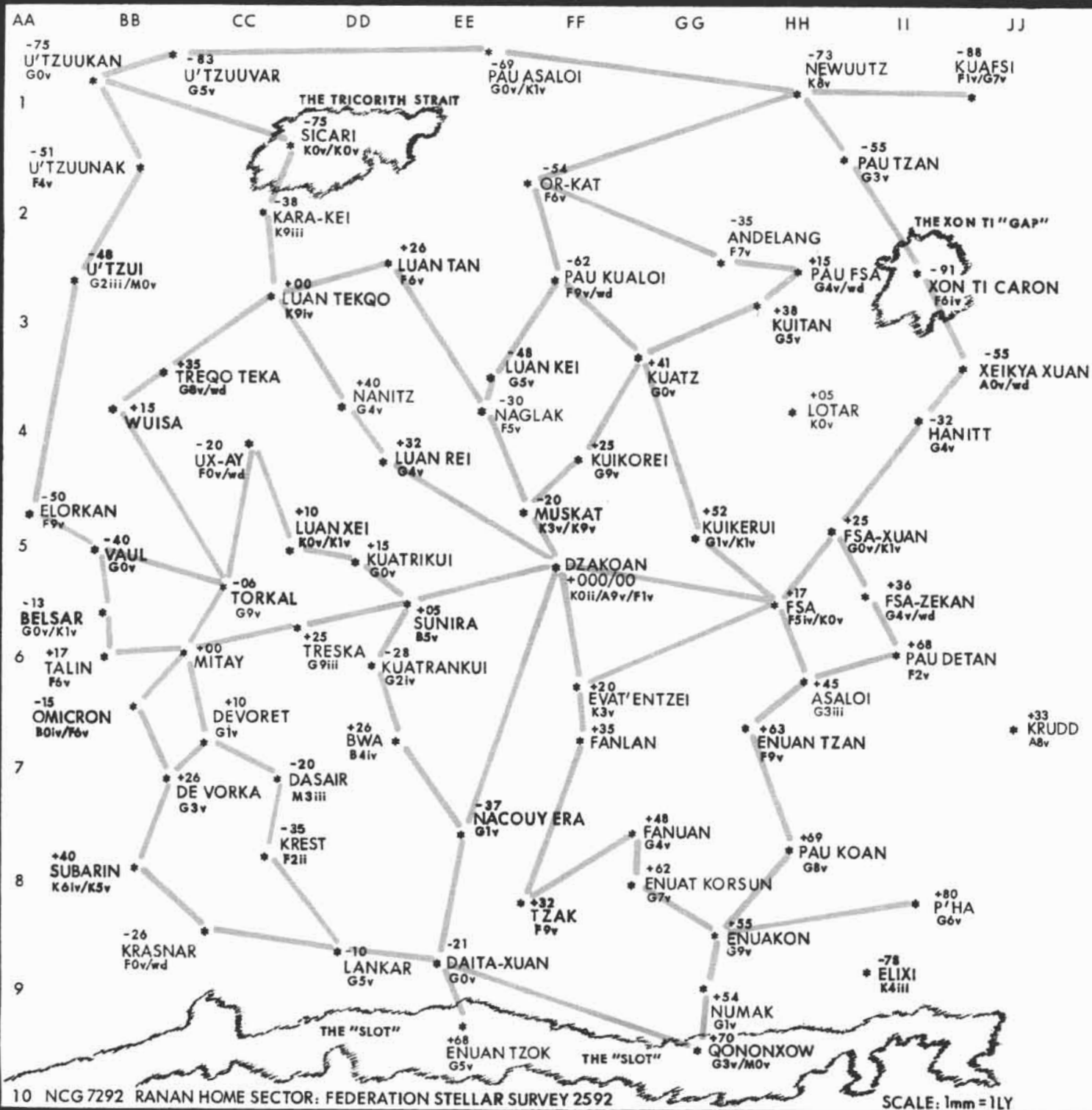
UNITED STARWAYS

The Ranan operate their own starlines, using obsolescent and obsolete cargotugs for the most part. Passenger and cargo rates are about 45% of those quoted below. Travel United if economy is off the essence, but be prepared for considerable inconvenience. Most passengers will be Ranan, who are notoriously suspicious of outworlders. Cruise speeds are 1 LY to 2 LY per day. The accommodations and food are 'spartan,' to say the least. There is no high passage space available, but a non-Ranan will typically be berthed alone or with other foreigners, as the Ranan do not wish their people to come into close contact with aliens if at all possible. Above all, remember that Ranan 'commercial' vessels are actually transport craft of the U.R.W. auxiliary navy and are crewed by naval reservists, political officers, and at least several members of the dread *Kuatempeta* or Secret Police.

NOTE: Starconnections marked with an asterisk (*) after the distance between stars are at special rates, either because of subsidization or because traffic is sufficiently heavy to warrant a reduced rate. Discounts have a 10% chance of occurring on such runs.

