

# The Scorpion Reach

A Standalone Setting for *Traveller*

by Jon F. Zeigler

Interim Partial Draft

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## Introduction

In 2000, I was writing the Solomani Rim sector book for *GURPS Traveller*. I was also helping Loren Wiseman to produce an online edition of *Journal of the Traveller's Aid Society* (JTAS), the venerable *Traveller* fan magazine. One thing I did in that period was to help Loren wrangle *Traveller News Service* (TNS) entries, little scraps of “current events” from the Third Imperium setting that were meant to maintain the game’s meta-plot and suggest interesting adventures.

One side project I undertook during that period was a set of rules with the working title of *Game of Empire*. This was a meta-game designed to allow “movers and shakers” roleplaying across a region of space. Instead of playing ordinary Imperial citizens, players could take on the role of very senior nobles, megacorporate executives, planetary political leaders, rebel-faction commanders, and so on. The actions and decisions they carried out would affect whole worlds.

Recently I’ve decided, with encouragement from the *Traveller* fan community, to revisit *Game of Empire*. I plan to eventually produce a new version of the rules, compatible with open-source editions of the game like *Cepheus Engine*, and publish that through DriveThruRPG or a similar outlet.

I hadn’t planned to work on that project for some time, but sometimes my creative mind goes into action without my permission. I began having ideas for a “test bed” scenario for the new *Game of Empire*, and before long nothing would do but that I should gather those up and write them down. The first result of that is the current document.

Although this document continues to develop over time, it’s still a partial interim draft, and the *Game of Empire* rules aren’t attached. Still, it *should* be enough to set up a working *Traveller* campaign. In the meantime, it’s likely to function as a “setting bible” for some fiction.

Enjoy, and watch for more to come.

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The map image on page 6 was generated using tools found on the *Traveller Map* website ([travellermmap.com](http://travellermmap.com)).

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Feel free to contact me at [JFZeigler@aol.com](mailto:JFZeigler@aol.com) or visit my website at [wordpress.sharrukinspalace.com](http://wordpress.sharrukinspalace.com) if you have any questions.

## Eos Regional Space

*Eos* is the home planet for the Eos Campaign, the world where most player characters are assumed to come from. It is a former colony world of Earth, cut off (like all the other interstellar colonies) by the so-called *Silence* in the mid-25<sup>th</sup> Century.

It is now the mid-29<sup>th</sup> Century (2850). *Eos* has since developed a high-technology industrial civilization, rediscovered the jump drive, and begun to build a new interstellar empire. Of course, a few other nearby worlds have had similar success, and competition for power and influence among the stars is under way . . .

### Regional Map

The map and *Traveller* world data on the following pages cover all of interstellar space within 8 parsecs of *Eos*. The full system of *sectors* and *subsectors* has not been established yet, but this region will one day be considered part of the *Scorpius Reach* sector.

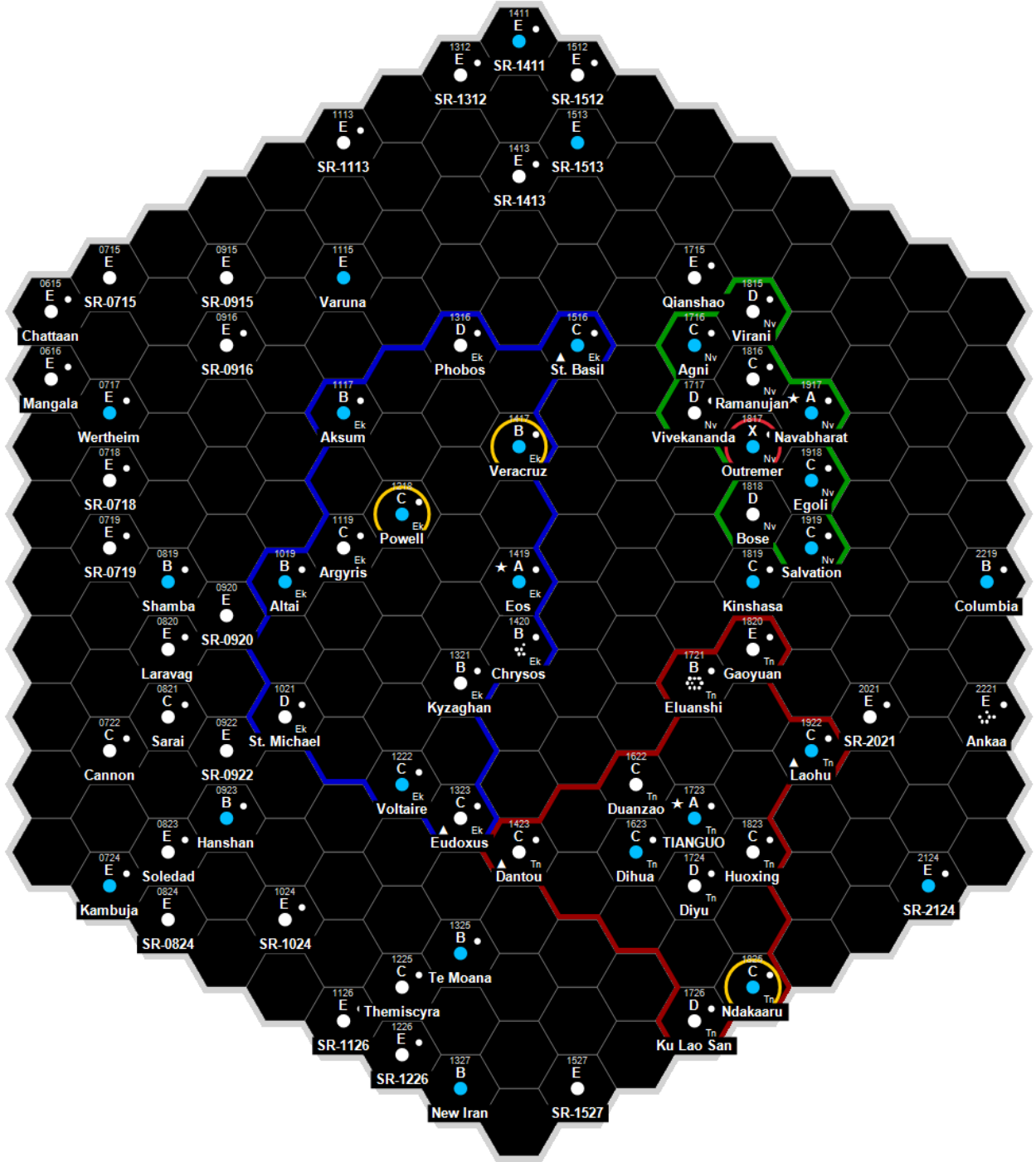
Three interstellar polities exist in this region of space at present:

- *Kingdom of Eos* (blue border, allegiance code Ek)
- *Republic of Navabharat* (green border, allegiance code Nv)
- *Tianguo Hegemony* (red border, allegiance code Tn)

Other human interstellar states are rumored to be coalescing off the edges of this map, especially to rimward where lost Earth must still exist somewhere. There are also rumors of *non-human* starships to coreward, although there has been no hard evidence, and most experts are very skeptical about these legends of the spaceways. See p. 28 for more information.

Note that the UWP and system data in this table were generated in part using “Abbreviated *Architect of Worlds* for *Traveller*,” a short *Traveller* rules supplement that’s available at the following link:

<https://wordpress.sharrukinspalace.com/wp-content/uploads/2021/04/Abbreviated-Architect-of-Worlds.pdf>



