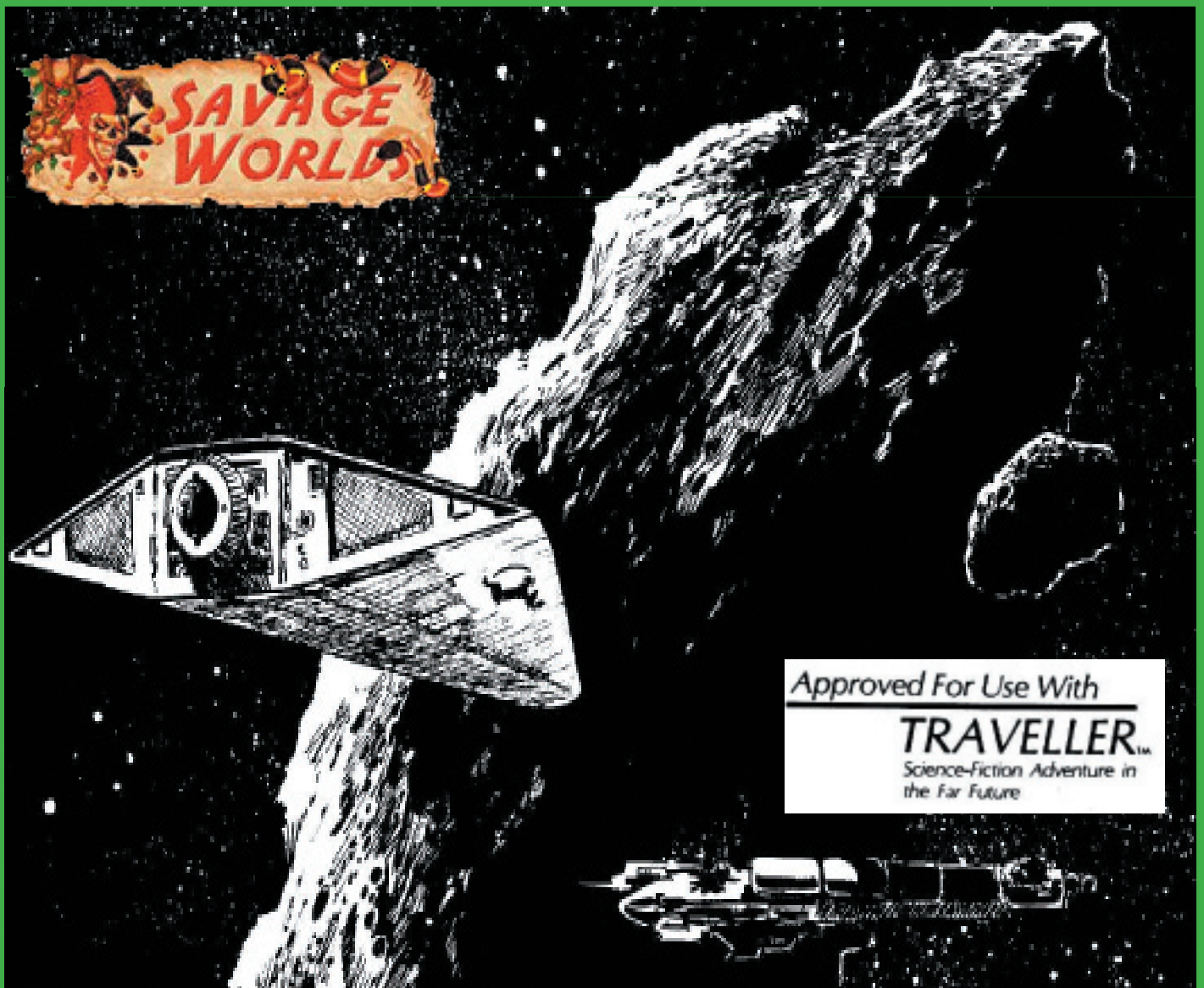


SAVAGE TRAVELLER!

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BY

CMDR CODY_2000

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Savage Traveller

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Historical Library Data

The Rule of Man ended not with a bang, but a fizzle.

To put it bluntly, it went broke and it took billions of lives with it.

Rule of Man (- 2204 to - 1776): (Also called the Second Imperium and, disparagingly, the Ramshackle Empire.) A short-lived interstellar empire, formed after the conquest of the Vilani Imperium by the Terrans. The conquered territories were under military rule from - 2219 to - 2204. Vilani military forces were incorporated into the Terran forces. Terran naval officers took over key posts in the Vilani bureaucracy (which was otherwise retained intact).

In - 2204, the Terran Secretariat attempted to transfer control directly to Terra, and incorporate the conquered regions into the Terran Confederation. The commander in chief of the Terran navy, Admiral

Hiroshi Estigarribia, realized that the Confederation government could not possibly control the vast territories of the Vilani Imperium and proclaimed himself Regent of the Vilani Imperium and Protector of Terra, with both states now united in the Rule of Man. Nearly all the fleet sided with Estigarribia, both because it was composed largely of colonials, who were under-represented under the Terran Confederation government, and because of Estigarribia's careful preparation. The Confederation was dissolved without significant resistance.

