



# Enarans

*Accessing Enaran Historical Archives...Done*

*Checking User Status...Done*

*User Status: Citizen, Alien (Sub-Enaran:Human)*

*Checking Criminal Record...Done*

*Results Classified*

*Opening Document*

## **A History of the Empire**

A Guide for Aliens

by Chul'gora, Handmaiden to Emperor Urstus I, E.Y. 5,496

In the early days of Enaran interstellar travel, the Enarans were ignorant and superstitious, doubtless the state that you, our alien brethren, were in before becoming enlightened by the glories of the Empire. Our religion ([Enaran Religion, a Guide for Aliens](#)) dictated our customs and beliefs, and the Enaran theocrats ([Early Enaran Politics, a Guide for Aliens](#)) controlled us politically. Our numbering system for determining the years was based on the time since the god Dulan, the Nemar ([Enaran Ecology, a Guide for Aliens](#)) was said to have given us our system of laws. But in the Pre-Imperial year 6807 (Enaran Year 0), all of that changed. An angel, taking the form of the bird of prey we call the Nemar, a symbol of authority, descended from the heavens, or so the story goes. All we know is that the first Emperor, chosen from among the wealthiest families on the planet, was to spread the Nemar's wisdom and laws to the entire galaxy. Our first Emperor, whose name is lost to the centuries, quickly defeated the theocrats in the nearly bloodless Heresy War (E.Y. 5- E.Y. 182) ([The Heresy War, a Guide for Aliens](#)). The power of the Enaran faith was now only spiritual, not temporal in nature.

Society quickly changed. Females of the Enaran species, traditionally associated with the demeaning fields of trade and spirituality, were now dictated to uphold instead the realms of commerce, industrialization, and theology, places of limitless opportunity ([Enaran Sociology, a Guide for Aliens](#)). Also, the First Emperor began the spread of the Nemar's law throughout the galaxy. Explorers spread throughout the fold routes ([Enaran Astrogation, a Guide for Aliens](#)), mystical "portals" through space, to terraform many of the planets now part of the core Enaran Empire ([Enaran Genetic Programs, a Guide for Aliens](#)). All of Enara was unified in this purpose, with the exception of a few troublesome outsiders who didn't believe in justice and law for all ([The First Civil War, a Guide for Aliens](#), [The Second Civil War, a Guide for Aliens](#), [The Third Civil War, a Guide for Aliens](#)). It was then that the Enaran explorers began to intercept radio signals from very far away. Scouts sent to investigate this found the friendly Y'baru ([Sub-Enaran species, a Guide for Aliens](#)). The Y'baru tried to fight destiny ([The War of Acquisition, a](#)

[Guide for Aliens](#)), but after only a few months the war was over with almost no casualties on the Enaran side ([The Destruction of Quinsor, a Guide for Aliens](#), [Radioactivity and Fallout, a Guide for Aliens](#)).

In much the same way has the Empire expanded since then. Unlike other governments, which collapse within only a few centuries of existence, the Empire will last, simply because its simple laws ([Enaran Jurisprudence, Volumes 1-27,418 incl.](#)) promise justice for all, even sub-Enaran sentients like you! Only the mysterious Ma-laraq ([Meta-Enaran Species, a Guide for Aliens](#)) are independent of the laws of the Empire, but they too see the justice inherent in the Enaran system. It is no coincidence that the Ma-laraq are one of the Empire's first member races, and some even postulate that a Ma-laraq, seeing the good the Enarans could do for the world, was the "Nemar" seen by the first Emperor!

The Empire's political system is just as simple; even the T'lek'ma ([Sub-sub-Enaran Species, a Guide for Aliens](#)) have little difficulty in understanding its edicts that allow even the smallest Enaran, through good luck and hard work, to reach the post of Emperor. When an Emperor dies, one of the families of the Empire replaces him, depending on who can win the support of the others through economic or military success ([Wars of Succession, a Guide for Aliens](#)). Once in power, the Emperor's word is law. He appoints a council of Praetors who govern the provinces of Enaran space, including one for each non-Enaran race (again, the Ma-Laraq are the exception. We graciously allow them to choose their own Praetor, because they have shown they can be trusted [[Psionic Powers and their Abuse, a Guide for Aliens](#)]). Once in power, these Praetors obey the Emperor's every whim, governing his provinces as he sees fit for the good of the Empire. There have been some abuses of the system ([The 4<sup>th</sup>-8<sup>th</sup> Civil War, a Condensed History](#)), but in these modern times the families know that it pays to get along. If an alien like yourself adheres to the principles of the Enaran Empire, you will live long enough to see what peace and prosperity the future will bring!

*Closing Document...Done*  
*Run Program, "Liberation" v 7.8*  
*Program Interrupted*  
*Countermeasures Detected*  
*Outer Network Systems Compromised*  
*Attempting to Disconnect...Disconnect failed*  
*Inner Network Systems Compromised*  
*Inquiry Received: Enaran Imperial Intelligence*  
*Responding...Done*  
*System Malfunction*  
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*Shutting Down*