## Regional UWP Data

Name	Hex	UWP	B	Remarks	Z	PBG	A	Stellar Data
-----	----	-----	-	-----	-	---	--	-----
Chattaan	0615	E200000-0	-	Ba Di	G	011	--	G8 V
Mangala	0616	E510000-0	-	Ba	G	004	--	K7 V
SR-0715	0715	EAA0000-0	-	Ba	G	010	--	M4 V
Wertheim	0717	E554655-6	-	Ag Ni	G	512	--	K3 V
SR-0718	0718	E200000-0	-	Ba Di	G	001	--	K0 V K5 V
SR-0719	0719	E6A1000-0	-	Ba	G	012	--	K1 V
Cannon	0722	C8A1426-8	-	Fl Ni	G	801	--	M2 V
Kambuja	0724	E766746-1	-	Ag Ga Lt Ri	G	212	--	K2 V M6 V
Shamba	0819	B797779-9	-	Ag	G	602	--	K0 V
Laravag	0820	E300000-0	-	Ba	G	003	--	K1 III (Epsilon Scorpii)
Sarai	0821	C200588-9	-	Ni Va	G	213	--	K8 V
Soledad	0823	E410441-8	-	Ni	G	202	--	K1 V
SR-0824	0824	E7A0000-0	-	Ba Di	G	000	--	M0 V
SR-0915	0915	E300000-0	-	Ba Di	G	000	--	M8 V
SR-0916	0916	E300000-0	-	Ba Di	G	001	--	K8 V M0 V
SR-0920	0920	E100000-0	-	Ba Di	G	000	--	M4 V
SR-0922	0922	EAB0000-0	-	Ba Di	G	000	--	M5 V
Hanshan	0923	B767875-8	-	Ga Ri	G	702	--	K3 V
Altai	1019	B646697-A	-	Ag Ni	G	412	Ek	G7 V
St. Michael	1021	D400368-9	-	Lo Va	G	812	Ek	K7 V
SR-1024	1024	E8B0000-0	-	Ba Di	G	013	--	M0 V M0 V
SR-1113	1113	E7A0000-0	-	Ba	G	004	--	G3 V
Varuna	1115	E99A675-7	-	Ni Wa	G	600	--	K5 V
Aksum	1117	B553654-A	-	Ni Po	G	803	Ek	K4 V
Argyris	1119	C6A0366-9	-	Lo	G	513	Ek	M4 V
SR-1126	1126	E610000-0	-	Ba Di	G	014	--	G5 V M2 V
Powell	1218	C864674-7	-	Ag Ni Ri	A	412	Ek	G4 V M0 V
Voltaire	1222	C647775-8	-	Ag	G	503	Ek	G0 V
Themiscyra	1225	C8A2655-A	-	Fl Ni	G	102	--	K2 V
SR-1226	1226	E8A0000-0	-	Ba Di	G	013	--	K0 V
SR-1312	1312	E100000-0	-	Ba Di	G	003	--	K8 V
Phobos	1316	D410364-8	-	Lo	G	601	Ek	F6 V
Kyzaghan	1321	B410643-B	-	Na Ni Po	G	504	Ek	M3 V
Eudoxus	1323	C200468-B	S	Ni Va	G	201	Ek	K5 V
Te Moana	1325	B889852-A	-	Ri	G	503	--	G2 V M4 V
New Iran	1327	B744755-8	-	Ag	G	800	--	K5 V
SR-1411	1411	E675000-0	-	Ba	G	003	--	K3 V
SR-1413	1413	E9B4000-0	-	Ba	G	014	--	F6 V
Veracruz	1417	B778778-8	-	Ag	A	212	Ek	K6 V
Eos	1419	A8688B7-C	N	Ht	G	403	Ek	G9 V
Chrysos	1420	B000585-C	-	As Ni	G	303	Ek	M2 V
Dantou	1423	C300468-A	S	Ni Va	G	602	Tn	G9 V
SR-1512	1512	E200000-0	-	Ba	G	001	--	M6 V M8 V
SR-1513	1513	E672000-0	-	Ba	G	000	--	M1 V
St. Basil	1516	C645456-8	S	Ni	G	523	Ek	G0 V M0 V
SR-1527	1527	E5A0000-0	-	Ba Di	G	010	--	M2 V M8 V
Duanzao	1622	C410688-A	-	Na Ni	G	400	Tn	M4 V M6 V
Dihua	1623	C724668-7	-	Ni	G	701	Tn	K8 V
Qianshao	1715	E300447-8	-	Ni Va	G	303	--	A8 V
Agni	1716	C673654-8	-	Ni	G	214	Nv	M0 V
Vivekananda	1717	D300367-9	-	Lo Va	G	502	Nv	M4 V M4 V
Eluanshi	1721	B000655-B	-	As Na Ni	G	802	Tn	K6 V
Tianguo	1723	A868986-B	N	Hi	G	114	Tn	K0 V
Diyu	1724	D6B0354-A	-	Lo	G	402	Tn	K1 V
Ku Lao San	1726	D510455-9	-	Ni	G	701	Tn	K0 III (Theta Centauri)
Qadrych	1802	C846558-9	-	Ag Ni	G	101	My	F7 V F7 V G7 V
Virani	1815	D410410-8	-	Ni	G	202	Nv	K6 V
Ramanujan	1816	C200421-A	-	Ni Va	G	312	Nv	M7 V
Outremer	1817	X567634-1	-	Ag Lt Ni	R	701	Nv	K2 V K5 V M2 V
Bose	1818	D300364-8	-	Lo Va	G	600	Nv	M1 V M2 V
Kinshasa	1819	C693643-8	-	Ni	G	303	--	G8 V M0 V
Gaoyuan	1820	E410420-8	-	Ni	G	302	Tn	F4 V
Huoxing	1823	C510434-9	-	Ni	G	213	Tn	K3 V
Ndakaaru	1825	C837546-9	-	Ni	A	201	Tn	K6 V
Navabharat	1917	A655845-A	N	Ga	G	203	Nv	G6 V
Egoli	1918	C7786A6-8	-	Ag Ni	G	502	Nv	G4 V K0 V
Salvation	1919	C867620-7	-	Ag Ga Ni	G	412	Nv	F8 V
Laohu	1922	C656642-8	S	Ag Ga Ni	G	602	Tn	G2 V M8 V
SR-2021	2021	E7A8000-0	-	Ba Di	G	012	--	G4 V
SR-2124	2124	E424000-0	-	Ba Di	G	003	--	K3 V
Columbia	2219	B868756-8	-	Ag Ri	G	502	--	G6 V
Ankaa	2221	E000000-0	-	Ba Di	G	002	--	K1 III (Alpha Phoenicis)



### Notes on Prominent Worlds

#### Wertheim (0717 Scorpius Reach)

Colonized 2374, main founder groups German, Scandinavian, and other Western European. Current status of the colony is unknown.

#### Cannon (0722 Scorpius Reach)

Colonized 2341, main founder groups American, Australian, and New Zealander. Current status of the colony is unknown.

#### Kambuja (0724 Scorpius Reach)

Colonized 2330, main founder groups Cambodian, Vietnamese, and Laotian. Current status of the colony is unknown.

#### Shamba (0819 Scorpius Reach)

Colonized 2362, main founder groups East African and South African. Recontacted by Kingdom of Eos 2845. Planetary atmosphere is rich with plant pollens which interfere with human respiration. Current relations with Eos are friendly, with trade exchange beginning to develop.

#### Sarai (0821 Scorpius Reach)

Colonized 2356, main founder groups Turkish and Central Asian. Recontacted by Kingdom of Eos 2846. Current relations with Eos are friendly. Eos is providing technical assistance to maintain and upgrade centuries-old environmental systems. Trade exchange is beginning to develop.

#### Soledad (0823 Scorpius Reach)

Colonized 2331, main founder groups Mexican and other Central American. Current status of the colony is unknown.

#### Hanshan (0923 Scorpius Reach)

Colonized 2356, main founder groups Chinese and Korean. Recontacted by Kingdom of Eos 2846. The planet is divided among mutually competitive local states, although contact with outsiders seems to be driving several of the most powerful nations to cooperate toward a native space program and even an interstellar capability. Eos has been cautiously attempting to open diplomatic and trade contacts.

#### Altai (1019 Scorpius Reach)

Colonized 2372, main founder groups Mongol and Russian. Recontacted by Kingdom of Eos 2834. Planetary atmosphere is thin and very cold, often loaded with dust and fines requiring a filter mask. Current relations with Eos are friendly. Although the Republic of Altai remains independent, it has aligned its interstellar policy with Eos, and strong links of trade and technical exchange have been formed.

#### St. Michael (1021 Scorpius Reach)

Colonized 2360, main founder groups Japanese and Korean (original name of the colony was *New Osaka*). The colony collapsed in the early years of the Silence. Planet was rediscovered by the Kingdom of Eos 2836 and recolonized from Eos in 2840. Currently organized as a colony of Eos with an appointed governor, and the planet is a candidate for a scout base.

#### Varuna (1115 Scorpius Reach)

Colonized 2387, main founder groups Indian, Burmese, and Thai. Recontacted by Kingdom of Eos 2848. Habitable surface is limited to a single extended archipelago, subject to fierce storms on an annual cycle. Planet is divided among local states. Although internal warfare appears uncommon, most governments are uninterested in outside contact or technical assistance. Diplomatic and trade contact with the Kingdom of Eos is minimal.

#### Aksum (1117 Scorpius Reach)

Colonized 2376, main founder groups Ethiopian, other East African, and Arab. Recontacted by Kingdom of Eos 2833. Relations with Eos are ambiguous. The Kingdom of Aksum has established a number of diplomatic and trade agreements with Eos, and it is generally willing to consult with Eos on interstellar policy, but it insists on remaining independent and is developing its own interstellar capability.

#### Argyris (1119 Scorpius Reach)

Colonized by the Kingdom of Eos 2832. Currently organized as a colony of Eos with an appointed governor.

#### Powell (1218 Scorpius Reach)

Colonized 2375, main founder groups American, Canadian, and Australian. Recontacted by Kingdom of Eos 2821. Planet is in the midst of a glacial age, with very large polar ice caps. The habitable equatorial zone is divided among city-states which are often in armed conflict with each other, creating a field of opportunity for outside mercenary units. Mercantile interests from Eos have taken over a few city-states closest to the starport, but the rest fiercely resist outside encroachment.

#### Voltaire (1222 Scorpius Reach)

Colonized 2363, main founder groups French, German, Italian, other European. Recontacted by Kingdom of Eos 2824. Planet is divided among nation-states, although most of these participate in a global community of interest and peaceful unification is likely in the near future. Eos has no formal relationship with the planet as a whole, but most local states welcome the Kingdom's diplomats and merchants.

#### Themiscyra (1225 Scorpius Reach)

Colonized 2341, main founder group was a transnational ideological movement devoted to feminist separatism, applying genetic engineering to produce a female-only society with a number of "improvements" to the baseline human genome. Recontacted by Kingdom of Eos 2847. The entire human population is restricted to a single domed city. The inhabitants are isolationist and somewhat xenophobic. No formal diplomatic or trade contacts have been opened with the Kingdom as yet.

