

# THE THIRD IMPERIUM

## Deneb Sector

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Sample file

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# OVERVIEW

*'His most excellent admiral lord Stam commands the Vindicator to power down its weapons and deliver Humbolt, Duke Vincennes. This is your only warning.'*

*The comms officer looked nervous. Chanus Reynald Humbolt, Duke Vincennes, was in a rage. 'First they banish us to fight their wars, now they remove us from office. Look at them! And sending Stam to do their dirty work... incompetent fools!'*

*The XO considered. 'You could end him now. You are his better; challenge him with the blade.'*

This book is about the Deneb sector: a sector of space in approximately the year 1105 of the Third Imperium. A good introduction to the Imperium is found in the *Spinward Marches Sector* book, or the *Reft Sector* book. The Vargr alien race is treated in-depth in *Alien Module 2: Vargr*.

Deneb sector is an Imperial sector containing 385 star systems lying beyond the Great Rift, about 12 months from the Imperial core. It is named for the sector's brightest star, Deneb (1925). The Imperial border runs just within the coreward edge of the sector. Scattered Vargr and other non-aligned systems and client states lie beyond this border.

Neither the First Imperium nor the Second looked far beyond Corridor sector. There was some fragmentary settlement by various groups, near the end of the First Imperium. However, major development began in earnest only after the Third Imperium's Imperial Interstellar Scout Service (IISS) located or contacted major resource worlds. Megacorporations soon exploited those resources, creating trade routes and commercial ties that today link the Imperial core with the Spinward Marches.

People came to the Denebian frontier for many reasons. Some were drawn by real or believed opportunities. Others came to escape poverty, oppression or overcrowding. Many settlers were motivated solely by a desire for adventure. Natural obstacles and hostile sophonts hindered their progress into Deneb. However, some worlds welcomed the newcomers and fuelled Imperial expansion.

While exploratory efforts continued to move outward through the Spinward Marches, Trojan Reach and sectors beyond, Deneb largely retained its frontier atmosphere. By this time, certain traits had already become deeply rooted in the settlers' character. Individualism, resourcefulness and a strong belief in equality epitomises the Denebian mindset.

Today, Deneb is renowned as a centre for innovation and exploration. Deneb is the home of the Jumpspace Institute,