The Terran fleet headquarters on Dingir became the capital of the Rule of Man. The bureaucratic center of the Imperium remained on Viand, although arrangements were undertaken to gradually transfer it elsewhere.

Upon Estigarribia's death, he was succeeded by his chief of staff, who crowned himself Emperor Hiroshi II. Estigarribia, even though he did not actually assume the crown, is therefore known to history as Emperor Hiroshi I.

Hiroshi II transferred all functions of government from both Viand and Dingir to a more centrally located world, renamed bilingually Hub/Ershur. This world was to remain the capital of the Rule of Man for the next four hundred years.

During the Rule of Man, large

numbers of humans from Terra and its oldest colonies emigrated throughout the Imperium. People of Terran ancestry or culture (many of them assimilated Vilani) assumed positions of power on most worlds, becoming industrialists and administrators.

The problems of sheer size and scientific stagnation, which had brought about the fall of the Vilani Imperium, continued to plague the Rule of Man. The Vilani had coped with the problems of ruling a large empire by a rigid caste system with all citizens rooted permanently in their places, but this system could last only as long as there was no significant external threat. The Terrans did away with this system, but were not able to replace it with a new social order. The destruction of the caste system swept away the foundations of society. Key industries fell apart as their workers became free to move elsewhere.

The - 1776 date for the end of the Rule of Man is arbitrary, and notes the financial collapse of the central government, when the Treasury at Hub/Ershur refused to honor a monetary issue of the branch treasury at Antares. The resulting lack of confidence within monetary circles marked the end of large-scale interstellar trade and of effective governmental power within the Rule of Man. Although the Imperium did not completely fall apart for many

years, the Rule of Man had effectively ceased to exist as a viable interstellar community, and the period known as Twilight had begun.

Twilight (- 1776 to - 1526): The failure of the Rule of Man triggered the collapse of most of interstellar civilization. While interstellar travel and commerce continued, it was at a greatly reduced rate, and the many worlds of the Imperium turned in on themselves. The period of collapse is termed Twilight and lasted for two and a half centuries.

Modern historians consider Twilight to have begun in - 1776 when the treasury on Hub/Ershur refused to acknowledge a monetary issue of the branch treasury at Antares, triggering a financial collapse and the destruction of large-scale trade within the Imperium.

The end of Twilight is commonly accepted as the year -1526, when the last governmental body claiming to be the Rule of Man ceased to exist.

What followed is romantically called the Long Night. It wasn't romantic at all.

The fall of the empire halted much of the trade and commerce between worlds many of these worlds simply died, no longer able to maintain their previous standard and unable to recapture the lower technology levels necessary for survival.

Some worlds banded together in pocket empires, mere shadows of the former glory that was the First Imperium. Some worlds wasted their technological jewels fighting for the scraps of the empire that were left.

The fighting and the turmoil lasted nearly two hundred and fifty years— from twilight to maybe nine o'clock. Some worlds didn't even know for sure that the empire had fallen; communications ships simply stopped coming, and no one could find out why.

Night continued for another twelve hundred years. Worlds turned in on themselves, developing local resources and moving in their own directions. About three decades before dawn, a group of worlds known as the Sylean Federation established a firm industrial base and a strong interstellar government. This, coupled with a high population pressure, provided the impetus necessary for the re-establishment of the empire.

In a thirty year campaign, the Sylean Federation actively recruited new member worlds for its interstellar community. Public relations programs, active commercial warfare, and (where necessary) battle fleets joined to bring all of what is now the Capital Sector under one rule.

Proclaiming the Year Zero a holiday year to mark the beginning

of a new era, Cleon accepted the iridium crown of the Third Imperium, establishing it firmly on the foundations of the First and Second.

And all that happened 1100 years ago...

Background

The Imperium is a far-flung interstellar community encompassing over 1100 worlds within a region approximately 700 parsecs across. It has now ruled its territory for eleven centuries and looks to continue for many more under Emperor Strephon, who has held the Iridium Crown since 1071.

The current year is 1108 Imperial Reckoning. The Fifth Frontier War is now in its first full year of engagements between the Zhodani and the Imperium.

Following several years of unrest and provocation, Zhodani forces attacked across the Imperial borders while previously placed guerrillas on selected Imperial worlds began uprisings. Vargr and Sword World forces allied with the Zhodani also participated in the attacks.

This adventure is designed for 4

to 6 Seasoned characters with Navy, Marine, or Scout Service backgrounds recalled to active duty during the Fifth Frontier War. The players will act as the ships complement on an Imperial Mining Transport enroute to Regina though the disputed Querion subsector in the Spinward Marches.