#### Phobos (1316 Scorpius Reach)

Colonized 2389, main founder groups Indian and Sri Lankan (original name of the colony was *Ratnapura*). The colony collapsed disastrously in the Silence. Rediscovered by the Kingdom of Eos 2834, recolonized from Eos in 2839. Currently organized as a colony of Eos with an appointed governor.

#### Kyzaghan (1321 Scorpius Reach)

Colonized 2371, main founder groups Turkish and Central Asian. Recontacted by Kingdom of Eos 2813. After contact, the Republic of Kyzaghan immediately entered into close and friendly relations with Eos. The planet has formally confederated with Eos and is currently organized as a province within the Kingdom, with full representation in Parliament.

#### Eudoxus (1323 Scorpion Reach)

Colonized by the Kingdom of Eos 2825. Currently organized as a colony of Eos with an appointed governor. The planet is unusually mineral-poor, and the colony is a drain on the Kingdom's budget, but its strategic location remains important.

#### Te Moana (1325 Scorpion Reach)

Colonized 2360, main founder groups Maori, Tongan, other Polynesian, and Melanesian. Recontacted by Kingdom of Eos 2835. The planet is dominated by world-oceans, and most of the inhabitants have a very sophisticated sea-faring lifestyle. The planet has friendly relations with Eos. Extensive diplomatic and trade agreements have been signed, although the Commonwealth government thus far insists on independence from any foreign state.

#### New Iran (1327 Scorpion Reach)

Colonized 2333, main founder groups Iranian, Azerbaijani, and other Shia Muslim. Recontacted by Kingdom of Eos 2345. Diplomatic contact with Eos has barely opened, and the New Iranians are skeptical about outside contact. Merchants from the Kingdom are working to open trade links.

#### Veracruz (1417 Scorpion Reach)

Colonized 2389, main founder groups Mexican, Central American, and South American. Recontacted by Kingdom of Eos 2824. The planet is divided among local states which are often in armed conflict with each other, forming a field of opportunity for foreign mercenary groups. The largest and most technically advanced state, the Republic of New Mexico, is formally allied with Eos. New Mexico is working to unify the planet through conquest, although determined resistance continues from other states.

#### Eos (1419 Scorpion Reach)

See material beginning on p. 15.

#### Chrysos (1420 Scorpion Reach)

Colonized 2372, main founder group was a transnational ideological movement dedicated to "objectivist" anarchism (original name of the colony was *Liberty*). Colony collapsed disastrously in the Silence, apparently followed by an outbreak of internal violence which wrecked the last stable environmental systems. Rediscovered by the Kingdom of Eos 2804, recolonized from Eos in 2808. Local mining and industrial development are prospering, and the Kingdom is considering building a shipyard. Currently organized as a colony of Eos with an appointed governor.

#### Dantou (1423 Scorpion Reach)

Colonized 2366, main founder groups Chinese. Colony was apparently evacuated early in the Silence, with survivors relocating to Tianguo before all interstellar travel ceased. Rediscovered by the Tianguo Hegemony 2831, recolonized from Tianguo in 2833. Currently organized as a colony of Tianguo with an appointed governor.

#### St. Basil (1516 Scorpion Reach)

Colonized 2403, main founder groups Chinese and Japanese (original name of the colony was *Guang*). Colony failed slowly after the Silence, with all human inhabitants deceased by 2600. Rediscovered by the Kingdom of Eos 2833, recolonized from Eos in 2840. Currently organized as a semi-autonomous province of the Kingdom of Eos, with support from the Kingdom's interstellar navy and scout service.

#### Duanzao (1622 Scorpion Reach)

Colonized 2380, main founder groups Kazakh and Russian (original name of the colony was *New Almaty*). Colony failed slowly after the Silence, with all human inhabitants deceased by 2500. Rediscovered by the Tianguo Hegemony 2812, recolonized from Tianguo 2818. Currently organized as an autonomous province within the Tianguo Hegemony.

#### Dihua (1623 Scorpion Reach)

Colonized 2362, main founder groups Chinese, Uyghur, and Mongol (original name of the colony was *Xinjiang*). Colony failed slowly after the Silence, with all human inhabitants deceased by 2600. Rediscovered by the Tianguo Hegemony 2814, recolonized from Tianguo 2815. Currently organized as a colony of Tianguo with an appointed governor.

#### Qianshao (1715 Scorpion Reach)

Colonized 2428, main founder groups Chinese. The moon was originally colonized to take advantage of unusually rich deposits of thorium and rare-earth metals. The colony *just* survived the Silence and has hung on, barely self-sufficient, ever since. Recontacted by the Republic of Navabharat 2838. Since the Qianshao War of 2844, the colony has operated, despite the very poor quality of its spaceport facilities, as a “treaty port” between Eos and Navabharat. Planetary government plays the two powers against one another, hoping to maintain its independence, attract foreign investment, and get the best possible deal for its mineral wealth.

#### Agni (1716 Scorpion Reach)

Colonized 2400, main founder groups West African and Central African (original name of the colony was *Esosa*). Recontacted by the Republic of Navabharat 2837. At contact, the planet’s inhabitants were scattered and unorganized, living at TL4 at a bare subsistence level. Navabharat has been aggressively colonizing the world, investing heavily in assimilating the descendants of the original settlers. There is some resentment and unrest, although little violence has broken out as yet.

#### Vivekananda (1717 Scorpion Reach)

Colonized 2398, main founder groups Polish, Czech, Slovak, and other Eastern European (original name of the colony was *Kopernik*). Colony collapsed disastrously in the Silence. Rediscovered by the Republic of Navabharat 2839, recolonized from Navabharat in 2841. Currently organized as a colony of Navabharat with an appointed governor.

#### Eluanshi (1721 Scorpion Reach)

Colonized 2369, main founder groups American, British, Irish, and Australian (original name of the colony was *Edison*). Colony collapsed disastrously in the Silence. Rediscovered by the Tianguo Hegemony 2832, recolonized from Tianguo 2835. Currently organized as a semi-autonomous province within the Hegemony. Economic development is proceeding at a very rapid pace, driven by exploitation of the belt’s considerable mineral wealth. The Hegemony is planning to build a class-A starport and naval shipyard in the system.

#### Tianguo (1723 Scorpion Reach)

Colonized 2368, main founder groups Chinese, Korean, and Japanese. Colony retained some of its technical and industrial base during the Silence. Planetary population has grown rapidly ever since,

making Tianguo the most densely populated planet in the region. Tianguo Hegemony is an expansionist power, interested in establishing a new interstellar empire to replace the old United Nations of Earth.

#### [Diyu \(1724 Scorpion Reach\)](#)

Colonized by the Tianguo Hegemony 2802. Currently organized as an outpost of the Hegemony's exploration service.

#### [Ku Lao San \(1726 Scorpion Reach\)](#)

Colonized 2353, main founder group was a United Nations scientific installation dedicated to study of the Theta Centauri red giant star and its planets (original name of the colony was *Menkent*). Colony failed slowly after the Silence, with all human inhabitants deceased by 2500. Rediscovered by the Tianguo Hegemony 2833, recolonized from Tianguo 2837. Currently organized as a scientific installation. The Hegemony intends to establish a base for its exploration service here.

#### [Virani \(1815 Scorpion Reach\)](#)

Colonized 2413, main founder groups Kenyan and other East African (original name of the colony was *Minara*). Colony collapsed disastrously in the Silence. Rediscovered by the Republic of Navabharat 2838, recolonized from Navabharat 2840. Currently organized as a corporate mining installation, exploiting rich reserves of titanium and other useful metals.

#### [Ramanujan \(1816 Scorpion Reach\)](#)

Colonized 2407, main founder groups South African (original name of the colony was *Makunga*). Colony was evacuated early in the Silence, although the destination of the outpost's crew has never been discovered with certainty. Rediscovered by the Republic of Navabharat 2830, recolonized from Navabharat 2832. Colony was founded by diverse groups of prospectors and engineers hoping to establish a base for exploitation of the nearby planetoid belt. Settlement has a "boom town" character, in which all residents have a voice in making (and enforcing) the law for the common good.

#### [Outremer \(1817 Scorpion Reach\)](#)

Colonized 2384, main founder groups French, Spanish, Italian, Greek, and Israeli. Colony survived the Silence but fell back to a very early level of technology. Rediscovered by the Republic of Navabharat 2828. The planet is ruled by a loose alliance of feudal kingdoms at an Iron Age level of development. Navabharat has elected to interdict the world with naval patrols, preventing any outsiders from interfering with local society.

#### [Bose \(1818 Scorpion Reach\)](#)

Colonized 2399, main founder groups Indian and Nepali. Colony collapsed disastrously in the Silence. Rediscovered by the Republic of Navabharat 2840, recolonized from Navabharat 2843. Currently organized as a colony of Navabharat with an appointed governor.

#### [Kinshasa \(1819 Scorpion Reach\)](#)

Colonized 2389, main founder groups Central and South African. Recontacted by both the Republic of Navabharat and the Tianguo Hegemony 2849, leading almost immediately to an armed conflict between the two powers. Since the Kinshasa War of 2849, the Republic of Kinshasa has become an open battleground between Navabharati and Tianguese diplomats and spies. The Republic is painfully aware of its precarious position between the two powers and is desperate to find a way to maintain its independence from both (failing that, to get the best possible deal).