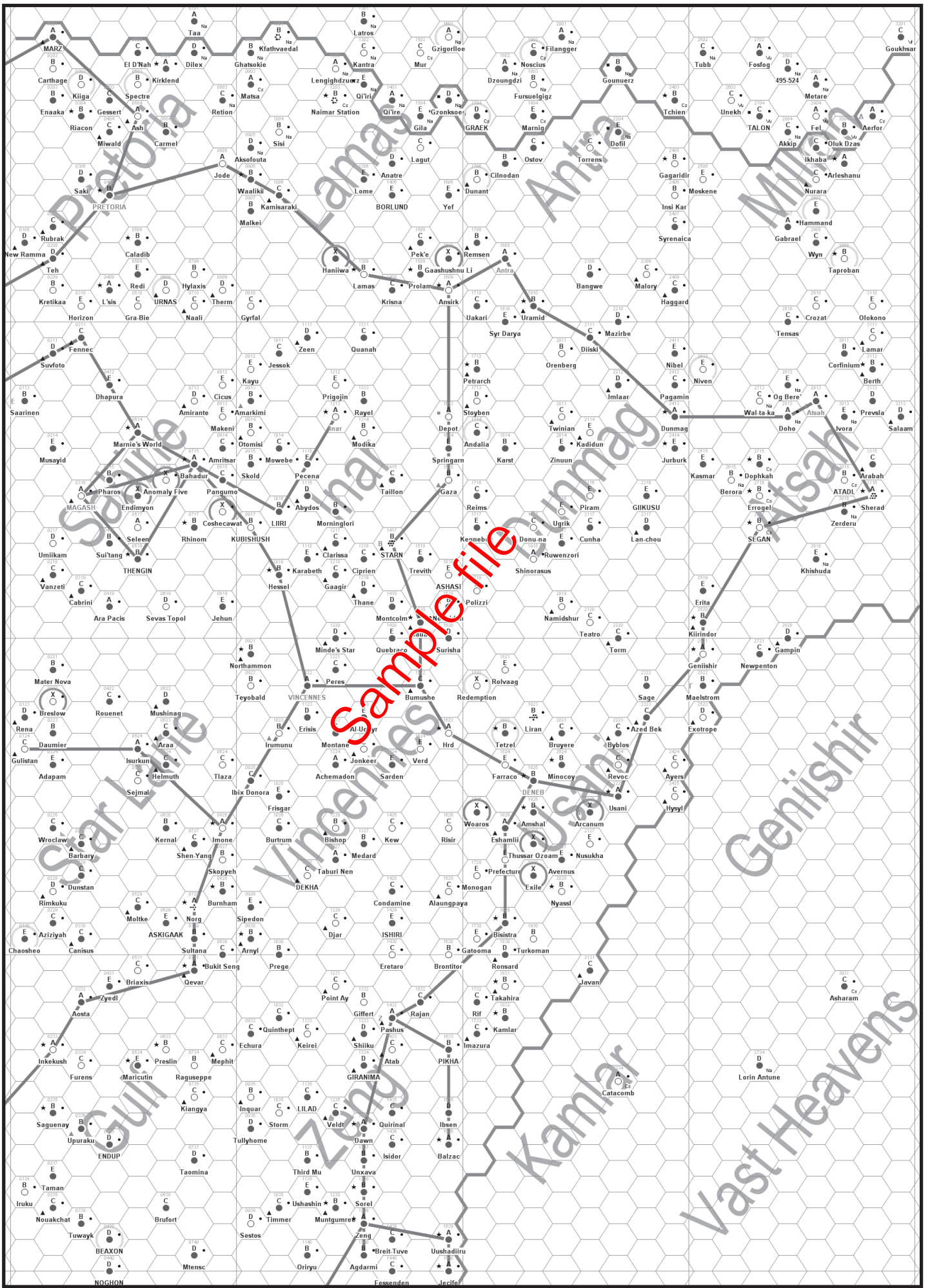
known throughout the Imperium as an innovator in starship propulsion technologies. During the sector's formative years, the Institute was also a sponsor of major exploratory efforts into neighbouring sectors and beyond. Also based in the sector is the Sklar Astrophysical Society.

Another characteristic is the local presence of six Imperial Research Stations. Few sectors can boast of a similar dedication to research and development. The Denebian stations pursue a wide range of activities, ranging from experiments in theoretical physics to undersea geological studies.

Yet another characteristic is in the government itself: there is no sector Duke. Local governments are reluctant to push for integration. Megacorporate interests have a preference for Deneb to be relatively independent of the Imperial hierarchy. Finally, the Imperial Navy finds it easier to deal with Deneb as a collection of Imperial subsectors, rather than a (very powerful) sector united under one (very powerful) sector Duke.

The Emperor sees a potential disruption in a united Deneb. In the past, one subsector Duke and two fleet admirals from Deneb have claimed the position of sector Duke; with an actual title at their disposal, their military and industrial might would rival that of most other sectors in the Imperium. It is *therefore* the Imperium's intent to keep Deneb militarily weak. The Navy and Marines all swear personal fealty to the Emperor. While the Naval hierarchy parallels the political structure, they do not cross at all. The local governments pay their taxes to the Imperium and keep their tradewars limited. All is well.

Nobles will often fund their own fleets of small starships and throw them at each other, with the Navy remaining neutral. The Imperium occasionally gets involved for any Rules of War violations but on the whole the sector nobles are continually in a cold war or hot war with each other. Mercenary groups of all types are contracted by multiple parties and corporations pick sides. At the same time, no one dares attack an Imperial navy base and no one interferes, obstructs or provokes the Imperial fleets, ever.





# HISTORY

## ***ANCIENTS AND LOCAL SOPHONTS (-300,000 TO -5,000)***

Scattered throughout known space are the ruins of a civilisation that once dominated this region of the galaxy. Early explorations by the Vilani thought each ruined site to be representative of a different race but excavations and explorations soon showed that this was not so – they were all examples of the same civilisation.

