

Travellers Aid Society (TAS)

TAS is one of the most elite social clubs in Imperial Society, It is a strange combination of status symbol, practical self-help group and hotel franchise. Members of TAS can be very rich socialites, famous scientific researchers or veterans of mercantile shipping; the one thing they all have in common is that they are truly Citizens of the Imperium, and not bound to any one world, or even sector within its wide domain. They travel. A lot.

No ideology of common agenda binds the members of TAS together apart from this common cosmopolitan self-identification. It is a loose organisation that makes few demands on its members apart from the rather stiff joining fees. While there are some famous feuds amongst the membership, in general it is a group of gentle-sapient with a cultural norm of mutual assistance (outside of the Annual Bingo of course, in which no holds are barred).

Player Objectives

- There is a TAS Annual Bingo competition, which can be a bit of fun.
- Increase your political patronage in the Spinward Marches. Can we get a Duke as well as the Admiral as a member?

Structure

- Patron (The Admiral). This is not a position that brings any responsibility or direct power; but much influence.
- Local Chairperson (Akidda Laagir). Responsible for running the TAS Annual Bingo event, and giving out rewards for this.
- There will be a TAS Conference and Reception for all members (and guests) at 20:00. Apologies in advance to the Chair.

Membership

- It is only possible to be thrown out of TAS for some heinous crime against the Imperium. Either Patron or Chair can jointly call for someone to be ejected, but this requires the positive assent of 50% of the members present; and both Patron and Chair must agree (unless they are the ejected party).
- Any player can join TAS if both Chair and Patron agree, This costs 500 kCr as a joining fee.
- Additionally, a non-TAS member who wins a row or column in the Bingo can claim membership instead of the reward.

Members

- Admiral Tahkehtea (Patron)
- Akidda Laagir (Chair)
- Elana di Brigantes
- Lt Cmdr Eneri Gillaan
- Sharik Dadushaag
- Larin Imuspress
- Windsings

Vorsprung

Vorsprung is a group popular amongst the scientific and academic echelons. They are committed to advancing culture and technology across the Imperium and all neighbouring states. While often accused of being insufficiently patriotic, and 'Citizens of Nowhere', they are dedicated to human (and non-human) welfare across the galaxy. As well as this general ideology, they currently have a very specific project to recover Ancient Artifacts for study to advance the local technological level. The Imperial Navy and Scout Service (especially the Navy) are so obsessed with controlling everything that they have effectively locked down all the interesting sites. Fortunately, the Darrian Confederation is much more amenable and supportive.

Player Objectives

- Find Ancient Artifacts. There are 6 worlds with known Ancient sites on (Victoria, Efate, Knorbes, Pixie, Yori, Shionthy) and will need to travel there to get more information.
- Increase your political patronage in the Spinward Marches. Can we get a Duke as a member?

Structure

- Leadership is currently vacant after the previous Chair had a small accident with an experimental anti-matter drive. The organisation prefers to work by consensus, and can nominate a leader unanimously at any time during the game. After 22:00 you can do this by majority vote.
- This is very flat, but the Darrian ambassador is sometimes seen as the Primus Inter Pares (and has provided funding for expeditions before).
- Vorsprung AGM to be held on Darrian at 19:30 (this is upstairs..apologies to Gilerus)

Membership

- Any player can join as long as a majority of Vorsprung members (defined at the start of the game) agree.

Members

- Ambassador Gilerus
- Captain Eneri Shulamikar
- Benjamin S. Summerfield
- Dr. Zhundao Weiss
- Dr. Amun Shimulla
- Aybee Wan Owen

Ine Givar

A Terrorist organisation dedicated to the downfall of the Imperium and the Aristocracy, and the implementation of an anarcho-syndicalist republic in its place. Power to the People!