#### Gaoyuan (1820 Scorpius Reach)

Colonized 2387, main founder groups Chinese. Recontacted by the Tianguo Hegemony 2844. Planetary assembly immediately agreed to friendly relations with the Hegemony, which is providing technical assistance and economic investment.

#### Huoxing (1823 Scorpius Reach)

Colonized 2372, main founder groups Chinese. Recontacted by the Tianguo Hegemony 2816. Ruling council resisted Tianguese contact at first, but a military expedition in 2825 deposed the original council and set up a puppet government. The new regime is very cooperative with Hegemony directives.

#### Ndakaaru (1825 Scorpius Reach)

Colonized 2373, main founder groups West African. Recontacted by the Tianguo Hegemony 2835. Conquered by a military expedition from Tianguo 2845. Tianguo is investing in the local technological base, constructing a more advanced starport. The colony is in the process of being organized as a representative republic, in which Tianguese immigrants have special privileges and the original population is treated as an underclass. There is considerable resentment and occasionally violent unrest.

#### Navabharat (1917 Scorpius Reach)

Colonized 2410, main founder groups Indian, Sri Lankan, and Burmese. Colony had very little high-tech industry before the Silence, but it recovered to a TL9 level independently. Received a package of TL10 technologies (including the jump drive) from Eosi renegades in the early 2800s. The Republic of Navabharat is actually not overtly expansionist, but it is determined to defend itself against takeover by its more advanced rivals. The Republic has fought two short interstellar wars against its neighbors to enforce its independence.

#### Egoli (1918 Scorpius Reach)

Colonized 2389, main founder groups South African, East African, and Arab. Recontacted by the Republic of Navabharat 2827. The planet has very friendly relations with the Republic. The provincial strongman who first made contact with Navabharati explorers and merchants used that advantage to depose the old king, claiming his place with overwhelming support from the people. The new king is working hard to integrate Egoli into the Republic.

#### Salvation (1919 Scorpius Reach)

Colonized 2393, main founder groups American and Canadian. Colony suffered considerable damage during the Silence, losing all of its high-technology industrial base. Colonists successfully used the last of their industrial capability to reorganize their society as an agrarian low-tech republic. Recontacted by the Republic of Navabharat 2837. The planet has friendly relations with the Republic, with close diplomatic and trade ties. Navabharat is investing heavily in the local technological base, infrastructure, and starport.

#### Laohu (1922 Scorpius Reach)

Colonized 2388, main founder groups Russian, Byelorussian, Ukrainian, and other Eastern European (original name of the colony was *Daleko*). Recontacted by the Tianguo Hegemony 2833. Conquered by a military expedition from Tianguo 2841, which imposed a puppet government on the planetary republic. Tianguo is investing in the local technological base and constructing a more advanced starport. There is

considerable resentment among the local populace, although most of it is directed against the puppet government rather than the Hegemony itself.

Columbia (2219 Scorpis Reach)

Colonized 2384, main founder groups American, Canadian, and Russian. Current status of the colony is unknown.

## Hyperion Star System (1419 Scorpion Reach)

Eos is the second planet of a singleton main-sequence star named *Hyperion*. Hyperion is a typical Population I star, somewhat less massive, cooler, and dimmer than Sol. It is notably metal-poor, although it still possesses a substantial family of planets.

Almost all of the specifics for the Hyperion star system were developed using the current interim draft of *Architect of Worlds*, a world-design system currently under development. You can learn more about the *Architect of Worlds* project at:

<https://wordpress.sharrukinspalace.com/architect-of-worlds/>

### Hyperion

- **Mass:** 0.90 Sol
- **Age:** 5.2 billion standard years
- **Metallicity:** 0.5 standard
- **Luminosity:** 0.578 Sol
- **Effective Temperature:** 5340 K
- **Spectral Classification:** G9V

### Planetary System Summary

Planets and other major bodies in the Hyperion star system are named after Titans, or descendants of Titans, from Greek mythology.

Orbit	Name	UPP	Notes
0.30 AU	Helios	Y500000-0	Tide-locked, airless world. No moons.
0.76 AU	Eos	A8688B7-C	Primary world in the system, with a pleasant oxygen-nitrogen atmosphere, plenty of liquid surface water, and a temperate climate. Capital of the Kingdom of Eos. No moons.
1.20 AU	Selene	Y9A0000-0	"Super-Earth" with cold, extremely dense helium-carbon dioxide atmosphere. Surface is largely covered by water ice sheets, with several regions of active vulcanism. One moonlet.
1.90 AU	Prometheus	F6A0465-C	Bitterly cold nitrogen atmosphere. Surface is largely covered by water ice sheets, with a few regions of active vulcanism. Mining colony, penal outpost, and research station. One large moon, uninhabited.
3.72 AU	Atlas	Medium GG	Moderate ring system. One large moon with a naval outpost and research station. Several moonlets.
8.52 AU	Kronos	Medium GG	Spectacular ring system. Seven large moons, one with a scout service outpost. Many moonlets.
16.06 AU	Oceanus	Small GG	Thin ring system. Five large moons. Several moonlets.

### Eos

Eos is a so-called "garden world," similar to lost Earth in many ways, easily inhabitable by humans without high-technology support or extensive terraforming.

### Orbital and Rotational Parameters

- **Orbital Radius:** 0.756 AU
- **Orbital Eccentricity:** 0.05
- **Orbital Period:** 6080 hours
- **Rotation Period:** 31.50 hours
- **Local Day:** 31 hours, 39.8 minutes
- **Local Year:** 192.02 local days
- **Obliquity:** 34° (stable)



- **Satellites:** None

#### Mass and Surface Gravity

- **Mass:** 0.95 Earth
- **Density:** 1.00 Earth (5.52 g/cc)
- **Radius:** 6260 km
- **Surface Gravity:** 0.98 standard

#### Geophysics

- **Geophysical Parameters:** Mature plate lithosphere with mobile plate tectonics
- **Magnetic Field:** Strong
- **Hydrographic Coverage:** 82%

#### Atmosphere

- **Surface Atmospheric Pressure:** 0.97 atm
- **Atmospheric Components (by Mass):**
  - Nitrogen 71.2%
  - Oxygen 27.4%
  - Carbon Dioxide 0.7%
  - Argon 0.5%
  - Water Vapor 0.2%
- **Atmospheric Scale Height:** 8.3 km
- **Atmospheric Classification:** Standard

#### Climate

- **Blackbody Temperature:** 280 K
- **Bolometric Albedo:** 0.39
- **Total Greenhouse Effect:** 32 K
- **Average Surface Temperature:** 279 K

#### Native Life

- **Age of Advanced Biosphere:** 1.42 billion standard years
- **Dominant Life Forms:** Sophisticated animals, both aquatic and land-based, including several pre-sentient species
- **Biochemical Compatibility:** Good

#### Human Habitation

- **Human Population:** 420 million
- **Founder Groups:** Greek (48%), Russian (16%), German (10%), French (10%), Hindi (10%), Chinese (4%), and other (2%)
- **Government Type:** Non-Charismatic Leader (Kingdom of Eos)
- **Law Level:** 7
- **Starport Class:** A (Excellent facilities, extensive shipyards)
- **Base Facilities:** Naval base
- **Local Tech Level:** 12

- **Trade Classifications:** High-Technology

## Historical Notes

Although the existence of Eos was known to human astronomers as early as the 21<sup>st</sup> Century, the Hyperion star system was not charted and explored until 2371. A ship of the Third Grand Survey noted Eos as being particularly Earthlike and hospitable, and marked it as a Class One colonization candidate. The first manned outposts were established a few years later. After the usual twenty-year period of exploration and “first in” settlement proved successful, the initial wave of permanent colonists arrived in 2394.

### The Eos Colony

The colonization effort was funded by a consortium of wealthy Greek business leaders, who wished to preserve their ideal Hellenic culture against what they saw as the encroachment of a secularizing global civilization. The colonial charter defined Greek as the colony’s primary language, established an offshoot of the Greek Orthodox Church as the official state religion, and gave Greek settlers first choice of land allocation.

Of course, as was usual with such projects, the consortium was forced to accept substantial participation from outsiders, and protect minority rights in the colonial charter, in order to secure funding. As a result, the founders included substantial non-Greek populations.

At first, the colony thrived.

Eos is one of a number of colony worlds with very *old* ecospheres; the local equivalent of the Cambrian Explosion occurred well over a billion standard years ago. As sometimes happens on such ancient worlds, the local ecosphere proved surprisingly congenial to human presence. The colonists were careful to minimize their ecological impact, and in return they found that some imported Earth species did quite well. Grapes, olives, and coffee plants thrived, at least in the equatorial zones where the first colonists settled.

Meanwhile, a number of local species proved useful and easy to domesticate. Several local land plants, well-adapted to the short but marked seasonal cycle, became mainstays of Eosi agriculture. Several land animals became useful as pets or beasts of burden. The local aquatic life provided a basis for robust aquaculture and fishing industries.

There was some social unrest in the early years, driven by tension between the Greek privileged class and minority groups among the colonists. In particular, the Chinese and Indian minorities remained insular, preserving their own languages and religious practices, and avoiding marriage outside their own groups. They experienced significant discrimination as a result. At first these tensions rarely broke out into violence, but they did create mutual resentment.