Confirmed Ancient sites have been found in every sector of the Imperium, including the Deneb sector. The antiquity of these sites (showed by various dating methods) gave rise to the term 'Ancients' to generally describe this vanished race. All sites have been dated as established at around -300,000. Research indicates that the Ancient civilisation lasted less than 20,000 years in total.

The Ancients never had a very large population. The planets they settled usually had only one, or at most a handful, of bases. Estimates of population vary but do not exceed one million per world. Some investigators believe that their high population worlds held billions and that these were reduced to asteroid belts; that only low population worlds were not completely destroyed. Others counter that none of the evidence found in the asteroid belts confirms this.

In the Deneb sector, Ancients established known bases on Redi (0509), 495-524 (2802), Amritsar (0814), Tetzal (1823) and Deneb (1925). Unconfirmed ruins or sites of unknown significance are reportedly on Enaaka (0203), Dhapura (0412), Shen-Yang (0727), Veldt (1235) and Kennebec (1717).

Deneb was never a barren expanse of empty star systems, just waiting to be conquered. It has been home to a number of sophont cultures. Some are considered primitive, reclusive, xenophobic, or simply enigmatic, like the the Shi'awei of Chaosheo (0130) or the Yaitlat of Peres (1221). There are also a few known worlds with extinct or fallen civilisations, including Jode (0805), Balzac (1636) and Newporton (2721).

However, many sophont peoples are energetic participants in the sector's industry and government. The Sigka of Askigaak (0629) have a thriving industrial complex and can be found throughout the Starlane subsector. Similarly, the Gl'lu of Kubishush (0917) are active in Sabine and Inar subsectors and build high-quality starships for General Products. The Lurent of Borlund (1406) are a relatively common halo culture, jumping their billion-ton planetoids from system-to-system as they travel

to and from their homeworld. Some mercenary groups will hire Nenlat troops from Deneb (1925). There are also the diplomatic Yafizethe of Kernal (0626), the philosophical Crenduthar of Ghatsokie (0902), the struggling Kirissukyoya of Giikusu (2316) and the charisma-based Souggvuez of Talon (2704).

Finally, there is one Droyne world, Zeen (1111). While they are not particularly outgoing, they are shrewd traders and many wide-ranging Droyne merchant starships call Zeen their home. The Droyne of Zeen are good neighbors, it seems: on at least one occasion they saved another sophont people from extinction.

## ***EARLY COLONIES (-5,000 TO 0)***

Most scholars attest that the First and Second Imperium did not officially explore or colonise the Deneb sector. Rogue groups ventured into the area but only one settlement established in this time period survived to be contacted by the Third Imperium.