The Setup

The Imperial Mining Ship Dela Vega is carrying a large quantity of Lanthanum, a rare-earth element, the first of the inner transition metals that are vital to the construction of the inner coils of interstellar jump drive units. The miners are contracted to deliver their payload to the Panax Corporation on Regina.

The Fifth Frontier War centered for the most part around the Regina, Jewell and Villis subsectors in the Spinward Marches, and it was in these regions the the most important actions of the war are fought.

The independent worlds of the Querion subsector, however, are also involved in the war when the Zhodani and Imperial fleets each strive to develop the region as a staging area for an alternate route into the enemy's domain.

Querion Subsector

The Querion subsector is an area of space worlds technically claimed by the Zhodani Consulate, although the strength of that claim depends only on a short express lance connection into the coreward edge of the region.

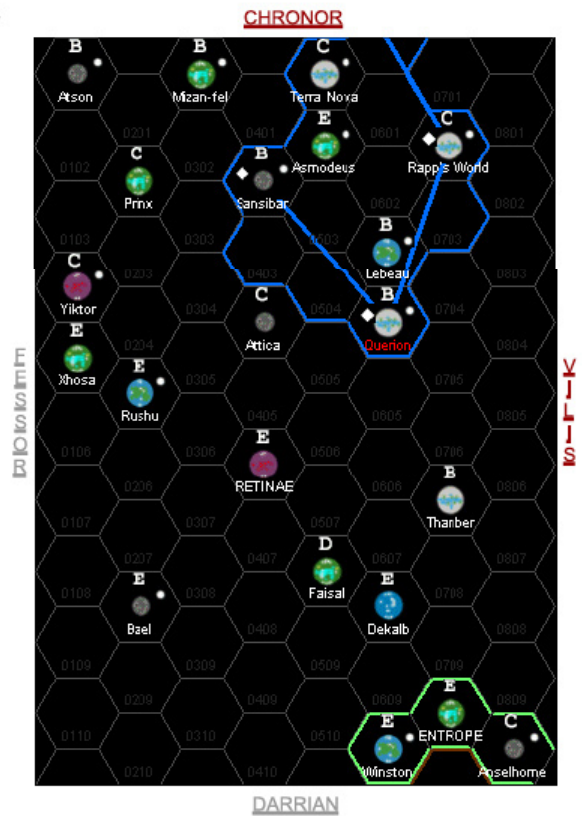
At the rimward edge of the Querion subsector, territorial claims have been pressed for Winston, Entrope and Anselhome by both the Sword Worlds and the Darrian Confederation; Imperial diplomatic backing has been given the Darrian claim, although Zhodani interference has thus far thwarted any resolution of the situation.

The Imperium has long maintained (since 556) a research station in the Retinae system for the purposes of communications research. Accessed from Frenzie/Vilis via Thanber, the station has frequently figured in Zhodani diplomatic protests. Its long-standing presence at Retinae and the steadfastness of the Emperor has served to maintain its continued operation.

Asmodeus (0502) is recovering from a nuclear war which ended in 1005.

This entire subsector is outside the boundaries of the Imperium; all worlds should be treated as travel zone Amber by Imperial citizens.

Mainworld	Hex	UPP	Bases	Trade Codes	TZ	Alg	Remarks
Atson	0101	B310598-8	Ni			Na	
Yiktor	0104	C6B6431-A	Ni FI			Na	
Xhosa	0105	EA95124-4	Lo Ni			Na	
Prinx	0202	C436635-6	Ni			Na	
Rushu	0205	E766674-4	Ag Ni Ri			Na	
Bael	0208	E200100-8	Lo Ni Va			Na	
Mizan-fel	0301	B46258A-8	Ni			Na	
Sansibar	0402	B200310-A	Z Lo Ni Va			Zh	
Attica	0404	C400546-8	Ni Va			Na	
Retinae	0406	E8C69AA-5	Hi FI RsD			Cs	
Terra Nova	0501	C786342-9	Lo Ni			Na	
Asmodeus	0502	E596400-4	Ni			Zh	
Faisal	0508	D445436-3	Ni			Cs	
Lebeau	0603	B869554-C	Ni			Zh	
Querion	0604	B254788-9	Z Ag			Zh	
Dekalb	0608	EA8A799-6	Ri Wa			Cs	
Winston	0702	C592320-8	Z Lo Ni			Zh	
Rapp's World	0707	B243653-C	Ni Po			Cs	
Entrope	0710	E336AAA-C	Hi			Sw	
Anselhome	0810	C110588-8	Ni			Sw	



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The Imperial mining ship Dela Vega, is enroute to the Spinward Marches when a distress beacon is discovered.

By Imperial Law, all distress beacons must be answered and any feasible assistance given.

But what if that beacon contains a message 3091 years old, and is being sent by a ship thought

lost in space from before the Long Night, during the Rule of Man?

What would you do?

***A Savage Adventure
for Savage Traveller
By CmdrCody!***

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