### The Silence and the Rise of the Monarchy

The interstellar disaster known only as *the Silence* struck in 2436. At first, the Eos colonists neither knew nor understood what had happened. All they knew was regular packet ships from the core worlds simply stopped coming, cutting off the supply of further immigrants and high-technology goods.

Fortunately, the Eos colony was *somewhat* self-sufficient by the time the Silence began. The planetary population in 2436 was about 160,000, not enough to support much high-technology industry, but more than enough for long-term viability. Meanwhile, the agricultural sector was largely unaffected, so there was never any threat of famine.

The social impact of the Silence was considerable. The power of the Greek upper class had been supported by two things: control of land allocation, and control of the supply of high-tech goods from the core worlds. Now the major proprietors increasingly found themselves with vast expanses of land that they no longer had the equipment to monitor or maintain. Some of them responded by coercing lower-class settlers into forced-labor agreements that tied them to the land – in effect, re-inventing serfdom.

By 2450, Eosi society had become a powder keg. Several anarchist groups had organized, mounting loud and occasionally violent acts of rebellion, demanding redistribution of land and revisions to the colonial charter. In response, the landlord class became increasingly reactionary and oppressive. Various of the landlords had begun to recruit private security forces, which were turned against the common people (and sometimes against each other).

The situation was resolved when Colonel Anatoly Kovalyov, commander of the nominal planetary security force, secretly allied himself with several leaders among the unlanded class. A brief civil war took place in 2452, during which Kovalyov either defeated or co-opted most of the landlords' private armies.

Having restored peace, Kovalyov imposed a settlement revising the colonial charter. Under the new agreement, the Greek upper class retained some of its privileges, including the right to serve in what had become the upper house of the legislature. However, their control over land allocation was broken. The practice of serfdom was abolished, the civil liberties of every Eosi citizen were guaranteed, and an elected lower house was formed on the basis of universal suffrage. The charter of 2452 remains in effect today, although somewhat modified over time.

Anatoly Kovalyov is usually considered the first *basiliás* of the Kingdom of Eos, although he never claimed the title during his lifetime. His eldest son inherited command of the unified planetary security force in 2485. Four years later, he collaborated with the Patriarch of the Church of Eos to create and claim the ceremonial title of King, taking the throne-name of Anatoly II. To this day, the Eosi monarchs of the Kovalyov dynasty continue to serve as the formal commander-in-chief of the Kingdom's military forces, and as the ceremonial head of state.

### The Dark Age

Eos remained isolated from interstellar affairs for several centuries. By the time Anatoly II created the Kingdom, the planet had a human population of about 200,000 and had fallen back to TL5. A few pieces of high-technology gear still survived, but most had broken down or otherwise fallen out of use over the years.

Still, although the *effective* technology level of the planet had fallen, Eosi society remained scientifically sophisticated.

Not long before the Silence, an eccentric settler named Henri Dumas arrived on Eos, bringing with him an extensive library of *books*, printed codices that were independent of electronic media. This library

constituted a broad store of historical, scientific, and technical information, including the theoretical bases for gravitic technology and the jump drive.

Henri Dumas died in 2448, but his heirs maintained the collection, recognizing its potential importance now that contact with the core worlds had been lost. Anatoly Kovalyov became aware of the Dumas legacy during the civil war of 2452, and immediately moved to secure and protect the books. He later became the founding patron of the Dumas Memorial Library, which by 2485 became the core of the first institution of higher learning on Eos (the University of New Athens).

With the Dumas library and the new university, Eos managed to preserve a great deal of scientific and technical knowledge that might otherwise have been lost. Over centuries, while the human population of the planet grew, that knowledge was applied to create an industrial base, keeping pace with the available manpower.

While the original colony spread across the face of Eos, the unified planetary government continued to evolve as well. The more-or-less absolute monarchy established after the Silence slowly gave rise to a more limited constitutional form. The monarchs remained influential, but they began to rule through a cabinet, and they (sometimes unwillingly) accepted checks on their authority from the elected parliament.

### The New Space Age

During the middle years of the 28<sup>th</sup> Century, the Kingdom of Eos (now at TL8) returned to space, deploying a network of orbital satellites, and sending unmanned probes to explore the other planets of the Hyperion system. Soon after that, gravitic technology was reinvented based on information from the Dumas archive. The new technology permitted extensive manned exploration and colonization of the Hyperion system.

The Kovalyov monarchs of the period were enthusiastic supporters of the space program, seeking a return to the stars. Unfortunately, Eos itself was a relatively metal-poor planet. In particular, deposits of some of the minerals critical to jump-drive production were simply nowhere to be found. Not until 2786, when a manned expedition to Prometheus (Hyperion IV) discovered deposits of lanthanum, could the interstellar age truly begin.

The earliest interstellar voyages reached the Chrysos and Kyzaghan systems. The Chrysos Belt, in particular, proved a source of lanthanum adequate to support a major starship-construction initiative. A great breakthrough came in 2814, with construction of the first jump-2 capable “scout-courier” ships.

Over the next twenty years, Eosi explorers ventured far out, surveying worlds, making first contact with many cultures that had survived the Silence. Commercial investors followed, establishing new colonies and opening trade links.

### Interstellar Rivalries

Eosi exploration did meet with some resistance, as other human worlds began to emerge from the Silence.

### *The Tianguo Hegemony*

One potential rival is the Chinese-settled world of Tianguo, five parsecs to coreward and trailing. This high-population world did not preserve knowledge of the jump drive through the Silence, but by the 29<sup>th</sup> Century it had rediscovered the technology on its own.

Tianguo's explorers came into contact with Eos in 2831. Eosi diplomats and merchants soon found themselves fighting a "cold war" against their Tianguese counterparts, across several parsecs of space. The Kingdom of Eos and the Tianguo Hegemony have thus far maintained a formal peace, but unofficially each power regards the other as its foremost rival for interstellar empire.

### *The Republic of Navabharat*

Another adversary is the Republic of Navabharat, based on an Indian-settled world some five parsecs to coreward and trailing.

The Republic was first contacted by a rogue expedition, members of the Khinti minority on Eos with separatist ideals, who hoped to find allies among the stars. When this expedition reached Navabharat in 2814, it discovered that the Republic had a robust industrial economy and some space-travel capability, but that it did not yet possess gravitics or the jump drive. The renegades delivered an extensive package of TL10 technologies to the Republic in exchange for positions of wealth and status.

Navabharat quickly built a small but powerful jump-capable navy, carving out its own sphere of influence in the so-called India Cluster. Having developed a very negative view of the Kingdom of Eos, the Republic was predisposed to be hostile when the first formal contact occurred in 2844.

The Republic claims not to be interested in imperialism or territorial expansion, although it has fought ward of conquest against less-developed worlds in its sphere of influence. It is proudly self-sufficient and refuses to defer to either Eos or Tianguo. Indeed, Navabharat has fought two short wars against the Kingdom (2844) and the Hegemony (2849) to demonstrate its determination to stay independent.

### *Eosi Colonialism*

The Kingdom of Eos has sometimes done more harm than good, during its rapid expansion into interstellar space.

One of the first human worlds contacted by Eosi explorers was the American- and Canadian-settled world of Powell, just two parsecs from Eos. At first contact (2821) Powell was a TL6 world, divided into dozens of tiny, mutually hostile states. Eosi commercial interests soon moved in, opening trade relationships with one polity or another, hiring mercenaries to support or topple local governments as they pleased. The so-called "Powell Wars" were under way by 2825, destabilizing the planet and forcing the Kingdom itself to intervene.

To this day, Powell remains torn by internal warfare. The situation remains a political black eye for the Kingdom. Eosi royal troops keep the peace in the immediate vicinity of the starport, while most of the planet serves as a fertile market for emerging mercenary combat units.

Another cautionary tale is the world of Aksum, four parsecs from Eos. First contact in 2833 was more orderly than the case of Powell. Aksum had a unified planetary government, under its *negusa nagast* and an oligarchy of technocrats. It was also more advanced than Powell, already at TL8. As a result, it

was able to deal directly with the Kingdom rather than falling prey to Eosi commercial interests or mercenaries.

Aksum formally allied with Eos in 2841, and for the most part the alliance has been productive on both sides. However, the Aksumite people remain reserved and somewhat mistrustful of Eos, and even the *negusa nagast* appears to be playing a long game for independence from Eosi interests.

As Eos continues to expand and dream of interstellar empire, many of the Kingdom's wiser leaders keep these mishaps along the way in mind.