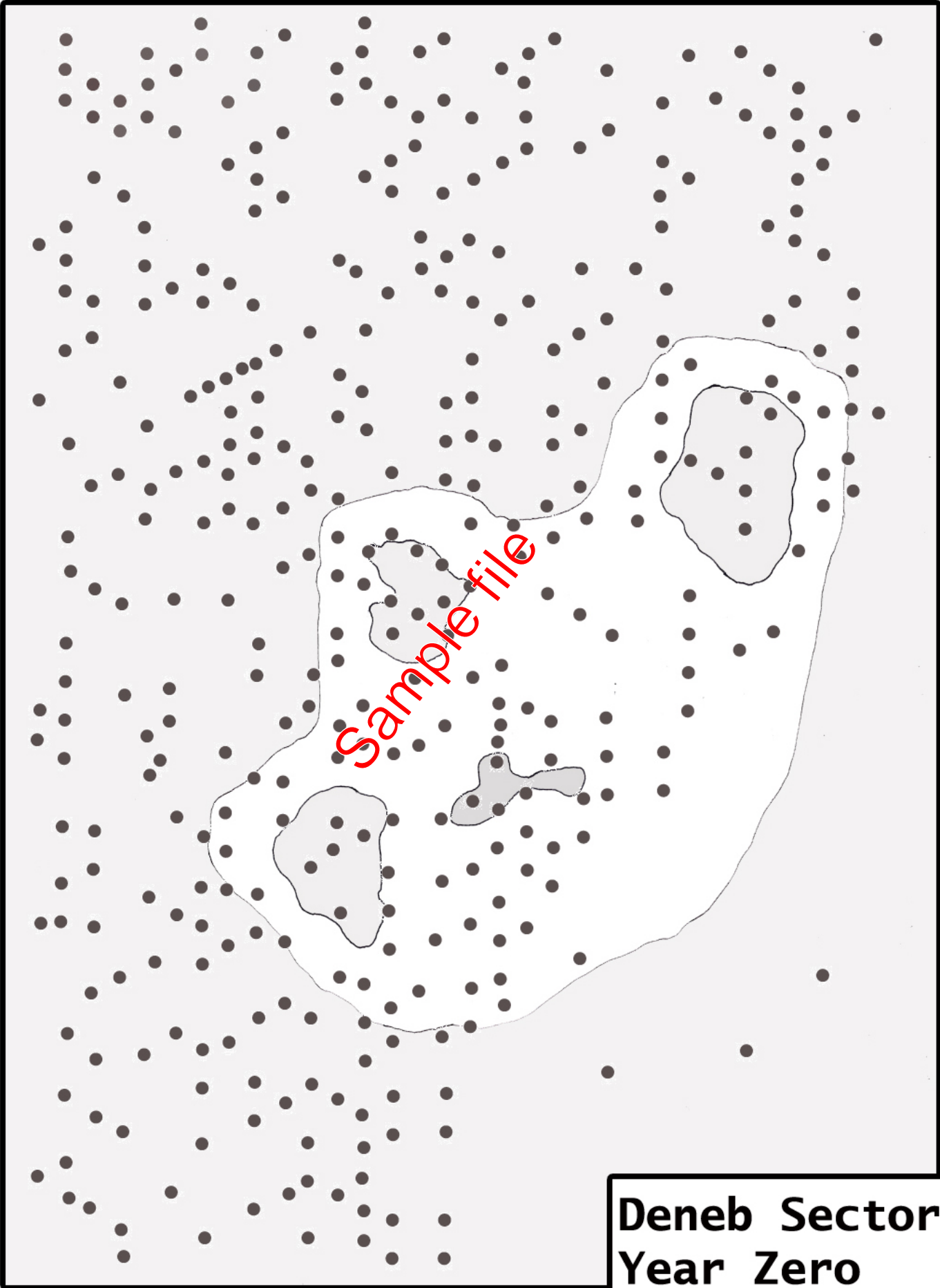
One notable legend is the story of a wealthy Vilani nobleman, surnamed Sachoppek, who allegedly found riches beyond imagining in the Pretoria subsector of the Deneb sector. Usually these legends hint at the existence of an ancient mine, perhaps on an asteroid, rumoured to be the richest, most fabulous resource in the galaxy. Naturally, the backwaters of this subsector are therefore a draw for wildcatters, treasure seekers, fringe archaeologists and religious cultists.

Of the colonies attempted by the Second Imperium, only one survived. Around -2400, a Vilani clan fled the Rule of Man to settle four systems, including Deneb (1925) and Usani (2225). Regaining jump capability in -80, the Deneb colony recontacted the two surviving systems. In time four mainworlds formed the Lidash League, which was contacted by Imperial Scouts in 34 and was admitted into the Imperium in 100.