FARES & CARGO RATES/TON IN CREDITS (CR)

InterSector	Distance	High	Middle	Low	Colonial Steerage	Coldsleep or Cargo	Bulk Cargo
Omicron/Augustus	1431 LY*	250,000	125,000	62,500	31,250	15,625	7155
Omicron/Terra	1278 LY*	220,000	110,000	55,000	27,500	13,750	6390
MIT REPUBLIC							
Mitay/Devoret	19 LY*	3560	1785	900	450	225	115
Devoret/De Vorka	19 LY*	3560	1785	900	450	225	115
De Vorka/Omicron	43 LY*	8065	4035	2020	1010	505	255
Omicron/Mitay	21 LY*	3940	1970	985	495	250	125
Mitay/Torkal	21 LY*	3940	1970	985	495	250	125
Torkal/Vaul	37 LY*	6940	3970	1985	995	500	250
Vaul/Belsar	30 LY*	5625	2815	1410	705	355	180
Belsar/Talin	31 LY*	5815	2955	1455	730	365	185
Talin/Mitay	21 LY*	3940	1970	985	495	250	125
Mitay/Treska	33 LY*	6190	3095	1550	775	390	185
Devoret/Dasair	34 LY*	6375	3190	1595	800	400	200
Dasair/Krest	21 LY*	3940	1970	985	495	250	125
Krest/Lankar	27 LY*	5065	2535	1270	635	320	160
Lankar/Krasnar	29 LY*	5440	2720	1310	655	330	165
Krasnar/Subarin	68 LY*	12,750	6375	3190	1595	800	400
Subarin/De Vorka	21 LY*	3940	1970	985	495	250	125
De Vorka/Devoret	19 LY*	3560	1785	950	450	225	115
MIT G.S.S.R. — U.R.W.							
Treska/Sunira	29 LY*	5440	2720	1310	655	330	165
Torkal/Ux-ay	30 LY*	5625	2815	1410	705	355	180
Torkal/Wuisa	43 LY*	8065	4035	2020	1010	505	255
Vaul/Elorkan	17 LY	4250	2125	1065	535	255	130
Lankar/Daita-Xuan	21 LY*	3940	1970	985	495	250	125
U.R.W.							
Dza Koan/Luan Rei	48 LY*	9600	4800	2400	1200	600	300
Luan Rei/Nanitz	14 LY*	2800	1400	900	450	225	115
Nanitz/Luan Tekqo	36 LY*	7200	3600	1800	900	450	225
Luan Tekqo/Kara-Kei	41 LY*	8400	4200	2100	1050	525	265
Kara-Kei/Sicari	39 LY*	7800	3900	1850	925	465	235
Luan Tekqo/Treco Teka	42 LY	10,500	5250	2625	1315	655	330
Treco Teka/Wuisa	23 LY	5750	2875	1440	720	360	180
Wuisa/Torkal	43 LY	10,750	5375	2690	1345	670	335
Torkal/Ux-ay	30 LY	7500	3750	1875	940	770	235
Ux-ay/Luan Xei	36 LY	9000	4500	2250	1125	565	285
Luan Xei/Kuatrikui	13 LY	3250	1625	815	410	205	105
Kuatrikui/Sunira	23 LY	5750	2875	1440	720	360	180
Sunira/Dza Koan	22 LY*	4125	2065	1035	520	260	130
Dza Koan/Evat'Entzei	29 LY*	5440	2720	1360	680	440	220
Evat'Entzei/Fsa	39 LY*	7315	3660	1830	915	455	230
Fsa/Kuikerui	39 LY*	7315	3660	1830	915	455	230
Kuikerui/Kuatz	39 LY*	7315	3660	1830	915	455	230
Kuatz/Kuikori	26 LY*	4875	2440	1220	610	305	155
Kuikori/Muskat	47 LY*	8815	4410	2205	1105	555	280
Muskat/Dza Koan	57 LY*	10,690	5345	2675	1340	670	335
Dza Koan/Fsa	43 LY*	8065	4035	2020	1010	505	255
Kuatz/Pau Kualoi	105 LY*	19,690	9845	4925	2470	1235	620
Kuatz/Kuitan	13 LY*	2600	1300	650	325	170	85
Kuitan/Pau Fsa	25 LY*	5000	2500	1250	625	315	160
Pau Fsa/Andelang	57 LY*	11,400	5700	2850	1425	715	360
Andelang/Or-Kat	42 LY*	8400	4200	2100	1050	525	265
Or-Kat/Pau Kualoi	20 LY*	4000	2000	1000	500	250	125
Muskat/Naglak	22 LY*	4125	2065	1035	545	275	140
Naglak/Luan Tan	64 LY*	12,800	6400	3200	1600	800	400
Luan Tan/Luan Treco	34 LY*	6800	3400	1700	850	425	215
Naglak/Luan Kei	19 LY	4750	2375	1190	595	300	150
Luan Kei/Pau Kualoi	30 LY	7500	3750	1875	940	470	235
Dza Koan/Sunira	22 LY*	4125	2065	1035	545	275	140
Sunira/Kuatrankui	35 LY	8750	4375	2190	1095	550	275
Kuantrankui/Bwa	15 LY	3750	1875	940	470	235	120
Bwa/Nacouy Era	23 LY	5750	2875	1440	720	360	180
Nacouy Era/Dza Koan	63 LY*	11,815	5910	2955	1480	740	370