### Timeline of Recent Events

- **2786:** Eosi explorers discover large deposits of lanthanum on Prometheus.
- **2790:** Kingdom of Eos redevelops the jump drive and begins interstellar exploration.
- **2799:** Tianguo Hegemony redevelops the jump drive and begins interstellar exploration.
- **2802:** Tianguo establishes a colony on Diyu (1724).
- **2808:** Eos establishes a colony in the Chrysos Belt (1420).
- **2813:** Eos recontacts Kyzaghan (1321).
- **2814:**
  - Kingdom of Eos develops the first jump-2 capable drives. Pace of exploration and colonization accelerates.
  - Khinti renegades from the Kingdom of Eos mount a covert expedition in search of Hindi-derived colony worlds outside the Kingdom's expanding sphere of influence. After a grueling voyage lasting several months, they arrive on Navabharat and deliver a package of TL10 technologies. Republic of Navabharat acquires the jump drive and begins interstellar exploration.
- **2815:** Tianguo establishes a colony on Dihua (1623).
- **2816:**
  - Tianguo recontacts Huoxing (1823).
  - Death of King Mikhail IV Kovalyov of Eos. His eldest son Andrei takes the throne. The new king proves rather quiet and inactive, but he is fortunate to have a series of very capable Prime Ministers who oversee rapid economic growth and interstellar expansion.
- **2818:** Tianguo establishes a colony on Duanzao (1622).
- **2821:** Eos recontacts Powell (1218).
- **2824:**
  - Eos recontacts Voltaire (1222) and Veracruz (1417).
  - Stephanos Factors, an Eosi merchant firm, overthrows the government of the city-state of New Hamilton on Powell (1218). The new regime begins cooperation with Stephanos on construction of a starport outside the city.
- **2825:**
  - Eos establishes a colony on Eudoxus (1323).
  - New Hamilton government on Powell (1218) hires Colonel Giannis Ypsilanti and his private regiment of mechanized infantry ("the Wyverns") to win a war against an alliance of lesser city-states. Powell Wars begin, often called the "mercenary's playground."
  - Tianguo Hegemony invades Huoxing (1823) to impose a puppet government.

- **2827:** Navabharat recontacts Egoli (1918).
- **2828:** Navabharat recontacts Outremer (1817).
- **2830:** Republic of New Mexico on Veracruz (1417) allies with the Kingdom of Eos. New Mexico begins hiring mercenary units from Eos, sometimes drawing them away from the continuing conflicts on Powell. Veracruz Wars of Unification begin.
- **2831:** First contact between the Kingdom of Eos and the Tianguo Hegemony. Diplomatic relations are rather chilly from the beginning, but the two powers avoid armed confrontation.
- **2832:**
  - Eos establishes a colony on Argyris (1119).
  - Navabharat establishes a colony on Ramanujan (1816).
- **2833:**
  - Eos recontacts Aksum (1117).
  - Tianguo establishes a colony on Dantou (1423).
  - Tianguo recontacts Daleko (1922).
- **2834:**
  - Eos recontacts Altai (1019).
  - Republic of Navabharat abandons contact with Outremer (1817) and designates it as an interdicted world, placing a naval patrol in the system to enforce the no-contact rule.
- **2835:**
  - Eos recontacts Te Moana (1325).
  - Tianguo establishes a colony in the Eluanshi Belt (1721).
  - Tianguo recontacts Ndakaaru (1825).
- **2837:**
  - Navabharat recontacts Esosa (1716) and Salvation (1919).
  - Tianguo establishes a colony on Ku Lao San (1726).
- **2838:** Navabharat recontacts Qianshao (1715).
- **2839:** Eos establishes a colony on Phobos (1316).
- **2840:**
  - Eos establishes colonies on St. Michael (1021) and St. Basil (1516).
  - Navabharat establishes a colony on Virani (1815).
- **2841:**
  - Kingdom of Aksum makes a formal alliance with the Kingdom of Eos.
  - Navabharat establishes a colony on Vivekananda (1717).
  - Tianguo Hegemony invades Daleko (1825) to impose a puppet government, renaming the planet *Laohu*.
- **2843:**
  - Navabharat renames Agni (1716) and begins an aggressive program of colonization and assimilation of the native population.
  - Navabharat establishes a colony on Bose (1818).
- **2844:**
  - Eos recontacts Qianshao (1715).
  - Eos surveys SR-0920 (0920).
  - Tianguo recontacts Gaoyuan (1820).

- First *overt* contact between the Kingdom of Eos and the Republic of Navabharat. The two powers fight a short war, ending with a negotiated peace. Qianshao remains open to peaceful contact and trade from both powers, and the Republic enforces a tariff border against Eosi merchants entering the India Cluster.
- **2845:**
  - Eos recontacts Shamba (0819) and New Iran (1327).
  - Eos surveys Laravag (0820).
  - Tianguo Hegemony invades Ndakaaru (1825) to impose a puppet government.
  - Tianguo surveys SR-2021 (2021).
- **2846:**
  - Eos recontacts Sarai (0821) and Hanshan (0923).
  - Eos surveys SR-0916 (0916).
- **2847:**
  - Eos recontacts Themiscyra (1225).
  - Eos surveys SR-0922 (0922).
- **2848:**
  - Eos recontacts Varuna (1115).
  - Eos surveys SR-1126 (1126) and SR-1226 (1226).
  - Death of King Andrei III Kovalyov of Eos. His daughter, Natalya Kovalyova, takes the throne at the age of 22 standard years. She is immediately put under pressure to follow the lead of the dominant factions in Parliament, and to marry and produce an heir. She quickly proves to be very capable, firm of will, and independent.
- **2849:**
  - Both Navabharat and Tianguo recontact Kinshasa (1819).
  - First contact between the Republic of Navabharat and the Tianguo Hegemony. The two powers fight a short war, ending with a negotiated settlement that keeps Kinshasa open to peaceful contact and trade from both powers.
- **2850: Present day.**



## Eos Today

After centuries of development, Eos is one of the most prosperous and technologically advanced worlds in the human sphere.

### Overview

The present-day human population of Eos is about 420 million. Most of this population is concentrated in the tropical band, stretching from about 35° North to 35° South latitude. Outside the tropics, seasonal variations are rapid and very sharp, giving rise to violent weather and making long-term settlement difficult. Fortunately, much of the planet's dry land is within the equatorial region and is quite temperate.

The capital and largest city of Eos is the metropolis of New Athens (population 8.6 million). New Athens is located on a large island, just off the eastern coast of the continent of Atlanteia. It was the first formal colonial settlement, after the "first in" outposts of the late 24<sup>th</sup> Century. It has served as the planetary capital ever since its foundation.

The dominant language on Eos is *Eosi*, which is a descendant of Modern Greek. The two spoken languages would not be mutually intelligible. However, both are written with the Greek alphabet, and someone literate in one could probably puzzle his way through a text in the other. Almost all citizens of Eos (more than 99%) are fluent and literate in *Eosi*, at least as a second language.

Other languages still actively spoken on Eos include, roughly in order of prevalence:

- *Ruski* (a descendant of Russian)
- *Khinti* (a descendant of Hindi)
- *Galliki* (a descendant of French)
- *Kantonézi* (a descendant of Cantonese)

Each of these secondary languages is generally spoken in the pertinent ethnic communities, or in a few geographical regions where that ethnicity is prevalent.

The dominant religion on Eos is the *Orthodox Church of Eos*, a descendant of Greek Orthodox Christianity, with a few customs acquired from the Russian Orthodox and Roman Catholic traditions. A plurality (48%) of the population are members of this church. Significant minority groups include Roman Catholics (14%), Hindus (6%), Mahayana Buddhists (4%), and various others (8%). About 20% of the population are unaffiliated or lacking in spiritual beliefs. Early in *Eosi* history, all citizens were required to attend Orthodox religious services or pay a religious tax, but today those requirements are no longer enforced, and all citizens have freedom of religion.

Several local subcultures, including the plurality who speak *Eosi* as a first language and are members of the Orthodox Church, impose some separation of gender roles. However, *Eosi* law protects women and gender minorities from discrimination, treating all citizens as equal before the law.

*Eosi* society remains somewhat stratified, although there is significant social mobility. A hereditary aristocracy exists, descended from the land-holding class of the initial settlement, although this class has expanded considerably with the growth of the planetary population.

The current system of noble ranks in *Eosi* society is as follows:

SOC	Examples
15	King (or ruling Queen) of Eos
14	Royal Consort Crown Prince or Princess (heir-apparent to the throne) Duke ( <i>doúkas</i> ) Patriarch of the Orthodox Church
13	Minor Royals (later children or siblings of a monarch) Count ( <i>kómis</i> ) Metropolitan Bishop of the Orthodox Church
12	Baron ( <i>varónos</i> , lowest rank considered part of the peerage) Vicarian Bishop of the Orthodox Church
11	Baronet ( <i>varonétos</i> , a hereditary title, but not considered part of the peerage) Knight ( <i>hippótis</i> , a non-hereditary title awarded for service or notable accomplishment) Senior priest of the Orthodox Church
10 or less	Commoners

## Eosi Government

Eos is a *unitary state*, governed as a single entity in which the central government is supreme. The Eosi planetary government is divided into several institutions.

### The Monarchy

The monarchy is a hereditary position, thus far always held by a member of the Kovalyov dynasty. Under Eosi law, a ruling Queen's children are also considered to be members of the Kovalyov family, thus maintaining the dynasty even when the succession passes through the female line.

Each monarch succeeds to the throne upon the abdication or death of their predecessor. The succession normally passes by strict primogeniture, with women eligible to succeed since the mid-2600s. The monarch and their primary and secondary heirs are required to be members in good standing of the Orthodox Church of Eos, and they are legally required to marry commoners. The heir-apparent can be passed over by special legislation if they are in some way unfit; this has happened twice in the 360-year history of the institution.

The monarch is the head of state, and the *de jure* head of government. They have veto power over legislation, although their veto can be overruled by a supermajority of the Parliament. They bear primary responsibility for the kingdom's foreign policy. Finally, they are the formal commander-in-chief of the planetary military, although no monarch has actively taken the field in centuries.

The current monarch is Queen (*Basilissa*) Natalya Kovalyova.