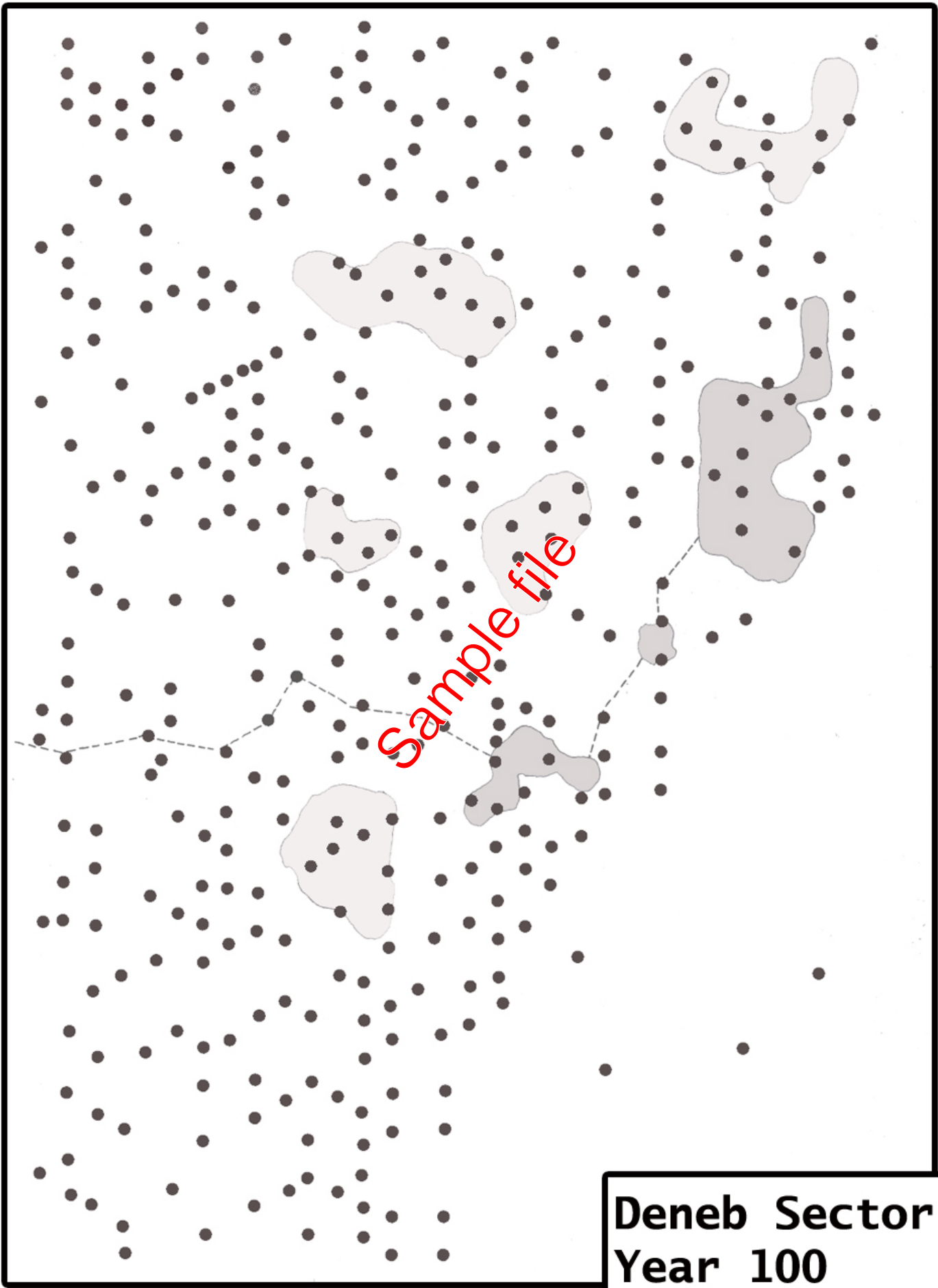
Solomani exiles attempted to settle Vincennes (1122) around -1700. Unfortunately the Second Imperium was unravelling. Technological worlds were unable to sustain their own systems, much less support far-flung colonies. Today little remains of the colony site, which died out more than 2,000 years ago.

## ***IMPERIAL COLONISATION (0 TO 600)***

'Year Zero' was the formal date of the creation of the Third Imperium. Official surveys of the Deneb sector by the Imperium were filed starting in year 60. As the Imperial Interstellar Scout Service (IISS) pressed across the sector, surveys of sophont



**Deneb Sector  
Year Zero**



**Deneb Sector  
Year 100**