

PLAYER HANDOUT II: DATASLATE ON SOLOMON

//Query results for "solomon, world"
 //Default: Display most relevant match executed



++ Ignorance is a blessing not
 to be disdained by the wise ++

Solomon

Population: 13 billion.

Tithe Grade: Exactus Extremis (Special).

Geography/Demography: Super-continental hive and industrial structure, which has lead to the eradication of all natural landscape, interspersed with polluted seas. High level of environmental toxicity, highly turbulent weather patterns with corrosive rainstorms and electrical disturbances common. Conditions on Solomon are at the limits of human sustainability and only maintained by a network of macro-atmosphere processing units. Population in steady decline.

Governmental Type: Parliamentary Oligarchy under the supervision of the Departamento Munitorium.

Planetary Governor: Archprefect Garth Jarndyce.

Adept Presence: Very High. Widespread Departamento Munitorium and Administratum presence dominate this world's political and economic structures. Important centres of power include the Halls of the Chancellery Court, the Planetary Overwatch Orbital, and the Central Tithe Census Fortress. Presence of Adeptus Arbites and Ministorum classified as Below Average for a hive world with Solomon's population and importance.

Military: Munitorium Security Forces, Parliamentary Guard (local PDF), numerous small private armies of the individual tithe guilds. Medium Quality. As an important military transshipping and supply point, Solomon also has a considerable orbital defence network.

Description: By Lord Militant Angevin's Sector Edict A-87635.597, Solomon was declared a client-state of the Departamento Munitorium, with the majority of Solomon's industrial output tithed directly to that arm of the Adepta. Fulfilling this tithe is the duty of the planet's guilds, who comprise Solomon's upper classes. This responsibility gives the guilds the second highest level of political power on Solomon, beneath the Departamento Munitorium. This is in contrast to most planets within the Calixis Sector, where industrial-feudal and hereditary governments are the norm.

The high tithe rating has resulted in Solomon's natural resources being almost completely consumed. Centuries of extreme manufacturing processes have destroyed the planet's biosphere, killing most native life-forms and limiting the majority of human habitation to protected hive cities.

There are five hive-citadels that cover the majority of Solomon's main continent and house most of the planetary population: Gloriana, Atropos, Morigan, Albia, and Wrath. Between the hives, much of the landscape is occupied by industrial infrastructure: pipe-farms, refinery complexes, chem-processing works, pyro-vent towers, foundries, and storage facilities. Although some of this is still in use, much has been abandoned due to decay. The rest is deserted wasteland, toxic seas, and abandoned urban zones and cities, much of which is classified as unsuitable for long-term human survival. These areas, which cover tens of thousands of square kilometres, are officially designated as the Interior Industrialized and Infrastructural Zones by the Departamento Munitorium [See Section 23/u: Topographical and Zoning Maps of the Planetary Surface]. Local parlance refers to them as the "Interior."

[more]

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Solomon



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Discord and the Rule of Law: Solomon's population is in terminal decline due to the continuously increasing toxicity of their environment, and must be regularly replenished by forced immigration through the Administratum. Along with the relocation of low-class populations from other hive worlds, this includes the establishment of penitentiary labour camps for off-world prisoners and the organization of Solomon's sizable mutant population into an indentured workforce. Introducing these elements into Solomon's society has resulted in high levels of discord and many malcontents amongst the planet's population. Escapees from the penitentiary camps and indentured workforces especially have fed a growing population of outlaws in the Interior, limiting effective administrative control of the area.

Order within the hive-citadels is maintained by private armsmen and mercenary squads controlled and funded by Solomon's tithe-guilds. These squads are overseen by the Departamento Munitorium's Quastor-Prefects and the military authority of the Chancellery Guard. Both the Adeptus and guild law enforcement are primarily concerned with maintaining order and production levels. Protecting Solomon's citizenry is secondary. It is speculated that this has resulted in the general population's lack of trust in local and planetary authorities, and possibly contributed to civil discontent within the hive-citadels. There is also a large criminal underclass within the lower wards of all five hives, which the civil authorities have been unable to subdue.

The power of the Ministorum and Imperial Cult on Solomon is also weak, something the sector Ecclesiarchy has attempted to rectify without success. Ministorum investigations have revealed that the general citizenry regard the Imperial Cult as a "tool" of Solomon's upper classes and planetary government. This belief is considered to be a direct threat to civil stability. In turn, the tithe-guilds and Administratum have established some of the most severe penalties for sedition and civil disobedience in the sector. Despite this, the planetary populace has shown a marked tendency for rebellion, and local outbreaks of violence and rioting occur with some regularity [See Section 270/b: Civil Enforcement Statistics]. Members of the Adepta with business in the main industrial sectors are advised not to advertise their identity.

The general hopelessness, resentment, and morbidity of the general population also has given rise to the possibility of heretical outbreaks of various types. Investigations by Imperial authorities have turned up many legends of a possibly deviant nature [See Section 543/r: Curse of Solomon], as well as evidence of numerous cults, secret societies, and heretical followings [See Sections 578/r-611/b: Cryptographers, Sleepers of Solomon, Clockwork Watchers, Red Fist Revolution, Silent Death, Other Heretical Organizations]. This has on occasion become serious enough to merit investigation and purges from the Holy Ordos.

Relics of the Ancient History: Human habitation on Solomon predates the Angevin Crusade that founded the Calixis Sector. The planet's current name is believed to be attributed to the Rogue Trader Solomon Haarlock, who some sources accredit with using the world as a base of operations during his explorations of the sector in late M36. The pre-Imperial human habitation of the planet is often thought to have attributed to certain anomalies of culture and technology evident on Solomon and not present on other worlds in the sector, and consequently the cause of occasional finds of previously unknown archeotech on the planet [See Section 789/w: Void Abacus].

IMPERIUM DATA SLATE Model 75-RFEI 41K