Player Objectives

- Disrupt the machinations of the Imperial Dukes as much as possible, in any way you can.
- See if you can get funding from one of the other interstellar powers. They too will fall to the People's Voice in due course...but in the meantime some cash would be helpful.
- Avoid being detected by the Scout Service (IISS), you know they are on your trail somewhere.
- Or maybe just lie low and keep your powder dry, or infiltrate some other organisation to set yourselves up for the future.
- Keep the flag flying by committing a Terrorist Atrocity

Structure

- None. A single terrorist cell - with just 2 or 3 members.
- Can also be members of other organisations

Membership

- Requires unanimous approval from all current Ine Givar members.

Members

- Akidda Laagir
- Renard Ruche

The Fraternity

The Fraternity is an interstellar criminal organisation that provides a network for pirates and underworlds across the Imperium and beyond. It's quite a loose organisation, with a common aim of keeping below the radar of Imperial enforcement agencies while raking in the cash from drug-smuggling, protection rackets, or any other ethically questionable activity.

Members range from pirate queens, through simple thugs and hitmen, to shadowy information brokers.

Player Objectives

- Several missions have a ***Criminal*** keyword. Once completed and stamped by a GM, two of them can then be exchanged for a skill token that can be used instead of one skill level in a future mission. This represents the benefits of an enhanced reputation in the criminal community. This exchange is being run by the Sword Worlds Ambassador [Karl], as he uses the Sword Worlds bureaucracy to provide back-office support.
- Avoid bounty hunters.
- Avoid the attention of the Imperial authorities
- Extend the influence of the Fraternity

Structure

- There is no formal structure in the Fraternity.

Membership

- Anyone who undertakes a Criminal mission can become a member if proposed and seconded by two existing Fraternity members.
- No one can leave the Fraternity (not alive anyway)

Members

- Ambassador Olaf Damsgaard
- Lin Kamuggi
- Renard Ruche
- Trow Backett
- Zilla Peganung
- Lihsamel of Darrian

Potential for All

Potential for All is an organisation devoted to fighting the stigma and prejudice that psionic activity faces in the Imperium. It is absolutely not - as Imperial propaganda insists - a Zhodani fifth column. Although the Zhodani Ambassador does admittedly support the cause. Given the anti-psionic prejudice in Imperial space, most members of *Potential for All* keep quiet about their membership.

Player Objectives

- A treaty of friendship and co-operation between the Imperium and Zhodani Consulate
- Get the public support of one of the Imperial Dukes
- Build at least on Psionics Institutes in the Spinward Marches
- Get yourself tested for psionics

Structure

- Has a formal Chief Advocate, advised by the Zhodani ambassador

Membership

- At the whim of the Chief Advocate

Members

- Chief Advocate George Artizabenes
- Ambassador Shterbifriashav
- Captain Jan Olos
- Dur Telemon
- Dr. Theodor Krenstein
- Hastyorbe

Imperial Interstellar Scout Service (IISS)

The Imperial Interstellar Scout Service is most famous for being responsible for delivering the mail, and keeping the map up to date. The IISS also has a secondary role as the secret service of the Imperium - although as they see it, this often involved saving the Imperium from the antics of those knuckleheads in the Imperial Navy (and the odd 'eccentric' Archduke).

The IISS is currently tracking down the last few survivors of the Ine Givar terrorist group that supported the Zhodani invasion that led to the Fourth Frontier War a few years ago. Ine Givar have some bizarre theory of government that is opposed to the natural order of rule by a trained aristocracy.

Player Objectives

- Hunt down the survivors of the Ine Givar terrorist group. Bonus if you successfully identify members (you have one chance to guess - see card with Scout Commander)
- Embarrass the Imperial Navy. The more incompetent they look, the better.
- Keep the Imperium together, spot and squash any internal threats, and stop the Dukes doing anything too off-the-wall.
- Map out the planets to complete the Grand Survey

Structure

- Very straightforward with Scout Commander Cantrell in charge.

Membership

- No changes possible

Members

- Scout Commander Jens Cantrell
- Maasukuda Hendriksen
- Radshir Dingim (retired)
- Stashu Nagoya (retired)