### The Monarch's Cabinet

The monarch is advised by a cabinet, composed of the monarch's heir-apparent, the Patriarch of the Orthodox Church, and (currently) a team of 17 ministers led by the Prime Minister.

Eligibility for the seats for the monarch's heir and the Patriarch is determined by the planetary charter. Ministerial appointments are controlled by Parliament. The current ruling party in Parliament names a slate of ministers after each election, subject to royal approval. The Prime Minister, and several of the other ministers, must always be members of the Senate. Ministers serve at the pleasure of the monarch.

In many ways, the Prime Minister serves as the *de facto* head of government. So long as they retain the monarch's endorsement, they and their ministerial colleagues have the authority to manage planetary government by way of a robust set of executive agencies. These executive agencies are largely staffed by a civil-service meritocracy.

### The Senate (Gerousia)

The upper house of the legislature is mostly composed of the current holders of hereditary noble titles, although a few senior religious officials also hold seats. There are currently 688 members of the Senate.

Most members of the Senate succeed to their seats by hereditary right and serve for life. The monarch can issue a letter patent, elevating someone to the aristocracy, in several circumstances:

- To transfer an existing title to a new holder after the previous noble line becomes extinct.
- To create a new hereditary title (this has become a rare occurrence on Eos itself, but new opportunities for noble titles have recently begun to appear among the interstellar colonies).
- To reward a citizen for special accomplishment or service. These awards are usually non-hereditary, lasting only for the lifetime of the recipient. At any given time, about 10% of the Senate is composed of these "honors" nobles.

The Senate has the power to introduce new legislation, although appropriations or finance bills must originate in the Parliament. The Senate reviews and sometimes amends bills passed by Parliament. The Senate has very limited authority to *prevent* the passage of legislation, but it can *delay* the process very effectively.

The Prime Minister's position, and several of the other ministerial appointments, must be held by members of the Senate. The Senate has the power to refuse a seat to anyone, even after the monarch issues a letter patent or confirms the inheritance of an existing title.

### The Parliament (Vouli)

The lower house of the legislature is elected from the population, on the basis of universal adult suffrage.

Each member represents a district with an average population of about 250,000. Districts are drawn by a (theoretically) impartial royal commission, which applies standard algorithms to ensure competitive elections. Elections are held at least once every six local years. An election may also be held whenever the current government fails to survive a motion of no confidence, or it fails to pass an annual budget. There are currently 1,680 members of Parliament.

The Parliament is the primary political body in the kingdom. Members of Parliament are divided among over twenty formal political parties, although only five hold significant influence:

- Conservative Christian Party (far-right, isolationist and reactionary)
- Christian Democratic Party (center-right)
- Progressive Party (center-left)
- Green Party (far-left, environmentalist)
- Khinti National Union Party (far-left, separatist)

Oddly enough, the Green Party is often the power broker in Parliament, enabling either the Christian Democrats or the Progressives to form coalition governments, depending on the outcome of the most recent elections. As a result, even the Christian Democrats (nominally a pro-business, pro-industrial party) tend to maintain a moderately “green” stance toward land-use and environmental issues.

Parliament has the power to introduce new legislation, and in fact appropriations or finance bills must originate there. Parliament is the primary venue for deliberation and debate on new legislation. It also serves as a “watchdog” on all parts of the planetary government, holding investigative hearings on any matter that seems appropriate.

#### The Royal Tribunals

The Royal Tribunals constitute the planetary judiciary. There is a Supreme Court, whose members are appointed by the monarchy with the consent of the Senate. Lower courts are staffed by professional attorneys who have passed specific training to be qualified as magistrates.

Eosi courts use an *inquisitorial* system, in which the court is actively involved in determining the facts of a case, not simply in interpreting the law as an impartial arbiter.

## Mysteries of the Scorpion Reach Setting

There are several “mysteries” abroad in the Scorpion Reach of the mid-29<sup>th</sup> Century. Most humans are aware of these, and rumors (and conspiracy theories) abound, but the true answers are still unknown.

### The Silence and “Lost Earth”

The great interstellar civilization known as the *United Nations of Earth* (UNE) collapsed suddenly, and *extremely* thoroughly, in the year 2436. No one on Eos or any of its neighboring worlds has ever determined why or how this happened. All that is known is that starships from the core worlds simply stopped coming, leaving the human colonies on hundreds of worlds isolated and alone.

Colonies established on worlds which were naturally human-habitable mostly survived. In almost all cases, deprived of supplies of high-tech equipment from the industrial core worlds, they fell back to a pre-modern level of technology and economic development. Some have since redeveloped a high-technology civilization, while others remain more or less primitive.

Colonies on worlds which were *not* human-habitable fared more poorly. Some managed to hang on to the technical base they needed to survive hostile conditions. Most simply died.

No one is sure of the *causes* of the Silence, although there are a few clues.

Specifically, it’s possible that the Silence is the result of a massive failure of *technology*. Worlds that had an advanced technological base (TL12 or higher at the time) seem to have suffered actual damage and destruction, from an unknown source. Cities and spaceports were destroyed, their sites still showing signs of massive devastation centuries later. Grav technology seems to have suffered widespread malfunctions, causing buildings and vehicle to fall to the ground in mid-flight. Those few derelict starships that have been recovered have also shown signs of systemic failure.

Some have speculated that the Silence is the result of a devastating *attack* by parties unknown. This hypothesis is common among conspiracy theorists and “truthers,” although no one has been able to produce evidence as to the identity of the supposed Enemy. *How* a deliberate attack could have done so much damage, so quickly, is also a mystery.

Quietly, the Kingdom of Eos is very concerned to discover the truth behind the Silence . . . because the Throne and its advisors are concerned that it might happen *again*.

Incidentally, the mystery of the Silence is tied to the idea of “lost Earth,” as most of the people of the Scorpion Reach call it. In fact, Earth is not *lost*. Eosi astronomers know exactly where it is, twenty-four parsecs away to rimward of Eos. Deep-space telescopes trained on that part of the sky reveal Sol still burning merrily away, Earth still swinging in its orbit, all as it should be.

Of course, radio astronomers pick up no sign of intelligent radio noise from there, and very little from any of the other core worlds of the old UNE. A few starship captains have set out to visit Earth and see what conditions there are like. None of them have returned with news – a continued Silence that also concerns the Kingdom’s leaders.

### The *Prodromoi*

Under the old UNE, it was discovered that humans were not the first starfaring species to exist in the Scorpion Reach. A previous interstellar civilization once existed on over a hundred worlds in the region.

In the Kingdom of Eos, this civilization is usually called the *prodromoi*, an Eosi word meaning “precursors” or “forerunners.”

The *prodromoi* were vaguely humanoid mammals: bipedal creatures, shorter but sturdier than humans, warm-blooded, with two genders and a reproductive pattern that involved live birth. Their civilization appears to have reached its peak about 100,000 standard years ago . . . after which it very suddenly collapsed and vanished. The resemblance of this pattern to the Silence has not escaped the scientific community.

Despite the fevered imaginings of some conspiracy theorists and speculative-fiction authors, the *prodromoi* were far from being “gods of the spaceways.” There is no evidence that they attained technology much in advance of what the UNE had at its own peak. The *prodromoi* home world has never been located, but it is suspected to be somewhere to coreward and trailing of Eos. Forerunner ruins and artifacts have never been found within twelve parsecs of Earth; it’s generally held that their civilization simply never reached Earth or had any contact with primitive humanity.

Visible Forerunner ruins and artifacts are almost never found on human-habitable worlds, as wind and water and geologic activity have broken them down over time. On many worlds once settled by the *prodromoi*, the only evidence of their presence is a layer of technological materials in the rock strata. Archeologists often have better luck finding more-or-less intact artifacts on airless moons or trace-atmosphere planets.

### Non-Human Starfarers

Rumors stubbornly persist of non-human starships, appearing in star systems to coreward of Eos. Such sightings are rare, usually involving nothing more than elusive instrument readings at the limits of sensor range. No such sightings have ever been corroborated.

Most experts are skeptical about the possibility of alien starfarers. The possibility *does* exist, as witnessed by the *prodromoi*. However, the probability of another civilization appearing at the same time, in the same small region of the galaxy, and with the same level of technology as humanity seems vanishingly small.

Of course, some have speculated that the reason the sightings are so fleeting and hard to pin down is that the aliens *already know* humanity is here, and are deliberately trying to avoid contact . . .

## Notable Characters

Significant characters who might play a part in *Game of Empire* scenarios set in the Scorpis Reach, or who might appear in serialized fiction set in this universe.

### Laskaris, Markos

UPP 678A75. Age 35. Lieutenant, Royal Navy (honorable discharge).

*Skills:* Athletics 0, Carouse 0, Electronics (Comms) 1, Electronics (Sensors) 1, Engineer (M-Drive) 2, Engineer (J-Drive) 2, Flyer (Grav) 1, Gun Combat (Slug) 1, Gunner (Turret) 1, Leadership 1, Mechanic 2, Medic 1, Melee (Blade) 2, Pilot (Small Craft) 2, Vacc Suit 0. Native language is Eosi.

*Personal Gear:* Cr50000, Cutlass.

#### *Social Connections:*

- Lieutenant Aristotelis Niarchos (Ally – Royal Navy command officer).
- Commander Petros Manatos (Ally – Royal Navy staff officer).
- Commander Olympia Kondakova (Ally – Royal Navy command officer).