FARES & CARGO RATES/TON IN CREDITS (CR)

StarConnection	Distance	High	Middle	Low	Colonial Steerage	Coldsleep or Cargo	Bulk Cargo
Nacouy Era/Daita-Xuan	29 LY*	5440	2720	1360	680	340	170
Daita-Xuan/Enuan Tzok	90 LY	22,500	11,250	5625	2815	1410	705
Daita-Xuan/Qononxow	137 LY	34,250	17,125	8565	4285	2145	1075
Qononxow/Numak	18 LY	4500	2250	1125	565	285	145
Numak/Enuakon	10 LY	2500	1250	625	315	165	85
Enuakon/Enuat Korsun	20 LY	5000	2500	1250	625	315	160
Enuat Korsun/Fanuan	17 LY	4250	2125	1065	535	270	135
Fanuan/Tzak	29 LY	7250	3625	1815	910	455	230
Tzak/Fanlan	32 LY	8000	4000	2000	1000	500	250
Fanlan/Evat'Entzei	18 LY	4500	2250	1125	565	285	145
Enuakon/P'Ha	27 LY	6750	3375	1690	845	425	215
Enuakon/Pau Koan	25 LY	6250	3125	1565	785	395	200
Pau Koan/Enuan Tzan	25 LY	6250	3125	1565	785	395	200
Enuan Tzan/Asaloi	23 LY	5750	2875	1440	720	360	180
Asaloi/Fsa	32 LY*	6000	3000	1500	750	375	190
Fsa/Evat'Entzei	40 LY*	8000	4000	2000	1200	600	300
Asaloi/Pau Detan	29 LY*	5440	2720	1360	680	340	170
Pau Detan/Fsa-Zekan	39 LY*	7315	3660	1830	915	460	230
Fsa—Zeikan/Fsa-Xuan	26 LY*	4875	2440	1220	610	305	155
Fsa-Xuan/Fsa	14 LY*	2625	1315	660	330	156	85
Fsa-Xuan/Hanitt	63 LY*	11,815	5910	2955	1480	740	370
Hanitt/Xeikya Xuan	26 LY*	4875	2440	1220	610	305	155
Xeikya Xuan/Xon Ti Caron	41 LY*	7690	3845	1925	965	485	245
Xon Ti Caron/Pau Tzan	44 LY	11,000	5500	2750	1375	690	345
Pau Tzan/Newuutz	26 LY	6500	3250	1625	815	410	205
Newuutz/Kuafsi	35 LY	8750	4375	2190	1095	550	275
Newuutz/Or-Kat	54 LY	13,500	6750	3375	1690	845	425
Newuutz/Pau Asaloi	55 LY	13,750	6875	3440	1720	860	430
Pau Asaloi/U'Tzuuvar	58 LY	14,500	7250	3625	1815	910	455
U'Tzuuvar/U'Tzuukan	19 LY	4750	2375	1190	595	300	150
U'Tzuukan/Sicari	37 LY	9250	4625	2315	1160	580	490
U'Tzuukan/U'Tzuunak	30 LY	7500	3750	1875	940	470	235
U'Tzuunak/U'Tzui	24 LY	6000	3000	1500	750	375	190
U'Tzui/Elorkan	43 LY	10,750	5375	2690	1345	675	340

NOTE: ColdSleep is at standard cargo rates plus CR 100.

THE TRICORITH NEBULA

The entire sector is dominated by the vast Tricorith Nebula, a cloud of galactic dust and hydrogen in which new stars are being born. The Tricorith Nebula effectively separates NCG 7292, of which it is a part, from the Sikozang, the sector immediately 'below' it. Indeed, unless one wishes to make a detour of several hundred light years, there are only three paths through the Tricorith Nebula:

THE SLOT

A deep, meandering rift begins high in NCG 7292 (10.AA.+68 to 10.II.+70). The only safe route through the 'Slot' is via Qononoxow (10.GG.+70). The Qononoxow Passage is 152 LY in length and emerges on the marker star of Xon-Dza (10.FF.+76) in the Sikozang.

THE XON-TI GAP

The Tricorith Nebula is riven by a deep 'hole' beginning at Xon Ti

Caron (3.II.—91) and emerges on the marker star of Xon Carai in the Sikozang (3.II.+84), a passage of 29 LY. The 'Gap' marks the thinnest part of the Tricorith Nebula and has been a major invasion route of both the U.R.W. and the Blarad Duchy of Luvork, which lies in the Sikozang.

THE TRICORITH STRAIT

The entrance to the treacherous Tricorith Strait is located 30,000 LS off Sicari (2.CC.—75) and emerges on the marker star of Esi Tricorith (2.DD.+76) in the Sikozang, a winding, twisting passage requiring numerous emergences from hyperspace to take navigational sightings on the maker stars in the strait. The voyage is 129 LY in length.

The Sikozang sector is described in a supplementary StarSector Atlas, **The Sikozang Belt: Sector in Turmoil**, by E.E. Simbalist.