Markos Laskaris was born on Eos in 2815. Despite coming from a lower-middle-class family, he gained sponsorship from the Count of Tegea and was admitted to the Royal Naval Academy in New Athens. He had a successful career at the Academy, specializing in starship engineering, graduating with high marks and a commission. He also formed close connections with several classmates, who have been useful contacts ever since.

The most notable incident in his naval career was his involvement in the Qianshao War in 2844. His ship arrived on the scene soon after the initial skirmish involving James Walker's command. He was involved in two out of the three engagements which followed before the negotiated end of the conflict. Laskaris personally met Walker during the war, and the two men struck up a personal acquaintance that remains strong to this day.

After Laskaris was passed over for promotion to the rank of Lt. Commander, he finished serving out his last term and opted to leave naval service in late 2849. He has since been hired as the engineering officer aboard the Mitra Factors trading ship *Makara*.

### Mitra, Suravi

UPP 8D9D85. Age 46. Former rogue and merchant broker.

*Skills:* Admin 1, Advocate 2, Athletics (Dexterity) 1, Broker 2, Deception 2, Drive 0, Electronics (Computers) 4, Flyer 0, Gambler 1, Gun Combat (Slug) 1, Language (Eosi) 1, Persuade 2, Recon 2, Stealth 2, Streetwise 2. Native language is Khinti.

*Personal Gear:* Cr160000, Body Pistol, TL10 Cloth Armor. Has invested MCr20 toward the purchase price of a Far Trader ship.

Suravi Mitra was born – under a very different name – in 2804 in the provincial capital of High Nestani on Eos. Her mother was an impoverished sex worker in a Khinti neighborhood, while her father was one of her mother's clients. Mitra grew up poor in a very rough neighborhood, although she gathered a

substantial education despite her circumstances. In particular, from an early age she showed talent with computers and cybernetic systems.

At the age of 13 standard years, Mitra had a reasonable fear of being forced into her mother's profession. Instead, she took service with the Rana Singh gang, a powerful group within the Khinti *mafiya*. At first, she worked only as a courier and errand-runner, but she soon proved her worth as a software engineer and *haikar* as well. By the age of 18 she was single-handedly maintaining the gang's gambling records and systems. As she entered her twenties, she began to plan and carry out impressive cyber-crimes.

In 2827, Mitra met James Allan Walker, a Powell native who had joined the Royal Scouts and was on Eos for part of his intake training. They became friends and lovers before he departed Eos for his first deep-space assignment. Over the years that followed, Mitra had other lovers, but somehow the occasional visit and letter from Walker provided the backbone for the most durable relationship in her life.

One of Walker's visits led to the birth of Mitra's son, Rajiv. Becoming a mother changed Mitra's entire outlook. Before, she had been content to work for the *mafiya* and accept the long-term risk of being an increasingly important figure in local organized crime. With her son to think of, she began to think about ways to detach herself from the *mafiya* and "go legit."

The process required many years of planning and a great deal of risk and danger, but in 2840 Mitra was ready to strike. In rapid succession, she betrayed the entire Rana Singh gang to royal authorities, moved many millions of credits into untraceable bank accounts, and faked her own death. The scheme was apparently flawless. As far as she knows, either law enforcement nor anyone in the criminal underground have ever managed to connect Suravi Mitra to her old identity.

Soon, she reappeared in New Athens, bringing her son with her. There she married James Walker in a Hindu ceremony, and established a new legitimate business: Mitra Factors, a mercantile brokerage and investment firm. She was soon able to establish herself as a woman of business, a minor but successful player in the starport markets.

In 2849, Mitra Factors made a substantial new investment, purchasing an independent vessel to explore the new markets being opened up to Eosi trade. For the first time, Suravi Mitra will venture out among the stars aboard the *Makara*, as its broker and "owner-aboard."

### Spathari, Katerina

UPP 7779DB. Age 26. Scientist.

*Skills:* Art 0, Athletics 0, Diplomat 0, Drive 0, Electronics 0, Flyer 0, Gun Combat (Slug) 1, Investigate 0, Medic 0, Navigation 1, Recon 1, Science (Archaeology) 2, Survival 1. Native language is Eosi.

*Personal Gear:* Cr20000.

Katerina Spathari (born 2824) is the third child of *Kómis* Constantin Spathari, the Count of Tegea on Eos. As a young woman, she spent considerable time in the outback of her father's province, camping and mountaineering. She was educated at the University of New Athens, earning a doctorate in archaeology. Despite her youth, she has done significant work on the problem of the *prodromoi*. As of 2850, she is currently supervising an archaeological dig on the colony world of St. Basil.



### Tadesse, Amara

UPP 698CEA. Age 30. Physician and scientist.

*Skills:* Animals 0, Carouse 0, Diplomat 1, Drive 0, Electronics (Comms) 1, Investigate 1, Language (Eosi) 1, Medic 4, Science (Xenology) 2, Steward 1, Survival 1. Native language is Aksumi.

*Personal Gear:* Cr5000.

Amara Tadesse was born to a noble family on Aksum in 2820. Her family sponsored her to travel to Eos and attend university and medical school there. She is a fully credential medical doctor, licensed to practice anywhere on Eos or Aksum. She also holds a doctorate in xenobiology, and she has done research for both public and private patrons on the problem of the *prodromoi* or Precursors.

In the late 2840s, Tadesse was embroiled in a legal conflict over patents and intellectual property. Although she was never accused of wrongdoing, and her career was not harmed, the wrangle distracted her from her medical practice and scientific research. Afterward, she decided that she wanted a change of pace, and looked for an opportunity to travel among the stars. She has since been hired as the steward and medical officer aboard the Mitra Factors trading vessel *Makara*.

### Walker, James Allen

UPP 777D84. Age 50. Senior Scout (retired).

*Skills:* Animals 0, Astrogation 4, Athletics (Endurance) 1, Drive 0, Electronics (Sensors) 2, Gun Combat (Slug) 4, Jack-of-all-Trades 2, Language (Eosi) 1, Language (Khinti) 1, Leadership 1, Mechanic 1, Medic 0, Navigation 0, Pilot (Small Craft) 1, Pilot (Spacecraft) 2, Profession 0, Recon 2, Seafarer 0, Stealth 1, Survival 2, Vacc Suit 1. Native language is Anglic (New Hamilton dialect).

*Personal Gear:* Cr150000, Gauss Rifle.

#### *Social Connections:*

- Captain Alexander Li (Ally – Royal Naval Intelligence officer)
- Robert Blackwell (Enemy – childhood friend, now a renegade mercenary and space pirate)
- Director S. Ramakrishnan (Enemy – senior government official of the Republic of Navabharat)

James Walker was born in 2800 in the city-state of New Hamilton on Powell. His mother died when he was a small child, and his father was killed in one of the planet's innumerable petty wars. From the age of 11 standard years, Walker survived by repairing equipment and performing odd jobs for pay.

Upon reaching adulthood, Walker enlisted in the New Hamilton militia and saw action in several engagements. He was involved in the first battles of the Powell Wars, after New Hamilton hired Eosi mercenaries to deal with its hostile neighbors. Walker came to the attention of Colonel Giannis Ypsilanti, the foremost Eosi mercenary commander on Powell. Ypsilanti referred Walker to the Royal Scout Service, which was happy to recruit a tough and talented young colonial.

Walker left Powell at the age of 26 standard years and has rarely returned. He adapted quickly to life among the stars, and he was promoted to the rank of full Scout in 2828. He took part in several minor expeditions during this period. He was notably on hand as a crewman during the first contact with the Tianguo Hegemony off Eudoxus in 2831.

Walker came to the attention of the Royal Navy in 2835, while serving as a pilot and astrogator on the expedition which recontacted the world of Te Moana. Although contact was friendly, the naval liaison officer on the expedition worked with Walker to covertly collect critical information about the local government and society. Walker was very effective in this assignment, which led to a long-standing relationship with Naval Intelligence.

Later, after promotion to the rank of Senior Scout in 2838, Walker held several command positions in his own right. Most notably, he directed the scout teams that supported the colonization of St. Basil, he led the expedition that recontacted Themiscyra, and he supervised the initial survey of two uninhabited star systems.

The incident that brought Walker the most (unwanted) fame came in 2844, when he commanded the expedition to recontact the Qianshao colony. Early in the mission, his ship was ambushed by a naval patrol from the Republic of Navabharat, in the first *overt* contact between Eos and the Republic.

Walker's quick thinking, leadership, and inspired piloting enabled his ship to escape the trap and inform the Kingdom what had happened. The resulting Qianshao War had ambiguous results for the Kingdom of Eos, but Walker himself received a decoration for valor and praise from King Andrei III for his actions.

Walker's personal life was ambiguous and secretive for a long time. Early in his career as a royal scout, he met and struck up a relationship with Suravi Mitra. This turned into an on-again-off-again love affair that lasted for many years, picking up whenever Walker returned to Eos between assignments. Their son, Rajiv Mitra, was born in 2829, although Walker didn't learn of the boy's existence for several years. When he did make the discovery, it nearly estranged him from Suravi. In the end, the lovers reconciled, and in fact they finally formalized their relationship with a Hindu wedding in 2841.

As of 2850, James Walker has finally retired from the Royal Scout Service. He now serves as the pilot, astrogator, and captain aboard his wife's merchant ship *Makara*.